



DESIGN SWITCHES

KNX MANUAL



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1. The collections

CJC has 5 different collections directly for KNX (these collections are also available as a low voltage push-button, no direct KNX compatibility). These collections are:

ANNA, small levers (double push-buttons): Available with or without leds (1 red orientation led & yellow feedback leds above & below the lever).

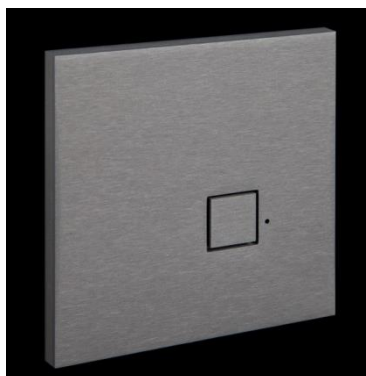
ZITA, round push-buttons: available with leds (1 red orientation led & white feedback leds integrated in the round button).

MONA, square push-buttons: available with or without leds (1 red orientation led & white feedback leds integrated in the square button).

LARA, square flat push-buttons: available with leds (leds not programmed will not be visible – 1 red orientation led & white feedback leds in the corners).

LOLA, little square flat push-buttons: available with or without leds (no orientation led, only white feedback leds next to the button).

Every collection is available in the different finishings as stated in the catalogue 'Design Switches' of CJC Systems.



2. The KNX PCB-board by CJC Systems

CJC worked together with a partner company Lingg & Janke for the development of the PCB-board. That is why you will find the product database for ETS under the name 'Lingg & Janke'. For the programming of the CJC push-buttons, you can use the same familiar database for all of the 5 different collections.



You will find 2 programming buttons on every PCB. 1 on the front side and 1 on the back side. So once the PCB is already installed in the wall, you do not have to take it out again, should it be necessary to change certain things.

The database can be downloaded from our website <http://cjcsystems.com/index.php?r=switches/downloads>

Please find underneath the database you will need.

Catalog							
Lingg & Janke				Search			
Manufacturer	Name	Order Number	Medium Type	Application	Version		
Lingg & Janke	CJC push button universal 8fold type A FacilityWeb	TAUNI8FA-FW	TP	8x push buttons FW, LEDs, logic type A E003-202.0			

