

	application software	
- Manufacturers - Hager Electro - Blinds / shutters	1-fold, 4-fold and 8-fold blind/shutter actuator <i>Electrical/Mechanical characteristics: see product user manual</i>	

	Product reference	Product designation	Application software ref	TP device  Radio device 
	TXA624C	4-fold blind/shutter actuator 6A 230V AC	STXA624C	
	TXA624D	4-fold blind/shutter actuator 6A 24V DC	STXA624D 1.x Version	
	TXA628C	8-fold blind/shutter actuator 6A 230V AC	STXA628C 1.x Version	
	TXM632C	12-fold blind/shutter actuator 6A 230V AC	STXM632C 1.x Version	

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1. General

1.1 About this guide

The purpose of this manual is to describe the operation and configuration of KNX devices using ETS software or Easy tool software.

It consists of 4 parts:

- General information.
- The parameters and KNX objects available.
- The Easy tool configurations are available.
- Technical characteristics.

1.2 About the program ETS

1.2.1 ETS compatibility

The application programs are compatible with ETS4 and ETS5. They can be downloaded from our website under the order number.

ETS Version	File extension of compatible files
ETS4 (V4.1.8 or higher)	*.knxprod
ETS5	*.knxprod

1.2.2 Application descriptions

Application	Product reference
STXA624C	TXA624C
STXA624D	TXA624D
STXA628C	TXA628C
STXM632C	TXM632C

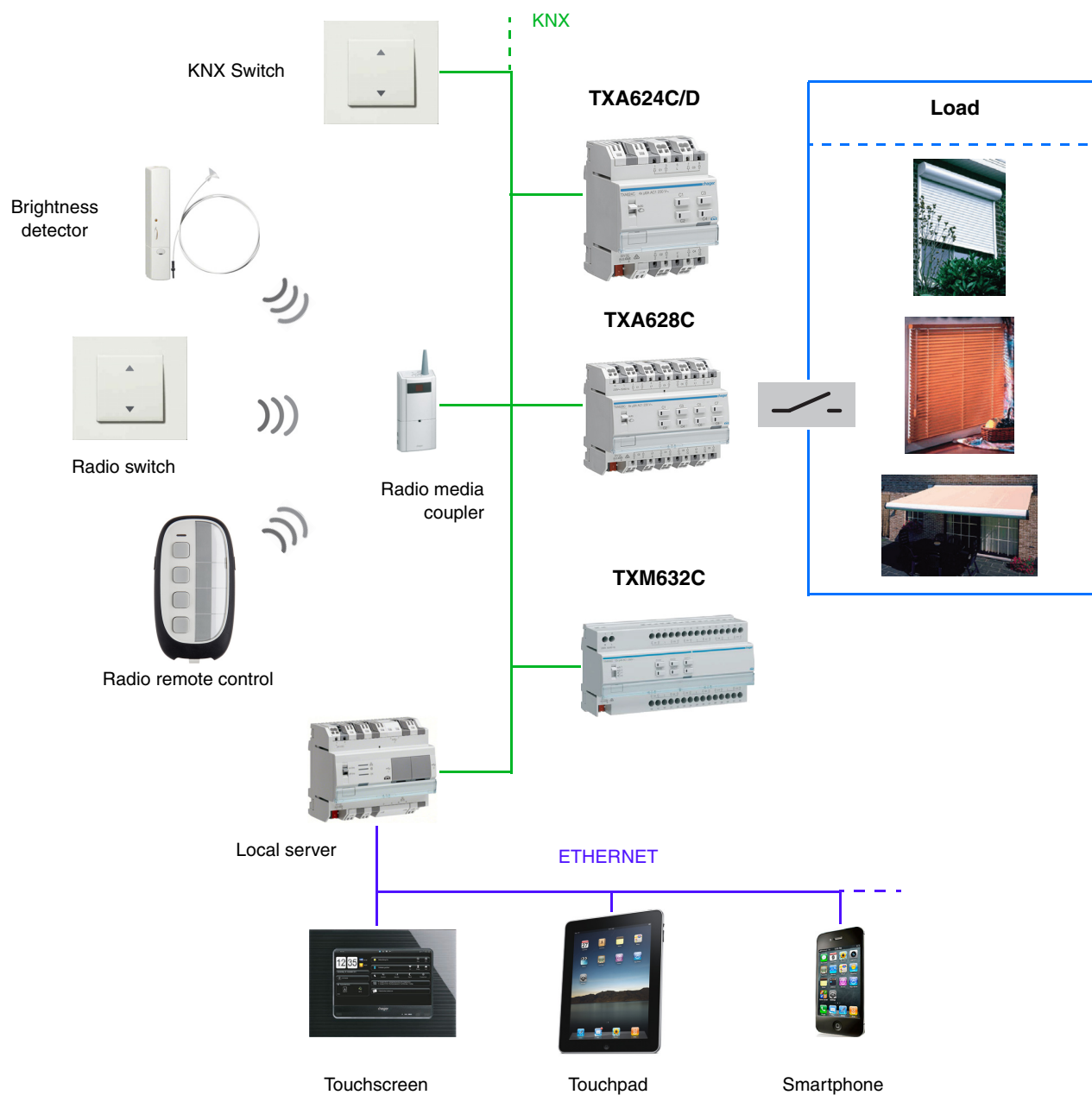
1.3 Easy tool software appearance

This product can also be configured using the TXA100 configuration tool. It is composed of a TJA665 configuration server. It is essential to update the configuration server software version. (Please refer to the TXA100 user manual).

2. General Description

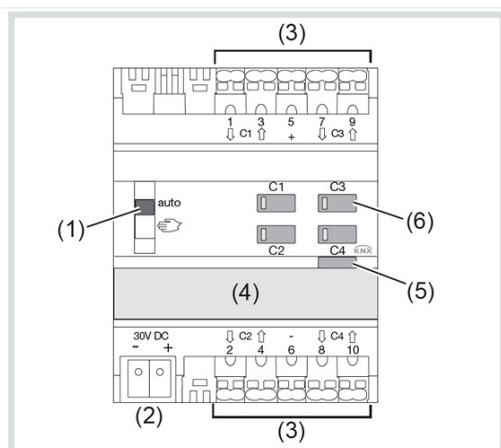
2.1 Installation of the device

2.1.1 Overview presentation



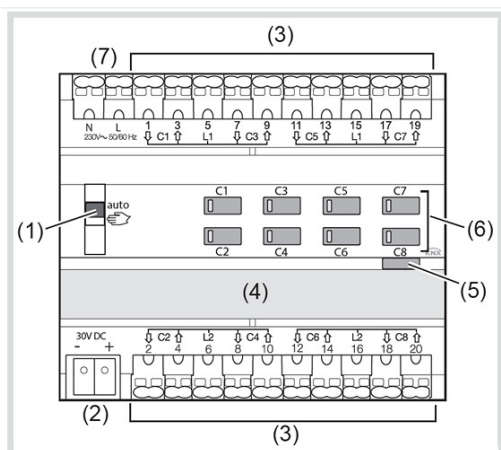
2.1.2 Connection

- TXA624D



- (1) Slide switch **auto**/☞
- (2) KNX bus connection terminal
- (3) Connections of loads
- (4) Labelling field with cover
- (5) Illuminated programming button
- (6) Operation button for manual operation per output with status LED

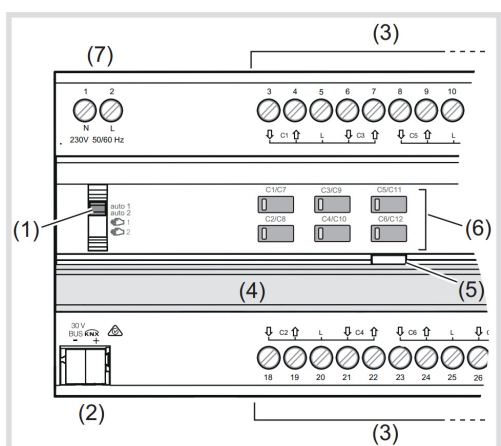
- TXA62xC



- (1) Slide switch **auto**/☞
- (2) KNX bus connection terminal
- (3) Connections loads
- (4) Labelling field with cover
- (5) Illuminated programming button
- (6) Operation button for manual operation per output with status LED
- (7) Mains power supply connections (only 8gang)

i With the 4gang variant, the basic design corresponds to the 8gang device variant.

- TXM632C



- (1) Slide switch **auto1/auto2**/☞1/☞2
- (2) KNX bus connection terminal
- (3) Connections of loads
- (4) Labelling field with cover
- (5) Illuminated programming button
- (6) Operation button for manual operation per output with status LED
- (7) Mains power supply connection

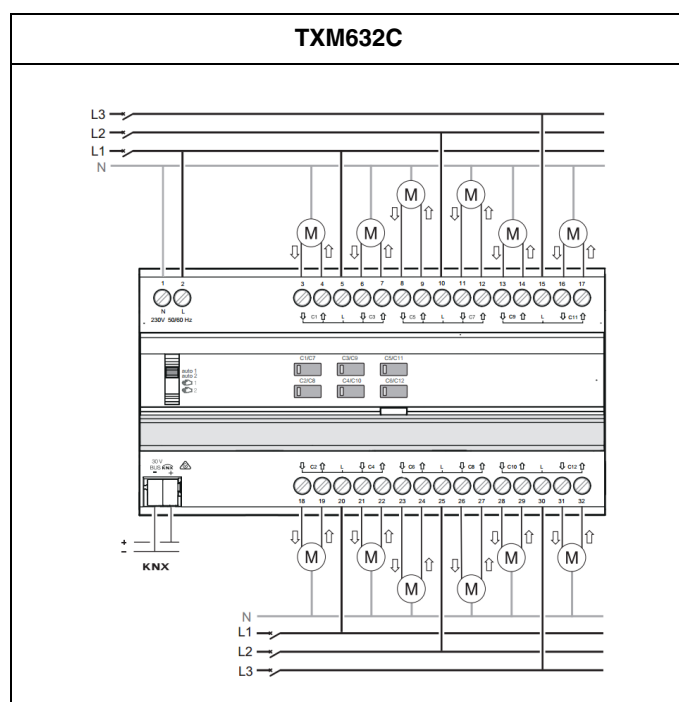
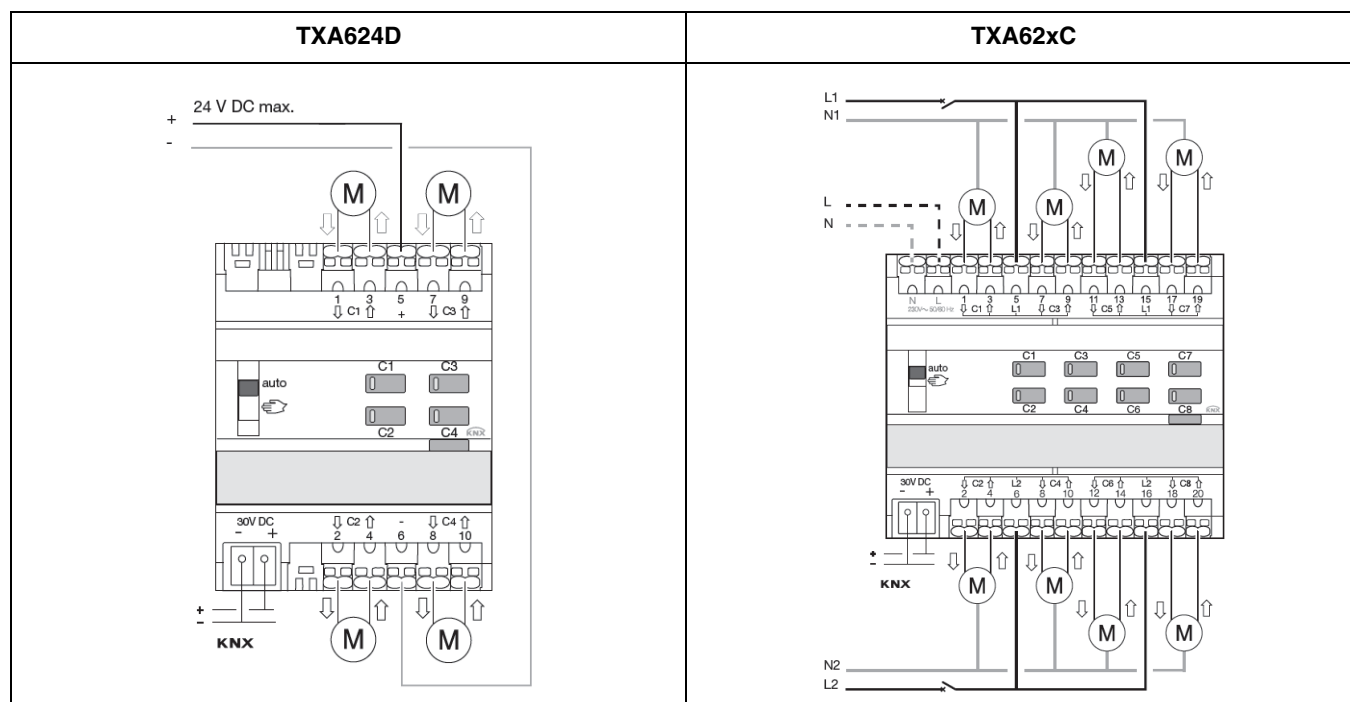
2.1.3 Physical addressing

In order to perform the physical addressing or to check whether or not the bus is connected, press the lighted push button (5) on the right-hand side above the identification plates on the front of the device.

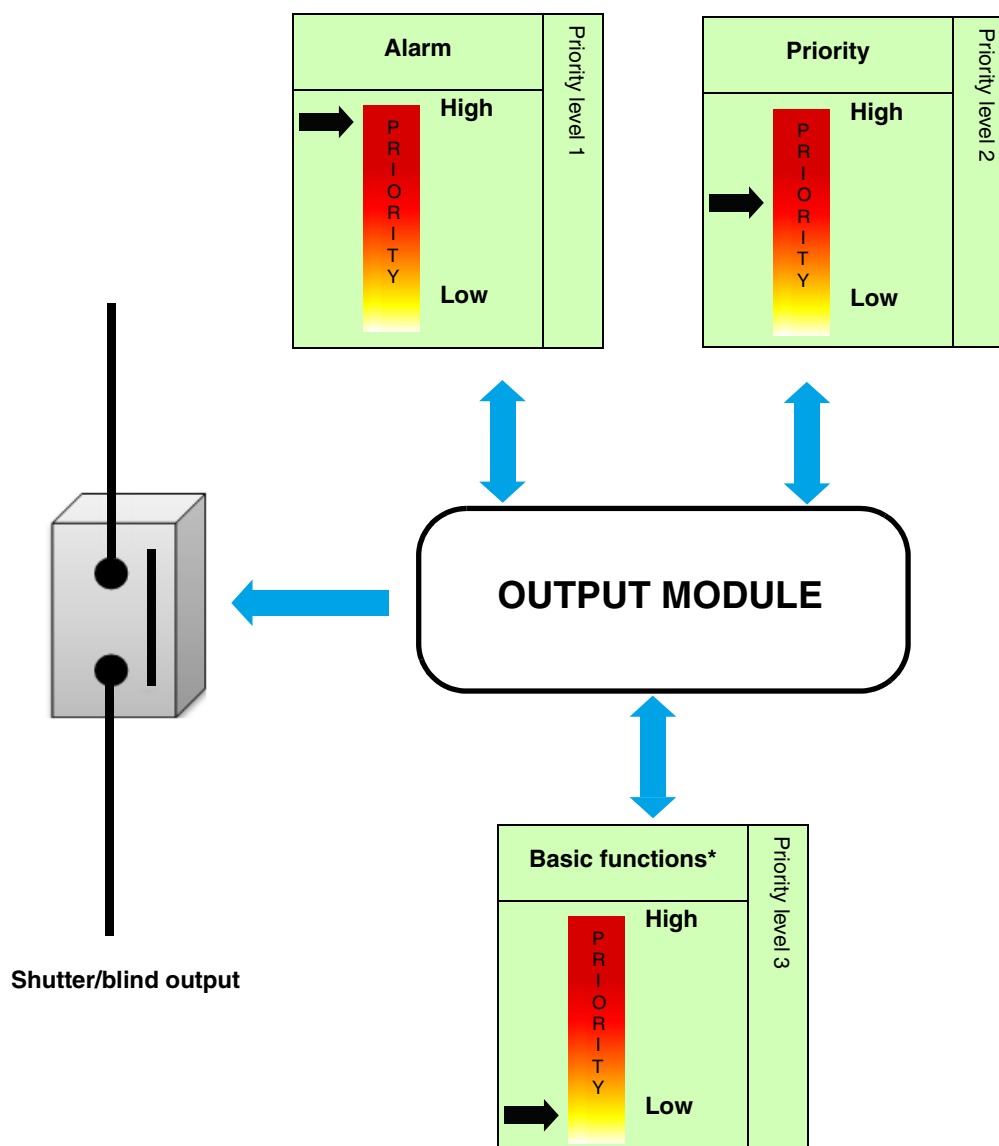
Light on = bus connected and ready for physical addressing.

Programming mode is activated, until the physical address is transferred from ETS. Pressing the button again, exits programming mode. Physical addressing can be carried out in automatic or manual mode.

2.1.4 Connection



2.2 Function modules of the application



* Up/down - Step/stop control - Position in % - Slat angle (0-100%) - - Scene: The last command received will have priority.

The applications allow individual configuration of the device outputs.

