

Application Descriptions

Shutters and Blinds

Actuators

Summary:

This document specifies the basic Functional Block for a Sunblind Actuator.

Version 01.03.02 is a KNX Approved Standard.

This document is part of the KNX Specifications v2.1.

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Document updates

Version	Date	Modifications	
1.0	2005.03.10	Publication of the TFI Approved version.	
1.1	2006.01.09	Preparation of the Draft for Voting.	
1.2	2007.03.30	Publication of the Approved Standard.	
1.2	2008.07.29	Editorial update	
1.2	2009.06.26	Update in view of publication in the KNX Specifications v2.0.	
01.03.01	2013.09.06	AN150 "FB Profiles for existing FBs" integrated.	
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References

[01] Chapter 6/30/1 "Runtime Profiles"

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Abbreviations

Datapoints

APSP Set AbsolutePosition Slats Percentage
CAPBL Current Absolute Position Blinds Length
CAPBP Current Absolute Position Blinds Percentage
CAPSD Current Absolute Position Slats Degrees
CAPSP Current Absolute Position Slats Percentage

FA Frost Alarm FO Forced

IMUDInfo Move Up DownMUDMove UpDownPPPreset PositionRARain Alarm

SAPBL Set Absolute Position Blinds Length
SAPBP Set Absolute Position Blinds Percentage
SAPSD Set Absolute Position Slats Degrees

SCScene ControlSNScene NumberSSUDStopStep UpDownSTOPDedicated Stop

VCAP Valid Current Absolute Position

WA Wind Alarm

Parameters

BPSN Blinds Position for Scene Number

Enable Blinds mode **EBM HFA** Heartbeat Frost Alarm **HRA** Heartbeat Rain Alarm **HWA** Heartbeat Wind Alarm Maximum Slat Move time **MSMT MUDT** Move Up/Down Time **PPL** Preset Position Length PPP Preset Position Percentage Preset Position Time **PPT PSA** Preset Slats Angle **PSP** Preset Slats Percentage Reaction on Frost Alarm **RFA** Reversion Pause Time **RPT RRA** Reaction on Rain Alarm **RWA** Reaction on Wind Alarm **SFSN** Storage function for scene Scene Learn Mode Enable **SLME** Slat Position for Scene Number **SPSN**

SST Slat Step Time

Other

cs Company Specific SAB Sunblind Actuator Basic

1 Introduction

1.1 S-Mode 1) compliance of a Functional Block

Such implementations have to ensure the following to claim compliance to this Functional Block.

- The <u>inputs and outputs</u> shall be implemented and encoded according the Functional Block specification. This concerns both the format and the implementation flavour (Group Object, Property).
- The <u>parameters</u> that are implemented shall follow the Functional Block specification if implemented as Interface Object Property.
 If implemented as S-mode <u>memory mapped Datapoint</u>, a parameter encoding may differ from its specification in the FB definition, under the condition that at least the same functionality can be achieved.

EXAMPLE If a time period is in a FB specification specified as DPT_TimePeriod_Min with a range of 0 min to 15 min, an implementation of this same functionality through one or more memory mapped parameters shall allow setting the same values.

1.2 Ctrl-Mode and PB-Mode compliance of a Functional Block

Ctrl-Mode and PB-Mode implementations shall ensure the following to claim compliance to this Functional Block.

- The <u>inputs and outputs</u> shall be implemented and encoded according the Functional Block specification. This concerns both the format and the implementation flavour (Group Object, Property).
- The *parameters* that are implemented shall follow the channel code specifications as laid down in the relevant KNX Handbook Supplement.

1.3 Combined Profiles and parameter access

It shall in all cases be possible to read out the current values of standardised parameters, regardless of any combination of Configuration Mode in the device.

If the implementation of the parameters differs according to the used Configuration Modes, the implementation shall take care of consistency of the parameter data between all flavours, i.e. if one implementation requires a parameter to be set via property access and the channel specification of that same Functional Block uses a different parameter format, then modification of the parameter value via Easy Configuration access shall cause the property value to be updated appropriately (and vice versa).

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¹⁾ Also applies to LTE Standard Mode interface.

2 FB Sunblind Actuator Basic

2.1 Aims and objectives

The following Functional Block describes the application of a basic sunblind actuator.

The Functional Block "Sunblind Actuator Basic" receives sunblind control commands from a sunblind push button, a preset position push button or a wind sensor. It moves the sunblind accordingly up, down or to a predefined position as well as stops the sunblind movement and steps the slats up/down.

NOTE In the case of implementation of this Functional Block in an actuator for vertical movement (e.g. venetian blinds or 'Fensterladen'), the wording up/down shall be interpreted as 'open/close'. The same goes for awnings.

2.2 Functional specification

2.2.1 Overview

The Functional Block "Sunblind Actuator Basic" contains the mandatory input Datapoints:

- Move UpDown: sets the sunblind in motion and changes the direction of the movement (MUD)
- StopStep UpDown: stops the movement and performs a gradual movement (SSUD)

The Functional Block also contains optional parameters. Please refer to clause 2.5.2 "Detailed specification of Datapoints" below, for the functional specification of these parameters.

Furthermore the movement shall be stopped by an access to the optional input Datapoint "Dedicated Stop" (STOP). If the movement is not stopped via these Inputs, it shall stop when the sunblind has reached its final upper or lower position. Normally this will happen when a timer loaded with the value from parameter "Move Up/Down Time" (MUDT) expires. The parameter "Slat Step Time" (SST) shall specify the time for performing the gradual movement initiated by an access to SSUD.

The rules how the actuator works depending on these Input - and parameter values are mandatory. The behaviour of the Functional Block "Sunblind Actuator Basic" is mainly characterized by the following states:

• STOPPED: the actuator is stopped

• MOVING: the actuator is moving up or down

• STEPPING: the actuator performs a step up or down

Additionally "Sunblind Actuator Basic" contains optional input Datapoints for positioning the blinds and the slats. In the case where the actuator supports positioning of blinds, positioning via percentage via the input Datapoint "Set Absolute Position Blinds Percentage" (SAPBP) is mandatory. The same goes for the absolute positioning of the slats via the input Datapoint "Set Absolute Position Slats Percentage" (SAPSP). Additionally, positioning of the blinds respectively slats can be realised via the input Datapoints "Set Absolute Position Blinds Length (SAPBL) respectively "Set Absolute Position Slats Degrees" (SAPSD).

The 1 bit input Datapoint "Preset Position" (PP) shall work with a parameter that defines two preset positions in case of receiving the values "1" or "0".

The input "Scene Number" (SN) shall be used to move the sunblinds to a scene position. The Input "Scene Control" (SC) shall be used to move the sunblind to a scene position as well as to save the current position as a scene number. The Datapoints "Scene Number" (SN) and "Scene Control" (SC) shall refer to the same scene number.

The optional input Datapoints "Forced" (FO), "Wind Alarm" (WA), "Frost Alarm" (FA) and "Rain Alarm" (RA) shall be used to indicate that continued normal control may damage the sunblind and shall allow bringing the sunblind in a secure position (defined by a parameter), which shall not be overridden by an access to input Datapoints with a lower priority (see Table 3).

The parameter "Reversion Pause Time" (RPT) shall define the time during which the physical output of the actuator shall be de-activated before it changes the direction. This time shall be respected, regardless of the Input that has triggered the change of direction.

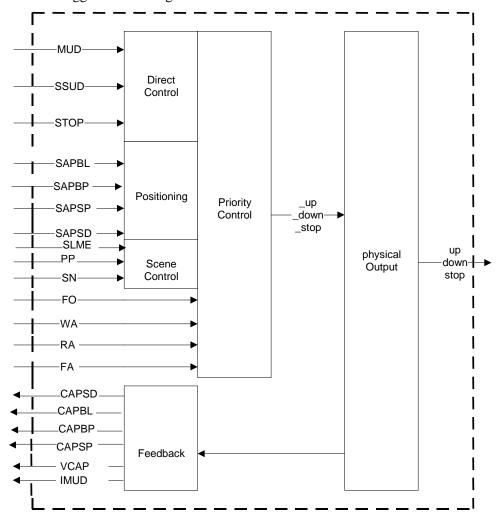


Figure 1 – Input and output Datapoints of the Functional Block Sunblind Actuator Basic

The optional output Datapoint "Info Move Up Down" (IMUD) shall indicate the direction of the current movement; its value shall be transmitted immediately when the movement starts or the direction is changed. It is mainly used for realising the toggle mode in a control panel. The optional output Datapoints "Current Absolute Position Blinds" (CAPBL for length and CAPBP for percentage) and "Current Absolute Position Slats (CAPSP for percentage and CAPSD for degrees) shall reflect the current position of the blinds respectively slats. The optional Output "Valid Current Absolute Position" (VCAP) shall inform on whether the absolute position is known or not: only when valid, the CAPBP/CAPBL and CAPSP/CAPSD shall be taken into account by the receiver.

2.2.2 Behaviour concerning Direct Control

Figure 2 below shows the FB with Inputs and parameters separated in two modules: the "Physical Output" processes the intermediate input data generated from the module "Direct Control". With the definition of these modules the behaviour of the FB in its smallest meaningful granularity is specified.

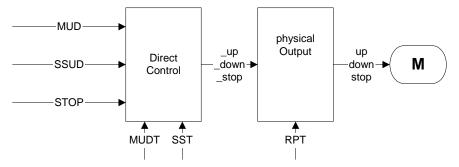


Figure 2 – Direct Control

The functionality of the reversion pause time shall be guaranteed, even if the optional parameter to control (see 2.5.2.21) it is not implemented.

2.2.3 State machine of Direct Control

For further information, see Figure 2.

State		Description
•	Stopped:	The (internal) output is set to Stop.
Moving: The (internal) output is set to Up/Down; the timer loaded with Maximu Time runs.		The (internal) output is set to Up/Down; the timer loaded with Maximum Move-Time runs.
•	Stepping:	The (internal) output is set to Up/Down; the Timer loaded with Step-Time runs.

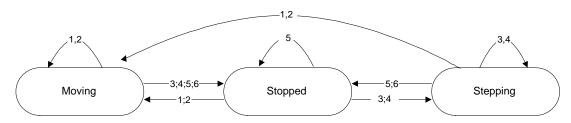


Figure 3 – State transition diagram

Table 1 – Overview of events

Event	Interpretation	number in state transition diagram
MUD = 1	MUD = 1 move down	
MUD = 0	move up	2
SSUD = 1	stop when moving or step down	3
SSUD = 0	stop when moving or step up	4
STOP = X	stop	5
Timeout	stop	6

Table 2 - State Transition Table

State	Event	Action	Next state
Stopped	MUD = 1	moving down, timeout = MUDT	Moving
Stopped	MUD = 0	moving up, timeout = MUDT	Moving
Stopped	SSUD = 1	step down, timeout = SST	Stepping
Stopped	SSUD = 0	step up, timeout = SST	Stepping
Stopped	STOP = X	none	Stopped
Stopped	Timeout	none	Stopped
Moving	MUD = 1	moving down, timeout = MUDT	Moving
Moving	MUD = 0	moving up, timeout = MUDT	Moving
Moving	Moving SSUD = 1 stop moving		Stopped
Moving	SSUD = 0	stop moving	Stopped
Moving	STOP = X	stop moving	Stopped
Moving	Timeout	stop moving	Stopped
Stepping	MUD = 1	moving down, timeout = MUDT	Moving
Stepping	MUD = 0	moving up, timeout = MUDT	Moving
Stepping	SSUD = 1	step down, timeout = SST	Stepping
Stepping	SSUD = 0	step up, timeout = SST	Stepping
Stepping	STOP = X	X stop stepping Stopped	
Stepping	Timeout	t stop stepping Stopped	

2.2.4 Physical output

As mentioned in 2.2.1 the physical output of the actuator shall remain deactivated for "Reversion Pause Time" before changing the direction. But the (internal) state of the actuator shall directly follow according the state transition table. As a consequence an access to an input Datapoint during the Reversion Pause Time shall be processed according the state transition table.

EXAMPLE An access to SSUD during the Reversion Pause Time, which is caused by an access to MUD, shall lead to the State stopped and not to the state stepping up/down as sketched in Figure 4.

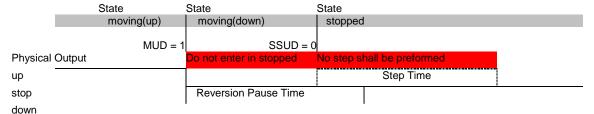


Figure 4 – The internal state follows directly

It is strongly recommended that the timers (or counters) for MUDT and SST are started when the physical output is set in motion after the Reversion Pause Time has elapsed.

2.2.5 Positioning

2.2.5.1 Positioning of the drive

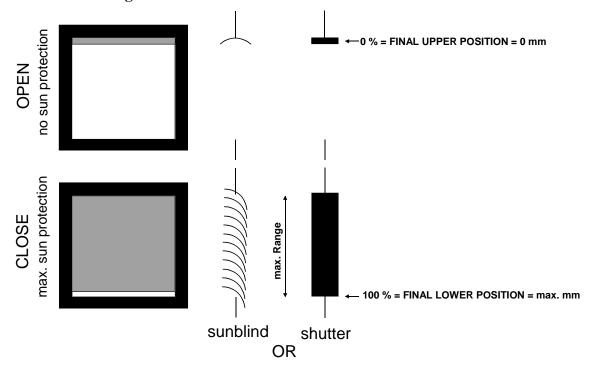


Figure 5 – Definition of the drive positions

2.2.5.1.1 Absolute position in percent

The optional input Datapoint SAPBP shall allow to directly move the drive into a given position expressed in percent.

