TECHNICHAL DOCUMENT

MOTION SENSOR, PIR+LUX



BSMS-01

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1. Summary

This manual provides you with technical information about the sense of movement, as well as a detailed functional introduction, and an example of how to use the shift is explained in the actual use example.

1.1 Functional Overview

The function and overview are shown in the following table:

Function	Overview
Equipment running light function	The parameter "Green led function (if active, will flash when working)" selects "Actived" to enable this function. When this function is activated, the device flashes green when the device is working.
Security function	This function is enabled by selecting "Actived" in the parameter "Security function". When no one is detected, the object "Security report" will cyclically issue a security value.
Motion detection function	There are two types of motion detection sensors: infrared sensing and microwave sensing. These sensors are used to detect the presence of people moving, and the sensitivity of the microwave sensor is high/medium/low sensitivity. The combination of infrared and microwave uses: only from infrared, only from microwave, from infrared and microwave, from infrared or microwave, from two infrared.
Illumination function	The source of illumination can be set: internal source or external source; The illuminance function can be used alone or in combination with the sensing function; when illuminance is combined with sensing to detect whether there is a person moving, both of them must meet the requirements of both settings. When the movement is detected, the illuminance also satisfies the setting. The illuminance function at the threshold can be used normally.

2. Technical

2.1 Technical Parameters

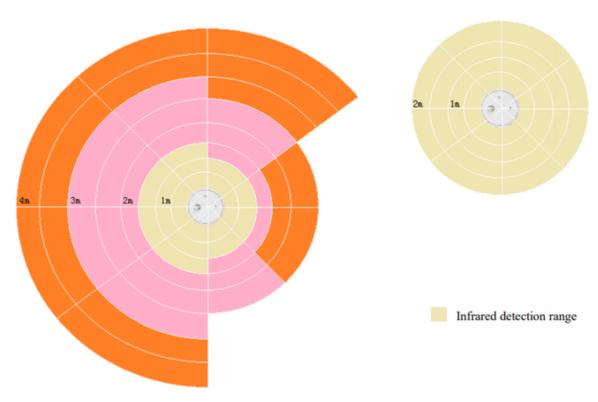
Power supply	Operating voltage	21-30V DC				
characteristics	Current consumption	≤20mA				
Operation display	Programming button and	corresponding LED indicator				
Wiring	1 KNX bus connection t	erminal				
Protection level	IP20 (IP protection le	vel according to EN60529 standard)				
	Operating temperature	- 5 ° C + 45 ° C				
Ambient temperature	Storage temperature	- 25 ° C + 55 ° C				
	Transport temperature	- 25 ° C + 70 ° C				
Environmental conditions	Humidity	Maximum humidity 93% (excluding condensation)				
Shell and color	Flame retardant (VO) PC, white					
Installation method	Ceiling embedded insta	Ceiling embedded installation				
Dimensions	T/N S03PLM $60 \times 60 \times 47$	$mm (L \times W \times D)$				

2.2 Examination range

Remarks: The microwave module changes, the detection distance will be different, the following detection distance is for reference only.



Infrared detection range



When the microwave sensitivity is low, it is possible to detect the range in which a person moves.

When the microwave sensitivity is medium, the range in which people can move can be detected.

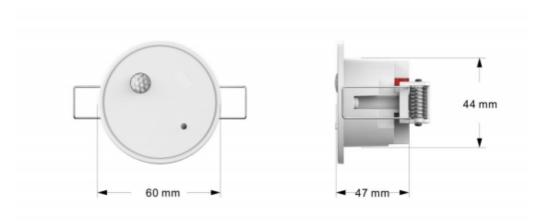
When the microwave sensitivity is high, it is possible to detect the range in which a person moves.

2.3 Design

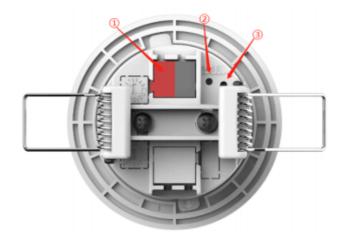
Design



Dimensions



Structure diagram



- ① EIB terminal
- ② LED indicator, press the programming button, the physical address is programmed when the LED turns red; the LED is green and flashing to indicate that the device is working properly.
- ③ Programming button

3. Parameters and communication objects

3.1 Parameter setting "Device general"

The "Device General" parameter setting interface is shown in Figure 3.1-1. The parameters set by this parameter setting interface are applied to the output of the entire infrared motion detection panel. The specific description of each parameter is as follows.

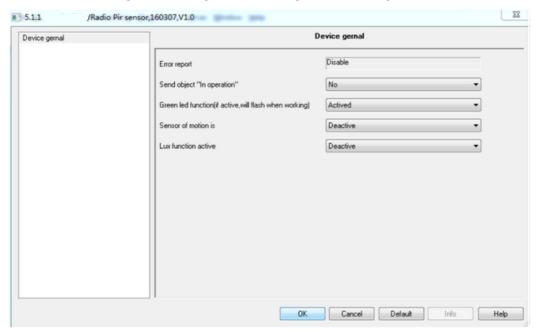


Figure 3.1-1 "Device general" parameter setting interface

Parameter "Error report"

This parameter is set to enable the message that issued the error report. Fixed option: Disable

Parameter "Send object" In operation" "

This parameter is set to enable the operation status of the operation to take effect. Optional: No

Send value" 0" cyclically Send value"1"cyclically

If "No" is selected, this function is not enabled.

If you select "Send value" O"cyclically", it means that the running status is valid and outputs false.

If you select "Send value" 1"cyclically", it means that the running state is in effect and outputs true. When the **parameter "Send object' In operation"** selects "Send value" 0/1"cyclically", the parameter interface appears as shown in Figure 3.1-2.

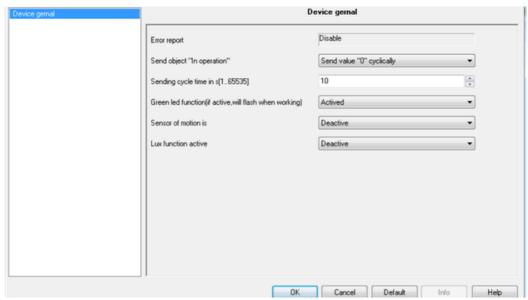


Figure 3.1-2 "Sending cycle time in s" parameter setting interface

Parameter "Sending cycle time in s[1..65535]"

This parameter is set to the time period during which the report is sent. Optional range [1~65535]; unit: second.

Parameter "Green led function (if active, will flash when working)"

This parameter is set to whether it is enabled to flash green when the device is working. Optional:

Actived

Deactive

Selecting "Deactive" does not enable green light when the device is working. Select "Actived" to enable a green light when the device is working.

Parameter "Sensor of motion is"

This parameter is set to activate the motion sensing function. Optional:

Actived

Deactive

Select "Deactive" does not activate the motion sensing function

Select "Actived" to activate the motion sensing function; for the parameters, see 3.1.1 Parameter Setting Window "Sensor"

Parameter "Lux function active"

This parameter is set to activate the brightness sensing function. Optional:

Actived

Deactive

Select "Deactive" to disable the brightness sensing function.

Select "Actived" to activate the brightness sensing function; for the parameters, see

3.1.2 Parameter Setting Window "Lux function"

3.1.1 Parameter setting "Sensor"

The following interface is visible when you select "active" in the parameter "Sensor of motion is" in the setting "Device general" (see Figure 3.1-1), as shown in Figure 3.1.1-1.

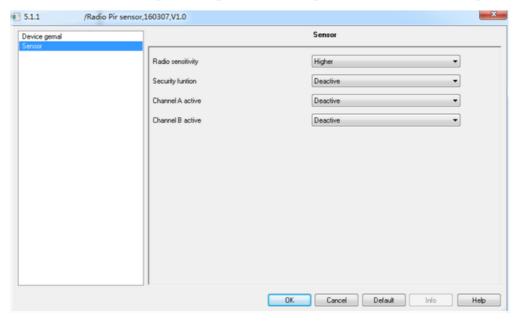


Figure 3.1.1-1 "Sensor" parameter setting interface

Parameter "Radio sensitivity"

This parameter is set to activate the microwave sensitivity function.

Optional:

Disable

Higher

Middle

Low

Select "Disable" to disable the microwave sensitivity function.

Select Higher/ Middle/ Low to activate the high/medium/low function of microwave sensitivity

Parameter "Security function"

This parameter is set to activate device security Optional:

Actived

Deactive

Select "Deactive" does not activate device security features

Select "Actived" to activate the device security function; see 3.1.1.1 Parameter Settings window "Security function" for parameters.

Parameter "Channel A/B active"

This parameter is set to activate the A/B channel.

Optional:

Actived

Deactive

Select "Deactive" to not activate the A/B channel.

Select "Actived" to activate the A/B channel; see 3.1.1.2~3.1.1.7 Parameter Settings window for parameters.

Note: Refer to A for parameter setting and communication object of channel B. Because the program setting procedure of A and B channels is the same, channel A is taken as an example below.

3.1.1.1 Parameter "Security function"

The parameter setting window is displayed when "active" is selected for "Security function". The parameter interface is as shown in Figure 3.1.1.1-1.

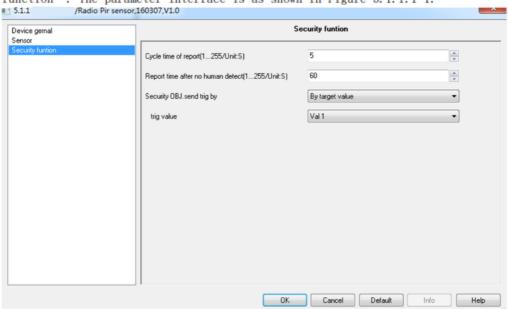


Figure 3.1.1.1-1 "Security function" parameter setting interface

Parameter "Cycle time of report[1-255/Unit:s]"

This parameter is set to the period in which the security report is sent.

Range: [1-255]; unit: second.

Parameter "Report time after no human detect[1-255/Unit:s]"

This parameter is set to the time when the report is sent when no one is detected. Range: [1-255]; unit: second.

Parameter "Security OBJ. send trig by"

This parameter is set to the condition for sending a secure object value to the bus. Optional:

By any value

By target value

Select "By any value" to display the security report regardless of the value sent. Select "By target value" to send the specified value to display the security report; The parameters are as shown in Figure 3.1.1.1-2 below.

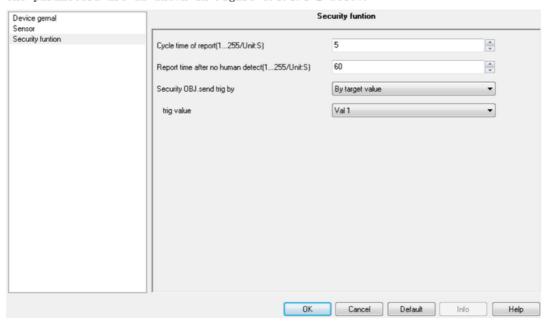


Figure 3.1.1.1-2 "Security function" parameter setting interface

Parameter "trig value"

This parameter is set to the object value sent to the bus.

Optional: Val 0 Val 1

Select "Val 0" and assign the security object "Security report" to the communication object "Security report trig" to output the security report.

Select "Val 1", specify the communication object "Security report trig" and enter 1 communication object "Security report" to output the safety report.

Note: After the communication object "Security report trig" is triggered by 0/1, the security report output by the communication object "Security report" detects true or false by detecting someone or no one.

3.1.1.2 Parameter "A general"

This parameter setting window is displayed when "active" is selected for "Channel A active"; the parameters are as shown in Figure 3.1.1.2-1.

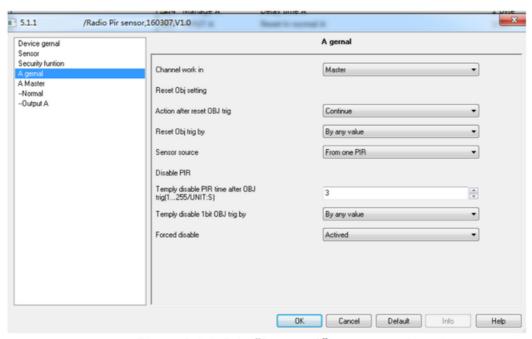


Figure 3.1.1.2-1 "A general" parameter interface

Parameter "Channel work in"

This parameter is set to how the channel works Optional:

Master

S1ave

Select the "Master" channel to work in master mode; see 3.1.1.3 Parameter Settings Window "A Master" for parameters.

