ANALOG / DIGITAL INPUTS

USER MANUAL

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INTRODUCTION

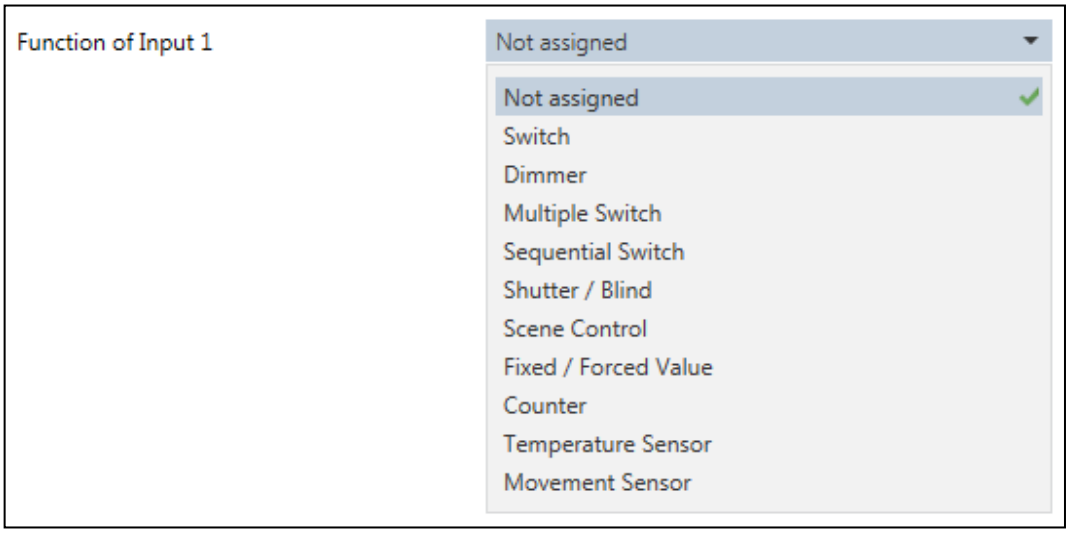
- The following manual describes the operation and configuration of the Analog or Binary Inputs which incorporate different DINUY sensors and actuators.
- This is a generic Manual; therefore, you may find some functions or objects that your device does not have.

CONFIGURATION

Main Parameters

- Each one of the Input channels has the following parameters:

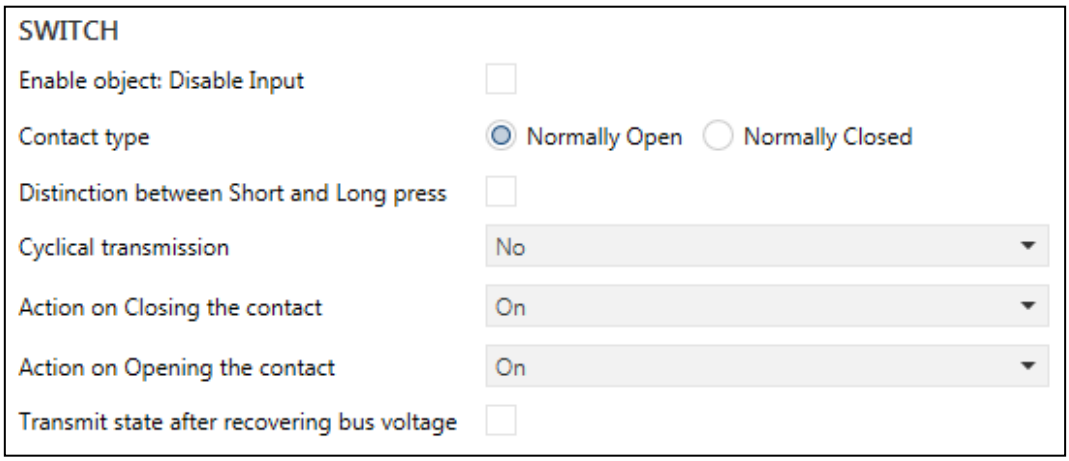
  · **Function of Input**: functionality of the input channel.



  · **Debounce time:** parameter to adjust the bounce suppression time when there is a switch. Prevents multiple unwanted actions, caused by the rebound when a contact is closed. Can be set between 10msec and 160msec.

Parameters of SWITCH Function

- Through this function, it is possible to connect pushbuttons, switches or motion detectors, with voltage-free contact, and send the corresponding telegrams to the Bus.
- This function allows switching the associated actuators through the object "[InX] Switch":

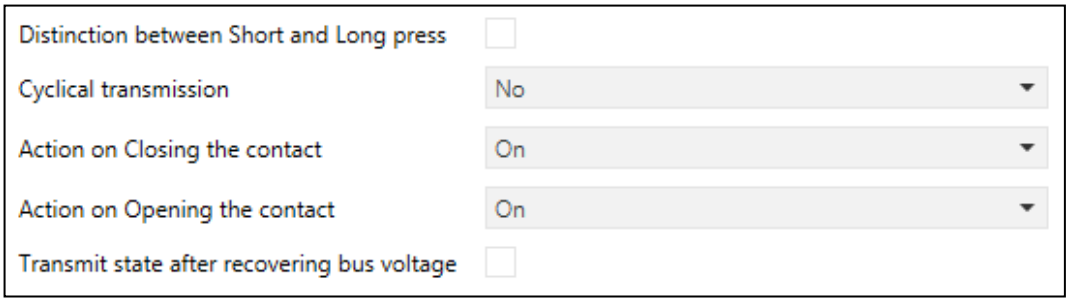


- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

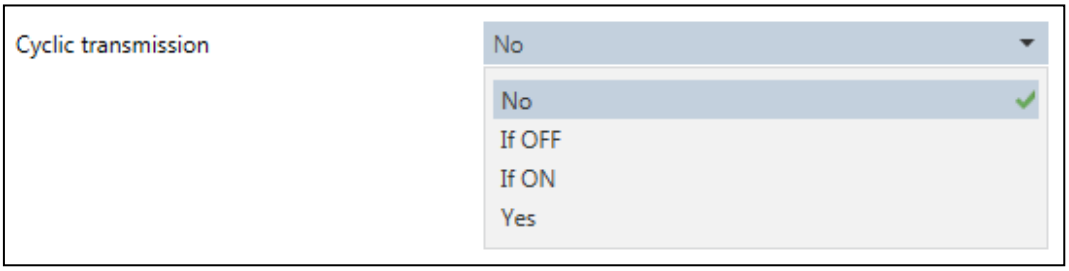
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.

- **Distinction between Short and Long press**: allows to distinguish between a short and a long press. This way, if the differentiation is made, two different actions can be made depending on the length of the pressing.

  - If there is **NO** distinction between a short or long press, the following parameters will be available:



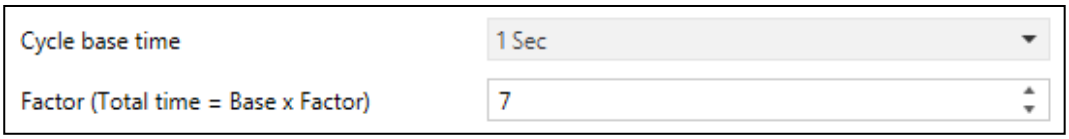
  - **Cyclical transmission:** the object "[InX] Switch" is sent cyclically at set time intervals.



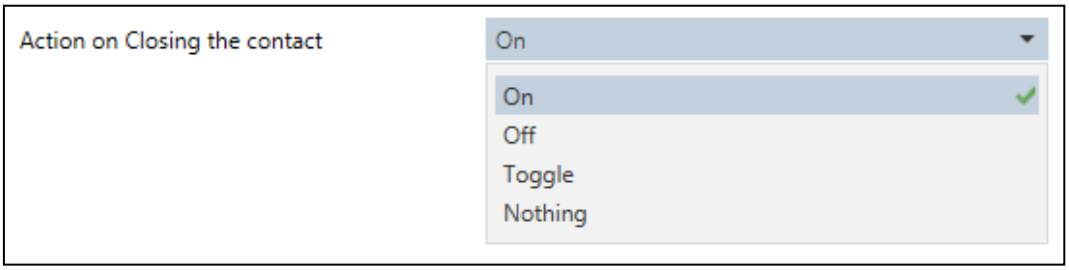
It is possible to set:

- No: there is no cyclic transmission.
- If OFF: it is sent whenever the object "[InX] Switch" is "0".
- If ON: it is sent whenever the object "[InX] Switch" is "1".
- Yes: it is always sent, regardless of the state of the object "[InX] Switch".

If any of the last 3 options is selected, it will be necessary to indicate the transmission period with the parameters "Cycle base time" and "Factor". The time interval between one transmission and another will be the result obtained from multiplying the two parameters.