- 0 % Position of the shutter/blind is defined as that position up from which the shutter/blind starts moving downwards (the shutter is in the final upper position; the shutter is completely "open", see Figure 5 above).
- 100 % Position of the shutter/blind is defined as that position up from which the shutter/blind starts moving upwards (the shutter is in the final lower position; the shutter is completely ,,closed", see Figure 5 above).

NOTE The positioning of the slats between the 0 % and 100 % position is company specific.

2.2.5.1.2 Absolute Position in Length

The optional input Datapoint SAPBL shall allow to directly move the drive into a given position expressed as a length.

"Zero millimeter" = 0 mm is defined as the starting position of the shutter/blind (no sun protection, see Figure 5 above). Both top down and bottom up movement of shutters/blinds are possible. No negative absolute position values are allowed.

2.2.5.2 Positioning the slats

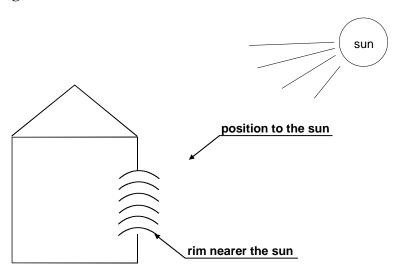


Figure 6 – Definition of the slat positions

2.2.5.2.1 Set Absolute Position Slat Percentage (SAPSP)

This optional input Datapoint shall allow to directly position the slats to a value expressed in percent.

- The 0 % position of the slats is defined as the fixed limit position up from which the rim that is nearer to the sun can only start moving downwards (see Figure 7). The rim that is nearer to the sun shall be in the final upper position.
- The 100 % position of the slats is defined as the fixed limit position up from which the rim that is nearer to the sun can only start moving upwards (see Figure 7).

 The rim that is nearer to the sun shall be in the final lower position.

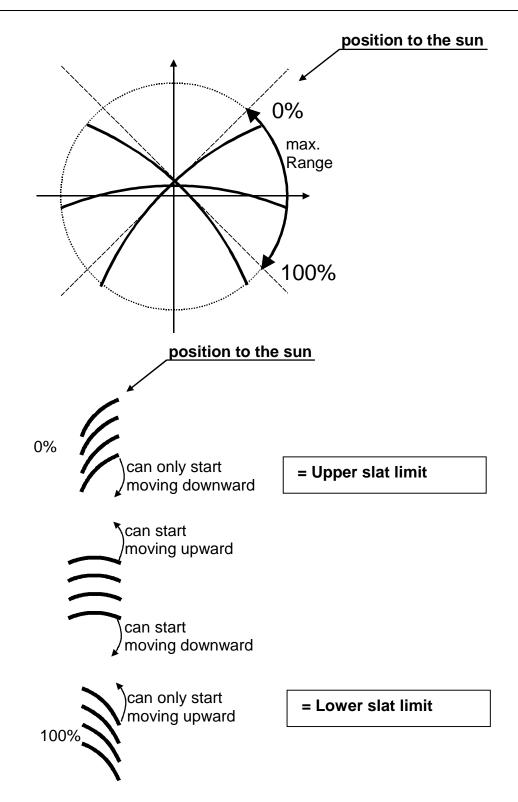


Figure 7 – Slat position in percent

2.2.5.2.2 Set Absolute Position Slats Degrees (SAPSD)

This optional input Datapoint shall allow to directly position the slats to a value expressed in degrees.

- "Zero degree" = 0° is defined as the "starting" horizontal position of the slats.
- A positive slat angle is defined as moving "upward" that rim of the slat that is nearer to the sun (see Figure 8).
- A negative slat angle is defined as moving "downward" that rim of the slat that is nearer to the sun (see Figure 8).

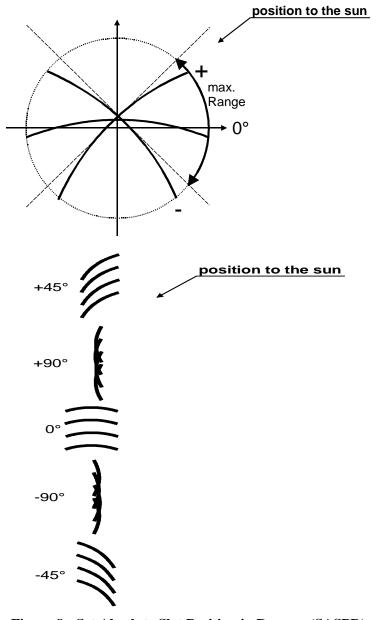


Figure 8 - Set Absolute Slat Position in Degrees (SASPD)

2.2.5.2.3 Valid Current Absolute Position

This optional output Datapoint shall indicate whether or not the absolute blinds position (CAPBP/CAPBL) and/or the absolute slat position (CAPSP/CAPSD) are valid.

In the case where the value is 0, the values of CAPBP/CAPBL and CAPSP/CAPSD are invalid and shall not be taken into account by the receiver. In the case where the value is 1, the before-said output Datapoints contain valid data.

2.2.5.3 Preset Positions

The optional input Datapoint PP shall be used to move the drive or shutter and the slats into one of two possible positions that are predefined by

- 1. the optional parameters for moving the blinds, these are PPT, PPP and PPL, and
- 2. the optional parameters for moving the slats, these are PSP and PSA.

2.2.6 Scene Control

With the optional input Datapoint "Scene Number" (SN) it shall be possible to call a maximum number of 64 different values for positions of blinds and slats in the device. The maximum number of scenes that can be called can optionally be lower than 64.

With the optional input Datapoint "Scene Control" (SC) it shall be possible to call <u>and store</u> a maximum number of 64 different values for positions of blinds and slats in the device. The maximum number of scenes that can be stored and called may optionally be lower than 64.

The Datapoints "Scene Number" and "Scene Control" shall refer to the same scene numbers. Scene n called through "Scene Number" shall be the same as scene n called through "Scene Control".

The maximum number of scenes that can be called and the maximum number of scenes that can be stored may differ.

If implemented, the Datapoints "Scene Number" and "Scene Control" shall for each scene be controlled via the parameter "Blind Position for Scene Number" (BPSN) and via the parameter "Slat Position for Scene Number" (SPSN). It is allowed to implement only one of the parameter BPSN and SPSN.

The parameters BPSN and SPSN are defined as array of maximum 64 elements of DPT_Scaling, where the parameter SFSN is an array of maximum 64 elements of DPT_Enable. The field *SceneNumber* in the value of the input Datapoints SN and SC shall address the element of the arrays. After receiving a scene number on the Datapoint "Scene Number" (SN) or "Scene Control" (SC) with the field 'c' (learn field) cleared, the actual value of the actuator shall change to the parameterised position.

The scene learning mode can be activated

- *globally for all scene numbers* via the additional input Datapoint "Scene Learning Mode Enable" (SLME), or
- *separately for each individual scene number* via the parameter "Storage Function for Scene Number (SFSN)"

If scene learning is enabled for a given scene number, the addressed actuator shall store its current value in the relevant field-element of the parameter BPSN and SPSN at runtime if a scene number is learned.

If both SLME and SFSN are implemented, the following counts:

- if SLME has the value "Disabled", then *all* scene learning shall be disabled, regardless of the values of SFSN:
- if SLME has the value "Enabled", then only those scenes shall be set for which the corresponding entry in SFSN has the value "Enabled".

2.2.7 Forced, Wind Alarm, Rain Alarm and Frost Alarm

The input Datapoints are grouped in priorities (low, medium and high). This allows specifying the drive's reaction in case of conflicting requests.

Table 3 – Groups of input Datapoints with priority

Datapoint		Priority
Move UpDown	(MUD)	Low
StopStep UpDown	(SSUD)	Low
Dedicated Stop	(STOP)	Low
Preset Position	(PP)	Low
Set Absolute Position Blinds Percentage	(SAPBP)	Low
Set Absolute Position Slats Percentage	(SAPSP)	Low
Set Absolute Position Blinds Length	(SAPBL)	Low
Set Absolute Position Slat Degrees	(SAPSD)	Low
Scene Number	(SN)	Low
Scene Control	(SC)	Low
Wind Alarm	(WA)	Medium
Frost Alarm	(FA)	Medium
Rain Alarm	(RA)	Medium
Forced	(FO)	High

The Datapoint "Forced" allows overriding the values set by any of the other input Datapoints. Additionally, the drive shall be forced to move to the position indicated by the value of the Datapoint "Forced".

Value FO	Behaviour	
	lower priority input Datapoints active. In the case the high priority state becomes inactive, the behaviour of the actuator is manufacturer-specific.	
11b	high priority State: moving to lower position	
10b	high priority State: moving to upper position	

Figure 9 - Behaviour after access to FO

The Datapoints "Rain Alarm", "Frost Alarm" and "Wind Alarm" shall have priority over the low priority Datapoints. Additionally, the drive shall be forced to move to the position indicated by the respective additional parameter values ("Reaction on Wind Alarm" (RWA), "Reaction on Rain Alarm" (RRA) and "Reaction on Frost Alarm" (RFA). The priority hierarchy of the medium priority Datapoints can be determined by the manufacturer and shall be documented.

On heartbeat time-out of any of the Datapoints "Rain Alarm", "Frost Alarm" or "Wind Alarm", the Functional Block shall react as if the respective alarm is active.

2.2.8 Feedback

The Datapoint "Info Move Up Down" (IMUD) provides information on whether the drive is set into motion in upper or lower direction. Its value shall only be sent if the drive is set into motion; it shall not be transmitted when the motion has completed.

The Datapoints "Current Absolute Position Blinds Percentage" (CAPBP) respectively "Current Absolute Position Blinds Length" (CAPBL) and "Current Absolute Position Slats Percentage" (CAPSP) and "Current Absolute Position Slats degrees" (CAPSD) shall provide information on the position of the blinds respectively slats, unless the VCAP has the value 0 (where the data shall be interpreted as invalid).

The values of the Datapoints CAPBP and CAPBL shall be transmitted when the drive has completed its motion. They may additionally be sent *during* a motion, however with a minimal repetition period of 1 minute.

The values of the Datapoints CAPSP and CAPSD shall only be sent when the slats have completed their motion; they shall not be transmitted *during* a motion of the slats.

2.2.9 Power up / down behaviour

The power up and power down reaction of a device implementing this Functional Block is manufacturer dependent.

2.3 Constraints

There are no constraints for this Functional Block specification.

2.4 Functional Block Diagram

	Sunblind A	Actuator Basic (SAB)	
Inputs			Output
Move UpDown	(MUD)		Move Up Dow
StopStep UpDown	(SSUD)	(CAPBL) Current Absolute Position	Blinds Leng
Dedicated Stop	(STOP)	(CAPBP)Current Absolute Position Bl	inds Percent
Preset Position	(PP)	(CAPSP) Current Absolute Position S	lat Percentag
Set Absolute Position Blinds	Percentage (SAPBP)	(CAPSD) Current Absolute Position	Slats Degree
Set Absolute Position Blinds	Length(SAPBL)	(VCAP) Valid Current Ab	solute Position
Set Absolute Position Slats F	Percentage (SAPSP)		
Set Absolute Position Slats [
Scene Number	(SN)		
Scene Control	(SC)		
Forced	(FO)		
Wind Alarm	(WA)		
Rain Alarm	(RA)		
Frost Alarm	(FA)		
additional I/Os			Parameter
Sensor for detecting END Po	ositions	Reversion Pause Time	(RPT
		Move Up/Down Time	(MUD
		Slat Step Time	(SST
		Preset Position Time	(PPT
		Preset Position Percentage	(PPF
		Preset Position Length	(PPl
		Preset Slat Percentage	(PSF
		Preset Slat Angle	(PSA
		Blinds Position for Scene Number	(BPSN
		Slats Position for Scene Number	(SPSI
		Storage Function for Scene Number	(SFSN
		Reaction on Wind Alarm	(RWA
		Heartbeat Wind Alarm	(HWA
		Reaction on Rain Alarm	(RRA
		Heartbeat Rain Alarm	(HRA
		Reaction on Frost Alarm	(RFA
		Heartbeat Frost Alarm	(HFA
		Maximum Slat Move Time	(MSM)
		Enable Blinds Mode	(EBM
		Scene Learning Mode Enable	(SLME