Select the "Slave" channel to work in slave mode; see 3.1.1.4 Parameter Settings Window "A Slave" for parameters.

Parameter "Reset Obj setting"

This parameter is set to set the object value for resetting the room state.

Parameter "Action after reset OBJ trig"

This parameter is set to the action after sending the reset value. Optional:

Continue

Reset all

Reset all and no action in delay time

Select Continue to send the value to the bus. The room status does not change.

Select Reset all to send the value of the room status reset to the bus.

Select Reset all and no action in delay time to send the value of the room state reset to the bus but do nothing during the delay time.

The parameters are as shown in Figure 3.1.1.2-2.

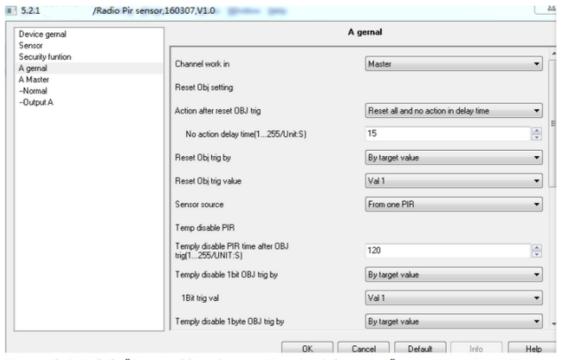


Figure 3.1.1.2-2 "Reset all and no action in delay time" parameter interface

Parameter "No action delay time"

This parameter is set to the state of the room without any action during the delay time. Value range [1-255/Unit: s]

Parameter "Reset Obj trig by"

This parameter is set to send conditions to the bus to reset the state of the room. Optional:

By any value

By target value

Select "By any value" to reset the room status regardless of the value sent.

Select "By target value" and you must send the specified value to reset the room status.

The parameters are as shown in Figure 3.1.1.2-3.

This parameter is set to stop infrared detection

The parameters are as shown in 3.1.1.2-4.

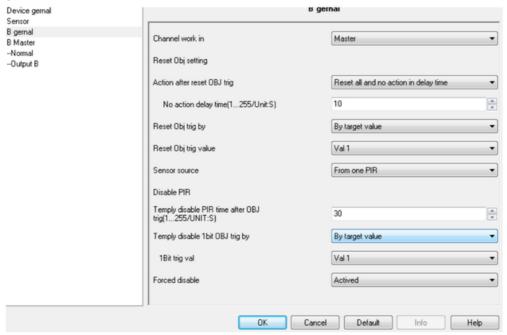


Figure 3.1.1.2-4 "Disable PIR" parameter interface

Parameter "Temply disable PIR time after OBJ trig (1..255/UNIT: S)"

This parameter is set to the time to temporarily stop the infrared detection function. Range: [1-255]; unit: second

Parameter "Temply disable 1bit OBJ trig by"

This parameter is set to the condition that the input of 1-bit data temporarily stops infrared detection.

Optional:

By any value

By target value

Select "By any value" to temporarily stop infrared detection regardless of the value sent. Select "By target value" to send the specified value to temporarily stop infrared detection.

Parameter "1Bit trig val"

This parameter is set to input **1 bit** data to temporarily stop infrared detection. Optional:

Val 0

Val 1

Select Val 0 to temporarily stop infrared detection when the communication object "Temply disable Pir" receives a message of 0.

Select Val 1 to temporarily stop infrared detection when the communication object "Temply

disable Pir" receives a message of 1.

Parameter "Forced disable"

This parameter is set to enable or disable the infrared detection function. Optional:

Deactive

Actived

Selecting Deactive does not enable forced stop infrared detection.

Select Actived to force stop infrared detection

3.1.1.3 Parameter "A Master"

This parameter is displayed when A general "Channel work in" selects "Master". The parameter settings are shown in Figure 3.1.1.3-1.

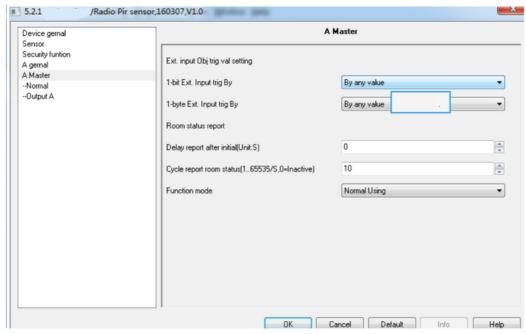


Figure 3.1.1.3-1 "A Master" parameter interface

Parameter "Ext. input Obj trig val setting"

This parameter is set to set the value of the external input trigger movement

Parameter "1-bit Ext. input trig By"

This parameter is set to set the condition for the value sent to the communication object "Ext input A" lbit.

Optional:

By any value

By target value

Select "By any value" to show the room no matter what value is sent.

Select "By target value" must send the specified value to display the room.

Parameter "1-bit Ext. input trig Value"

This parameter is set to **1 bite** input value Optional:

Val 0

Val 1

Select Val 0 when the communication object "Ext input A" receives a message of 0, the room is displayed.

Select Val 1 to display the room when the communication object "Ext input A" receives a message of 1.

Parameter "1-byte Ext. input trig By"

This parameter is set to set the condition for the value sent to the communication object "Ext input A" lbyte.

Optional:

By any value

By target value

Select "By any value" to show the room no matter what value is sent.

Select "By target value" must send the specified value to display the room.

Parameter "1-byte Ext. input trig Value"

This parameter is set to **1 byte** input value Value range: [0-255]

Parameter "Room status report"

This parameter is set to the room status report

Parameter "Delay report after initial (Unit:s)"

This parameter is set to display the report delay time when initializing the room status. Value range [0-255]; unit: second.

Parameter "Cycle report room status (1-65535/s, 0=inactive)"

This parameter is set to cycle the period of the room report Value range [1-65535]; unit: second; "0" is not enabled.

Parameter "Function mode"

This parameter is set to the operating mode of the device. Optional:

Normal Using

Hotel Using

Select Normal Using to set the operating mode of the device to normal mode; see 3.1.1.5 "Normal" parameter setting window for parameters.

Select Hotel Using to set the operating mode of the device to hotel mode; see 3.1.1.6 "Hotel" parameter setting window for parameters.

3.1.1.4 Parameter "A Slave"

This parameter is set to display when "Slave" is selected in A general "Channel work in" The parameter settings are shown in Figure 3.1.1.4-1.

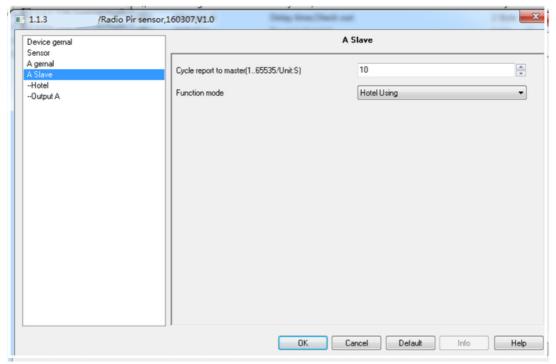


Figure 3.1.1.1.4 "A Slave" parameter interface

Parameter "Cycle report to master (1...65535/Unit:s)"

This parameter is set to the cycle time for sending messages to the host. Value range [1-65535]; unit: second.

Parameter "Function mode"

This parameter is set to the operating mode of the device. Optional:

Normal Using Hotel Using

Select Normal Using to set the operating mode of the device to normal mode; see 3.1.1.5 "Normal" parameter setting window for parameters.

Select Hotel Using to set the operating mode of the device to hotel mode; see 3.1.1.6 "Hotel" parameter setting window for parameters.

3.1.1.5 Parameter "Normal"

This parameter is displayed when A Normal/Slave "Function mode" selects "Normal Using". The parameters are as shown in the figure below. 3.1.1.5-1

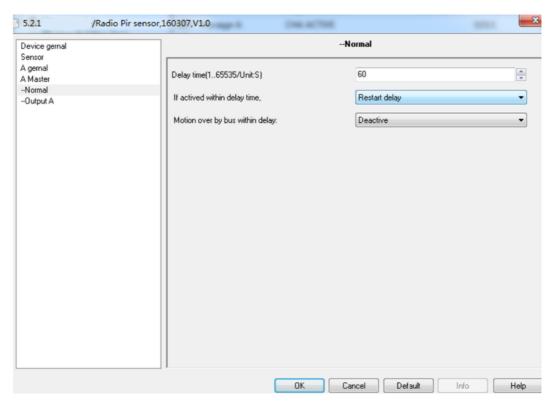


Figure 3.1.1.5-1 parameter interface

Parameter "Delay time[1-65535/Unit:s]"

This parameter is set to detect the delay time of the room state. Value range: [1-65535]; unit: second.

Parameter "If active within time"

This parameter is set to if the movement is within the time delay Optional:

Ignore the activation

Restart delay

Select Ignore the activation regardless of whether the movement keeps the original delay time within the delay time.

Select Restart delay to start calculating the delay time.

Parameter "Motion over by bus within delay"

This parameter is set to enable the end of the activity within the delay time. Optional:

Deactive

Actived

Selecting Deactive does not enable the activity to end within the delay time.

Select Actived to enable the activity to end within the delay time

The parameters are as follows 3.1.1.5-2

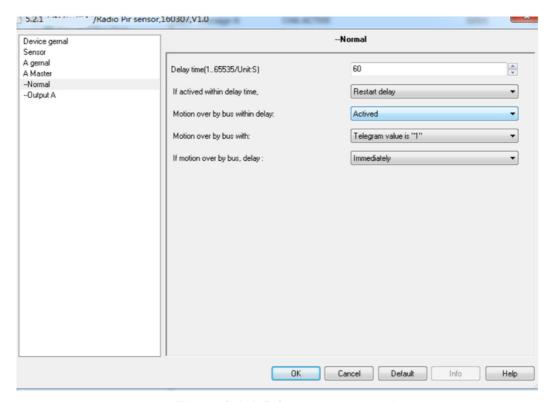


Figure 3.1.1.5-2 parameter interface

Parameter "Motion over by bus with"

This parameter is set to the value that causes the activity to end. Optional:

Telegram value is '0' Telegram value is '1'

Select Telegram value is '0' to end the move when the communication object "CHA over by bus" receives a value of 0

Select Telegram value is '1' when the communication object "CHA over by bus" receives the value of 1 and ends the move.

Parameter "If motion over by bus, delay"

This parameter is set to the value that delays the end of the activity Optional:

Immediately 5/10/20/40 s 1/2/5 min

Select the Immediately communication object "CHA over by bus" to end the move immediately Select 5/10/20/40 s communication object "CHA over by bus" to delay 5/10/20/40 seconds and end the move

Select 1/2/5 min communication object "CHA over by bus" to delay the movement after 1/2/5 minutes

3.1.1.6 Parameter "Hotel"

This parameter is displayed when "Master Using" is selected in A Master/Slave "Function mode"

The parameters are as shown in the figure below. 3.1.1.6-1

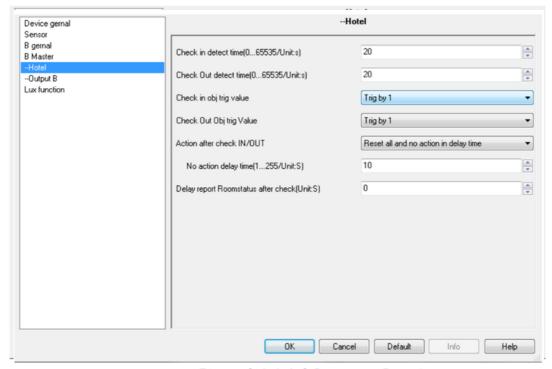


Figure 3.1.1.1.6 Parameter Interface

Parameter "Check in detect time[0-65535/Unit:s]"

This parameter is set to the time when the room status is checked after checking in the room.

Parameter "Check out detect time[0-65535/Unit:s]"

This parameter is set to the time to check the status of the room after check-out.

