

Programming Manual

Surface GRMS Module



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Product Code: CR-SFS-xx-KNX-GRMS

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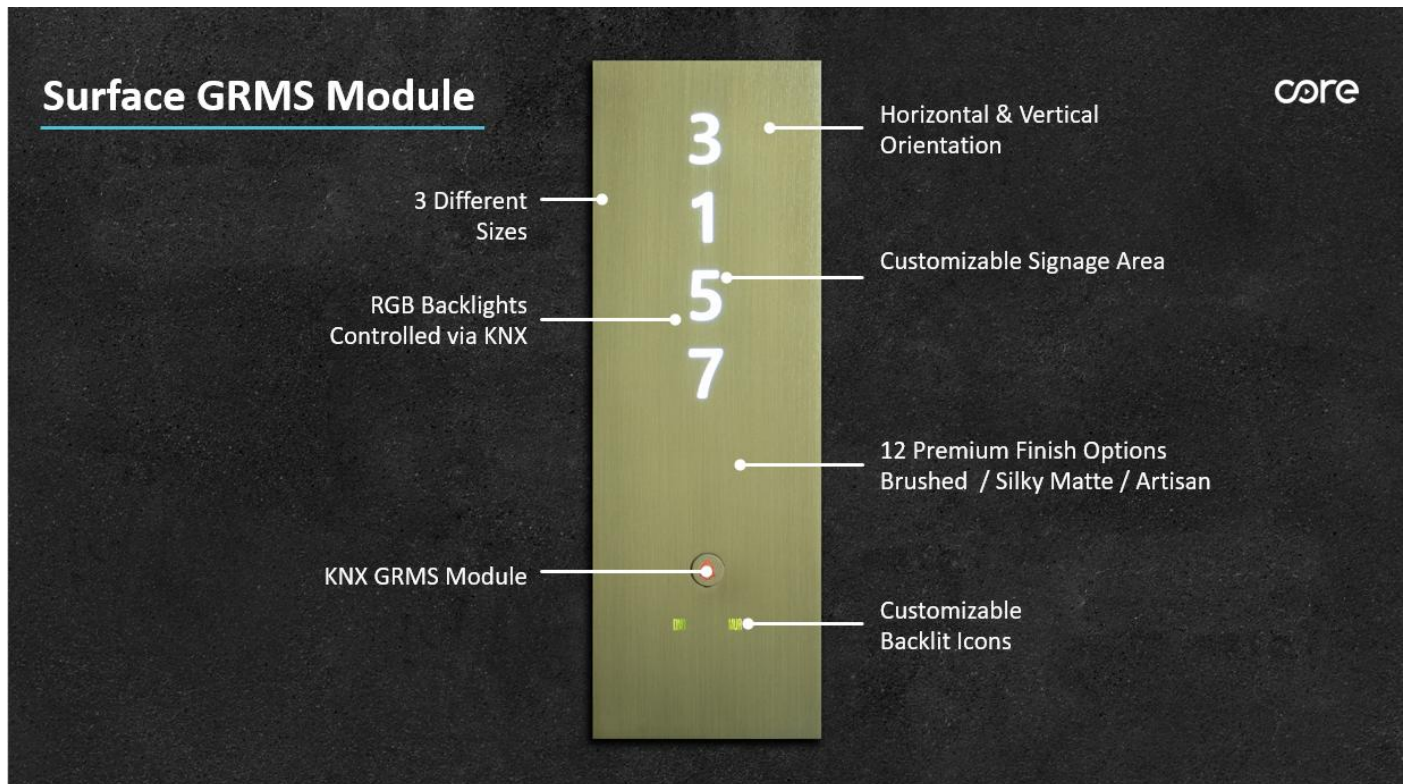
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1. Presentation

A minimalist, Italian-standard modular switch series designed for KNX systems. Combines multiple functions in a single frame with flexible configurations.

Features customizable RGB lighting, 3 size options, 12 premium finishes, and CNC-crafted quality—where technology meets craftsmanship.

