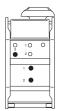


KNX Logic module Basic REG-K

Product description



Art.-Nr. MTN676090

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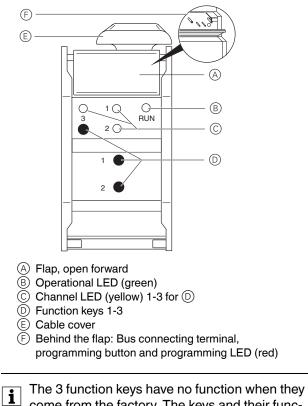
Getting to know the module

The Basic REG-K KNX logic module (called **module** in the following) facilitates control and regulation tasks. The received bus telegrams are interpreted and processed according to the programmable logic functions.

It is programmed via ETS.

For installation on EN 60715 DIN rails.

Connections, displays and operating elements

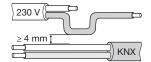


I he 3 function keys have no function when they come from the factory. The keys and their functions first have to be enabled in ETS.

Mounting the module

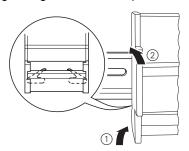
Risk of fatal injury from electrical current.
 The device can be damaged.

Ensure the safety distance per IEC 60664-1. There must be at least 4 mm between the individual cores of the 230 V supply cable and the KNX cable.

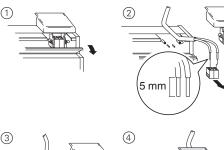




1 Insert the module into the DIN rail with the clamping spring facing down and suspend it in the rail.



2 Connect KNX.





(3) Switch on the bus voltage.

(4) Wait for at least 30 s.

Commissioning the module

- (1) Press the programming button: the programming LED lights up.
- (2) Load the physical address and application into the device from the ETS.

The programming LED goes out.

The operating LED lights up: the application has been loaded successfully and the device is operative.

Operating the module

- ① Enable the LEDs and push-button operation in the ETS.
- (2) Program the keys or LEDs with logic functions (links, disable and time functions, etc.).
- 3 Load the application into the device.
- You can activate and check logic functions directly on the device with the channel keys (e.g. in building site operation) without having to retrieve the ETS each time. Only one logic function per key can be programmed in the ETS.
- The programmed logic functions can be optically monitored via the LEDs (LED on: logic function enabled; LED off: logic function deactivated or malfunction). Only one logic function per key can be programmed in the ETS.

Status LED

Operational	Programming	Channel LED	
LED (green)	LED (red)	(yellow)	
-	ON		Physical address can be loaded
On	-		Normal operation
On	-	On	LED object was actuated

Operational Programming Channel

LED (green)	LED (red)	LED (yellow)	
On	-	-	Normal
			operation
Off	-	-	No bus voltage
On	-		LED object was
		when activa-	actuated
		ted	

I

Technical data

Power supply:	Via KNX DC 24 V, max. 17.5 mA
Operating elements:	1 programming key
	1 manual operation key
	1 channel key per channel
Display elements:	1 LED (red): Programming
	1 LED (green): RUN
	1 LED (red): Manual operation
	1 LED (yellow) per channel: Status
Ambient	
temperature:	
Operation:	-5 °C to +45 °C
Environment:	Can be used at elevations up to 2000 m above sea level (MSL)
KNX connection:	Two 1 mm pins for bus connecting terminal
Device width:	45 x 102 x 65 mm (H x W x D)

Settings in the KNX tool software (ETS)

Selection in the product database

	-
Manufacturer:	Schneider
Product family:	1.4 Multifunction Module
Product type:	1.4.05 logic module
Range name:	KNX Basic 7420/1.0 logic module
Media type:	Twisted Pair
Product name:	KNX Logic module Basic REG-K
Order number:	MTN676090

Application overview

Application	Vers.	Functions
7420	1.0	Logic
KNX Logic module		Time delay and filter
		Converter
		Multiplexer
		LEDs and push-buttons

Application 7240/1.0 for Basic REG-K logic module

General

The KNX Basic REG-K logic module (art. no. MTN676090) can be programmed with this application.