The most important functions are:

■ Up/down

The UP/DOWN function is used to run up or down shutters, blinds, awnings, etc. This function can also be used to open and close electric blinds. The command can be given by touch sensors (long press), switches or automatically.

■ Slat position/Stop

The Slat position/Stop function is used to adjust the slats of a blind or to stop its ongoing movement. This function can be used to alter the shade and the incidence of light from outside. The control command may be issued by a push button, for example: A short press on UP/DOWN buttons.

■ Stop

The Stop function is used to stop the movement of a shutter or blind. For a blind, this function does not alter the tilt of the slats.

■ Scene

The Scene function is used to switch groups of outputs into a configurable predefined state. Pressing a push button activates a scene. A scene is activated by receipt of a 1-byte command. Each output can be included in 64 different scenes.

■ Priority

The Priority function is used to force the output into a defined state.

Priority: **Alarm** > **Priority** > Basic function.

Application: Maintaining a hanging position for security reasons.

■ Alarm

With the Alarm function a shutter or blind can be positioned in a configurable predefined state.

Priority: **Alarm** > Priority > Basic function.

Up to 3 alarm functions are possible (Alarm 1 - Alarm 2 - Alarm 3).

The alarm prevents any actuation until an alarm cancellation command has been received.

■ Automatic control

The Automatic control function is used to control an output in parallel to the Up/Down or Slat tilt/stop function. The functions have the same level of priority. The last command received will act on the status of the output.

An additional command object is used to activate or deactivate the Automatic control.

■ Manual mode

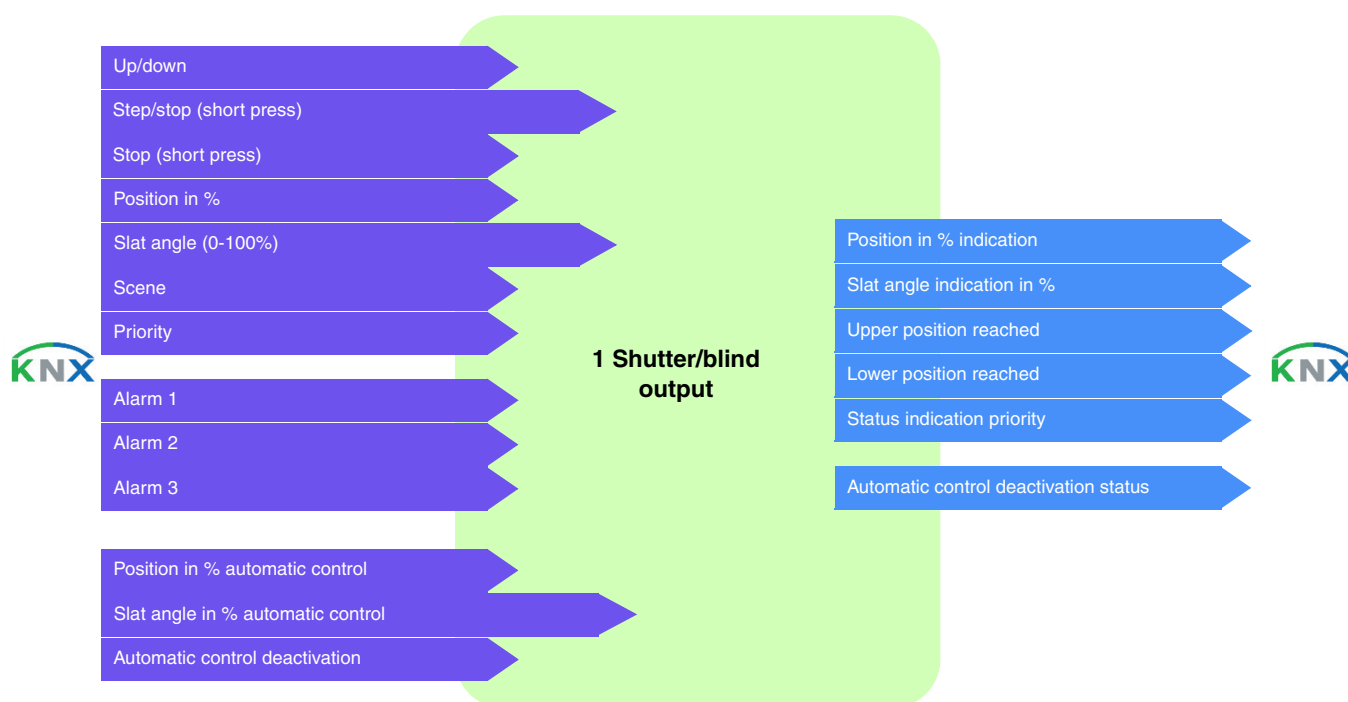
Manual mode allows the device to be disconnected from the bus. In this mode, each output can be priority controlled locally.

■ Status indication

Using the Status indication function, the following can be sent via the bus:

- Position in % indication: Indicates the position of the shutter or blind.
- Indication of slat position in %: Indicates the slat pitch of the blind.
- Upper or lower position reached: Indicates arrival at the upper or lower position.

Communication objects



3. Programming by ETS

The function of the different devices only differs in the number of outputs. For this reason, only one device or one output will ever be described.

3.1 Parameters

3.1.1 Fixed parameters

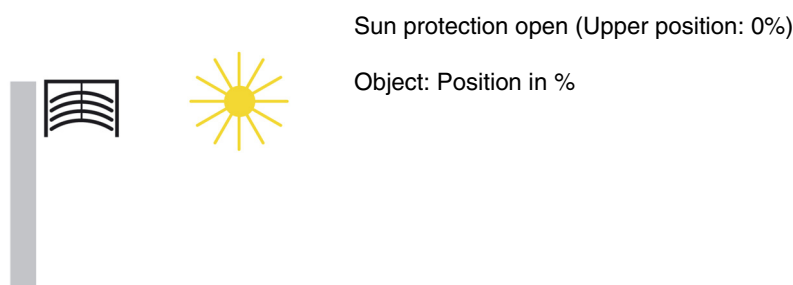
The fixed parameters define the operating mode of the output relays.

Parameter	Description	Value
Output contact	On receipt of an ON command: The output relay closes.	Normally open
Status after ETS download	Maintain the position before download. <i>Note: During ETS-parameters download, the outputs remain unchanged.</i>	Maintain status
Status after bus power cut	Maintain the position before the bus power cut. <i>Note: The device will reboot on bus return. The priority functions that were present before the bus power cut are no longer active (Alarm, Priority).</i>	Maintain status
Parameters overwrite at next download (scenes)	The parameter values stored in the device will be overwritten with the ETS configured values at the next download.	Active
Status after priority	At the end of the priority, the output is: Switched back to the status before priority was activated.	Status before priority
Position after alarm	Runs to the position which would be active according to other communication objects if the alarm had not taken place.	Theoretical status without alarm

3.1.2 Functions for each shutter/blind output

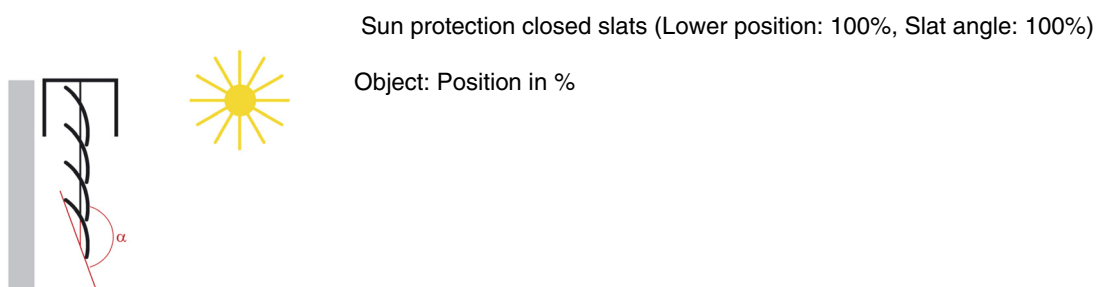
Slat position for horizontal slats

The blind drive actuators have 2 limit position switches and can be run to a Sun protection position using a position setting in percent. The value of 0% is used to control the upper position (i.e. Sun protection fully open) or is reported as a status.

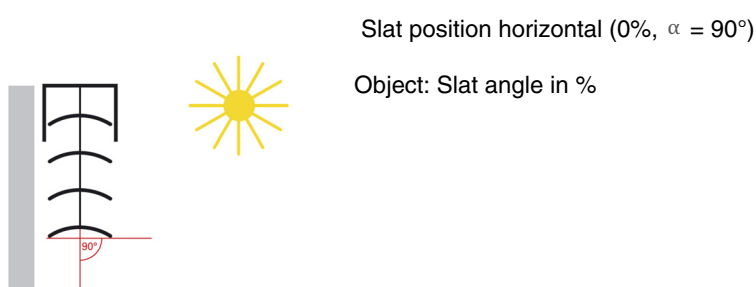


If the lower position is to be approached, then this will be sent to the blinds as Sun protection position 100% or on reaching the lower position (i.e. Sun protection completely closed). The position will be reported using this value. If a blind is run from the upper position, the slats initially tilt into an almost vertical position and then the sun protection runs with closed slats to the lower position.

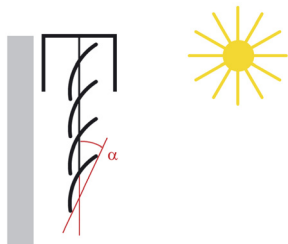
When the blind is located at the lower position and the slats are fully closed, then this slat position is described as vertical and equal to 100%. Normally, however, fully closed slats have no exactly vertical position ($\alpha = 180^\circ$) but rather form a small angle with the vertical.



From their vertical position (completely closed, 100%) the slats can be adjusted to their horizontal position (fully open, 0% and $\alpha = 90^\circ$). The blind drive used thus determines whether this adjustment can be carried out using many small steps or whether it is only possible via a few large steps (As with most standard drives).



For standard blinds, the slats can be adjusted continuously to the horizontal position or until the slat adjustment ends and the raising of the blind begins. The slats then form an angle of between 0° and 90° with the vertical.



Slat position at the start of moving the blind (Up)

Object: Slat angle in %

Slat position for vertical slats

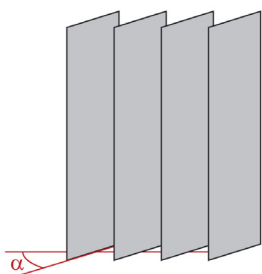
If an interior shade or privacy shield with vertical slats is controlled via a blind actuator, then the position in which the slats are fully open is controlled or reported as the 0% slat position. The slats then form an angle of 90° with the direction of travel from Shade fully open to Shade fully closed.



Fully opened vertical slats (Slat angle 0%)

Object: Slat angle in %

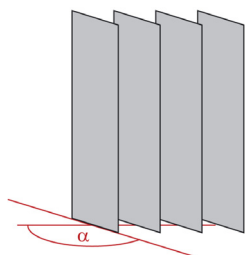
If the slats are fully closed, this position will be controlled and reported as slat position 100%. This is the position to which the shade is run from its side limit position in front of the window. The angle that the slats then form with the direction of movement is therefore a little $> 0^\circ$.



Fully closed vertical slats (Slat angle 100%)

Object: Slat angle in %

If the shade is then driven back (i.e. opened), then the vertical slats are turned to a position that is somewhat smaller than 180° .



Vertical slats at the start of moving UP

3.1.2.1 Function selection

Outputs 1-8: Fixed parameters

Output 1: Shutter/blind

Output 1: Function selection

Output 2: Shutter/blind

Output 3: Shutter/blind

Output 4: Shutter/blind

Output 5: Shutter/blind

Output 6: Shutter/blind

Output 7: Shutter/blind

Output 8: Shutter/blind

Information

Closing type

☐ Shutter
 ☒ Shutter and blind

Complete up movement duration

120

Second (s)

Complete down movement duration

120

Second (s)

Relay closing time for slat positioning

150

milliseconds

Total number of slat angles

12

Status indication

☒

Position status

☒

Slat angle status

☒

Upper position reached

☐

Lower position reached

☐

Alarm

Not active

Priority

☐

Automatic control

☐

Scene

☐

Parameter	Description	Value
Closing type	This parameter defines the operating mode used for the affected outputs. An operating mode of the shutter and blind type gives access to additional parameters to control the slat pitch.	Shutter and blind* Shutter

* Default value

Communication objects:

- 0 - Output 1 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 19 - Output 2 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 38 - Output 3 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 57 - Output 4 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 76 - Output 5 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 95 - Output 6 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 114 - Output 7 - Up/down (1 Bit – 1.008 DPT_UpDown)
- 133 - Output 8 - Up/down (1 Bit – 1.008 DPT_UpDown)

- 2 - Output 1 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 21 - Output 2 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 30 - Output 3 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 59 - Output 4 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 78 - Output 5 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 97 - Output 6 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 116 - Output 7 - Stop (Short press) (1 Bit – 1.007 DPT_Step)
- 135 - Output 8 - Stop (Short press) (1 Bit – 1.007 DPT_Step)

- 3 - Output 1 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 22 - Output 2 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 31 - Output 3 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 60 - Output 4 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 79 - Output 5 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 98 - Output 6 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 117 - Output 7 - Position in % (1 Byte – 5.001 DPT_Scaling)
- 136 - Output 8 - Position in % (1 Byte – 5.001 DPT_Scaling)

Note: These objects are always visible.

Communication objects:

- 1 - Output 1 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 20 - Output 2 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 39 - Output 3 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 58 - Output 4 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 77 - Output 5 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 96 - Output 6 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 115 - Output 7 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)
- 134 - Output 8 - Step/stop control (Short press) (1 Bit – 1.007 DPT_Step)

- 4 - Output 1 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 23 - Output 2 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 32 - Output 3 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 61 - Output 4 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 80 - Output 5 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 99 - Output 6 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 118 - Output 7 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)
- 137 - Output 8 - Slat angle in % (1 Byte – 5.001 DPT_Scaling)

*Note: These objects are only visible when the **Closing type** parameter has the value: **Shutter and blind**.*

Parameter	Description	Value
Complete up movement duration	This parameter defines the time taken, during which the contact must be closed, to reach the upper position.	1... 120* ...500 s

Parameter	Description	Value
Complete down movement duration	This parameter defines the time taken, during which the contact must be closed, to reach the lower position.	1... 120* ...500 s

Parameter	Description	Value
Relay closing time for slat positioning	This parameter defines how long the contacts must be closed in order to perform an elementary angle step for the slats.	100... 150* ...2500 ms

*Note: This parameter is only visible when the **Closing type** has the value: **Shutter and blind**.*

Parameter	Description	Value
Total number of slat angles	This parameter defines the total number of elementary slat steps available for adjusting the slats from the inclined downwards position to be inclined upwards position.	1... 12* ...50

*Note: Before setting the **Total number of slat angles** parameter, it is essential to first set the closed contact duration for an elementary slat step.*

*Note: This parameter is only visible when the **Closing type** has the value: **Shutter and blind**.*

3.1.2.2 Status indication

Using the Status indication function, the following can be sent via the bus:

- Position in % indication: Indicates the position of the shutter or blind.
- Indication of slat position in %: Indicates the slat pitch of the blind.
- Upper or lower position reached: Indicates arrival at the upper or lower position.

Status indication	☒
Position status	☒
Slat angle status	☒
Upper position reached	☒
Lower position reached	☒

Parameter	Description
Status indication	This parameter allows the display of different status indication objects of the outputs concerned.

Parameter	Description
Position status	This parameter authorizes the Position in % indication object.

* Default value

Communication objects:

- 5 - Output 1 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 24 - Output 2 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 33 - Output 3 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 62 - Output 4 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 81 - Output 5 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 100 - Output 6 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 119 - Output 7 - Position in % indication (1 Byte – 5.001 DPT_Scaling)
- 138 - Output 8 - Position in % indication (1 Byte – 5.001 DPT_Scaling)

Parameter	Description
Slat angle status	This parameter authorizes the Slat angle indication in % object.

*Note: This parameter is only visible when the **Closing type** has the value: **Shutter and blind**.*

Communication objects:

- 6 - Output 1 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 25 - Output 2 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 34 - Output 3 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 63 - Output 4 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 82 - Output 5 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 101 - Output 6 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 120 - Output 7 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)
- 139 - Output 8 - Slat angle indication in % (1 Byte – 5.001 DPT_Scaling)

Parameter	Description
Upper position reached	This parameter authorizes the Upper position reached object.

Communication objects:

- 7 - Output 1 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 26 - Output 2 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 35 - Output 3 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 64 - Output 4 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 83 - Output 5 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 102 - Output 6 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 121 - Output 7 - Upper position reached (1 Bit – 1.002 DPT_Bool)
- 140 - Output 8 - Upper position reached (1 Bit – 1.002 DPT_Bool)

Parameter	Description
Lower position reached	This parameter authorizes the Lower position reached object.

Communication objects:

- 8 - Output 1 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 27 - Output 2 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 36 - Output 3 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 65 - Output 4 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 84 - Output 5 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 103 - Output 6 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 122 - Output 7 - Lower position reached (1 Bit – 1.002 DPT_Bool)
- 141 - Output 8 - Lower position reached (1 Bit – 1.002 DPT_Bool)

3.1.2.3 Alarm

With the Alarm function a shutter or blind can be positioned in a configurable predefined state.

Priority: **Alarm** > Priority > Basic function.

The alarm prevents any actuation until an alarm cancellation command has been received.

Up to 3 alarm functions are possible (Alarm 1 - Alarm 2 - Alarm 3).