3. Functionalities

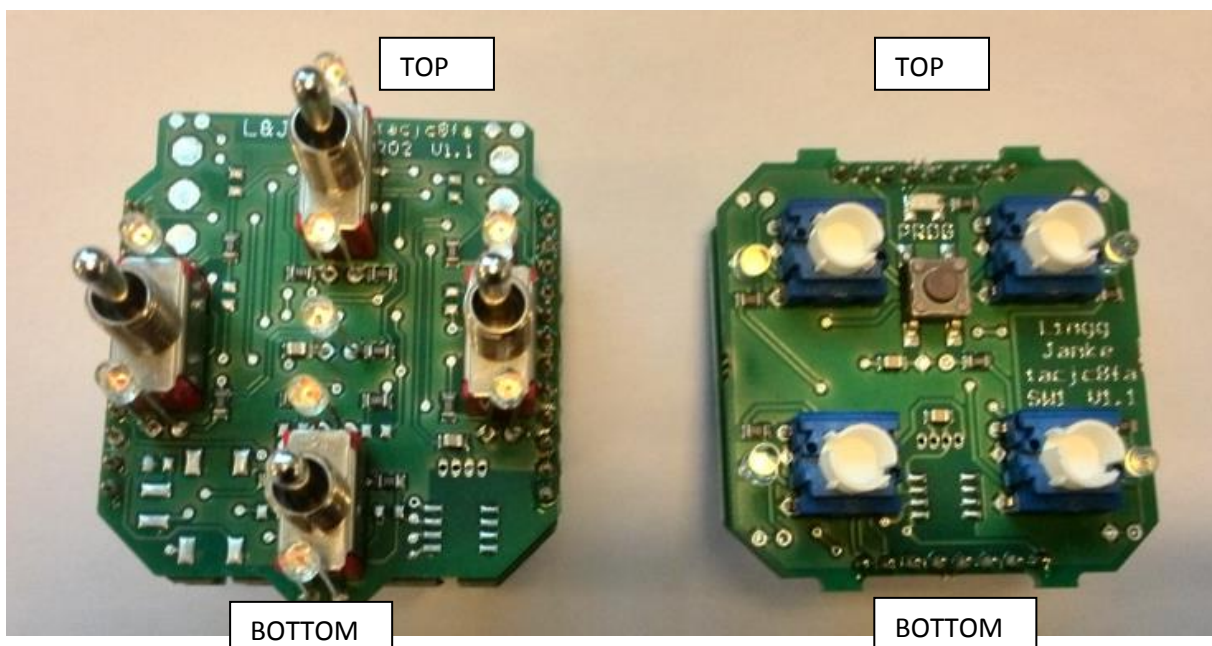
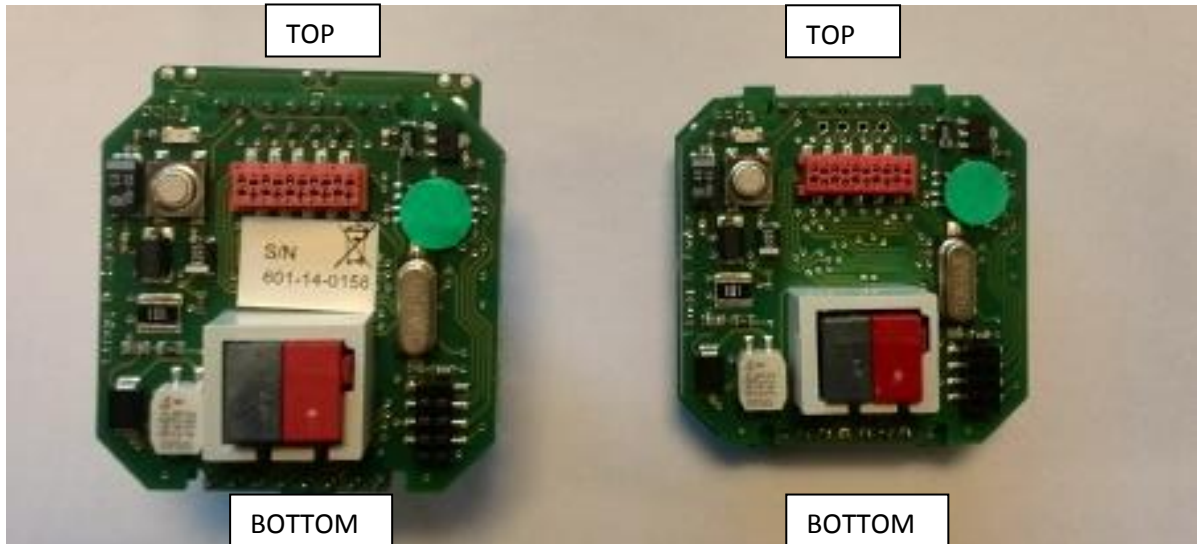
- Night & Day LED-indicators brightness adaptability
- Pressing button, 1 object: ON, OFF, TOGGLE, 1 Byte values, 2 Byte values, 4 Byte values
- Pressing button, 3 objects: ON, OFF, TOGGLE, 1 Byte values
- Pressing and releasing button, 2 objects: ON, OFF, TOGGLE, 1 Byte values, 2 Byte values
- Short and long keystroke, 2 objects: ON, OFF, TOGGLE, 1 Byte values, 2 Byte values
- Dimming and blind / shutter processing
- Scenarios run and save ability
- LED Staircase function, on/off delay, scenarios attribution
- Basic logical functions (AND, OR, XOR, NOT) based on 2 entries
- RGB lights programming functionality
- Blinking of leds
- Optional: Integrated Temperature and Humidity sensor

4. Technical data

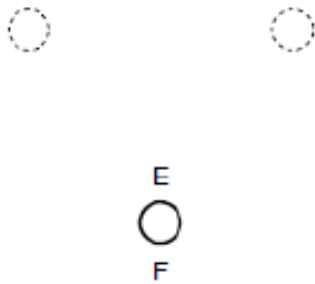
- Main power supply 24V – 29V via KNX Bus
- Current consumption:
 - 4 buttons, all LEDS 100% = 10mA (29V)
 - 4 buttons, all LEDS 10% = 4mA (29V)
- Connection = standard WAGO KNX connector
- Operating temperature: -5°C ... 45°C
- KNX programming button and LED = on front and rear side
- Max. group addresses = 86
- Max. associations = 86
- Number of communication objects = 71
- Application download time = approx. 30 sec.