Parameter "Check in obj trig value"

This parameter is set to send the check-in hotel value to the bus. Optional:

Trig by 0

Trig by 1

Trig by Both 0, 1

Select Trig by 0 to send a false value to the communication object "Check In A" to indicate that the check-in has been checked in.

Select Trig by 1 to send a true value to the communication object "Check In A" to indicate that the check-in has been checked in.

Select Trig by 0/1 to send a false/true value to the communication object "Check In A" to indicate that the check-in has been checked in.

Parameter "Check out obj trig value"

This parameter is set to send the check-out value to the bus. Optional:

Trig by 0
Trig by 1
Trig by Both 0, 1

Select Trig by 0 to send a false value to the communication object "Check out A" to indicate that the checkout has been checked out.

Select Trig by 1 to send a true value to the communication object "Check out A" to indicate that the checkout has been checked out.

Select Trig by 0/1 to send a false/true value to the communication object "Check out A" to indicate that the checkout has been checked out.

Parameter "Action after check IN/OUT"

This parameter is set to the action after check-in or check-out Optional:

Continue Reset all

Reset all and no action in delay time

Selecting Continue does not affect the check-in or check-out status

Select Reset all to reset the check-in or check-out status (Note: Here's the same function as Continue and Reset all, every time you enter check IN or check OUT, the room status will still be reset)

Select Reset all and no action in delay time to reset the check-in or check-out room status but do not do anything during the delay time.

The parameters are as shown in Figure 3.1.1.6-2.

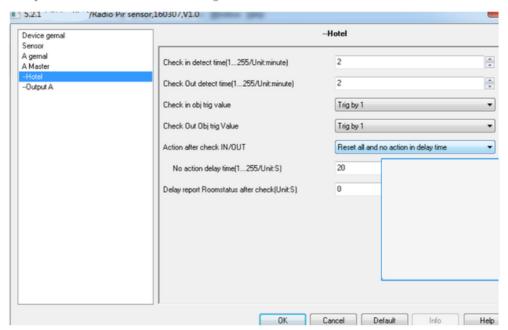


Figure 3.1.1.6-2 Parameter Interface

Parameter "No action delay time {1-255/Unit:s}"

This parameter is set to the time when no action is taken. Value range [1-255]; unit: second

Parameter "Delay report Roomstatus after check[Unit:s]"

This parameter is set to delay the time of reporting the status of the room after detecting the occupancy.

Value range [1-255]; unit: second

Note: This parameter is only displayed when "Hotel Mode" is selected for "Function mode" of "A Master".

3.1.1.7 Parameter "Output A"

This parameter is set to the output of channel A.

When the channel is in normal mode, the parameter setting of its output value is as shown in 3.1.1.7-1.

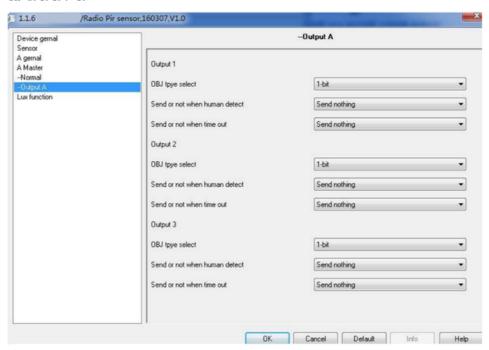


Figure 3.1.1.7-1 Parameter Interface

Note: The normal mode works in the same way as the "Output A parameter setting interface" under "A Master" and "A Slave".

Parameter "Output 1/2/3"

This parameter sets the output value of "Output 1/2/3"

Parameter "OBJ type select"

This parameter is set to the type of the output parameter Optional:

1-bit

4-bit

1-byte

Parameter "Send or not when human detect/time out"

This parameter is set to detect whether the output value is output when human detect/time out

Optional:

Send nothing

Send value

No value is output when Send nothing is selected

Select Send value to indicate valued output

Note: "Send or not when time out" of "Output A" under "A Slave" has no value.

The parameters are shown in Figure 3.1.1.7-2

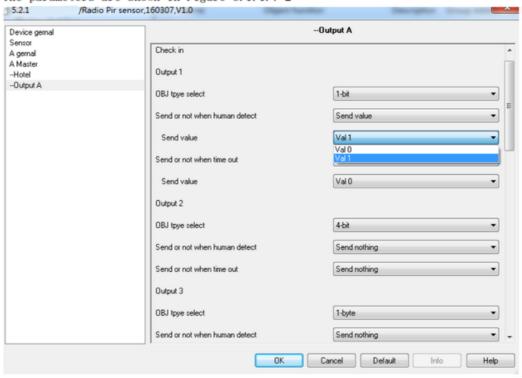


Figure 3.1.1.7-2 parameter interface

Parameter "Send value"

This parameter is set to the value entered Optional:

Val 0

Val 1

Select Val O output as false (corresponding value for each data type)

Select the Val 1 output as true (corresponding value for each data type)

Note: When "4bit/1byte" is selected for "OBJ type select", the value of "Send value" is [0-15]/[0-255].

When the channel is in hotel mode, the parameter setting of its output value is as shown in 3.1.1.7-3.

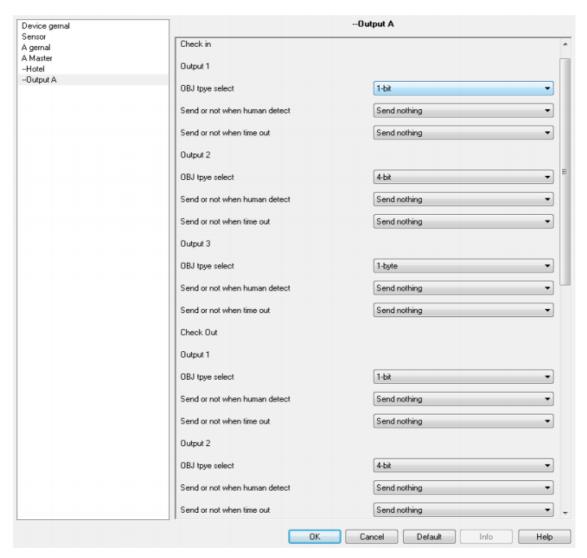


Figure 3.1.1.7-3 "Output A" parameter interface

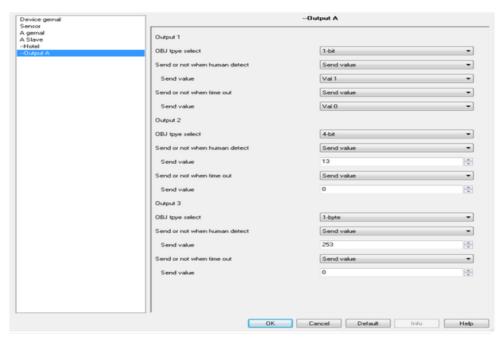


Figure 3.1.1.7-4 "Output A" parameter interface

(Note: "Output A" under "A Slave" does not distinguish "Check in/out") as shown in Figure 3.1.1.4.7

Check in/out Output parameters for check-in or check-out room status

Output1/2/3 parameter 1/2/3

Parameter "OBJ type select"

This parameter is set to the type of the output parameter Optional

1-bit

4-bit

1-byte

Parameter "Send or not when human detect/time out"

This parameter is set to detect whether the value is output when **human detect/time out** Optional:

Send nothing

Send value

No value is output when Send nothing is selected

Select Send value to indicate valued output

Note: The premise of "Send or not when time out" is to trigger the object "Check In/Out A" or "Reset in hotel A"; do not let the person's value room be sent from the time he detects someone The status is always "true".

The parameters are shown in Figure 3.1.1.7-5

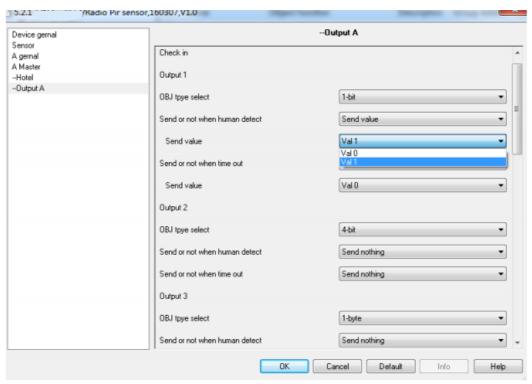


Figure 3.1.1.7-5 Parameter Interface

Parameter "Send value"

This parameter is set to the value entered Optional:

Val 0 Val 1

Select Val 0 output as false (corresponding value for each data type)

Select the Val 1 output as true (corresponding value for each data type)

Note: When "4bit/lbyte" is selected for "OBI type select", the value of "Sen

Note: When "4bit/1byte" is selected for "OBJ type select", the value of "Send value" is [0-15]/[0-255].

3.1.2 Parameter "Lux function"

This parameter is displayed when Device Active "Lux function active" selects Active. The parameters are as shown in Figure 3.1.2-1.

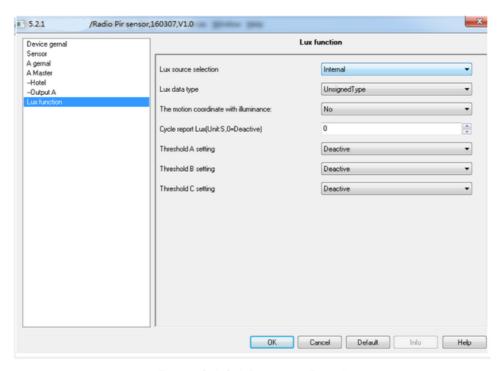


Figure 3.1.2-1 Parameter Interface

Parameter "Lux source selection"

This parameter is set to the brightness selection source Optional:

Internal

External

Select the internal brightness source inside itself Select External brightness source external

Parameter "Lux data type"

The parameter is set to the data type of the brightness Optional:

Unsigned Type

Float Type

Select Unsigned Type brightness data type as unsigned

Select the data type of Float Type brightness as floating point

Parameter "The motion coordinate with illuminance"

This parameter is set to enable the mobile combined brightness function. Optional:

No

Yes

Select No to disable the mobile coordinated brightness function.

Select Yes to enable the mobile coordinated brightness function.

/Radio Pir sensor,160307,V1.0 5.2.1 Lux function Device gernal Sensor A gernal Lux source selection Internal A Master --Hotel Lux data type UnsignedType --Output A Lux function The motion coordinate with illuminance: Yes Threshold Lux is(1...65535) 50 * --Threshold hysteresis is(0...3000) * Output A Settings lower=<Nowlux=<upper • Cycle report Lux(Unit:S,0=Deactive) * Threshold A setting Deactive -Threshold B setting Deactive Threshold C setting Deactive OK Cancel Default Info Help

The parameters are as shown in Figure 3.1.2-2.

Figure 3.1.2-2 Parameter Interface

Parameter "Threshold Lux is (1-65535)"

This parameter is set to the illumination value

Range: [1-65535]

Parameter "Threshold hysteresis is (0-3000)"

This parameter is set to the hysteresis value of the illuminance

Range: [0-3000]

Parameter "Output A Setting"

This parameter is set to the condition that outputs the value of **Output A** Optional:

Lower=<Nwlux=<upper

<Lower

>Upper

The option Lower=<Nwlux=<upper triggers the output Output A when the value of the current illuminance is between the minimum cut value (illumination cut minus the hysteresis value) and the maximum cut value (illuminance cut plus hysteresis value). Value

Option <Lower The mobile function triggers the output Output A value when the current
illuminance value is less than the minimum cut value (illumination cut minus the hysteresis
value).</pre>

Options>Upper The mobile function triggers the output of **Output A** when the current illuminance value is greater than the maximum cut value (illumination value plus hysteresis

value).

Parameter "Cycle report Lux(Unit:s, 0=Deactive)"

This parameter is set to report the cycle time of the brightness value Range: [0-255]; unit: second; 0 does not report.

Parameter " Threshold A/B/C setting"

This parameter is set to enable setting of the cutting value A/B/C. Optional:

Deactive

Actived

Select Deactive does not enable setting the cutting value A/B/C Select Actived to enable logging A/B/C

The parameters are as shown in Figure 3.1.2-3.