mandatory optional

Figure 10 – Functional Block Diagram for Sunblind Actuator Basic

2.5 Datapoints

Table 4 – Datapoint overview

Datapoint	Description/Remarks	Datapoint Type			
Inputs					
Move UpDown	To move sunblind up ("0") and down ("1").	DPT_UpDown (1.008)			
StopStep UpDown	To stop the sunblind and to step it up/down.	DPT_Step (1.007)			
Dedicated Stop	To stop the sunblind.	DPT_Trigger (1.017)			
Preset Position	0 = move to preset position 1.	DPT_SceneAB (1.022)			
	1 = move to preset position 2.				
Set Absolute Position	To move the sunblind into a specified position	DPT_Scaling (5.001)			
Blinds Percentage					
Set Absolute Position	To move the sunblind into a specified position	DPT_Length_mm (7.011)			
Blinds Length					
Set Absolute Position Slat	To move the slats of a sunblind into a specified	DPT_Scaling (5.001)			
Percentage	position				
Set Absolute Position Slat	To move the slats of a sunblind into a specified	DPT_Rotation_Angle			
Degrees	position	(8.011)			
Scene Number	This input shall be used to move the sunblind to	DPT_SceneNumber			
	a scene position.	(17.001)			
Scene Control	The input shall be used to move the sunblind to	DPT_SceneControl			
	a scene position as well as to save the current	(18.001)			
	position as part of a scene.	,			
Forced	To move the sunblind to a forced position and	DPT_Direction1_Control			
	to block it for any further control.	(2.008)			
Wind Alarm	To move the sunblind to a secure position and	DPT_Alarm (1.005)			
	to block it for any further control.				
Frost Alarm	To move the sunblind to a secure position in	DPT_Alarm (1.005)			
	case of frost alarm and to block it. for any				
	further control.				
Rain Alarm	To move the sunblind to a secure position in	DPT_Alarm (1.005)			
	case of rain alarm and to block it for any further				
	control.				
Outputs					
Info Move Up Down	To indicate the last moving direction	DPT_UpDown (1.008)			
Current Absolute Position	To indicate the current position of the sunblinds	DPT_Scaling (5.001)			
Blinds Percentage	in percentage				
Current Absolute Position	To indicate the current position of the sunblinds	DPT_Length_mm (7.011)			
Blinds Length	in mm				
Current Absolute Position	To indicate the current position of the slats in	DPT_Scaling (5.001)			
Slats Percentage	percentage				
Current Absolute Position	To indicate the current position of the slats in	DPT_Rotation_Angle			
Slats Degrees	degrees	(8.011)			
Valid Current Absolute	To indicate whether the Datapoints CAPBP,	DPT_Bool (1.002)			
Position	CAPBL, CAPSP, CAPSD are valid				

Datapoint	Description/Remarks	Datapoint Type	
Parameters			
Reversion Pause Time	Stop Time before changing the moving direction	DPT_TimePeriodMsec (7.002)	
Move Up/Down Time	Time to move the sunblind from the final upper to the final lower position.	DPT_TimePeriodSec (7.005)	
Slat Step Time	Time to move the slat for one step.	DPT_TimePeriodMsec (7.002)	
Preset Position Time	Time to move the sunblind from the final upper position to the preset positions.	DPT_TimePeriod10Msec (7.003)	
Preset Position Percentage	% of the move up/down to move the sunblind from the final upper position to the preset positions.	DPT_Scaling (5.001)	
Preset Position Length	distance in mm between the final upper position and the preset positions.	DPT_Length_mm (7.011)	
Preset Slat Percentage	% of the slat angle to move the slats from the 0° position to the preset positions	DPT_Scaling (5.001)	
Preset Slat Angle	angle in degrees between the 0° position of the slats and the preset positions.	DPT_Rotation_Angle (8.011)	
Reaction on Wind Alarm	Defines whether to move the sunblind to final upper or final lower position.	DPT_Alarm_Reaction (23.002)	
Heartbeat Wind Alarm	Defines the timeout period for receiving a telegram on input Wind Alarm.	DPT_TimePeriodMin (7.006)	
Reaction on Rain Alarm	Defines whether to move the sunblind to final upper or final lower position.	DPT_Alarm_Reaction (23.002)	
Heartbeat Rain Alarm	Defines the timeout period for receiving a telegram on input Rain Alarm.	DPT_TimePeriodMin (7.006)	
Reaction on Frost Alarm	Defines whether to move the sunblind to final upper or final lower position.	DPT_Alarm_Reaction (23.002)	
Heartbeat Frost Alarm	Defines the timeout period for receiving a telegram on input Frost Alarm.	DPT_TimePeriodMin (7.006)	
Maximum Slat Move Time	Time to move the slats from the final upper 0% to the final lower 100% position.	DPT_TimePeriodMsec (7.002)	
Enable Blinds Mode	Determines whether the actuator functions as a blinds actuator (with slats) or only as a shutter (no slats – step is interpreted as stop)	DPT_Enable (1.003)	
Storage Function for Scene Number	Determines whether the storage function for scenes is enabled or disabled	DPT_Enable (1.003)	
Blinds Position for Scene Number	array of max. 64 elements including for each scene number a percentage value corresponding to a particular blinds position	DPT_Scaling (5.001)	
Slats Position for Scene Number	array of max. 64 elements including for each scene number a percentage value corresponding to a particular slats position	DPT_Scaling (5.001)	
Scene Learning Mode Enable	This input shall be used to activate and deactivate the scene learn mode.	DPT_Enable (1.003)	

2.5.1 FB Profiles 2)

FB Profile 1 is for a blinds actuator with slats.

FB Profile2 is for a shutter actuator, without slats

		Standard Mode	
Features and options	Basic FB	FB Profile 1 ³⁾	FB Profile 2
MUD	М	GO	GO
select 1 of 2 {			
SSUD	М	GO	(GO)
STOP	М	(GO)	GO
}			
State Machine for Direct Control	М	М	М
Functionality "Positioning of blinds" {	0	0	0
Input SAPBP	М	М	М
}			
Functionality "Positioning of slats" {	0	0	0
Input SAPSP	М	М	М
}			
Functionality of reversion pause time	М	М	М
Parameter RPT	0	0	0
Functionality Scene Control {	0	0	0
dependencies SLME and SFSN	М	М	М
}			

²⁾ Please refer to [02] for the definition of the syntax and symbols used in this FB Profile definition.

-

³⁾ This is for controlling a blinds actuator with slats.

		Basic FB
Parameters	RPT	0
	MUDT	0
	SST	0
	PPT	0
	PPP	0
	PPL	0
	PSP	0
	PSA	0
	RWA	0
	HWA	0
	RRA	0
	HRA	0
	RFA	0
	MSMT	0
	EBM	0
	HFA	0
	BPSN	0
	SPSN	0
	SFSN	0
	SLME	0

Figure 11 - Runtime Interworking – Parameters

2.5.2 Detailed specification of Datapoints

2.5.2.1 Input Move UpDown (MUD)

DP Name:	Move UpDown		Abbr.:	MUD	Manda	tory	igthedown					
FB Name:	Sunblind Actuato	or Basic (SAB)			Can be	internal						
Description												
		al Block on the reception										
		ion as laid in clause 2		eraction of th	nis input wit	th other of	ptional					
Datapoints sha	all comply with th	e specifications of 2.2	.7.									
Datapoint Typ	_											
DPT_Name:	DPT_UpDown											
DPT Format:	B ₁			DPT_ID:	1.008							
Field	Description			Supp.	Range	Unit	Default					
b	Indicates reque	est to move up or down	n the shutter	s M	{0, 1}	none	none					
	or blinds.											
Access Type												
♦ Input												
$N \rightarrow this$		$I \rightarrow this$										
Spontaneo	Spontaneous S Cyclically: Time-out: no											
Request		Polling:		Perio	d:							
Communication	n Type											
♦ Group Ob	ject Datapoint				Mandatory	/:						
		None.										
Dynamics												
Power dow	n: Save:											
Power up:	Value:	No initialisation:	□ De	fault value:								
		Saved value:	☐ Cu	rrent value (not for in in	put):						
	Transmit on bus (only for output): Read from bus (only for input):											
Exception Har	Exception Handling											
NOTE A	read response i	eceived on an attribut	ed Group Ac	ddress may	cause a sto	pped sur	nblind					
actuator to set	in motion.											
Special Featu	res											
	he upper and lower position of the blind/shutter actuator can be detected by either dedicated hardwired											
sensors or car	ensors or can be supervised via internal timers or counters in combination with the parameter.											

2.5.2.2 Input StopStep UpDown (SSUD)

DP	Name:	Stop	Step UpDov	wn		Abbr.:	SS	SUD	Manda	tory		
FΒ	Name:	Sun	blind Actuate	or Basi	С				Can be	internal		
	scription											
					k on the recepti							
					ption as laid in			ne interact	ion of this i	nput wit	h otł	ner
_			s shall comp	ly to th	ne specifications	of 2.2.	7					
	tapoint Typ											
DP	PT_Name:	DF	PT_Step									
	T Format:	B ₁						DPT_ID:	1.007			
Fie	eld	De	escription					Supp.	Range	Unit	De	fault
b		Ind	dicates a req	uest to	perform a grad	dual		M	{0, 1}	none	nor	ne
		m	ovement.									
Ac	Access Type											
•	Input											
	$N \rightarrow this$			$1 \rightarrow thi$	is \square							
	Spontaneo	us			Cyclically:			Time	-out:	NO		
	Request				Polling:			Perio	d:			
Co	mmunicatio	n Ty	уре									
•	Group Ob	ect	Datapoint						Mandatory	/: X		
	Default Gro	oup .	Address:	None.								
Dy	namics		<u> </u>									
	Power dow	n:	Save:									
	Power up:		Value:	No in	itialisation:		Defau	ılt value:				
	-			Save	d value:		Curre	nt value (ı	not for in in	put):		
			Transmit or	n bus (d	only for output):		Read	from bus	(only for in	put):		
Ex	Exception Handling											
NC	TE A read	res	ponse (A_G	roupVa	alue_Response	-PDU) r	eceived	on an att	ributed Gro	up Addr	ess	may
cau	use a movir	ıg sı	inblind actua	ator to	stop or a stoppe	ed sunb	lind actu	uator to pe	erform a ste	ep.		
	Special Features											
NC	TE As reg	ards	s the realisat	ion of	shutters or blind	ds, see	2.5.1.					
•												

2.5.2.3 Input Dedicated Stop (STOP)

DP Name:	Dedicated Stop		Abbr.:	ST	OP	Mandat	tory	
FB Name:	Sunblind Actuate	or Basic				Can be	internal	
Description								
		nput is the mandatory				may be us	ed for bl	inds
		dedicated stop (e.g. o						
		al Block on the reception						
		tion as laid in clause 2		intera	ction of th	nis input wit	h other o	optional
		ne specifications of 2.2	2.7.					
Datapoint Type								
DPT_Name:	DPT_Trigger			1		1		
DPT Format:	B ₁				DPT_ID:			
Field	Description	.1			Supp.	Range	Unit	Default
b	Requests to st	op the movement.			M	{0, 1}	none	none
Access Type								
♦ Input	15-7							
$N \rightarrow this$		$1 \rightarrow \text{this}$						
Spontaneou	ıs 🗵	Cyclically:			Time		NO	
Request		Polling:			Perio	d:		
Communication								
	ect Datapoint					Mandatory	<i>r</i> : 🗵	
	up Address:	None.						
Dynamics								
Power down	n: Save:							
Power up:	Value:	No initialisation:		Defau	ılt value:			
		Saved value:			,	not for in in		
	Transmit or	bus (only for output):		Read	from bus	(only for in	put):	
Exception Han	dling							
None.								
Special Feature	es							
None.								

2.5.2.4 Input Preset Position (PP)

DP Name: F	Preset Position		Abbr.:	PF)	Manda	tory	
FB Name: S	Sunblind Actuato	or Basic	•	•			internal	
Description								
The input "Pres	et Position" is u	sed to move the sunb	lind to or	ne of tv	vo possibl	e predefine	ed position	ons and
		n the sunblind position						
		rection has to be char						
		Reversion Pause Time	(RPT) "	(see p	arameter	s) has elap	sed and	only
then start the n								
		n other optional Datap	oints sha	all com	ply with th	ne specifica	tions of	2.2.7.
Datapoint Type								
DPT_Name:	DPT_Scene_A	<u>B</u>				1		
DPT Format:	B ₁				DPT_ID:		1	
Field	Description				Supp.	Range	Unit	Default
b		ve the sunblind in posi	ition A		M	{0,1}	none	none
	(value 0) or B (value 1).						
Access Type								
◆ Input								
$N \rightarrow this$		$I \rightarrow \text{this}$						
Spontaneou	s 🛛	Cyclically:			Time	-out:	NO	
Request		Polling:			Perio	d:		
Communication	туре							
	ect Datapoint					Mandatory	/:	
Default Grou	up Address: 1	None.						
Dynamics								
Power down	: Save:							
Power up:	Value:	No initialisation:		Defau	ılt value:			
		Saved value:			•	not for in in		
	Transmit on	bus (only for output):		Read	from bus	(only for in	put):	
Exception Hand	dling							
None.								
Special Feature	es							
None.								

