Multifunction Outputs and Inputs Actuators

Actuators that have outputs and inputs

www.zennio.com

MANUAL DE USUARIO

CONTENTS

DOCUMENT UPDATES

Versión	Modificaciones
[2.1]_a	Unified manual for all Zennio Multifunction Outputs and Inputs Actuators.
	Application Program Changes: • Functional block updates

1 INTRODUCTION

1.1 MULTIFUNCTION OUTPUTS AND INPUTS ACTUATORS

Multifunction outputs and inputs actuators from Zennio are versatile KNX secure actuators featuring a wide variety of functions:

- **Relay outputs**, configurable as:

  - ➢ Independent shutter channels (with or without slats),

  - ➢ Individual ON/OFF outputs,

  - ➢ Two-pipe fan coil modules where both fan speed control and valve control are via relay,

  - ➢ A combination of the above (if it possible. For further information, see ANNEX I. Devices Comparison Table).

- **Multi-purpose inputs,** configurable as:

  - ➢ Up to 8 temperature probes (possibility to parameterise a custom probe),

  - ➢ Binary inputs (i.e., pushbuttons, switches, sensors),

  - ➢ Up to 8 motion detectors.

- **10 customisable, multi-operation logic functions.**

- **4 independent thermostats.**

- **2 Master light controls** for an easy, out-of-the-box control of a set of luminaires (or functionally equivalent devices) one of which acts as a general lamp and the others as secondary lamps.

- **Manual operation / supervision** of the 6 relay outputs through the on-board pushbuttons and LEDs.

- **Heartbeat** or periodical "still-alive" notification.

- **Scene-triggered action control,** with an optional delay in the execution.

- **KNX Security**. For detailed information about the functionality and configuration of KNX security, consult the specific user manual "KNX Security", available in the product section of the Zennio web portal (www.zennio.com).

1.2 START-UP AND POWER LOSS

During the start-up of the device, the Test/Prog. LED will blink in blue colour for a few seconds before the device is ready. External orders will not be executed during this time, but afterwards.

Depending on the configuration, some specific actions will also be performed during the start-up. For example, the integrator can set whether the output channels should switch to a particular state and whether the device should send certain objects to the bus after the power recovery. Please consult the next sections of this document for further details.

On the other hand, when a bus power failure takes place, the device will interrupt any pending actions and will save its state so it can be recovered once the power supply is restored.

For safety reasons, all **shutter channels** will be stopped (i.e., the relays will open) if a power loss takes place, while the individual outputs will switch to the specific state configured in ETS (if any).

1.3 COMPARATIVE TABLE FOR THE DIFFERENT ACTUATORS

Due to their common overall functionality, the following devices share this manual:

- **MAXinBOX 1212 / 88 / 66 v3**

- **MINiBOX 45 v3 / 25 v3**

- **inBOX 24 v3**

However, they all have minor differences, which are shown in ANNEX I. Devices Comparison Table .

2 CONFIGURATION

2.1 GENERAL

After importing the corresponding database in ETS and adding the device into the topology of the desired project, the configuration process begins by entering the Parameters tab of the device.

ETS PARAMETERISATION

The only parameterisable screen available by default is General. From this screen it is possible to activate/deactivate all the required functionality.
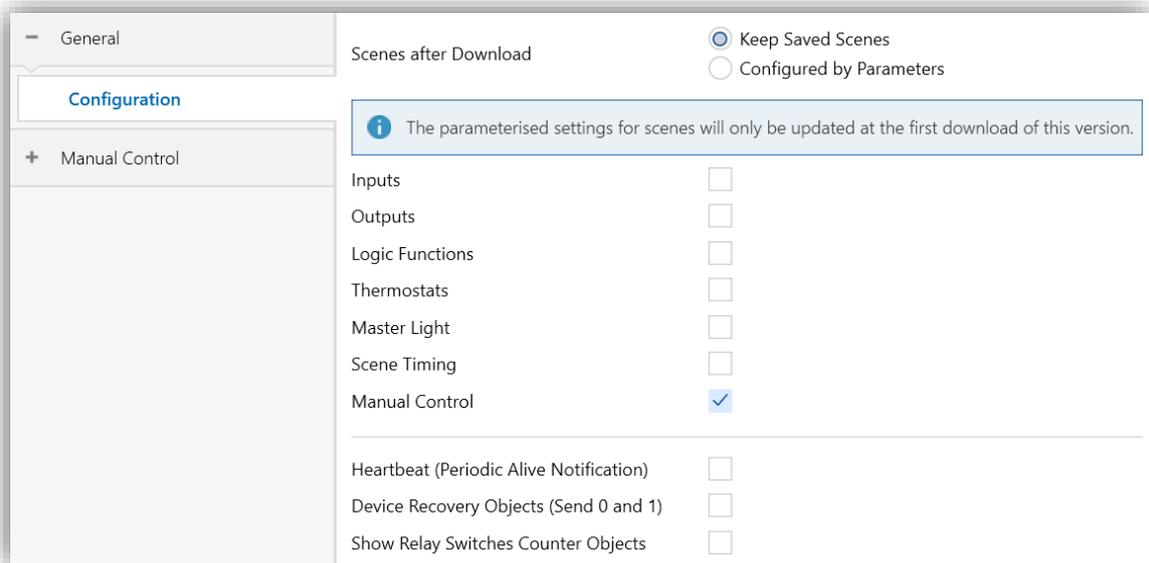
Figure 1. General Screen

- **Scenes after Download** [*Configured by Parameters / Keep Saved Scenes*][1]: allows defining whether the value of the scenes is the configured by parameter or whether the previously saved value is kept after download.

  Note: if "Keep Saved Scenes" option has been configured, but it is the first download of the device or a different version from the current one, the values configured by parameter will be adopted. If new scenes are added in successive downloads, it will be necessary to perform a download by checking the option "Configured by Parameters" to ensure the correct operation of these scenes.

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[1] The default values of each parameter will be highlighted in blue in this document, as follows: [*default* / rest of options].

- **Inputs** [*disabled / enabled*]: enables o disables the "Inputs" tab on the left menu. See section 2.2 for more details.

- **Outputs** [*disabled / enabled*]: enables o disables the "Outputs" tab on the left menu. See section 2.3 for more details.

- **Logic Functions** [*disabled / enabled*]: enables o disables the "Logic Functions" tab on the left menu. See section 2.4 for more details.

- **Thermostat** [*disabled / enabled*]: enables o disables the "Thermostats" tab on the left menu. See section 2.5 for more details.

- **Master Light** [*disabled / enabled*]: enables o disables the "Master Light" tab on the left menu. See section 2.6 for more details.

- **Scene Timing** [*disabled / enabled*]: enables o disables the "Scene Timing" tab on the left menu. See section 2.7 for more details.

- **Manual control** [*disabled / enabled*]: enables o disables the "Manual Control" tab on the left menu. See section 2.8 for more details.

- **Heartbeat (Periodic Alive Notification)** [*disabled / enabled*]**:** lets the integrator incorporate a one-bit object to the project ("**[Heartbeat] Object to Send '1'**") that will be sent periodically with value "1" to notify that the device is still working (*still alive*).
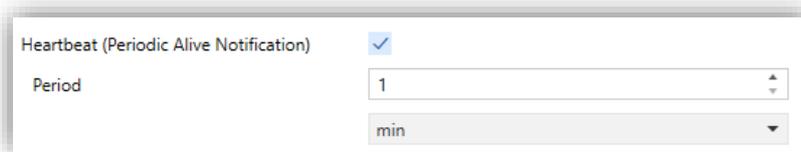
Figure 1. Heartbeat (Periodic Alive Notification)

Note: *the first sending after download or bus failure takes place with a delay of up to 255 seconds, to prevent bus overload. The following sendings match the period set.*

- **Device Recovery Objects (Send 0 and 1)** [*disabled / enabled*]: this parameter lets the integrator activate two new communication objects (**"[Heartbeat] Device Recovery**"), which will be sent to the KNX bus with values "0" and "1" whenever the device begins operation (for example, after a bus power failure). It is possible to parameterise a certain **delay** [*0…255*] [*s*] to this sending.
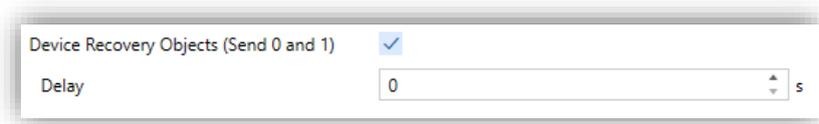
Figure 2. Device Recovery Objects

> <u>Note</u>: *After download or bus failure, the sending takes place with a delay of up to 6,35 seconds plus the parameterised delay, to prevent bus overload*.

2.2 INPUTS

The devices incorporate different numbers of **analogue-digital input ports**, which can be consulted in Table 1. There are several possible configurations, which are explained below.

2.2.1 BINARY INPUT

Configuration for the connection of a pushbutton or a switch/sensor. Please refer to the "**Binary Inputs**" user manual, available under the product section at www.zennio.com for detailed information about the functionality and the configuration of the related parameters.

2.2.2 TEMPERATURE PROBE

Configuration for the connection of a temperature sensor from Zennio. Please refer to the "**Temperature Probe**" user manual, available under the product section at www.zennio.com for detailed information about the functionality and the configuration of the related parameters.

2.2.3 MOTION DETECTOR

Zennio motion and light detectors can be connected to the input ports available on the actuators. Please refer to the "**Motion Detector**" user manual, available under the product section at www.zennio.com, for detailed information about the functionality and the configuration of the related parameters.

2.3 OUTPUTS

The devices incorporate **different number of relay outputs**, which can be consulted in **ANNEX I. Devices Comparison Table** . There are several possible configurations, which are explained below.

2.3.1 INDIVIDUAL BINARY OUTPUT

Independent control of a load. Between 2 and 12 outputs can be controlled, depending on the device.

Please refer to the "**Individual Binary Outputs**" user manual, available under the product section at www.zennio.com, for detailed information about the functionality and the configuration of the related parameters.

2.3.2 SHUTTER CHANNEL

Control of the motion of one blind or blind with slats. Between 1 and 6 independent blind channels can be controlled depending on the device being used, as each channel requires two relay outputs.

Please refer to the "**Shutter Channels**" user manual, available under the product section at www.zennio.com, for detailed information about the functionality and the configuration of the related parameters.

2.3.3 FAN COIL MODULES

Control of the fan and the valve of **two-pipe fan coils with On/Off valve**. Up to 3 independent fan coil units can be controlled depending on the device, as shown in **ANNEX I. Devices Comparison Table** .

Please refer to the "'**Relays' Fan Coil**" user manual , available under the product section at www.zennio.com, for detailed information about the functionality and the configuration of the related parameters.

2.4 LOGIC FUNCTIONS

This module makes it possible to perform numeric and binary operations to incoming values received from the KNX bus, and to send the results through other communication objects specifically enabled for this purpose.

It may be implemented until **10 different and independent logical functions** can be implemented, which are fully customisable and consist of a **maximum of 4 consecutive operations for each one**.