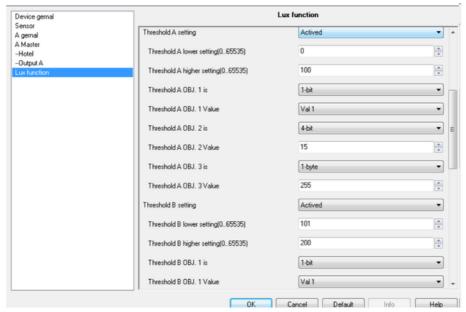


Figure 3.1.2-3 "Threshold A setting" parameter interface

Parameter" Threshold A/B/C lower setting(0-65535)"

This parameter is set to the lowest threshold value of A/B/C. Value range [0-65535]

Parameter" Threshold A/B/C higher setting(0-65535)"

This parameter is set to the highest threshold of A/B/C Value range [0-65535]

Parameter" Threshold A/B/C OBJ. 1 is"

This parameter is set to the type of 1/2/3 value sent to the bus by the threshold value A/B/C.

Optional:

1-bit

4-bit

1-byte

Select the 1-bit threshold A/B/C to send the 1/2/3 value to the bus as 1-bit

Select 4-bit threshold A/B/C to send 1/2/3 value to the bus type 4-bit

Select 1-byte threshold A/B/C to send 1/2/3 value to the bus type 1-byte

Parameter" Threshold A/B/C OBJ. 1 Value"

This parameter is set to the value of 1/2/3 sent to the bus by the threshold A/B/C. 1-bit option

Val 0 Val 1

Select the Val O communication object "Output switch OBJ.1" to receive a value of O.

Select the value received by the Val 1 message "Output switch OBJ.1"

Note: When "4bit/1byte" is selected for "Threshold A/B/C OBJ. 1/2/3", the value of "Output switch OBJ. 1/2/3" is [0-15]/[0-255].

3.2 Communication object

The communication object is the medium through which the device communicates with other devices on the bus, that is, only communication can communicate with the bus. The role of each communication communication is described in detail below.

Note: The following "C" in the table attribute column means that the communication function of the communication object is enabled, "W" means that the communication object can rewrite the value of other devices, and "R" means that the value of the communication object can be read by other devices. "T" means that the communication object has a transmission function, and "U" means that the value of the communication object can be rewritten by the response message of the bus.

3.2.1 Device general communication object

■#41	In operate	In operate	1 bit	С	-	-	Т	-	1 bit DPT_Bool
------	------------	------------	-------	---	---	---	---	---	----------------

No.	Function	Communication object	Data type	Attributes
		name		
41	In operate	In operate	lbit	C, T

When the device is operating, the bus sends a 1-bit value. If NO is selected, it means no value output. Select Send value "O" cyclically to indicate that the bus loop sends a false state when the value of O is sent to the bus. Select Send value "1" cyclically to send 1 to the bus. The value of the bus loop issues a true state

3.2.2 Sensor communication object

■ 0	Manage A	CHA ACTIVE	1/2/4	1 bit	C	R	W	-	-	1 bit DPT_Enable
■20	Manage B	CHB ACTIVE	1/2/5	1 bit	C	R	W	-	-	1 bit DPT_Enable
⊒ 2 43	Manage	Radar sensitivity	1/2/6	1 Byte	C	R	W	-	-	8 bit unsigned value DPT_Scaling

No.	Function	communication object	Data type	Attributes
		name		
0	CHA ACTIVE	Manage A	1 bit	C, R, W

This object is displayed when "Sensor of motion is" selects "Actived". The parameters disable and enable. When the communication object sends disable to the bus, channel A is closed. When the communication object sends enable to the bus, channel A is opened.

20	CHB ACTIVE	Manage B	1 bit	C, R, W
----	------------	----------	-------	---------

The object is displayed when "Sensor of motion is" selects "Actived", the parameters disable and enable, channel B is closed when the communication object sends disable to the bus, and channel B is opened when the communication object sends enable to the bus.

43 Radar sensitivity Manage 1 byte C, R, W

This object represents the sensing sensitivity of the radar. When "Sensor source" under "A gernal" selects "From radio" or "PIR AND RADIO" or "PIR OR RADIO", the object is valid. The object is in "Sensor". There are four options under "Radio sensitivity". "Disable" corresponds to the communication object "Radar sensitivity" input value is 0, indicating that radar sensing is not enabled; "low" corresponds to the communication object "Radar sensitivity" input value is 1, indicating that the radar sensitivity is low; "Middle" corresponds The value of the communication object "Radar sensitivity" is 2, indicating that the sensitivity is medium; the value of "Higher" corresponding to the communication object "Radar sensitivity" is 3, indicating that the sensitivity is relatively high, and the radar is within 1 byte of the input value of 3 or more. The sensitivity is not radar sensing. (Note: When inputting values to the bus, the data type of the value must be 1 byte to meet the above description, and the default percentage cannot be used.)

3.2.3 Security function communication object

■ ₽ 55	Manage	Security active	1 bit	C	R	W	-	-	1 bit DPT_Enable
⊑ 2 56	Security report	Security report	1 bit	C	-		Т	-	1 bit DPT_Bool
■ 2 57	Security report trig	Security report trig	1 bit	C		W			

No.	Function	communication object	Data type	Attributes
		name		
55	Security active	Manage	1 bit	C, R, W

This object is displayed when "Security function" selects "Actived". The options disable and enable. When the communication object sends disable to the bus, the channel security function is turned off. When the communication object sends enable to the bus, the security

function is	function is turned on.									
56	56 Security report Security report 1 bit C,T									
The object is a report on the status of the security function. If a channel like "Security active" is sent to the bus, then the channel is closed and there is no security report. If no one is issued, send the O1 enable channel; if the object is like "Security" Report trig" sends 00 to the bus, the security function is disabled, there is no security report, no one's status is issued, and O1 triggers the security report.										
57	57 Security report trig Security report trig 1 bit C, W									
_	The object is "Security report trig" to the bus to send a 00 to prohibit the report security									
function ha	function has no one's state, send 01 enable report security function has no one's state.									

Note: This version only modifies the description of the 56, 57 object relative to the previous release specification.

3.2.4 A general communication object

(Note: Channel A is the same as channel B, A[0...19], B[20...39])

Relatively speaking, the difference between Master/Slave-normal is that Slave-normal has no objects 1, 2, 3, and 13. Relatively speaking, the difference between Master/Slave-hotel is that Slave-hotel has no objects 1, 2, 3, 13; Slave-hotel does not distinguish between check in and check out, and unified Master-hotel objects 8, 9, 10 and 16, 17 18 is 8, 9, and 10.

Master-normal

二二十二	INPUT A	EXT. movement from slave A	1 bit	C		W			1 bit DPT_Bool	Low
□ は 2	INPUT A	EXT. input A	1 bit	C		W	-	-	1 bit DPT_Bool	Low
□ □ 3	INPUT A	EXT. input A	1 Byte	C		W			8 bit unsigned value DPT_Value_1_Ucount	Low
4	Manage A	Delay time A	2 Byte	C	R	W				Low
■ #46	INPUT A	Reset in normal A	1 bit	C		W		-	1 bit DPT_Bool	Low
二 群7	Manage A	Disable radar detection A	1 bit	C	R	W		-	1 bit DPT_Enable	Low
■ #8	OUTPUT A	Switch 1	1 bit	C			Т		1 bit DPT_Switch	Low
■ #9	OUTPUT A	Switch 2	1 bit	C			Т	-	1 bit DPT_Switch	Low
4 10	OUTPUT A	Switch 3	1 bit	C			T	-	1 bit DPT_Switch	Low
1 3	STATUS A	Room status	1 bit	C	R	-	Т	-	1 bit DPT_Bool	Low
1 4	Disable Pir A	Temply disable Pir	1 bit	C	-	W			1 bit DPT_Switch	Low
四二 15	Disable Pir A	Forced disable Pir	1 bit	C		W			1 bit DPT_Enable	Low
■ 19	Motion over	CHA over by bus	1 bit	C		W			1 bit DPT_Bool	Low
■ # 8	OUTPUT A	Relative dimming 1	4 bit	C			Т		3 bit controlled DPT_Control_Dimming	Low
12月9	OUTPUT A	Relative dimming 2	4 bit	C	-		Т		3 bit controlled DPT_Control_Dimming	Low
国第10	OUTPUT A	Relative dimming 3	4 bit	C	•	*	T	*	3 bit controlled DPT_Control_Dimming	Low
■ #8	OUTPUT A	Value 1	1 Byte	C		5	Т		8 bit unsigned value DPT_Value_1_Ucount	Low
■ #9	OUTPUT A	Value 2	1 Byte	C	-		Т		8 bit unsigned value DPT_Value_1_Ucount	Low
四二10	OUTPUT A	Value 3	1 Byte	C	-		T		8 bit unsigned value DPT_Value_1_Ucount	Low

No.	Function	Communication object	Data type	Attributes
		name		
1	EXT. movement from slave A	INPUT A	1 bit	C, W

This object is displayed when "Master" is selected in "Channel work in", which means that the data is obtained from the slave. When the bus receives the message of 01, the room status is true. When the bus receives the message of 00, the room status is false. Note: This object only exists if "Master" is selected in "Channel work in" and does not exist