2.5.2.5 Input Set Absolute Position Blinds Percentage (SAPBP)

DP Name:	Set	Absolute Pos	sition	Percentage	Abbr.:	SA	APBP	Manda	tory	L	
FB Name:	Sun	blind Actuato	r Bas	ic				Can be	internal		
Description											
				ds Percentage"	is used t	o mov	e the sunl	olind to a sp	pecified p	position	1
				(fully closed).							
				n has to be char							tor
			n Paus	se Time (RPT) "	(see par	amete	rs) has el	apsed and	only ther	າ start	
the new move		• • •									
		this input with	n othe	r optional Datap	oints sha	all com	ply with tl	ne specifica	ations of	2.2.7.	
Datapoint Typ	_										
DPT_Name:		PT_Scaling									
DPT Format:	U ₈						DPT_ID:	5.001			
Field		Description					Supp.	Range	Unit	Defau	ult
UnsignedValu	ıe	Requested p	oositic	on of the sunblin	d in perc	ent.	M	0 %	%	none	е
								100 %			
Access Type											
♦ Input											
$N \rightarrow this$		□ 1	\rightarrow th	is 🔲							
Spontaneo	us			Cyclically:			Time	-out:	no		
Request				Polling:			Perio	d:			
Communication	on Ty	/ре									
♦ Group Ob								Mandator	y: 🛛		
Default Gr	oup /	Address: N	lone.						•		
Dynamics											
Power dov	vn:	Save:									
Power up:		Value:	No ir	nitialisation:		Defau	ılt value:				
			Save	ed value:		Curre	nt value (not for in in	put):		
		Transmit on	bus (only for output):		Read	from bus	(only for in	put):		
Exception Ha	ndlin		,	, ,					•		
None.											
Special Featu	res										
None.											

2.5.2.6 Input Set Absolute Position Blinds Length (SAPBL)

DP Name:	Set	Absolute Pos	sition length	Abbr.:	SAPE	SL Manda	tory					
FB Name: Sunblind Actuator Basic Can be internal												
Description												
			on Blinds Length " is use			unblind into a requ	uested p	osition				
			the lowest position (full									
			rection has to be chang									
			n Pause Time (RPT) " (s	see par	ameters) l	has elapsed and o	only ther	ı start				
the new mo	-											
		this input with	n other optional Datapo	ints sha	III comply	with the specifica	tions of	2.2.7.				
Datapoint T												
DPT_Name		PT_Length_m	nm									
DPT Forma	t: U			•		PT_ID: 7.011	1					
Field		Description		Supp		Range	Unit	Default				
UnsignedVa	lue		position of the sunblind	M	0 mn	n 65 535 mm	mm	none				
		in mm.										
Access Type	<u>e</u>											
♦ Input												
$N \rightarrow this$			$I \rightarrow this$									
Spontane	eous	\boxtimes	Cyclically:			Time-out:	no					
Request			Polling:			Period:						
Communica	tion T	ype										
♦ Group C)bject	Datapoint				Mandatory	/: X					
Default C	roup	Address: N	None.									
Dynamics												
Power do		Save:										
Power up):	Value:	No initialisation:		Default v	alue:						
			Saved value:		Current v	alue (not for in in	put):					
		Transmit on	bus (only for output):		Read fro	m bus (only for in	put):					
Exception H	andlir	ng										
If a value is	receiv	ed larger that	n the maximal drive leng	gth of th	ne sunblin	d, the sunblind sh	nall move	e to its				
maximum p	osition	1										
Special Fea	pecial Features											
None.												

2.5.2.7 Input Set Absolute Position Slat Percentage (SAPSP)

DP Name: Set Absolute Slat Position Percentage Abbr	: SAPS	SP Manda	tory	
FB Name: Sunblind Actuator Basic		Can be	internal	
Description				
The input " Set Absolute Position Slat Percentage " is used to	move the	blind into a spec	ified slat	position
between 0% and 100% (see 2.2.5.2.1).				
When the current movement direction has to be changed for				
has to wait until the "Reversion Pause Time (RPT) " (see pa	rameters)	has elapsed and	only the	n start
the new movement.				
The interaction of this input with other optional Datapoints sh	all comply	with the specifica	tions of	2.2.7.
Datapoint Type				
DPT_Name: DPT_Scaling				
DPT Format: U ₈		PT_ID: 5.001		5 (1)
Field Description	Supp.	Range	Unit	Default
UnsignedValue Requested position of the slats in	M	0 % 100 %	%	none
percent.				
Access Type				
♦ Input				
$N \rightarrow \text{this}$ \square $1 \rightarrow \text{this}$ \square		1=-	1	
Spontaneous Cyclically:		Time-out:	no	
Request Polling:		Period:		
Communication Type		Tan .		
Group Object Datapoint		Mandatory	/:	
Default Group Address:				
Dynamics				
Power down: Save:	T			
Power up: Value: No initialisation:	Default v			
Saved value:	_	value (not for in in		
Transmit on bus (only for output):	Read fro	m bus (only for in	put):	
Exception Handling				
None.				
Special Features				
None.				

2.5.2.8 Input Set Absolute Position Slat Degrees (SAPSD)

DP	Name:	Set /	Absolute S	lat Pos	ition D	egrees	Abbr.:	SAPS	SD Ma	ndatory	
FΒ	Name:	Sunt	olind Actua	tor Bas	sic				Car	n be internal	
Des	scription										
									inblind into a s		
betv	ween 0° ar	d the	e maximun	n slat-a	ngle (p	ositive v	alue) or	0° and the	minimum slat	t-angle (neg	ative
valu	ie) (see 2.2	2.5.2	.2).								
									the requested		
has	to wait un	til the	e " Reversi	on Pau	se Tin	ne (RPT)	" (see pa	arameters) has elapsed	and only the	en start
	new move										
The	interaction	n of t	his input w	ith othe	er option	onal Data	points sl	hall compl	y with the spe	cifications of	2.2.7.
Dat	apoint Typ	е									
DP	T_Name:	DP	T_Rotation	n_Angle	Э						
DP	T Format:	V ₁₆	1					D	PT_ID: 8.0	11	
Fiel	d	De	scription					Supp.	Range	Unit	Default
Sigi	nedValue	Re	quested po	osition o	of the	slats in d	egrees.	М	-180° 18	0° °	none
Acc	ess Type										
*	Input										
1	$N \rightarrow this$			$1 \rightarrow th$	is						
3	Spontaneo	us			Cycli	cally:			Time-out:	no	
F	Request				Pollin	ng:			Period:		
	nmunicatio	n Ty	ре								
*	Group Ob	ect I	Datapoint						Manda	atory: 🛛	
[Default Gro	up A	Address:								
Dyn	namics										
F	Power dow	n:	Save:								
F	ower up:		Value:	No ir	nitialisa	ation:		Default	value:		
	•	Ì			ed valu			Current	value (not for	in input):	
			Transmit o	n bus (only fo	or output)): 🔲	_	om bus (only fo		
Exc	eption Har			·		<u> </u>			` ,	' '	
				nd woul	d rece	ive a valu	ue out of	its suppor	ted range, it s	hall move th	e slats to
IIO I	naximum s	uppu	ortea siat p	osition	(both	negative	as wen a	as positive	/ ·		
_	naxımum s ecial Featu		orted slat p	osition	(DOIN	negative	as well e	ao positivo	<i>/-</i>		
_	cial Featu		orted slat p	osition	(DOIN	negative	as won a	ao positive	7-		

2.5.2.9 Input Scene Number (SN)

Description The Input Scene Number shall be used to move the sunblind to a scene position related to the encoded scene number. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). Datapoint Type DPT_Name: DPT_SceneNumber DPT_Format: r₂U6 Field Description Supp. Range Unit Default r Reserved field. Shall be zero. M 0 none none SceneNumber Scene number. M (063) none none Access Type Input N → this Spontaneous Cyclically: Time-out: none Request Default Group Address: Dynamics Power down: Save: Default Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Transmit on bus (only for output): Read from bus (only for input): Sepecial Features None.	DP	Name:	Sce	ne Number				Abl	br.:	5	SN		Man	dato	ry		
The Input Scene Number shall be used to move the sunblind to a scene position related to the encoded scene number. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). Datapoint Type DPT_Name: DPT_SceneNumber DPT Format: r₂U₅ DPT_ID: 17.001 Field Description Supp. Range Unit Default Reserved field. Shall be zero. M 0 none none none SceneNumber Scene number. M {063} none none None Access Type ↑ Input N → this	FB I																
Scene number. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). Datapoint Type DPT_Name: DPT_SceneNumber DPT Format: r₂U₀ DPT_ID: 17.001 Field Description Supp. Range Unit Default r Reserved field. Shall be zero. M 0 none none Scene number Scene number. M {063} none none Access Type Input N → this Spontaneous Cyclically: Time-out: none Request Polling: Period: Communication Type Group Object Datapoint Polling: Period: Default Group Address: Dynamics Power down: Save: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximum supported, the device shall not react. Special Features	Des	cription															
Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). Datapoint Type DPT_Name: DPT_SceneNumber DPT Format: r₂U6	The	Input Sce	ne N	Number shal	l be us	ed to r	move the s	sunb	lind	to a	scene	position	relate	ed to	the e	encod	ded
Datapoint Type DPT_Name: DPT_SceneNumber DPT Format: r ₂ U ₆ DPT_ID: 17.001 Field Description Supp. Range Unit Default r Reserved field. Shall be zero. M 0 none none SceneNumber Scene number. M {063} none none Access Type Input N → this			-														
DPT_Name: DPT_SceneNumber DPT Format: r₂U6 DPT_ID: 17.001 Field Description Supp. Range Unit Default r Reserved field. Shall be zero. M 0 none none SceneNumber Scene number. M {063} none none Access Type Input N → this	Up t	to 64 scen	e nu	ımbers (0	. 63) ca	n be a	assigned to	the	actu	uator	r (see	paramete	ers) ^a	· .			
$ \begin{array}{ c c c c }\hline DPT Format: & r_2U_6 & DPT_ID: & 17.001 \\\hline Field & Description & Supp. & Range & Unit & Default \\\hline r & Reserved field. Shall be zero. & M & 0 & none & none \\\hline SceneNumber & Scene number. & M & \{063\} & none & none \\\hline Access Type & & Input & & & & \\\hline N \rightarrow this & & & & & & \\\hline N \rightarrow this & & & & & & \\\hline Spontaneous & & & & & \\\hline Spontaneous & & & & & \\\hline Cyclically: & & & & & \\\hline Time-out: & none & \\\hline Request & & & & & \\\hline Period: & & & \\\hline Communication Type & & & & \\\hline & Group Object Datapoint & & & & \\\hline Default Group Address: & & & & \\\hline Dynamics & & & & \\\hline Power down: & Save: & & & \\\hline Power up: & Value: & & No initialisation: & & Default value: & & \\\hline Saved value: & & & & \\\hline Current value (not for in input): & & \\\hline Exception Handling & & & \\\hline a^3 & An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. \\\hline Special Features & & & \\\hline \end{array}$	Data	apoint Typ	е														
Field Description Supp. Range Unit Default Reserved field. Shall be zero. M 0 none none	DPT	Γ_Name:		OPT_Scene	Numbe	r											
Reserved field. Shall be zero. M 0 none none SceneNumber Scene number. M {063} none none Access Type Input N → this	DPT	Γ Format:	r	· ₂ U ₆				DP	T_IC) :	17.00)1					
Scene Number Scene number. M {063} none none Access Type Input N → this	Field	d		Description				,	Supp).		Range		Uı	nit	Det	fault
Access Type Input N → this □ 1 → this □ Spontaneous □ Polling: □ Period: Communication Type Group Object Datapoint Mandatory: □ Default Group Address: Dynamics Power down: Save: □ Power up: Value: No initialisation: □ Default value: □ Saved value: □ Current value (not for in input): □ Transmit on bus (only for output): □ Read from bus (only for input): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features	r		F	Reserved fie	ld. Sha	all be z	ero.		М			0		no	ne	nc	ne
N → this	Sce	neNumbe	r S	Scene numb	er.				М			{063}		no	ne	nc	ne
N → this	Acc	ess Type															
Spontaneous	*	Input															
Request □ Polling: □ Period: Communication Type ◆ Group Object Datapoint	١	$N \rightarrow this$			$1 \rightarrow th$	is											
Communication Type ◆ Group Object Datapoint	5	Spontaneo	us			Cyclic	cally:					Time-out	:		none	!	
◆ Group Object Datapoint	F	Request				Pollin	ıg:					Period:					
Default Group Address: Dynamics Power down: Save: Default value: Default value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features	Con	nmunicatio	n T	ype													
Dynamics Power down: Save: Default value: Default value: Current value (not for in input): Read from bus (only for input): Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features	*	Group Ob	ject	Datapoint								Ma	ındat	ory:			
Power down: Save: Power up: Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features		Default Gro	oup.	Address:													
Power up: Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features S	Dyn	amics															
Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features	F	Power dow	n:	Save:													
Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features	F	Power up:		Value:	No in	nitialisa	ation:			Defa	ault va	llue:					
Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features					Save	d valu	e:			Curi	rent va	alue (not	for in	inpu	ut):		
An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features				Transmit o	n bus (only fo	or output):			Rea	d fron	n bus (on	ly for	inpu	ut):		
scene is called with a scene number higher than the maximum supported, the device shall not react. Special Features		eption Har	ndlin	g													
Special Features	a) /	An applica	tion	may suppoi	t less t	han th	e maxima	l end	coda	ble n	numbe	r of 64 so	enes	s. In	the c	ase, i	fa
	ç	scene is ca	allec	l with a scer	ne num	ber hig	gher than t	he r	naxir	mum	supp	orted, the	devi	ice s	hall r	ot re	act.
None.			res														
	Non	e.															