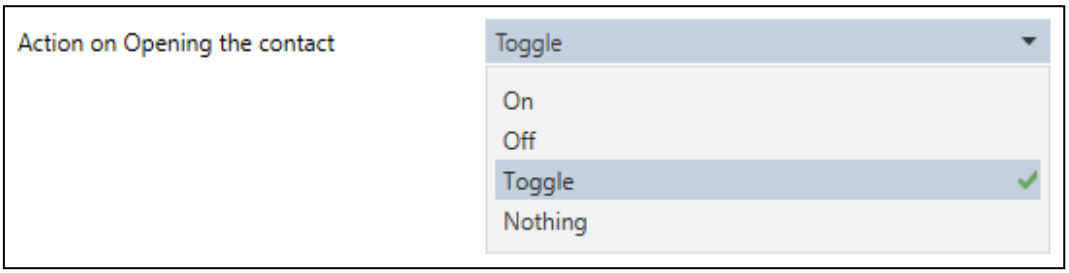
- **Action on Closing the contact:** action to be triggered when the contact is closed.



It is possible to set:

- On: each time the contact is closed, the value "1" is sent through the object "[InX] Switch".
- Off: each time the contact is closed, the value "0" is sent through the object "[InX] Switch".
- Toggle: each time the contact is closed, a "0" or a "1" is sent by the object "[InX] Switch ", depending on the state which it was previously in.
- None: there is no change in the object "[InX] Switch".

- **Action on Opening the contact:** action to be triggered when the contact is opened.

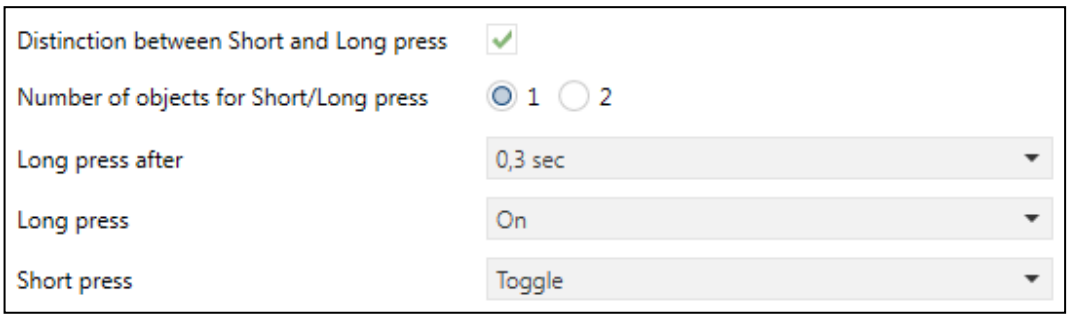


It is possible to set:

- On: each time the contact is open, the value "1" is sent through the object "[InX] Switch".
- Off: each time the contact is open, the value "0" is sent through the object "[InX] Switch".
- Toggle: each time the contact is open, a "0" or a "1" is sent by the object "[InX] Switch", depending on the state which it was previously in.
- None: there is no change in the object "[InX] Switch".

- **Transmit state after recovering bus voltage:** this option will be available as long as the cyclical transmission is not selected. After recovering from a bus power failure, it is possible to configure if the current status of the object "[InX] Switch" is sent again or not.

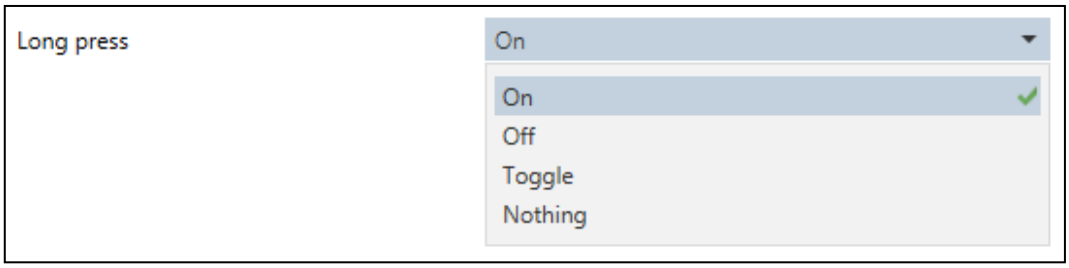
- If there is (**YES**) distinction between a short or long action, the following parameters will be available:



- **Number of objects for Short/Long press:** a single object is used for both the short press and the long press, "[InX] Switch", or 2 objects are used, one for the short action "[InX] Switch" and another for the long press "[InX] Long Switch".

- **Long press after:** sets the minimum time that a press should last to consider it a long action. This time can be set between 0.3 and 4 seconds.

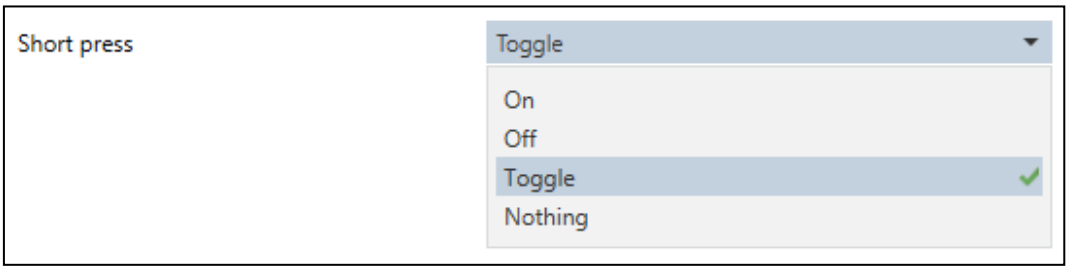
- **Long press:** action to be triggered when a long press is detected.



It is possible to set:

- On: each time a long press is carried out, the value "1" is sent through the object "[InX] Long Switch".
- Off: each time a long press is carried out, the value "0" is sent through the object "[InX] Long Switch".
- Toggle: each time a long press is carried out, a "0" or a "1" is sent by the object "[InX] Long Switch", depending on the state which it was previously in. This function enables the input object "[InX] Switch Long Feedback", which allows to be informed about the state which the actuator is in.
- None: there is no change in the object "[InX] Long Switch".

- **Short press:** action to be triggered when a short press is detected.



It is possible to set:

- On: each time a short press is carried out, the value "1" is sent through the object "[InX] Switch".
- Off: each time a short press is carried out, the value "0" is sent through the object "[InX] Switch".
- Toggle: each time a short press is carried out, a "0" or a "1" is sent by the object "[InX] Switch", depending on the state which it was previously in. This function enables the input object "[InX] Switch Feedback", which allows to be informed about the state which the actuator is in.
- None: there is no change in the object "[InX] Switch".

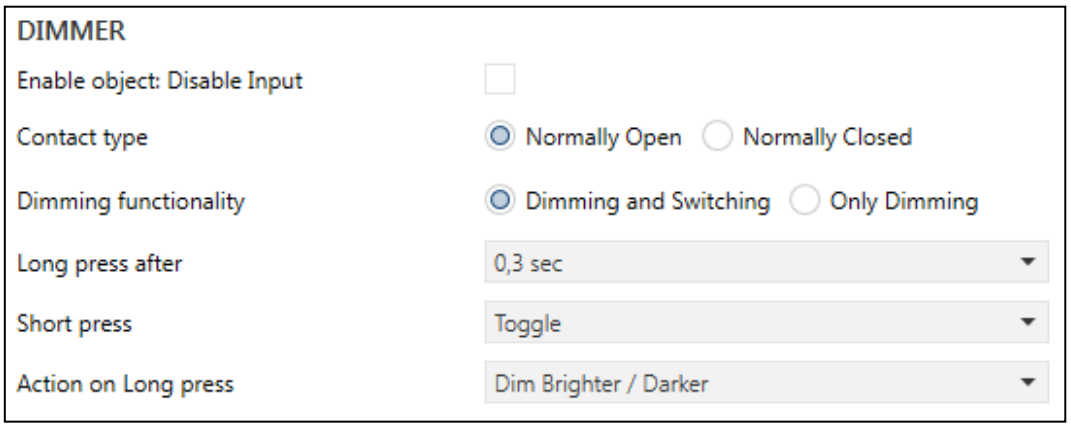
Communication Objects of SWITCH Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
41	[In1] Switch	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
42	[In1] Long Switch	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
43	[In1] Switch Feedback	1 = On, 0 = Off			1 bit	C	-	W	-	-	switch	Low
44	[In1] Long Switch Feedback	1 = On, 0 = Off			1 bit	C	-	W	-	-	switch	Low

Number	Name	Object Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Switch	1 = On, 0 = Off	1-bit output object ON/OFF. If a single object is used for both the short and long action, this will be the common object. If 2 objects are used, this will correspond to the short action
42	[InX] Long Switch	1 = On, 0 = Off	1-bit output object ON/OFF for long pressing
43	[InX] Switch Feedback	1 = On, 0 = Off	Object to inform the switch input about the switching state of the associated actuator
44	[InX] Long Switch Feedback	1 = On, 0 = Off	Object to inform the long switch input about the switching state of the associated actuator