5. Button arrangement

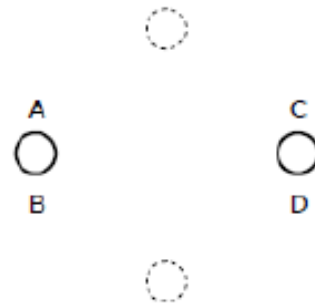
When programming buttons in advance, please pay good attention on the top en bottom sides. If you can read the text on the PCB, it means that it is correctly placed. These will be installed as following:



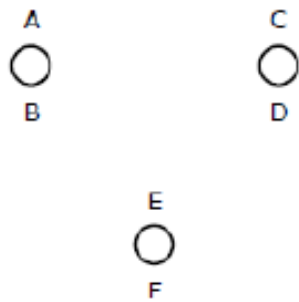
ANNA collection



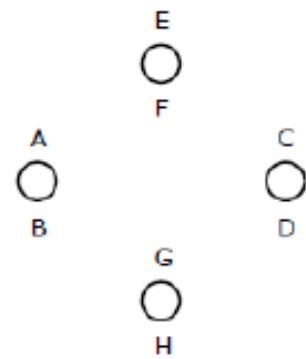
CJC1021 / CJC1321



CJC1022 / CJC1322



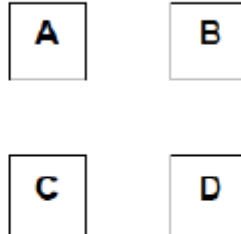
CJC1023 / CJC1323



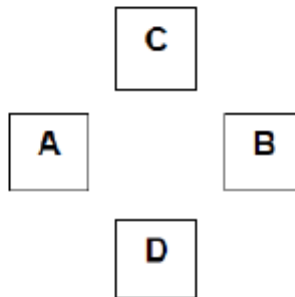
CJC1024 / CJC1324

5.2 MONA, ZITA, LARA, LOLA collection

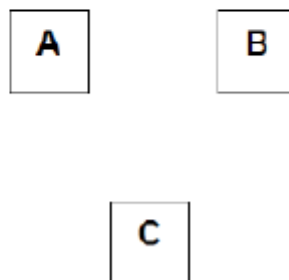
SW1 rectangular button arrangement



SW2 cross like button arrangement



SW3 triangle button arrangement



6. ETS PARAMETERISATION

- 1) Import the product database of CJC Systems (Lingg & Janke)
- 2) Add the device to a certain place in your project (Building)
- 3) Select Parameter to see the parameterisation settings

The screenshot displays the ETS (Energy Management System) interface. The left sidebar shows a project tree with 'Buildings' expanded, containing 'Dynamic Folders', 'CJC House', 'CJC Showroom', and 'CJC Room'. The 'CJC Room' folder is selected, showing a device '1.1.1 push button univ. 8f type...'. The main area shows the 'general' settings for this device. The settings are as follows:

Parameter	Value
device name (max. 15 chars)	Lingg & Janke
button input debounce time	10 ms
day / night switching input object	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
center LED1 mode (if supported by hardware)	LED is always ON
center LED1 brightness (day)	100%
center LED1 brightness (night)	disabled, brightness (day) is used
center LED2 mode (if supported by hardware)	disabled

Additional parameters listed in the sidebar include: button inputs A+B, button input A, button input B, button inputs C+D, button input C, button input D, button inputs E+F, button input E, button input F, button inputs G+H, button input G, button input H, LED output A / logic A, LED output B / logic B, and LED output C / logic C. The bottom of the window has tabs for 'Group Objects' and 'Parameter'.