The change of output status when an alarm appears is defined using a parameter (Up, Down, Not active).

If they are activated, the alarm objects must be filled in cyclically. The time between 2 objects being sent must be less than 30 minutes. If not, the alarm will trigger automatically.

After the alarm, the shutter or blind takes up the position it would be in if no alarm had occurred.

Alarm	Alarm 1 > Alarm 2 > Alarm 3 ▼
Position on alarm 1	Maintain status ▼
Position on alarm 2	Maintain status ▼
Position on alarm 3	Maintain status ▼

Parameter	Description	Value
Alarm	The Alarm tab and the associated parameters and objects are: Hidden. Displayed for 1 alarm object. Displayed for 2 alarm objects. Displayed for 3 alarm objects.	Not active* Alarm 1 Alarm 1 > Alarm 2 Alarm 1 > Alarm 2 > Alarm 3

* Default value

Communication objects:

- 12 - Output 1 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 31 - Output 2 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 50 - Output 3 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 69 - Output 4 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 88 - Output 5 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 107 - Output 6 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 126 - Output 7 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)
- 145 - Output 8 - Alarm 1 (1 Bit – 1.005 DPT_Alarm)

Communication objects:

- 13 - Output 1 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 32 - Output 2 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 51 - Output 3 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 70 - Output 4 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 89 - Output 5 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 108 - Output 6 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 127 - Output 7 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)
- 146 - Output 8 - Alarm 2 (1 Bit – 1.005 DPT_Alarm)

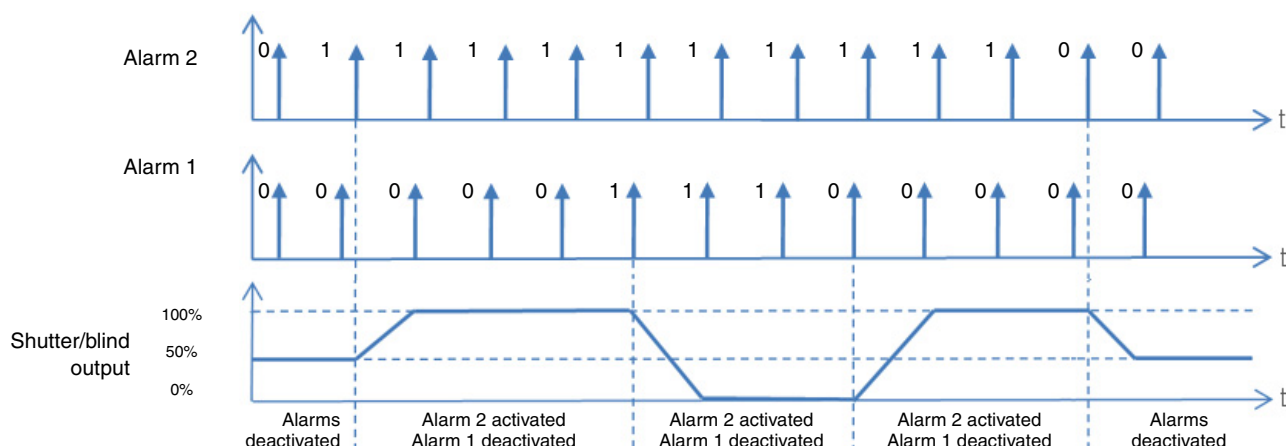
Communication objects:

- 13 - Output 1 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 32 - Output 2 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 51 - Output 3 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 70 - Output 4 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 89 - Output 5 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 108 - Output 6 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 127 - Output 7 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)
- 146 - Output 8 - Alarm 3 (1 Bit – 1.005 DPT_Alarm)

Operating principle:

Example:

- Position on alarm 2: up.
- Position on alarm 1: down.



If several alarms triggered at the same time, the commands associated with the highest priority alarm are executed.

Parameter	Description	Value
Position on alarm x	On Alarm x, the shutter/blind output: Not changed Closes the Up contact Closes the down contact	Not active* Up Down

x = 1 - 2 - 3

3.1.2.4 Priority

The Priority function is used to force the output into a defined state.

Priority: Alarm > **Priority** > Basic function.

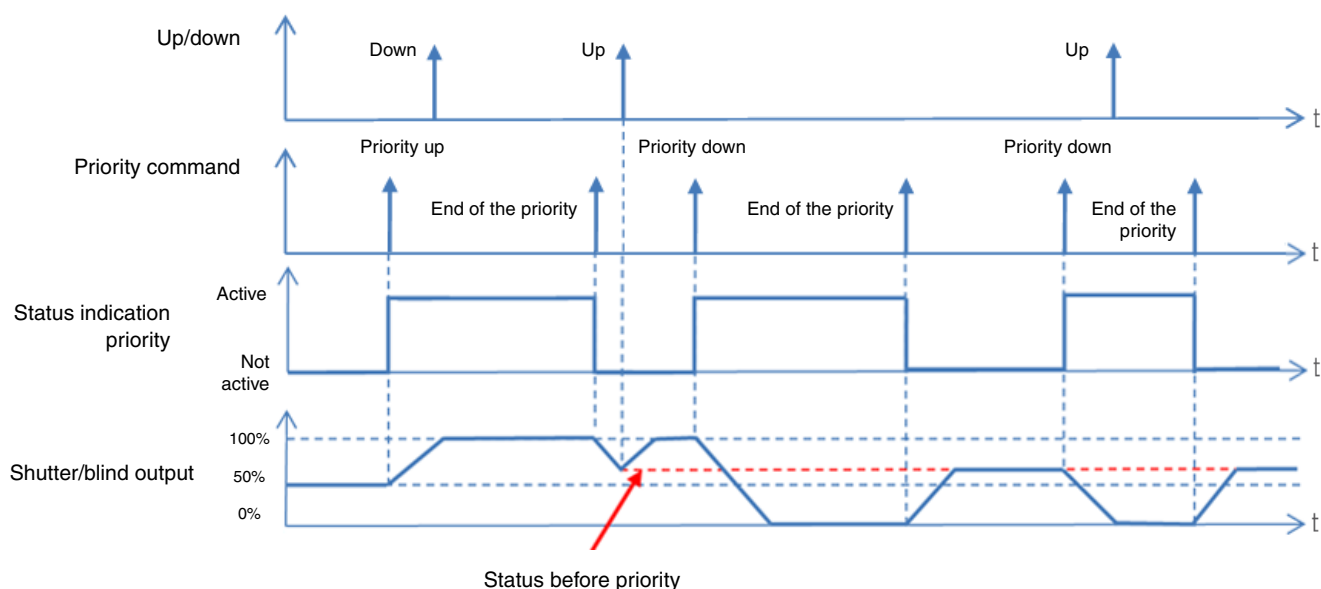
Only a Priority OFF command authorizes the output for control.

At the end of the priority, the output returns to the status it had before the priority (Memorisation function).

The device responds to telegrams received via the **Priority** object, as given in the following table:

Telegram received by the priority operation object			Output behaviour
Hexadecimal Value	Binary Value		
	Bit 1 (MSB)	Bit 0 (LSB)	
00	0	0	End of the priority
01	0	1	End of the priority
02	1	0	Priority up
03	1	1	Priority down

Operating principle:



* Default value

Communication objects:

- 9 - Output 1 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 28 - Output 2 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 47 - Output 3 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 66 - Output 4 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 85 - Output 5 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 104 - Output 6 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 123 - Output 7 - Priority** (2 Bit – 2.002 DPT_Bool_Control)
- 142 - Output 8 - Priority** (2 Bit – 2.002 DPT_Bool_Control)

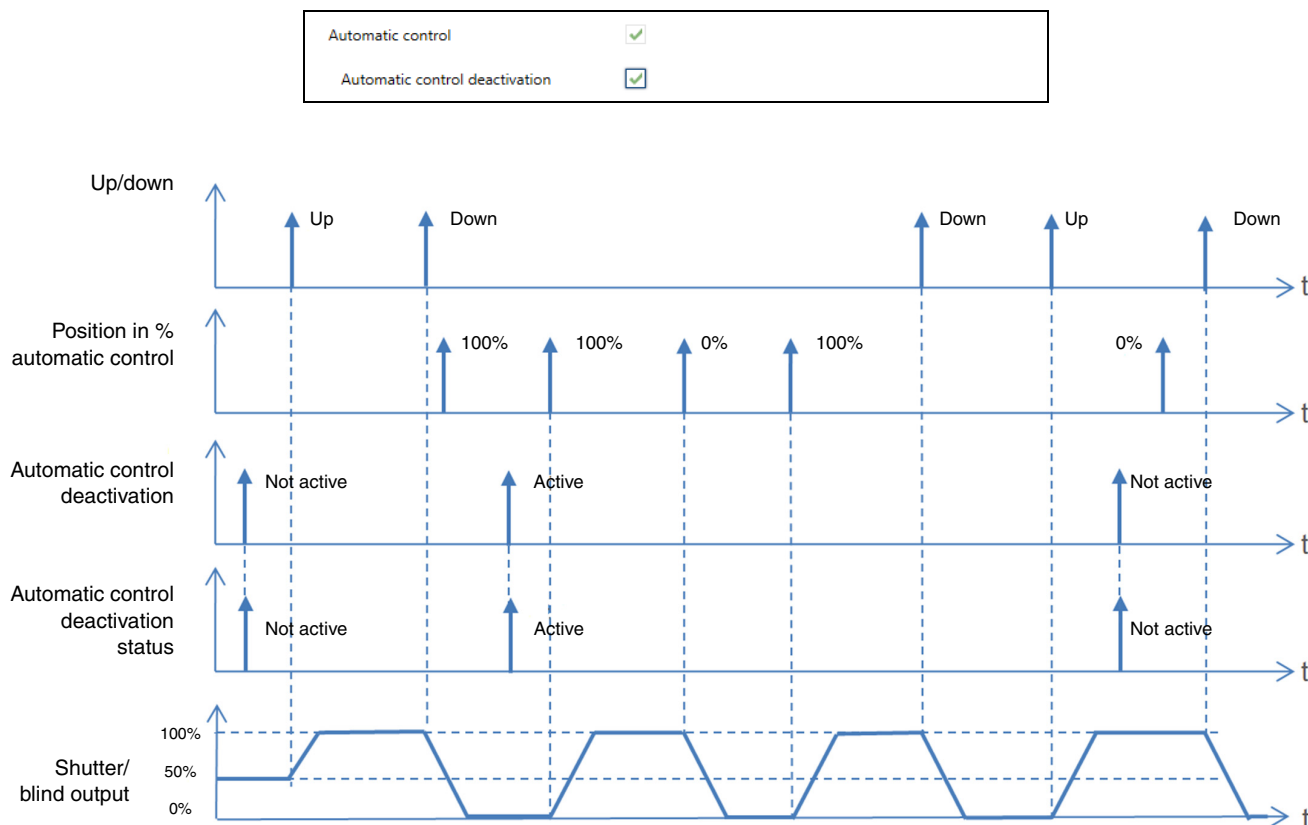
- 10 - Output 1 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 29 - Output 2 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 48 - Output 3 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 67 - Output 4 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 86 - Output 5 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 105 - Output 6 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 124 - Output 7 - Status indication priority** (1 Bit – 1.011 DPT_State)
- 143 - Output 8 - Status indication priority** (1 Bit – 1.011 DPT_State)

3.1.2.5 Automatic control

The Automatic control function is used to control an output in parallel to the Up/Down or Slat tilt/stop function.

The functions have the same level of priority. The last command received will act on the status of the output.
An additional command object is used to activate or deactivate the Automatic control.

Example: when an output is controlled by a button and in parallel by an automatic control (timer, twilight switch, weather station, etc.) the automatic control can be deactivated for reasons of comfort (vacations, public holidays, etc.).



Communication objects:

- 15 - Output 1 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 34 - Output 2 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 53 - Output 3 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 72 - Output 4 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 91 - Output 5 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 110 - Output 6 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 129 - Output 7 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 148 - Output 8 - Position in % automatic control** (1 Bit – 1.001 DPT_Switch)

- 16 - Output 1 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 35 - Output 2 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 54 - Output 3 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 73 - Output 4 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 92 - Output 5 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 111 - Output 6 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 130 - Output 7 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)
- 149 - Output 8 - Slat angle in % automatic control** (1 Bit – 1.001 DPT_Switch)

Communication objects:

- 17 - Output 1 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 36 - Output 2 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 55 - Output 3 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 74 - Output 4 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 93 - Output 5 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 112 - Output 6 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 131 - Output 7 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)
- 150 - Output 8 - Automatic control deactivation** (1 Bit – 1.001 DPT_Switch)

- 18 - Output 1 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 37 - Output 2 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 56 - Output 3 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 75 - Output 4 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 94 - Output 5 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 113 - Output 6 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 132 - Output 7 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)
- 151 - Output 8 - Automatic control deactivation status** (1 Bit – 1.001 DPT_Switch)

3.1.2.6 Scene

The Scene function is used to switch groups of outputs into a configurable predefined state. Pressing a push button activates a scene.

A scene is activated by receipt of a 1-byte command.

Each output can be included in 64 different scenes.

When the scene is memorised, the position and angle of the slats are memorised.

Scene

☒

Number of scenes used

8

Scene 1

☒

Position for scene 1 (0-100%)

0

%

Slat angle for scene 1 (0-100%)

0

%

Scene 2

☐

Scene 3

☐

Scene 4

☐

Scene 5

☐

Scene 6

☐

Scene 7

☐

Scene 8

☐

Parameter	Description	Value
Number of scenes used	This parameter determines the number of scenes used.	8* - 16 - 24 - 32 - 48 - 64

Note: If the Scene number received on the Scene object is greater than the maximum number of scenes, the status of the output remains unchanged.

Parameter	Description
Scene x	This parameter is used to activate the scene in question.

x = 1 to 64

Parameter	Description	Value
Position for scene x (0-100%)	This parameter defines the position to run the shutter or blind to for scene x.	0*...100

Parameter	Description	Value
Slat angle for scene x (0-100%)	This parameter defines the slat position of the blind to be used for scene x.	0*...100

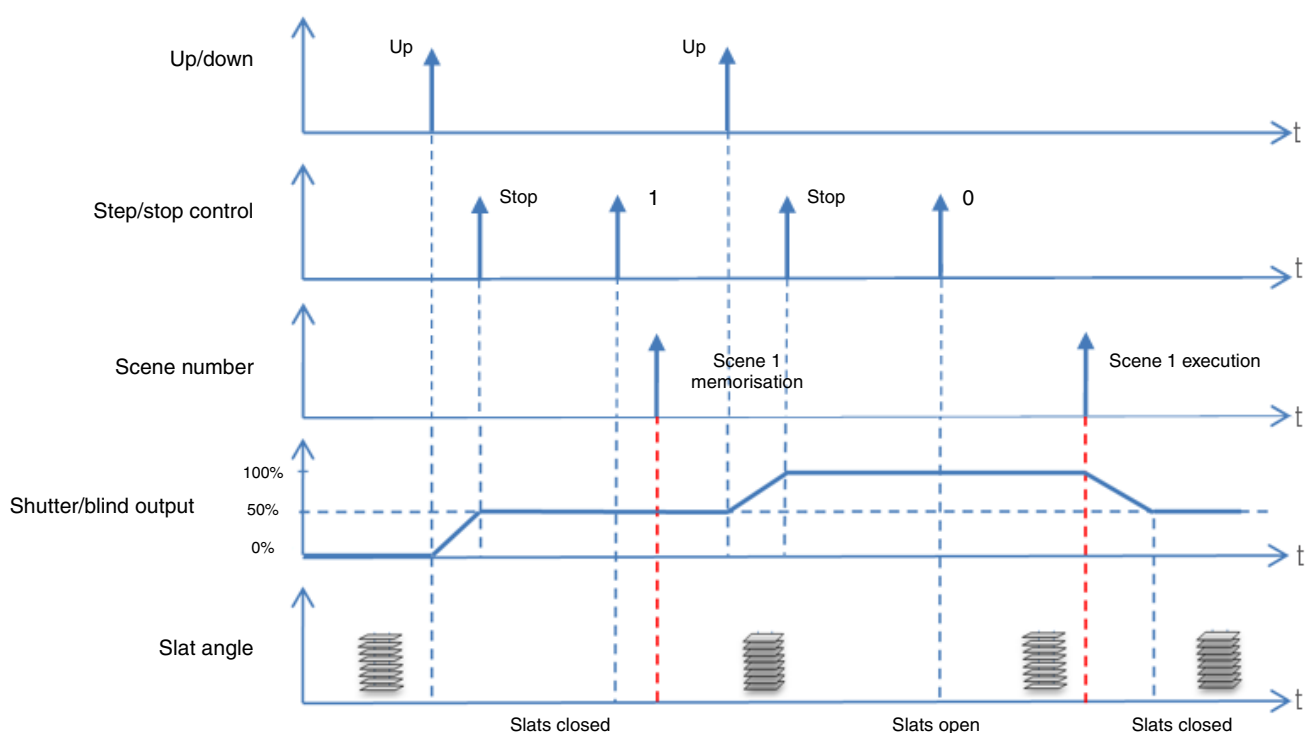
*Note: This parameter is only visible when the **Closing type** has the value **Shutter and blind**.*

* Default value

Communication objects:

- 11 - Output 1 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 30 - Output 2 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 49 - Output 3 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 68 - Output 4 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 87 - Output 5 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 106 - Output 6 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 125 - Output 7 - Scene (1 Byte – 17.001 DPT_SceneNumber)
- 144 - Output 8 - Scene (1 Byte – 17.001 DPT_SceneNumber)

Operating principle:



Learning and storing scenes

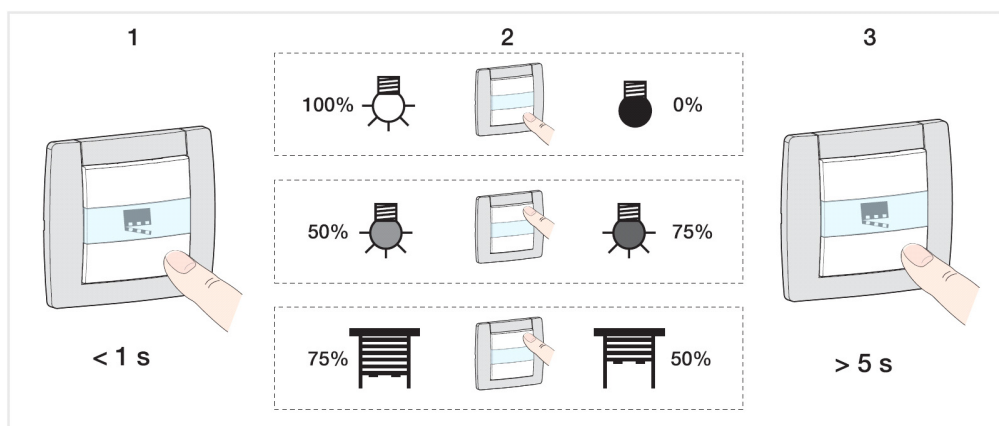
This process is used to change and store a scene. For example, by locally pressing the key in the room or by emission of the values from a visualization.