Parameters of DIMMER Function

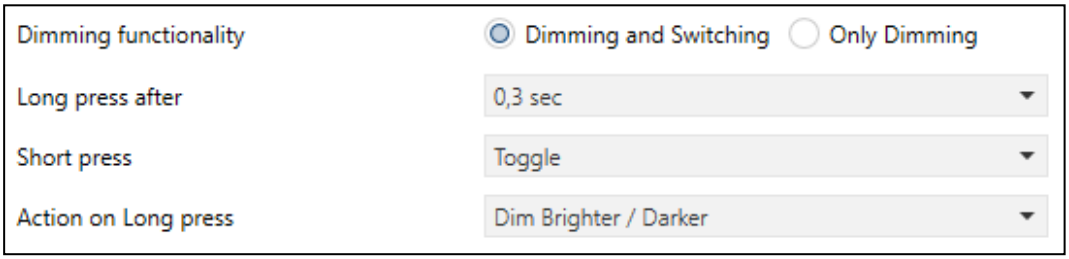
- Using this function, it is possible to connect pushbuttons and send the corresponding telegrams to the Bus.
- This function allows the switching and dimming of the actuators through the objects "[InX] Switch" and "[InX] Dimming Control":



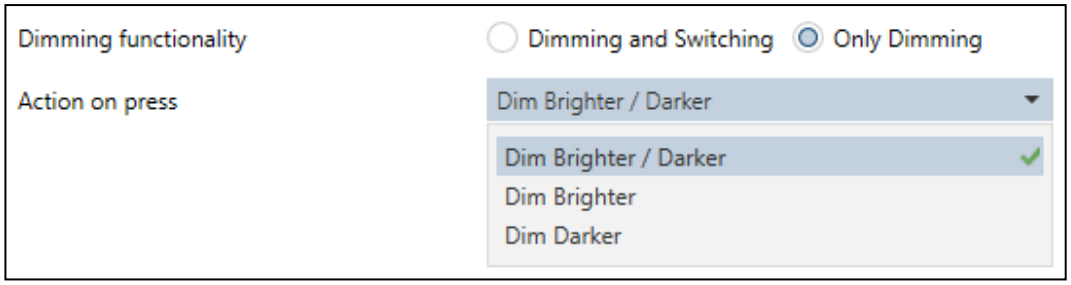
- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

- **Contact type**: selects if it is a Normally Open or Normally Closed contact.

- **Dimming functionality:** allows selecting if only dimming telegrams will be sent or also switching ones.
  - If "Dimming and Switching" is selected:



    - Long press after: sets the minimum time that a press should last to consider it a long action.
    - Short press: defines the action to be made with an active input for less time than established in the previous parameter: On, Off, Toggle or None.
    - Action on Long press: determines the action to be made with a long action: Dim Brighter / Darker, Dim Brighter or Dim Darker.
  - If "Only Dimming" is selected:



    - Action on press: defines the action to be made with a short or long pressing: Dim Brighter / Darker, Dim Brighter or Dim Darker.

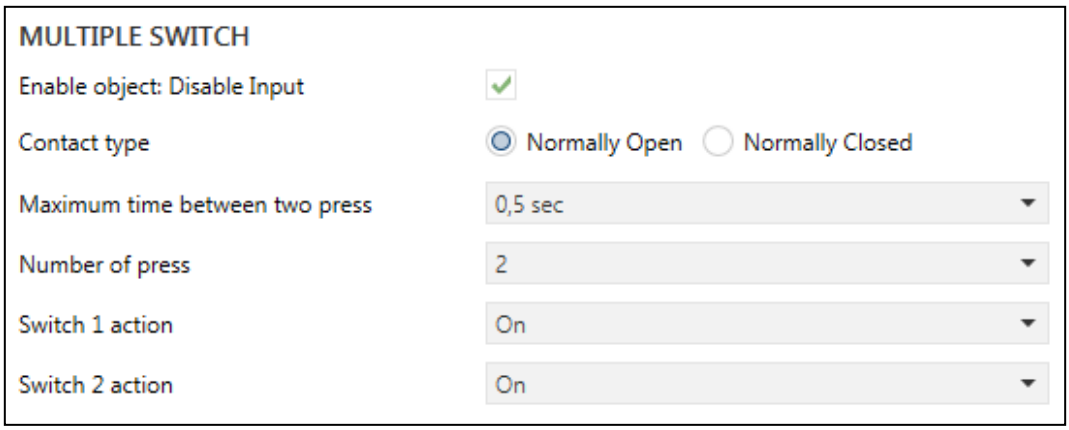
Communication Objects of DIMMER Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
41	[In1] Switch	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
42	[In1] Dimming Control	Dimming control			4 bit	C	-	-	T	-	dimming control	Low
43	[In1] Switch Feedback	1 = On, 0 = Off			1 bit	C	-	W	-	-	switch	Low

Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Switch	1 = On, 0 = Off	1-bit output Switching object controlled by short press
42	[InX] Dimming Control	Dimming control	4-bit output Dimming object controlled by long press
43	[InX] Switch Feedback	1 = On, 0 = Off	Object to inform the switch input about the switching state of the associated actuator

Parameters of MULTIPLE SWITCH Function

- This function allows making different operations after a certain number of pressing on the input:



- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.
- **Maximum time between two press**: sets the maximum time between two consecutive pressing to interpret that they belong to the same sequence. Adjustable between 0,5sec and 3sec.
- **Number of press**: number of pressing which form the sequence. Adjustable between 2 and 4.
- **Switch 1 action**: operation to be carried out with 1 pressing.
- **Switch 2 action**: operation to be carried out with 2 consecutive pressing.
- **Switch 4 action**: operation to be carried out with 3 consecutive pressing.
- **Switch 4 action**: operation to be carried out with 4 consecutive pressing.

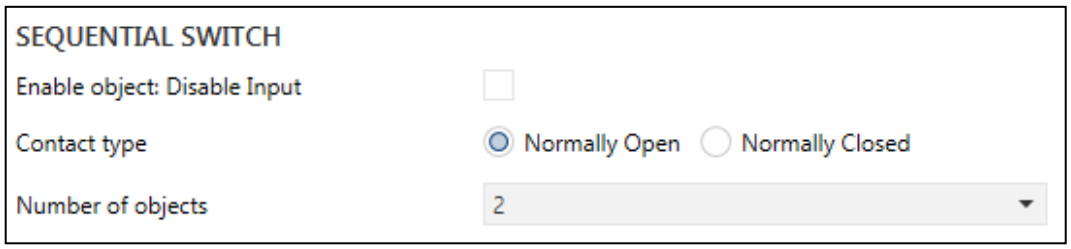
Communication Objects of MULTIPLE SWITCH Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
41	[In1] Switch	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
42	[In1] Switch 2	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
43	[In1] Switch 3	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
44	[In1] Switch 4	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low

Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Switch	1 = On, 0 = Off	Communication object with press 1
42	[InX] Switch 2	1 = On, 0 = Off	Communication object with 2 consecutive press
43	[InX] Switch 3	1 = On, 0 = Off	Communication object with 3 consecutive press
44	[InX] Switch 4	1 = On, 0 = Off	Communication object with 4 consecutive press

Parameters of SEQUENTIAL SWITCH Function

- This function allows to trigger sequential switching after making a certain number of actions on the input:



- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.
- **Number of objects:** determines the maximum number of levels. Adjustable between 2 and 5.

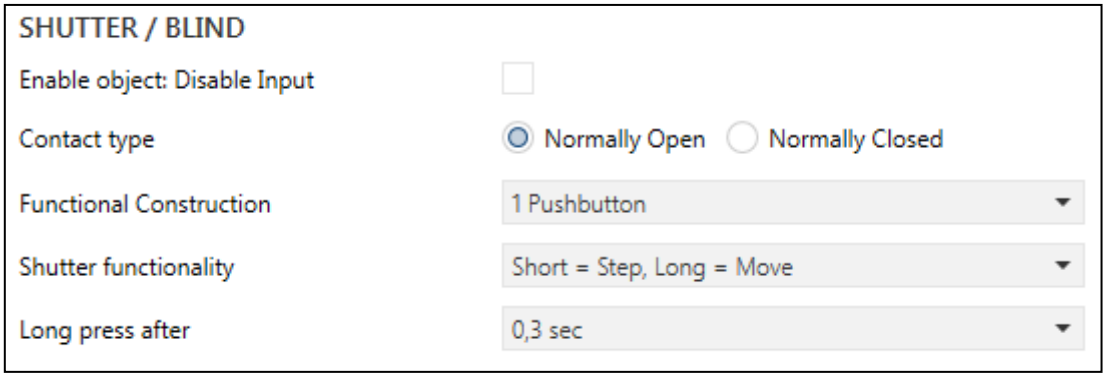
Communication Objects of SEQUENTIAL SWITCH Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] Switch	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
	42	[In1] Switch 2	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
	43	[In1] Switch 3	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
	44	[In1] Switch 4	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
	45	[In1] Switch 5	1 = On, 0 = Off			1 bit	C	-	-	T	-	switch	Low
	46	[In1] Increase/Decrease	0 = Up, 1 = Down			1 bit	C	-	W	-	-	up/down	Low

Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Switch	1 = On, 0 = Off	Switching Object for the first press. It will change its value with the first action
42	[InX] Switch 2	1 = On, 0 = Off	Switching Object for the second press. It will change its value with the second action
43	[InX] Switch 3	1 = On, 0 = Off	Switching Object for the third press. It will change its value with the third action
44	[InX] Switch 4	1 = On, 0 = Off	Switching Object for the fourth press. It will change its value with the fourth action
45	[InX] Switch 5	1 = On, 0 = Off	Switching Object for the fifth press. It will change its value with the fifth action
46	[InX] Increase/Decrease	0 = Up, 1 = Down	Direction of actions, from 1 to 4, or from 4 to 1

Parameters of SHUTTER/BLIND Function

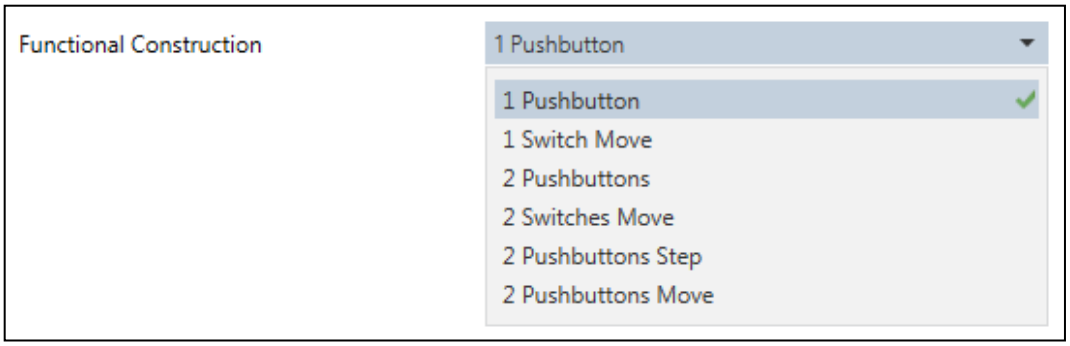
- This function allows the control of a blind or roller shutter:



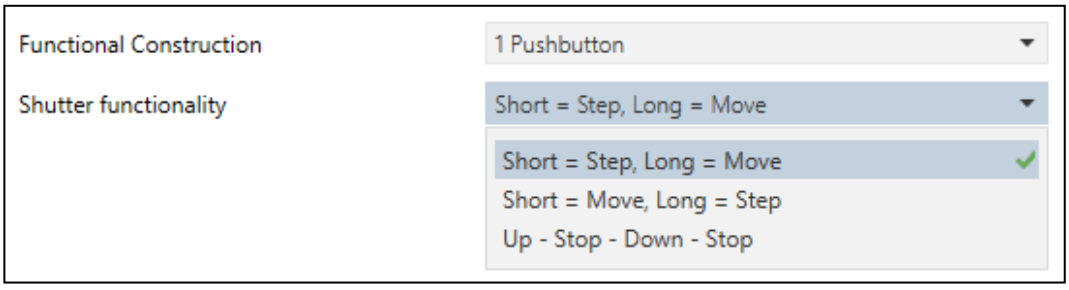
- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

- **Contact type**: selects if it is a Normally Open or Normally Closed contact.

- **Functional Construction**: determines the operation of the input, such as Pushbutton or Switch, single or double.

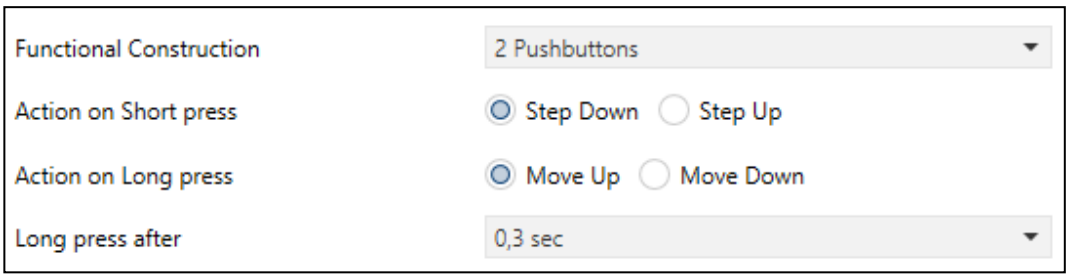


  - Configuration as "1 Pushbutton": sends Move Up/Down or Step telegrams, depending on the duration of the press. This function is useful when a blind must be controlled from a single button.

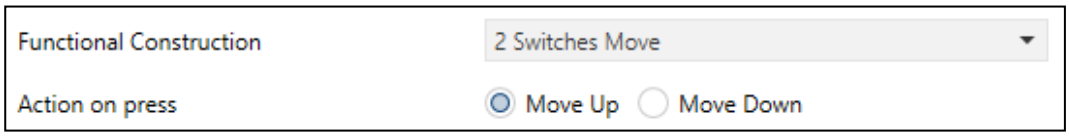


  - Configuration as "1 Switch Move": sends Move Up/Down telegrams. This function is useful when a blind must be controlled from a single switch.

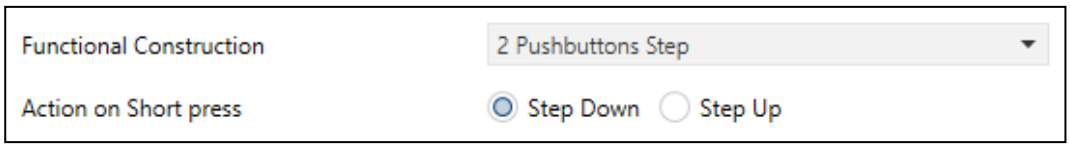
  - Configuration as "2 Pushbuttons": sends Move Up/Down or Step telegrams, depending on the duration of the press. This function is useful when a blind must be controlled by two different buttons, one for Move Up and another one for Move Down.



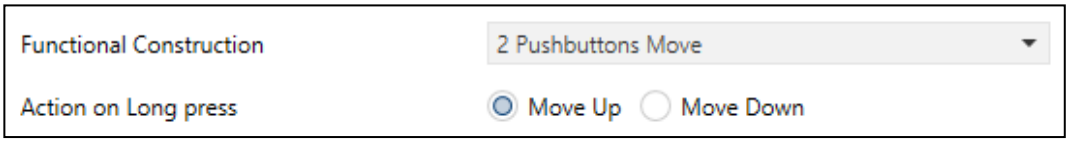
· Configuration as "2 Switches Move": sends Move Up/Down telegrams. This function is useful when a blind must be controlled by two different switches, one for Move Up and another one for Move Down.



· Configuration as "2 Pushbuttons Step": sends Step Up/Down telegrams. This function is useful when a blind must be controlled by two different buttons, one for Step Up and another one for Step Down.



· Configuration as "2 Pushbuttons Move": sends Move Up/Down telegrams. This function is useful when a blind must be controlled by two different buttons, one for Move Up and another one for Move Down.



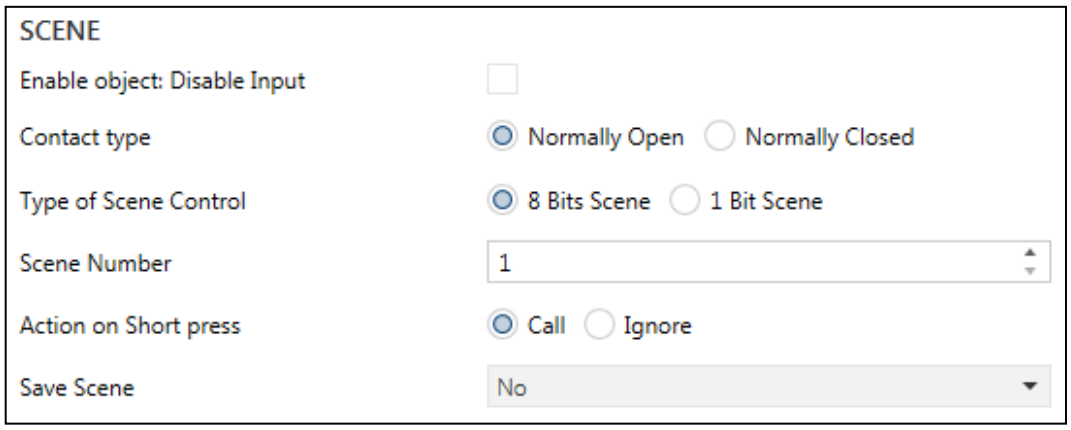
Communication Objects of SHUTTER/BLIND Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] Stop / Step	0 = Step Up, 1 = Step Down			1 bit	C	-	-	T	-	step	Low
	42	[In1] Move	0 = Up, 1 = Down			1 bit	C	-	-	T	-	up/down	Low