The execution of each function can depend on a configurable **condition**, which will be evaluated every time the function is **triggered** through specific, parameterisable communication objects. The result after executing the operations of the function can also be evaluated according to certain **conditions** and afterwards sent (or not) to the KNX bus, which can be done every time the function is executed, periodically or only when the result differs from the last one.

Please refer to the "**Logic Functions**" user manual available under the product section at the Zennio homepage (www.zennio.com), for detailed information about the functionality and the configuration of the related parameters.

2.5 THERMOSTATS

The devices implement **four Zennio thermostats** which can be enabled and configured independently.

Please refer to the specific "**Zennio Thermostat**" user manual available under the product section at the Zennio homepage (www.zennio.com), for detailed information about the functionality and the configuration of the related parameters.

2.6 MASTER LIGHT

The Master Light function brings the option to monitor the state of up to 30 light sources (or even more, if the Master Light controls from multiple Zennio devices are linked together) or of any other elements whose state is transmitted through a binary object and, depending on those states, perform a **_master order_** every time a certain trigger signal (again, a binary value) is received through a specific object.

Such master order will consist in:

- A **general switch-off** order, if at least one of the up to thirty status objects is found to be on.

- A **courtesy switch-on** order, if none of the up to thirty status objects is found to be on.

Note that the above switch-off and switch-on orders are not necessarily a binary value being sent to the bus – it is up to the integrator the decision of what to send to the KNX bus in both cases: a shutter order, a thermostat setpoint or mode switch order, a constant value, a scene… Only the trigger object and the twelve status objects are required to be binary (on/off).

The most typical scenario for this Master Light control would be a hotel room with a master pushbutton next to the door. When leaving the room, the guest will have the possibility of pressing on the master pushbutton and make all the lamps turn off together. Afterwards, back on the room and with all the lamps off, pressing on the same master pushbutton will only make a particular lamp turn on (e.g., the closest lamp to the door) – this is the courtesy switch-on.

Besides, it is possible to concatenate two or more Master Light modules by means of a specific communication object which represents the general state of the light sources of each module. Thereby, it is possible to expand the number of light sources by considering the general state of one module as an additional light source for another.

ETS PARAMETERISATION

Once the Master Light function has been enabled, a specific tab will be included in the menu on the left. This new parameter screen (Figure 3) contains the following options:

Figure 3. Master Light

- **Number of State Objects** [*1…30*]: defines the number of 1-bit status objects required. These objects are called "**[ML] Status Object** *n*".

  In addition, the general status object ("**[ML] General status**") will always be available in the project topology. It will be sent to the bus with a value of "1" whenever there is at least one of the above state objects with such value. Otherwise (i.e., if none of them has a value of "1"), it will be sent with a value of "0".

- **Trigger Value** [*0 / 1 / 0/1*]: sets the value that will trigger, when received through "**[ML] Trigger**", the master action (the general switch-off or the courtesy switch-on).

- **General Switch-Off**.

  ➢ **Delay** [*0…255*] [*x 1 s*]: defines a certain delay (once the trigger has been received) before the execution of the general switch-off.

  ➢ **Binary Value** [*disabled / enabled*]: if checked, object "**[ML] General Switch-off: Binary Object**" will be enabled, which will send one "0" whenever the general switch-off takes off.

  ➢ **Scaling** [*disabled / enabled*]: if checked, object "**[ML] General Switch-off: Scaling**" will be enabled, which will send a percentage value (configurable in **Value** [*0…100*]) whenever the general switch-off takes off.

➢ **Scene** [*disabled / enabled*]: if checked, object "**[ML] General Switch-off: Scene**" will be enabled, which will send a scene run / save order (configurable in **Action** [*Run / Save*] and **Scene Number** [*1…64*]) whenever the general switch-off takes off

➢ **HVAC** [*disabled / enabled*]: if checked, object "**[ML] General Switch-off: HVAC mode**" will be enabled, which will send an HVAC thermostat mode value (configurable in **Value** [*Auto / Comfort / Standby / Economy / Building Protection*]) whenever the general switch-off takes off

Note: *the above options are not mutually exclusive; it is possible to send values of different nature together*.

• **Courtesy Switch-On**:

The parameters available here are entirely analogous to those already mentioned for General Switch-Off. However, in this case the names of the objects start with "**[ML] Courtesy Switch-On (…)**". On the other hand, sending **scene save orders** is not possible for the courtesy switch-on (only orders to play scenes are allowed).

Note: *object "**[ML] Courtesy Switch-On: Binary Object**" sends the value "1" (when the courtesy switch-on takes place), in contrast to object "**[ML] General Switch-Off: Binary Object**", which sends the value "0" (during the general switch-off, as explained above)*.

2.7 SCENE TIMING

The scene timing allows imposing **delays over the scenes of the outputs**. These delays are defined in parameters and can be applied to the execution of one or more scenes that may have been configured.

Please bear in mind that, as multiple delayed scenes can be configured for each individual output / shutter channel / fan coil module, in case of receiving an order to execute one of them when a previous temporisation is still pending for that output / channel / module, such temporisation will be interrupted and only the delay and the action of the new scene will be executed.

ETS PARAMETERISATION

Prior to setting the **scene timing**, it is necessary to have one or more scenes configured in some of the outputs. When entering the Configuration window under Scene Timming, all configured scenes will be listed, together with a few checkboxes to select which of them need to be temporised, as shown in Figure 4.
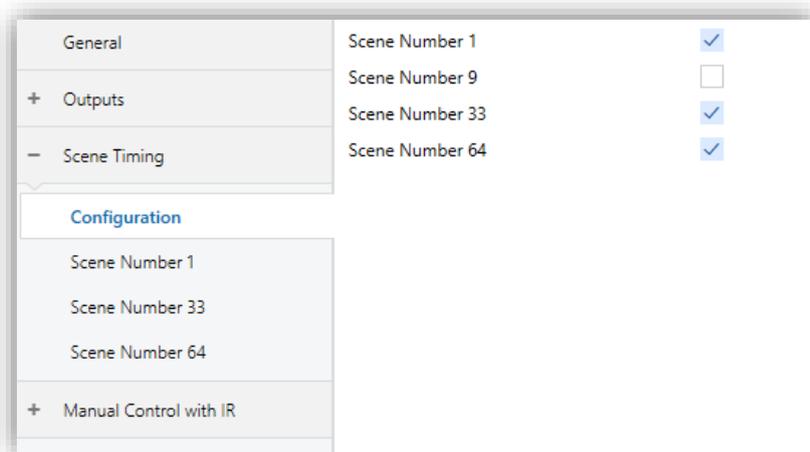
Figure 4. Scene timing

Enabling a certain scene number n brings a new tab with such name to the menu on the left, from which it is possible to configure the temporisation of that scene <u>for each of the outputs where it has been configured.</u>
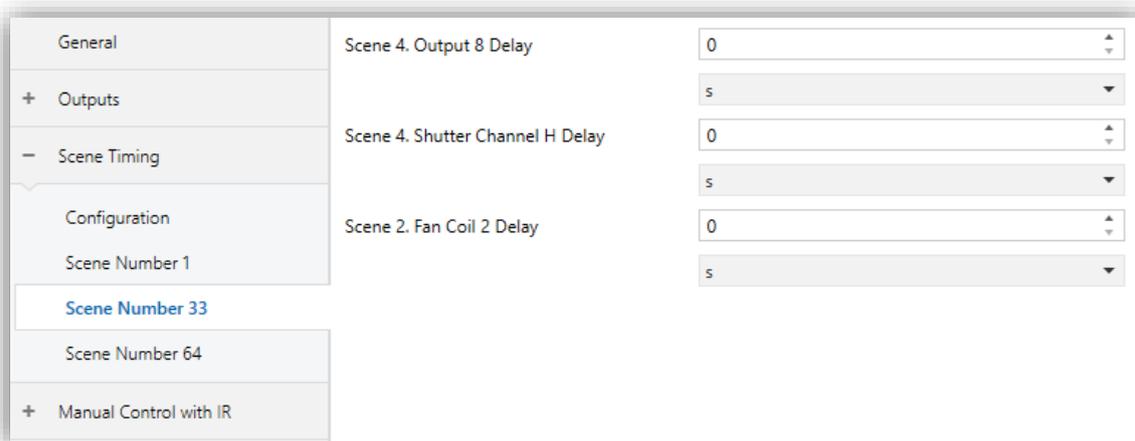
Figure 5. Configuration of Scene Timming

Therefore, parameter "**Scene m. Z Delay**" [*0…3600* [*s*] */ 0…1440* [*min*] */ 0…24* [*h*]], defines the delay that will be applied to the action defined in Z for the execution of scene m (where Z may be a specific individual output, shutter channel or fan coil module).

<u>**Note**</u>: *In the configuration of a scene of an output / shutter channel / fan coil it is possible to parameterize several scenes with the same scene number. This means that several*

delay parameters associated with the same output appear in the configuration tab of the delays of that scene. With this parameterization, the behaviour will be as follows: the action and delay of the first scene parameterized with the same scene number will always prevail, where the highest priority scene is 1 (the first in the scene configuration tab) and the lowest priority is the last.

2.8 MANUAL CONTROL

The device allows manually switching the state of its output relays through the respective pushbuttons on the top of the device. A specific pushbutton is therefore available per output.

Manual operation can be done in two different ways, named as **Test On mode** (for testing purposes during the configuration of the device) and **Test Off mode** (for a normal use, anytime). Whether both, only one, or none of these modes should be accessible needs to be parameterised in ETS. Moreover, it is possible to enable a specific binary object for locking and unlocking the manual control in runtime.

<u>Notes</u>:

- *The **Test Off mode** will be active (unless it has been disabled by parameter) after a download or a reset with no need of a specific activation – the pushbuttons will respond to user presses from the start.*

- *On the contrary, switching to the **Test On mode** (unless disabled by parameter) needs to be done by long pressing the Prog/Test button (for at least three seconds), until the LED is no longer red and turns yellow. From that moment, once the button is released, the LED light will remain green to confirm that the device has switched from the Test Off mode to the Test On mode. After that, an additional press will turn the LED yellow and then off, once the button is released. This way, the device leaves the Test On mode. Note that it will also leave this mode if a bus power failure takes place or if a manual control lock is sending from KNX bus.*

Test Off Mode

Under the Test Off Mode, the outputs can be controlled through both their communication objects and the actual pushbuttons located on the top of the device.

When one of these buttons is pressed, the output will behave as if an order had been received through the corresponding communication object, depending on whether the output is configured as either an individual output, as a shutter channel or as a fan coil.

- **Individual output**: a simple press (short or long) will make the output switch its on-off state, which will be reported to the KNX bus through the corresponding status object, if enabled.

- **Shutter Channel**: when the button is pressed, the device will act over the output according to the length of the button press and to the current state.

  - A **long press** makes the shutter start moving (upwards or downwards, depending on the button being pressed). The LED will light in green until the end of the motion. If the button gets pressed being the shutter already at the top or bottom positions, nothing will happen (the LED will not light).