6.1 GENERAL parameter settings

Parameter	Value
device name (max. 15 chars)	CJC KNX
button input debounce time	10 ms
day / night switching input object	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
center LED1 mode (if supported by hardware)	LED is always ON
center LED1 brightness (day)	100%
center LED1 brightness (night)	OFF
center LED2 mode (if supported by hardware)	disabled

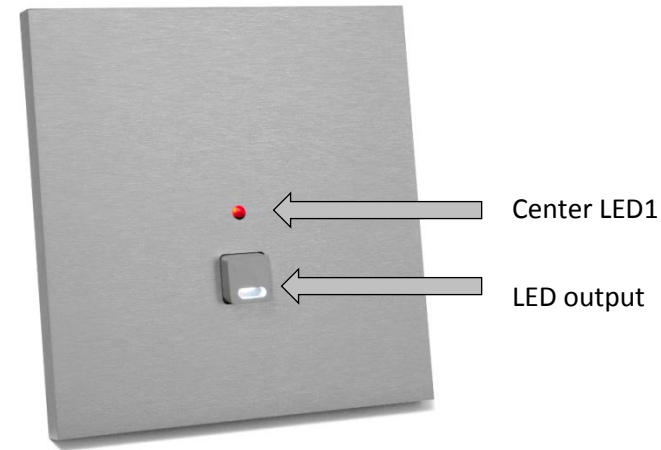
- 1
- 2
- 3
- 4
- 5
- 6
- 7



Step 1: go to the device in the building structure and then go to the parameter settings

General parameter settings:

1. Adapt device name
2. Change button input debounce time
Change the debounce time by 10ms – 25ms – 50ms – 100ms



3. Day/night switching input object
Possibility to change commands for day / night time

4. Center LED1 mode (available on ANNA, MONA, ZITA & LARA collections)
Every collection is available with or without leds. We distinguish the central leds (by the general parameter settings) and the LED outputs by the buttons. The central leds are orientation leds whereas the led outpus are feedback leds. When you have a product with central led, the leds can have the following settings:

- *Disabled*
- *LED is always ON*
 - *Center LED1 brightness **day** from 10% to 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)*
 - *Center LED1 brightness **night**: disabled but use day function, OFF to 10% to 100% (OFF – 10%- 20% - 40% - 60% - 80% - 90% - 100%)*
- *LED is activated by external input object (e.g. alarm goes off and all the leds are flashing)*
 - *Set object center LED1 to “0” OR “1” at buspower recovery*
 - *Center LED1 brightness **day** from 10% to 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)*
 - *Center LED1 brightness **night**: disabled but use day function, OFF to 10% to 100% (OFF – 10%- 20% - 40% - 60% - 80% - 90% - 100%)*
 - *Center LED1 set as normal or inverted (e.g. LED is on when light is off)*

Center LED2 mode: for double cover plates with up to 8 functions (available on MONA, LARA & LOLA collections + custom made).

(→ The Center LED2 has the same LED settings as the Center LED1.)

6.2 BUTTON parameter settings

The screenshot shows the 'Buildings' application window. The left sidebar displays a tree view with the following structure:

- Buildings
 - Dynamic Folders
 - CJC House
 - CJC Showroom
 - CJC Room
 - 1.1.1 push button univ. 8f type A FacilityWeb
 - Trades

The main area shows the parameter settings for '1.1.1 push button univ. 8f type A FacilityWeb > button inputs A+B'. The settings are organized into a table:

Parameter Name	Description	Value
general	button inputs A+B (if supported by hardware)	
button inputs A+B		
button input A	usage	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
button input B		
button inputs C+D	arrangement	<input checked="" type="radio"/> two separate buttons <input type="radio"/> rocker
button inputs E+F		
button input E		
button input F		
button inputs G+H		
button input G		
button input H		
LED output A / logic A		
LED output B / logic B		
LED output C / logic C		
LED output D / logic D		
LED output E / logic E		

At the bottom of the window, there are two tabs: 'Group Objects' and 'Parameter'.

1

2

BUTTON / ROCKER parameter settings:

After the general settings, you can then do the separate button settings. First a general setting A+B / C+D / ... to program the function of the buttons and then in more detail the function of the button itself.

1.1.1 push button univ. 8f type A FacilityWeb > button inputs A+B

general	button inputs A+B (if supported by hardware)	
button inputs A+B		
button input A	usage	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
button input B		
button inputs C+D	arrangement	<input checked="" type="radio"/> two separate buttons <input type="radio"/> rocker

1. Usage

Disable separate buttons or enable them

2. Arrangement – ROCKER functions

Set the buttons, in this case A+B, as a rocker function. Obviously, rocker function is only available for products with > 1 button.