To access and store scenes, the following values must be sent:

Scene number	Access scene (Object value: 1 byte)	Store scene (Object value: 1 byte)
1-64	= Scene number - 1	= Scene number + 128
Examples		
1	0	128
2	1	129
3	2	130
...	...	
64	63	191

Here is the scene memorisation for local switches, for example.

- Activate scene by briefly pressing the transmitter that starts it,
- The outputs (lights, shutters, etc.) are set in the desired state using the usual local control devices (buttons, remote control, etc.),
- Memorise the status of the outputs with a press greater than 5 seconds long on the transmitter that starts the scene. The memorisation can be displayed by short-term activation of the outputs.



3.2 Communication objects

	Number	Name	Function of the object	Length	C	R	W	T
	0	Output 1	Up/down	1 bit	C	R	W	-
	1	Output 1	Step/stop (short press)	1 bit	C	R	W	-
	2	Output 1	Stop (Short press)	1 bit	C	R	W	-
	3	Output 1	Position in %	1 byte	C	R	W	-
	4	Output 1	Slat angle (0-100%)	1 byte	C	R	W	-
	5	Output 1	Status indication position in %	1 byte	C	R	-	T
	6	Output 1	Slat angle indication in %	1 byte	C	R	-	T
	7	Output 1	Upper position reached	1 bit	C	R	-	T
	8	Output 1	Lower position reached	1 bit	C	R	-	T
	9	Output 1	Priority	2 bit	C	R	W	-
	10	Output 1	Status indication priority	1 bit	C	R	-	T
	11	Output 1	Scene	1 byte	C	R	W	-
	12	Output 1	Alarm 1	1 bit	C	R	W	-
	13	Output 1	Alarm 2	1 bit	C	R	W	-
	14	Output 1	Alarm 3	1 bit	C	R	W	-
	15	Output 1	Position in % automatic control	1 byte	C	R	W	-
	16	Output 1	Slat angle in % automatic control	1 byte	C	R	W	-
	17	Output 1	Automatic control deactivation	1 bit	C	R	W	-
	18	Output 1	Automatic control deactivation status	1 bit	C	R	-	T
	19	Output 2	Up/down	1 bit	C	R	W	-
	20	Output 2	Step/stop (short press)	1 bit	C	R	W	-
	21	Output 2	Stop (Short press)	1 bit	C	R	W	-
	22	Output 2	Position in %	1 byte	C	R	W	-
	23	Output 2	Slat angle (0-100%)	1 byte	C	R	W	-
	24	Output 2	Status indication position in %	1 byte	C	R	-	T
	25	Output 2	Slat angle indication in %	1 byte	C	R	-	T
	26	Output 2	Upper position reached	1 bit	C	R	-	T
	27	Output 2	Lower position reached	1 bit	C	R	-	T
	28	Output 2	Priority	2 bit	C	R	W	-
	29	Output 2	Status indication priority	1 bit	C	R	-	T
	30	Output 2	Scene	1 byte	C	R	W	-
	31	Output 2	Alarm 1	1 bit	C	R	W	-
	32	Output 2	Alarm 2	1 bit	C	R	W	-
	33	Output 2	Alarm 3	1 bit	C	R	W	-
	34	Output 2	Position in % automatic control	1 byte	C	R	W	-
	35	Output 2	Slat angle in % automatic control	1 byte	C	R	W	-
	36	Output 2	Automatic control deactivation	1 bit	C	R	W	-
	37	Output 2	Automatic control deactivation status	1 bit	C	R	-	T

	Number	Name	Function of the object	Length	C	R	W	T
	38	Output 3	Up/down	1 bit	C	R	W	-
	39	Output 3	Step/stop (short press)	1 bit	C	R	W	-
	40	Output 3	Stop (Short press)	1 bit	C	R	W	-
	41	Output 3	Position in %	1 byte	C	R	W	-
	42	Output 3	Slat angle (0-100%)	1 byte	C	R	W	-
	43	Output 3	Status indication position in %	1 byte	C	R	-	T
	44	Output 3	Slat angle indication in %	1 byte	C	R	-	T
	45	Output 3	Upper position reached	1 bit	C	R	-	T
	46	Output 3	Lower position reached	1 bit	C	R	-	T
	47	Output 3	Priority	2 bit	C	R	W	-
	48	Output 3	Status indication priority	1 bit	C	R	-	T
	49	Output 3	Scene	1 byte	C	R	W	-
	50	Output 3	Alarm 1	1 bit	C	R	W	-
	51	Output 3	Alarm 2	1 bit	C	R	W	-
	52	Output 3	Alarm 3	1 bit	C	R	W	-
	53	Output 3	Position in % automatic control	1 byte	C	R	W	-
	54	Output 3	Slat angle in % automatic control	1 byte	C	R	W	-
	55	Output 3	Automatic control deactivation	1 bit	C	R	W	-
	56	Output 3	Automatic control deactivation status	1 bit	C	R	-	T
	57	Output 4	Up/down	1 bit	C	R	W	-
	58	Output 4	Step/stop (short press)	1 bit	C	R	W	-
	59	Output 4	Stop (Short press)	1 bit	C	R	W	-
	60	Output 4	Position in %	1 byte	C	R	W	-
	61	Output 4	Slat angle (0-100%)	1 byte	C	R	W	-
	62	Output 4	Status indication position in %	1 byte	C	R	-	T
	63	Output 4	Slat angle indication in %	1 byte	C	R	-	T
	64	Output 4	Upper position reached	1 bit	C	R	-	T
	65	Output 4	Lower position reached	1 bit	C	R	-	T
	66	Output 4	Priority	2 bit	C	R	W	-
	67	Output 4	Status indication priority	1 bit	C	R	-	T
	68	Output 4	Scene	1 byte	C	R	W	-
	69	Output 4	Alarm 1	1 bit	C	R	W	-
	70	Output 4	Alarm 2	1 bit	C	R	W	-
	71	Output 4	Alarm 3	1 bit	C	R	W	-
	72	Output 4	Position in % automatic control	1 byte	C	R	W	-
	73	Output 4	Slat angle in % automatic control	1 byte	C	R	W	-
	74	Output 4	Automatic control deactivation	1 bit	C	R	W	-
	75	Output 4	Automatic control deactivation status	1 bit	C	R	-	T

	Number	Name	Function of the object	Length	C	R	W	T
	76	Output 5	Up/down	1 bit	C	R	W	-
	77	Output 5	Step/stop (short press)	1 bit	C	R	W	-
	78	Output 5	Stop (Short press)	1 bit	C	R	W	-
	79	Output 5	Position in %	1 byte	C	R	W	-
	80	Output 5	Slat angle (0-100%)	1 byte	C	R	W	-
	81	Output 5	Status indication position in %	1 byte	C	R	-	T
	82	Output 5	Slat angle indication in %	1 byte	C	R	-	T
	83	Output 5	Upper position reached	1 bit	C	R	-	T
	84	Output 5	Lower position reached	1 bit	C	R	-	T
	85	Output 5	Priority	2 bit	C	R	W	-
	86	Output 5	Status indication priority	1 bit	C	R	-	T
	87	Output 5	Scene	1 byte	C	R	W	-
	88	Output 5	Alarm 1	1 bit	C	R	W	-
	89	Output 5	Alarm 2	1 bit	C	R	W	-
	90	Output 5	Alarm 3	1 bit	C	R	W	-
	91	Output 5	Position in % automatic control	1 byte	C	R	W	-
	92	Output 5	Slat angle in % automatic control	1 byte	C	R	W	-
	93	Output 5	Automatic control deactivation	1 bit	C	R	W	-
	94	Output 5	Automatic control deactivation status	1 bit	C	R	-	T
	95	Output 6	Up/down	1 bit	C	R	W	-
	96	Output 6	Step/stop (short press)	1 bit	C	R	W	-
	97	Output 6	Stop (Short press)	1 bit	C	R	W	-
	98	Output 6	Position in %	1 byte	C	R	W	-
	99	Output 6	Slat angle (0-100%)	1 byte	C	R	W	-
	100	Output 6	Status indication position in %	1 byte	C	R	-	T
	101	Output 6	Slat angle indication in %	1 byte	C	R	-	T
	102	Output 6	Upper position reached	1 bit	C	R	-	T
	103	Output 6	Lower position reached	1 bit	C	R	-	T
	104	Output 6	Priority	2 bit	C	R	W	-
	105	Output 6	Status indication priority	1 bit	C	R	-	T
	106	Output 6	Scene	1 byte	C	R	W	-
	107	Output 6	Alarm 1	1 bit	C	R	W	-
	108	Output 6	Alarm 2	1 bit	C	R	W	-
	109	Output 6	Alarm 3	1 bit	C	R	W	-
	110	Output 6	Position in % automatic control	1 byte	C	R	W	-
	111	Output 6	Slat angle in % automatic control	1 byte	C	R	W	-
	112	Output 6	Automatic control deactivation	1 bit	C	R	W	-
	113	Output 6	Automatic control deactivation status	1 bit	C	R	-	T

	Number	Name	Function of the object	Length	C	R	W	T
	114	Output 7	Up/down	1 bit	C	R	W	-
	115	Output 7	Step/stop (short press)	1 bit	C	R	W	-
	116	Output 7	Stop (Short press)	1 bit	C	R	W	-
	117	Output 7	Position in %	1 byte	C	R	W	-
	118	Output 7	Slat angle (0-100%)	1 byte	C	R	W	-
	119	Output 7	Status indication position in %	1 byte	C	R	-	T
	120	Output 7	Slat angle indication in %	1 byte	C	R	-	T
	121	Output 7	Upper position reached	1 bit	C	R	-	T
	122	Output 7	Lower position reached	1 bit	C	R	-	T
	123	Output 7	Priority	2 bit	C	R	W	-
	124	Output 7	Status indication priority	1 bit	C	R	-	T
	125	Output 7	Scene	1 byte	C	R	W	-
	126	Output 7	Alarm 1	1 bit	C	R	W	-
	127	Output 7	Alarm 2	1 bit	C	R	W	-
	128	Output 7	Alarm 3	1 bit	C	R	W	-
	129	Output 7	Position in % automatic control	1 byte	C	R	W	-
	130	Output 7	Slat angle in % automatic control	1 byte	C	R	W	-
	131	Output 7	Automatic control deactivation	1 bit	C	R	W	-
	132	Output 7	Automatic control deactivation status	1 bit	C	R	-	T
	133	Output 8	Up/down	1 bit	C	R	W	-
	134	Output 8	Step/stop (short press)	1 bit	C	R	W	-
	135	Output 8	Stop (Short press)	1 bit	C	R	W	-
	136	Output 8	Position in %	1 byte	C	R	W	-
	137	Output 8	Slat angle (0-100%)	1 byte	C	R	W	-
	138	Output 8	Status indication position in %	1 byte	C	R	-	T
	139	Output 8	Slat angle indication in %	1 byte	C	R	-	T
	140	Output 8	Upper position reached	1 bit	C	R	-	T
	141	Output 8	Lower position reached	1 bit	C	R	-	T
	142	Output 8	Priority	2 bit	C	R	W	-
	143	Output 8	Status indication priority	1 bit	C	R	-	T
	144	Output 8	Scene	1 byte	C	R	W	-
	145	Output 8	Alarm 1	1 bit	C	R	W	-
	146	Output 8	Alarm 2	1 bit	C	R	W	-
	147	Output 8	Alarm 3	1 bit	C	R	W	-
	148	Output 8	Position in % automatic control	1 byte	C	R	W	-
	149	Output 8	Slat angle in % automatic control	1 byte	C	R	W	-
	150	Output 8	Automatic control deactivation	1 bit	C	R	W	-
	151	Output 8	Automatic control deactivation status	1 bit	C	R	-	T

Note: For devices with additional outputs, object designation is identical. Only the object number differs.

3.2.1 Control

No.	Name	Function of the object	Data type	Flags
0, 19, 38, 57, 76, 95, 114, 133	Output x	Up/down	1 bit - 1.008 DPT_UpDown	C, R, W

These objects are always activated. It is used to control the shutter or blind in connection with the value that is sent on the KNX bus.

Object value:

- If the object receives value 0, the shutter or blind moves to the upper position.
- If the object receives value 1, the shutter or blind moves to the lower position.

For further information, see: [Function selection](#).

No.	Name	Function of the object	Data type	Flags
1, 20, 39, 58, 77, 96, 115, 134	Output x	Step/stop (short press)	1 bit - 1.007 DPT_Step	C, R, W

This object is activated when the **Closing type** has the value **Shutter and blind**. It is used to stop the movement of the shutter or blind or the tilting of the slats according to the value that is sent on the KNX bus.

Object value:

- Regardless of which value (0 or 1) is sent to this object, the movement of the shutter or blind will be stopped.
- If the object receives the value 0, the slats will be opened by one slat step.
- If the object receives the value 1, the slats will be closed by one slat step.

For further information, see: [Function selection](#).

No.	Name	Function of the object	Data type	Flags
2, 21, 40, 59, 78, 97, 116, 135	Output x	Stop (Short press)	1 bit - 1.017 DPT_Trigger	C, R, W

These objects are always activated. It is only used to stop the vertical movements of the shutter or blind according to the value sent on the KNX bus.

Object value:

- Regardless of which value (0 or 1) is sent to this object, the movement of the shutter or blind will be stopped.

For further information, see: [Function selection](#).

No.	Name	Function of the object	Data type	Flags
3, 22, 41, 60, 79, 98, 117, 136	Output x	Position in %	1 byte - 5.001 DPT_Scaling	C, R, W

These objects are always activated. It is used for positioning the shutter or blind at the desired height, in response to the value sent on the KNX bus.

On the blind, the slats have the same tilt after reaching the same position as they had before the movement.
If a telegram is received during the movement of the shutter or blind, the shutter will be positioned at the desired height after the originally requested position has been reached.

Object value: 0 to 255

- 0 (0%): Upper position.
- 255 (100%): Lower position.

For further information, see: [Function selection](#).

No.	Name	Function of the object	Data type	Flags
4, 23, 42, 61, 80, 99, 118, 137	Output x	Slat angle in %	1 byte - 5.001 DPT_Scaling	C, R, W

This object is activated when the **Closing type** has the value **Shutter and blind**.
It is used to position the shutter or blind in response to the value that is sent on the KNX bus.

Object value: 0 to 255

- 0 (0%): Slats open.
- 255 (100%): Slats closed.

For further information, see: [Function selection](#).

3.2.2 Status indication

No.	Name	Function of the object	Data type	Flags
5, 24, 43, 62, 81, 100, 119, 138	Output x	Status indication position in %	1 byte - 5.001 DPT_Scaling	C, R, T

This object is activated when the **Position status** parameter is active.
This object allows the status of the position to be sent over the KNX bus. It is sent after the position of the blind or shutter has been achieved.

Object value: 0 to 255

- 0 (0%): Upper position.
- 255 (100%): Lower position.

This object is sent when there is a status change.
For further information, see: [Status indication](#).

No.	Name	Function of the object	Data type	Flags
6, 25, 44, 63, 82, 101, 120, 139	Output x	Slat angle indication in %	1 byte - 5.001 DPT_Scaling	C, R, T

This object is activated when the **Slat angle status** parameter is active.
This object allows the status of the slat angle to be sent over the KNX bus. It is sent after the tilting of the blind has been achieved.

Object value: 0 to 255

- 0 (0%): Slats open.
- 255 (100%): Slats closed.

This object is sent when there is a status change.
For further information, see: [Status indication](#).

No.	Name	Function of the object	Data type	Flags
7, 26, 45, 64, 83, 102, 121, 140	Output x	Upper position reached	1 bit - 1.002 DPT_Bool	C, R, T

This object is activated when the **Upper position reached** parameter is active.
This object is used to send the status of the upper position of the shutter or blind over the KNX bus.

