1-102 Dimmer plus

Operation and status display of a dimmer. The dimmer can either be operated via the value object (toggling mode) or via the dimming object (push button sensor mode).

In toggling mode the switching function of the dimmer is on the panel area 1. The value specification is via a popup that can be called with button 2.

In push button sensor mode the dimming function and switching function of the dimmer is operated via panel area 1. The value specification can also be called via a popup.

Fig. 1: Dimmer, toggling mode

Fig. 2: Dimmer, push button sensor mode

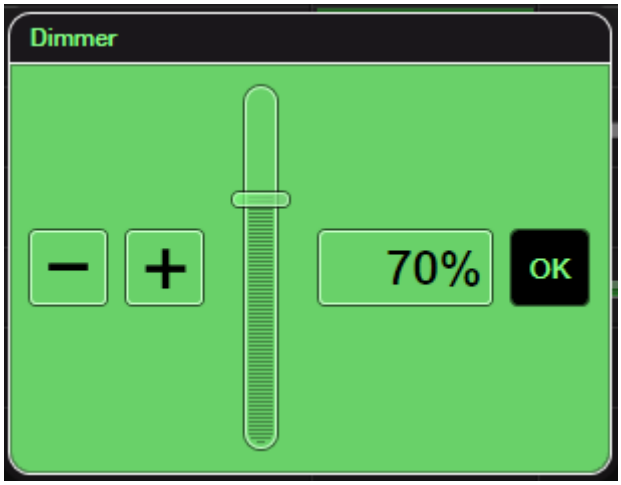

Fig. 3: Popup for the value specification

Folder Lighting/Switching

Function Light

Parameters/options

- **Operation**
  Toggling mode: Buttons for "on" and "off" are displayed. These operate the switching object.
  Push button sensor mode: Buttons |-| and |+| are displayed. These operate the dimming object by holding and pressing the button. The switching object is operated with a short press of the button.
- **Text for 1**
  Labelling for the button with KNX value 1. (Default = ON)
  (Only visible when the option "Toggling mode operation" has been selected)
- **Text for 0**
  Labelling for the button with KNX value 0. (Default = OFF)
  (Only visible when the option "Toggling mode operation" has been selected)
- **Colour for 1**
  The button background colour for sending the KNX value 1 to the switching object. The colour can be selected from a list of pre-defined colours. (Default = green button)
  (Only visible when the option "Toggling mode operation" has been selected)
- **Colour for 0**
  The button background colour for sending the KNX value 0 to the switching object. The colour can be selected from a list of pre-defined colours. (Default = red button)
  (Only visible when the option "Toggling mode operation" has been selected)
- **Unit**
  Unit for the dimming value (default = %)
- **Popup heading**
  Text used for the popup heading.
- **Step**
  The increment is adopted from the associated "brightness value" communication object and can only be modified in Expert.
- **Min**
  The minimum value is adopted from the associated "brightness value" communication object and can only be modified in Expert.
- **Max**
  The maximum value is adopted from the associated "brightness value" communication object and can only be modified in Expert.

Interfaces

- **Switching**
  Communication object (1 bit) for switching the dimmer
  Settings in the communication objects of the HomeServer:
  The response of the switching function should be entered as the central address

- **Brightness value**
  Communication object for specifying the brightness value. The modification is implemented in the limits and with the increment defined in the communication object.
  Settings in the communication objects of the HomeServer:
  The response of the brightness value should be entered as the central address

Time switch

The following functions can be controlled with the time switch:

- **Set switching object to 1**
  (The designation of this function corresponds to the labelling text of the button for 1)
- **Set switching object to 0**
  (The designation of this function corresponds to the labelling text of the button for 0)
- **10%**
  Set brightness value to 10%
- **20%**
  Set brightness value to 20%
- **30%**
  Set brightness value to 30%
- **40%**
  Set brightness value to 40%
- **50%**
  Set brightness value to 50%
- **60%**
  Set brightness value to 60%
- **70%**
  Set brightness value to 70%
- **80%**
  Set brightness value to 80%
- **90%**
  Set brightness value to 90%
- **100%**
  Set brightness value to 100%