2.5.2.10 Input Scene Control (SC)

Sunblind Actuator Basic	Description The Input Scene Control shall be used to move the sunblind to a scene position as well as to save the current position as part of a scene. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) **. If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	DP Na	ıme:	Scen	e Contr	ol			Ab	obr.:	SC			Mandato	ry		
The Input Scene Control shall be used to move the sunblind to a scene position as well as to save the current position as part of a scene. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) ⁸⁾ . If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	The Input Scene Control shall be used to move the sunblind to a scene position as well as to save the current position as part of a scene. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n) Not implemented	FB Na	me:	Sunb	lind Act	uator	Basi	ic						Can be i	nternal		
current position as part of a scene. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) and the provided in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	current position as part of a scene. Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)																
Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a) If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	Up to 64 scene numbers (0 63) can be assigned to the actuator (see parameters) a). If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)							d to move the	sunb	olind t	o a sce	ene pos	itio	n as well as	to sav	e the	€
If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	If none of the parameters SLME or SFSN is implemented, then the DP Scene Control shall be supported in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SEME													. 2)			
in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	in full: it shall be possible to call and learn all of the supported scene numbers. If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)																
If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)	If one or both of the parameters SLME or SFSN is implemented, then the request to learn a scene n, this is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)													Control sha	ll be su	ppor	ted
is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: STSN(array element n)	is an access to DP Scene Control with a value of the field C = 1 and the scene number n in the field SceneNumber - shall function as follows: SFSN(array element n)																
SceneNumber - shall function as follows: SFSN(array element n)	SceneNumber - shall function as follows: SFSN(array element n)																this
SLME	SLME								efiel	d C =	1 and	the sce	ene	number n i	n the fi	eld	
Not implemented Disable (= 0)	SLME	Scene	number	- Sna	all funct	ion as	IOIIC	DWS:	e c	CN/a	rrov	lomont	n)				
SLME	SLME								ЭГ	SIN(a			n)	Engh	lo.		
Not implemented Learn Ignore Learn Ignore Ig	Not implemented		SI ME				No	t implemented	ı								
Disable (= 0)	Disable (= 0)			imnl	omonto	. d		Loorn							•		
Enable (= 1) Learn Ignore Learn The interaction of this input with other optional Datapoints shall comply with the specifications of 2.2.7. Datapoint Type	Enable (= 1)					u							-				
The interaction of this input with other optional Datapoints shall comply with the specifications of 2.2.7. Datapoint Type DPT_Name: DPT_SceneControl DPT Format: B₁r₁U6 Teled Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U6 0 = activate the required scene as contained in field SceneNumber. T Reserved. Shall be zero. M 0 0 - 0 SceneNumber scene number to be learned or activated M [0 63] [®]) - none Access Type Input N→ this Spontaneous Cyclically: Time-out: NO Request Default Group Address: Dynamics Power down: Save: Default value: Saved value: Current value (not for in input): Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	The interaction of this input with other optional Datapoints shall comply with the specifications of 2.2.7. Datapoint Type DPT_Name: DPT_SceneControl DPT Format: B₁r₁U₀ DPT_ID: 18.001 Field Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U₀ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] - none Access Type Input N → this Spontaneous Cyclically: Time-out: NO Request Default Group Address: Dynamics Power down: Save: Default Group Address: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Saved value: Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features												-				
Datapoint Type DPT_Name: DPT_SceneControl DPT Format: B ₁ r ₁ U ₆ Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ⁸⁾ - none Access Type Input N→ this 1→ this	Datapoint Type DPT_Name: DPT_SceneControl DPT Format: B1r,U6 Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U6 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63]® - none Access Type Input N → this S 1 → this Spontaneous Cyclically: Request Default Group Address: Power down: Polling: Default Group Address: Power down: Save: Power down: Save: Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features	Th a :					- 41		:				41				,
DPT_Name: DPT_SceneControl DPT Format: B₁r₁U6	DPT_Name: DPT_SceneControl DPT Format: B₁r₁U₀ DPT_ID: 18.001 Field Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63]³ - none Access Type Input N → this 1 → this				iis inpu	with	otne	r optional Data	JOIN	is sna	an com	piy with	tne	e specificati	ons or	2.2.1	
DPT Format: B₁r₁U₆ Description Supp. Range Unit Default C	DPT Format: B₁r₁U₀ Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U₀ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N→ this □ 1→ this □ Spontaneous □ Cyclically: □ Time-out: NO Request □ Polling: □ Period: Communication Type Group Object Datapoint □ Mandatory: □ Default Group Address: □ Dynamics Power down: Save: □ Power up: Value: No initialisation: □ Default value: □ Current value (not for in input): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features			е	IDDT	Coo	n o C o	ntrol									
Field Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this	Field Description Supp. Range Unit Default C 1 = learn the current position as a scene and store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this						necc	DITITOI				DDT II	٦.	10.001			
The learn the current position as a scene and store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. The Reserved. Shall be zero. SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N→ this □ 1→ this □ Time-out: NO Request □ Polling: □ Period: Communication Type Group Object Datapoint Period: Default Group Address: Dynamics Power up: Value: No initialisation: □ Default value: □ Current value (not for in input): □ Transmit on bus (only for output): □ Read from bus (only for input): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	The learn the current position as a scene and store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. The Reserved. Shall be zero. SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N→ this		omai.				n								Lloit	Dof	foult.
store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this □ 1 → this □ Time-out: NO Request □ Polling: □ Period: Communication Type Group Object Datapoint Period: Default Group Address: Dynamics Power down: Save: □ No initialisation: □ Default value: □ Saved value: □ Current value (not for in input): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	store it as a scene number in the field U ₆ 0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N→ this □ 1→ this □ Time-out: NO Request □ Polling: □ Period: Communication Type Group Object Datapoint Period: Default Group Address: Dynamics Power down: Save: □ Saved value: □ Current value (not for in input): □ Transmit on bus (only for output): □ Read from bus (only for input): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features							urrent position	20.0	ccon	o and				Offic		
0 = activate the required scene as contained in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this	0 = activate the required scene as contained in field SceneNumber. Reserved. Shall be zero.	C												{0,1}	-	ПО	nie
in field SceneNumber. r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this	in field SceneNumber. Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this □																
Reserved. Shall be zero.	r Reserved. Shall be zero. M 0 - 0 SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this								c as	COIII	airica						
SceneNumber scene number to be learned or activated M [0 63] ^{a)} - none Access Type Input N → this	SceneNumber scene number to be learned or activated M [0 63]³ - none Access Type Input N → this	r										M		0	_		n
Access Type Input N → this □ 1 → this □ Time-out: NO	Access Type Input N → this	-	Number	•					r ac	tivate	d			-	_		
N → this	N → this				1000.						<u>. </u>			[0 00]	<u> </u>		
N → this	N → this																
Spontaneous	Spontaneous					1	→ thi	is I									
Request	Request □ Polling: □ Period: Communication Type In Group Object Datapoint						/ (11					Tim	e-c	out.	NO		
Communication Type	Object Datapoint Mandatory: Default Group Address: Dynamics Power down: Save: □ Power up: Value: No initialisation: □ Saved value: □ Transmit on bus (only for output): □ Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features				Ħ				T								
◆ Group Object Datapoint	→ Group Object Datapoint Default Group Address: Dynamics Power down: Save: □ Power up: Value: No initialisation: □ Saved value: □ Current value (not for in input): □ Transmit on bus (only for output): □ Read from bus (only for input): □ Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features			n Tvi	oe		·	<u> </u>				1		-			
Default Group Address: Dynamics Power down: Save: Power up: Value: No initialisation: Default value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	Default Group Address: Dynamics Power down: Save: Default value: Default value: Current value (not for in input): Read from bus (only for input): Read from bus (only for input): An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features					ıt							I	Mandatory:			
Dynamics Power down: Save:	Dynamics Power down: Save:													,			
Power down: Save: Power up: Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	Power down: Save: Power up: Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features																
Power up: Value: No initialisation: Saved value: Current value (not for in input): Transmit on bus (only for output): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	Power up: Value: No initialisation: Default value: Saved value: Current value (not for in input): Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features Default value: Current value (not for in input): Read from bus (only for input): Re			n:	Save:												
Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	Transmit on bus (only for output): Read from bus (only for input): Exception Handling a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features						No in	itialisation:		\boxtimes	Defau	ılt value	:				
Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	Transmit on bus (only for output): Read from bus (only for input): Exception Handling An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features		•	ĺ		[Save	d value:			Curre	nt value	(no	ot for in inp	ut):		
An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	a) An application may support less than the maximal encodable number of 64 scenes. In the case, if a scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features			-	Transm	it on b	ous (d	only for output):	: [
scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features	Excep	tion Har	ndling											•		
scene is learned or called with a scene number higher than the maximum supported, the device shall not react.	scene is learned or called with a scene number higher than the maximum supported, the device shall not react. Special Features	a) An	applica	tion r	nay sup	port l	ess tl	han the maxima	al en	coda	ble nu	mber of	64	scenes. In	the cas	se, if	a
	Special Features																
Special Features																	
	None.		al Featu	res													
None.		None.															

2.5.2.11 Input Forced (FO)

	Forced		Abbr.:	F)	Manda	tory	
FB Name:	Sunblind Actua	itor Basic				Can be	internal	
Description								
In case a teleg any further by "01b" is receive of low priority a If the current n	ram is received any of the Data ed. From that ragain. Tovement direct	shall be used to reced, the actuator shall in appoints with low prior noment onwards, the stion has to be changle ause Time (RPT) " (move up ("1 ity unless a e sunblind a ged for reacl	0b") o telegr ctuato ning th	r down ("1 am with th r can be co	1b") and ca le value "00 ontrolled by ed position,	b" or the	e value apoints uator has
new movemen		ause fille (KFT)	see parame	:(e15) i	ias eiapse	u and only	lileii Sia	it tile
		rith other optional Da	tapoints sha	all com	nolv with th	ne specifica	tions of	2.2.7.
Datapoint Type	•				. р			
DPT_Name:	DPT_Direction	n1_Control						
DPT Format:	B ₂				DPT_ID:	2.008		
Field	Description				Supp.	Range	Unit	Default
c, v Access Type	c v 0b 0b 0b 1b 1b 0b 1b 1b	Function no forced state no forced state forced move up forced move down			M	[0 3]	none	none
♦ Input								
N → this Spontaneou Request Communicatio		1 → this			Time-		none	
	ect Datapoint					Mandatory	<i>r</i> : 🛛	
	oup Address:					•		
Dynamics								
Power dow Power up:	Value:	No initialisation: Saved value: on bus (only for output	ut):	Curre		not for in in (only for in		
Exception Han		(-)	, , , ,			, , ,	,	
None.								
Special Featur	es	_						
None.								
·			·	·	· ·		·	

2.5.2.12 Input Wind Alarm (WA)

DP Name:	Wind Alarm			Abbr.:	W	A	Manda	tory		
FB Name:	Sunblind Actuate	or Basic					Can be	internal		
Description										
	ority of this Data									
	d Alarm" shall b									
	ue of this Datap									
	osition accordin									
	rm status. Durin							ty shall r	ot be	
	Alarm status sh									
If the current m	ovement directi	on has to be ch	anged f	or reach	ing the	e secure p	osition, the	e actuato	r sha	II
wait until the "F	Reversion Pause	e Time (RPT) " (see par	ameters	s) has	elapsed a	nd only the	en start th	ne nev	W
movement.										
Datapoint Type										
DPT_Name:	DPT_Alarm									
DPT Format:	B ₁					DPT_ID:	1.005			
Field	Description					Supp.	Range	Unit	Defa	ault
b	Shall indicate v	whether there is	a wind	alarm o	r not.	M	{0,1}	none	nor	ne
Access Type										
♦ Input										
$N \rightarrow this$		$1 \rightarrow \text{this}$								
Spontaneou	ıs 🛚	Cyclically	y:	\boxtimes		Time	out:	see par	amete	er
Request		Polling:				Perio	d:			
Communication	n Type									
♦ Group Obj	ect Datapoint						Mandatory	y : 🛛		
Default Gro	up Address:									
Dynamics										
Power down	n: Save:									
Power up:	Value:	No initialisation	n:		Defau	ılt value:				
		Saved value:			Curre	nt value (i	not for in in	put):		
	Transmit or	bus (only for o	utput):		Read	from bus	(only for in	put):		٦ ^{a)}
Exception Han	dling		<u> </u>					<u> </u>		
-1	handling after p	ower up shall b	e descr	ibed by	the ma	anufacture	er.			
Special Featur		tion up on an o	2 2 2 2 2 3 1							
None.										