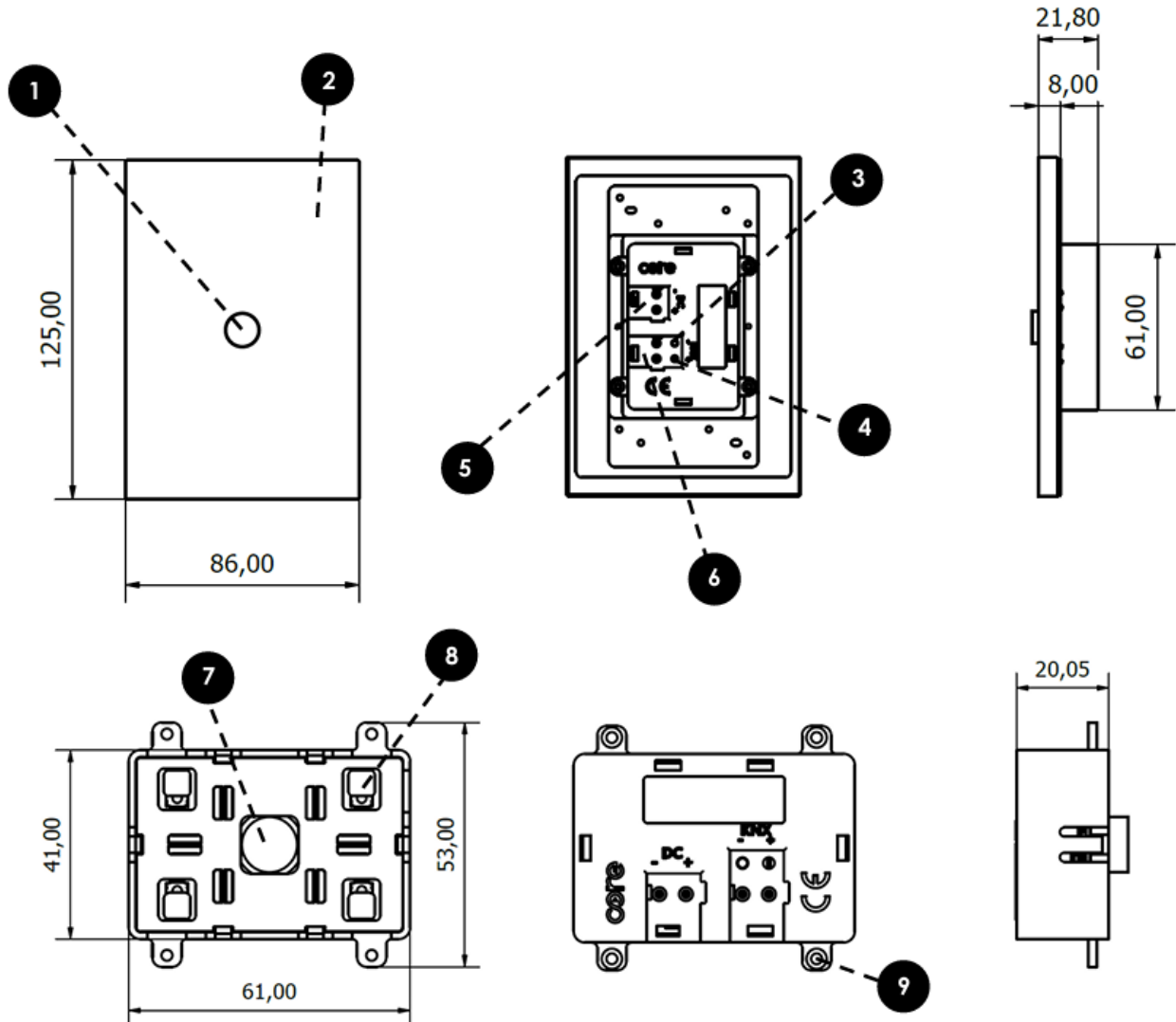
1.1. Main Features



1.2. Dimensions

1x3M GRMS Module

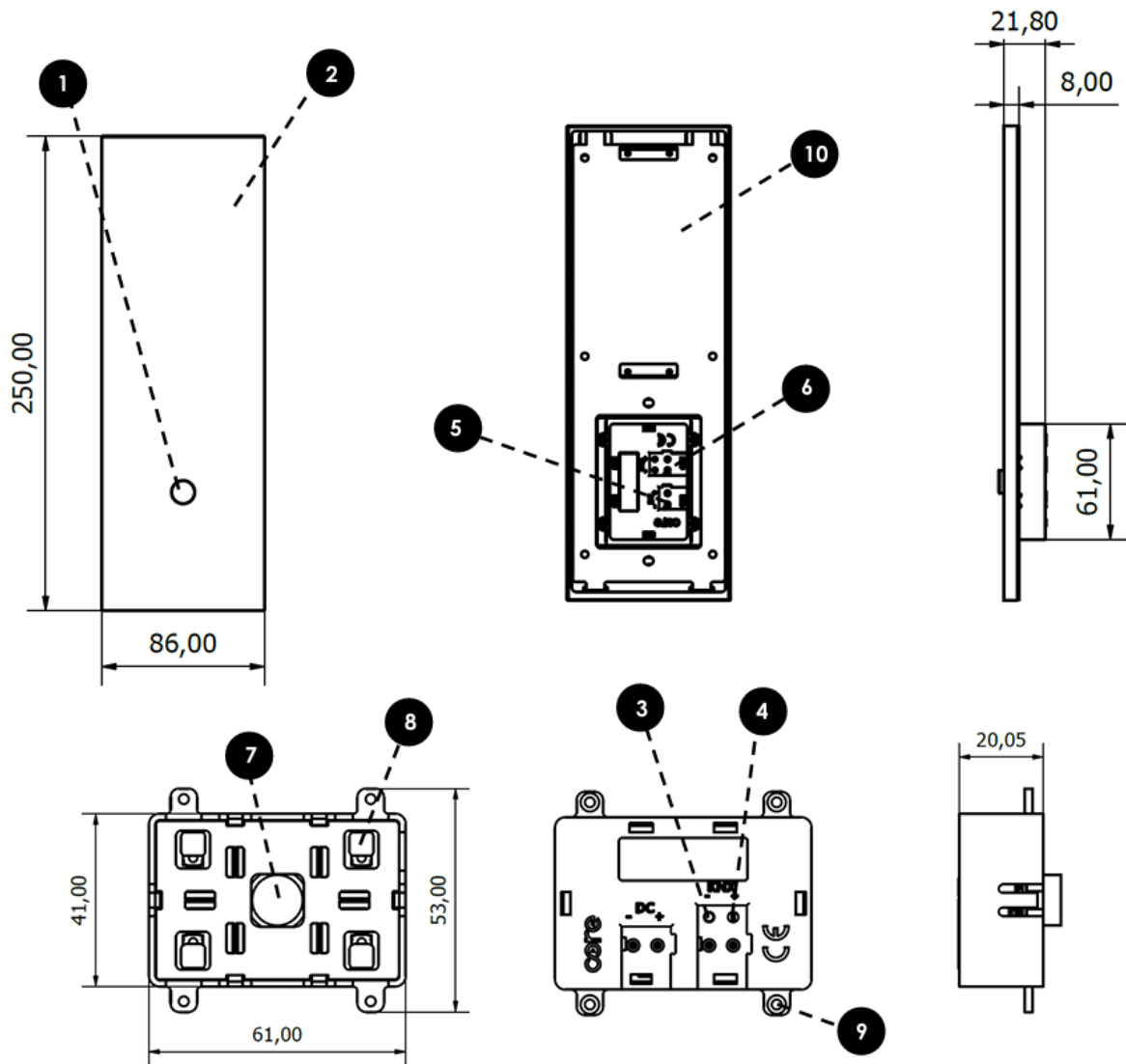
Dimensional drawing (all dimensions are in mm)



- | | |
|--|---|
| 1. Button Metal Part (Sold Separately) | 5. Auxiliary Power Connector (Not used) |
| 2. Frame (Sold Separately) | 6. KNX Connector |
| 3. KNX Programming Button | 7. Button with RGB Led |
| 4. KNX Programming Led | 8. RGB Leds |
| | 9. Screw Holes |