Object value:

0 = Position not reached, 1 = Position reached

- If the upper position of the shutter or blind is not reached, a telegram is sent with a logic value of 0 on the KNX bus.
- If the upper position of the shutter or blind is reached, a telegram is sent with a logic value of 1 on the KNX bus.

This object is sent when there is a status change.
For further information, see: [Status indication](#).

No.	Name	Function of the object	Data type	Flags
8, 27, 46, 65, 84, 103, 122, 141	Output x	Lower position reached	1 bit - 1.002 DPT_Bool	C, R, T

This object is activated when the **Lower position reached** parameter is active.
This object is used to send the status of the lower position of the shutter or blind over the KNX bus.

Object value:

0 = Position not reached, 1 = Position reached

- If the lower position of the shutter or blind is not reached, a telegram is sent with a logic value of 0 on the KNX bus.
- If the lower position of the shutter or blind is reached, a telegram is sent with a logic value of 1 on the KNX bus.

This object is sent when there is a status change.
For further information, see: [Status indication](#).

3.2.3 Priority

No.	Name	Function of the object	Data type	Flags
9, 28, 47, 66, 85, 104, 123, 142	Output x	Priority	2 bit - 2.002 DPT_Bool_Control	C, R, W

This object is activated if the **Priority** parameter is active.
The status of the output contact is determined directly by this object.

Details on the format of the object are given below.

Telegram received by the priority operation object			Output behaviour
Hexadecimal Value	Binary Value		
	Bit 1 (MSB)	Bit 0 (LSB)	
00	0	0	End of the priority
01	0	1	End of the priority
02	1	0	Priority up
03	1	1	Priority down

The first bit of this object (Bit 0) determines the status of the output contact, which should be priority controlled. The second bit activates or deactivates the Priority.

For further information, see: [Priority](#).

No.	Name	Function of the object	Data type	Flags
10, 29, 48, 67, 86, 105, 124, 143	Output x	Status indication priority	1 bit - 1.011 DPT_State	C, R, T

This object is activated if the **Priority** parameter is active.
This object allows the status of the Priority to be sent from the device on the KNX bus.

Object value:

0 = Not forced, 1 = Forced:

- If Priority is deactivated, a telegram is sent with logic value 0.
- If Priority is activated, a telegram is sent with logic value 1.

This object is sent when there is a status change.

For further information, see: [Priority](#).

3.2.4 Scene

No.	Name	Function of the object	Data type	Flags																
11, 30, 49, 68, 87, 106, 125, 144	Output x	Scene	1 byte - 18.001 DPT_SceneNumber	C, R, W																
This object is activated when the Scene parameter is active. This object is used to recall or save a scene. Details on the format of the object are given below. <table><tr><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>Learning</td><td>Not used</td><td colspan="6">Scene number</td></tr></table> Bit 7: 0: The scene is called / 1: The scene is saved. Bit 6: Not used. Bit 5 to Bit 0: Scene numbers from 0 (Scene 1) to 63 (Scene 64). For further information, see: Scene.					7	6	5	4	3	2	1	0	Learning	Not used	Scene number					
7	6	5	4	3	2	1	0													
Learning	Not used	Scene number																		

3.2.5 Alarm

No.	Name	Function of the object	Data type	Flags
12, 31, 50, 69, 88, 107, 126, 145	Output x	Alarm 1	1 bit - 1.005 DPT_Alarm	C, R, W
This object is only visible if the Alarm parameter has the following value: Alarm 1 or Alarm 1 > Alarm 2 or Alarm 1 > Alarm 2 > Alarm 3. This object is used to switch the output back to the predefined settings. Object value: - If the object receives the value 0, the alarm is not activated. - If the object receives the value 1, the alarm is activated. For further information, see: Alarm.				

No.	Name	Function of the object	Data type	Flags
13, 32, 51, 70, 89, 108, 127, 146	Output x	Alarm 2	1 bit - 1.005 DPT_Alarm	C, R, W
This object is only visible if the Alarm parameter has the following value: Alarm 1 > Alarm 2 or Alarm 1 > Alarm 2 > Alarm 3. This object is used to switch the output back to the predefined settings. Object value: - If the object receives the value 0, the alarm is not activated. - If the object receives the value 1, the alarm is activated. For further information, see: Alarm.				

No.	Name	Function of the object	Data type	Flags
14, 33, 52, 71, 90, 109, 128, 147	Output x	Alarm 3	1 bit - 1.005 DPT_Alarm	C, R, W

This object is only visible if the **Alarm** parameter has the following value: **Alarm 1 > Alarm 2 > Alarm 3**.
This object is used to switch the output back to the predefined settings.

Object value:

- If the object receives the value 0, the alarm is not activated.
- If the object receives the value 1, the alarm is activated.

For further information, see: [Alarm](#).

3.2.6 Position in % automatic control

No.	Name	Function of the object	Data type	Flags
15, 34, 53, 72, 91, 110, 129, 148	Output x	Position in % automatic control	1 byte - 5.001 DPT_Scaling	C, R, W

This object is activated when the **Automatic control** parameter is active.
It is used for positioning the shutter or blind at the desired height, in response to the value sent on the KNX bus.

Object value: 0 to 255

- 0 (0%): Upper position.
- 255 (100%): Lower position.

For further information, see: [Automatic control](#).

3.2.7 Slat angle in % automatic control

No.	Name	Function of the object	Data type	Flags
16, 35, 54, 73, 92, 111, 130, 149	Output x	Slat angle in % automatic control	1 byte - 5.001 DPT_Scaling	C, R, W

This object is activated when the **Closing type** has the value **Shutter and blind** and when the **Automatic control** parameter is active.
It is used to position the shutter or blind in response to the value that is sent on the KNX bus.

Object value: 0 to 255

- 0 (0%) : Slats open.
- 255 (100%): Slats closed.

For further information, see: [Automatic control](#).

3.2.8 Automatic control deactivation

No.	Name	Function of the object	Data type	Flags
17, 36, 55, 74, 93, 112, 131, 150	Output x	Automatic control deactivation	1 bit - 1.003 DPT_Enable	C, R, W

This object is activated when the **Automatic control deactivation** parameter is active.
This object is used to activate the automatic control function.

Object value:

- If the object receives the value 0, the automatic control function is inactive.
- If the object receives the value 1, the automatic control function is active.

For further information, see: [Automatic control](#).

No.	Name	Function of the object	Data type	Flags
18, 37, 56, 75, 94, 113, 132, 151	Output x	Automatic control deactivation status	1 bit - 1.003 DPT_Enable	C, R, T

This object is activated when the **Automatic control deactivation** parameter is active.
This object is used to send the status of the Automatic control deactivation function of the device on the KNX bus.

Object value:

- If the Automatic control deactivation function is deactivated, a telegram with a logical value 0 is sent.
- If the Automatic control deactivation function is activated, a telegram with a logical value 1 is sent.

This object is sent when there is a status change.
For further information, see: [Automatic control](#).

4. Programming by Easy tool

The function of the different devices only differs in the number of outputs. For this reason, only one device or one output will ever be described.

4.1 Product overview

■ TXA 628C: 8-fold blind/shutter actuator 6A 230V AC

Product view:

Product

Name

TXA628C - Output device for 8 shutters/blinds 230V

Use

Shutter

Place

House

Electrical tracking

TXA628C - 1

Product

TXA628C

Output device for 8 shutters/blinds 230V~

Actions

8 Outputs

1		TXA628C - 1 - 1 House - Shutter	
2		TXA628C - 1 - 2 House - Shutter	
3		TXA628C - 1 - 3 House - Shutter	
4		TXA628C - 1 - 4 House - Shutter	
5		TXA628C - 1 - 5 House - Shutter	
6		TXA628C - 1 - 6 House - Shutter	
7		TXA628C - 1 - 7 House - Shutter	
8		TXA628C - 1 - 8 House - Shutter	

View of channels:

0 Input

8-fold output	
	TXA628C - 1 - 1 Housing - Shutter
	TXA628C - 1 - 2 Housing - Shutter
	TXA628C - 1 - 3 Housing - Shutter
	TXA628C - 1 - 4 Housing - Shutter
	TXA628C - 1 - 5 Housing - Shutter
	TXA628C - 1 - 6 Housing - Shutter
	TXA628C - 1 - 7 Housing - Shutter
	TXA628C - 1 - 8 Housing - Shutter

■ Pathway parameters

This parameter window is used to set the device outputs. These parameters are available individually for each output.

TXA628C - 1 - 1

Closing type	Shutter and blind
Sun position	No Facade
Wind Alarm level	No Wind alarm
Position on wind alarm	Not active
Rain Alarm	No
Position on rain alarm	Not active
Complete up movement duration	120
Complete down movement duration	120
Relay closing time for slat positioning (ms)	150
Total number of slat angles	12

■ Available functionalities: Shutter/blind

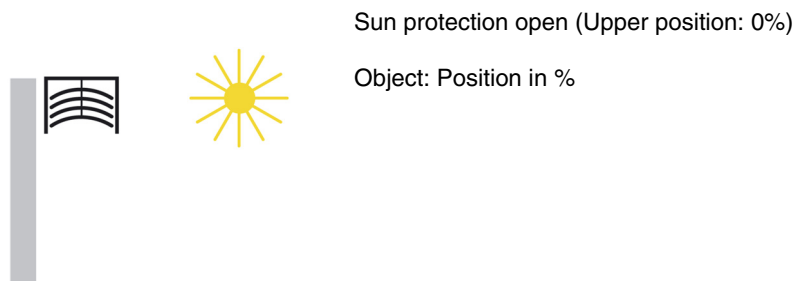
	Blinds up		Priority up
	Blinds down		Priority down
	Shutter UP		Priority up push-button (1)
	Shutter DOWN		Priority down push-button (1)
	Up/down		Wind alarm
	Down/up		Rain alarm
	Switch up		Automatic control shutter angle
	Down switch		Automatic control slat angle
	Up/stop		Automatic control shutter and slat angle
	Down/stop		Automatic control shutter position switch
	Shutter position		Automatic control inter slat angle
	Slat angle		Automatic control inter shutter and slat angle
	Shutter and slat angle		Scene
	Shutter angle switch		Scene switch
	Slat angle switch		Automatic control deactivation
	Shutter and slat angle switch		Deactivation Automatic control push-button (1)

(1) This function is only available with push-button input products with LEDs indicating status.

4.2 Product functionalities

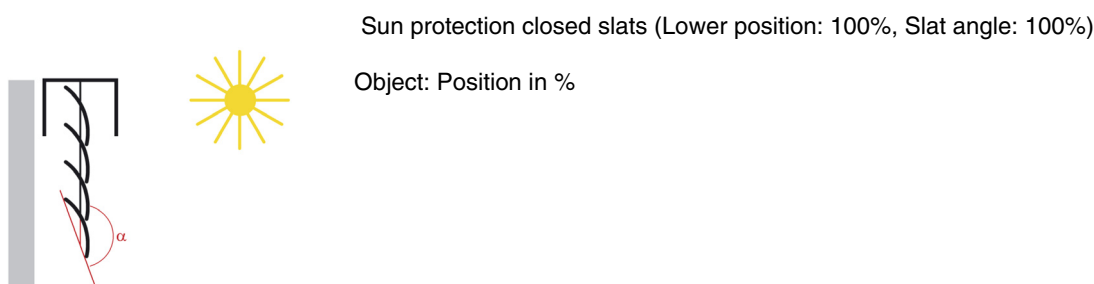
Slat position for horizontal slats

The blind drive actuators have 2 limit position switches and can be run to a Sun protection position using a position setting in percent. The value of "0%" is used to control the upper position (i.e. Sun protection fully open) or is reported as a status.

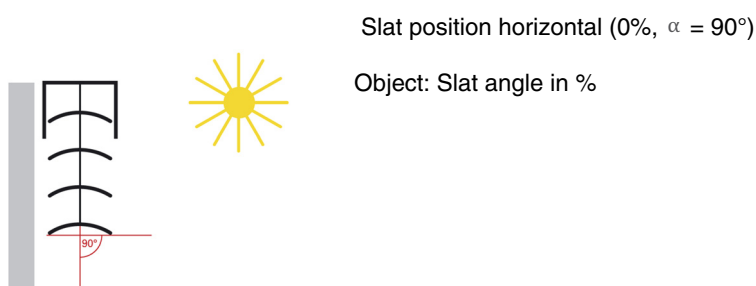


If the lower position is to be approached, then this will be sent to the blinds as Sun protection position 100% or on reaching the lower position (i.e. Sun protection completely closed). The position will be reported using this value. If a blind is run from the upper position, the slats initially tilt into an almost vertical position and then the sun protection runs with closed slats to the lower position.

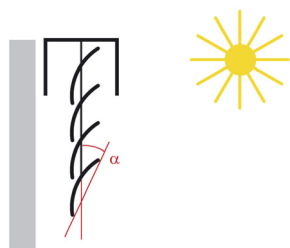
When the blind is located at the lower position and the slats are fully closed, then this slat position is described as vertical and equal to 100%. Normally, however, fully closed slats have no exactly vertical position ($\alpha = 180^\circ$) but rather form a small angle with the vertical.



From their vertical position (completely closed, 100%) the slats can be adjusted to their horizontal position (fully open, 0% and $\alpha = 90^\circ$). The blind drive used thus determines whether this adjustment can be carried out using many small steps or whether it is only possible via a few large steps (As with most standard drives).



For standard blinds, the slats can be adjusted continuously to the horizontal position or until the slat adjustment ends and the raising of the blind begins. The slats then form an angle of between 0° and 90° with the vertical.



Slat position at the start of moving the blind (Up)

Object: Slat angle in %

Slat position for vertical slats

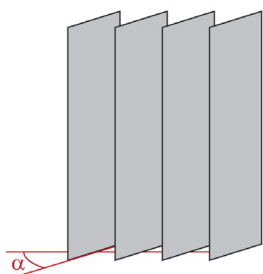
If an interior shade or privacy shield with vertical slats is controlled via a blind actuator, then the position in which the slats are fully open is controlled or reported as the 0% slat position. The slats then form an angle of 90° with the direction of travel from Shade fully open to Shade fully closed.



Fully opened vertical slats (Slat angle 0%)

Object: Slat angle in %

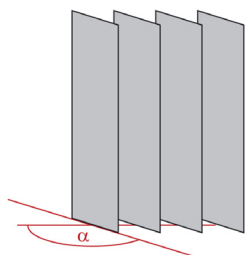
If the slats are fully closed, this position will be controlled and reported as slat position 100%. This is the position to which the shade is run from its side limit position in front of the window. The angle that the slats then form with the direction of movement is therefore a little $> 0^\circ$.



Fully closed vertical slats (Slat angle 100%)

Object: Slat angle in %

If the shade is then driven back (i.e. opened), then the vertical slats are turned to a position that is somewhat smaller than 180° .



Vertical slats at the start of moving UP

4.2.1 Pathway parameters

TXA628C - 1 - 1

Closing type

Shutter and blind

Sun position

No Facade

Wind Alarm level

No Wind alarm

Position on wind alarm

Not active

Rain Alarm

No

Position on rain alarm

Not active

Complete up movement duration

120

Complete down movement duration

120

Relay closing time for slat positioning (ms)

150

Total number of slat angles

12

Parameter	Description	Value
Closing type	This parameter defines the operating mode used for the affected outputs. An operating mode of the shutter and blind type gives access to additional parameters to control the slat pitch.	Shutter Shutter and blind*

Parameter	Description	Value
Complete up movement duration	This parameter defines the time taken, during which the contact must be closed, to reach the upper position.	1... 120* ...500 s

Parameter	Description	Value
Complete down movement duration	This parameter defines the time taken, during which the contact must be closed, to reach the lower position.	1... 120* ...500 s

Parameter	Description	Value
Relay closing time for slat positioning (ms)	This parameter defines how long the contacts must be closed in order to perform an elementary angle step for the slats.	100... 150* ...2500 ms

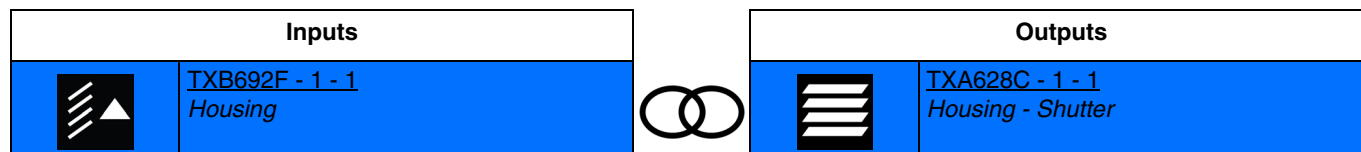
Parameter	Description	Value
Total number of slat angles	This parameter defines the total number of elementary slat steps available for adjusting the slats from the inclined downwards position to be inclined upwards position.	1... 12* ...50

*Note: Before setting the **Total number of slat angles** parameter, it is essential to first set the closed contact duration for an elementary slat step.*

* Default value

4.2.2 Up/down

- **Blinds up:** allows to raise or stop a blind or tilt the blind slats.



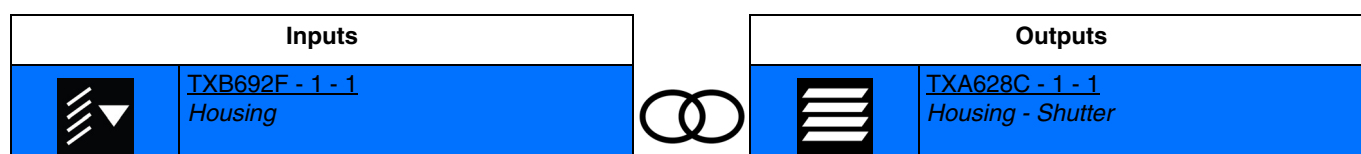
Brief closing of the input contact: brief closing of the raise input contact.