1.1.1 push button univ. 8f type A FacilityWeb > rocker inputs A+B

general	rocker inputs A+B	
button inputs A+B	button A name (max. 15 chars)	<input type="text" value="A"/>
rocker inputs A+B	button B name (max. 15 chars)	<input type="text" value="B"/>
button inputs C+D	inhibit function	<input checked="" type="radio"/> no <input type="radio"/> yes
button inputs E+F	rocker mode	switching standard, one object
button input E		
button input F	action for button A and button B (object A1)	ON ----- OFF

Possible options when you have chosen the rocker function.

2.1 Button name ROCKER functions

Give a specific name / function to each rocker

2.2 Inhibit function ROCKER FUNCTIONS

1.1.1 push button univ. 8f type A FacilityWeb > rocker inputs A+B inhibit

general	rocker inputs A+B inhibit	
button inputs A+B	rocker inhibit is active with	<input type="radio"/> 0 (OFF) <input checked="" type="radio"/> 1 (ON)
rocker inputs A+B		
rocker inputs A+B inhibit	at bus voltage recovery set inhibit object to	<input checked="" type="radio"/> 0 (OFF) <input type="radio"/> 1 (ON)

When you have selected “yes” at the inhibit function, the following extra options will appear: “Rocker inputs A+B inhibit” where you can select the functionality of the inhibit function. E.g. make sure that screens can not work when you are cleaning windows.

2.3 Rocker mode

When in Rocker mode, button A and button B work together for functions (e.g. button A = ON & button B = OFF).

rocker mode	switching standard, one object	The 3 different rocker modes
	switching standard, one object ✓	
	dimming	
	blind / shutter	
action for button A and button B (object A1)		

- *Switching standard, one object*

action for button A and button B
(object A1)

OFF ----- ON	▼
OFF ----- ON	✓
ON ----- OFF	
TOGGLE ----- TOGGLE	

- *Dimming*

action for button A and button B (s / l)
(object A1, object A2)

OFF / darker ----- ON / lighter	▼
OFF / darker ----- ON / lighter	✓
ON / lighter ----- OFF / darker	
TOGGLE / darker ----- TOGGLE / lighter	
TOGGLE / lighter ----- TOGGLE / darker	

time for long keystroke
(200 .. 60000 ms)

- *Time for long keystroke: set the time to detect a long keystroke from 200...60000ms*

- *Blind / shutter*

action for button A and button B (s / l)
(object A1, object A2)

louvre UP / UP ----- louvre DOWN / DOWN	▼
louvre UP / UP ----- louvre DOWN / DOWN	✓
louvre DOWN / DOWN ----- louvre UP / UP	
UP / louvre UP ----- DOWN / louvre DOWN	
DOWN / louvre DOWN ----- UP / louvre UP	

time for long keystroke
(200 .. 60000 ms)

Time for long keystroke: set the time to detect a long keystroke from 200...60000ms

See example underneath.

Possibilities for long & short press functions for blinds / shutters.

→ f.e. a short press moves the louvre , a long press moves the shutter / blind up or down. A separate group address for these 2 different movements is necessary (object A1 & A2).

Louvre = turning the louvre with a short press, a long press moves up / down the blinds

Please note that in the group objects, you have 2 different objects for these 2 different movements:

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
0	output A1 UP/DOWN	rocker A+B object 1			1 bit	C	-	W	T	U	up/down	Low
1	output A2 louvre	rocker A+B object 2			1 bit	C	-	W	T	U	up/down	Low

3. Arrangement separate button

Set the buttons, in this case A+B, as 2 separate buttons. You will then be able to set the functionality for each button separately.

1.1.1 push button univ. 8f type A FacilityWeb > button input A

general	button input A	
button inputs A+B	button name (max. 15 chars)	<input type="text" value="A"/>
button input A	inhibit function	<input checked="" type="radio"/> no <input type="radio"/> yes
button input B	button mode	switching, value standard, one object
button inputs C+D	action when button is pressed (object A1)	OFF
button input E		
button input F	send cyclically	<input checked="" type="radio"/> no <input type="radio"/> yes

Possible options when you have chosen the separate button function. After setting the functionality (button inputs A+B) to separate buttons, go to button input A & button input B to set the functions.