2x3M GRMS Module

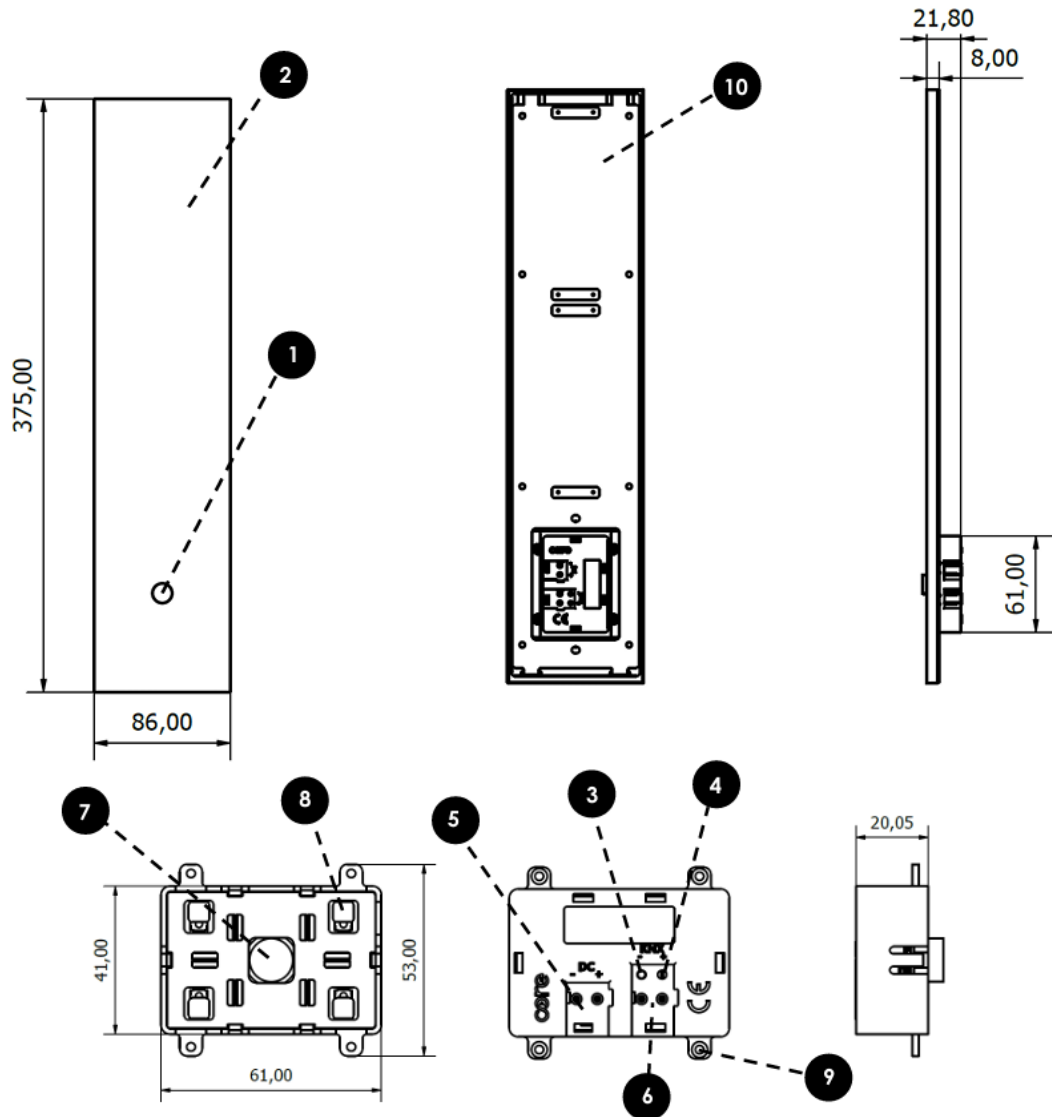
Dimensional drawing (all dimensions are in mm)



- | | |
|--|------------------------|
| 1. Button Metal Part (Sold Separately) | 6. KNX Connector |
| 2. Frame (Sold Separately) | 7. Button with RGB Led |
| 3. KNX Programming Button | 8. RGB Leds |
| 4. KNX Programming Led | 9. Screw Holes |
| 5. Auxiliary Power Connector | 10. Metal Support |

3x3M GRMS Module

Dimensional drawing (all dimensions are in mm)



- | | |
|--|------------------------|
| 1. Button Metal Part (Sold Separately) | 6. KNX Connector |
| 2. Frame (Sold Separately) | 7. Button with RGB Led |
| 3. KNX Programming Button | 8. RGB Leds |
| 4. KNX Programming Led | 9. Screw Holes |
| 5. Auxiliary Power Connector | 10. Metal Support |

2. Technical Specification

1x3M GRMS Module

Dimensions (Frame):	125mm X 86mm X 8mm
Dimensions (Electronic Part):	61mm X 41mm X 20mm
Casing Material:	Aluminium, Brass, Nickel, Copper and Aged Brass depending on the finish selection
Power:	30 VDC - from KNX Bus Line
Consumption:	< 12 mA from KNX Bus-line
Connectivity:	KNX-TP
Programming Tool:	ETS
Installation:	Italian Standard In Wall Box, 3M size and more
Operating Temperature:	0°C / +45°C
Storage Temperature:	-10°C / +55°C
Relative Humidity:	95% not condensing
Certification:	Device complies with Electromagnetic Compatibility Directive(2014/30/EU). Tests carried out according to EN55032:2015 and EN55035:2017.

2x3M GRMS Module

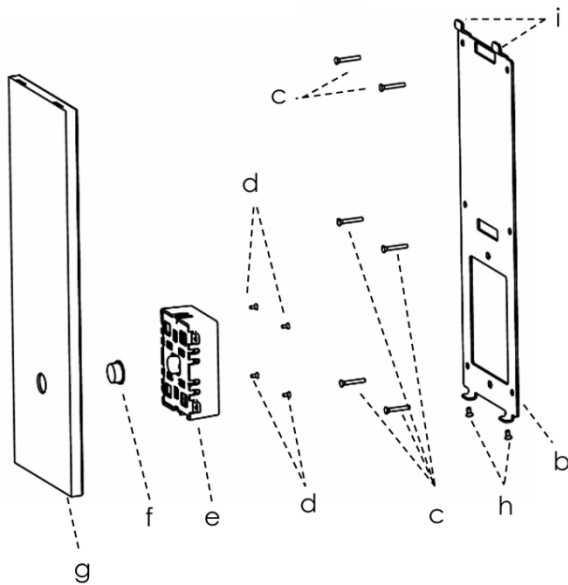
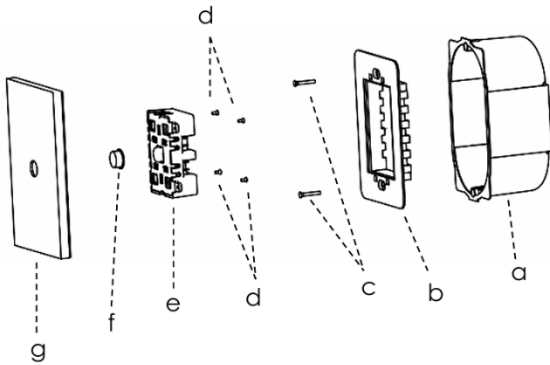
Dimensions (Frame):	250mm X 86mm X 8mm
Dimensions (Electronic Part):	61mm X 41mm X 20mm
Casing Material:	Aluminium, Brass, Nickel, Copper and Aged Brass depending on the finish selection
Power:	12-30 VDC - via KNX Auxiliary Power Supply or Separate Power Supply
Consumption:	< 20 mA from KNX Auxiliary Power Supply, 0,6 Watt < 12 mA from KNX Bus-line
Connectivity:	KNX-TP
Programming Tool:	ETS
Installation:	Italian Standard Installation box for Flush-mounting, 3M size (Dry wall installation box is not recommended for perfect alignment on the wall)
Operating Temperature:	0°C / +45°C
Storage Temperature:	-10°C / +55°C
Relative Humidity:	95% not condensing
Certification:	Device complies with Electromagnetic Compatibility Directive(2014/30/EU). Tests carried out according to EN55032:2015 and EN55035:2017.