  - A **short press** will make the shutter drive stop (if in motion), as it normally does when a step/stop order is received from the KNX bus. In case of not being the shutter in motion, pressing the button does not cause any action, unless slats/lamellas have been parameterized – in such case, a step movement (up/down, depending on the button pressed) will take place. The status objects will be sent to the bus when corresponding.

- **Fan Coil module**: the behaviour will depend on whether a fan-labelled 🌀 or a valve-labelled ▷◀ button is pressed:

  - **Fan**: for this type of buttons, it must be considered that there are two types of control for the fan speed:

    - **Switching control**: a short or long press will switch the relays to set the selected speed, unless it matches the current speed – in such case all the relays will be opened (speed 0). The associated LEDs will indicate the state of the fan speed control relays (on = relay closed; off = relay open).

    - **Accumulation control:** a short or long press switch to the selected speed, closing the relay associated with that speed, and the relays

assigned to the lower speeds, unless it matches the current speed – in such case all the relays will be opened (speed 0). The associated LEDs will indicate the state of the fan speed control relays (on = relay closed; off = relay open).

Note: *the behaviour of the relays will depend on the parameterisation, i.e., on the **number of fan speeds**, and on the **delay** between switches.*

➢ **Valve**: a short or long press will switch the current status of the relay and therefore of the valve. The LED will show the state of the relay anytime (on = relay closed; off = relay open).

• **Disabled output**: outputs disabled by parameter will not react to button presses under the Test Off mode.

Regarding the lock, timer, alarm and scene functions, the device will behave under the Test Off mode as usual. Button presses during this mode are entirely analogous to the reception of the corresponding orders from the KNX bus.

Test On Mode

After entering the Test On mode, it will only be possible to control the outputs through the on-board pushbuttons. Orders received through communication objects will be ignored, with independence of the channel or the output they are addressed to.

Depending on whether the output has been parameterized as an individual output or as part of a shutter channel, the reactions to the button presses will differ.

• **Individual output**: short or long pressing the button will commute the on-off state of the relay.

• **Shutter channel**: pressing the button will make the shutter drive move upward or downward (depending on the button) until the button is released again, thus ignoring the position of the shutter and the parameterized times. For safety reasons, only one closed relay per shutter channel is allowed.

Note: *after leaving the Test On mode, the status objects will recover the values they had prior to entering Test On. As the device is never aware of the actual position of the shutter (as the shutter drive does not provide any feedback), these values may not show the real position. This can be solved by performing a*

complete move-up or move-down order, or by calibrating the shutter position in
the Test On mode until it matches the status objects.

- **Fan Coil module**: the behaviour is similar to that of the Test Off mode, although in this case the three fan speeds are supposed available.

- **Disabled output**: short and long presses will switch the state of the corresponding relay. In case this consists in closing the relay, then the remaining relays of its block will open, for safety reasons.

As described previously if the device is in Test On mode, any command sent from the KNX bus to the actuator will not affect the outputs and no status objects will be sent (only periodically timed objects such as Heartbeat, logic functions or master light will continue to be sent to the bus) while Test ON mode is active. However, in the case of the "Alarm" and "Block" objects, although in Test ON mode the actions received by each object are not considered, the evaluation of their status is carried out when exiting this mode, so that any change in the alarm status or blocking of the outputs while Test ON mode is active is taken into account when exiting this mode and is updated with the last status detected.

Important: *the device is delivered from factory with all the outputs disabled, and with both manual modes (Test Off and Test On) enabled.*

ETS PARAMETERISATION

After enabling 'Manual Control' on the General screen (see section 2.8), a new tab is added to the tree on the left.
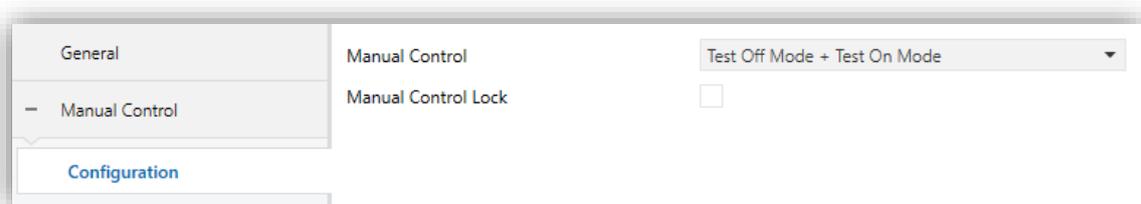
Figure 6. Manual Control

The only two parameters are:

- **Manual Control** [*Disabled / Only Test Off Mode / Only Test On Mode / Test Off Mode + Test On Mode*]. Depending on the selection, the device will permit using the manual control under the Test Off, the Test On, or both modes. Note that, as

stated before, using the Test Off mode does not require any special action, while switching to the Test On mode does require long pressing the Prog/Test button.

- **Manual Control Lock** [*enabled / disabled*]: unless the above parameter has been "Disabled," the Lock Manual Control parameter provides an optional procedure for locking the manual control in runtime. When this checkbox is enabled, object "**Manual Control Lock**" turns visible, as well as two more parameters:

  ➢ **Value** [*0 = Lock; 1 = Unlock / 0 = Unlock; 1 = Lock*]: defines whether the manual control lock/unlock should take place respectively upon the reception (through the aforementioned object) of values "0" and "1", or the opposite.

  ➢ **Initialization** [*Unlocked / Locked / Last Value*]: sets how the lock state of the manual control should remain after the device start-up (after an ETS download or a bus power failure). "Last Value" (default; on the very first start-up, this will be Unlocked.

ANNEX I. DEVICES COMPARISON TABLE

Device \ Functionality	inBOX 24 v3	MINiBOX 25 v3	MINiBOX 45 v3	MAXinBOX 66 v3	MAXinBOX 88	MAXinBOX 1212
KNX Secure	✗	✓	✓	✓	✓	✓
Fan coil Relays (2 pipes)	✗	✗	1	✗	2	3
Logical Functions	10	10	10	10	10	10
Master Light	2	2	2	2	2	2
Shutter Channels	1	1	2	3	4	6
Individual Outputs	2	2	4	6	8	12
Binary Inputs	4	5	5	6	8	12
Motion Sensor	4	5	5	6	8	8
Temperature Probe	4	5	5	6	8	8
Thermostat	4	4	4	4	4	4

Table 1. Comparative table of the different actuators covered by this manual

ANNEX II. COMMUNICATION OBJECTS

- **"Functional range"** shows the values that, with independence of any other values permitted by the bus according to the object size, may be of any use or have a particular meaning because of the specifications or restrictions from both the KNX standard or the application program itself.

- Please note that **the complete object table corresponds to MAXinBOX 1212**, as this is the device with the highest number of instances. The other devices will not have some communication objects because they have fewer outputs or do not have certain functionalities. For more information, see Table 1. Comparative table of the different actuators covered by this manual.

Number	Size	I/O	Flags	Data type (DPT)	Functional Range	Name	Function
1	1 Bit	O	C R - T -	DPT_Trigger	0/1	[Heartbeat] Object to Send '1'	Sending of '1' Periodically
2	1 Bit	O	C R - T -	DPT_Trigger	0/1	[Heartbeat] Device Recovery	Send 0
3	1 Bit	O	C R - T -	DPT_Trigger	0/1	[Heartbeat] Device Recovery	Send 1
4	1 Bit	I	C - W - -	DPT_Enable	0/1	Lock Manual Control	0 = Lock; 1 = Unlock
4	1 Bit	I	C - W - -	DPT_Enable	0/1	Lock Manual Control	0 = Unlock; 1 = Lock
5	1 Byte	I	C - W - -	DPT_SceneControl	0-63; 128-191	[Thermostat] Scenes	0 – 63 (Execute 1 – 64); 128 – 191 (Save 1 – 64)
6, 57, 108, 159	2 Bytes	I	C - W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Temperature Source 1	External Sensor Temperature
7, 58, 109, 160	2 Bytes	I	C - W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Temperature Source 2	External Sensor Temperature
8, 59, 110, 161	2 Bytes	O	C R - T -	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Effective Temperature	Effective Control Temperature
9, 60, 111, 162	1 Byte	I	C - W - -	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Tx] Special Mode	1-Byte HVAC Mode
10, 61, 112, 163	1 Bit	I	C - W - -	DPT_Ack	0/1	[Tx] Special Mode: Comfort	0 = Nothing; 1 = Trigger
10, 61, 112, 163	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Special Mode: Comfort	0 = Off; 1 = On
11, 62, 113, 164	1 Bit	I	C - W - -	DPT_Ack	0/1	[Tx] Special Mode: Standby	0 = Nothing; 1 = Trigger
11, 62, 113, 164	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Special Mode: Standby	0 = Off; 1 = On
12, 63, 114, 165	1 Bit	I	C - W - -	DPT_Ack	0/1	[Tx] Special Mode: Economy	0 = Nothing; 1 = Trigger
12, 63, 114, 165	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Special Mode: Economy	0 = Off; 1 = On
13, 64, 115, 166	1 Bit	I	C - W - -	DPT_Ack	0/1	[Tx] Special Mode: Protection	0 = Nothing; 1 = Trigger
13, 64, 115, 166	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Special Mode: Protection	0 = Off; 1 = On
14, 65, 116, 167	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Tx] Comfort Prolongation	0 = Nothing; 1 = Timed Comfort