2.5.2.13 Input Frost Alarm (FA)

DP Name:	Frost Alarm		Abbr.:	FA	L	Manda	Mandatory				
FB Name:	Sunblind Actuate				Can be	internal					
Description											
As regards priority of this Datapoint, see clause 2.2.7.											
The input "Frost Alarm" shall be used to receive information about frost.											
IN case the value of this DP is set to "1" or if a heart-beat time-out expires, the actuator shall move into a											
secure position according to the settings in the parameter "Reaction on Frost Alarm". The actuator shall											
be in the alarm status. During frost alarm, all other control commands with lower priority shall not be											
		all be resolved, when t									
		on has to be changed									
	Reversion Pause	e Time (RPT) " (see pa	arameters) has (elapsed a	nd only the	en start tr	ie new			
movement.											
Datapoint Type											
DPT_Name:	_										
DPT Format:	B ₁				DPT_ID:	1.005	11.20	D.(- 1	_		
Field	Description		Supp.	Range	Unit	Defaul	t				
b	Shall indicate v	M	{0,1}	none	none						
Access Type											
◆ Input											
$N \rightarrow this$		$1 \rightarrow \text{this}$	157				1				
Spontaneo	us 🗵	Cyclically:			Time-out:		see par	ameter			
Request Polling: Period:											
Communicatio							157				
	ect Datapoint					Mandatory	/:				
	up Address: -	· 									
Dynamics	T ₂	1 —									
Power dow											
Power up:	Value:	No initialisation:			lt value:						
		Saved value:				not for in in		a)	_		
	Transmit on	bus (only for output):	(only for in	put):		,					
Exception Han	dling										
a) Exception	handling after p	ower up shall be desc	ribed by t	he ma	anufacture	er.					
Special Features											
None.											
·			·			· ·			_		

2.5.2.14 Input Rain Alarm (RA)

DP Name:	Rain Alarm				Abbr.:	: F	RA		Manda	Mandatory			
FB Name:	Sunblind Actuator Basic								Can be	internal			
Description													
As regards priority of this Datapoint, see clause 2.2.7.													
The input "Rain Alarm" shall be used to receive information about rain.													
In case the value of this Datapoint is set to "1" or shall move into a secure position according to the													
settings in the parameter "Reaction on Rain Alarm". The actuator shall be in the alarm status. During Rain													
alarm, all other control commands with lower priority shall not be executed. The Alarm status shall be resolved if the value of this Datapoint is set to "0".													
If the current r													
wait until the "	Rev	reision Pause	3 111116	<u> 3</u> (RP	i) (see pai	ramete	is) na	s eiap	seu a	nd only the	ın Start tr	не пе	• VV
movement.													
Datapoint Type DPT Name: DPT Alarm													
DPT Format:	B ₁	1_/ ((α))						DP	T ID:	1.005			
Field Description								_	upp.	Range	Unit	Def	ault
- '								M	{0,1}	none		ne	
Access Type													
♦ Input													
$N \rightarrow this$													
Spontaneo	Spontaneous				cally:				Time-	out:	it: see parame		ter
Request Polling:				g:				Period	d:				
Communication	on Ty	/ре											
♦ Group Ob	ject	Datapoint								Mandatory	/:		
Default Gro	oup /	Address: -											
Dynamics													
Power dow	n:	Save:											
Power up:	Power up: Value: No initialisation:				ition:	Default value:							
		Saved value:					Current value (not for in input):						
Transmit on bus (only for output):				r output):	: Read from bus (only for input):							\exists^{a}	
Exception Hai	ndlin	g											
The man	ufact	turer shall de	scribe	the be	ehaviour a	fter po	wer up).					
Special Featu													
None.													

2.5.2.15 Output Info Move Up Down (IMUD)

b	Name:	Info Move Up Down				Abbr.:	: IMUD Mandatory							
FB	Name:	Sunblind Actuator Basic							Can be	internal				
De	escription													
	The output "Info Move Up Down" shall be used to indicate the last moving direction of the sunblind. The													
va	value shall be sent when the sunblind starts moving and not when entering in the state stepping.													
	Datapoint Type													
	DPT_Name: DPT_UpDown													
DPT Format: B ₁								DPT_ID: Supp.						
Fie	eld	_	Description							Range	Unit	Defa	ault	
b					hether the l	ast moving	directio	n is	M	{0, 1}	none	nor	ne	
		up	or dov	wn.										
Ac	Access Type													
◆ Output														
	this \rightarrow M				$nis \rightarrow 1$									
	Spontaneo	Dus COV: Δ-Value: Cyclic Period:						Min repetition period:						
				Cyclic		Period:								
Request 🗵														
Co	mmunicatio	n Ty	γре											
♦ Group Object Datapoint Mandatory:														
Default Group Address:														
Dy	namics													
	Power dow	n:	Save:		\boxtimes									
	Power up:		Value	:	No initialisa		Defau	ılt value:	value:					
					Saved valu		Current value (not for in input):							
			Transmit on bus (only for output):					Read from bus (only for input):						
Ex	ception Har	dlin	g											
	ne.													
Sp	ecial Featur	es												
No	ne.													

2.5.2.16 Output Current Absolute Position Blinds Percentage (CAPBP)

DF	P Name: Current Absolute Position Blinds Abbr.: CAPBP Mandatory Percentage											
FR	Name:		olind Actuato	r Rasic					Can be	internal		
	scription	Ourik	Jilla Actuato	i Dasio					Oan be	internal		
		urren	t Absolute P	osition Blinds Percentag	re" sha	II be	e used t	o indicat	e the cu	rrent no	sition of	
			ercentage va		,o ona		o acca i	o in aloa	.0 1110 00	mom po	Oltion Oi	
				ansmitted on change of	value v	whe	en the di	rive has	complet	ed a mo	tion	
				ed to transmit the value								
	ce per minu		,						.,	,		
	tapoint Typ											
	T_Name:		T_Scaling									
DF	DPT Format: U ₈ DPT_ID: 5.001											
Fie	Field Description Supp. Range Unit Default											
Un	signedValu	е	The position	of the sunblind as a			М	0 %	100%	%	none	
			percentage.									
				final upper position								
				final lower position								
			See 2.2.5.1.	1.								
Ac	cess Type											
♦	Output											
	this \rightarrow M			$-$ is \rightarrow 1 \square								
	Spontaneo	us	⊠ COV:	Δ-Value:	c.s.	N	/lin repe	tition pe	riod:	1 minute	9	
			Cyclic	Period:								
	Request											
Co	mmunication	n Ty	pe									
•	0.00.							Ma	andatory	: 🛛		
	Default Gro	oup A	Address:									
Dy	namics											
	Power dow		Save:									
	Power up:		Value:	No initialisation:			fault val					
				Saved value:				· · · · · · · · · · · · · · · · · · ·	for in inp			
				bus (only for output):		Re	ad from	bus (on	ly for inp	out):		
	ception Har	ndling	9									
	ne.											
	ecial Featu											
				be sent when the drive				motion;	it may a	dditiona	lly be	
tra	ansmitted during a motion with a minimum repetition period of 1 min.											

2.5.2.17 Output Current Absolute Position Blinds Length (CAPBL)

DP Name:	Current Absolute	Position Blinds Length	Abbr.:	CAPBL	Mandat	ory				
FB Name:	Sunblind Actuato	or Basic			Can be	internal				
Description										
		Position Blinds Length" sha	all be used	to indicate	the curren	t positioi	n of the			
	length value in m									
		ansmitted on change of v								
	ly optionally allow	ved to transmit CAPBL du	iring a motion	on, howeve	er, at maxin	num onc	e per			
minute.										
Datapoint Typ										
DPT_Name:	DPT_Length_n	nm			1					
DPT Format:	U ₁₆			DPT_ID:						
Field	Description			Supp.	Range	Unit	Default			
UnsignedValu		position of the sunblind in	า	M	cs	mm	none			
	millimeter.									
Access Type										
◆ Output										
this \rightarrow M		his → 1								
Spontaneo				repetition	period:					
_	Cyclic	Period:	≥ 1 minute							
Request										
Communication	7 I				1	15-7				
	ject Datapoint				Mandatory	<u>': 🗵 </u>				
	oup Address: -	·								
Dynamics										
Power dov			_							
Power up:	Value:	No initialisation:		ult value:						
		Saved value:			not for in in					
Transmit on bus (only for output):										
Exception Ha	ndling									
None.										
Special Featu										
		be sent when the drive h			on; it may a	dditiona	lly be			
transmitted du	ransmitted during a motion with a minimum repetition period of 1 minute.									

2.5.2.18 Output Current Absolute Position Slats Percentage (CAPSP)

DP Name: Cu	irrent Absolute	Position Slats Percentage	Abbr.: (CAPSP	Mandat	ory			
FB Name: Su	nblind Actuato	or Basic			Can be	internal			
Description									
		osition Slats Percentage" shal					ition of		
		e. The value of the Datapoint sh		e sent wh	en the d	rive has			
		ot be transmitted during a motion							
		be transmitted when the slats	have com	ipleted a r	notion. I	t shall no	ot be		
transmitted durin	g a motion of t	he slats.							
Datapoint Type									
	OPT_Scaling				I ·				
	J ₈			PT_ID:	5.001		5 ()		
Field	Description		Supp.	Ran		Unit	Default		
UnsignedValue		position of the slats expres-	M	0 %	100 %	%	none		
		entage. The coding shall be as							
A 22222 Trime	in clause 2.2	2.5.2.1							
Access Type									
◆ Output	N 1.								
		$his \to 1 \qquad \Box$	N 4:	4!4!	al a al				
Spontaneous	Cyclic		Iviin rep	etition pe	rioa:				
Request		z							
Communication ⁻									
◆ Group Object				Ma	andatory	·: 🗆			
Default Group				1010	arradior y	· ല			
Dynamics	710010001								
Power down:	Save:	П							
Power up:	Value:	No initialisation:	Default v	alue:					
		Saved value:	Current v	value (not	for in in	out):			
Transmit on bus (only for output): Read from bus (only for input):									
Exception Handli					<u> </u>				
None.									
Special Features									
None.									
I.									

2.5.2.19 Output Current Absolute Position Slats Degrees (CAPSD)

DP Name:	Current Absolution Degrees	te Position Slats	Abbr.:	CAPSL)	Mandat	ory	
FB Name:	Sunblind Actua	tor Basic	•			Can be	internal	
Description								
		Position Slats Degrees" s						
		of the Datapoint shall only	be sent	when the	drive ha	as compl	eted its	motion;
	transmitted duri	ng a motion.						
Datapoint Typ								
DPT_Name:	DPT_Rotation	n_Angle						
DPT Format:	V ₁₆				Γ_ID:	8.011		
Field	Description			Supp.	Rar		Unit	Default
SignedValue		osition of the slats expres	sed in	M	-180° .	180°	0	none
	_	coding shall be as in						
A T	clause 2.2.5.2	2.						
Access Type								
◆ Output								
this \rightarrow M		this $\rightarrow 1$	<u> </u>	D 4'				
Spontaneo				Min repe	tition pe	riod:		
Danisat	Cycl	lic Period:	none					
Request								
Communication					N 4 -		. 157	
	ject Datapoint				IVIč	andatory	: 🛛	
	oup Address:							
Dynamics Dower dow	/n. Co./o.							
Power dov	vn: Save: Value:	No initialization:		efault va	luoi			
Power up:	value:	No initialisation: Saved value:	+= -			for in inr	. \.	
	Transmit			urrent va	•			
Exception Ha		n bus (only for output):		ead from	i bus (on	iy ioi inp	out).	
None.	lailig							
Special Featu	roc							
None.	169							
INUITE.								

2.5.2.20 Output Valid Current Absolute Position (VCAP)

Standard Mode

DP N	Name:	Valid	d Current Ab	solute Positio	n	Abbr.:	: VC	CAP	Manda	tory	
FB N	Name:	Sun	blind Actuato	r Basic					Can be	internal	
Desc	cription										
				lute Position"							
				and CAPSD							
	•	d or p	passed throu	gh a reset stil	ll needs a	referer	ice mo	ovement to	o calculate	its timing	g for a full
	ement.										
	point Typ										
	_Name:		PT_Bool					•			
	Format:	B ₁						DPT_ID:	1.002		
Field		•						Supp.	Range	Unit	Default
b				any of the cur				M	{0,1}	none	"True"
Λ 000	ess Type	і (га	ise) or it all tr	nese DPs con	itain valid (uala (1	rue).				
	Output		1 1	·	_						
	$nis \rightarrow M$			nis → 1 L	<u> </u>	1	Min		novio di		
3	pontaneo	ius	COV:		<u>Δ-value.</u> Period:	NO	IVIII	repetition	репоа.		
R	Request		Oyone	, I	i ciioa.	110					
	munication	n Ty									
			Datapoint						Mandatory	y: 🛛	
D	efault Gro	oup /	Address: -								
Dyna	amics										
Р	ower dow	/n:	Save:								
Р	ower up:		Value:	No initialisati	on:		Defau	ult value:			
				Saved value:			Curre	nt value (not for in in	put):	
			Transmit on	bus (only for	output):		Read	from bus	(only for in	put):	
	eption Har										
The	value of t	his D	atapoint sha	II be initialised	d at power	up.					
Spec	cial Featu	res									
None	е.										

2.5.2.21 Parameter Reversion Pause Time (RPT)

FB:	SAB	Proper	ty Name (<u>Server</u>):	PII	D_Reve	ersionPau	seTime		Mandator	у 📙
									Optional	
Descr	iption:							-		
The p	arameter Re	eversion	Pause Time shall b	oe u	sed to	prevent de	estructio	n of the driv	e as a res	ult of too
fast a	direction ch	ange. A	Ithough this DP is o	ptio	nal, the	functiona	ality shal	l always be	ensured v	ia
appro	priate hardv	vare.								
DPT:	Name	DPT_T	imePeriodMsec	DF	PT_ID	7.002	Data	atype format	U ₁₆	
Field			Description				Sup.	Range	Unit	Default
TimePeriod Reversion Time M cs ms cs									CS	
Comn	nunication:									
DP /	Address:		object_type:	8	00		Proper	ty ID:	51	
(in tl	ne server)		start_index:	1			nr_of_	elem:	1	
Prop	perty access	i:	Read only			Read/W	√rite	\boxtimes		
Prot	ection *)		Read level	-			Write I	evel	-	
Excep	Exception Handling: Value after Power-up: Stored Value 🛛 Act Value 🔲 Default Value 🗌									
None.	•									
Speci	al Features:									
None.	None.									