mode state may be selected with a value of Send value or a value of Send nothing. Whe Send value is selected, "on" or "off" is issued when someone in the environment is detected to the selected of the sele	The object causes the room state to change the input 1-bit value of the outside we human value. There are three cases of scondition is determined by the parameter of the object causes the room state to change the input 1-byte value of the outside we of the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value within the range of 0-255. Value. The specific the person can be any value when "Normal entered at the time of "Delay time" until the delay time when this state is detect. We indicates that the desired delay time the delay time when this state is detect. When "Reset Of the communication object INPUT A inputs. When "By target value" is selected, the or only input 01 value to reset the room only input 01 value to reset the room only input 01 value to reset the room of the person can detection, the disable to stop radar detection at the room of the person can be any value and the person can be any value at the person can be any value within the person c	te when the communication orld, and can trigger sending a 00 or 01 or 0 er "1-bit Ext. Input to INPUT A ge when the communication orld, and can trigger the range of 0-255 or the igger condition is decomposed. Using is selected in der the "Normal" parameted when the room status are can be written over	on object "INF the room star 00/01. The sp rig By". 1 byte on object "INF the room sta he specificat termined by t 2 Byte "Function modes is detected.	C, W PUT A" receives tus to issue a ecific trigger C, W PUT A" receives tus. The value ion within the he parameter C, R, W de". It can be ce, indicating Its attribute							
the input 1-bit value of the outside world, and can trigger the room status to issue human value. There are three cases of sending a 00 or 01 or 00/01. The specific trigge condition is determined by the parameter "1-bit Ext. Input trig By". 3 EXT. input A INPUT A 1 byte C, W The object causes the room state to change when the communication object "INPUT A" receive the input 1-byte value of the outside world, and can trigger the room status. The value of the person can be any value within the range of 0-255 or the specification within the range of 0-255, value. The specific trigger condition is determined by the parameter "1-byte Ext. Input trig By". 4 Delay time A Manage A 2 Byte C, R, W This object is displayed when "Normal Using" is selected in "Function mode". It can entered at the time of "Delay time" under the "Normal" parameter interface, indicating the delay time when this state is detected when the room status is detected. Its attributed with the delay time when this state is detected when the room status is detected. Its attributed is selected for the parameter "Reset Obj trig by". When the "By any value" is selected the communication object INPUT A inputs the value of "By any value" is selected the communication object INPUT A inputs the value of 00/01. Both can reset the room status when "By target value" is selected, the communication object INPUT A can only input or only input 01 value to reset the room status. 7 Disable radar detection A Manage A 1 bit C, R, W The object is in stop radar detection, select enable to enable radar detection 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standar mode state may be selected with a value of Send value or a value of Send nothing. Wh Send value is selected, "on" on" off" is issued when someone in the environment is detected "Nobody will issue "off" or "on" (generally someone chooses a different value from no on and someone "on" no one "off" is issued when someone in the en	the input 1-bit value of the outside whuman value. There are three cases of scondition is determined by the paramet 3 EXT. input A The object causes the room state to change the input 1-byte value of the outside wo of the person can be any value within the range of 0-255. Value. The specific the "1-byte Ext. Input trig By". 4 Delay time A This object is displayed when "Normal entered at the time of "Delay time" untitle delay time when this state is detect windicates that the desired delay time for the parameter "Reset Of the communication object INPUT A inputs when "By target value" is selected, the or only input 01 value to reset the room only input 01 value to reset the room for only input 01 value to reset the room status when is selected in the original of the parameter of the communication object INPUT A inputs when "By target value" is selected, the original of the object is in stop radar detection, the disable to stop radar detection, the disable to stop radar detection, select the state of the value of 1 bit emitted by the object will mode state may be selected with a value send value is selected, "on" or "off" is "Nobody will issue "off" or "on" (general and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 The 4-bit value emitted by the object standard mode state. When it detects of specified 4-bit value that you set.	cending a 00 or 01 or 0 er "1-bit Ext. Input to ENPUT A ge when the communication for and can trigger the range of 0-255 or the eligger condition is des Manage A Using" is selected in der the "Normal" parameted when the room status we can be written over	the room star 00/01. The sperig By". 1 byte on object "INF the room star the specificat termined by t 2 Byte "Function mode seter interfaces is detected.	cus to issue a ecific trigger C, W PUT A" receives tus. The value ion within the he parameter C, R, W de". It can be ce, indicating Its attribute							
EXT. input A INPUT A I byte C, W The object causes the room state to change when the communication object "INPUT A" receive the input 1-byte value of the outside world, and can trigger the room status. The val of the person can be any value within the range of 0-255 or the specification within the range of 0-255. value. The specific trigger condition is determined by the parameter "1-byte Ext. Input trig By". 4 Delay time A Manage A 2 Byte C, R, W This object is displayed when "Normal Using" is selected in "Function mode". It can entered at the time of "Delay time" under the "Normal" parameter interface, indicating the delay time when this state is detected when the room status is detected. Its attributed with the desired delay time can be written over the bus. 6 Reset in normal A INPUT A 1 bit C, W This object resets the room status when the value of "By any value" or "By target value is selected for the parameter "Reset Obj trig by". When the "By any value" is selected the communication object INPUT A inputs the value of 00/01. Both can reset the room status when "By target value" is selected, the communication object INPUT A can only input or only input 01 value to reset the room status. 7 Disable radar detection A Manage A 1 bit C, R, W The object is in stop radar detection, the object parameters are disable and enable, select disable to stop radar detection, select enable to enable radar detection 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standa mode state may be selected with a value of Send value or a value of Send nothing. Wh Send value is selected, "on" on" (generally someone chooses a different value from no on and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 OUTPUT A 4 bit C, T The 4-bit value emitted by the object when it detects the environmental state in the standard mode state. When it detects someone or no one in the environment, it sends to specified 4-bit value that you set.	The object causes the room state to change the input 1-byte value of the outside wo of the person can be any value within the range of 0-255. value. The specific transport of 0-255. value transport of	to when the communication orld, and can trigger he range of 0-255 or the igger condition is defined. Manage A Using is selected in der the "Normal" paramed when the room status are can be written over	1 byte on object "INF the room sta he specificat termined by t 2 Byte "Function mode teter interfact s is detected.	PUT A" receives tus. The value ion within the he parameter C, R, W de". It can be ce, indicating							
the input 1-byte value of the outside world, and can trigger the room status. The val of the person can be any value within the range of 0-255 or the specification within the range of 0-255. Value. The specific trigger condition is determined by the parameter "1-byte Ext. Input trig By". 4 Delay time A Manage A 2 Byte C, R, W This object is displayed when "Normal Using" is selected in "Function mode". It can entered at the time of "Delay time" under the "Normal" parameter interface, indicating the delay time when this state is detected when the room status is detected. Its attributed in interface that the desired delay time can be written over the bus. 6 Reset in normal A INPUT A 1 bit C, W This object resets the room status when the value of "By any value" or "By target value is selected for the parameter "Reset Obj trig by". When the "By any value" is selected the communication object INPUT A can only input or only input Ol value to reset the room status. 7 Disable radar detection A Manage A 1 bit C, R, W The object is in stop radar detection, the object parameters are disable and enable, selectionable to stop radar detection, select enable to enable radar detection 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standar mode state may be selected with a value of Send value or a value of Send nothing. When Send value is selected, "on" or "off" is issued when someone in the environment is detected "Nobody will issue "off" or "on" (generally someone chooses a different value from no on and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 OUTPUT A 4 bit C, T The 4-bit value emitted by the object when it detects the environment, it sends to specified 4-bit value that you set.	the input 1-byte value of the outside wo of the person can be any value within the range of 0-255. value. The specific transpector of 0-255. value of 0-255. val	world, and can trigger the range of 0-255 or the tigger condition is designed Manage A Using is selected in the "Normal" parameted when the room status the can be written over	the room state the specificate termined by the specificate termined ter	tus. The value ion within the he parameter C, R, W de". It can be ce, indicating Its attribute							
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entered at the time of "Delay time" under the "Normal" parameter interface, indication the delay time when this state is detected when the room status is detected. Its attributed in the desired delay time can be written over the bus. 6 Reset in normal A INPUT A 1 bit C, W This object resets the room status when the value of "By any value" or "By target value is selected for the parameter "Reset Obj trig by". When the "By any value" is selected the communication object INPUT A inputs the value of 00/01. Both can reset the room status when "By target value" is selected, the communication object INPUT A can only input or only input 01 value to reset the room status. 7 Disable radar detection A Manage A 1 bit C, R, W The object is in stop radar detection, the object parameters are disable and enable, selected as to stop radar detection, select enable to enable radar detection 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standar mode state may be selected with a value of Send value or a value of Send nothing. When Send value is selected, "on" or "off" is issued when someone in the environment is detected "Nobody will issue "off" or "on" (generally someone chooses a different value from no one and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 OUTPUT A 4 bit C, T The 4-bit value emitted by the object when it detects the environmental state in the standard mode state. When it detects someone or no one in the environment, it sends to specified 4-bit value that you set.	entered at the time of "Delay time" under the delay time when this state is detect. We indicates that the desired delay time of the communication object INPUT A inputs. When "By target value" is selected, the or only input 01 value to reset the room only input 01 value of 01 value only input 01 value only input 02 value only input 03 value is selected with a value only input 04 value is selected with a value only input 04 value is selected with a value only input 05 value only input 06 value is selected with a value only input 07 value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected with a value only input 08 value is selected value input 08 va	der the "Normal" param ed when the room status e can be written over	eter interfac s is detected.	ce, indicating Its attribute							
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is selected for the parameter "Reset Obj trig by". When the "By any value" is selected the communication object INPUT A inputs the value of 00/01. Both can reset the room status when "By target value" is selected, the communication object INPUT A can only input or only input Ol value to reset the room status. 7 Disable radar detection A Manage A 1 bit C, R, W The object is in stop radar detection, the object parameters are disable and enable, selectionable to stop radar detection, select enable to enable radar detection 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standar mode state may be selected with a value of Send value or a value of Send nothing. When Send value is selected, "on" or "off" is issued when someone in the environment is detected "Nobody will issue "off" or "on" (generally someone chooses a different value from no one and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 OUTPUT A 4 bit C, T The 4-bit value emitted by the object when it detects the environmental state in the standard mode state. When it detects someone or no one in the environment, it sends the specified 4-bit value that you set.	the communication object INPUT A inputs When "By target value" is selected, the or only input 01 value to reset the ro Disable radar detection A The object is in stop radar detection, the disable to stop radar detection, select 8/9/10 Switch 1/2/3 The value of 1 bit emitted by the object we mode state may be selected with a value Send value is selected, "on" or "off" is a "Nobody will issue "off" or "on" (general and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 The 4-bit value emitted by the object standard mode state. When it detects so specified 4-bit value that you set.	INPUT A	1 bit	U, W							
The object is in stop radar detection, the object parameters are disable and enable, selections 8/9/10 Switch 1/2/3 OUTPUT A 1 bit C, T The value of 1 bit emitted by the object when detecting the environment state in the standar mode state may be selected with a value of Send value or a value of Send nothing. When Send value is selected, "on" or "off" is issued when someone in the environment is detected "Nobody will issue "off" or "on" (generally someone chooses a different value from no one and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 OUTPUT A 4 bit C,T The 4-bit value emitted by the object when it detects the environmental state in the standard mode state. When it detects someone or no one in the environment, it sends the specified 4-bit value that you set.	The object is in stop radar detection, the disable to stop radar detection, select 8/9/10 Switch 1/2/3 (1) The value of 1 bit emitted by the object we mode state may be selected with a value Send value is selected, "on" or "off" is a "Nobody will issue "off" or "on" (general and someone "on" no one "off") 8/9/10 Relative dimming 1/2/3 (1) The 4-bit value emitted by the object standard mode state. When it detects so specified 4-bit value that you set.	e communication object									
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		hen detecting the envir e of Send value or a v issued when someone in t lly someone chooses a c	the environmen								
	hen detecting the envir e of Send value or a v issued when someone in t lly someone chooses a c OUTPUT A	the environment different value 4 bit environmental	C,T								
The value of 1 byte emitted by the object when it detects the environment state in t standard mode state. When it detects someone or no one in the environment, it sends t specified 1 byte value that you set.	standard mode state. When it detects so	hen detecting the envir e of Send value or a v issued when someone in t lly someone chooses a d OUTPUT A when it detects the o	the environment different value 4 bit environmental e environment	C,T state in the							
0.000		hen detecting the envir e of Send value or a value of a value or a value of the or	the environment different value 4 bit environmental e environment 1 byte ne environment	C, T state in the c, T c, T							

The object is the state of the room detected by the motion sensing, and its state is issued with a value of one or no one as the motion is detected or a specified value is sent to the bus.

14 Temply disable Pir Disable Pir A 1 bit C, W

When the object is temporarily stopped for infrared detection, when the communication object Disable Pir A selects "off" and is sent to the bus, the infrared detection function is temporarily disabled. When the communication object Disable Pir A selects "on" to be sent to the bus, it is enabled. Temporarily stop infrared detection. (The time to temporarily stop the test is set by "Temply disable PIR time after OBJ trig[1-255/UNIT:s]")

15 Forced disable Pir Disable Pir A 1 bit C, W

This object is displayed when "Forced disable" selects "Actived", indicating whether the infrared detection is forcibly disabled. Object parameters disable and enable, select disable to disable infrared detection, select enable to enable infrared detection

19 CHA over by bus Motion over 1 bit C, W

This object is displayed when "Actived" is selected in "Motion over by bus within delay". When the parameter "Motion over by bus with" selects "Telegram value is '1'", the communication object Motion over sends 01 to the bus to end the channel A state. (The room status changes from true to false. If it is false, the status is still false.) 00 does not work. When the parameter "Motion over by bus with" selects "Telegram value is '0'", the communication object Motion over sends to the bus. 00 end channel A state (room state changes from true to false, if it is false or the state is still false) 01 does not work.