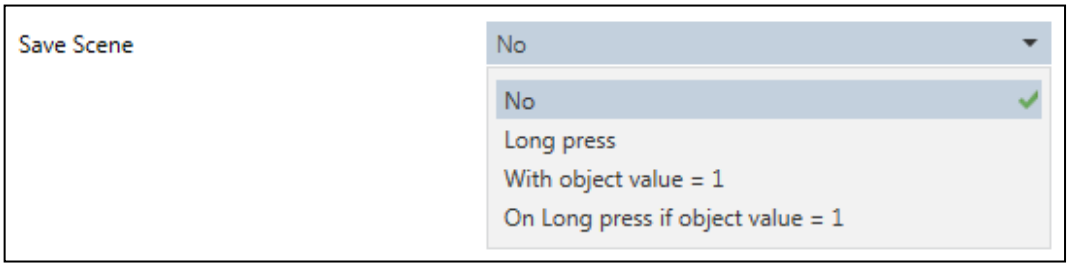
Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Stop / Step	0 = Step Up, 1 = Step Down	Step Up/Down or Stop object
42	[InX] Move	0 = Up, 1 = Down	Move Up/Down object

Parameters of SCENE Function

- This function allows managing Scenes:



- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.
- **Type of Scene Control**: Scene object length: 1 or 8 Bits.
- **Scene Number**: assigns a Scene number to the input. It can be an 8-bit (1 to 64) or 1-bit (1 or 2) scene.
- **Action on Short press**: allows assigning a specific function to a short pressing: recover a scene or ignore.
- **Save Scene**: establishes the action to be taken to save a Scene and be able to recover it later.



  - No: one scene cannot be saved.
  - Long press: the scene is saved with a long pressing.
  - With object value = 1: the scene is saved setting to "1" the object "[InX] Save Scene".
  - On Long press if object value = 1: the scene is saved with a long pressing if the object "[InX] Save Scene" is "1".

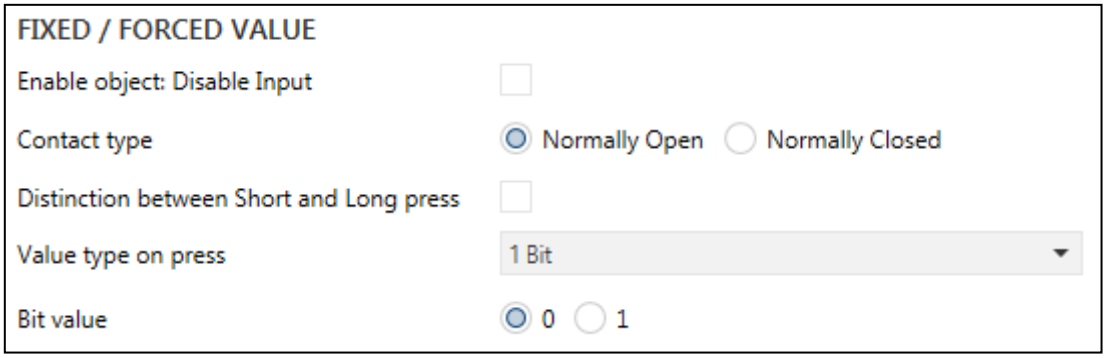
Communication Objects for SCENE Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] Scene control 8 Bits	Scene Control			1 byte	C	-	-	T	-	scene control	Low
	42	[In1] Save Scene	0 = No action, 1 = Save Scene			1 bit	C	-	W	-	-	enable	Low

Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Scene Control 8 Bits	Scene Control	Output object for Scene control. It can be a 1 Byte or 1 Bit object
42	[InX] Save Scene	0 = No action, 1 = Save Scene	1-bit object for saving Scenes

Parameters of FIXED/FORCED VALUE Function

- This function allows enabling the Fixed or Forced Value function, which consists in sending a previously established value:

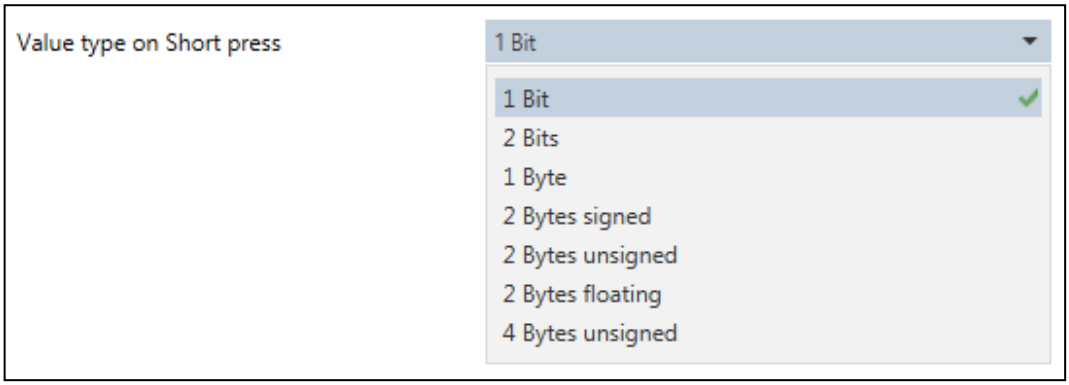


- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

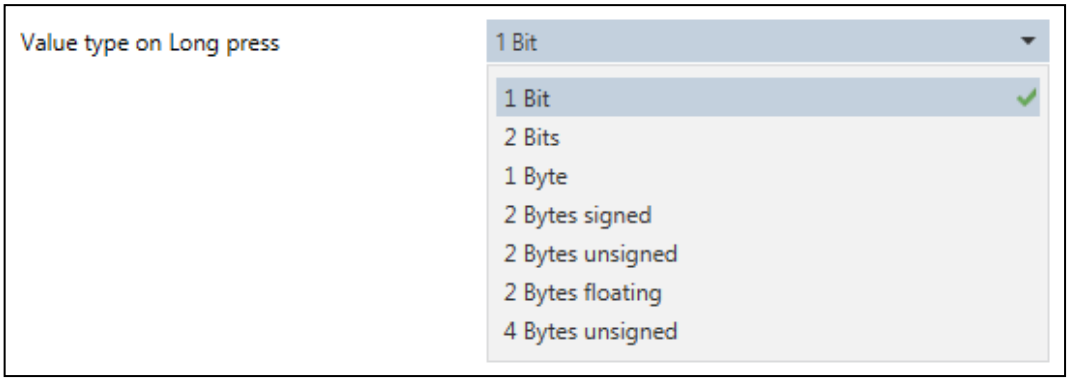
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.

- **Distinction between Short and Long press**: allows to distinguish between a short and a long pressing. This way, if the differentiation is made, two different actions can be carried out depending on the length of the press. Two different objects will be available.

- **Value type on Short press**: determines the type of value that will be sent via the object "[In1] X Value on press".



- **Value type on Long press**: determines the type of value that will be sent via the object "[In1] X Value on Long press".



- **Long press after**: sets the minimum time that a pressing should last to consider it a long action.

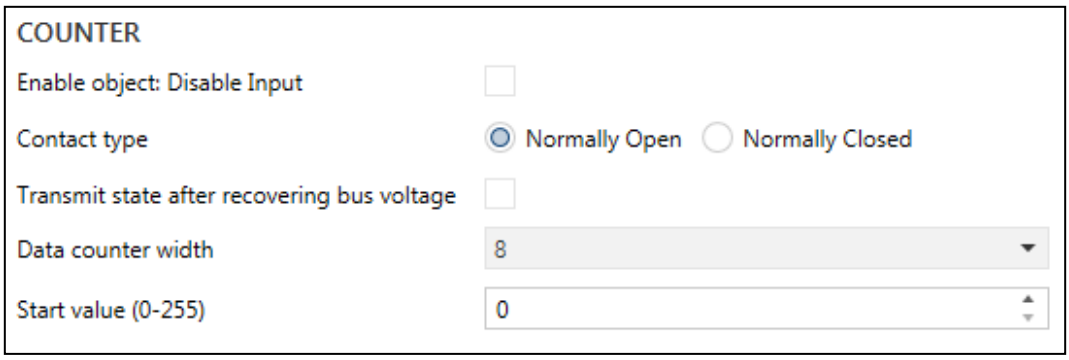
Communication Objects of FIXED/FORCED VALUE Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] 1 Bit value on press	Bit value			1 bit	C	-	-	T	-	state	Low
	42	[In1] 1 Bit value on Long press	Bit value			1 bit	C	-	-	T	-	state	Low

Number	Name	Function	Description
40	[InX] Disable Input	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] X value on press	X value	Output object which is sent after a Short press
42	[InX] X value on Long press	X value	Output object which is sent after a Long press

Parameters of COUNTER Function

- This function allows counting the number of actions performed in the corresponding input:



- **Enable object: Disable Input**: allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.
- **Contact type**: selects if it is a Normally Open or Normally Closed contact.
- **Transmit state after recovering bus voltage:** allows to enable the transmission of the existing value in the counter after recovering the bus voltage.
- **Data counter width**: 8, 16 or 32 Bits.
- **Start value (0-255)**: sets the initial value of the counter.