15, 66, 117, 168	1 Byte	O	C R - T -	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Tx] Special Mode Status	1-Byte HVAC Mode
16, 67, 118, 169	1 Bit	I	C - W - -	DPT_Window_Door	0/1	[Tx] Window Status 1 (Input)	0 = Closed; 1 = Open
17, 68, 119, 170	1 Bit	I	C - W - -	DPT_Window_Door	0/1	[Tx] Window Status 2 (Input)	0 = Closed; 1 = Open
18, 69, 120, 171	1 Bit	I	C - W - -	DPT_Window_Door	0/1	[Tx] Window Status 3 (Input)	0 = Closed; 1 = Open
19, 70, 121, 172	1 Bit	I	C - W - -	DPT_Window_Door	0/1	[Tx] Window Status 4 (Input)	0 = Closed; 1 = Open
20, 71, 122, 173	2 Bytes	I	C - W - -	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Setpoint	Thermostat Setpoint Input
	2 Bytes	I	C - W - -	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Basic Setpoint	Reference Setpoint
21, 72, 123, 174	1 Bit	I	C - W - -	DPT_Step	0/1	[Tx] Setpoint Step	0 = Decrease Setpoint; 1 = Increase Setpoint
22, 73, 124, 175	2 Bytes	I	C - W - -	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Setpoint Shift Offset	Float Shift Offset Value
23, 74, 125, 176	2 Bytes	O	C R - T -	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Setpoint Status	Current Setpoint
24, 75, 126, 177	2 Bytes	O	C R - T -	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Basic Setpoint Status	Current Basic Setpoint
25, 76, 127, 178	2 Bytes	O	C R - T -	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Setpoint Shift Offset Status	Current Setpoint Shift Offset
26, 77, 128, 179	1 Bit	I	C - W - -	DPT_Reset	0/1	[Tx] Setpoint Reset	Reset Setpoint to Default
	1 Bit	I	C - W - -	DPT_Reset	0/1	[Tx] Shift Offset Reset	Reset Shift Offset
27, 78, 129, 180	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Comfort Setpoint (Cooling)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Comfort Shift Offset (Cooling)	[-10ºC, 10ºC]
28, 79, 130, 181	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Standby Setpoint (Cooling)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Standby Shift Offset (Cooling)	[-10ºC, 10ºC]
29, 80, 131, 182	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Economy Setpoint (Cooling)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Economy Shift Offset (Cooling)	[-10ºC, 10ºC]
30, 81, 132, 183	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Comfort Setpoint (Heating)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Comfort Shift Offset (Heating)	[-10ºC, 10ºC]
31, 82, 133, 184	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Standby Setpoint (Heating)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Standby Shift Offset (Heating)	[-10ºC, 10ºC]
32, 83, 134, 185	2 Bytes	I/O	C R W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Tx] Economy Setpoint (Heating)	[-20ºC, 100ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Economy Shift Offset (Heating)	[-10ºC, 10ºC]
33, 84, 135, 186	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Lower Dead Band (Only for Comfort Mode)	Automatic H/C Mode Changeover Band [0ºC, 10ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Lower Dead Band	Automatic H/C Mode Changeover Band [0ºC, 10ºC]
34, 85, 136, 187	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Upper Dead Band (Only for Comfort Mode)	Automatic H/C Mode Changeover Band [0ºC, 10ºC]
	2 Bytes	I/O	C R W T U	DPT_Value_Tempd	-671088.64º - 670433.28º	[Tx] Upper Dead Band	Automatic H/C Mode Changeover Band [0ºC, 10ºC]
35, 86, 137, 188	1 Bit	I	C - W - -	DPT_Heat_Cool	0/1	[Tx] Simplified Mode	0 = Cool; 1 = Heat
36, 87, 138, 189	1 Bit	O	C R - T -	DPT_Heat_Cool	0/1	[Tx] Simplified Mode Status	0 = Cool; 1 = Heat
37, 88, 139, 190	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] On/Off	0 = Off; 1 = On

38, 89, 140, 191	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] On/Off Status	0 = Off; 1 = On
39, 90, 141, 192	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Force Secondary System (Cool)	0 = Off; 1 = On
40, 91, 142, 193	1 Bit	I	C - W - -	DPT_Switch	0/1	[Tx] Force Secondary System (Heat)	0 = Off; 1 = On
41, 92, 143, 194	1 Byte	I	C - W - -	DPT_ChangeoverMode		[Tx] Mode	0 = Auto; 1 = Cool; 2 = Heat
42, 93, 144, 195	1 Byte	O	C R - T -	DPT_ChangeoverMode		[Tx] Mode Status	0 = Auto; 1 = Cool; 2 = Heat
43, 94, 145, 196	1 Byte	I/O	C R W T U	1.xxx	0/1	[Tx] System Selector (Cool)	0 = S1 (Main) / S2 (Additional); 1 = Only S1; 2 = Only S2; 3 = S2 (Main) / S1 (Additional)
	1 Byte	I/O	C R W T U	1.xxx	0/1	[Tx] System Selector (Cool)	0 = S2 (Main) / S1 (Additional); 1 = Only S1; 2 = Only S2; 3 = S1 (Main) / S2 (Additional)
44, 95, 146, 197	1 Byte	I/O	C R W T U	1.xxx	0/1	[Tx] System Selector (Heat)	0 = S1 (Main) / S2 (Additional); 1 = Only S1; 2 = Only S2; 3 = S2 (Main) / S1 (Additional)
	1 Byte	I/O	C R W T U	1.xxx	0/1	[Tx] System Selector (Heat)	0 = S2 (Main) / S1 (Additional); 1 = Only S1; 2 = Only S2; 3 = S1 (Main) / S2 (Additional)
45, 51, 96, 102, 147, 153, 198, 204	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[Tx] [Sx] Control Variable (Cool)	PI Control (Continuous)
46, 52, 97, 103, 148, 154, 199, 205	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[Tx] [Sx] Control Variable (Heat)	PI Control (Continuous)
	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[Tx] [Sx] Control Variable	PI Control (Continuous)
47, 53, 98, 104, 149, 155, 200, 206	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Cool)	2-Point Control
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Cool)	PI Control (PWM)
48, 54, 99, 105, 150, 156, 201, 207	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Heat)	2-Point Control
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Heat)	PI Control (PWM)
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable	2-Point Control
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] Control Variable	PI Control (PWM)
49, 55, 100, 106, 151, 157, 202, 208	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] PI State (Cool)	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
50, 56, 101, 107, 152, 158, 203, 209	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] PI State (Heat)	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Tx] [Sx] PI State	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
210, 250	1 Bit	I	C - W - -	DPT_Trigger	0/1	[MLx] Trigger	Trigger the Master Light Function
	1 Bit	I	C - W - -	DPT_Ack	0/1	[MLx] Trigger	0 = Nothing; 1 = Trigger the Master Light Function
	1 Bit	I	C - W - -	DPT_Ack	0/1	[MLx] Trigger	1 = Nothing; 0 = Trigger the Master Light Function

211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280	1 Bit	I	C - W - -	DPT_Switch	0/1	[MLx] Status Object x	Binary Status
241, 281	1 Bit	O	C R - T -	DPT_Switch	0/1	[MLx] General Status	Binary Status
242, 282	1 Bit	O	C - - T -	DPT_Switch	0/1	[MLx] General Switch Off: Binary Object	Switch Off Sending
243, 283	1 Byte	O	C - - T -	DPT_Scaling	0% - 100%	[MLx] General Switch Off: Scaling	0-100%
244, 284	1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[MLx] General Switch Off: Scene	Scene Sending
245, 285	1 Byte	O	C - - T -	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[MLx] General Switch Off: HVAC mode	Auto, Comfort, Standby, Economy, Building Protection
246, 286	1 Bit	O	C - - T -	DPT_Switch	0/1	[MLx] Courtesy Switch On: Binary Object	Switch On Sending
247, 287	1 Byte	O	C - - T -	DPT_Scaling	0% - 100%	[MLx] Courtesy Switch On: Scaling	0-100%
248, 288	1 Byte	O	C - - T -	DPT_SceneNumber	0 - 63	[MLx] Courtesy Switch On: Scene	Scene Sending
249, 289	1 Byte	O	C - - T -	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[MLx] Courtesy Switch On: HVAC mode	Auto, Comfort, Standby, Economy, Building Protection
290, 294, 298, 302, 306, 310, 314, 318	2 Bytes	O	C R - T -	DPT_Value_Temp	-273.00º - 670433.28º	[Ix] Current Temperature	Temperature Sensor Value
291, 295, 299, 303, 307, 311, 315, 319	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ix] Overcooling	0 = No Alarm; 1 = Alarm
292, 296, 300, 304, 308, 312, 316, 320	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ix] Overheating	0 = No Alarm; 1 = Alarm
293, 297, 301, 305, 309, 313, 317, 321	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ix] Probe Error	0 = No Alarm; 1 = Alarm
322, 331, 340, 349, 358, 367, 376, 385, 394, 403, 412, 421	1 Bit	I	C - W - -	DPT_Enable	0/1	[Ix] Input Lock	0 = Unlock; 1 = Lock
323, 332, 341, 350, 359, 368, 377, 386, 395, 404, 413, 422	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Short Press] 0	Sending of 0
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Short Press] 1	Sending of 1
	1 Bit	I	C - W T -	DPT_Switch	0/1	[Ix] [Short Press] 0/1 Switching	Switching 0/1
	1 Bit	O	C - - T -	DPT_UpDown	0/1	[Ix] [Short Press] Move Up Shutter	Sending of 0 (Up)

1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Short Press] Move Down Shutter	Sending of 1 (Down)
1 Bit	I	**C - W T -**	DPT_UpDown	0/1	[Ix] [Short Press] Move Up/Down Shutter	Switching 0/1 (Up/Down)
1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Short Press] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)
1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Short Press] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
1 Bit	I	**C - W T -**	DPT_Step	0/1	[Ix] [Short Press] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Short Press] Brighter	Increase Brightness
4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Short Press] Darker	Decrease Brightness
4 Bit	I	**C - W T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Short Press] Brighter/Darker	Switch Bright/Dark
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Short Press] Light On	Sending of 1 (On)
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Short Press] Light On/Off	0/1
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Short Press] Light Off	Sending of 0 (Off)
1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Short Press] Run Scene	Sending of 0 - 63
1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Short Press] Save Scene	Sending of 128 - 191
1 Byte	O	**C - - T -**	DPT_Value_1_Ucount	0 - 255	[Ix] [Short Press] Constant Value (Integer)	0 - 255
1 Byte	O	**C - - T -**	DPT_Scaling	0% - 100%	[Ix] [Short Press] Constant Value (Percentage)	0% - 100%
2 Bytes	O	**C - - T -**	DPT_Value_2_Ucount	0 - 65535	[Ix] [Short Press] Constant Value (Integer)	0 - 65535
2 Bytes	O	**C - - T -**	9.xxx	-671088.64 - 670433.28	[Ix] [Short Press] Constant Value (Float)	Float Value
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 0	Sending of 0
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 1	Sending of 1
1 Bit	I	**C - W T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 0/1 Switching	Switching 0/1
1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Rising Edge] Move Up Shutter	Sending of 0 (Up)
1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Rising Edge] Move Down Shutter	Sending of 1 (Down)
1 Bit	I	**C - W T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Rising Edge] Move Up/Down Shutter	Switching 0/1 (Up/Down)
1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Switch/Sensor] [Rising Edge] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)