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1	INPUT A	EXT. movement from slave A	1 bit	C		W	e.	c	1 bit DPT_Bool	Low
E #2	INPUT A	EXT. input A	1 bit	C	-	W		-	1 bit DPT_Bool	Low
■ #3	INPUT A	EXT. input A	1 Byte	C	-	W	-		8 bit unsigned value DPT_Value_1_Ucount	Low
E #4	Manage A	Delay time, Check in	2 Byte	C	R	W				Low
3	Manage A	Delay time,Check out	2 Byte	C	R	W	-	-		Low
4 6	INPUT A	Reset in hotel A	1 bit	C	-	W	-		1 bit DPT_Bool	Low
国 7	Manage A	Disable radar detection A	1 bit	C	R	W	-		1 bit DPT_Enable	Low
= 48	OUTPUT A	Switch 1,Check in	1 bit	C	-		T		1 bit DPT_Switch	Low
=	OUTPUT A	Switch 2,Check in	1 bit	C	-		T		1 bit DPT_Switch	Low
1 0	OUTPUT A	Switch 3,Check in	1 bit	C	-		T	-	1 bit DPT_Switch	Low
E 11	Control A	Check In A	1 bit	C	-	W	-	-	1 bit DPT_Bool	Low
12	Control A	Check Out A	1 bit	C		W			1 bit DPT_Bool	Low
13	STATUS A	Room status	1 bit	C	R		Т		1 bit DPT_Bool	Low
14	Disable Pir A	Temply disable Pir	1 bit	C	-	W	-		1 bit DPT_Switch	Low
国第15	Disable Pir A	Forced disable Pir	1 bit	C	-	W	-		1 bit DPT_Enable	Low
II 16	OUTPUT A	Switch 1,Check out	1 bit	C	-		T		1 bit DPT_Switch	Low
17	OUTPUT A	Switch 2,Check out	1 bit	C	-	2	T		1 bit DPT_Switch	Low
18	OUTPUT A	Switch 3,Check out	1 bit	C			T		1 bit DPT_Switch	Low
■ □ 8	OUTPUT A	Relative dimming 1,Check in	4 bit	C			Т		3 bit controlled DPT_Control_Dimming	Low
4 9	OUTPUT A	Relative dimming 2,Check in	4 bit	C	-		T	-	3 bit controlled DPT_Control_Dimming	Low
10	OUTPUT A	Relative dimming 3,Check in	4 bit	C		1	T		3 bit controlled DPT_Control_Dimming	Low
二二二 16	OUTPUT A	Relative dimming 1,Check out	4 bit	C			Т		3 bit controlled DPT_Control_Dimming	Low
国第17	OUTPUT A	Relative dimming 2,Check out	4 bit	C			Т	-	3 bit controlled DPT_Control_Dimming	Low
18	OUTPUT A	Relative dimming 3,Check out	4 bit	C			T		3 bit controlled DPT_Control_Dimming	Low
3	OUTPUT A	Value 1,Check in	1 Byte	C		2	Т	v	8 bit unsigned value DPT_Value_1_Ucount	Low
3 49	OUTPUT A	Value 2,Check in	1 Byte	C			T		8 bit unsigned value DPT_Value_1_Ucount	Low
10	OUTPUT A	Value 3,Check in	1 Byte	C		5	T		8 bit unsigned value DPT_Value_1_Ucount	Low
1 16	OUTPUT A	Value 1,Check out	1 Byte	C			Т		8 bit unsigned value DPT_Value_1_Ucount	Low
U#17	OUTPUT A	Value 2,Check out	1 Byte	C			T		8 bit unsigned value DPT_Value_1_Ucount	Low
18	OUTPUT A	Value 3,Check out	1 Byte	C		•	Т		8 bit unsigned value DPT_Value_1_Ucount	Low

macr Die	ive".			
2	EXT. input A	INPUT A	1 bit	C, W
The object	causes the room state to cha	ange when the communication	on object "IN	PUT A" receives
	1-bit value of the outside			
	e. There are three cases of			
	is determined by the param			
3	EXT. input A	INPUT A	1 byte	C, W
The object	causes the room state to cha	ange when the communication	on object "IN	PUT A" receives
	1-byte value of the outside			
of the per	son can be any value within	the range of 0-255 or th	he specificat	ion within the
	-255. value. The specific			
"1-byte Ex	t. Input trig By".			
4	Delay time A	Manage A	2 Byte	C, R, W
This object	t is displayed when "Norma	1 Using" is selected in	"Function mo	de". It can be
	the time of "Delay time"			
	time when this state is dete	_		
	es that the desired delay t			. Its decilode
6	Reset in normal A	INPUT A	1 bit	C, W
		ien the value of By any i	value or by	r target value
	t resets the room status wh			
is selecte	ed for the parameter "Reset	Obj trig by". When the	"By any value	" is selected
is selecte the commun	d for the parameter "Reset ication object INPUT A input	Obj trig by". When the 's the value of 00/01. Bot	"By any value h can reset t	e" is selected, he room status.
is selecte the commun When "By t	d for the parameter "Reset ication object INPUT A input arget value" is selected,	Obj trig by". When the 's the value of 00/01. Bot the communication object	"By any value h can reset t	e" is selected, he room status.
is selecte the commun When "By t or only in	ed for the parameter "Reset ication object INPUT A input arget value" is selected, aput 01 value to reset the	Obj trig by". When the 's the value of 00/01. Bot the communication object room status.	"By any value h can reset to t INPUT A can	e" is selected, he room status, only input 00
is selecte the commun When "By t	d for the parameter "Reset ication object INPUT A input arget value" is selected,	Obj trig by". When the 's the value of 00/01. Bot the communication object room status.	"By any value h can reset t	e" is selected, he room status.
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is selected the communa When "By to or only in 7	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection,	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are	"By any value h can reset to t INPUT A can l bit e disable and	e" is selected, he room status, only input 00 C,R, W
is selected the communa When "By to or only in 7 The object disable to 8/9/10	od for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, o stop radar detection, selected Switch 1/2/3	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rad	"By any value h can reset to t INPUT A can 1 bit e disable and dar detection 1 bit	e" is selected, he room status. a only input 00 C, R, W enable, selected C, T
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is selected the communa When "By to or only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi	d for the parameter "Reset ication object INPUT A input arget value" is selected, aput 01 value to reset the Disable radar detection A is in stop radar detection, selected Switch 1/2/3 of 1 bit emitted by the object may be selected with a value of the ication o	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rad OUTPUT A twhen detecting the envir lue of Send value or a value or a value of sissued when someone in the state of	"By any value h can reset to INPUT A can let to INPUT A can let to Input and let to Input a	e" is selected, he room status, only input 00 C, R, W enable, selection C, T in the standard nothing. When the is detected,
the commun When "By toor only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, stop radar detection, selected by the object may be selected with a value is selected, "on" or "off" ill issue "off" or "on" (general part of the selected with a value of the sele	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rad OUTPUT A twhen detecting the envir lue of Send value or a value or a value of sissued when someone in the state of	"By any value h can reset to INPUT A can let to INPUT A can let to Input and let to Input a	e" is selected he room status only input 00 C, R, W enable, selected C, T in the standard nothing. When tis detected he room to the standard of the standard o
the commun When "By toor only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, stop radar detection, selected by the object may be selected with a value is selected, "on" or "off" ill issue "off" or "on" (general e "on" no one "off") Relative dimming 1/2/3	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rad OUTPUT A twhen detecting the envir lue of Send value or a	By any value h can reset to t INPUT A can 1 bit e disable and dar detection 1 bit comment state value of Send the environme different val	e" is selected, he room status, a only input 00 C, R, W enable, selected C, T in the standard nothing. When the is detected use from no one, C, T
the commun When "By t or only ir 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10 The 4-bit	d for the parameter "Reset ication object INPUT A input arget value" is selected, aput 01 value to reset the Disable radar detection A is in stop radar detection, selected by the object and by the object and by the object and by the object of the parameter of t	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rade output A twhen detecting the envir lue of Send value or a	By any value h can reset to t INPUT A can l bit e disable and dar detection l bit conment state value of Send the environment different val 4 bit environmenta	e" is selected, he room status, only input 00 C, R, W enable, selected C, T in the standard nothing. When the standard use from no one. C, T
is selected the communa When "By to or only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10 The 4-bit standard manner of the stand	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, selected with a value selected with a value selected, "on" or "off" ill issue "off" or "on" (general of "on" no one "off") Relative dimming 1/2/3 value emitted by the objected state. When it detects	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rade output A twhen detecting the envir lue of Send value or a	By any value h can reset to t INPUT A can l bit e disable and dar detection l bit conment state value of Send the environment different val 4 bit environmenta	e" is selected, he room status, only input 00 C, R, W enable, selected C, T in the standard nothing. When the standard use from no one. C, T
is selected the commun When "By to or only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10 The 4-bit standard management of the specified or only in the selection of the sele	d for the parameter "Reset ication object INPUT A input arget value" is selected, aput 01 value to reset the Disable radar detection A is in stop radar detection, selected by the object and by the object and by the object and by the object of the parameter of t	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rade output A twhen detecting the envir lue of Send value or a	By any value h can reset to t INPUT A can l bit e disable and dar detection l bit conment state value of Send the environment different val 4 bit environmenta	e" is selected he room status only input 00 C, R, W enable, selected C, T in the standard nothing. When t is detected ue from no one C, T
the commun When "By toor only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10 The 4-bit standard m specified 8/9/10	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, stop radar detection, selected with a value selected with a value "off" or "on" (general "on" no one "off") Relative dimming 1/2/3 value emitted by the objected state. When it detects 4-bit value that you set.	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable ran OUTPUT A twhen detecting the envir lue of Send value or a value of sissued when someone in the erally someone chooses a compound of the common of	By any value h can reset to t INPUT A can 1 bit e disable and dar detection 1 bit conment state value of Send the environme different val 4 bit environmentate e environment	e" is selected, he room status, a only input 00 C, R, W enable, selection C, T in the standard nothing. When the is detected, we from no one C, T the state in the t, it sends the C, T
is selected the communa When "By to or only in 7 The object disable to 8/9/10 The value of mode states Send value "Nobody wi and someon 8/9/10 The 4-bit standard management specified 8/9/10 The value of the value of the standard management specified 8/9/10 The value of the standard management specified 8/9/10 The value of the standard management specified 8/9/10	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, stop radar detection, selected with a value selected with a value selected, "on" or "off" ill issue "off" or "on" (general "on" no one "off") Relative dimming 1/2/3 value emitted by the objected state. When it detects 4-bit value that you set. Value 1/2/3 of 1 byte emitted by the objected in the objected state.	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable ran OUTPUT A twhen detecting the envirous sissued when someone in the erally someone chooses a communication on the communication of the communication object	By any value h can reset to t INPUT A can 1 bit e disable and dar detection 1 bit comment state value of Send the environme different val 4 bit environmentate e environmentate to the environmentate e environmentate to the environmentate e environmentate	e" is selected the room status only input 00 C, R, W enable, selected to C, T in the standard nothing. When the is detected to the company of
the commun When "By toor only in 7 The object disable to 8/9/10 The value of mode state Send value "Nobody wi and someon 8/9/10 The 4-bit standard in specified 8/9/10 The value standard in	d for the parameter "Reset ication object INPUT A input arget value" is selected, uput 01 value to reset the Disable radar detection A is in stop radar detection, stop radar detection, stop radar detection, selected with a value selected with a value selected, "on" or "off" ill issue "off" or "on" (general of "on" no one "off") Relative dimming 1/2/3 value emitted by the objected state. When it detects 4-bit value that you set.	Obj trig by". When the 's the value of 00/01. Bot the communication object room status. Manage A the object parameters are ect enable to enable rad OUTPUT A twhen detecting the envir lue of Send value or a value of sissued when someone in the erally someone chooses a common of the common of the output A ct when it detects the someone or no one in the someone or no on	By any value h can reset to t INPUT A can 1 bit e disable and dar detection 1 bit comment state value of Send the environme different val 4 bit environmentate e environmentate to the environmentate e environmentate to the environmentate e environmentate	e" is selected he room status only input 0 C, R, W enable, selected on C, T in the standard nothing. When the is detected on the standard of the standard o

The object is the state of the room detected by the motion sensing, and its state is issued with a value of one or no one as the motion is detected or a specified value is sent to the bus.

14 Temply disable Pir Disable Pir A 1 bit C, W

When the object is temporarily stopped for infrared detection, when the communication object Disable Pir A selects "off" and is sent to the bus, the infrared detection function is temporarily disabled. When the communication object Disable Pir A selects "on" to be sent to the bus, it is enabled. Temporarily stop infrared detection. (The time to temporarily stop the test is set by "Temply disable PIR time after OBJ trig[1-255/UNIT:s]")

15 Forced disable Pir Disable Pir A 1 bit C, W

This object is displayed when "Forced disable" selects "Actived", indicating whether the infrared detection is forcibly disabled. Object parameters disable and enable, select disable to disable infrared detection, select enable to enable infrared detection

19 CHA over by bus Motion over 1 bit C, W

This object is displayed when "Actived" is selected in "Motion over by bus within delay". When the parameter "Motion over by bus with" selects "Telegram value is '1'", the communication object Motion over sends 01 to the bus to end the channel A state. (The room status changes from true to false. If it is false, the status is still false.) 00 does not work. When the parameter "Motion over by bus with" selects "Telegram value is '0'", the communication object Motion over sends to the bus. 00 end channel A state (room state changes from true to false, if it is false or the state is still false) 01 does not work.