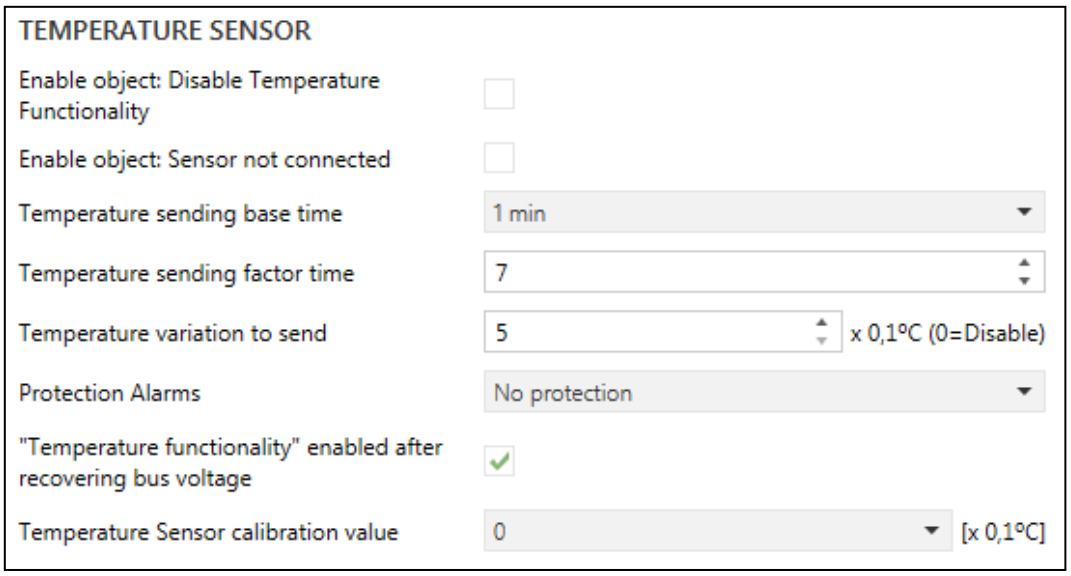
Communication Objects of COUNTER Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] Counter direction	0 = Up, 1 = Down			1 bit	C	-	W	-	-	up/down	Low
	42	[In1] Reset Counter	0 = No action, 1 = Reset			1 bit	C	-	W	-	-	reset	Low
	43	[In1] Request Counter	1 = Trigger			1 bit	C	-	W	-	-	trigger	Low
	44	[In1] Counter 8 Bits	Counter (0-255)			1 byte	C	R	-	T	-	counter pulses (0..255)	Low

Number	Name	Function	Description
40	[InX] DisableInput	1 = Disable, 0 = Enable	Input object that allows to enable or disable the corresponding input: · Object 0 → Input Enabled · Object 1 → Input Disabled
41	[InX] Counter direction	0 = Up, 1 = Down	Sets if the counter is upward, 0, or downward, 1
42	[InX] Reset Counter	0 = No action, 1 = Reset	Object for resetting the Counter
43	[InX] Request Counter	1 = Trigger	Ask for the value of the Counter
44	[InX] Counter 8 Bits	Counter (0…Y)	Counter value

Parameters of TEMPERATURE SENSOR Function

- The input can be connected to an external temperature probe DINUY (ST KNT 001 or ST KNT 002):



- **Enable object: Disable Temperature Functionality**: allows to activate or deactivate the channel through the object "[InX] Disable Temperature Functionality". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

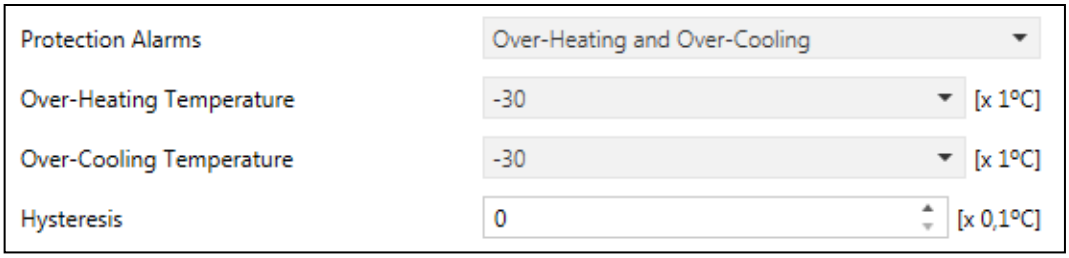
- **Enable object: Sensor not connected**: enables the object "[InX] Sensor not connected", which allows to know if there is a problem with the external probe.

- **Temperature sending base time**: time base to set the sending period of the temperature value measured by the probe connected to the input.

- **Temperature sending factor time (Total time = Base x Factor)**: time factor to set the sending period of the temperature value measured by the probe connected to the input. If a 0 is set, the temperature is not periodically sent.

- **Temperature variation to send**: temperature variation that must decrease/increase to send its value. If it is set to 0, the value is not sent when there is a temperature change.

- **Protection alarms**: allows to enable Over-Heating or / and Over-Cooling alarm objects. Once the desired alarm (s) has been chosen, it will be necessary to define the threshold temperature of the alarm and if a hysteresis must be applied.



- **"Temperature functionality" enabled after recovering bus voltage**: determines if the temperature functionality will be active after the bus voltage is restored.

- **Temperature Sensor calibration value**: allows to calibrate the temperature probe in case of deviation.

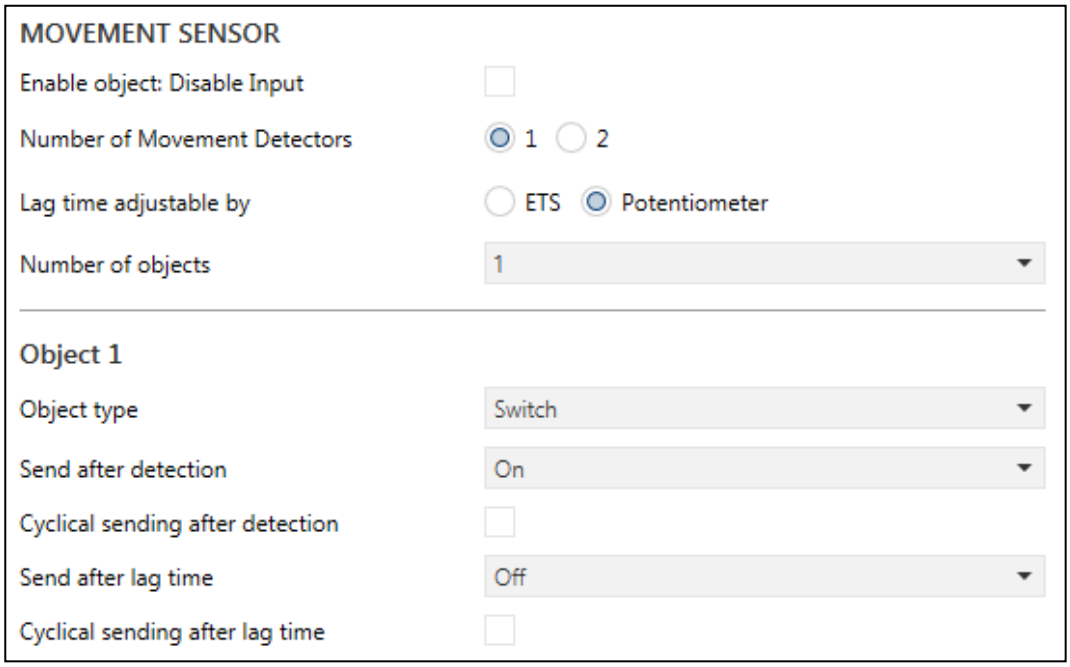
Communication Objects of TEMPERATURE SENSOR Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
40	[In1] Disable Temperature Functionality	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
41	[In1] Temperature value	Temperature value			2 bytes	C	-	-	T	-	temperature (°C)	Low
42	[In1] Sensor not connected	0 = Sensor Ok, 1 = Sensor not connected			1 bit	C	-	-	T	-	state	Low
43	[In1] Over-Heating Output	1 = Over-Heating, 0 = No Over-Heating			1 bit	C	-	-	T	-	alarm	Low
44	[In1] Over-Cooling Output	1 = Over-Cooling, 0 = No Over-Cooling			1 bit	C	-	-	T	-	alarm	Low

Number	Name	Function	Description
40	[InX] Disable Temperature Functionality	1 = Disable, 0 = Enable	Enables or disables the temperature functionality
41	[InX] Temperature value	Temperature value	Output object of 2 bytes with the measured temperature value
42	[InX] Sensor not connected	0 = Sensor Ok, 1 = Sensor not connected	1-bit object that determines if the probe is correctly connected or not. If the impedance of the probe is wrong or it is in invalid values, this object is activated 1
43	[InX] Over-Heating Output	1 = Over-Heating, 0 = No Over-Heating	Object of alarm due to over temperature
44	[InX] Over-Cooling Output	1 = Over-Cooling, 0 = Over-Cooling	Object of alarm due to under temperature

Parameters of MOVEMENT SENSOR

- The Movement Sensor function allows the physical connection of the Infrared motion detector DINUY DM KNT 004 to one of the binary inputs.