1 Bit	O	C - - T -	DPT_Step	0/1	[Ix] [Switch/Sensor] [Rising Edge] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
1 Bit	I	C - W T -	DPT_Step	0/1	[Ix] [Switch/Sensor] [Rising Edge] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] Light On	Sending of 1 (On)
1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] Light Off	Sending of 0 (Off)
1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] Light On/Off	0/1
4 Bit	O	C - - T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Rising Edge] Brighter	Increase Brightness
4 Bit	O	C - - T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Rising Edge] Darker	Decrease Brightness
4 Bit	I	C - W T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Rising Edge] Brighter/Darker	Switch Bright/Dark
1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Switch/Sensor] [Rising Edge] Run Scene	Sending of 0 - 63
1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Switch/Sensor] [Rising Edge] Save Scene	Sending of 128 - 191
1 Byte	O	C - - T -	DPT_Value_1_Ucount	0 - 255	[Ix] [Switch/Sensor] [Rising Edge] Constant Value (Integer)	0 - 255
1 Byte	O	C - - T -	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Rising Edge] Constant Value (Percentage)	0% - 100%
2 Bytes	O	C - - T -	DPT_Value_2_Ucount	0 - 65535	[Ix] [Switch/Sensor] [Rising Edge] Constant Value (Integer)	0 - 65535
2 Bytes	O	C - - T -	9.xxx	-671088.64 - 670433.28	[Ix] [Switch/Sensor] [Rising Edge] Constant Value (Float)	Float Value
1 Bit	O	C - - T -	DPT_Ack	0/1	[Ix] [Pulse Counter] Counter	Send 1
1 Byte	O	C R - T -	DPT_Value_1_Ucount	0 - 255	[Ix] [Pulse Counter] Counter	Number of Pulses
2 Bytes	O	C R - T -	DPT_Value_2_Ucount	0 - 65535	[Ix] [Pulse Counter] Counter	Number of Pulses
2 Bytes	O	C R - T -	DPT_Power	-671088.64 - 670433.28 kW	[Ix] [Pulse Counter] Counter	Power (kW)
2 Bytes	O	C R - T -	DPT_Value_Volume_Flow		[Ix] [Pulse Counter] Counter	Flow (l/h)
4 Bytes	O	C R - T -	DPT_Value_4_Ucount	0 - 4294967295	[Ix] [Pulse Counter] Counter	Number of Pulses
4 Bytes	O	C R - T -	1.xxx	0/1	[Ix] [Pulse Counter] Counter	Flow Rate (m3/h)
4 Bytes	O	C R - T -	DPT_ActiveEnergy	0 - 2147483647	[Ix] [Pulse Counter] Counter	Energy (Wh)
4 Bytes	O	C R - T -	DPT_ActiveEnergy_kWh	0 - 2147483647	[Ix] [Pulse Counter] Counter	Energy (kWh)
4 Bytes	O	C R - T -	DPT_Value_Power	-3.4E+38 W - 3.4E+38 W	[Ix] [Pulse Counter] Counter	Power (W)
4 Bytes	O	C R - T -	DPT_Value_Volume		[Ix] [Pulse Counter] Counter	Volume (m3)
1 Bit	I/O	C R W T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] Edge	0/1

324, 333, 342, 351, 360, 369, 378, 387, 396, 405, 414, 423	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Ix] [Short Press] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Ix] [Short Press] Dimming Status (Input)	0% - 100%
	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Rising Edge] Dimming Status (Input)	0% - 100%
	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Rising Edge] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Bit	I	C - W T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 0/1 Switching (Immediate Object)	Switching 0/1
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 0 (Immediate Object)	Sending of 0
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Rising Edge] 1 (Immediate Object)	Sending of 1
	1 Bit	I/O	C R W T -	DPT_Switch	0/1	[Ix] [Switch/Sensor] Edge (Immediate Object)	0/1
325, 334, 343, 352, 361, 370, 379, 388, 397, 406, 415, 424	1 Bit	I	C - W - -	DPT_Reset	0/1	[Ix] [Pulse Counter] Reset	0 = No Action; 1 = Reset
	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ix] [Switch/Sensor] Alarm: Breakdown or Sabotage	1 = Alarm; 0 = No Alarm
326, 335, 344, 353, 362, 371, 380, 389, 398, 407, 416, 425	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Double Press] 0	Sending of 0
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Double Press] 1	Sending of 1
	1 Bit	I	C - W T -	DPT_Switch	0/1	[Ix] [Double Press] 0/1 Switching	Switching 0/1
	1 Bit	O	C - - T -	DPT_UpDown	0/1	[Ix] [Double Press] Move Up Shutter	Sending of 0 (Up)
	1 Bit	O	C - - T -	DPT_UpDown	0/1	[Ix] [Double Press] Move Down Shutter	Sending of 1 (Down)
	1 Bit	I	C - W T -	DPT_UpDown	0/1	[Ix] [Double Press] Move Up/Down Shutter	Switching 0/1 (Up/Down)
	1 Bit	O	C - - T -	DPT_Step	0/1	[Ix] [Double Press] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)
	1 Bit	O	C - - T -	DPT_Step	0/1	[Ix] [Double Press] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
	1 Bit	I	C - W T -	DPT_Step	0/1	[Ix] [Double Press] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
	4 Bit	O	C - - T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Double Press] Brighter	Increase Brightness
	4 Bit	O	C - - T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Double Press] Darker	Decrease Brightness
	4 Bit	I	C - W T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Double Press] Brighter/Darker	Switch Bright/Dark
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Double Press] Light On	Sending of 1 (On)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Double Press] Light Off	Sending of 0 (Off)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Double Press] Light On/Off	0/1

1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Double Press] Run Scene	Sending of 0 - 63
1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Double Press] Save Scene	Sending of 128 - 191
1 Byte	O	**C - - T -**	DPT_Value_1_Ucount	0 - 255	[Ix] [Double Press] Constant Value (Integer)	0 - 255
1 Byte	O	**C - - T -**	DPT_Scaling	0% - 100%	[Ix] [Double Press] Constant Value (Percentage)	0% - 100%
2 Bytes	O	**C - - T -**	DPT_Value_2_Ucount	0 - 65535	[Ix] [Double Press] Constant Value (Integer)	0 - 65535
2 Bytes	O	**C - - T -**	9.xxx	-671088.64 - 670433.28	[Ix] [Double Press] Constant Value (Float)	Float Value
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 0	Sending of 0
1 Bit	I	**C - W T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 0/1 Switching	Switching 0/1
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 1	Sending of 1
4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Falling Edge] Brighter	Increase Brightness
4 Bit	I	**C - W T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Falling Edge] Brighter/Darker	Switch Bright/Dark
2 Bytes	O	**C - - T -**	9.xxx	-671088.64 - 670433.28	[Ix] [Switch/Sensor] [Falling Edge] Constant Value (Float)	Float Value
2 Bytes	O	**C - - T -**	DPT_Value_2_Ucount	0 - 65535	[Ix] [Switch/Sensor] [Falling Edge] Constant Value (Integer)	0 - 65535
1 Byte	O	**C - - T -**	DPT_Value_1_Ucount	0 - 255	[Ix] [Switch/Sensor] [Falling Edge] Constant Value (Integer)	0 - 255
1 Byte	O	**C - - T -**	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Falling Edge] Constant Value (Percentage)	0% - 100%
4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Switch/Sensor] [Falling Edge] Darker	Decrease Brightness
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] Light Off	Sending of 0 (Off)
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] Light On	Sending of 1 (On)
1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] Light On/Off	0/1
1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Falling Edge] Move Down Shutter	Sending of 1 (Down)
1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Falling Edge] Move Up Shutter	Sending of 0 (Up)
1 Bit	I	**C - W T -**	DPT_UpDown	0/1	[Ix] [Switch/Sensor] [Falling Edge] Move Up/Down Shutter	Switching 0/1 (Up/Down)

	1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Switch/Sensor] [Falling Edge] Run Scene	Sending of 0 - 63
	1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Ix] [Switch/Sensor] [Falling Edge] Save Scene	Sending of 128 - 191
	1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Switch/Sensor] [Falling Edge] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
	1 Bit	I	**C - W T -**	DPT_Step	0/1	[Ix] [Switch/Sensor] [Falling Edge] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
	1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Switch/Sensor] [Falling Edge] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)
327, 336, 345, 354, 363, 372, 381, 390, 399, 408, 417, 426	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Double Press] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Double Press] Dimming Status (Input)	0% - 100%
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Falling Edge] Dimming Status (Input)	0% - 100%
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Switch/Sensor] [Falling Edge] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 0 (Immediate Object)	Sending of 0
	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 1 (Immediate Object)	Sending of 1
	1 Bit	I	**C - W T -**	DPT_Switch	0/1	[Ix] [Switch/Sensor] [Falling Edge] 0/1 Switching (Immediate Object)	Switching 0/1
328, 337, 346, 355, 364, 373, 382, 391, 400, 409, 418, 427	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Long Press] 0	Sending of 0
	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Long Press] 1	Sending of 1
	1 Bit	I	**C - W T -**	DPT_Switch	0/1	[Ix] [Long Press] 0/1 Switching	Switching 0/1
	1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Long Press] Move Up Shutter	Sending of 0 (Up)
	1 Bit	O	**C - - T -**	DPT_UpDown	0/1	[Ix] [Long Press] Move Down Shutter	Sending of 1 (Down)
	1 Bit	I	**C - W T -**	DPT_UpDown	0/1	[Ix] [Long Press] Move Up/Down Shutter	Switching 0/1 (Up/Down)
	1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Long Press] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)
	1 Bit	O	**C - - T -**	DPT_Step	0/1	[Ix] [Long Press] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
	1 Bit	I	**C - W T -**	DPT_Step	0/1	[Ix] [Long Press] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
	4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Long Press] Brighter	Long Pr. -> Brighter; Release -> Stop
	4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Long Press] Darker	Long Pr. -> Darker; Release -> Stop

	4 Bit	I	C - W T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Long Press] Brighter/Darker	Long Pr. -> Brighter/Darker; Release -> Stop
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Long Press] Light On	Sending of 1 (On)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Long Press] Light Off	Sending of 0 (Off)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Long Press] Light On/Off	0/1
	1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Long Press] Run Scene	Sending of 0 - 63
	1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Long Press] Save Scene	Sending of 128 - 191
	1 Byte	O	C - - T -	DPT_Value_1_Ucount	0 - 255	[Ix] [Long Press] Constant Value (Integer)	0 - 255
	1 Byte	O	C - - T -	DPT_Scaling	0% - 100%	[Ix] [Long Press] Constant Value (Percentage)	0% - 100%
	2 Bytes	O	C - - T -	DPT_Value_2_Ucount	0 - 65535	[Ix] [Long Press] Constant Value (Integer)	0 - 65535
	2 Bytes	O	C - - T -	9.xxx	-671088.64 - 670433.28	[Ix] [Long Press] Constant Value (Float)	Float Value
	1 Bit	O	C - - T -	DPT_Step	0/1	[Ix] [Triple Press] Stop/Step Up Shutter	Sending of 0 (Stop/Step Up)
	1 Bit	I	C - W T -	DPT_Step	0/1	[Ix] [Triple Press] Stop/Step Shutter (Switched)	Switching of 0/1 (Stop/Step Up/Down)
	1 Bit	O	C - - T -	DPT_Step	0/1	[Ix] [Triple Press] Stop/Step Down Shutter	Sending of 1 (Stop/Step Down)
	1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Triple Press] Save Scene	Sending of 128 - 191
	1 Byte	O	C - - T -	DPT_SceneControl	0-63; 128-191	[Ix] [Triple Press] Run Scene	Sending of 0 - 63
	1 Bit	I	C - W T -	DPT_UpDown	0/1	[Ix] [Triple Press] Move Up/Down Shutter	Switching 0/1 (Up/Down)
	1 Bit	O	C - - T -	DPT_UpDown	0/1	[Ix] [Triple Press] Move Up Shutter	Sending of 0 (Up)
	1 Bit	O	C - - T -	DPT_UpDown	0/1	[Ix] [Triple Press] Move Down Shutter	Sending of 1 (Down)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Triple Press] Light On/Off	0/1
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Triple Press] Light On	Sending of 1 (On)
	1 Bit	O	C - - T -	DPT_Switch	0/1	[Ix] [Triple Press] Light Off	Sending of 0 (Off)
	4 Bit	O	C - - T -	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Triple Press] Darker	Decrease Brightness
	1 Byte	O	C - - T -	DPT_Scaling	0% - 100%	[Ix] [Triple Press] Constant Value (Percentage)	0% - 100%
	2 Bytes	O	C - - T -	DPT_Value_2_Ucount	0 - 65535	[Ix] [Triple Press] Constant Value (Integer)	0 - 65535
	1 Byte	O	C - - T -	DPT_Value_1_Ucount	0 - 255	[Ix] [Triple Press] Constant Value (Integer)	0 - 255
	2 Bytes	O	C - - T -	9.xxx	-671088.64 - 670433.28	[Ix] [Triple Press] Constant Value (Float)	Float Value