3x3M GRMS Module

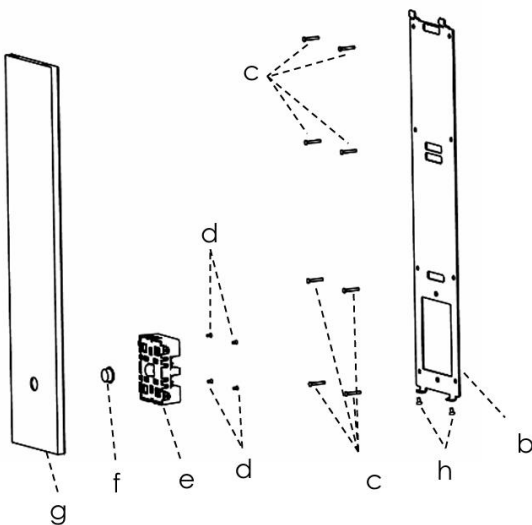
Dimensions (Frame):	375mm X 86mm X 8mm
Dimensions (Electronic Part):	61mm X 41mm X 20mm
Casing Material:	Aluminium, Brass, Nickel, Copper and Aged Brass depending on the finish selection
Power:	12-30 VDC - via KNX Auxiliary Power Supply or Separate Power Supply
Consumption:	< 40 mA from KNX Auxiliary Power Supply, 1,2 Watt < 12 mA from KNX Bus-line
Connectivity:	KNX-TP
Programming Tool:	ETS
Installation:	Italian Standard Installation box for Flush-mounting, 3M size (Dry wall installation box is not recommended for perfect alignment on the wall)
Operating Temperature:	0°C / +45°C
Storage Temperature:	-10°C / +55°C
Relative Humidity:	95% not condensing
Certification:	Device complies with Electromagnetic Compatibility Directive(2014/30/EU). Tests carried out according to EN55032:2015 and EN55035:2017.

2.1. Installation

2.1.1. Mounting



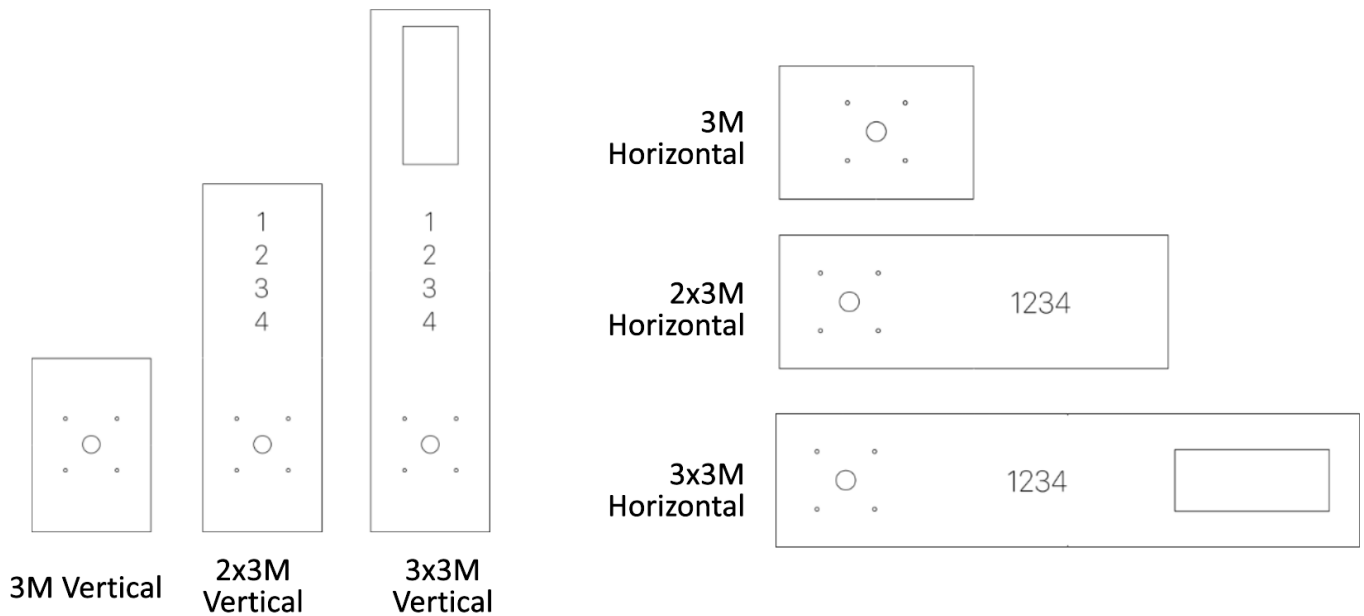
- a) Wall mounting box
- b) Mounting support (sold separately)
- c) Support fixing screws
- d) Electronic part fixing screws
- e) Electronic part
- f) Metal Buttons (sold separately)
- g) Frame (sold separately)
- h) Frame fixing screws
- i) Frame hooks



The installation of the device requires the following steps:

1. Place the mounting support (b) on the wall mounting box and fix with screws (c)
2. Place metal buttons (f) on the electronic part (e)
3. Fit the frame (g) to the electronic part (e)
4. Mount the screws (d) to fix the electronic part (e) to the frame (g)
5. Connect KNX cable to the device. Check that polarity is correct
6. Hang the device on to the hooks (i) on the metal support using the two holes at the top of the frame
7. Press and keep the device parallel to the wall and mount the screws (h)

2.1.2. Combination Examples



3. ETS Parameters

Core Surface GRMS Module is fully compatible KNX device that must be configured and set up using the standard KNX configuration tool ETS. The ETS database for this device can be downloaded from ETS online catalogue.