2.5.2.22 Parameter Move UpDown Time (MUDT)

FB:	SAB	JpDownTir	me	Mand Optio	,					
Descr	iption:	<u>-</u>		-			· ·			
The p	arameter sh	all define	the time needed by	the shutter/h	blinds mec	hanics to	complete	a full m	otion for	
movin	ig the sunbli	nd from ເ	upper to lower position	on.						
DPT:	Name	DPT_Tii	mePeriodSec	DPT_ID	7.005	Datatype	format	U ₁₆		
Field		Descrip	tion			Sup.	Range	Unit	Default	
Time	PeriodSec	time ne	eded by the shutter/b	blinds mecha	anics for a	М	cs	S	cs	
	complete move up or down movement									
Comn	nunication:	-				-		·	•	
DP /	Address:		object_type:	800	Pr	operty ID	: 5	2		
(in tl	ne server)		start_index:	1	nr	_of_elem	: 1			
Prop	perty access	:	Read only	F	Read/Write					
Prot	ection *)		Read level	-	W	rite level	-			
Excep	tion Handlir	ng: ∖	/alue after Power-up	: Stored Va	alue 🛛 Ad	ct Value [Defa	ult Value	.	
None.	None.									
Speci	al Features:									
If a se	ensor (hardw	rired) is ir	mplemented that dete	ects that the	upper or lo	ower posi	tion is rea	ached, th	is	
paran	parameter may not be needed.									

2.5.2.23 Parameter Slat Step Time (SST)

FB: SAB Property Name (<u>Server</u>): PID_SlatStepTime								/Janc Optio	latory nal		
Descr	iption:	-						<u>-</u>			
The pa	arameter s	hall define	the time needed	by	the shutter	mechar	nics to e	xecute a s	slat s	tep.	
DPT:	Name	DPT_Tin	nePeriodMsec		DPT_ID	7.002	Data	atype form	at	U ₁₆	
Field		Desci	ription				Sup.	Range	U	Jnit	Default
TimeF	imePeriodMsec Time needed for the blinds mechanics to M cs ms cs										
	move the slat for one step										
Comn	nunication:	-				<u> </u>		=		<u>-</u>	
DP A	Address:		object_type:		800		Proper	ty ID:	5	3	
(in th	ne server)		start_index:		1		nr_of_	elem:	1		
Prop	erty acces	s:	Read only [F	Read/W	rite	\boxtimes			
Prot	ection *)		Read level		-		Write I	evel	-		
Excep	exception Handling: Value after Power-up: Stored Value 🗵 Act Value 🔲 Default Value 🗌										
None.	None.										
Specia	al Features	:									
This p	his parameter is only useful if the sunblind can be operated in steps (see also DP StopStep UpDown)										

2.5.2.24 Parameter Preset Position Time (PPT)

FB:	SAB	Propert	y Name (<u>Server</u>):	Р	ID_MovePre	esetP	osition_		Man	datory onal		
Desci	iption:	<u>-</u>		_					<u> </u>			
In cas	e the inpu	t DP Prese	t Position (PP) is	et t	o "0", the su	ınblin	d shall m	nove to the	posi	tion tha	at is	
define	ed by inde	x 0 of this p	arameter.									
In cas	se input DI	P Preset Po	sition (PP) is set t	o "1	", the sunbli	nd sh	all move	to the po	sition	that is	defi	ned
		is paramete										
This p	osition sh	all be defin	ed as the time nee	dec	to move the	e sun	blind fro	m the fina	l upp	er posit	ion t	o the
prese	t position	1 or 2.										
DPT:	Name	DPT_T	mePeriod10Msec]	DPT_ID	7.00	3 Da	tatype for	mat	U ₁₆		
Field		Description	1				Sup.	Range	U	Init	De	fault
Timel	Period	Time that t	he sunblind shall r	nov	e from the fi	nal	М	CS		ms	(CS
		upper posi	tion to the preset p	osit	ions						L	
Comr	nunication	:					-					
DP.	Address:		object_type:	8	00		Proper	ty ID:	54	1		
(in t	he server)		start_index:	1			nr_of_	elem:	2			
	perty acce	ss:	Read only		Re	ead/W	/rite	\boxtimes				
Prot	ection ^{a)} :		Read level	-			Write I	evel	-			
Excep	otion Hand	dling: \	alue after Power-	лр:	Stored Val	ue 🗌	Act Va	lue 🔲 🏻 🗈	Defau	ılt Valu	е 🗌	
None												
	al Feature	es:										
a)	f the prese	et position f	unctionality is dete	rmiı	ned by the s	etting	of the p	arameter	PPT,	it shall	be	
			r preset position p								nent	ed
			annel definition) or	ina	ctivated by	additi	onal mea	ans (e.g. p	aram	eter		
	dependend	cy in S-Mod	e).									

2.5.2.25 Parameter Preset Position in % (PPP)

FB:	SAB	Property Name (<u>Server</u>): PID_MovetoPresetPositionin%							Man Opti	datory onal		
Descr	iption:											
In cas	e the input	DP Pres	et Position (PP) is	set	to "0", the s	unt	olind sh	na	II be moved to	the	position	that is
define	d by index	0 of this	parameter.									
In cas	e the input	DP Pres	set Position (PP) is	set	to "1", the	sun	blind sl	ha	all be moved t	o the	e positio	n that is
	•		parameter.									
			ned as the percent	age	e of the mov	e u	p/down	ı t	o move the si	unbli	nd from	the final
upper	upper position to the preset positions.											
DPT:	Name	DPT_S	Scaling		DPT_ID	5.0	001	D	atatype forma	at	U ₈	
Field			Description				Sup.		Range		Unit	Default
Unsig	nedValue		Position of the pres	set	expressed a	as	M		0 % 100	%	%	cs
			percentage.									
Comn	nunication:	-					=				•	
DP /	Address:		object_type:		800		Pr	ro	perty ID:	5	5	
(in th	ne server)		start_index:		1		nr	_(of_elem:	2		
Prop	erty acces	s:	Read only		F	Rea	d/Write)	\boxtimes			
Prot	ection *)		Read level		-		W	rit/	te level	-		
Excep	tion Handli	ng:	Value after Power-	up:	Stored Va	alue	e 🔲 Ad	ct	Value 🔲 🏻 🗈	Defa	ult Value	
None.	None.											
Special Features:												
If the	preset posi	tion func	tionality is determin	ed	by the setti	ng c	of the p	aı	rameter PPP,	it sh	all be er	nsured
that th	ne any othe	r preset	position parameter	(PF	PT and PPL) is	either s	sir	mply not imple	emei	nted (e.g	j. as
given	nat the any other preset position parameter (PPT and PPL) is either simply not implemented (e.g. as iven by a channel definition) or inactivated by additional means (e.g. parameter dependency in S-Mode).											

2.5.2.26 Parameter Preset Position Length (PPL)

FB:	Optional											
Descr	iption:			·								
	•		set Position (PP) is	set to "0"	, the s	unbling	d shall m	nove to the	e position th	at is		
	,		parameter.									
			set Position (PP) is									
	•		parameter. This po		all be	defined	as the	distance ir	n mm betwe	en the		
final u	final upper position and the preset positions.											
DPT: Name DPT_Length_mm DPT_ID 7.011 Datatype format U ₁₆												
Field												
Unsig	UnsignedValue Position of the preset expressed as a M cs mm cs											
			length.									
Comn	nunication:											
DP /	Address:		object_type:	800			Proper	ty ID:	57			
(in th	ne server)		start_index:	1			nr_of_	elem:	2			
Prop	erty acces	s:	Read only		F	Read/W	/rite	\boxtimes				
Prot	ection *)		Read level	-			Write I	evel	-			
Excep	tion Handli	ng:	Value after Power-	up: Sto	red Va	alue 🗌	Act Va	lue 🔲 🏻 I	Default Valu	e 🗌		
None.												
Special Features:												
If the	preset posi	tion 1 fui	nctionality is determ	nined by t	he se	tting of	the para	ameter PP	L, it shall be	ensured		
that th	e any othe	r preset	position parameter	(PPT and	d PPP) is eith	ner simp	ly not imp	lemented (e	.g. as		
aiven	nat the any other preset position parameter (PPT and PPP) is either simply not implemented (e.g. as iven by a channel definition) or inactivated by additional means (e.g. parameter dependency in S-Mode).											

2.5.2.27 Parameter Preset Slat Position in % (PSP)

FB:	SAB	Property	y Name (<u>Server</u>): PID_PresetSlatPosition%					6	Man Opti	datory onal	
Descr	iption:										
	•		t Position (PP) is s	set t	to "0", the	slats	shall b	e moved to the	e pos	sition tha	nt is
	d by index										
			t Position (PP) is s								
	defined by index 1 of this parameter. This position shall be defined by the percentage between the 0°										
positio	position and the preset position 1.										
DPT:	Name	DPT_Sca	aling	[DPT_ID	5.00	1	Datatype form	at L	J ₈	
Field		Descrip	tion				Sup.	Range		Unit	Default
Unsigi	nedValue	Value o	f the preset position	n p	arameter		M	0 % 100	%	%	CS
Comm	nunication:										
DP A	Address:		object_type:	8	300		Pro	operty ID:	5	8	
(in th	ne server)		start_index:	1			nr_	_of_elem:	2		
Prop	erty acces	s:	Read only			Read	d/Write	\boxtimes			
Prote	ection *)		Read level	-			Wı	rite level	-		
Excep	tion Handli	ng: ∖	alue after Power-ر	лр:	Stored \	/alue	- 🗌 Ac	t Value 🔲 🏻 [Defa	ult Value	
None.											
Special Features:											
If the p	If the preset position functionality is determined by the setting of the parameter PSP, it shall be ensured										
that th	e any othe	r preset p	osition parameter ((PS	A) is eithe	er sim	ply not	implemented	(e.g.	as give	n by a
chann	channel definition) or inactivated by additional means (e.g. parameter dependency in S-Mode).										

2.5.2.28 Parameter Preset Slat Position Angle (PSA)

FB:	SAB	Property	Name (<u>Server</u>):	PID_PresetS	ositionAı	0		datory onal			
Descr	iption:	-									
In cas	e the input	DP Prese	t Position (PP) is s	et to "0", the	slats	s shall be	e moved to the	pos	sition tha	at is	
	ed by index										
			et Position (PP) is s								
	•		arameter. This pos	sition shall be	defi	ined as t	he angle in de	gree	es betwe	en the	
0° pos	sition and th	ne preset	positions.								
DPT:	Name	DPT_Rot	ation_Angle	DPT_ID	8.0	011 [atatype forma	ıt	V ₁₆		
Field Description Sup. Range Unit Default											
SignedValue The angle between the 0° position of the M [-359° 360°] ° cs											
		slats and	preset slat position	ns.							
Comn	nunication:										
DP /	Address:		object_type:	800		Pro	perty ID:	6	0		
(in tl	ne server)		start_index:	1		nr_	of_elem:	2			
Prop	perty acces	s:	Read only		Rea	d/Write	\boxtimes				
Prot	ection *)		Read level	-		Wri	te level	-			
Excep	tion Handli	ing: \	alue after Power-ر	ıp: Stored V	alue	e 🗌 Act	Value D	efa	ult Value	: 🗌	
None.	ı										
Special Features:											
If the	preset posi	tion functi	onality is determine	ed by the setti	ng d	of the pa	rameter PSA,	it sh	nall be ei	nsured	
that th	that the any other preset position parameter (PSP) is either simply not implemented (e.g. as given by a										
chann	el definition	n) or inacti	ivated by additiona	I means (e.g.	par	ameter o	dependency in	S-N	/lode).		

2.5.2.29 Parameter Reaction on Wind Alarm (RWA)

FB:	SAB	Property	Name (<u>Server</u>):	PID_ReactionWindAlarm					Mandatory ☐ Optional ☐			
Descr	iption:											
Define	es whether	to move	the sunblind to final	l u	pper or final	lower	oos	ition	in case of v	win	d alarm	received
on the	input Wind	d Alarm (WA)									
DPT:	Name	DPT_Up	Down		DPT_ID	1.008		Data	atype forma	at	B ₁	
Field			Description				S	up.	Range		Unit	Default
b Reaction on wind alarm M {0, 1}								none	cs			
Comn	nunication:	<u>.</u>							_			
DP A	Address:		object_type:		800		Pı	roper	ty ID:	(61	
(in th	ne server)		start_index:		1	Sup. Range M {0, 1} Property ID: nr_of_elem: Read/Write Write level					1	
Prop	erty acces	s:	Read only		F	Read/W	rite)	\boxtimes			
Prot	ection *)		Read level		-		W	rite l	evel		-	
Exception Handling: Value after Power-up: Stored Value Act Value Default Value									ıe 🗌			
None.	None.											
Specia	al Features	:										
None.												