3.1 Button name

Give a specific name / function to each button.

3.2 Inhibit function separate button function

1.1.1 push button univ. 8f type A FacilityWeb > button input A inhibit

general	button input A inhibit	
button inputs A+B	inhibit is active with	<input type="radio"/> 0 (OFF) <input checked="" type="radio"/> 1 (ON)
button input A	at bus voltage recovery	<input checked="" type="radio"/> 0 (OFF) <input type="radio"/> 1 (ON)
button input A inhibit	set inhibit object to	

When you have selected “yes” at the inhibit function, the following extra options appear: “Button input A” where you can select the functionality of the inhibit function. E.g. make sure that screens can not work when you are cleaning windows.

3.3 Button modes separate buttons

button mode	switching, value standard, one object
action when button is pressed (object A1)	switching, value standard, one object ✓
datatype	switching, value standard, three objects
	switching, value press / release, two objects
	switching, value short / long, two objects
	dimming
	blind / shutter
	scene

- *Switching, value standard, one object*
Possible actions when button is pressed = OFF / ON / TOGGLE / send value (1Byte / 2Byte / 4 Byte)
e.g. command 1 light / circuit with 1 button

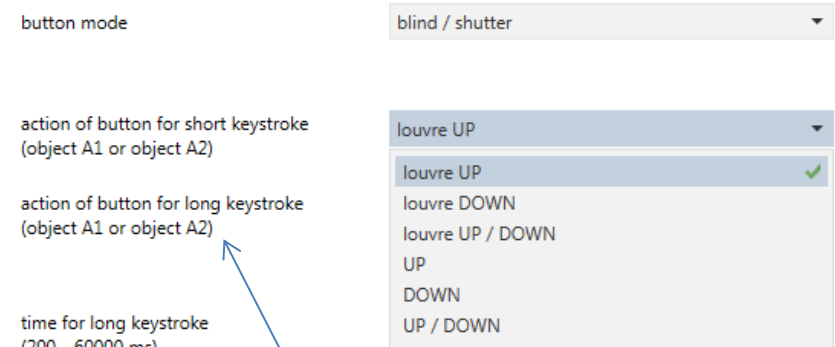
- *Switching, value standard, three objects*
Possible actions when button is pressed for each object (A1, A2 & A3) = OFF / ON / TOGGLE / send value (1Byte)
e.g. give 3 different commands with the press of 1 button, command RGB lights, ...

- *Switching, value press / release, two objects*
Possible actions when button is pressed for each object (A1 & A2) = OFF / ON / TOGGLE / send value (1Byte, 2Byte)
e.g. opening of a door by distance

- *Switching, value short / long, two objects*
Possible actions when button is pressed for each object (A1 & A2) = OFF / ON / TOGGLE / send value (1Byte, 2Byte)
e.g. command circuit A by a short press and circuit B by a long press on the same button.

- *Dimming*
 - *Action for button A – object A1 = ON / OFF / TOGGLE*
 - *Action for button A – object A2 = DARKER / LIGHTER / DARKER LIGHTER*
 - *Time for long keystroke: set the time to detect a long keystroke from 200...60000ms*

- Blind / shutter
 - Action for button A short keystroke (object A1 or object A2)
 - Louvre UP
 - Louvre DOWN
 - Louvre UP / DOWN
 - UP
 - DOWN
 - UP/DOWN
 - Action for button A long keystroke (object A1 or object A2)
 - Louvre UP
 - Louvre DOWN
 - Louvre UP / DOWN
 - UP
 - DOWN
 - UP/DOWN
 - *Time for long keystroke: set the time to detect a long keystroke from 200...60000ms*
 A separate group address for these 2 different movements is necessary.