Prolonged closing of the input contact: delayed closing of the raise output contact.

Opening input contact: no action.

Note: If a brief input contact occurs during the delay, the output contact opens (stop function).

- **Blinds down:** allows to lower or stop a blind or tilt the blind blades.



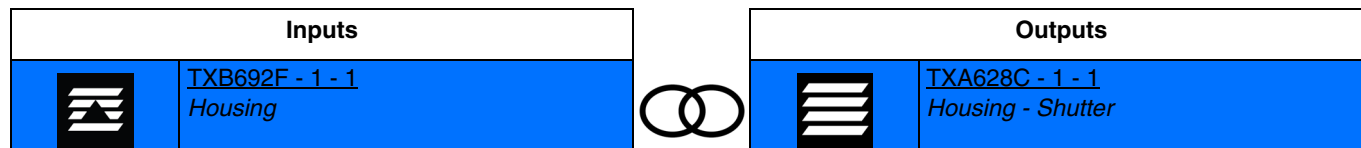
Brief closing of the input contact: brief closing of a lowering output contact.

Prolonged closing of the input contact: delayed closing of the lowering output contact.

Opening input contact: no action.

Note: If a brief input contact occurs during the delay, the output contact opens (stop function).

- **Shutter UP:** allows to raise or stop a rolling shutter.

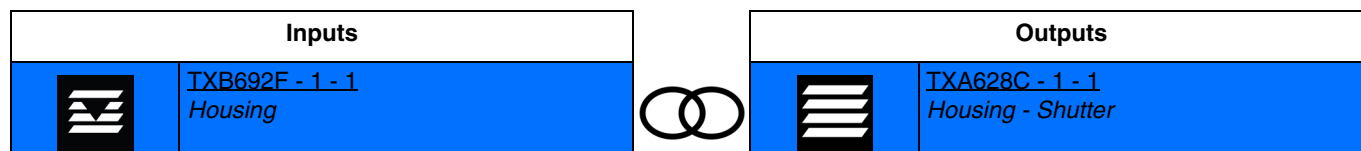


Prolonged closing of the input contact: delayed closing of the raise output contact.

Opening input contact: no action.

Note: If a brief input contact occurs during the delay, the output contact opens (stop function).

- **Shutter DOWN:** allows to lower or stop a rolling shutter.

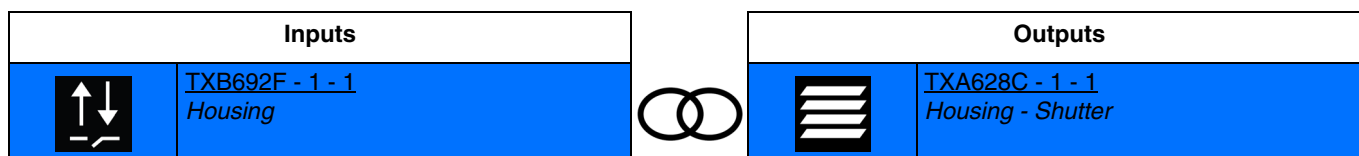


Prolonged closing of the input contact: delayed closing of the lowering output contact.

Opening input contact: no action.

Note: If a brief input contact occurs during the delay, the output contact opens (stop function).

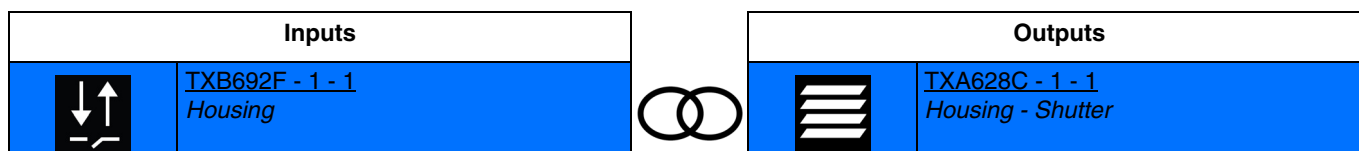
- **Up/down:** allows to raise or lower a rolling shutter or a blind using a switch.



Closing input contact: delayed closing of the raise output contact.

Opening input contact: delayed closing of the lowering output contact.

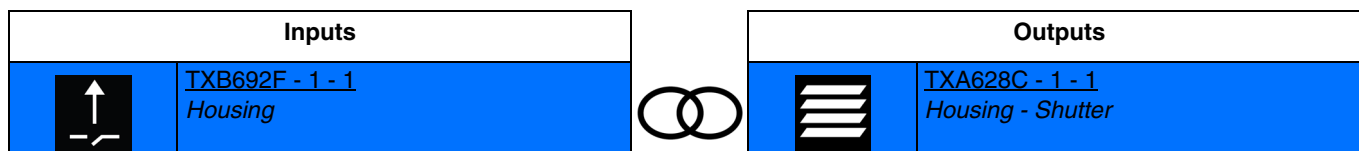
- **Down/up:** allows to raise or lower a rolling shutter or a blind using a switch.



Closing input contact: delayed closing of the lowering output contact.

Opening input contact: delayed closing of the raise output contact.

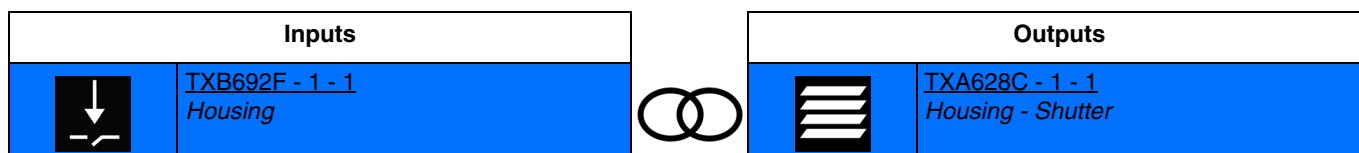
- **Switch up:** allows to raise a rolling shutter or a blind using a switch.



Closing input contact: delayed closing of the raise output contact.

Opening input contact: no action.

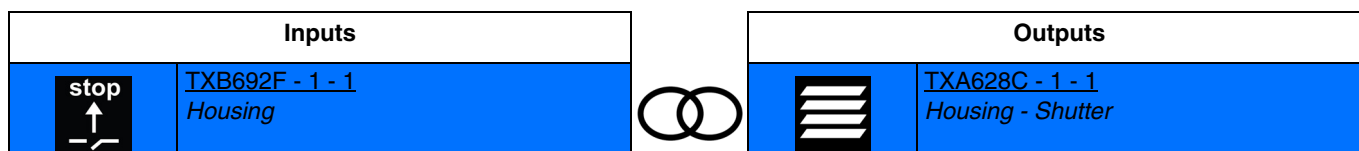
- **Down switch:** allows to lower a rolling shutter or a blind using a switch.



Closing input contact: delayed closing of the lowering output contact.

Opening input contact: no action.

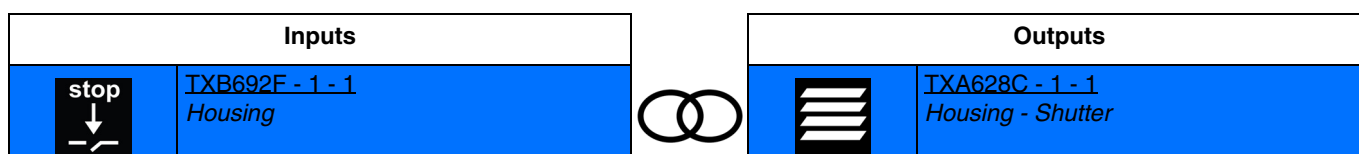
- **Up/stop:** allows to raise or stop a rolling shutter or a blind using a switch.



Closing input contact: delayed closing of the raise output contact.

Opening input contact: opening an output contact (stop function).

- **Down/stop:** allows to lower or stop a rolling shutter or a blind using a switch.

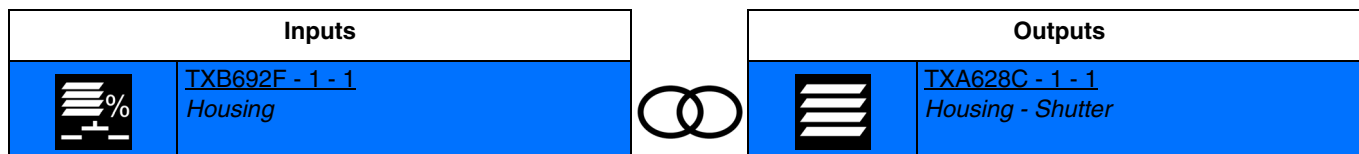


Closing input contact: delayed closing of the lowering output contact.

Opening input contact: opening an output contact (stop function).

4.2.3 Shutter or blind angle

- **Shutter position:** allows to angle a rolling shutter or blind to the desired height according to a value in %.



Closing input contact: delayed closing of output contacts for angling the shutter or blind.

Opening input contact: no action.

Note: When the connection is made, the value in % of the shutter angle must be defined (0%: upper position, 100%: lower position).

Select function

Outputs selected :

TXB692F - 1 - 1

Position shutter

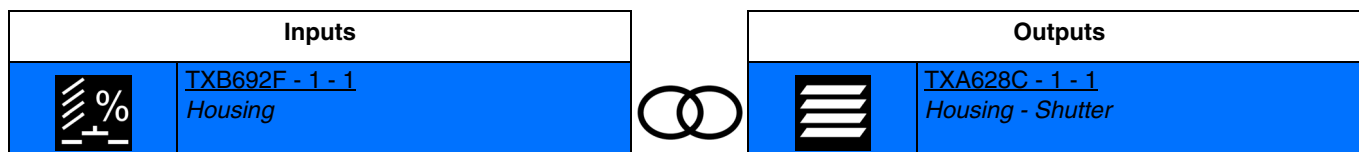
Position 1 (0-100%)

100

Link

Cancel

- **Slat angle:** allows positioning shutter slats according to a value in %.



Closing input contact: delayed closing of output contacts for the shutter slat tilt.

Opening input contact: no action.

Note: When the connection is made, the value in % of the shutter slat angle must be defined (0%: slats open, 100%: slats closed).

Select function

Outputs selected :

TXB692F - 1 - 1

Position slat

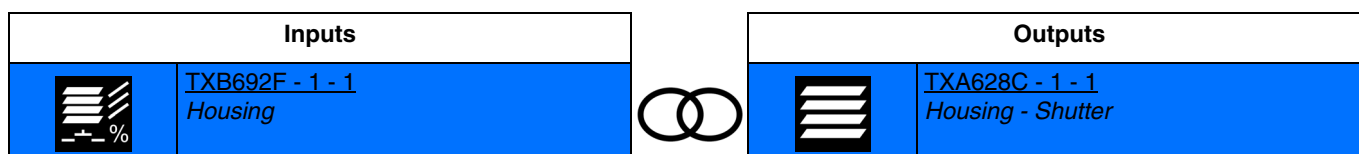
Slat angle 1 (0-100%)

100

Link

Cancel

- **Shutter and slat angle:** allows positioning a rolling shutter or blind at the desired height and the blind slats according to a value in %.



Closing input contact: delayed closing of output contacts for the shutter or blind angle and for the blind slat tilt.
 Opening input contact: no action.

Note: When the connection is made, the value in % for the shutter position must be defined (0%: high position, 100% low position) and the value in % of the blind slat position (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected :

TXB692F - 1 - 1

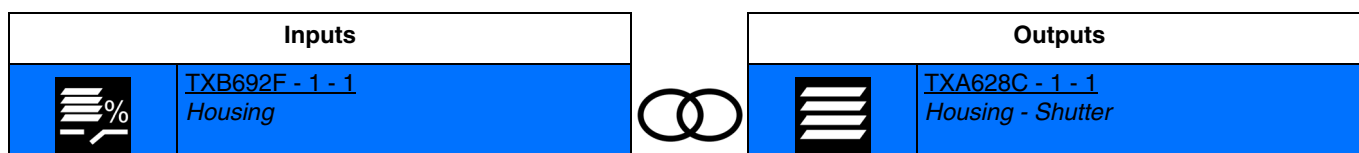
Position shutter and slat

Slat angle 1 (0-100%)
Position 1 (0-100%)

Link

Cancel

- **Shutter angle switch:** allows positioning a rolling shutter or blind at the desired height according to a value in % using a switch.



Closing input contact: delayed closing of output contacts for position 1 of the shutter or blind.
 Opening input contact: delayed closing of output contacts for position 2 of the shutter or blind.

Note: When the connection is made, values must be defined in % for shutter positions 1 and 2 (0%: upper position, 100%: lower position).

Select function
✕

Outputs selected :

TXB692F - 1 - 1

Position shutter switch

Position 1 (0-100%)
Position 2 (0-100%)

Link

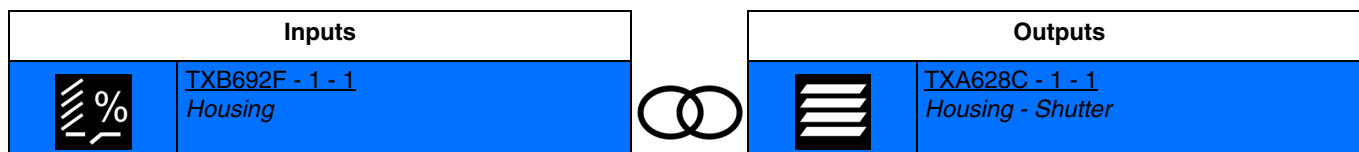
Cancel

TXA624C/D - TXA628C - TXM632C

44

6LE001832A

- **Slat angle switch:** allows positioning blind slates according to a value in % using a switch.



Closing input contact: delayed closing of output contacts for position 1 of the blind slats.

Opening input contact: delayed closing of output contacts for position 2 of the blind slats.

Note: When the connection is made, values must be defined in % for blind slat positions 1 and 2 (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected : 1

TXB692F - 1 - 1

Position slat switch ▼

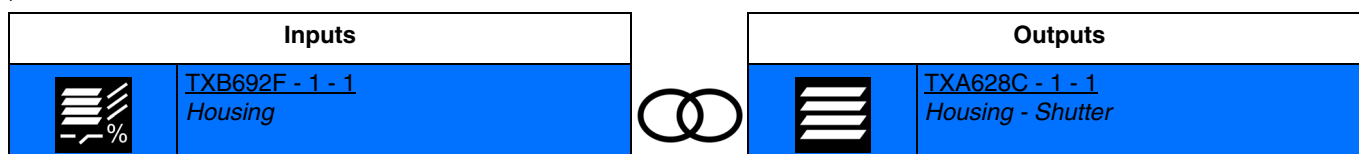
1

Slat angle 1 (0-100%)

Slat angle 2 (0-100%)

Link
Cancel

- **Shutter and slat angle switch:** allows positioning a rolling shutter or a blind at the desired height and the blind slates according to a value in % using a switch.



Closing input contact: delayed closing of output contacts for position 1 of the shutter or blind and for position 1 for blind slats.

Opening input contact: delayed closing of output contacts for position 2 of the shutter or blind and for position 2 for blind slats.

Note: When the connection is made, values must be defined in % for shutter positions 1 and 2 (0%: high position, 100%: low position) and values in % for blind slats positions 1 and 2 (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected : 1

TXB692F - 1 - 1

Position shutter and slat switch ▼

1

Position 1 (0-100%)

Slat angle 1 (0-100%)

Slat angle 2 (0-100%)

Position 2 (0-100%)

Link
Cancel

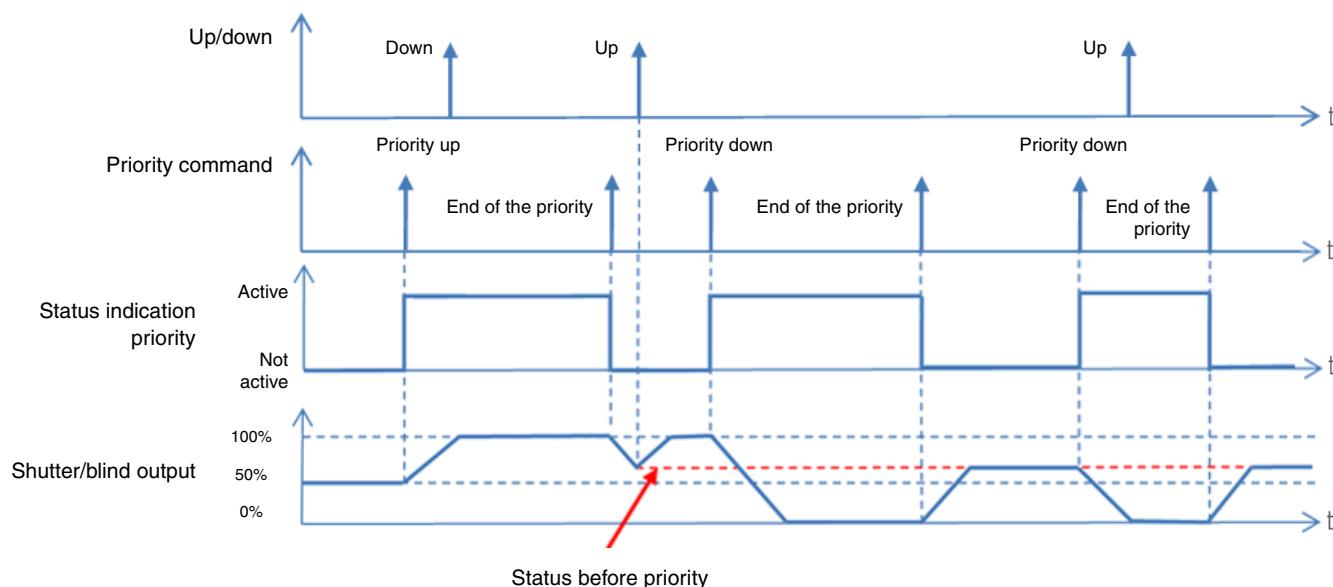
4.2.4 Priority

The Priority function is used to force the output into a defined state.

