



2.1 Button name ROCKER functions
Give a specific name / function to each rocker



2.2 Inhibit function ROCKER FUNCTIONS

1.1.1 push button univ. 8f type A FacilityWeb > rocker inputs A+B inhibit

general	rocker inputs A+B inhibit	
button inputs A+B	rocker inhibit is active with	<input type="radio"/> 0 (OFF) <input checked="" type="radio"/> 1 (ON)
rocker inputs A+B	at bus voltage recovery set inhibit object to	
rocker inputs A+B inhibit		<input checked="" type="radio"/> 0 (OFF) <input type="radio"/> 1 (ON)

When you have selected "yes" at the inhibit function, the following extra options will appear: "Rocker inputs A+B inhibit" where you can select the functionality of the inhibit function. E.g. make sure that screens can not work when you are cleaning windows.

2.3 Rocker mode

When in Rocker mode, button A and button B work together for functions (e.g. button A = ON & button B = OFF).

rocker mode	switching standard, one object	The 3 different rocker modes
	switching standard, one object	
	dimming	
	blind / shutter	
action for button A and button B (object A1)		



- Switching standard, one object

action for button A and button B (object A1)	OFF ----- ON
	OFF ----- ON
	ON ----- OFF
	TOGGLE ----- TOGGLE

- Dimming

action for button A and button B (s / l) (object A1, object A2)	OFF / darker ----- ON / lighter
	OFF / darker ----- ON / lighter
	ON / lighter ----- OFF / darker
	TOGGLE / darker ----- TOGGLE / lighter
	TOGGLE / lighter ----- TOGGLE / darker

- Time for long keystroke: set the time to detect a long keystroke from 200...60000ms

- Blind / shutter

action for button A and button B (s / l) (object A1, object A2)	louvre UP / UP ----- louvre DOWN / DOWN
	louvre UP / UP ----- louvre DOWN / DOWN
	louvre DOWN / DOWN ----- louvre UP / UP
	UP / louvre UP ----- DOWN / louvre DOWN
	DOWN / louvre DOWN ----- UP / louvre UP

Time for long keystroke: set the time to detect a long keystroke from 200...60000ms

See example underneath.

Possibilities for long & short press functions for blinds / shutters.



→ f.e. a short press moves the louvre , a long press moves the shutter / blind up or down. A separate group address for these 2 different movements is necessary (object A1 & A2).
Louvre = turning the louvre with a short press, a long press moves up / down the blinds



Please note that in the group objects, you have 2 different objects for these 2 different movements:

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
0	output A1 UP/DOWN	rocker A+B object 1			1 bit	C	-	W	T	U	up/down	Low
1	output A2 louvre	rocker A+B object 2			1 bit	C	-	W	T	U	up/down	Low

3. Arrangement separate button

Set the buttons, in this case A+B, as 2 separate buttons. You will then be able to set the functionality for each button separately.

1.1.1 push button univ. 8f type A FacilityWeb > button input A

general	button input A	
button inputs A+B	button name (max. 15 chars)	A
button input A	inhibit function	<input checked="" type="radio"/> no <input type="radio"/> yes
button input B	button mode	switching, value standard, one object
button inputs C+D		
button inputs E+F	action when button is pressed (object A1)	OFF
button input E		
button input F	send cyclically	<input checked="" type="radio"/> no <input type="radio"/> yes

Possible options when you have chosen the separate button function. After setting the functionality (button inputs A+B) to separate buttons, go to button input A & button input B to set the functions.

3.1 Button name

Give a specific name / function to each button.



3.2 Inhibit function separate button function

1.1.1 push button univ. 8f type A FacilityWeb > button input A inhibit

general	button input A inhibit	
button inputs A+B	inhibit is active with	<input type="radio"/> 0 (OFF) <input checked="" type="radio"/> 1 (ON)
button input A		
button input A inhibit	at bus voltage recovery set inhibit object to	<input checked="" type="radio"/> 0 (OFF) <input type="radio"/> 1 (ON)

When you have selected "yes" at the inhibit function, the following extra options appear: "Button input A" where you can select the functionality of the inhibit function. E.g. make sure that screens can not work when you are cleaning windows.

3.3 Button modes separate buttons

button mode	switching, value standard, one object
action when button is pressed (object A1)	switching, value standard, one object ✓ switching, value standard, three objects switching, value press / release, two objects switching, value short / long, two objects dimming blind / shutter scene
datatype	



- **Switching, value standard, one object**
Possible actions when button is pressed = OFF / ON / TOGGLE / send value (1Byte / 2Byte / 4 Byte)
e.g. command 1 light / circuit with 1 button
- **Switching, value standard, three objects**
Possible actions when button is pressed for each object (A1, A2 & A3) = OFF / ON / TOGGLE / send value (1Byte)
e.g. give 3 different commands with the press of 1 button, command RGB lights, ...
- **Switching, value press / release, two objects**
Possible actions when button is pressed for each object (A1 & A2) = OFF / ON / TOGGLE / send value (1Byte, 2Byte)
e.g. opening of a door by distance
- **Switching, value short / long, two objects**
Possible actions when button is pressed for each object (A1 & A2) = OFF / ON / TOGGLE / send value (1Byte, 2Byte)
e.g. command circuit A by a short press and circuit B by a long press on the same button.
- **Dimming**
 - Action for button A – object A1 = ON / OFF / TOGGLE
 - Action for button A – object A2 = DARKER / LIGHTER / DARKER LIGHTER
 - Time for long keystroke: set the time to detect a long keystroke from 200...60000ms