→E.g. a short press (or long press) moves the louvre , a long press (or short press) moves the shutter / blind up or down .
 A separate group address for these 2 different movements is necessary (object A1 & A2).
 Louvre = turning the louvre with a short press, a long press moves up / down the blinds (or the other way around)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
0	output A1 UP/DOWN	button A object 1			1 bit	C	-	W	T	U	up/down	Low
1	output A2 louvre	button A object 2			1 bit	C	-	W	T	U	up/down	Low

→ Please note that in the group objects, you have 2 different objects for these 2 different movements:

- Scene mode (only available in 2 separate button mode)
 - Set scene number (*scenes themselves need to be set up on the actuator parameter settings*)
 - Action when button is pressed (object A1)
 - Call scene
 - Call scene (short) / save scene (long)
 - Set time for long keystroke (200 – 60000ms)

1.1.1 push button univ. 8f type A FacilityWeb > button input A

general	button input A	
button inputs A+B	button name (max. 15 chars)	<input type="text" value="A"/>
button input A	inhibit function	<input checked="" type="radio"/> no <input type="radio"/> yes
button input B	button mode	<input type="text" value="scene"/>
button inputs C+D	scene number	<input type="text" value="1"/>
button input E	action when button is pressed (object A1)	<input checked="" type="radio"/> call scene <input type="radio"/> call scene (short) / save scene (long)
button inputs G+H		

6.3 LED OUTPUT parameter settings

LED outputs are available on ANNA, ZITA, MONA, LARA and LOLA collection.

ANNA collection = yellow leds

ZITA, MONA, LARA, LOLA collection = white leds

1.1.1 push button univ. 8f type A FacilityWeb > LED output A / logic A

general	LED output A / logic A	
button inputs A+B	LED mode	LED is activated by external input objects
rocker inputs A+B	LED brightness (day)	100%
button inputs C+D	LED brightness (night)	10%
button inputs E+F	note: for day / night switching use the day / night switching object.	
button input E		
button input F	at buspower recovery set object LED A1 to	do not initialize
button inputs G+H	time delay / blinking	staircase function
button input G	timebase for staircase function	17 s
button input H	factor for staircase function (2..127)	10
LED output A / logic A		
LED output A scenes	logic combination	none
LED output B / logic B	scenes	<input type="radio"/> no <input checked="" type="radio"/> yes
LED output C / logic C	status is transmitted	at datagram reception
LED output D / logic D	LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED
LED output E / logic E		

1. LED mode

There are 4 LED modes:

LED mode

disabled ▾

disabled ✓

LED is always ON

LED is activation indicator of related button

LED is activated by external input objects

LOGIC (LED is deactivated)

- Disabled
- LED is always on

LED output A / logic A

LED mode LED is always ON ▾

LED brightness (day) 100% ▾

LED brightness (night) disabled, brightness (day) is used ▾

note: for day / night switching use
the day / night switching object.

- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object

- LED is activation indicator of related button
E.g. The led is on when you press the button or is on for a certain time period (LED on time) after you pressed the button

LED output A / logic A

LED mode

LED brightness (day)

LED brightness (night)

note: for day / night switching use
the day / night switching object.

LED on time

- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object
- LED on time
 - When button is pressed
 - 2s / 5s / 10s

- LED is activated by external input objects
E.g. LED is on when the lighting circuit is on (feedback function), all LEDs are blinking when the alarm goes off, ... You can give a separate group address when this mode is on (feedback address f.i.), ...

LED output A / logic A

LED mode	LED is activated by external input objects	▼
LED brightness (day)	100%	▼
LED brightness (night)	10%	▼
note: for day / night switching use the day / night switching object.		
at buspower recovery set object LED A1 to	do not initialize	▼
time delay / blinking	on / off delay	▼
timebase for on / off delay	1.0 s	▼
factor for on delay (0..127)	0	▲▼
factor for off delay (0..127)	0	▲▼
logic combination	none	▼
scenes	<input type="radio"/> no <input checked="" type="radio"/> yes	
status is transmitted	at datagram reception	▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED	

- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object

- at buspower recovery, set object LED A1 to:
 - "0"
 - "1"
 - Status before buspower failure

- Time delay / blinking

time delay / blinking

none ▼

- none ✓
- on / off delay
- staircase function
- blinking if "1"
- blinking if "0"


- On / off delay → set delay timebase from 1.0s – 1.2h

time delay / blinking	on / off delay ▼
timebase for on / off delay	1.0 s ▼
factor for on delay (0..127)	0 ▲▼
factor for off delay (0..127)	0 ▲▼
logic combination	none ▼
scenes	<input type="radio"/> no <input checked="" type="radio"/> yes
status is transmitted	at datagram reception ▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED

- LED output scenes
When you have opted “yes” for scenes, you will notice a new LED output possibility in the parameterisation left column.