In complex KNX installations, the logic module serves to establish special logic operations between sensors and actuators.

The logic module is a DIN rail mounted device for installing distributors. The connection to the KNX is established via the bus connecting terminal. An additional supply voltage is not required.

This application offers a wide range of possible settings for executing numerous logic functions for controlled KNX devices (e.g. dimming or switch actuators etc). Of course, which function is possible in each individual case depends on the KNX devices being controlled. In the following, only the KNX control functions and the objects relevant to these and parameters of the logic module are described. Due to the large number of possible settings, the logic module is particularly well suited to the areas of security, comfort or energy saving. The logic module serves solely to utilise bus telegrams. Only one application program is used for all settings.

- **i** Configurable times (staircase timer, ON delay, OFF delay, etc.) are set via the time base and time factor parameters. The actual time is calculated by multiplying both values; e.g. base 1 second multiplied by factor 3 equals 3 seconds.
- If you load the logic module into your project via the ETS, all functions (in the "General" tab) are deactivated. Activate the function(s) you require.

Functions

If you load the logic module into your project via the ETS, all functions (in the "General" tab) are deactivated. Activate the function(s) you require.

The following functions can be selected:

Function	Number of blocks	Number of objects	Number of function objects
Logic	10	10	100
Time delay and filter	10	3	30
Converter	8	3	24
Multiplexer	12	4	48

- Total number of function objects: 202
- Global objects: 6
- Additional objects: for 3 push-buttons and 3 LEDs
- max. 230 objects
- max. 255 connections

The setting examples shown in this application description serve merely as guidance and may deviate from the settings actually required.

The **bold** values are the values set during factory configuration.

The first block of a function is described in each case, since all blocks have the same parameters and setting values.

i Always set all parameters on the first block before parameterising the next block.



Behaviour after ETS application download

Downloading the application deletes all data required for the behaviour when the bus voltage is re-established. All input values are set to "0". Even if the "Status before bus voltage failure" setting is activated, the inputs are "0" after downloading. Likewise, the gate is always closed. This means that the settings for the behaviour when bus voltage fails do not apply to the download.

General parameters

A few parameters that are relevant to all functions and their settings, and consequently also their behaviour, will be described first, before the individual functions of the logic module are elaborated on.

These parameters are as follows:

- Behaviour when bus voltage is re-established
- Gate function
- Internal connection

Behaviour when bus voltage is reestablished

Start-up delay

Time delay between re-establishment of the bus voltage and the functional start of the logic module.

Set a time from which the reading of the input telegram is successful.

Parameter name	Objects
Start-up delay after re-establishment of	
the bus voltage in s	1 120, 25

Input objects

General input objects: Logic object, time delay and filter object, converter object and multiplexer object.

Input behaviour

The behaviour of the input after re-establishment of the bus voltage can be determined here.

Reads the current value: A status inquiry is sent to the bus and the response is awaited. The inquiry is repeated every minute until the first telegram arrives at the input. For this setting, it is essential that the read flag (R-flag) is set for the corresponding sensor or actuator. During commissioning (perform reset), check that the read operation was completed successfully and that rereading every minute following successful receipt was set.

An unnecessary burden is placed on the bus if the R-Flag is not set (too many cyclical telegrams) and the other bus functions are impaired to too great an extent.

Waiting for new telegram: No inquiry is sent to the bus. The input waits for the first new telegram.

Status before bus voltage failure: All inputs are replaced with the values stored in the memory after the bus voltage is re-established.

0 until first telegram: The value of the input object is "0" until another telegram (apart from 0telegrams) is received.

1 until first telegram: The value of the input object is "1" until another telegram (apart from 1telegrams) is received.