- Blind / shutter
 - Action for button A short keystroke (object A1 or object A2)
 - Louvre UP
 - Louvre DOWN
 - Louvre UP / DOWN
 - UP
 - DOWN
 - UP/DOWN
 - Action for button A long keystroke (object A1 or object A2)
 - Louvre UP
 - Louvre DOWN
 - Louvre UP / DOWN
 - UP
 - DOWN
 - UP/DOWN
 - Time for long keystroke: set the time to detect a long keystroke from 200...60000ms
A separate group address for these 2 different movements is necessary.

button mode: blind / shutter

action of button for short keystroke (object A1 or object A2): louvre UP

action of button for long keystroke (object A1 or object A2): louvre UP

time for long keystroke (200 - 60000 ms):

→ E.g. a short press (or long press) moves the louvre, a long press (or short press) moves the shutter / blind up or down.
A separate group address for these 2 different movements is necessary (object A1 & A2).
Louvre = turning the louvre with a short press, a long press moves up / down the blinds (or the other way around)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
0	output A1 UP/DOWN	button A object 1			1 bit	C	-	W	T	U	up/down	Low
1	output A2 louvre	button A object 2			1 bit	C	-	W	T	U	up/down	Low

→ Please note that in the group objects, you have 2 different objects for these 2 different movements:



- Scene mode (only available in 2 separate button mode)
 - Set scene number (scenes themselves need to be set up on the actuator parameter settings)
 - Action when button is pressed (object A1)
 - Call scene
 - Call scene (short) / save scene (long)
 - Set time for long keystroke (200 - 60000ms)

1.1.1 push button univ. 8f type A FacilityWeb > button input A

general	button input A	
button inputs A+B	button name (max. 15 chars)	A
button input A	inhibit function	<input checked="" type="radio"/> no <input type="radio"/> yes
button input B	button mode	scene
button inputs C+D	scene number	1
button input E		
button input F	action when button is pressed (object A1)	<input checked="" type="radio"/> call scene <input type="radio"/> call scene (short) / save scene (long)
button inputs G+H		



6.3 LED OUTPUT parameter settings

LED outputs are available on ANNA, ZITA, MONA, LARA and LOLA collection.

ANNA collection = yellow leds

ZITA, MONA, LARA, LOLA collection = white leds

1.1.1 push button univ. 8f type A FacilityWeb > LED output A / logic A

general	LED output A / logic A	
button inputs A+B	LED mode	LED is activated by external input objects
rocker inputs A+B	LED brightness (day)	100%
button inputs C+D	LED brightness (night)	10%
button inputs E+F	note for day / night switching use the day / night switching object.	
button input E		
button input F	at buspower recovery set object LED A1 to	do not initialize
button inputs G+H	time delay / blinking	staircase function
button input G	timebase for staircase function	17 s
button input H	factor for staircase function (2..127)	10
LED output A / logic A		
LED output A scenes	logic combination	none
LED output B / logic B	scenes	<input type="radio"/> no <input checked="" type="radio"/> yes
LED output C / logic C	status is transmitted	at datagram reception
LED output D / logic D		
LED output E / logic E	LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED



1. LED mode

There are 4 LED modes:

LED mode

disabled	▼
disabled	✓
LED is always ON	
LED is activation indicator of related button	
LED is activated by external input objects	
LOGIC (LED is deactivated)	

- Disabled
- LED is always on

LED output A / logic A

LED mode	LED is always ON	▼
LED brightness (day)	100%	▼
LED brightness (night)	disabled, brightness (day) is used	▼

note: for day / night switching use the day / night switching object.

- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object



- LED is activation indicator of related button

E.g. The led is on when you press the button or is on for a certain time period (LED on time) after you pressed the button

LED output A / logic A

LED mode	LED is activation indicator of related button	▼
LED brightness (day)	100%	▼
LED brightness (night)	disabled, brightness (day) is used	▼

note: for day / night switching use the day / night switching object.

LED on time	5 s	▼
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- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object
- LED on time
 - When button is pressed
 - 2s / 5s / 10s



- LED is activated by external input objects

E.g. LED is on when the lighting circuit is on (feedback function), all LEDs are blinking when the alarm goes off, ... You can give a separate group address when this mode is on (feedback address f.i.), ...