- **Enable object: Disable Input:** allows to activate or deactivate the channel through the object "[InX] Disable Input". Writing a "0" in this object, the channel will be enabled, while if a "1" is written the channel will be disabled and will not send telegrams to the bus.

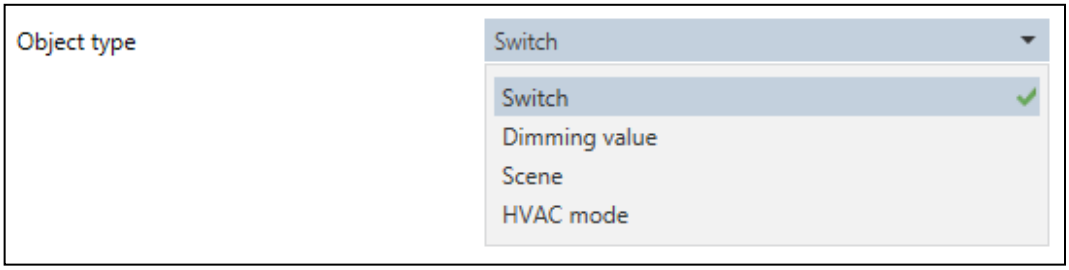
- **Number of Movement Detectors**: sets the number of detectors that will be connected in parallel to the same input.

- **Lag time adjustable by**: sets the time delay since the last motion detection. If only 1 detector is connected to the same input, this time can be set by parameter or potentiometer. If 2 detectors are connected to the same input, the time must be set by parameter

- **Number of objects**: determines the number of output objects that the corresponding channel will have (1, 2 or 3).

- Each object can be configured independently:

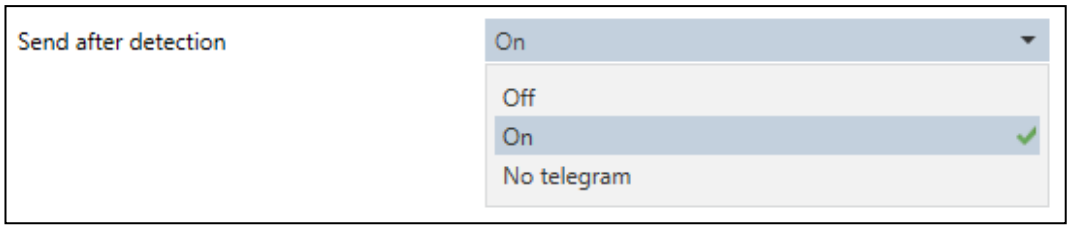
  - **Object type**: sets the type of object that will be sent after each movement detection.



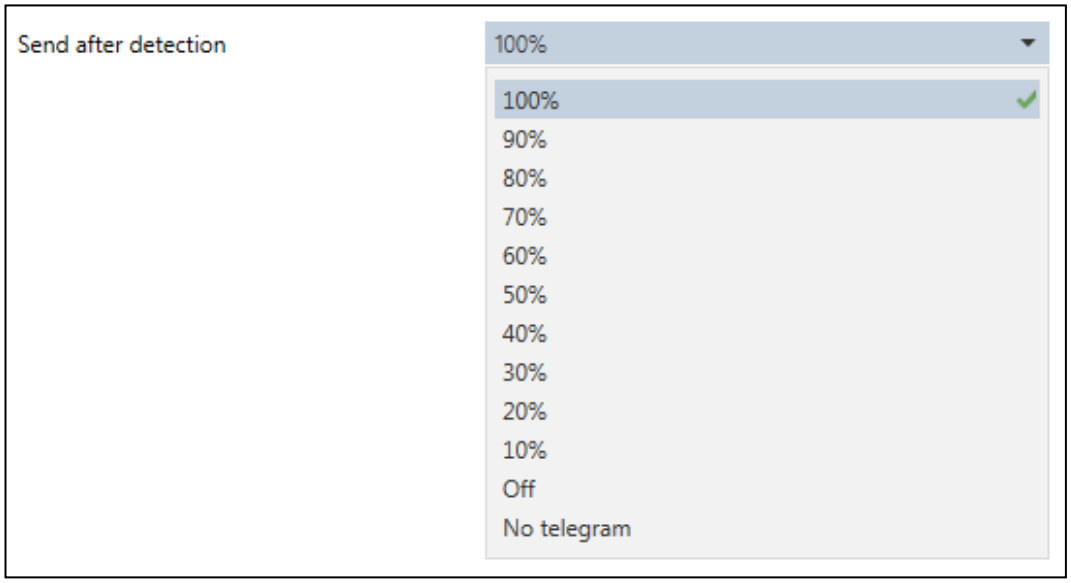
    - Switch: 1-bit object "[InX] Switch Telegram" is enabled.
    - Dimming value: 1-byte object "[InX] Dimming value" is enabled.
    - Scene: 1-byte object "[InX] Scene number" is enabled.
    - HVAC mode: 1-byte object "[InX] HVAC mode" is enabled.

  - **Send after detection**: determines the value of the object that will be sent after each movement detection.

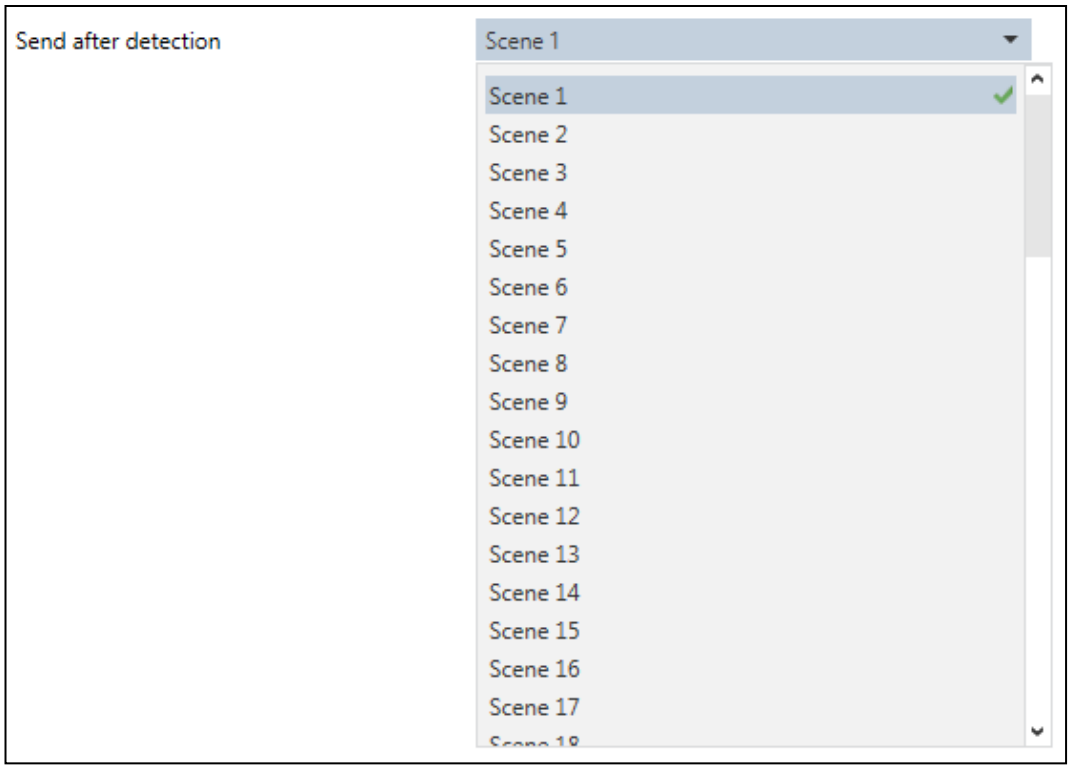
- If object type is Switch:



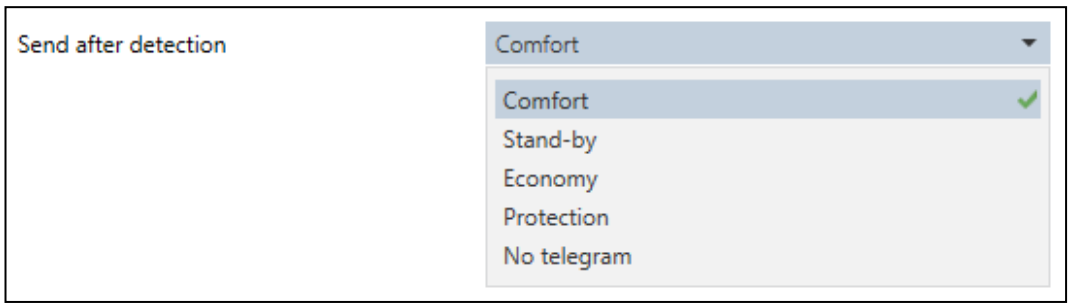
- If object type is Dimming value:



- If object type is Scene:

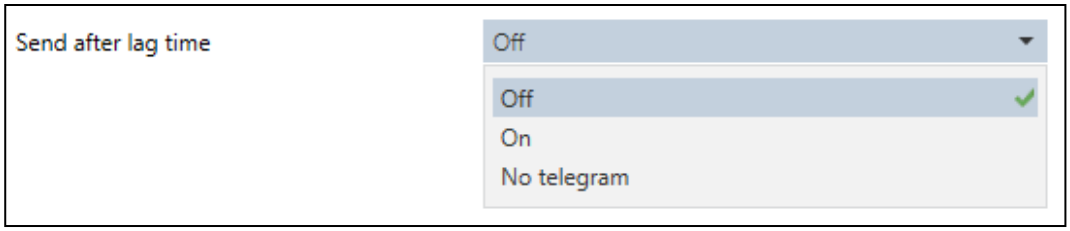


- If object type is HVAC mode:

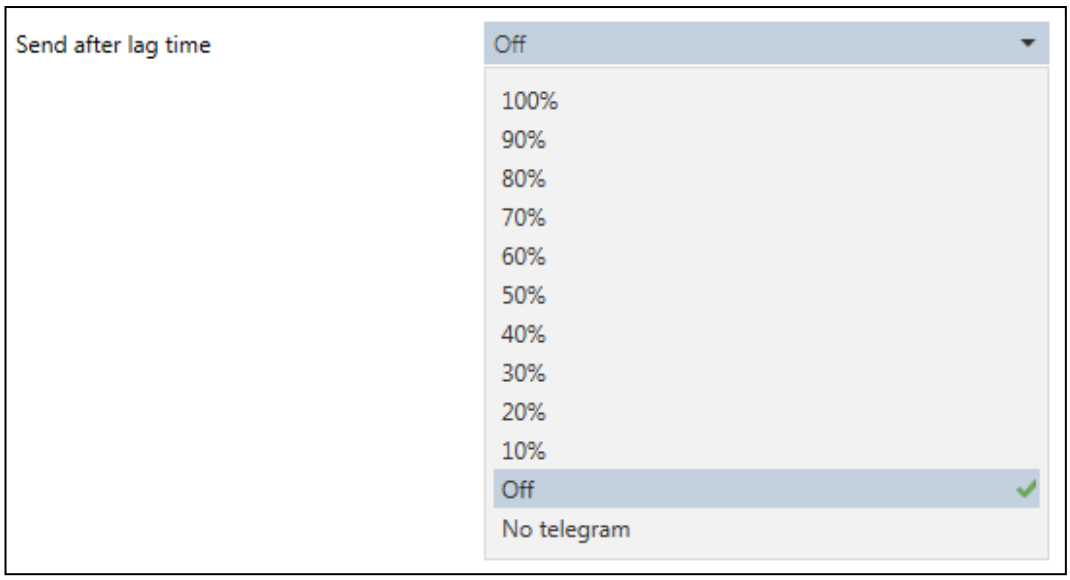


- **Cyclical sending after detection**: allows a cyclic sending of the corresponding value after each detection. This sending time is the result obtained from multiplying the "Time base" by the "Time factor".

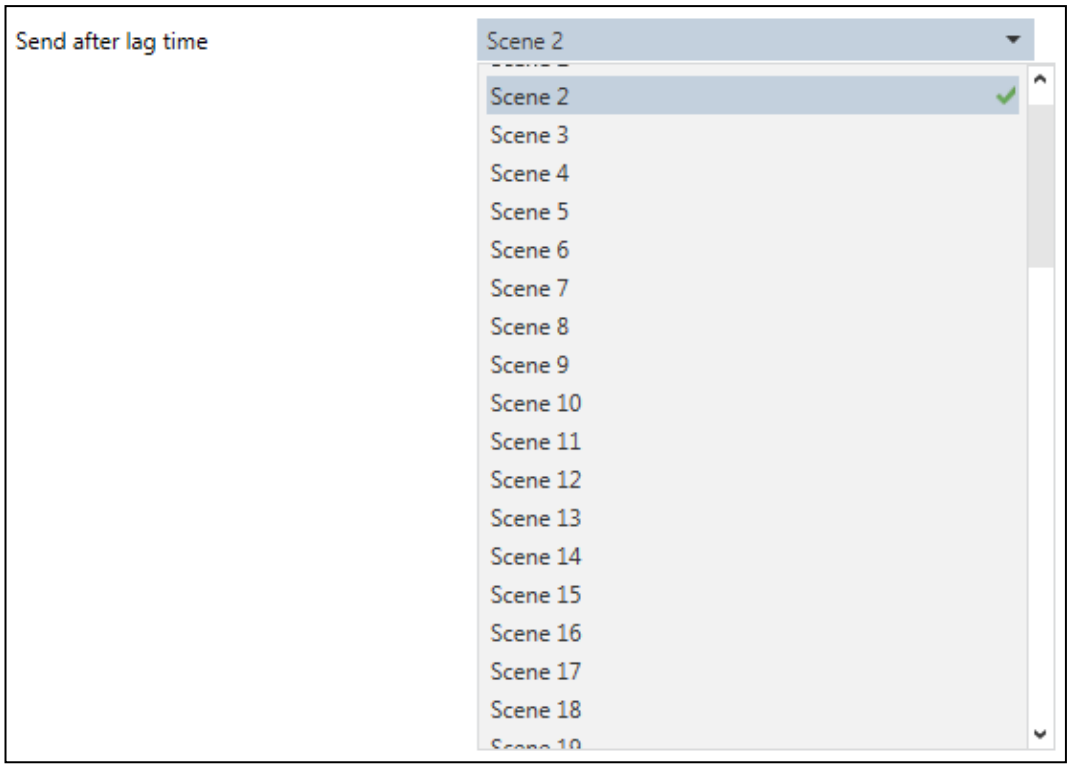
- **Send after lag time**: determines the value of the object that will be sent after the delay time set in the detector's potentiometer has elapsed. This time is reset each time a new movement is detected, therefore, this value will be sent after the delay time since the last detection.
    - If object type is Switch:



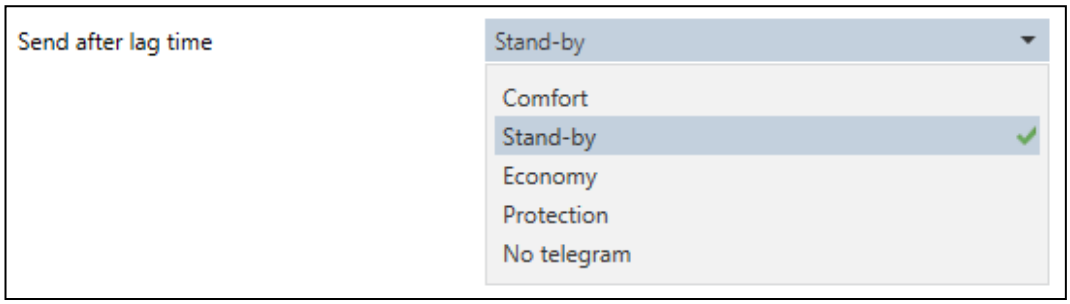
    - If object type is Dimming value:



- If object type is Scene:



- If object type is HVAC mode:



· **Cyclic sending after lag time**: allows a cyclic sending of the corresponding value after the delay time since the last detection. This sending time is the result obtained from multiplying the "Time base" by the "Time factor".

Communication Objects of MOVEMENT SENSOR Function

	Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
	40	[In1] Disable Input	1 = Disable, 0 = Enable			1 bit	C	-	W	-	-	enable	Low
	41	[In1] HVAC mode	HVAC mode			1 byte	C	-	-	T	-	HVAC mode	Low

Número	Nombre	Función	Descripción
40	[InX] Disable Input	I = Disable, 0 = Enable	Object that allows to enable or disable the corresponding input: · Object = 0 → Input enabled · Object = I → Input disabled
42	[InX] HVAC mode	HVAC mode	Output object that is sent after each detection and after the delay time since the last detection