3.1. INFORMATION

The positions of the leds and bell button are shown in this parameter

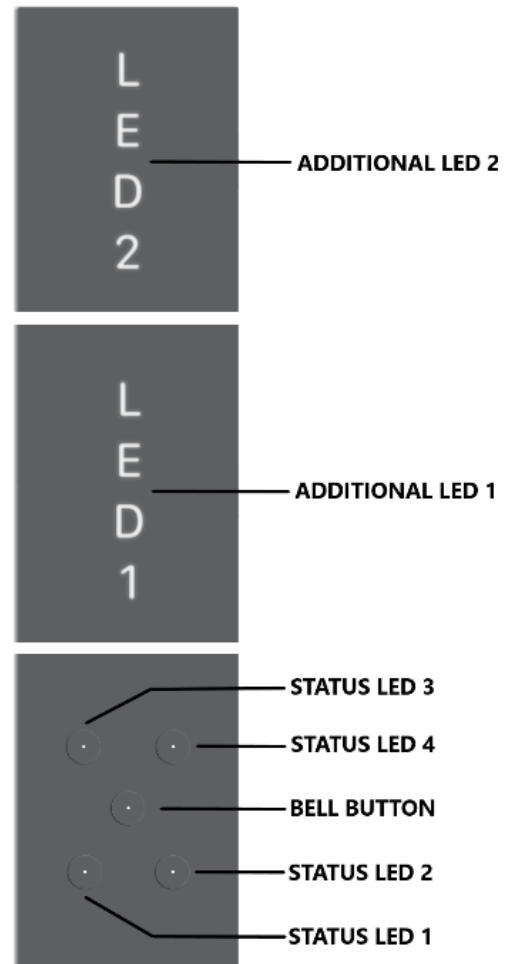
Surface GRMS Module > INFORMATION

INFORMATION

GENERAL

BELL BUTTON

+ STATUS LEDS



3.2. GENERAL

Surface GRMS Module > GENERAL

INFORMATION

GENERAL

BELL BUTTON

+ STATUS LEDS

General

Send Alive Beacon

☒ Disable
 ☐ Enable

Start Delay After Bus Return (s)

1

Additional LED 1

☒ Disable
 ☐ Enable

Additional LED 2

☒ Disable
 ☐ Enable

Logic Function

☒ Disable
 ☐ Enable

Send Alive Beacon

General

Send Alive Beacon

☐ Disable
 ☒ Enable

Send Alive Beacon Interval (s)

60

Send Alive Beacon Value

☐ '0'
 ☒ '1'

Parameter used to observe that the device and the application are running. It is disabled by default. When activated, Object Number 1 "General – Alive Beacon" will send selected value with defined time interval. [0-65535 s]

Start Delay After Bus Return (s)

The parameter defines the behaviour of the switch after bus power return. The delay time determines the period between bus voltage recovery and the point after which telegrams can be sent. [0-65535 s]

3.2.1. Additional LED 1

Surface GRMS Module > Additional LED 1

INFORMATION

GENERAL

+1 Additional LED 1

BELL BUTTON

+ STATUS LEDS

Color

White

Brightness Level

100

Brightness Level Control Via Object

☐ Disable
 ☒ Enable

Color Adaptation

No Change

No Change ✓

When DND is active

When MUR is active

When either one of them is active

Additional LED 1 tab contains Led color and brightness level.

Color

Color	White
Brightness Level	Off
Brightness Level Control Via Object	Red
Color Adaptation	Green
	Blue
	Cyan
	Magenta
	Yellow
	White

Additional LED color can be defined with this parameter

Brightness Level

Brightness level can be defined between %0 - %100.

Brightness Level Control via Object

It enables receiving from KNX bus of the brightness level of LED.

Brightness Level Control Via Object ☐ Disable ☒ Enable

21	Additional LED 1 Brightness Adjustment	Additional LED 1 Brightness Adjustment	1 byte	percentage (0..100%)
22	Additional LED 1 Brightness Status	Additional LED 1 Brightness Status	1 byte	percentage (0..100%)

Color Adaption

It is possible to change the color of additional led to DND color when DND is activated and/or MUR color when MUR is activated. When DND or MUR are not activated, it turns back to its selected color.

Color Adaptation	No Change
	No Change
	When DND is active
	When MUR is active
	When either one of them is active

3.2.2. Additional LED 2

--- Surface GRMS Module > Additional LED 2

INFORMATION	Color	White
GENERAL	Brightness Level	100
+1 Additional LED 1	Brightness Level Control Via Object	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
+2 Additional LED 2	Color Adaptation	No Change
<div> <div>BELL BUTTON</div> <div>+ STATUS LEDS</div> </div>		

Additional LED 2 tab contains Led color and brightness level.

Color

Color	White
Brightness Level	
Brightness Level Control Via Object	
Color Adaptation	

Off
Red
Green
Blue
Cyan
Magenta
Yellow
White ✓

Additional LED color can be defined with this parameter



Brightness Level

Brightness level can be defined between %0 - %100.

Brightness Level Control via Object

It enables receiving from KNX bus of the brightness level of LED.

Brightness Level Control Via Object ☐ Disable ☒ Enable

 23	Additional LED 2 Brightness Adjustment	Additional LED 2 Brightness Adjustment	1 byte	percentage (0..100%)
 24	Additional LED 2 Brightness Status	Additional LED 2 Brightness Status	1 byte	percentage (0..100%)

Color Adaption

It is possible to change the color of additional led to DND color when DND is activated and/or MUR color when MUR is activated. When DND or MUR are not activated, it turns back to its selected color.

Color Adaptation

No Change

No Change

When DND is active

When MUR is active

When either one of them is active

3.2.3. Logic Function

Logic function tab contains "Logic channels (4)" which are available with three different logic gates. [OR, AND, XOR]

Surface GRMS Module > Logical Functions > Logic Channel 1

INFORMATION

GENERAL

BELL BUTTON

STATUS LEDS

Logical Functions

Logic Channel 1

Logic Channel 2

Logic Channel 3

Logic Channel 4

Logic Operation

OR

Logic Output

1 Bit Value

Value

Off

On

Cyclic Sending Interval (s)

0

(0=Inactive)

Send Condition

on Output Change

on Input Change

Logic Input Objects

Logic Input 1

Disable

Enable

Use Inverted Object

Not Inverted

Inverted

Read at Startup

No

Yes

Default Value

Off

On

Logic Input 2

Disable

Enable

Logic Input 3

Disable

Enable

Logic Input 4

Disable

Enable

Logic operation: [OR, AND, XOR]

Logic Output:

- 1 bit
- 1 byte unsigned value
- 1 byte signed value
- 1 byte percentage
- 2 byte unsigned value
- 2 byte signed value
- 2 byte floating value

Cyclic Sending Interval (s):

The defined output value can be sent cyclic or if the parameter is set to "0", cyclic sending of output value will be inactive

Send condition:

[On output change] Output object sends on output change.

[On input change] Output object sends on input change.

Logic Input Objects: [Logic input 1-4]

Each logic channel has a maximum of 4 logic input objects.

Logic input 1 [Use inverted Object]: Object value will be inverted before the processing in the logic gate.

Logic input 1 [Read at Start-up]: Object will be read out after switch is power return.

Logic input 1 [Default value]: Defines default value of the input object.

Example:

“Input 1” and “Input 2” objects are defined for “AND” logic operation. If both objects are “True” at the same time, then output object will send “1 byte percentage” %75 value for every 20 seconds periodically.