	4 Bit	I	**C - W T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Triple Press] Brighter/Darker	Switch Bright/Dark
	4 Bit	O	**C - - T -**	DPT_Control_Dimming	0x0/0x8 (Stop) 0x1...0x7 (Dec.) 0x9...0xF (Inc.)	[Ix] [Triple Press] Brighter	Increase Brightness
	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Triple Press] 1	Sending of 1
	1 Bit	I	**C - W T -**	DPT_Switch	0/1	[Ix] [Triple Press] 0/1 Switching	Switching 0/1
	1 Bit	O	**C - - T -**	DPT_Switch	0/1	[Ix] [Triple Press] 0	Sending of 0
329, 338, 347, 356, 365, 374, 383, 392, 401, 410, 419, 428	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Long Press] Dimming Status (Input)	0% - 100%
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Long Press] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Triple Press] Shutter Status (Input)	0% = Top; 100% = Bottom
	1 Byte	I	**C - W - -**	DPT_Scaling	0% - 100%	[Ix] [Triple Press] Dimming Status (Input)	0% - 100%
330, 339, 348, 357, 366, 375, 384, 393, 402, 411, 420, 429	1 Bit	O	**C - - T -**	DPT_Trigger	0/1	[Ix] [Long Press/Release] Stop Shutter	Release -> Stop Shutter
466	1 Byte	I	**C - W - -**	DPT_SceneNumber	0 - 63	[Motion Detector] Scene Input	Scene Value
467	1 Byte	O	**C - - T -**	DPT_SceneControl	0-63; 128-191	[Motion Detector] Scene Output	Scene Value
468, 505, 542, 579, 616, 653, 690, 727	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[Ix] Luminosity	0 - 100%
469, 506, 543, 580, 617, 654, 691, 728	1 Bit	O	**C R - T -**	DPT_Alarm	0/1	[Ix] Open Circuit Error	0 = No Error; 1 = Open Circuit Error
470, 507, 544, 581, 618, 655, 692, 729	1 Bit	O	**C R - T -**	DPT_Alarm	0/1	[Ix] Short Circuit Error	0 = No Error; 1 = Short Circuit Error
471, 508, 545, 582, 619, 656, 693, 730	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[Ix] Presence State (Scaling)	0 - 100%
472, 509, 546, 583, 620, 657, 694, 731	1 Byte	O	**C R - T -**	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Ix] Presence State (HVAC)	Auto, Comfort, Standby, Economy, Building Protection
473, 510, 547, 584, 621, 658, 695, 732	1 Bit	O	**C R - T -**	DPT_Switch	0/1	[Ix] Presence State (Binary)	Binary Value
	1 Bit	O	**C R - T -**	DPT_Start	0/1	[Ix] Presence: Slave Output	1 = Motion Detected
474, 511, 548, 585, 622, 659, 696, 733	1 Bit	I	**C - W - -**	DPT_Window_Door	0/1	[Ix] Presence Trigger	Binary Value to Trigger the Presence Detection
475, 512, 549, 586, 623, 660, 697, 734	1 Bit	I	**C - W - -**	DPT_Start	0/1	[Ix] Presence: Slave Input	0 = Nothing; 1 = Detection from slave device
476, 513, 550, 587, 624, 661, 698, 735	2 Bytes	I/O	**C R W - -**	DPT_TimePeriodSec	0 - 65535	[Ix] Presence: Waiting Time	0 - 65535 s
477, 514, 551, 588, 625, 662, 699, 736	2 Bytes	I/O	**C R W - -**	DPT_TimePeriodSec	0 - 65535	[Ix] Presence: Listening Time	1 - 65535 s

478, 515, 552, 589, 626, 663, 700, 737	2 Bytes	I/O	**C R W - -**	DPT_TimePeriodMin	0 - 65535	[Ix] Presence: Safety Time	0 - 1440 min
479, 516, 553, 590, 627, 664, 701, 738	1 Byte	I/O	**C R W - -**	DPT_Value_1_Ucount	0 - 255	[Ix] Presence: Number of Detections of the Filter	2 - 5
480, 517, 554, 591, 628, 665, 702, 739	1 Byte	I/O	**C R W - -**	DPT_Value_1_Ucount	0 - 255	[Ix] Presence: Filter Detection Window	15 - 60 s
481, 518, 555, 592, 629, 666, 703, 740	1 Bit	I	**C - W - -**	DPT_Enable	0/1	[Ix] Presence: Enable	0 = Disable; 1 = Enable
	1 Bit	I	**C - W - -**	DPT_Enable	0/1	[Ix] Presence: Enable	0 = Enable; 1 = Disable
482, 519, 556, 593, 630, 667, 704, 741	1 Bit	I/O	**C R W - -**	DPT_DayNight	0/1	[Ix] Presence: Day/Night	0 = Day; 1 = Night
	1 Bit	I/O	**C R W - -**	DPT_DayNight	0/1	[Ix] Presence: Day/Night	0 = Night; 1 = Day
483, 520, 557, 594, 631, 668, 705, 742	1 Bit	O	**C R - T -**	DPT_Occupancy	0/1	[Ix] Presence: Occupancy State (Master Output)	0 = Not Occupied; 1 = Occupied
	1 Bit	I	**C - W - -**	DPT_Occupancy	0/1	[Ix] Presence: Occupancy State (Master Input)	0 = Not Occupied; 1 = Occupied
484, 521, 558, 595, 632, 669, 706, 743	1 Bit	I	**C - W - -**	DPT_Switch	0/1	[Ix] Presence: Access Guest/Employee	0 = Guest; 1 = Employee
	1 Bit	I	**C - W - -**	DPT_Switch	0/1	[Ix] Presence: Access Guest/Employee	0 = Employee; 1 = Guest
485, 522, 559, 596, 633, 670, 707, 744	1 Bit	I	**C - W - -**	DPT_Bool	0/1	[Ix] Presence: Sold/Unsold Room	0 = Unsold; 1 = Sold
	1 Bit	I	**C - W - -**	DPT_Bool	0/1	[Ix] Presence: Sold/Unsold Room	0 = Sold; 1 = Unsold
486, 523, 560, 597, 634, 671, 708, 745	1 Bit	I	**C - W - -**	DPT_Start	0/1	[Ix] External Motion Detection	0 = Nothing; 1 = Motion detected by an external sensor
487, 493, 499, 524, 530, 536, 561, 567, 573, 598, 604, 610, 635, 641, 647, 672, 678, 684, 709, 715, 721, 746, 752, 758	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[Ix][Cx] Detection State (Scaling)	0 - 100%
488, 494, 500, 525, 531, 537, 562, 568, 574, 599, 605, 611, 636, 642, 648, 673, 679, 685, 710, 716, 722, 747, 753, 759	1 Byte	O	**C R - T -**	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Ix][Cx] Detection State (HVAC)	Auto, Comfort, Standby, Economy, Building Protection
489, 495, 501, 526, 532, 538, 563, 569, 575, 600, 606, 612, 637, 643, 649, 674, 680, 686, 711, 717, 723, 748, 754, 760	1 Bit	O	**C R - T -**	DPT_Switch	0/1	[Ix][Cx] Detection State (Binary)	Binary Value
490, 496, 502, 527, 533, 539, 564, 570, 576, 601, 607, 613, 638, 644, 650, 675, 681, 687, 712, 718, 724, 749, 755, 761	1 Bit	I	**C - W - -**	DPT_Enable	0/1	[Ix][Cx] Enable Channel	According to parameters

491, 497, 503, 528, 534, 540, 565, 571, 577, 602, 608, 614, 639, 645, 651, 676, 682, 688, 713, 719, 725, 750, 756, 762	1 Bit	I	C - W - -	DPT_Switch	0/1	[Ix][Cx] Force State	0 = No Detection; 1 = Detection
492, 498, 504, 529, 535, 541, 566, 572, 578, 603, 609, 615, 640, 646, 652, 677, 683, 689, 714, 720, 726, 751, 757, 763	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Ix][Cx] Luminosity Threshold	1 - 100%
764, 778, 792, 806, 820, 834, 848, 862, 876, 890, 904, 918	1 Byte	I	C - W - -	DPT_SceneControl	0-63; 128-191	[Ox] Scenes	0 – 63 (Execute 1 – 64); 128 – 191 (Save 1 – 64)
765, 779, 793, 807, 821, 835, 849, 863, 877, 891, 905, 919	1 Bit	I	C - W - -	DPT_BinaryValue	0/1	[Ox] On/Off	N.O. (0 = Open Relay; 1 = Close Relay)
	1 Bit	I	C - W - -	DPT_BinaryValue	0/1	[Ox] On/Off	N.C. (0 = Close Relay; 1 = Open Relay)
766, 780, 794, 808, 822, 836, 850, 864, 878, 892, 906, 920	1 Bit	O	C R - T -	DPT_BinaryValue	0/1	[Ox] On/Off (Status)	0 = Output Off; 1 = Output On
767, 781, 795, 809, 823, 837, 851, 865, 879, 893, 907, 921	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Ox] Switched Control	0/1 = On/Off Depending on the Last Status
768, 782, 796, 810, 824, 838, 852, 866, 880, 894, 908, 922	1 Bit	I	C - W - -	DPT_Enable	0/1	[Ox] Lock	0 = Unlock; 1 = Lock
769, 783, 797, 811, 825, 839, 853, 867, 881, 895, 909, 923	1 Bit	O	C R - T -	DPT_Enable	0/1	[Ox] Lock (Status)	0 = Unlock; 1 = Lock
770, 784, 798, 812, 826, 840, 854, 868, 882, 896, 910, 924	1 Bit	I	C - W - -	DPT_Start	0/1	[Ox] Timer	0 = Switch Off; 1 = Switch On
771, 785, 799, 813, 827, 841, 855, 869, 883, 897, 911, 925	2 Bytes	I	C - W - -	DPT_TimePeriodSec	0 - 65535	[Ox] On Duration Time (s)	0 - 3600 s
	2 Bytes	I	C - W - -	DPT_TimePeriod100Msec		[Ox] On Duration Time (ds)	0 - 600 ds
	2 Bytes	I	C - W - -	DPT_TimePeriodMin	0 - 65535	[Ox] On Duration Time (min)	0 - 1440 min
	2 Bytes	I	C - W - -	DPT_TimePeriodHrs	0 - 65535	[Ox] On Duration Time (h)	0 - 24 h
772, 786, 800, 814, 828, 842, 856, 870, 884, 898, 912, 926	1 Bit	O	C R - T -	DPT_State	0/1	[Ox] Warning Countdown (Status)	0 = Normal; 1 = Warning
773, 787, 801, 815, 829, 843, 857, 871, 885, 899, 913, 927	1 Bit	I	C - W - -	DPT_Start	0/1	[Ox] Flashing	0 = Stop; 1 = Start
774, 788, 802, 816, 830, 844, 858, 872, 886, 900, 914, 928	1 Bit	I	C - W - -	DPT_Alarm	0/1	[Ox] Alarm	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[Ox] Alarm	0 = Alarm; 1 = No Alarm
	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ox] Alarm (Status)	0 = No Alarm; 1 = Alarm