Gate function

All function blocks listed above include a gate function at the output with which the output behaviour can be adjusted.

The gate and its adjustable parameters are the same for all functions of the logic module that can be selected in the ETS.

Input behaviour

The gate is either open (all telegrams are let through) or closed (no telegram is let through). The behaviour can be inverted.

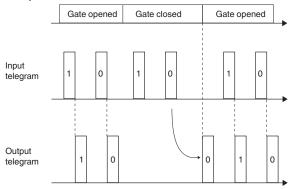
Gate behaviour

The gate has either the value 1 or 0. The behaviour can also be inverted.

Output behaviour

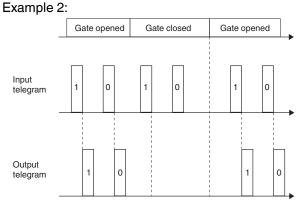
The user can select whether the gate sends a telegram upon opening or not and whether the value of the output is inverted.

Example 1:



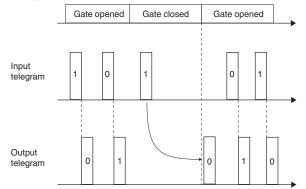
The gate closes and the last incoming telegram is saved. The gate is opened again and the saved telegram is forwarded.





Setting: The gate closes, no telegram is saved. The gate is opened again and the first incoming telegram is forwarded.

Example 3:



Setting: The gate closes, the last telegram is saved. The status of the output is inverted. The gate is opened again and the saved telegram is forwarded with inverted value $(1 \rightarrow 0)$.

Internal connection

The internal connection function serves to reduce the number of group addresses and telegrams, thereby considerably reducing the bus load.

The internal connection can be activated for the logic function, the time delay and filter function, as well as for the converter function. The adjustable connections are always the same. The logic module only ever supports the additional "internal connection" function for the first input of a function block. Other functions are supported via a virtual input, which can be selected freely.

Special effects are achieved by combining internal connections and group addresses (e.g. complex logic connections or block connections without group address).

i Double assignment (internal **and** with a group address) should only be implemented in justified exceptional cases.

The modules are worked through in the following order:

- Logic function
- Time delay and filter function
- Converter function
- Multiplexer function

Furthermore, the blocks of each function are worked through one after the other (first logic block 1, then logic block 2 through to logic block 10. Subsequently, time delay and filter block 1, etc.).

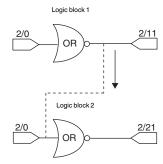
If an input is connected to both an internal connection and also to a group address, the result at the output depends on whether the internal connection comes from a "higher" or "lower" block.

Examples

• Below is described how a logical AND operation can be established between two internal connections.

Example 1: Block 1 and block 2 invert the input values in each case. The output from block 1 is internally connected to the input from block 2.

Block 1 and 2 are updated simultaneously. First, block 1 is recalculated, which then alters the input for block 2. Block 2 now has a new input value. Both steps are completed in one cycle.



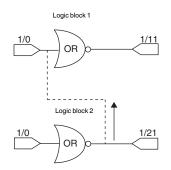
Internal output connection

The input telegram (2/0) has the value 0. The output telegrams have the values 1 (2/11) and 0 (2/21). This means that the input value "0" is overwritten with a "1" by the internal connection at the input to block 2.



Example 2: Block 1 and block 2 invert the input values in each case. The output from block 2 is internally connected to the input from block 1.

Block 1 and 2 are updated simultaneously. First, block 1 is recalculated. In the next stage, block 2 is calculated. The result from block 2 updates the input to block 1. In the next cycle, the value of block 1 is recalculated. The output value for the group address 1/11 was altered twice. The time delay between the two results depends on the number of blocks used.



--- Internal output connection

Logic function

Object name	Size	Flag	Direction
Logic object 18	1 bit	CW	Input
Logic gate input control	1 bit	CW	Input
Logic output	1 bit	СТ	Output

Logic operation

There are a total of 10 logic blocks available.