2.5.2.30 Parameter Heartbeat of Wind Alarm (HWA)

FB:							Mand Optio	,	
Desci	ription:			<u>-</u>					
Define	es the time	eout period	for receiving a tele	egram on in	put Win	nd Alarm			
DPT:	Name	DPT_Tim	nePeriodMin	DPT_ID	7.00	Datatype for	rmat	U ₁₆	
Field		Description	า		Sup.	Range		Unit	Default
Timel	Period	Heartbeat	for input Wind alar	m	М	0 min 65 535	5 min	min	CS
Comr	nunication	:		•		-		-	
DP.	Address:		object_type:	800		Property ID:	6	2	
(in t	he server)		start_index:	1		nr_of_elem:	1		
Pro	perty acce	SS:	Read only		Read	/Write 🗵			
Prot	ection *)		Read level	-		Write level	-		
Excep	otion Hand	lling: \	alue after Power-	up: Stored	Value [Act Value	Defa	ult Value	,
None	•								
Speci	al Feature	s:							
None	•				•	_			

2.5.2.31 Parameter Reaction on Rain Alarm (RRA)

FB:									Mandatory Optional		
Descr	iption:							·			
			he sunblind to fina	ıl up	pper or fina	l lower	position	in case of	wind alarm	received	
on the	e input Rair	n Alarm (R	(A)								
DPT:	Name	DPT_Ala	rm_Reaction		DPT_ID	23.00	2 Data	atype forma	at N ₂		
Field	Descrip	otion					Sup.	Range	Unit	Default	
S	Reaction	on in case	of rain alarm				М	{0,1}	none	CS	
Comn	nunication:						-	-		-	
DP /	Address:		object_type:		800		Proper	ty ID:	63		
(in tl	ne server)		start_index:		1		nr_of_	elem:	1		
Prop	perty acces	s:	Read only			Read/W	/rite	\boxtimes			
Prot	ection *)		Read level		-		Write I	evel	-		
Excep	tion Handl	ing: \	/alue after Power-	up:	Stored V	alue 🗌	Act Va	llue 🔲 D	efault Valu	е 🗌	
None.	None.										
Speci	al Features	S:									
None.											

2.5.2.32 Parameter Heartbeat of Rain Alarm (HRA)

FB:	SAB		Property	Name (<u>Server</u>):	Pl	PID_HeartbeatRainAlarm				m		ndatory ional	
Descr	iption:		-										
Define	es the ti	med	out period	for receiving a tele	egi	ram on	inpu	t Rain	Alaı	rm			
DPT:	Nam	е	DPT_Tir	mePeriodMin		DPT_I	D	7.00	6	Datatype form	at	U ₁₆	
Field Description Sup.						лр.	Range Unit Defa				Default		
						nin 65 535 n	nin	min	cs				
Comr	nunicati	on:					-	_				-	
DP .	Address	s:		object_type:		800			Р	roperty ID:	6	4	
(in t	he serve	er)		start_index:		1			nı	r_of_elem:	1		
Prop	perty ac	ces	s:	Read only			F	Read/\	Write				
Prot	ection *)		Read level		-			V	/rite level	-		
Exception Handling: Value after Power-up: Stored Value Act Value Default Value							, 🔲						
None	•												
Speci	al Featu	ıres	:										
None													

2.5.2.33 Parameter Reaction on Frost Alarm (RFA)

FB:	SAB	Property	Name (<u>Server</u>):	PID_ReactionFrostAlarm					Mandatory Optional		
Descr	iption:			<u>-</u>				ë			
			he sunblind to fina	al uppe	er or final	lower pos	sition	in case of a	alarm recei	ved on	
the in	put Frost A	larm (FA).									
DPT:	Name	DPT_Ala	rmReaction	DF	PT_ID	23.002	Data	atype forma	N_2		
Field	Descrip	otion				Sup.		Range	Unit	Default	
S	Reaction	on in case	of frost alarm			M		{0, 1}	none	CS	
Comn	nunication:								-		
DP /	Address:		object_type:	800)	Р	rope	rty ID:	65		
(in th	ne server)		start_index:	1		n	r_of_	elem:	1		
Prop	erty acces	s:	Read only		F	Read/Write	9	\boxtimes			
Prot	ection *)		Read level	-		V	/rite	level	-		
Excep	tion Handl	ing: \	/alue after Power-	-up: S	Stored Va	alue 🗌 A	ct Va	alue 🔲 D	efault Valu	е 🗌	
None.	None.										
Speci	al Features	S:									
None.							•				

2.5.2.34 Parameter Heartbeat of Frost Alarm (HFA)

FB:	SAB	Propert	y Name (<u>Server</u>):	PID_HeartbeatFrostAlarm				Mandatory Optional			
Desci	ription:	-		-							
Define	es the time	out perio	d for receiving a tel	egram on in	put Fros	st Ala	rm.				
DPT:	Name	DPT_Ti	mePeriodMin	DPT_ID	7.00	6	Datatype forma	t	U ₁₆		
Field	Field Description Sup. Range								Unit	Default	
Time	Time Period Heartbeat for frost alarm M 0 min 65 535							in	min	CS	
Comr	Communication:										
DP.	Address:		object_type:	800		Р	roperty ID:	66	;		
(in t	he server)		start_index:	1		n	r_of_elem:	1			
Pro	perty acces	s:	Read only		Read/	Write					
Prot	tection *)		Read level	-		V	/rite level	-			
Excep	Exception Handling: Value after Power-up: Stored Value Act Value Default Value										
None	None.										
Speci	al Features	S:									
None											

2.5.2.35 Parameter Max Slat Move Time (MSMT)

FB:	SAB	Property	Name (<u>Server</u>):	PID_MaxSlatMoveTime			Man Opti	datory onal			
Descr	iption:	-									
			shutter/blinds me	chanics to com	nplete a	full motion of the	slats	from th	e final		
upper	0 % to the	final lowe	r 100 % position.								
DPT:	Name	DPT_Tir	nePeriodMsec	DPT_ID	7.002	Datatype form	at	U ₁₆			
Field		Description	on		Sup.	Range		Unit	Default		
Time	Period		ded by the shutter		M	3ms	ms	CS			
			s to complete a fu								
the slats from the final upper 0 % to the											
		lower 100) % position.								
Comn	nunication:										
DP /	Address:		object_type:	800	Property ID: 67						
(in th	ne server)		start_index:	1		nr_of_elem:	1				
Prop	erty acces	s:	Read only	F	Read/Wr	ite 🖂					
Prot	ection *)		Read level	-		Write level	-				
Excep	Exception Handling: Value after Power-up: Stored Value 🛛 Act Value 🗌 Default Value 🗌										
None.	lone.										
Speci	al Features	:									
None.											

2.5.2.36 Parameter Enable Blinds Mode (EBM)

FB:	SAB	Property	Name (<u>Server</u>):	PID_EnableBlindsMode						ndatory tional		
Descr	iption:											
Deter	nines whe	ther the ac	tuator functions as	s a	blinds actu	ator (wi	ith s	slats)	or only as	as	shutter (r	no slats;
step s	hall be inte	erpreted as	s stop)									
DPT:	Name	DPT_Er	nable		DPT_ID	1.003		Data	atype forma	at	B ₁	
Field	Desc	ription					Sı	up.	Range		Unit	Default
Enable Activates blinds (value 0) or shutter (value 1). M {0, 1}								{0, 1}		none	CS	
Comn	Communication:											
DP A	Address:		object_type:		800		Pr	oper	ty ID:	6	68	
(in th	ne server)		start_index:		1		nr	_of_	elem:	1	1	
Prop	erty acces	ss:	Read only		F	Read/W	rite	!	\boxtimes			
Prot	ection *)		Read level		-		W	rite le	evel	-		
Excep	Exception Handling: Value after Power-up: Stored Value 🛛 Act Value 🔲 Default Value 🗌											
None.	None.											
Specia	al Feature:	S:										
None.					_							

2.5.2.37 Parameter Storage Function for Scene Number (SFSN)

FB:	Sunblind Ac	tuator Ba	asic	Property Na									
				(Server):							Οp	otional	\boxtimes
Descr	iption:												
Enabl	ing memory	storage f	or a re	ceived scen	e nun	nber witl	h a new	bli	nds and	slats	oos	ition.	
DPT:	Name	DPT_Er	nable[]		DP	T_ID	1.003		Datatyp	e form	at	B ₁	
Field	Description			Sup.	Rang	је	Unit	Default					
b Indicates whether the storing of a scene with the scene										{0,1	}	none	cs
	number equal to the array index is enabled or not.												
Comn	Communication:												
DP /	Address:		object	_type:	800)		Pr	operty I	D:		69	
(in th	ne server)		start_ii	ndex:	1			nr	_of_eler	m:		64	
Prop	erty access:		Read	only [F	Read/W	rite	\triangleright				
Prot	ection		Read I	evel	-			W	rite leve			-	
Excep	tion Handlin	g: V	'alue af	ter Power-u	p: S	Stored V	alue 🛚	Αc	t Value		Def	ault Valu	ıe 🗌
None.	None.												
Speci	al Features:												
It is al	It is allowed to implement the array with less than the given number of 64 elements.												

2.5.2.38 Parameter Blinds Position for Scene Number (BPSN)

FB:	Sunblind Ac	tuator Basic	Property Name (Server):	PID_Bli	ndsPositio	onforScene	Mandatory Optional					
Descr	iption:		·	- L			-					
Stored	d blinds posi	tion for recalli	ng after receiving the	e dedicate	ed scene r	number						
DPT:	Name [DPT_Scaling[DPT_ID	5.001	Datatype f	format U ₈					
Field		Description			Sup.	Range	Unit	Default				
Unsig	nedValue	Blinds position	on for the scene num	nber	М	1 % 100 °	% %	CS				
			the array index of th	is								
parameter.												
Comn	nunication:	-			-		•	-				
DP A	Address:	ol	oject_type:	800		Property ID:	68					
(in th	ne server)	st	art_index:	1		nr_of_elem:	64					
Prop	erty access:	R	ead only $\hfill\Box$		Read/Writ	te 🛚						
Prot	ection	R	ead level	-		Write level	-					
Excep	exception Handling: Value after Power-up: Stored Value 🛛 Act Value 🔲 Default Value 🗌											
None.	None.											
Specia	Special Features:											
It is al	lowed to imp	lement the ar	ray with less than th	e given n	umber of	64 elements						

2.5.2.39 Parameter Slats Position for Scene Number (SPSN)

FB:	Sunblind	Actuato	r P	roperty Name	PID_SlatsPositionforScene					Ma	ndatory	
	Basic		(5	Server):						Op	tional	\boxtimes
Descr	iption:											
Store	d slats pos	ition fo	r rec	alling after receivi	ing	g the dedicat	ted	scene n	umber			
DPT:	Name	DPT_	Sca	ling[]		DPT_ID	5.0	001	Datatype format	t	U ₈	
Field		Des	cript	tion				Sup.	Range		Unit	Default
Unsig	nedValue	Slat	s po	sition for the scen	e	number		М	1 % 100 %	%	%	CS
indicated by the array index of this												
	parameter.											
Comn	nunication	<u>-</u>										
DP /	Address:			object_type:		800		Pro	perty ID:	69	9	
(in tl	he server)			start_index:		1	nr_of_elem: 64					
Prop	perty acces	ss:		Read only		F	Rea	d/Write	\boxtimes			
Prot	ection			Read level		-		Wri	ite level	-		
Excep	otion Hand	ling:	V	alue after Power-ı	up:	: Stored Va	alue	e⊠ Act	t Value 🔲 De	efau	ılt Value	
None.	None.											
Speci	Special Features:											
It is al	llowed to in	npleme	ent th	ne array with less	tha	an the given	nu	mber of	64 elements			

2.5.2.40 Parameter Scene Learning Mode Enable (SLME)

DP Name:		Scene Learning Mode Enable				Abbr.: SLME		Manda	Mandatory				
E	Name:	Sun	Sunblind Actuator Basic						Can be	internal			
Description													
Via this parameter, it shall be possible to activate or deactivate the scene learning mode (e.g. to prevent													
unauthorised modification of scenes). If the input Datapoint is enabled, it shall be only possible to store													
the scenes, for which the corresponding bit in the parameter SFSN is set to "enable learning".													
This Datapoint is optional, even if the scene functionality is implemented.													
Datapoint Type													
DPT_Name: DPT_Enable													
DPT Format:			B_1						DPT_ID: 1.003				
Field			Description					Supp.	Range	Unit	Defa	ault	
b			Enables or disables the scene learning.					М	$V = \{0,1\}$	none	noi	ne	
Access Type													
♦ Input													
	$N \rightarrow this$		\square 1 \rightarrow this \square										
	Spontaneo	us			Cyclically:			Time	-out:	none			
	Request			Polling:			Perio						
Сс	Communication Type												
Gr	oup Object	Data	point		Mandatory:								
	Default Group Address:												
Dynamics													
	Power down: Save:												
	Power up: ^{a)}		Value: No in		itialisation:		Defau	ılt value:					
				Saved value:			Curre	ent value (not for in input):					
			Transmit on bus (only for output):					I from bus (only for input):					
Exception Handling													
^{a)} Usually after power up the default value is set to "0". If parameter ILD is set to "inversion" it is													
manufacturer specific, to enter the lock-state after power up or not.													
Special Features													
No	ne.				·				·				