--- Surface GRMS Module > Logical Functions > Logic Channel 1

INFORMATION	Logic Operation	AND
GENERAL	Logic Output	1 Byte Percentage
BELL BUTTON	Value (%)	75
STATUS LEDS	Cyclic Sending Interval (s)	20 (0=Inactive)
Logical Functions	Send Condition	<input checked="" type="radio"/> on Output Change <input type="radio"/> on Input Change
Logic Channel 1	Logic Input Objects Logic Input 1 <input type="radio"/> Disable <input checked="" type="radio"/> Enable Use Inverted Object <input checked="" type="radio"/> Not Inverted <input type="radio"/> Inverted Read at Startup <input checked="" type="radio"/> No <input type="radio"/> Yes Default Value <input checked="" type="radio"/> Off <input type="radio"/> On Logic Input 2 <input type="radio"/> Disable <input checked="" type="radio"/> Enable Use Inverted Object <input checked="" type="radio"/> Not Inverted <input type="radio"/> Inverted Read at Startup <input checked="" type="radio"/> No <input type="radio"/> Yes Default Value <input checked="" type="radio"/> Off <input type="radio"/> On Logic Input 3 <input checked="" type="radio"/> Disable <input type="radio"/> Enable Logic Input 4 <input checked="" type="radio"/> Disable <input type="radio"/> Enable	

Address ^	Name	Description	Central	Pass	Data Type	Length	No.	Last Value
0/7/3	Input 1		No	No	boolean	1 bit	1	\$01 True
0/7/4	Input 2		No	No	boolean	1 bit	1	\$01 True
0/7/5	Output (1 Byte)		No	No	percentage (0..100%)	1 byte	1	\$BF 75%

3.3. BELL BUTTON

3.3.1. Button Configurations

Surface GRMS Module > BELL BUTTON

INFORMATION

GENERAL

BELL BUTTON

+ STATUS LEDS

Button Configurations

Action on Press

On

Action on Release

Off

Release Command Delay (s)

1

Jamming Function

When DND is Active

LED Configurations

Led Function

Status Indication

Use Inverted Communication Object

☒ Not Inverted
 ☐ Inverted

Blink Duration (s)

0

(0=Inactive)

On Command

On Color

White

Off Command

Off Color

Yellow

Action on Press

[On, Off, Toggle] selected data will be sent to KNX bus for each press of button.

Action on Release

[On, Off, Toggle] selected data will be sent to KNX bus for each release of button.

Release Command Delay (s)

This parameter determines the delay time for sending the selected data when the button is released.

Jamming Function

Jamming function is used to block to respective button.

When DND is Active: Jamming function is linked with DND State. When DND is active, bell button is automatically blocked. Button will not work until DND is inactive.

Via Object: Bell Button can be blocked via the jamming object by writing "true or false" data from the bus. Button will not work until it is enabled via jamming object.



4 Bell Button

Jamming

1 bit enable

Never: Disables jamming function

Button Configurations

Action on Press	On
Action on Release	Off
Release Command Delay (s)	1
Jamming Function	When DND is Active

When DND is Active ✓
 Via Object
 Never

3.3.2. Led Configurations

Available functions: Permanently OFF, Permanently ON, Status Indication, Separate Communication Object and Operation Indication.

LED Configurations

Led Function	Permanently Off
--------------	-----------------

Permanently On
 Permanently Off ✓
 Status Indication
 Separate Communication Object
 Operation Indication

Led Function [Permanently ON]: LED is always ON for selected colour. [Red, Green, Blue, Cyan, Magenta, Yellow, White]

LED Configurations

Led Function	Permanently On
Color	White

Red
 Green
 Blue
 Cyan
 Magenta
 Yellow
 White ✓

Led Function [Permanently OFF]: LED is always OFF.

Led Function [Status indication]: LED colour will change according to status information.

On command [white] – OFF Command [Off]

Blink duration: Status LED of the button will blink for the time period selected at “Blink Duration(s)” parameter when “on command” telegram is received by the object “Switch Status”. (Blinking interval is fixed.)

LED Configurations

Led Function	Status Indication
Use Inverted Status Indication	<input checked="" type="radio"/> Not Inverted <input type="radio"/> Inverted
Blink Duration (s)	0 (0=Inactive)
On Command	
Color	White
Off Command	
Color	Off

Led Function [Separate Communication Object]: LED colour will change according to value received by LED status object.

Blink duration: Status LED of the button will blink for the time period selected at “Blink Duration(s)” parameter when “on command” telegram is received by the object “LED”. (Blinking interval is fixed.)

LED Configurations

Led Function	Separate Communication Object
Use Inverted Communication Object	<input checked="" type="radio"/> Not Inverted <input type="radio"/> Inverted
Blink Duration (s)	0 (0=Inactive)
On Command	
Color	White
Off Command	
Color	Off

Led Function [Operation indication]: Status LED of the button will stay on colour selected for “OFF command” until it is pressed. The pressed button will stay on colour selected for “ON command” until it is released.

Blink duration: Status LED of the pressed button will blink for the time period selected at “Blink Duration(s)” parameter. (Blinking interval is fixed.)

LED Configurations

Led Function	Operation Indication
Blink Duration (s)	0 (0=Inactive)
On Command	
Color	White
Off Command	
Color	Off

3.4. STATUS LEDS

Status LEDs can be customized with icons such as DND, MUR, presence, laundry...etc. according to needs of projects.

3.4.1. Settings

Surface GRMS Module > STATUS LEDS > Settings

INFORMATION

GENERAL

BELL BUTTON

STATUS LEDS

Settings

Status LED 1

Status LED 2

Status LED 3

Status LED 4

Leds Brightness

Operation Brightness (%)

100

Operation Brightness Adjustment Via Object

☐ Disable
 ☒ Enable

Standby Mode

☐ Disable
 ☒ Enable

Standby Brightness (%)

50

Standby Brightness Adjustment Via Object

☐ Disable
 ☒ Enable

Operation Trigger Object's DPT Type

☒ Disable/Enable DPT Type [1.003]
 ☐ Day/Night DPT Type [1.024]

Operation Timeout (s)

10

Operation Brightness (%)

Brightness level can be defined between %0 - %100 for LEDs.

Leds Brightness

Operation Brightness (%)

Operation Brightness Adjustment via Object

It enables receiving from KNX bus of the brightness level of LEDs.

10	Operation Brightness Adjustment	Operation Brightness Adjustment	1 byte	percentage (0..100%)
11	Operation Brightness Status	Operation Brightness Status	1 byte	percentage (0..100%)

Standby Mode

Through the standby mode it is possible to keep the Surface GRMS Module in a stand-by state, setting a level of brightness of the LEDs and reactivate the back lightings only in operation or triggered via KNX bus.



Standby Brightness (%)

Brightness level in standby state can be defined between %0 - %100 for LEDs.