You can choose from one of the following logic gates for each logic block: **AND / OR / EXCLUSIVE OR (XOR)**. All gates can be inverted.

ΑB	OR	NOR		A	в	AND	NAND
0 0	0	1		0	0	0	1
0 1	1	0		0	1	0	1
1 0	1	0		1	0	0	1
1 1	1	0		1	1	1	0
L	1	1	1			1	

A	В	XOR	XNOR
0	0	0	1
0	1	1	0
1	0	1	0
1	1	0	1

The difference between the "or" and "exclusive or" logic operations is that the output from the XOR gate is logical "1" if and only if there is an unequal number of "1" and "0" inputs. In the simple case of an XOR gate with two inputs, this means that the inputs must be different to one another to obtain the output "1". "1" must be present at precisely one of the two inputs.

In contrast to a simple OR logic operation, the condition is deemed not to be met if a "1" is present at both inputs. With an XOR gate, the result in this case is a "0". Each additional input at the gate alters the behaviour accordingly.

A	В	OR	XOR		А	В	С	OR	XOR
0	0	0	0		0	0	0	0	0
0	1	1	1		0	0	1	1	1
1	0	1	1		0	1	0	1	1
1	1	1	0		0	1	1	1	1
				J	1	0	0	1	1
					1	0	1	1	1
					1	1	0	1	1
					1	1	1	1	0

Input behaviour

The input telegrams can be inverted for each input. In addition, a fixed value (0 or 1) can be assigned.

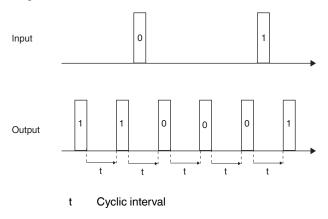
Output behaviour

Criteria for the sending behaviour at the output can be defined.

Output change: A telegram will only be sent if the result of the logic operation alters. This means that cyclical input telegrams at the output do not trigger cyclical telegrams.

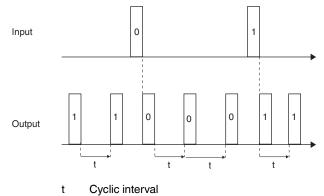
Receipt of an input telegram: An output telegram will be sent after receipt of an input telegram, regardless of the logic result. This means that cyclical input telegrams also trigger cyclical output telegrams (same cyclic interval).

Cyclically: An output telegram will be sent exclusively at the set cyclic intervals. This cyclic interval consists of a selectable basis (1 s or 1 min) and an additional adjustable factor (1...65535). This means that non-cyclical input telegrams are also converted into cyclical output telegrams.





Cyclically and output change: In addition to the cyclical sending, output telegrams will also be sent in the case of changes at the input. The send conditions for output telegrams outside the cyclic interval result from the definition of send criteria (output change or receipt of a telegram). This setting is wise if cyclical telegrams and a rapid response are expected (e.g. weather alarm at the blind actuator).



Basic applications

The logic function is particularly suitable for summarising messages (e.g. the lighting status in rooms), linking conditions (e.g. rain or wind sensor activates a safety function) or programming an additional toggle between manual and automatic (e.g. disabling brightness-dependent lighting control for a video presentation).

Devenator	
Parameter	
Logic block 1	
Parameter	Setting
Logic gate	AND
	OR
	EXCLUSIVE OR
Logical inputs	
Value of logic	Use
object 1	inverted
Behaviour of logic object	Reads current value
1 when bus voltage	Waits for new telegram
re-established	Status before bus voltage failure until
	first telegram
	1 until first telegram
Value of logic	Do not use
object 2	use
	inverted
	=1
	=0
Value of logic	Do not use
object 3	use
	inverted
	=1
	=0
Value of logic	Do not use
object 4	use
	inverted
	=1
	=0
Value of logic	Do not use
object 5	use
	inverted
	=1
	=0
Value of logic	Do not use
object 6	use
	inverted
	=1
	=0
Value of logic	Do not use
object 7	use
	inverted
	=1
	=0
Value of logic	Do not use
object 8	use
	inverted
	=1
	=0