775, 789, 803, 817, 831, 845, 859, 873, 887, 901, 915, 929	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Ox] Alarm (Status)	0 = Alarm; 1 = No Alarm
776, 790, 804, 818, 832, 846, 860, 874, 888, 902, 916, 930	1 Bit	I	C - W - -	DPT_Ack	0/1	[Ox] Unfreeze Alarm	Alarm = 0 + Unfreeze = 1 => End Alarm
777, 791, 805, 819, 833, 847, 861, 875, 889, 903, 917, 931	4 Bytes	I/O	C R W T -	DPT_LongDeltaTimeSec	-2147483648 - 2147483647	[Ox] Operating Time (s)	Time in Seconds
	4 Bytes	I/O	C R W T -	1.xxx	0/1	[Ox] Operating Time (h)	Time in Hours
988	1 Byte	I	C - W - -	DPT_SceneControl	0-63; 128-191	[Shutter] Scenes	0 - 63 (Execute 1 - 64); 128 - 191 (Save 1 - 64)
989	2 Bytes	I	C - W T U	DPT_Value_Temp	-273.00º - 670433.28º	[Shutter] Outdoor Temperature Input	-30ºC ... 60ºC
990	1 Byte	I	C - W T U	DPT_Angle		[Shutter] Azimuth	Azimuth External Reference [0° ... 360°]
991	2 Bytes	I	C - W T U	DPT_Rotation_Angle		[Shutter] Elevation	Elevation External Reference [-90° ... 90°]
992, 1033, 1074, 1115, 1156, 1197	1 Bit	I	C - W - -	DPT_UpDown	0/1	[Cx] Shutter - Move Control	0 = Up; 1 = Down
993, 1034, 1075, 1116, 1157, 1198	1 Bit	I	C - W - -	DPT_Step	0/1	[Cx] Shutter - Stop/Step Control	0 = Stop/Step Up; 1 = Stop/Step Down
	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Cx] Shutter - Stop Control	0/1 = Stop
994, 1035, 1076, 1117, 1158, 1199	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Cx] Shutter - Switched Control	0/1 = Up, Down or Stop, Depending on the Last Move
995, 1036, 1077, 1118, 1159, 1200	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Cx] Shutter - Switched Control Up	0/1 = Up or Stop, Depending on the Last Move
996, 1037, 1078, 1119, 1160, 1201	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Cx] Shutter - Switched Control Down	0/1 = Down or Stop, Depending on the Last Move
997, 1038, 1079, 1120, 1161, 1202	1 Bit	I	C - W - -	DPT_Enable	0/1	[Cx] Shutter - Lock	0 = Unlock; 1 = Lock
998, 1039, 1080, 1121, 1162, 1203	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Cx] Shutter - Percentage Control	0% = Top; 100% = Bottom
999, 1040, 1081, 1122, 1163, 1204	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[Cx] Shutter - Percentage Status	0% = Top; 100% = Bottom
1000, 1041, 1082, 1123, 1164, 1205	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Cx] Shutter - Slats Percentage Control	0% = Open; 100% = Closed
1001, 1042, 1083, 1124, 1165, 1206	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[Cx] Shutter - Slats Percentage Status	0% = Open; 100% = Closed
1002, 1043, 1084, 1125, 1166, 1207	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Rising Relay Status	0 = Open; 1 = Closed
1003, 1044, 1085, 1126, 1167, 1208	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Lowering Relay Status	0 = Open; 1 = Closed
1004, 1045, 1086, 1127, 1168, 1209	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Move Status	0 = Stopped; 1 = Moving

1005, 1046, 1087, 1128, 1169, 1210	1 Bit	O	C R - T -	DPT_UpDown	0/1	[Cx] Shutter - Move Direction Status	0 = Upward; 1 = Downward
1006, 1047, 1088, 1129, 1170, 1211	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Totally Up Status	0 = Other Positions; 1 = Up
1007, 1048, 1089, 1130, 1171, 1212	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Totally Down Status	0 = Other Positions; 1 = Down
1008, 1049, 1090, 1131, 1172, 1213	1 Bit	I	C - W - -	DPT_Switch	0/1	[Cx] Shutter - Auto: On/Off	0 = On; 1 = Off
	1 Bit	I	C - W - -	DPT_Switch	0/1	[Cx] Shutter - Auto: On/Off	0 = Off; 1 = On
1009, 1050, 1091, 1132, 1173, 1214	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Auto: On/Off Status	0 = On; 1 = Off
	1 Bit	O	C R - T -	DPT_Switch	0/1	[Cx] Shutter - Auto: On/Off Status	0 = Off; 1 = On
1010, 1051, 1092, 1133, 1174, 1215	1 Bit	I	C - W - -	DPT_UpDown	0/1	[Cx] Shutter - Auto: Move Control	0 = Up; 1 = Down
1011, 1052, 1093, 1134, 1175, 1216	1 Bit	I	C - W - -	DPT_Step	0/1	[Cx] Shutter - Auto: Stop/Step Control	0 = Stop/Step Up; 1 = Stop/Step Down
	1 Bit	I	C - W - -	DPT_Trigger	0/1	[Cx] Shutter - Auto: Stop Control	0/1 = Stop
1012, 1053, 1094, 1135, 1176, 1217	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Cx] Shutter - Auto: Percentage Control	0% = Top; 100% = Bottom
1013, 1054, 1095, 1136, 1177, 1218	1 Byte	I	C - W - -	DPT_Scaling	0% - 100%	[Cx] Shutter - Auto: Slats Percentage Control	0% = Open; 100% = Closed
1014, 1055, 1096, 1137, 1178, 1219	1 Bit	I	C - W T U	DPT_Scene_AB	0/1	[Cx] Shutter - Sunshine/Shadow Input	0 = Sunshine; 1 = Shadow
	1 Bit	I	C - W T U	DPT_Scene_AB	0/1	[Cx] Shutter - Sunshine/Shadow Input	0 = Shadow; 1 = Sunshine
1015, 1056, 1097, 1138, 1179, 1220	2 Bytes	I	C - W T U	DPT_Value_Lux		[Cx] Shutter - Sunshine/Shadow Input	1 Lux ... 100.000 Lux
1016, 1057, 1098, 1139, 1180, 1221	1 Bit	I	C - W T U	DPT_Heat_Cool	0/1	[Cx] Shutter - Cooling/Heating	0 = Cooling; 1 = Heating
	1 Bit	I	C - W T U	DPT_Heat_Cool	0/1	[Cx] Shutter - Cooling/Heating	0 = Heating; 1 = Cooling
1017, 1058, 1099, 1140, 1181, 1222	1 Bit	I	C - W T U	DPT_Occupancy	0/1	[Cx] Shutter - Presence/No Presence	0 = No Presence; 1 = Presence
	1 Bit	I	C - W T U	DPT_Occupancy	0/1	[Cx] Shutter - Presence/No Presence	0 = Presence; 1 = No Presence
1018, 1019, 1020, 1021, 1022, 1023	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CA] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CA] Shutter - x	0 = Alarm; 1 = No Alarm
1024, 1065, 1106, 1147, 1188, 1229	1 Bit	I	C - W - -	DPT_Ack	0/1	[Cx] Shutter - Unfreeze Alarm	Alarm1 = Alarm2 = ... = Alarm6 = No Alarm + Unfreeze (1) => End Alarm
1025, 1066, 1107, 1148, 1189, 1230	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Cx] Shutter - General Alarm Status	0 = No Alarm; 1 = Alarm
	1 Bit	O	C R - T -	DPT_Alarm	0/1	[Cx] Shutter - General Alarm Status	0 = Alarm; 1 = No Alarm
1026, 1067, 1108, 1149, 1190, 1231	1 Bit	I	C - W - -	DPT_Scene_AB	0/1	[Cx] Shutter - Move Control (Reversed)	0 = Down; 1 = Up
1027, 1068, 1109, 1150, 1191, 1232	1 Bit	I	C - W - -	DPT_Ack	0/1	[Cx] Shutter - Direct Positioning 1	0 = No Action; 1 = Go to Position
1028, 1069, 1110, 1151, 1192, 1233	1 Bit	I	C - W - -	DPT_Ack	0/1	[Cx] Shutter - Direct Positioning 2	0 = No Action; 1 = Go to Position