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二二二	INPUT A	EXT. movement from slave A	1 bit	C		W		e.	1 bit DPT_Bool	Low
二	INPUT A	EXT. input A	1 bit	C		W	-		1 bit DPT_Bool	Low
■ 3	INPUT A	EXT. input A	1 Byte	C		W			8 bit unsigned value DPT_Value_1_Ucount	Low
■ 4	Manage A	Delay time, Check in	2 Byte	C	R	W				Low
■ 二 5	Manage A	Delay time, Check out	2 Byte	C	R	W				Low
■二二 6	INPUT A	Reset in hotel A	1 bit	C	-	W		r	1 bit DPT_Bool	Low
■ 二 7	Manage A	Disable radar detection A	1 bit	C	R	W		·	1 bit DPT_Enable	Low
■ #8	OUTPUT A	Switch 1,Check in	1 bit	C	-	-	T		1 bit DPT_Switch	Low
四二 9	OUTPUT A	Switch 2,Check in	1 bit	C			T		1 bit DPT_Switch	Low
国 10	OUTPUT A	Switch 3,Check in	1 bit	C			Т		1 bit DPT_Switch	Low
国11	Control A	Check In A	1 bit	C	-	W	-		1 bit DPT_Bool	Low
二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二	Control A	Check Out A	1 bit	C		W		-	1 bit DPT_Bool	Low
■二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二二	STATUS A	Room status	1 bit	C	R	-	T	-	1 bit DPT_Bool	Low
国 14	Disable Pir A	Temply disable Pir	1 bit	C	-	W	-	-	1 bit DPT_Switch	Low
四二二 15	Disable Pir A	Forced disable Pir	1 bit	C		W			1 bit DPT_Enable	Low
■二 16	OUTPUT A	Switch 1,Check out	1 bit	C	-	-	T		1 bit DPT_Switch	Low
四二7	OUTPUT A	Switch 2,Check out	1 bit	C	-		T		1 bit DPT_Switch	Low
国 18	OUTPUT A	Switch 3,Check out	1 bit	C			T		1 bit DPT_Switch	Low
■ #8	OUTPUT A	Relative dimming 1,Check in	4 bit	C		7	T	÷	3 bit controlled DPT_Control_Dimming	Low
四四9	OUTPUT A	Relative dimming 2,Check in	4 bit	C			T		3 bit controlled DPT_Control_Dimming	Low
10	OUTPUT A	Relative dimming 3,Check in	4 bit	C	n		T	\hat{a}	3 bit controlled DPT_Control_Dimming	Low
16	OUTPUT A	Relative dimming 1,Check out	4 bit	C		0	Т		3 bit controlled DPT_Control_Dimming	Low
17	OUTPUT A	Relative dimming 2,Check out	4 bit	C			Т		3 bit controlled DPT_Control_Dimming	Low
18	OUTPUT A	Relative dimming 3,Check out	4 bit	C		0	T		3 bit controlled DPT_Control_Dimming	Low
■#8	OUTPUT A	Value 1,Check in	1 Byte	C		2	T	Ţ	8 bit unsigned value DPT_Value_1_Ucount	Low
149	OUTPUT A	Value 2,Check in	1 Byte	C		-	T	-	8 bit unsigned value DPT_Value_1_Ucount	Low
10	OUTPUT A	Value 3,Check in	1 Byte	C			T	•	8 bit unsigned value DPT_Value_1_Ucount	Low
二二二十五	OUTPUT A	Value 1,Check out	1 Byte	C		0	T	Ţ	8 bit unsigned value DPT_Value_1_Ucount	Low
四月17	OUTPUT A	Value 2,Check out	1 Byte	C	-	*	T	-	8 bit unsigned value DPT_Value_1_Ucount	Low
18	OUTPUT A	Value 3,Check out	1 Byte	C		21	T	4	8 bit unsigned value DPT_Value_1_Ucount	Low

No.	Function	Communication	Date type	Attributes						
		object name								
1	EXT. movement from	INPUT A	1 bit	C, W						
	slave A									
This object	is displayed when "N	Master" is selected	in "Channel wo	ork in", which means						
that the data is obtained from the slave. When the bus receives the message of 01, the										
	is true. When the bus									
	s object only exist									
l	not exist under "S									
2	EXT. input A	INPUT A	1 bit	C, W						
The object causes the room state to change when the communication object "INPUT A"										
receives th	e input 1-bit value o	of the outside world	l, and can trig	ger the room status						
to issue a h	uman value. There are	three cases of sendi	ng a 00 or 01 or	00/01. The specific						
to issue a human value. There are three cases of sending a 00 or 01 or 00/01. The specific trigger condition is determined by the parameter "1-bit Ext. Input trig By".										
3	EXT. input A	INPUT A	1 byte	C, W						
The object causes the room state to change when the communication object "INPUT A"										
receives the input 1-byte value of the outside world, and can trigger the room status. The value of the person can be any value within the range of 0-255 or the specification										
within the range of 0-255. value. The specific trigger condition is determined by the										
parameter "1-byte Ext. Input trig By".										
4	Delay time, Check		2 byte	C, R, W						
	in			-, -, -						
The detecti	on time of the objec	t in the hotel mode	state to chec	k the status of the						
checked roo	om									
5	Delay time, Check	Manage A	2 byte	C, R, W						
	out									
The detecti	on time of the checked	d out room status of	the object in	the hotel mode state						
6	Reset in hotel A	INPUT A	1 bit	C, W						
This object	is displayed under t	he Hotel parameter.	When the param	eter "Reset Obj trig						
by" selects	the value of "By an	y value" or "By tar	get value" to	be sent to the bus,						
the room st	atus is reset. When	"By any value" is s	elected, the c	ommunication object						
is selected	. INPUT A input 00/01	value can reset the n	room status. Wh	en "By target value"						
is selected	, the communication o	bject INPUT A can on	nly input 00 or	only input 01 value						
to reset th	ne room status.									
7	Disable radar	Manage A	1 bit	C, R, W						
	detection A									
The object	is in stop radar dete	ection, the object p	arameters are	disable and enable,						
select disa	ble to stop radar de	tection, select ena	ble to enable	radar detection						
8/9/10	Switch	OUTPUT A	1 bit	C, T						
	1/2/3 ,Check in									
The value of 1 bit sent by the object when detecting the state of the room in the hotel										
,										

mode check-	in state, the value of	Send value or the va	lue of Send noth	ing can be selected.					
mode check-in state, the value of Send value or the value of Send nothing can be selected, and when the Send value is selected, when the person in the room is detected, "on" or									
1	one will issue "off"								
	e, some people "on" n		someone choose	s a different value					
8/9/10	Relative dimming	I	4 bit	C, T					
6/ 9/ 10		OUTFUL A	4 DIC	0, 1					
The state of	1/2/3 ,Check in	ha al fact dataset a	h						
The value of 4 bits sent when the object detects the state of the room in the hotel									
mode check-in state, and the specified 4-bit value is set when it detects someone or no one in the room.									
8/9/10	Value 1/2/3 ,Check	OUTPUT A	1 byte	C, T					
	in								
The value o	f 1 byte issued by t	he object when detec	cting the state	of the room in the					
hotel mode	check-in state, and t	the specified 1 byte	value set when	n you detect someone					
or no one i	n the room.								
11	Control A	Check In A	1 bit	C, W					
If the object is enabled to detect the status of the checked-in room, when the parameter									
	bj trig value" selec								
1									
checked-in room status when sending 00 to the bus; when the parameter "Check in obj" Trig value" When "trig by 1" is selected, the object is sent to the bus to enable 01									
to check the status of the checked-in room; when the parameter "Check in obj trig value"									
1	ig by 0/1", the object								
	he checked-in room.		Dan Down Cha	ore deceesion or the					
12	Control A	Check Out A	1 bit	C, W					
	ect is enabled to det								
	Check out obj trig v								
1	f the registered exi								
	er "Check out obj" Ti								
	bus to enable 01 to			_					
1	obj trig value" sele								
	able the detection o	I	I						
13	Room status	STATUS A	1 bit	C, R,T					
The object	is the state of the	room detected by the	e motion sensin	ng, and its state is					
issued with	a value of one or n	no one as the motion	is detected o	r a specified value					
is sent to	the bus.								
14	Temply disable Pir	Disable Pir A	1 bit	C, W					
When the ob	ject is temporarily s	stopped for infrared	detection, who	en the communication					
object Disal	ble Pir A selects "off	" and is sent to the b	us, the infrare	d detection function					
	ily disabled. When t								
				4					
be sent to the bus, it is enabled. Temporarily stop infrared detection. (The time to temporarily stop the test is set by "Temply disable PIR time after OBJ									
trig[1-255/UNIT:s]")									
15	Forced disable Pir	Disable Pir A	1 bit	C, W					
		2200020 741 11	- 0.0	-,					

This object is displayed when "Forced disable" selects "Actived", indicating whether the infrared detection is forcibly disabled. Object parameters disable and enable, select disable to disable infrared detection, select enable to enable infrared detection

16 Switch 1, Check out OUTPUT A 1 bit C, T

The object is 1 bit value that is sent when the room status is checked in the check-out state of the hotel mode. You can select the value of Send value or the value of Send nothing. When Send value is selected, it will be issued when it detects someone in the room. "or "off"; "off" or "on" when no one is present (generally someone chooses a different value from no one, some people "on" no one "off")

17 Relative dimming OUTPUT A 4 bit C, T
2, Check out

The value of the 4 bit that is sent when the object is detected in the check-out state of the hotel mode, and the specified 4bti value that you set is detected when someone or no one in the room is detected.

18 Value, Check out OUTPUT A 1 byte C, T

The value of 1 byte issued by the object when detecting the state of the room in the check-out state of the hotel mode. When a person or no one in the room is detected, the specified 1 byte value is set.

Salve-normal

4	Manage A	Delay time A	2 Byte	C	R	W	15	a		Low
■ 6	INPUT A	Reset in normal A	1 bit	C	-	W	-		1 bit DPT_Bool	Low
■ 37	Manage A	Disable radar detection A	1 bit	C	R	W			1 bit DPT_Enable	Low
■ #8	OUTPUT A	Switch 1	1 bit	C		-	T		1 bit DPT_Switch	Low
国共9	OUTPUT A	Switch 2	1 bit	C			Т		1 bit DPT_Switch	Low
国 10	OUTPUT A	Switch 3	1 bit	C			T		1 bit DPT_Switch	Low
1 4	Disable Pir A	Temply disable Pir	1 bit	C		W			1 bit DPT_Switch	Low
□□ 15	Disable Pir A	Forced disable Pir	1 bit	C		W			1 bit DPT_Enable	Low
四 19	Motion over	CHA over by bus	1 bit	C	•	W	į.	â	1 bit DPT_Bool	Low
■ #8	OUTPUT A	Relative dimming 1	4 bit	С		2	Т		3 bit controlled DPT_Control_Dimming	Low
□ □□ 9	OUTPUT A	Relative dimming 2	4 bit	С			Т		3 bit controlled DPT_Control_Dimming	Low
国第10	OUTPUT A	Relative dimming 3	4 bit	C		51	T	-	3 bit controlled DPT_Control_Dimming	Low
■ # 8	OUTPUT A	Value 1	1 Byte	C		2	Т	2	8 bit unsigned value DPT_Value_1_Ucount	Low
■249	OUTPUT A	Value 2	1 Byte	C			T		8 bit unsigned value DPT_Value_1_Ucount	Low
10	OUTPUT A	Value 3	1 Byte	C	•	21	T	•	8 bit unsigned value DPT_Value_1_Ucount	Low

No.	Function	Communication	Data type	Attributes
		object name		
4	Delay time A	Manage A	2 Byte	C, R, W

This object is displayed when "Normal Using" is selected in "Function mode". It can be entered at the time of "Delay time" under the "Normal" parameter interface, indicating the delay time when this state is detected when the room status is detected. Its attribute W indicates that the desired delay time can be written over the bus.