Parameter	Setting
Gate function	1= closed, 0= opened
	0 = closed, 1 = opened (inverted)
Send output telegram if	
gate opens	Yes
	Νο
Behaviour of gate when	Reads current value
bus voltage re-estab-	Waits for new telegram
lished	Status before bus voltage failure
	Opened
	Closed
Value of	uses
output objects	inverted
Send result	After output change
	After receiving an input telegram
	Cyclically
	Cyclically and after output change
Cyclic interval =	
basis x factor	
Basis	1 s
	1 min
Factor	1 65535, 10
Internal connection	Yes
	Νο

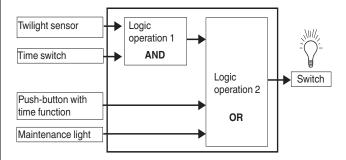
The value of logic object 1 is either "use" or "inverted". It is not possible to set a fixed value or "do not use". The value of logic object 2...8 can be "do not use", "use", "inverted", =0 or =1.

Internal connection	
Parameter	Setting
Output of basic logic function	Nothing
logic block 1 is connected to	Logic block 1 logic object 1
	Logic block 10 logic object 1
	Time and filter block 1
	Time and filter block 10
	Converter block 1
	Converter block 8
	Signal 1
	Signal 2
	Signal 3

i Never connect the output and the input of the same logic blockto one another, as this can cause the device to malfunction.

Application example

- A light-sensitive switch switches the lighting on automatically.
- The light is switched off between 23:00 and 06:00.
- In the morning, the light switches on from 06:00 when it is dark.
- In addition, the light can be switched on for 5 minutes at any time via a push-button.
- A continuous light function is possible for maintenance purposes.



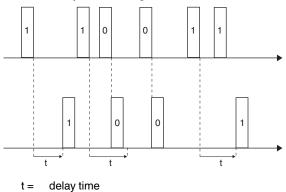
Time delay and filter function

Object name	Size	Flag	Direction
Time delay and filter object	1 bit	CW	Input
Gate input control filter	1 bit	CW	Input
Time delay and filter output	1 bit	СТ	Output

Time delay

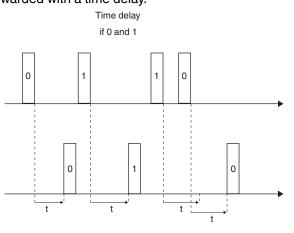
Output telegrams can be sent with a time delay. Switchon and/or switch-off times can be adjusted depending on the input telegram. The time delay can also be deactivated.

Example: **Time delay if 1**. The 1telegram is forwarded with a time delay. The 0telegram cancels the time delay.





Example: **Time delay if 0 and 1**. Both telegrams are forwarded with a time delay.

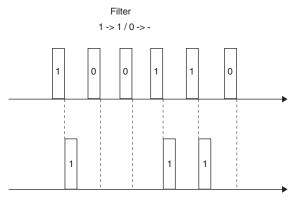


t = delay time

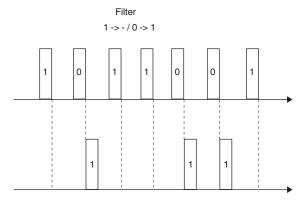
Filter function

Ten different assignments of input and output telegrams are available. It is possible to switch ON or OFF or to TOGGLE, to send only certain telegrams (e.g. ON-> ON, OFF -> -) or to invert the input value.

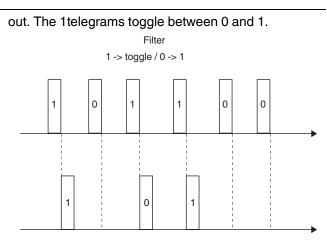
Example 1: 1 -> 1 / 0 -> -. 1telegrams are let through and 0telegrams are filtered out.