Priority: Alarm > **Priority** > Basic function.

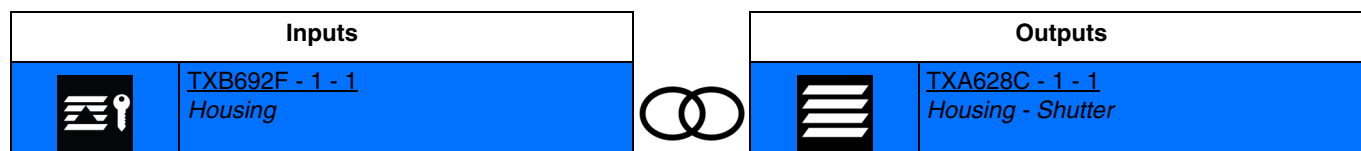
At the end of the priority, the output returns to the status it had before the priority (Memorisation function).

Operating principle:



■ Links

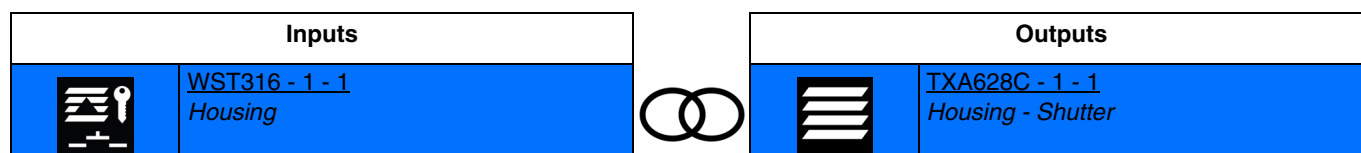
- **Priority up:** allows forcing a rolling shutter or blind to raise.



Closing input contact: activation priority and delayed closing of the raise output contact.

Opening input contact: end of the priority.

- **Priority up push-button:** allows forcing a rolling shutter or blind to raise using a push-button.



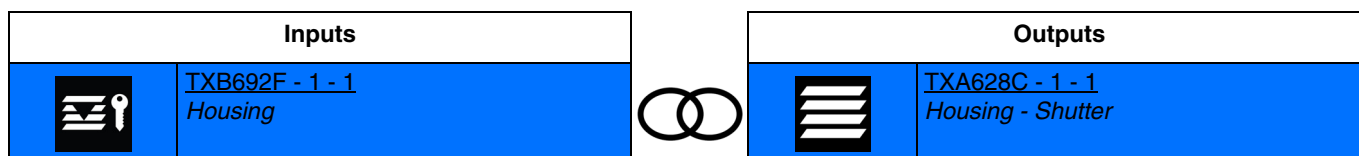
Closing input contact: activation priority and delayed closing of the raise output contact.

Opening input contact: no action.

A second closure of the input contact triggers the end of priority.

Note: This function is only available with push-button input products with LEDs indicating status.

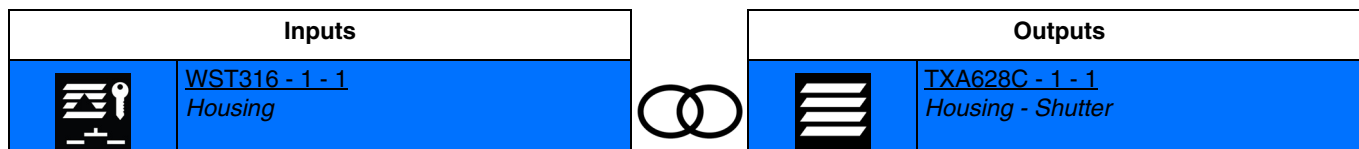
- **Priority down:** allowing forcing a rolling shutter or blind to lower.



Closing input contact: activation of priority and delayed closing of the lowering output contact.

Opening input contact: end of the priority.

- **Priority down push-button:** allows forcing a rolling shutter or blind to lower using a push-button.



Closing input contact: activation of priority and delayed closing of the lowering output contact.

Opening input contact: no action.

A second closure of the input contact triggers the end of priority.

Note: This function is only available with push-button input products with LEDs indicating status.

4.2.5 Alarm

With the Alarm function a shutter or blind can be positioned in a configurable predefined state.

Priority: **Alarm** > Priority > Basic function.

The alarm prevents any actuation until an alarm cancellation command has been received.

Up to 2 alarm functions are possible (Wind alarm > Rain alarm).

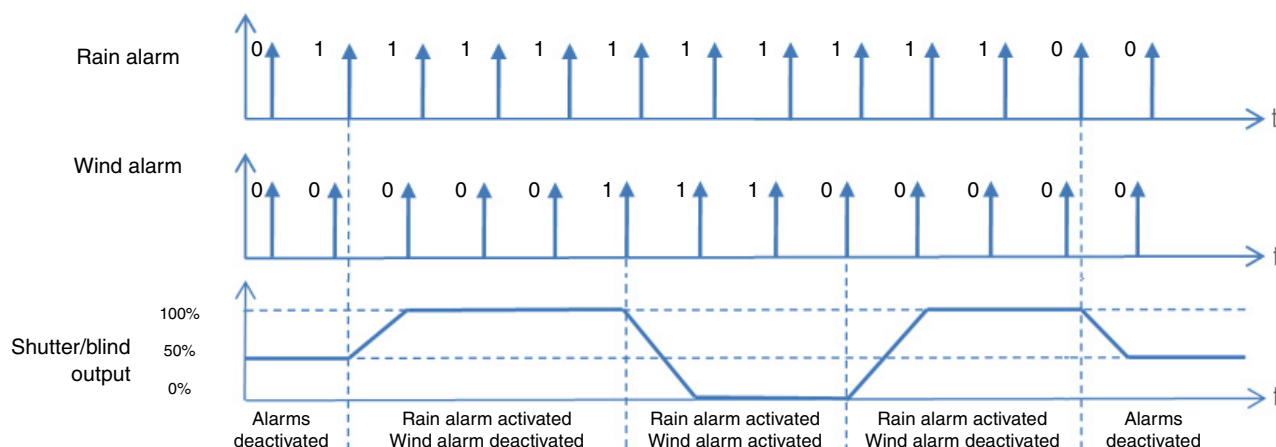
When an alarm appears, change in output status is defined by a setting (Up, Down, Unchanged position).

After the alarm, the shutter or blind takes up the position it would be in if no alarm had occurred.

Operating principle:

Example:

- Position on rain alarm: up.
- Position on wind alarm: down.



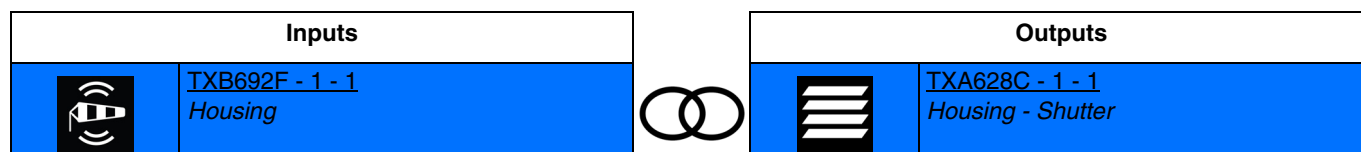
If several alarms triggered at the same time, the commands associated with the highest priority alarm are executed.

For the alarms, the connections are made in 2 ways:

- Classic connections: Alarm information is sent using an input product connected to the KNX bus. Therefore, information can come from any device other than KNX having a dry contact output.
- Automatic connections: Alarm information is sent directly to the KNX bus. In general, it comes from a weather station connected to the KNX bus. In this case, the connection is made through a simple configuration.

■ Links

- **Wind alarm:** allows to set the rolling shutter or blind in a defined position when the alarm is activated.



Closing input contact: wind alarm activation.

Opening input contact: alarm end.

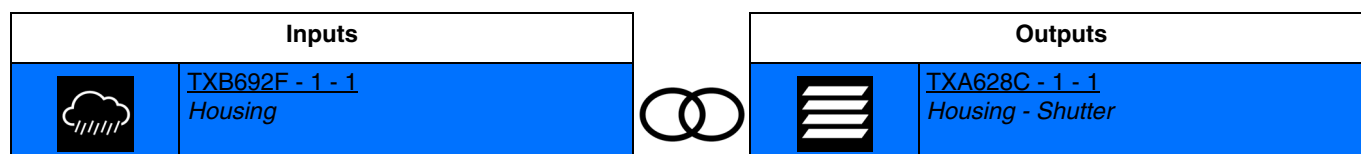
The rolling shutter or blind angle is defined through a setting.

Wind Alarm level	No Wind alarm
Position on wind alarm	Not active

Parameter	Description	Value
Position on wind alarm	During the wind alarm, the shutter/blind output: Not changed Closes the Up contact Closes the down contact	Not active* Up Down

Note: The setting **Wind alarm level** is not taken into account with this type of connection.

- **Rain alarm:** allows to set the rolling shutter or blind in a defined position when the alarm is activated.



Closing input contact: rain alarm activation.
Opening input contact: alarm end.

The rolling shutter or blind angle is defined through a setting.

Rain Alarm	No
Position on rain alarm	Not active

Parameter	Description	Value
Position on rain alarm	Defines the status of the shutter output on receipt of the rain alarm.	Not active* Up Down

Note: The setting **rain alarm** is not taken into account with this type of connection.

* Default value

■ Automatic connections

This link is established depending on the configuration of products.

- **Wind alarm:** allows to set the rolling shutter or blind in a defined position when the alarm is activated.

For the wind alarm, please refer to the shutter configuration.

Wind Alarm level	No Wind alarm
Position on wind alarm	Not active

Parameter	Description	Value
Wind alarm stepping switch	Activates the shutter output on receipt of wind alarms 1, 2 or 3.	No wind alarm* Step 1 Step 2 Step 3

Wind alarm 1: The alarm is activated if the wind speed > 4 m/s (14.4km/h)

Wind alarm 2: The alarm is activated if the wind speed > 8 m/s (28.8km/h)

Wind alarm 3: The alarm is activated if the wind speed > 12 m/s (43.2km/h)

Note: Please refer to the weather station documentation for further information.

Parameter	Description	Value
Position on wind alarm	During the wind alarm, the shutter/blind output: Not changed Closes the Up contact Closes the down contact	Not active* Up Down

- **Rain alarm:** allows to set the rolling shutter or blind in a defined position when the alarm is activated.

For the rain alarm, please see the shutter configuration.

Rain Alarm	No
Position on rain alarm	Not active

Parameter	Description	Value
Rain alarm	Activates the shutter output on receipt of the rain alarm.	Yes No*

Parameter	Description	Value
Position on rain alarm	Defines the status of the shutter output on receipt of the rain alarm.	Not active* Up Down

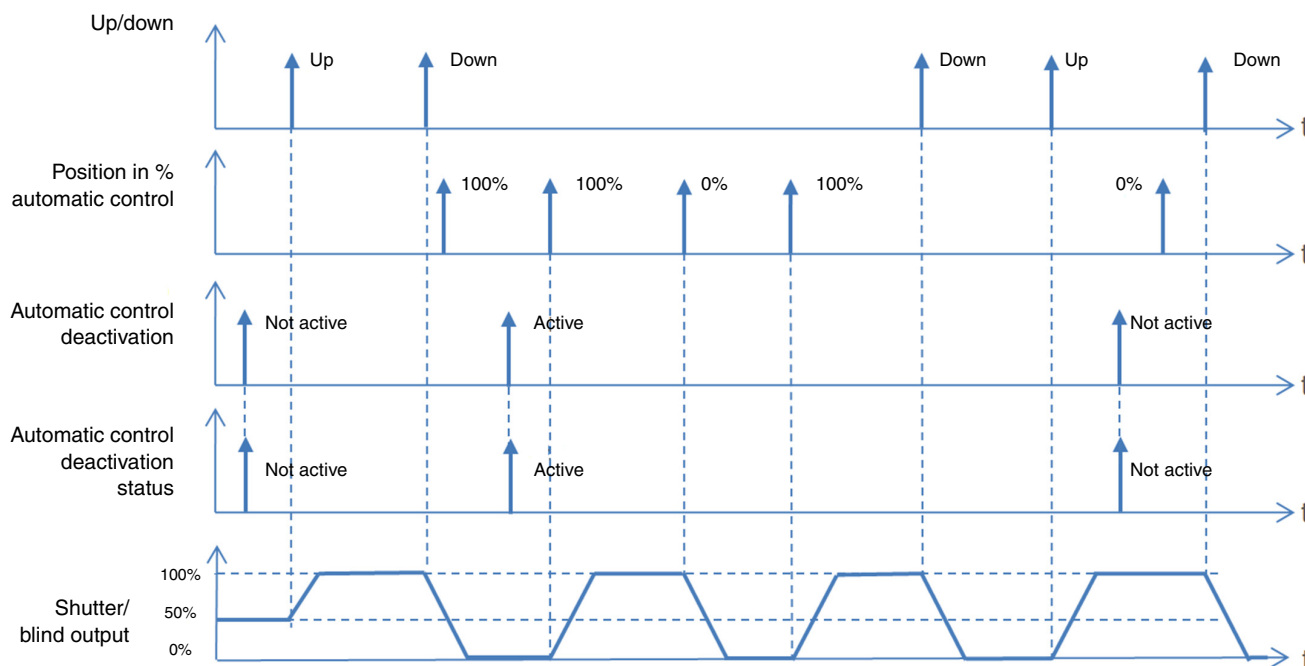
* Default value

4.2.6 Automatic control

The Automatic control function is used to control an output in parallel to the Up/Down or Slat tilt/stop function. The functions have the same level of priority. The last command received will act on the status of the output. An additional command object is used to activate or deactivate the Automatic control.

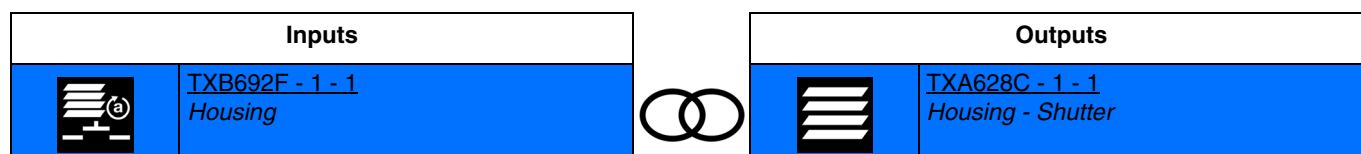
Example: when an output is controlled by a button and in parallel by an automatic control (timer, twilight switch, weather station, etc.) the automatic control can be deactivated for reasons of comfort (vacations, public holidays, etc.).

Operating principle:



■ Links

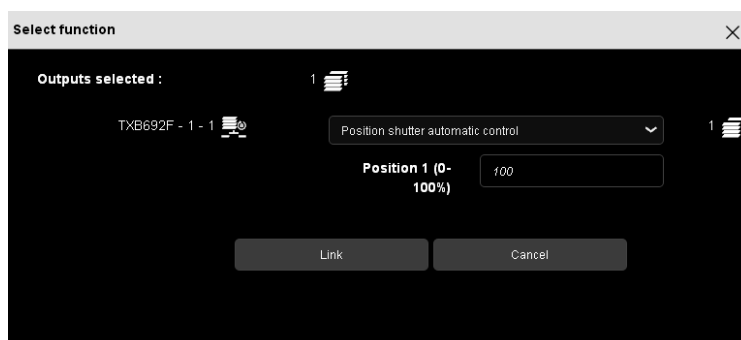
- **Automatic control shutter angle:** allows positioning a rolling shutter or blind to the desired height according to a value in % using automatic control.



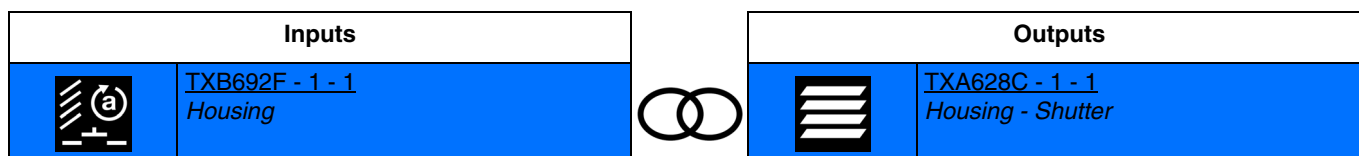
Closing input contact: delayed closing of output contacts for angling the shutter or blind.

Opening input contact: no action.

Note: When the connection is made, the value in % of the shutter angle must be defined (0%: upper position, 100%: lower position).



- **Automatic control slat angle:** allows positioning blind slats according to a value in % using automatic control.



Closing input contact: delayed closing of output contacts for the shutter slat tilt.

Opening input contact: no action.