Standby Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Standby Brightness (%)	<input type="text" value="50"/>

Standby Brightness Adjustment via Object


It enables receiving from KNX bus of the brightness level of LEDs in standby state.

 12	Standby Brightness Adjustment	Standby Brightness Adjustment	1 byte	percentage (0..100%)
 13	Standby Brightness Status	Standby Brightness Status	1 byte	percentage (0..100%)

Operation Trigger Object's DPT Type

Disable/Enable DPT Type [1.003]

Operation Trigger Object's DPT Type	<input checked="" type="radio"/> Disable/Enable DPT Type [1.003] <input type="radio"/> Day/Night DPT Type [1.024]
Operation Timeout (s)	<input type="text" value="10"/>

 14	Operation Trigger DPT [1.003]	Disable/Enable	1 bit	enable
--	-------------------------------	----------------	-------	--------

When a button is pressed or “enable” telegram (1) is received by the object from KNX bus, brightness level of LEDs switches to operation brightness level until the end of operation timeout. When operation timeout is over, brightness level of LEDs will be dimmed to standby brightness level.



“disable” telegram (0) has no function for the object “Operation Trigger DPT [1.003]”

Day/Night DPT Type [1.024]

Operation Trigger Object's DPT Type	<input type="radio"/> Disable/Enable DPT Type [1.003] <input checked="" type="radio"/> Day/Night DPT Type [1.024]
-------------------------------------	--

 14	Operation Trigger DPT [1.024]	Day/Night	1 bit	day/night
--	-------------------------------	-----------	-------	-----------

When “day” telegram (0) is received by the object from KNX bus, brightness level of LEDs switches to operation brightness level and when “night” telegram (1) is received by the object from KNX bus brightness level of LEDs switches to standby brightness level. There is no timeout for this function.

3.4.2. Status LED 1-2-3-4

--- Surface GRMS Module > STATUS LEDS > Status LED 1

INFORMATION	Status LED 1 Indicaiton	DND
GENERAL	DND Color	None
BELL BUTTON	Off Color	Icon
STATUS LEDS	Blink Duration (s)	MUR
Settings	DND/MUR 1 Byte Objects	DND ✓
Status LED 1		<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Status LED 2		
Status LED 3		
Status LED 4		

Status Led Indication

Indication can be selected as None, Icon, MUR or DND.

3.4.2.1. DND

Status LED 1 Indicaiton	DND
DND Color	Red
Off Color	Off
Blink Duration (s)	0 (0=Inactive)
DND/MUR 1 Byte Objects	<input checked="" type="radio"/> Disable <input type="radio"/> Enable

When selected, DND can be activated or inactivated from KNX bus via the object "DND 1 Bit Control".

17	DND 1 Bit Control	DND 1 Bit Control	1 bit	switch
18	DND 1 Bit Status	DND 1 Bit Status	1 bit	switch

DND Color: the color of LED when DND is active.

Off Color: the colour of LED when DND is inactive.

Blink Duration (s): Status LED will blink for the time period selected at "Blink Duration(s)" parameter when DND is activated. (Blinking interval is fixed.)

DND/MUR 1 Byte Objects: When enabled, DND/MUR can be controlled via the object "DND/MUR 1 Byte Control".


15	DND/MUR 1 Byte Control	0-OFF; 1-DND; 2-MUR	1 byte
16	DND/MUR 1 Byte Status	0-OFF; 1-DND; 2-MUR	1 byte





When DND is activated via KNX bus, MUR will become inactive automatically.

3.4.2.2. MUR

Status LED 2 Indicaiton	MUR
MUR Color	Green
Off Color	Off
Blink Duration (s)	0 (0=Inactive)
DND/MUR 1 Byte Objects	<input type="radio"/> Disable <input checked="" type="radio"/> Enable

 DND Indication is assigned to Status LED 1

When selected, MUR can be activated or inactivated from KNX bus via the object “MUR 1 Bit Control”.



	19	MUR 1 Bit Control	MUR 1 Bit Control	1 bit	switch
	20	MUR 1 Bit Status	MUR 1 Bit Status	1 bit	switch

MUR Color: the color of LED when MUR is active.

Off Color: the colour of LED when MUR is inactive.

Blink Duration (s): Status LED will blink for the time period selected at “Blink Duration(s)” parameter when MUR is activated. (Blinking interval is fixed.)

DND/MUR 1 Byte Objects: When enabled, DND/MUR can be controlled via the object “DND/MUR 1 Byte Control”.

	15	DND/MUR 1 Byte Control	0-OFF; 1-DND; 2-MUR	1 byte
	16	DND/MUR 1 Byte Status	0-OFF; 1-DND; 2-MUR	1 byte



When MUR is activated via KNX bus, DND will become inactive automatically.

3.4.2.3. Icon

Status LED 1 Indicaiton	Icon
On Color	White
Off Color	Off
Blink Duration (s)	0 (0=Inactive)

When selected, status led can be activated or inactivated from KNX bus via the object “Status LED x”.

	6	Status LED 1	LED	1 bit	switch
---	---	--------------	-----	-------	--------

On Color: the color of LED when related object receives “1” telegram.

Off Color: the colour of LED when related object receives “0” telegram.

Blink Duration (s): Status LED will blink for the time period selected at “Blink Duration(s)” parameter when related object receives “1” telegram. (Blinking interval is fixed.)

4. Commissioning

For commissioning the device, the following activities are required:

- Make electrical connections
- Turn on the bus power supply
- Switch the device operation to programming mode
- Download into device the physical address and the configuration with ETS program
- At the end of the download operation of the device returns to normal mode
- Now the device is programmed and ready to use



Configuration and commissioning of the device require the use of ETS4 or later releases. These activities must be carried out according to the design of the building automation system done by a qualified planner.