Example 2: **1** -> - / **0** -> **1**. 1telegrams are filtered out and 0telegrams are converted into 1telegrams.



Example 3: 1 -> toggle / 0 -> -. Otelegrams are filtered



10 blocks are available for time delay and filter functions. All blocks are deactivated and must be activated individually and functions must be assigned to them.

Basic applications

The time delay function and filter are particularly suitable for sending messages with a time delay (e.g. darkening the building after closing the windows or comfort extension), adapting signals (e.g. key is not able to suppress 1, 1 is filtered out). Alternatively, toggling between manual and automatic can be programmed.



Parameter	
Time delay and filter function	
Parameter	Setting
Time delay	Νο
	if 1
	if O
	if 0 and 1
Filter	1 -> 1 / /0 -> -
	1 -> - / 0 -> 0
	1 -> 1 / 0 -> 0
	1 -> - / 0 -> - (switched off)
	1 -> - / 0 -> 1
	1 -> 0 / 0 -> -
	1 -> 0 / 0 -> 1
	1 -> toggle/ 0 -> -
	1 -> - / 0 -> toggle
	1 -> toggle
	0 -> toggle
Status of the time and fil-	Reads current value
ter object after bus volt-	Waits for a new telegram
age re-established	Status before bus voltage failure
	0 until first telegram
	1 until first telegram
Gate function	1= closed, 0 = open
<u></u>	0 = closed, 1 = open (inverted)
Send output telegram if	
gate opens	Yes No
Debeurieur ef wete wie	
Behaviour of gate when	Reads current value
bus voltage re-estab- lished	Waits for new telegram Status before bus voltage failure
lished	opened
	closed
Send result	After output change
Sena lesuit	After receiving an input telegram
	Cyclically
	Cyclically and after output change
Use internal connection	Yes
	No

Internal connection	
Parameter	Setting
Time delay output and block	1 Nothing
filter function is connected to	Logic block 1 logic object 1
	Logic block 10 logic object 1
	Time and filter block 1
	Time and filter block 10
	Converter block 1
	Converter block 8
	Signal 1
	Signal 2
	Signal 3

Never connect the output and the input of the same block to one another (internal connection or group addresses), as this can cause the device to malfunction.

Converter function

Object name	Size	Flag	Direction
Converter input/ output object	1 bit 2 bit 1 byte	CW CT CT	Input Output Output
Converter gate input control	1 bit	CW	Input

1 bit signals can be converted into 2 bit or into 1 byte signals and 1 byte signals can be converted into 1 bit signals using the converter function.

There are 8 converter blocks available. All blocks are deactivated and must be activated individually and functions must be assigned to them. The transition from "0" to "1" can be adjusted.

Basic applications

1 bit -> 2 bit conversion: Switching with priority, e.g. load management.

1 bit -> 1 byte conversion: Limit value with 1 bit is used to retrieve a lightscene.

1 byte -> 1 bit conversion: 1 byte value generates 1 bit status feedback for an LED.

Schneider GElectric

Parameter

Converter block 1	
Parameter	Setting
Converter function	1 bit -> 2 bit /
	1 bit <-> 1 byte
Value for Otelegrams	0 255
Value for 1telegrams	0 255
Otelegram is generated if 1	
byte value is <	0255, 1
Status of the converter af-	Reads current value
ter re-establishment of the	Waits for new telegram
bus voltage	Status before bus voltage failure
	0 until first telegram
	1 until first telegram
Send output telegram if	
gate opens	Yes
	No
Send result	After output change
	After receiving an input telegram
	Cyclically
	Cyclically and after output change
Use internal connection	Yes
	No

Internal connection	
Parameter	Setting
Output converter function block 1 is connected to	
	Signal 3

1 Never connect the output and the input of the same block to one another (internal connection or group addresses), as this can cause the device to malfunction.