1.1.1 push button univ. 8f type A FacilityWeb > LED output A scenes

general	LED output A scenes	
button inputs A+B	scene 1	ON
rocker inputs A+B	scene 2	ON
button inputs C+D	scene 3	ON
button inputs E+F	scene 4	ON
button input E	scene 5	no action
button input F	scene 6	no action
button inputs G+H	scene 7	no action
button input G	scene 8	no action
button input H		
LED output A / logic A		
	save scenes internally	<input checked="" type="radio"/> no <input type="radio"/> yes


LED output A scenes

- Staircase function → timebase from 130ms – 1.2h
E.g. leds remain on for a certain time period

time delay / blinking	staircase function ▼
timebase for staircase function	17 s ▼
factor for staircase function (2..127)	10 ▲▼
logic combination	none ▼
scenes	<input checked="" type="radio"/> no <input type="radio"/> yes
status is transmitted	at datagram reception ▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED

- Blinking if "1" & Blinking if "0"

time delay / blinking	blinking if "1" ▼
timebase for blinking	260 ms ▼
factor for on time (2..127)	10 ▲▼
factor for off time (2..127)	10 ▲▼
logic combination	none ▼
scenes	<input checked="" type="radio"/> no <input type="radio"/> yes
status is transmitted	at datagram reception ▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED

- Logic combination

- AND / OR / EXOR

- LED mode LOGIC: LED is deactivated

LED output A / logic A

LED mode

LOGIC (LED is deactivated) ▼

at buspower recovery
set object LOGIC A1 to

"0" ▼

time delay / blinking

none ▼

logic combination

AND ▼

at buspower recovery
set logic object LOGIC A2 to

"1" ▼

scenes

no yes

status is transmitted

at value change ▼

6.4 Temperature & humidity settings

Enable temperature and / or humidity sensor (only applicable for article numbers containing 'TH' in its reference).

1.1.1 push button univ. 8f type A FacilityWeb > temperature and humidity

button inputs C+D	temperature and rel. humidity (if supported by hardware)		
button inputs E+F	temperature sensor	<input type="radio"/> disabled <input checked="" type="radio"/> enabled	←
button input E	temperature offset in 1/10K (is added to temp. value: -100..100)	0	
button input F	send when temperature changes	do not send	
button inputs G+H			
button input G	rel. humidity sensor	<input type="radio"/> disabled <input checked="" type="radio"/> enabled	←
button input H	rel. humidity offset in % (is added to humid. value: -10..10)	0	
LED output A / logic A	send when rel. humidity changes	do not send	
LED output B / logic B			
LED output C / logic C	cyclic sending of temperature and rel. humidity		
LED output D / logic D	time for cyclic sending (0..1020 s) (0 = cyclic sending disabled)	300	
LED output E / logic E			
LED output F / logic F	external temperature input object (if supported by hardware)	<input checked="" type="radio"/> disabled <input type="radio"/> enabled	
LED output G / logic G			
LED output H / logic H			

temperature and humidity

67	output temperature EIS5	T object 1	2 bytes	C - W T U	temperature (°C)	Low
68	output rel. humidity EIS5	T object 2	2 bytes	C - W T U	percentage (%)	Low

→Temperature and humidity can now be found in the Group Objects

- Parameterisation temperature:

temperature and rel. humidity
(if supported by hardware)

temperature sensor

disabled enabled

temperature offset in 1/10K
(is added to temp. value: -100..100)

0

send when temperature changes

do not send
do not send ✓
0.5 K
1.0 K
2.0 K

- Parameterisation humidity

rel. humidity sensor

disabled enabled

rel. humidity offset in %
(is added to humid. value: -10..10)

0

send when rel. humidity changes

do not send
do not send ✓
2 %
5 %
10 %

cyclic sending of temperature
and rel. humidity

- Cyclic sending of temperature and rel. humidity

cyclic sending of temperature
and rel. humidity

time for cyclic sending (0..1020 s)
(0 = cyclic sending disabled)

- External temperature input object

external temperature input object
(if supported by hardware)

disabled enabled