Note: When the connection is made, the value in % of the shutter slat angle must be defined (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected :



TXB692F - 1 - 1

Position slat automatic control

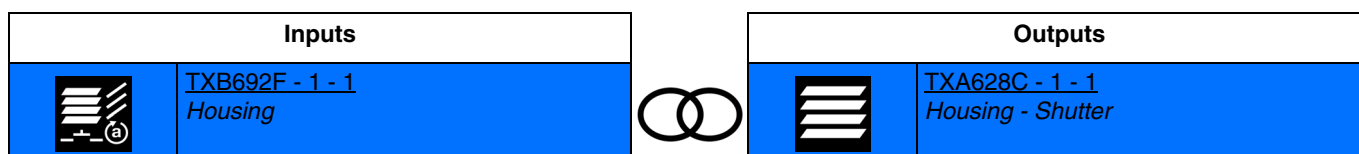
Slat angle 1 (0-100%)



Link

Cancel

- **Automatic control shutter and slat angle:** allows positioning a rolling shutter or blind to the desired height and blind slats according to a value in % using automatic control.



Closing input contact: delayed closing of output contacts for the shutter or blind angle and for the blind slat tilt.

Opening input contact: no action.

Note: When the connection is made, the value in % for the shutter position must be defined (0%: high position, 100% low position) and the value in % of the blind slat position (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected :



TXB692F - 1 - 1

Position shutter and slat automatic control

Position 1 (0-100%)

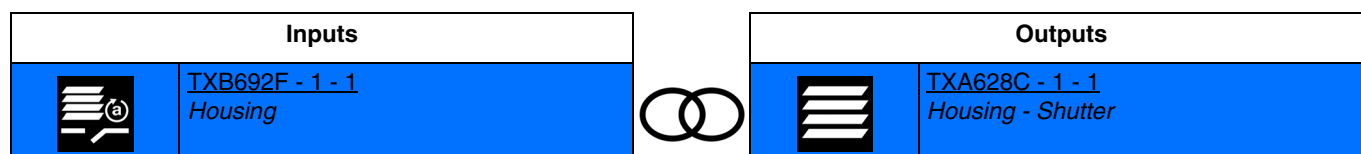
Slat angle 1 (0-100%)



Link

Cancel

- **Automatic control shutter position switch:** allows positioning a rolling shutter or blind to the desired height according to a value in % using a switch and automatic control.



Closing input contact: delayed closing of output contacts for position 1 of the shutter or blind.

Opening input contact: delayed closing of output contacts for position 2 of the shutter or blind.

Note: When the connection is made, values must be defined in % for shutter positions 1 and 2 (0%: upper position, 100%: lower position).

Select function
✕

Outputs selected :



TXB692F - 1 - 1

Position shutter switch automatic control

Position 1 (0-100%)

Position 2 (0-100%)

100

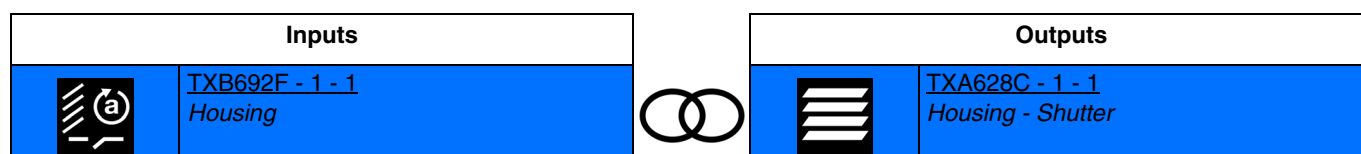
0



Link

Cancel

- **Automatic control inter slat angle:** allows positioning blind slats according to a value in % using a switch and automatic control.



Closing input contact: delayed closing of output contacts for position 1 of the blind slats.

Opening input contact: delayed closing of output contacts for position 2 of the blind slats.

Note: When the connection is made, values must be defined in % for blind slat positions 1 and 2 (0%: slats open, 100%: slats closed).

Select function
✕

Outputs selected :



TXB692F - 1 - 1

Position slat switch automatic control

Slat angle 1 (0-100%)

Slat angle 2 (0-100%)

100

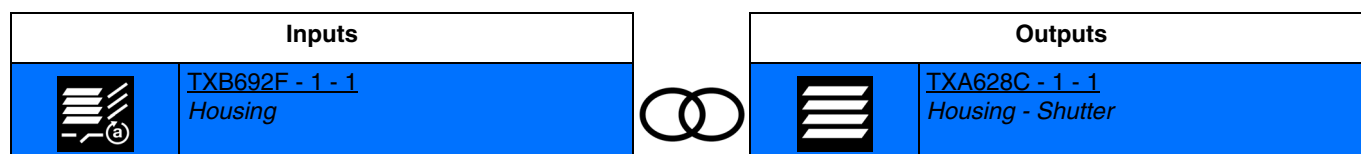
0



Link

Cancel

- **Automatic control inter shutter and slat angle:** allows positioning a rolling shutter or blind to the desired height and blind slats according to a value in % using a switch or automatic control.



Closing input contact: delayed closing of output contacts for position 1 of the shutter or blind and for position 1 for blind slats.
 Opening input contact: delayed closing of output contacts for position 2 of the shutter or blind and for position 2 for blind slats.

Note: When the connection is made, values must be defined in % for shutter positions 1 and 2 (0%: high position, 100%: low position) and values in % for blind slats positions 1 and 2 (0%: slats open, 100%: slats closed).

Select function ✕

Outputs selected : 1

TXB692F - 1 - 1

Position shutter and slat switch automatic control

Slat angle 1 (0-100%)

Position 1 (0-100%)

Slat angle 2 (0-100%)

Position 2 (0-100%)

100

100

0

0

Link

Cancel

- **Automatic control deactivation:** deactivates automatic control.

Inputs		Outputs
 TXB692F - 1 - 1 <i>Housing</i>		 TXA628C - 1 - 1 <i>Housing - Shutter</i>

Closing input contact: deactivated automatic control.
 Opening input contact: activated automatic control.

- **Deactivation Automatic control push-button:** deactivates automatic control using a push-button.

Inputs		Outputs
 WST316 - 1 - 1 <i>Housing</i>		 TXA628C - 1 - 1 <i>Housing - Shutter</i>

Closing input contact: deactivated automatic control.
 Opening input contact: no action.
 A second closing input contact triggers activation of the automatic control.

Note: This function is only available with push-button input products with LEDs indicating status.

TXA624C/D - TXA628C - TXM632C

54

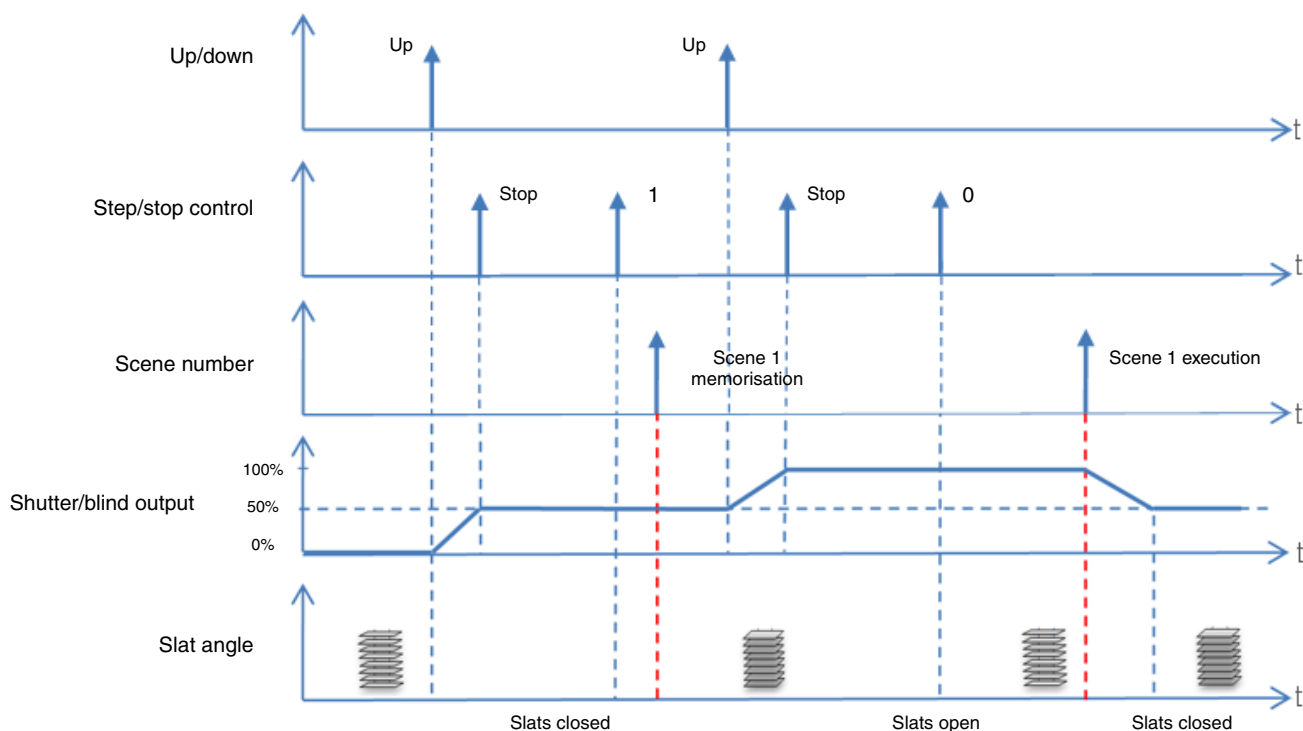
6LE001832A

4.2.7 Scene

The Scene function is used to switch groups of outputs into a configurable predefined state. Each output can be included in 8 different scenes.

When the scene is memorised, the position and angle of the slats are memorised.

Operating principle:



Learning and storing scenes

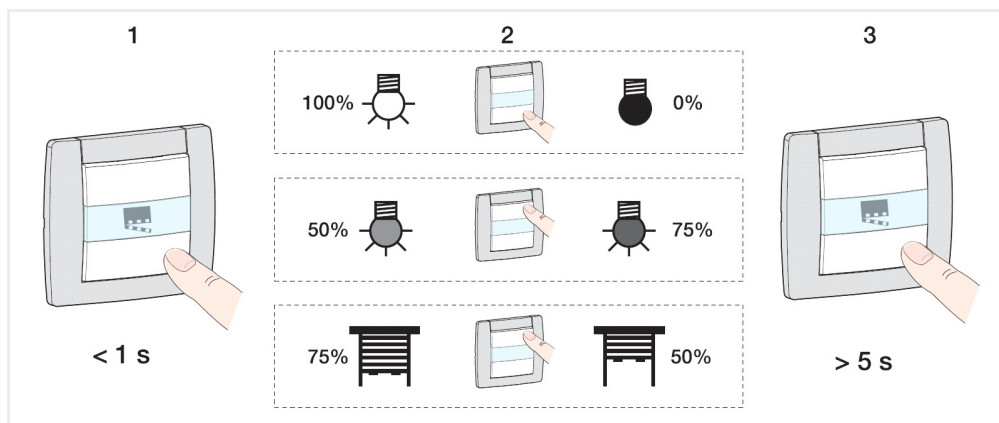
This process is used to change and store a scene. For example, by locally pressing the key in the room or by emission of the values from a visualization.

To access and store scenes, the following values must be sent:

Scene number	Access scene (Object value: 1 byte)	Store scene (Object value: 1 byte)
1-64	= Scene number - 1	= Scene number + 128
Examples		
1	0	128
2	1	129
3	2	130
...	...	
64	63	191

Here is the scene memorisation for local switches, for example.

- Activate scene by briefly pressing the transmitter that starts it,
- The outputs (lights, shutters, etc.) are set in the desired state using the usual local control devices (buttons, remote control, etc.),
- Memorise the status of the outputs with a press greater than 5 seconds long on the transmitter that starts the scene. The memorisation can be displayed by short-term activation of the outputs.



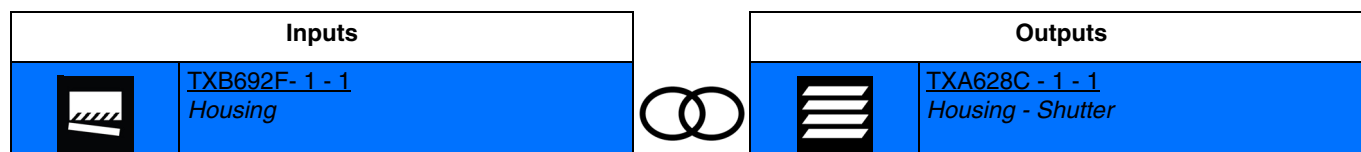
Product learning and memorisation

This procedure allows modifying a scene using a local action on the push buttons located on the front side of the product.

- Activate the scene using a short press on the ambiance push button, which triggers the scene,
- Set the product to manual mode and set the shutters or blinds to the desired status by pressing the associated push-buttons,
- Return to Auto mode,
- Save the scene using a long push for more than 5 seconds on the push-button that triggers the scene,
- Memorisation is signalled by the inversion of the concerned output status for 3 sec.

Links

- **Scene:** the scene is activated by pressing the push-button.



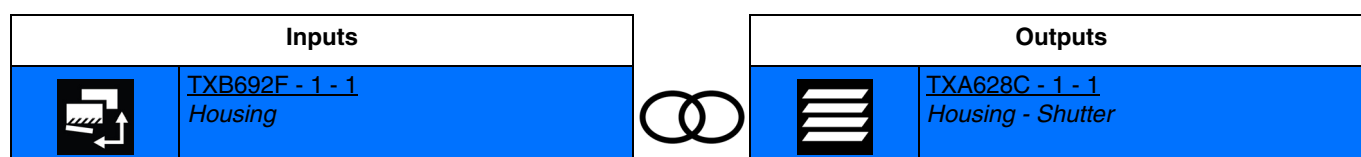
Closing input contact: scene activation.

Opening input contact: no action.

Note: At the time the connection is made, the scene number must be defined for the closing input contact.



- **Scene switch:** the scene is activated according to the closing or opening input contact.



Closing input contact: scene activation 1.

Opening input contact: scene activation 2.

Note: At the time the connection is made, the scene number must be defined for the closing and opening input contact.



5. Appendix

5.1 Specifications

5.1.1 TXA624D

Supply voltage KNX	21...32 V DC SELV
Own consumption on the KNX bus:	
typical	5 mA
in standby	3 mA
Breaking capacity	μ 24 V, 6 A DC1
Energy dissipation	2 W
Switching current DC max.	6 A
Operating altitude max.	2000 m
Degree of contamination	2
Surge voltage	4 kV
Degree of protection of housing	IP20
Degree of protection of housing under front panel	IP30
Impact protection	IK 04
Overvoltage class	III
Operating temperature	-5 °C...+45 °C
Storage/transport temperature	-20 °C ... +70 °C
Maximum switching cycle rate at full load	
switching cycle/minute	20
Connection capacity	0,75 mm ² ...2,5 mm ²
Dimension 4 TE,	4 x 17,5 mm
Standards	EN 50491-3 ; EN 60669-2-1

5.1.2 TXA624C and TXA628C

Supply voltage KNX	DC 21...32 V SELV
Breaking capacity	μ 230 V, 6 A AC1
Energy dissipation	2 W
Switching current at $\cos \Phi = 0.8$ max.	16 A
Operating altitude max,	2000 m
Degree of contamination	2
Surge voltage	4 kV
Degree of protection of housing	IP 20
Degree of protection of housing under front panel	IP30
Impact protection	IK 04
Overvoltage class	III
Operating temperature	-5° ... +45°C
Storage/transport temperature	-20° ... +70°C
Maximum switching cycle rate at full load	
switching cycle/minute	20
Connection capacity	0,75 mm ² ...2,5 mm ²
Standards	EN50491-3 ; EN60669-2-1
Variants 4/2gang	
Own consumption on the KNX bus:	
--typical	5 mA
--in standby	3 mA
Dimension 4 TE,	4 x 17,5 mm
Variants 8/4gang	
Auxiliary voltage	230 V AC, + 10 % .. - 15 %
	240 V, + 6 % .. - 6%
Mains frequency	50/60 Hz
Own consumption on the KNX bus:	
--typical	6 mA
--in standby	4 mA
Own consumption on the KNX bus with mains connection:	
--typical	2 mA
--in standby	2 mA
Dimension 6 TE,	6 x 17,5 mm

5.1.3 TXM632C

Supply voltage KNX	DC 21...32 V SELV
Own consumption on the KNX bus:	
--typical	7 mA
--in standby	5 mA
Auxiliary voltage	230 V AC, + 10 % .. - 15 %
	240 V, + 6 % .. - 6%
Mains frequency	50/60 Hz
Energy dissipation	3 W
Own consumption on mains:	
--maximum	5 W
--in standby	0,2 W
Breaking capacity	μ230 V, 6 A AC1
Switching current at $\cos \Phi = 0.8$ max.	4 A
Operating altitude max,	2000 m
Degree of contamination	2
Surge voltage	4 kV
Degree of protection of housing	IP 20
Degree of protection of housing under front panel	IP30
Impact protection	IK 04
Overvoltage class	III
Operating temperature	-5° ... +45°C
Storage/transport temperature	-20° ... +70°C
Maximum switching cycle rate at full load	
switching cycle/minute	6
Connection capacity	0,5 mm ² ...6 mm ²
Standards	EN50491-3 ; EN60669-2-1
Dimension 10 TE,	10 x 17,5 mm

5.2 Characteristics

Device	TXA624C/D	TXA628C	TXM632C
Max. number of group addresses	254	254	254
Max. number of allocations	255	255	255
Objects	76	152	193

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