Example 1 bit -> 2 bit

- A room is controlled via KNX.
- In the event of fire, 1/3 of the complete lighting should be switched on.
- The selected priority control ensures that this target is achieved.

Example 1 byte -> 1 bit

- The heating control is monitored by a visualisation.
- An LED display appears in the visualisation when the valve position is exceeded by x%.
- Monitoring of room temperature and central reduction of the setpoint temperature of the heater, where necessary.

Multiplexer function

Object name	Size	Flag	Direction
Multiplexer Input / output object A, B	1 bit 2 bit 4 bit 1 byte 2 byte 4 byte	CWT	Input / out- put
Control object	1 bit	CW	Input
Multiplexer gate input control	1 bit	CW	Input

The gate integrated into the multiplexer serves to control the flow of data.

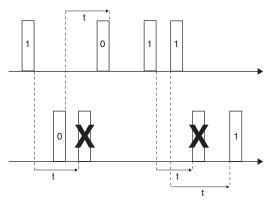
The following formats can be selected:

- 1 bit
- 2 bit
- –4 bit
- -1 byte
- -2 byte
- 4 byte (only in the first multiplexer block)

The multiplexer is bidirectional and the data direction can be altered via the control object.

There are 12 multiplexer blocks available. All blocks are deactivated and must be activated individually and functions must be assigned to them.

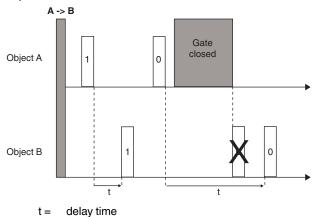
The time delay is set separately for each individual multiplexer block. The time delay can be retriggered after a new update is received.



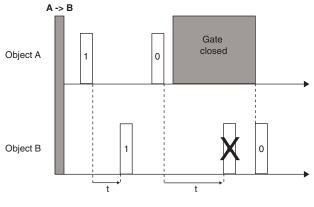
t = time delay (adjustable)

Output behaviour

Send output telegram if gate opens: An output telegram is sent after the gate status changes (gate is opened). This only happens once the delay time has elapsed, however. The telegram is not sent immediately after the gate opens, but instead only once the delay time has elapsed. If the delay time has already elapsed before the gate opens, however, the telegram will be sent immediately when the gate is opened. Example 1: The gate is closed and the delay time is active. The gate is open and the time has not yet elapsed. An output telegram will be sent when the delay time has elapsed.



Example 2: The gate is closed and the delay time is active. The time has elapsed and the gate is still closed. If the gate is opened, an output telegram will be sent immediately.



t = delay time

Basic applications

The multiplexer is particularly suitable for controlling conference rooms (e.g. a large conference room can be divided into several small rooms using moveable walls. Push-button signals are then only forwarded to the respective sections).

Parameter Multiplexer block 1 Parameter Setting Type of multiplexer object 1 bit 2 bit 4 bit 1 byte 2 byte 4 byte Control object = "0" A/B A -> B A <- B A <-> B Control object = "1" A/B A -> B A <- B A <-> B Gate function 1= closed, 0 = opened 0 = closed, 1 = opened (inverted)Send output telegram if gate Yes No opens Behaviour of gate when bus Reads current value voltage re-established Waits for a new telegram Status before bus voltage failure 0 until first telegram 1 until first telegram Send result After output change After receiving an input telegram Cyclically Cyclically and after output change Factor: Output telegram delay (basis = 10 ms; 0 = no delay) **0**...65535

Parameter	Setting
Output multiplexer function	Nothing
block 1 is connected to	Logic block 1 logic object 1 Logic block 10 logic object 1
	Time and filter block 1
	Time and filter block 10
	Converter block 1
	Converter block 8
	Signal 1
	Signal 2
	Signal 3

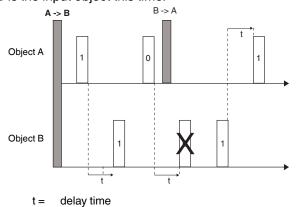
1 Do **not** connect the output from **multiplexer block 1** to **multiplexer block 1**, as this can cause the device to malfunction.