6 Reset in normal A INPUT A 1 bit C, W

This object resets the room status when the value of "By any value" or "By target value" is selected for the parameter "Reset Obj trig by". When the "By any value" is selected, the communication object INPUT A inputs the value of 00/01. Both can reset the room status. When "By target value" is selected, the communication object INPUT A can only

input 00 or only input 01 value to reset the room status.									
				0 P W					
7	Disable radar	Manage A	1 bit	C, R, W					
	detection A								
The object is in stop radar detection, the object parameters are disable and enable,									
select disable to stop radar detection, select enable to enable radar detection									
8/9/10	Switch 1/2/3	OUTPUT A	1 bit	C, T					
The value of 1 bit emitted by the object when detecting the environment state in the									
standard mode state may be selected with a value of Send value or a value of Send nothing.									
When Send value is selected, "on" or "off" is issued when someone in the environment									
is detected	. "Nobody will issue	"off" or "on" (gene	erally someone	chooses a different					
value from	no one, and someone	"on" no one "off")							
8/9/10	Relative dimming	OUTPUT A	4 bit	C, T					
	1/2/3								
The 4-bit v	alue emitted by the	object when it detec	ts the environ	mental state in the					
standard mode state. When it detects someone or no one in the environment, it sends the specified 4-bit value that you set.									
8/9/10	Value 1/2/3	OUTPUT A	1 byte	C, T					
The value of 1 byte emitted by the object when it detects the environment state in the									
standard mode state. When it detects someone or no one in the environment, it sends									
	ed 1 byte value that			,					
14									
When the ob	ject is temporarily s	stopped for infrared	detection, whe	en the communication					
	ble Pir A selects "off								
	ily disabled. When t								
	the bus, it is enable								
	stop the test is se								
trig[1-255/		, , , , , , , , , , , , , , , , , , , ,							
15	Forced disable Pir	Disable Pir A	1 bit	C, W					
This object	is displayed when "	Forced disable"sele	cts "Actived".	indicating whether					
	ed detection is forci								
	ble to disable infrare								
19	CHA over by bus	Motion over	1 bit	C, W					
	_			_					
_	is displayed when "Ac								
	rameter "Motion over								
communication object Motion over sends 01 to the bus to end the channel A state. (The room status changes from true to false. If it is false, the status is still false.)									
	work. When the param								
is '0'", the communication object Motion over sends to the bus. 00 end channel A state									
	(room state changes from true to false, if it is false or the state is still false)								
01 does not	work.								

Slave -hotel

		ואואוכם							
四4 Manage A	Delay time,Check in	2 Byte C R V	N	Low					
Manage A	Delay time, Check out	State State Company of the Company o	v	Low					
■ INPUT A Manage A	Reset in hotel A Disable radar detection A		V 1 bit DPT_Bool V 1 bit DPT_Enable	Low					
UZ 8 OUTPUT A		1 bit C		Low					
OUTPUT A	Switch 2	1 bit C	T - 1 bit DPT_Switch	Low					
OUTPUT A	Switch 3	1 bit C	T - 1 bit DPT_Switch	Low					
四11 Control A 四12 Control A	Check In A Check Out A		V 1 bit DPT_Bool V 1 bit DPT_Bool	Low					
14 Disable Pir			V 1 bit DPT_Switch	Low					
Disable Pir			V 1 bit DPT_Enable	Low					
■ OUTPUT A	Relative dimming 1	4 bit C	T - 3 bit controlled [DPT_Control_Dimming Low					
OUTPUT A	Relative dimming 2	4 bit C		DPT_Control_Dimming Low					
III OUTPUT A	Relative dimming 3	4 bit C	T - 3 bit controlled [DPT_Control_Dimming Low					
OUTPUT A		1 Byte C - ·	T - 8 bit unsigned va	lue DPT_Value_1_Ucount Low					
OUTPUT A		1 Byte C -	And the second s						
■☐10 OUTPUT A	Value 3	1 Byte C -	T - 8 bit unsigned va	lue DPT_Value_1_Ucount Low					
	в		.						
No.	Function	Communication	Data type	Attributes					
		object name							
4	Delay time, Check in	Manage A	2 byte	C, R, W					
The detecti	The detection time of the object in the hotel mode state to check the status of the								
checked roo	checked room								
5	Delay time, Check out	Manage A	2 byte	C, R, W					
The detecti	on time of the checked	out room status of	the object in	the hotel mode state					
6	Reset in hotel A	INPUT A	1 bit	C, W					
This object	is displayed under the	Hotel parameter	When the param	eter "Reset Ohi trig					
	s the value of "By any								
l	tatus is reset. When "E								
l									
	. INPUT A input 00/01 va								
	, the communication ob	ject input A can of	ily input 00 or	only input of value					
	ne room status.	Managa A	1 1.14	C D W					
7	Disable radar	Manage A	1 bit	C, R, W					
	detection A								
The object	is in stop radar detec	tion, the object p	arameters are	disable and enable,					
select disa	able to stop radar dete	ection, select ena	ble to enable	radar detection					
8/9/10	Switch 1/2/3	OUTPUT A	1 bit	C, T					
The object'	s 1-bit value is detect	ed when the room s	tatus is detect	ed in the hotel mode					
check-in/ch	neck-out state. You can	select the value	of Send value	or the value of Send					
l	nen Send value is sele								
	on" or "off"; "off" or "o								
l	t value from no one, so			,					
8/9/10	Relative dimming		4 bit	C, T					
	1/2/3			, -					
The value	of the 4 bit that is se	ent when the object	t is detected	in the hotel mode					
The value (or the a pit that is se	art when the object	t is detected	in the noter mode					

check-in/check-out state, and the specified 4-bit value is set when it detects someone

C, T

1 byte

OUTPUT A

or no one in the room.

Value 1/2/3

8/9/10

The value of 1 byte issued by the object when detecting the state of the room in the hotel mode check-in/check-out state. When a person or no one in the room is detected, the specified 1-byte value is set.

11 Control A Check In A 1 bit C, W

If the object is enabled to detect the status of the checked-in room, when the parameter "Check in obj trig value" selects "trig by 0", the object is enabled to detect the checked-in room status when sending 00 to the bus; when the parameter "Check in obj" Trig value" When "trig by 1" is selected, the object is sent to the bus to enable 01 to check the status of the checked-in room; when the parameter "Check in obj trig value" selects "trig by 0/1", the object sends 00/01 to the bus. Both enable detection of the status of the checked-in room.

12 Control A Check Out A 1 bit C, W

If the object is enabled to detect the status of the registered exit room, when the parameter "Check out obj trig value" selects "trig by 0", the object enables the detection of the registered exit room state when the object sends 00 to the bus; when the parameter "Check out obj" Trig value" When "trig by 1" is selected, the object is sent to the bus to enable 01 to detect the registered exit status; when the parameter "Check out obj trig value" selects "trig by 0/1", the object sends 00/01 to the bus. Both can enable the detection of the status of the registered exit room.

14 Temply disable Pir Disable Pir A 1 bit C, W

When the object is temporarily stopped for infrared detection, when the communication object Disable Pir A selects "off" and is sent to the bus, the infrared detection function is temporarily disabled. When the communication object Disable Pir A selects "on" to be sent to the bus, it is enabled. Temporarily stop infrared detection. (The time to temporarily stop the test is set by "Temply disable PIR time after OBJ trig[1-255/UNIT:s]")

15 Forced disable Pir Disable Pir A 1 bit C, W

This object is displayed when "Forced disable" selects "Actived", indicating whether the infrared detection is forcibly disabled. Object parameters disable and enable, select disable to disable infrared detection, select enable to enable infrared detection

3.2.5 Lux function communication object

■ 42	lux source	Lux source select		1 bit	C	R	W			1 bit DPT_Bool
⊒ ‡43	Manage	Radar sensitivity	1/5/14	1 Byte	C	R	W	-	-	8 bit unsigned value DPT_Scaling
■244	Sensor	Lux value,Unsigned		2 Byte	C	R		Т	-	
■詳45	Exit illuminance Input	Exit Lux input, Unsigned		2 Byte	C		W	-		
⊒ ‡46	Output A,Lux function	Output switch,OBJ. 1		1 bit	C			Т	-	1 bit DPT_Switch
■ ♯47	Output A,Lux function	Output relative dimming,OBJ.2		4 bit	C		-	Т	-	3 bit controlled DPT_Control_Di
⊒ ‡48	Output A,Lux function	Output value,OBJ.3		1 Byte	C			т		8 bit unsigned value DPT_Value
■249	Output B,Lux function	Output switch,OBJ. 1		1 bit	C			Т	-	1 bit DPT_Switch
皿☆50	Output B,Lux function	Output relative dimming,OBJ.2		4 bit	C			Т		3 bit controlled DPT_Control_Di
■茻51	Output B,Lux function	Output value,OBJ.3		1 Byte	C			Т	-	8 bit unsigned value DPT_Value
■常52	Output C,Lux function	Output switch,OBJ. 1		1 bit	C			т		1 bit DPT_Switch
■# 53	Output C,Lux function	Output relative dimming,OBJ.2		4 bit	C	-	-	Т	-	3 bit controlled DPT_Control_Di
■常54	Output C,Lux function	Output value,OBJ.3		1 Byte	C			Т	-	8 bit unsigned value DPT_Value
⊒茻55	Manage	Security active		1 bit	C	R	W		-	1 bit DPT_Enable
⊑ ‡56	Security report	Security report		1 bit	C	-	-	Т	-	1 bit DPT_Bool
□茻57	Security report trig	Security report trig		1 bit	C		W		-	
⊒ ‡ 58	Threshold Lux	Lux Threshold set,normal		2 Byte	C		W			

No.	Function	Communication	Data type	Attributes				
		object name						
42	Lux source select	Lux source	1 bit	C, R, W				
The object is a choice of light source, with two parameters "Internal" for light								
originating from the inside; "External" for light originating from the outside. When								
the bus receives a message with a logical value of 00, it selects the internal source;								
when it receives a message with a logical value of 01, it selects the external source.								
44	Lux	Sensor	2 byte	C, R, T				
	value ,Unsigned							
The object is the value of the illuminance, and its attribute "T" indicates that the								
brightness value can be output. (Note: In the case of general brightness, whether it								
is "Unsigned" data type or "Float" data type, the cutting value setting range is around								
01024)								
45	Exit Lux	Eixt illuminance	2 byte	C, W				
	input, Unsigned	Input						
This object indicates that the device's brightness value is from an external input.								
46	Output	Output A, Lux	1 bit	C, T				
	switch, OBJ. 1	function						
This object represents the output value corresponding to the data type with a value								
of 1 bit, and the value must be output within the range of the brightness range set								
by it.								
47	Output relative	Output A, Lux	4 bit	C, T				
	dimming, OBJ. 2	function						
This object represents the output value corresponding to the data type of 4 bit, and								
the value must be output within the range of the brightness range set by it.								
48	Output value, OBJ. 3	Output A, Lux	1 byte	C, T				
		function						
This object represents the output value corresponding to the data type with a value $\overline{}$								

of 1 byte. The value must be output within the range of the brightness range it is								
set to.								
49	Output	Output	B, Lux	1 bit	С, Т			
	switch, OBJ. 1	function						
The object represents the output value corresponding to the data type with the value								
B of 1 bit, and the value must be output within the range of the brightness range set								
by it.								
50	Output relative	Output	B, Lux	4 bit	C, T			
	dimming, OBJ. 2	function						
This object represents the output value corresponding to the data type of 4 bit, and								
the value must be output within the range of the brightness range set by it.								
51	Output value, OBJ. 3	Output	B, Lux	1 byte	C, T			
		function						
This object represents the output value corresponding to the data type with a value								
of 1 byte, and the value must be output within the range of the brightness cut set.								
52	Output	Output	C, Lux	1 bit	C, T			
	switch, OBJ. 1	function						
This object	represents the outp	ut value corresp	onding	to the data typ	e with the cut			
value C being 1 bit, and the value must be output within the range of the brightness								
cut value set.								
53	Output relative	Output	C, Lux	4 bit	С, Т			
	dimming, OBJ. 2	function						
This object represents the output value corresponding to the 4 bit data type of the								
threshold value C, and the value must be output within the brightness range of its								
setting.								
54	Output value, OBJ. 3	Output	C, Lux	1 byte	С, Т			
		function						
This object	represents the output	t value correspoi	nding to	the data type w	ith a threshold			
C of 1 byte, and the value must be output within the range of the brightness cut set.								
58	Lux Threshold	Threshold Lux		2 byte	C, W			
	set, normal							
This object is the setting of the light cut value, which is valid when "Yes" is selected								
for the "The motion coordinate with illuminance" parameter under "Lux function".								
According to the attribute W, the value of "Threshold Lux is" under the Lux function								
	ged through the bus.							
M								