1029, 1070, 1111, 1152, 1193, 1234	1 Bit	I	C - W - -	DPT_Ack	0/1	[Cx] Shutter - Direct Positioning 1 (Save)	0 = No Action; 1 = Save Current Position
1030, 1071, 1112, 1153, 1194, 1235	1 Bit	I	C - W - -	DPT_Ack	0/1	[Cx] Shutter - Direct Positioning 2 (Save)	0 = No Action; 1 = Save Current Position
1031, 1072, 1113, 1154, 1195, 1236	1 Bit	O	C R - T -	DPT_BinaryValue	0/1	[Cx] Shutter - External Contact - Stop Movement	0 = Open Relay; 1 = Close Relay
1032, 1073, 1114, 1155, 1196, 1237	1 Bit	I	C - W - -	DPT_Start	0/1	[Cx] Shutter - Start/Stop Rise and Fall Times Measurement	0 = Stop; 1 = Start
	1 Bit	I	C - W - -	DPT_Start	0/1	[Cx] Shutter - Start/Stop Rise and Fall Times Measurement	0 = Start; 1 = Stop
1059, 1060, 1061, 1062, 1063, 1064	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CB] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CB] Shutter - x	0 = Alarm; 1 = No Alarm
1100, 1101, 1102, 1103, 1104, 1105	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CC] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CC] Shutter - x	0 = Alarm; 1 = No Alarm
1141, 1142, 1143, 1144, 1145, 1146	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CD] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CD] Shutter - x	0 = Alarm; 1 = No Alarm
1182, 1183, 1184, 1185, 1186, 1187	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CE] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CE] Shutter - x	0 = Alarm; 1 = No Alarm
1223, 1224, 1225, 1226, 1227, 1228	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CF] Shutter - x	0 = No Alarm; 1 = Alarm
	1 Bit	I	C - W - -	DPT_Alarm	0/1	[CF] Shutter - x	0 = Alarm; 1 = No Alarm
1320	1 Byte	I	C - W - -	DPT_SceneControl	0-63; 128-191	[Fan Coil] Scenes	0 - 63 (Execute 1 - 64); 128 - 191 (Save 1 - 64)
1321, 1354, 1387	1 Bit	I	C - W - U	DPT_Switch	0/1	[FCx] On/Off	0 = Off; 1 = On
1322, 1355, 1388	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] On/Off (Status)	0 = Off; 1 = On
1323, 1356, 1389	1 Bit	I	C - W - U	DPT_Heat_Cool	0/1	[FCx] Mode	0 = Cool; 1 = Heat
1324, 1357, 1390	1 Bit	O	C R - T -	DPT_Heat_Cool	0/1	[FCx] Mode (Status)	0 = Cool; 1 = Heat
1325, 1358, 1391	1 Bit	I	C - W - U	DPT_Enable	0/1	[FCx] Fan: Manual/Automatic	0 = Automatic; 1 = Manual
	1 Bit	I	C - W - U	DPT_Enable	0/1	[FCx] Fan: Manual/Automatic	0 = Manual; 1 = Automatic
1326, 1359, 1392	1 Bit	O	C R - T -	DPT_Enable	0/1	[FCx] Fan: Manual/Automatic (Status)	0 = Automatic; 1 = Manual
	1 Bit	O	C R - T -	DPT_Enable	0/1	[FCx] Fan: Manual/Automatic (Status)	0 = Manual; 1 = Automatic
1327, 1360, 1393	1 Bit	I	C - W - U	DPT_Step	0/1	[FCx] Manual Fan: Step Control	0 = Down; 1 = Up
1328, 1361, 1394	1 Bit	I	C - W - U	DPT_Switch	0/1	[FCx] Manual Fan: Speed 0	0 = Off; 1 = On
1329, 1362, 1395	1 Bit	I	C - W - U	DPT_Switch	0/1	[FCx] Manual Fan: Speed 1	0 = Off; 1 = On
1330, 1363, 1396	1 Bit	I	C - W - U	DPT_Switch	0/1	[FCx] Manual Fan: Speed 2	0 = Off; 1 = On
1331, 1364, 1397	1 Bit	I	C - W - U	DPT_Switch	0/1	[FCx] Manual Fan: Speed 3	0 = Off; 1 = On
1332, 1365, 1398	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Fan: Speed 0 (Status)	0 = Off; 1 = On
1333, 1366, 1399	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Fan: Speed 1 (Status)	0 = Off; 1 = On
1334, 1367, 1400	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Fan: Speed 2 (Status)	0 = Off; 1 = On
1335, 1368, 1401	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Fan: Speed 3 (Status)	0 = Off; 1 = On

1336, 1369, 1402	1 Byte	I	**C - W - U**	DPT_Fan_Stage	0 - 255	[FCx] Manual Fan: Enumeration Control	S0 = 0; S1 = 1; S2 = 2; S3 = 3
	1 Byte	I	**C - W - U**	DPT_Fan_Stage	0 - 255	[FCx] Manual Fan: Enumeration Control	S0 = 0; S1 = 1; S2 = 2
	1 Byte	I	**C - W - U**	DPT_Fan_Stage	0 - 255	[FCx] Manual Fan: Enumeration Control	S0 = 0; S1 = 1
1337, 1370, 1403	1 Byte	O	**C R - T -**	DPT_Fan_Stage	0 - 255	[FCx] Fan: Speed Enumeration (Status)	S0 = 0; S1 = 1; S2 = 2; S3 = 3
	1 Byte	O	**C R - T -**	DPT_Fan_Stage	0 - 255	[FCx] Fan: Speed Enumeration (Status)	S0 = 0; S1 = 1; S2 = 2
	1 Byte	O	**C R - T -**	DPT_Fan_Stage	0 - 255	[FCx] Fan: Speed Enumeration (Status)	S0 = 0; S1 = 1
1338, 1371, 1404	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Manual Fan: Percentage Control	S0 = 0%; S1 = 0,4-33,3%; S2 = 33,7-66,7%; S3 = 67,1-100%
	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Manual Fan: Percentage Control	S0 = 0%; S1 = 1-50%; S2 = 51-100%
	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Manual Fan: Percentage Control	S0 = 0%; S1 = 1-100%
1339, 1372, 1405	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[FCx] Fan: Speed Percentage (Status)	S0 = 0%; S1 = 33,3%; S2 = 66,6%; S3 = 100%
	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[FCx] Fan: Speed Percentage (Status)	S0 = 0%; S1 = 1-50%; S2 = 51-100%
	1 Byte	O	**C R - T -**	DPT_Scaling	0% - 100%	[FCx] Fan: Speed Percentage (Status)	S0 = 0%; S1 = 1-100%
1340, 1373, 1406	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Cooling Fan: Continuous Control	0 - 100%
	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Cooling Valve: PI Control (Continuous)	0 - 100%
1341, 1374, 1407	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Heating Fan: Continuous Control	0 - 100%
	1 Byte	I	**C - W - U**	DPT_Scaling	0% - 100%	[FCx] Heating Valve: PI Control (Continuous)	0 - 100%
1342, 1375, 1408	1 Bit	I	**C - W - U**	DPT_OpenClose	0/1	[FCx] Cooling Valve: Control Variable (1 bit)	0 = Open Valve; 1 = Close Valve
	1 Bit	I	**C - W - U**	DPT_Switch	0/1	[FCx] Cooling Valve: Control Variable (1 bit)	0 = Close Valve; 1 = Open Valve
1343, 1376, 1409	1 Bit	I	**C - W - U**	DPT_OpenClose	0/1	[FCx] Heating Valve: Control Variable (1 bit)	0 = Open Valve; 1 = Close Valve
	1 Bit	I	**C - W - U**	DPT_Switch	0/1	[FCx] Heating Valve: Control Variable (1 bit)	0 = Close Valve; 1 = Open Valve
1344, 1377, 1410	1 Bit	O	**C R - T -**	DPT_OpenClose	0/1	[FCx] Cooling Valve (Status)	0 = Open; 1 = Closed
	1 Bit	O	**C R - T -**	DPT_Switch	0/1	[FCx] Cooling Valve (Status)	0 = Closed; 1 = Open
	1 Bit	O	**C R - T -**	DPT_OpenClose	0/1	[FCx] Valve (Status)	0 = Open; 1 = Closed
	1 Bit	O	**C R - T -**	DPT_Switch	0/1	[FCx] Valve (Status)	0 = Closed; 1 = Open
1345, 1378, 1411	1 Bit	O	**C R - T -**	DPT_OpenClose	0/1	[FCx] Heating Valve (Status)	0 = Open; 1 = Closed

	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Heating Valve (Status)	0 = Closed; 1 = Open
1346, 1379, 1412	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Cooling Valve: Anti-Seize Protection (Status)	0 = Not Active; 1 = Active
	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Valve: Anti-Seize Protection (Status)	0 = Not Active; 1 = Active
1347, 1380, 1413	1 Bit	O	C R - T -	DPT_Switch	0/1	[FCx] Heating Valve: Anti-Seize Protection (Status)	0 = Not Active; 1 = Active
1348, 1381, 1414	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[FCx] Valve (Status)	0 - 100%
	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[FCx] Cooling Valve (Status)	0 - 100%
1349, 1382, 1415	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[FCx] Heating Valve (Status)	0 - 100%
1350, 1383, 1416	1 Bit	O	C R - T -	DPT_Bool	0/1	[FCx] Control Value - Error	0 = No Error; 1 = Error
1351, 1384, 1417	2 Bytes	I	C - W - U	DPT_Value_Temp	-273.00º - 670433.28º	[FCx] Ambient Temperature	Ambient Temperature
1352, 1385, 1418	2 Bytes	I	C - W - U	DPT_Value_Temp	-273.00º - 670433.28º	[FCx] Setpoint Temperature	Setpoint Temperature
1353, 1386, 1419	2 Bytes	I/O	C R W T U	DPT_TimePeriodMin	0 - 65535	[FCx] Duration of Manual Control	0 = Endless; 1 - 1440 min
	2 Bytes	I/O	C R W T U	DPT_TimePeriodHrs	0 - 65535	[FCx] Duration of Manual Control	0 = Endless; 1 - 24 h
1453, 1454, 1455, 1456, 1457, 1458, 1459, 1460, 1461, 1462, 1463, 1464, 1465, 1466, 1467, 1468, 1469, 1470, 1471, 1472, 1473, 1474, 1475, 1476, 1477, 1478, 1479, 1480, 1481, 1482, 1483, 1484	1 Bit	I	C - W - -	DPT_Bool	0/1	[LF] (1-Bit) Data Entry x	Binary Data Entry (0/1)
1485, 1486, 1487, 1488, 1489, 1490, 1491, 1492, 1493, 1494, 1495, 1496, 1497, 1498, 1499, 1500	1 Byte	I	C - W - -	DPT_Value_1_Ucount	0 - 255	[LF] (1-Byte) Data Entry x	1-Byte Data Entry (0-255)
1501, 1502, 1503, 1504, 1505, 1506, 1507, 1508, 1509, 1510, 1511, 1512, 1513, 1514, 1515, 1516	2 Bytes	I	C - W - -	DPT_Value_2_Ucount	0 - 65535	[LF] (2-Byte) Data Entry x	2-Byte Data Entry
	2 Bytes	I	C - W - -	DPT_Value_2_Count	-32768 - 32767	[LF] (2-Byte) Data Entry x	2-Byte Data Entry
	2 Bytes	I	C - W - -	9.xxx	-671088.64 - 670433.28	[LF] (2-Byte) Data Entry x	2-Byte Data Entry
1517, 1518, 1519, 1520, 1521, 1522, 1523, 1524	4 Bytes	I	C - W - -	DPT_Value_4_Count	-2147483648 - 2147483647	[LF] (4-Byte) Data Entry x	4-Byte Data Entry
1525, 1526, 1527, 1528, 1529, 1530, 1531, 1532, 1533, 1534	1 Bit	O	C R - T -	DPT_Bool	0/1	[LF] Function x - Result	(1-Bit) Boolean
	1 Byte	O	C R - T -	DPT_Value_1_Ucount	0 - 255	[LF] Function x - Result	(1-Byte) Unsigned
	2 Bytes	O	C R - T -	DPT_Value_2_Ucount	0 - 65535	[LF] Function x - Result	(2-Byte) Unsigned
	4 Bytes	O	C R - T -	DPT_Value_4_Count	-2147483648 - 2147483647	[LF] Function x - Result	(4-Byte) Signed
	1 Byte	O	C R - T -	DPT_Scaling	0% - 100%	[LF] Function x - Result	(1-Byte) Percentage
	2 Bytes	O	C R - T -	DPT_Value_2_Count	-32768 - 32767	[LF] Function x - Result	(2-Byte) Signed
	2 Bytes	O	C R - T -	9.xxx	-671088.64 - 670433.28	[LF] Function x - Result	(2-Byte) Float

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