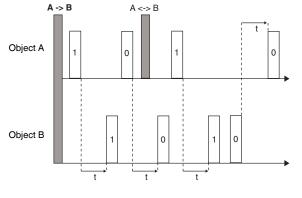
Control object

Control object **A** -> **B** specifies the direction and the value telegram is delayed.

Example 1: The multiplexer deletes the previous telegram following the change of direction to **B** -> **A**, since **B** is the input object this time.

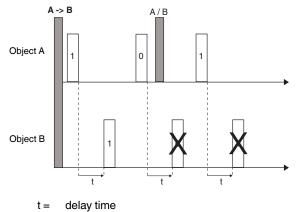


Example 2: The previous telegram is sent to the bus following the change of direction to **A** <-> **B**. Both objects are the input and the output simultaneously.



t = delay time

Example 3: The previous telegram is deleted following the change of direction to **B/A**, as the multiplexer block is deactivated.



Channel LEDs and channel push-buttons

Each individual push-button and each individual LED can be assigned its own function. These possibilities are particularly suitable for testing (e.g. sending input telegrams to a logic object at the push of a button) or checking (e.g. LED lights up when logic function is activated) logic functions. Furthermore, push-buttons and LEDs connected to the push-button input objects can temporarily switch off connected logic operations.

Parameter	Size	Flags	Direction
LED 1, LED 2, LED 3	1 bit	CW	Input
Push-button 1, push-button 2, push-button 3	1 bit	СТ	Output



Channel push-buttons and channel LEDs	
Parameter	Setting
Behaviour of LED 1 after receiving the	ON / OFF
signal 1 = $1/0$	OFF / ON
5	Flash / OFF
	OFF / Flash
	Flash / ON
	ON / Flash
	always off
Status of push-button object 1 after	Toggle / -
push-button 1 was pressed	1/0
F	0/1
	1/-
	0/-
	Deactivated
Use internal	
connection	Yes / No
Behaviour of LED 2 after receiving the	ON / OFF
signal $2 = 1/0$	OFF / ON
Signal 2 = 1/0	Flash / OFF
	OFF / Flash
	Flash / ON
	ON / Flash
Status of push-button object 2 after	always off
Status of push-putton object 2 after	
	Toggle / -
push-button 2 was pressed	1/0
	1/0 0/1
	1/0 0/1 1/-
	1/0 0/1 1/- 0/-
push-button 2 was pressed	1/0 0/1 1/-
push-button 2 was pressed	1 / 0 0 / 1 1 / - 0 / - Deactivated
push-button 2 was pressed Use internal connection	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF
push-button 2 was pressed Use internal connection	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / -
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1 1 / -
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1 1 / - 0 / -
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after push-button 3 was pressed	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1 1 / - 0 / - Deactivated
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after push-button 3 was pressed	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1 1 / - 0 / - Deactivated Yes
push-button 2 was pressed Use internal connection Behaviour of LED 3 after receiving the signal 3 = 1/0 Status of push-button object 3 after push-button 3 was pressed Use internal connection	1 / 0 0 / 1 1 / - 0 / - Deactivated Yes / No ON / OFF OFF / ON Flash / OFF OFF / Flash Flash / ON ON / Flash always off Toggle / - 1 / 0 0 / 1 1 / - 0 / - Deactivated Yes

The minimum switching time factor is the minimum time that a key must be pressed to send a switching signal to the bus.

Schneider Electric Industries SAS

If you have technical questions, please contact the Customer Care Center in your country.

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This product must be installed, connected and used in compliance with prevailing standards and/or installation regulations. As standards, specifications and designs develop from time to time, always ask for confirmation of the information given in this publication.

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