5. Communication Objects

No	Name	Function text	Object size	Flags	Datapoint types
1	General	Alive Beacon	1Bit	R-CT--	[1.17] DPT_Trigger
2	Bell Button	Switch Status	1Bit	-WCTU-	[1.1] DPT_Switch
3	Bell Button	Switch On/Off	1Bit	R-CT--	[1.1] DPT_Switch
4	Bell Button	Jamming	1Bit	RWCTU-	[1.3] DPT_Enable
5	Bell Button	LED	1Bit	-WCTU-	[1.1] DPT_Switch
6	Status LED 1	LED	1Bit	-WCTU-	[1.1] DPT_Switch
7	Status LED 2	LED	1Bit	-WCTU-	[1.1] DPT_Switch
8	Status LED 3	LED	1Bit	-WCTU-	[1.1] DPT_Switch
9	Status LED 4	LED	1Bit	-WCTU-	[1.1] DPT_Switch
10	Operation Brightness Adjustment	Operation Brightness Adjustment	1Byte	RWCTU-	[5.1] DPT_Scaling
11	Operation Brightness Status	Operation Brightness Status	1Byte	--CT--	[5.1] DPT_Scaling
12	Standby Brightness Adjustment	Standby Brightness Adjustment	1Byte	RWCTU-	[5.1] DPT_Scaling
13	Standby Brightness Status	Standby Brightness Status	1Byte	--CT--	[5.1] DPT_Scaling
14	Operation Trigger DPT [1.003]	Disable/Enable	1Bit	RWCTU-	[1.3] DPT_Enable
14	Operation Trigger DPT [1.024]	Day/Night	1Bit	RWCTU-	[1.24] DPT_DayNight
15	DND/MUR 1 Byte Control	0-OFF; 1-DND; 2-MUR	1Byte	-WC---	[5] DPT_5
16	DND/MUR 1 Byte Status	0-OFF; 1-DND; 2-MUR	1Byte	RWCTU-	[5] DPT_5
17	DND 1 Bit Control	DND 1 Bit Control	1Bit	-WC---	[1.1] DPT_Switch

18	DND 1 Bit Status	DND 1 Bit Status	1Bit	RWCTU-	[1.1] DPT_Switch
19	MUR 1 Bit Control	MUR 1 Bit Control	1Bit	-WC---	[1.1] DPT_Switch
20	MUR 1 Bit Status	MUR 1 Bit Status	1Bit	RWCTU-	[1.1] DPT_Switch
21	Additional LED 1 Brightness Adjustment	Additional LED 1 Brightness Adjustment	1Byte	RWCTU-	[5.1] DPT_Scaling
22	Additional LED 1 Brightness Status	Additional LED 1 Brightness Status	1Byte	--CT--	[5.1] DPT_Scaling
23	Additional LED 2 Brightness Adjustment	Additional LED 2 Brightness Adjustment	1Byte	RWCTU-	[5.1] DPT_Scaling
24	Additional LED 2 Brightness Status	Additional LED 2 Brightness Status	1Byte	--CT--	[5.1] DPT_Scaling
25	Logic 1	Output (1 bit)	1Bit	R-CT--	[1.1] DPT_Switch
26	Logic 1	Output (1 Byte)	1Byte	R-CT--	[5.1] DPT_Scaling
26	Logic 1	Output (1 Byte)	1Byte	R-CT--	[6.10] DPT_Value_1_Count
26	Logic 1	Output (1 Byte)	1Byte	R-CT--	[5.10] DPT_Value_1_Ucount
27	Logic 1	Output (2 Bytes)	2Bytes	R-CT--	[7.1] DPT_Value_2_Ucount
27	Logic 1	Output (2 Bytes)	2Bytes	R-CT--	[8.1] DPT_Value_2_Count
27	Logic 1	Output (2 Bytes)	2Bytes	R-CT--	[9.1] DPT_Value_Temp
28	Logic 1	Input 1	1Bit	RWCTU-	[1.2] DPT_Bool
29	Logic 1	Input 2	1Bit	RWCTU-	[1.2] DPT_Bool
30	Logic 1	Input 3	1Bit	RWCTU-	[1.2] DPT_Bool
31	Logic 1	Input 4	1Bit	RWCTU-	[1.2] DPT_Bool
32	Logic 2	Output (1 bit)	1Bit	R-CT--	[1.1] DPT_Switch
33	Logic 2	Output (1 Byte)	1Byte	R-CT--	[5.10] DPT_Value_1_Ucount
33	Logic 2	Output (1 Byte)	1Byte	R-CT--	[6.10] DPT_Value_1_Count
33	Logic 2	Output (1 Byte)	1Byte	R-CT--	[5.1] DPT_Scaling
34	Logic 2	Output (2 Bytes)	2Bytes	R-CT--	[7.1] DPT_Value_2_Ucount
34	Logic 2	Output (2 Bytes)	2Bytes	R-CT--	[8.1] DPT_Value_2_Count
34	Logic 2	Output (2 Bytes)	2Bytes	R-CT--	[9.1] DPT_Value_Temp
35	Logic 2	Input 1	1Bit	RWCTU-	[1.2] DPT_Bool
36	Logic 2	Input 2	1Bit	RWCTU-	[1.2] DPT_Bool
37	Logic 2	Input 3	1Bit	RWCTU-	[1.2] DPT_Bool
38	Logic 2	Input 4	1Bit	RWCTU-	[1.2] DPT_Bool
39	Logic 3	Output (1 bit)	1Bit	R-CT--	[1.1] DPT_Switch
40	Logic 3	Output (1 Byte)	1Byte	R-CT--	[5.10] DPT_Value_1_Ucount
40	Logic 3	Output (1 Byte)	1Byte	R-CT--	[6.10] DPT_Value_1_Count
40	Logic 3	Output (1 Byte)	1Byte	R-CT--	[5.1] DPT_Scaling
41	Logic 3	Output (2 Bytes)	2Bytes	R-CT--	[9.1] DPT_Value_Temp

41	Logic 3	Output (2 Bytes)	2Bytes	R-CT--	[8.1] DPT_Value_2_Count
41	Logic 3	Output (2 Bytes)	2Bytes	R-CT--	[7.1] DPT_Value_2_Ucount
42	Logic 3	Input 1	1Bit	RWCTU-	[1.2] DPT_Bool
43	Logic 3	Input 2	1Bit	RWCTU-	[1.2] DPT_Bool
44	Logic 3	Input 3	1Bit	RWCTU-	[1.2] DPT_Bool
45	Logic 3	Input 4	1Bit	RWCTU-	[1.2] DPT_Bool
46	Logic 4	Output (1 bit)	1Bit	R-CT--	[1.1] DPT_Switch
47	Logic 4	Output (1 Byte)	1Byte	R-CT--	[5.1] DPT_Scaling
47	Logic 4	Output (1 Byte)	1Byte	R-CT--	[6.10] DPT_Value_1_Count
47	Logic 4	Output (1 Byte)	1Byte	R-CT--	[5.10] DPT_Value_1_Ucount
48	Logic 4	Output (2 Bytes)	2Bytes	R-CT--	[7.1] DPT_Value_2_Ucount
48	Logic 4	Output (2 Bytes)	2Bytes	R-CT--	[8.1] DPT_Value_2_Count
48	Logic 4	Output (2 Bytes)	2Bytes	R-CT--	[9.1] DPT_Value_Temp
49	Logic 4	Input 1	1Bit	RWCTU-	[1.2] DPT_Bool
50	Logic 4	Input 2	1Bit	RWCTU-	[1.2] DPT_Bool
51	Logic 4	Input 3	1Bit	RWCTU-	[1.2] DPT_Bool
52	Logic 4	Input 4	1Bit	RWCTU-	[1.2] DPT_Bool