LED output A / logic A

LED mode	LED is activated by external input objects	▼
LED brightness (day)	100%	▼
LED brightness (night)	10%	▼

note: for day / night switching use the day / night switching object.

at buspower recovery set object LED A1 to	do not initialize	▼
time delay / blinking	on / off delay	▼
timebase for on / off delay	1.0 s	▼
factor for on delay (0..127)	0	▲▼
factor for off delay (0..127)	0	▲▼
logic combination	none	▼
scenes	<input type="radio"/> no <input checked="" type="radio"/> yes	
status is transmitted	at datagram reception	▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED	





- Set LED brightness DAY from 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
- Set LED brightness NIGHT from disabled (day led is used), OFF, 10 – 100% (10% - 20% - 40% - 60% - 80% - 90% - 100%)
→ for day / night switching, use the day / night switching object
- at buspower recovery, set object LED A1 to:
 - "0"
 - "1"
 - Status before buspower failure



- Time delay / blinking

time delay / blinking

none	▼
none	✓
on / off delay	
staircase function	
blinking if "1"	
blinking if "0"	

- On / off delay → set delay timebase from 1.0s – 1.2h

time delay / blinking	on / off delay ▼
timebase for on / off delay	1.0 s ▼
factor for on delay (0..127)	0
factor for off delay (0..127)	0
logic combination	none ▼
scenes	<input type="radio"/> no <input checked="" type="radio"/> yes
status is transmitted	at datagram reception ▼
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED



- LED output scenes
When you have opted "yes" for scenes, you will notice a new LED output possibility in the parameterisation left column.

1.1.1 push button univ. 8f type A FacilityWeb > LED output A scenes

general	LED output A scenes
button inputs A-B	scene 1 ON ▼
rocker inputs A+B	scene 2 ON ▼
button inputs C-D	scene 3 ON ▼
button inputs E-F	scene 4 ON ▼
button input E	scene 5 no action ▼
button input F	scene 6 no action ▼
button inputs G-H	scene 7 no action ▼
button input G	scene 8 no action ▼
button input H	
LED output A / logic A	
	save scenes internally <input checked="" type="radio"/> no <input type="radio"/> yes



LED output A scenes



- Staircase function → timebase from 130ms – 1.2h
E.g. leds remain on for a certain time period

time delay / blinking	staircase function
timebase for staircase function	17 s
factor for staircase function (2..127)	10
logic combination	none
scenes	<input checked="" type="radio"/> no <input type="radio"/> yes
status is transmitted	at datagram reception
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED



- Blinking if "1" & Blinking if "0"

time delay / blinking	blinking if "1"
timebase for blinking	260 ms
factor for on time (2..127)	10
factor for off time (2..127)	10
logic combination	none
scenes	<input checked="" type="radio"/> no <input type="radio"/> yes
status is transmitted	at datagram reception
LED output is	<input checked="" type="radio"/> normal <input type="radio"/> INVERTED

- Logic combination
 - AND / OR / EXOR



- LED mode LOGIC: LED is deactivated

LED output A / logic A	
LED mode	LOGIC (LED is deactivated)
at buspower recovery set object LOGIC A1 to	"0"
time delay / blinking	none
logic combination	AND
at buspower recovery set logic object LOGIC A2 to	"1"
scenes	<input checked="" type="radio"/> no <input type="radio"/> yes
status is transmitted	at value change



6.4 Temperature & humidity settings

Enable temperature and / or humidity sensor (only applicable for article numbers containing 'TH' in its reference).

1.1.1 push button univ. 81 type A FacilityWeb > temperature and humidity

button inputs C-D	temperature and rel. humidity (if supported by hardware)	
button inputs E-F	temperature sensor	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
button input E	temperature offset in 1/10K (is added to temp. value: -100..100)	0
button input F	send when temperature changes	do not send
button inputs G+H		
button input G	rel. humidity sensor	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
button input H	rel. humidity offset in % (is added to humid. value: -10..10)	0
LED output A / logic A	send when rel. humidity changes	do not send
LED output B / logic B		
LED output C / logic C	cyclic sending of temperature and rel. humidity	
LED output D / logic D	time for cyclic sending (0..1020 s) (0 = cyclic sending disabled)	300
LED output E / logic E		
LED output F / logic F		
LED output G / logic G	external temperature input object (if supported by hardware)	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
LED output H / logic H		

temperature and humidity

#267	output temperature E155	T object 1	2 bytes	C - W T U	temperature (°C)	Low
#268	output rel. humidity E155	T object 2	2 bytes	C - W T U	percentage (%)	Low

→ Temperature and humidity can now be found in the Group Objects

- Parameterisation temperature:

temperature and rel. humidity (if supported by hardware)

temperature sensor

disabled enabled

temperature offset in 1/10K (is added to temp. value: -100..100)

0

send when temperature changes

do not send

- do not send ✓
- 0.5 K
- 1.0 K
- 2.0 K

- Parameterisation humidity

rel. humidity sensor

disabled enabled

rel. humidity offset in % (is added to humid. value: -10..10)

0

send when rel. humidity changes

do not send

- do not send ✓
- 2 %
- 5 %
- 10 %

- Cyclic sending of temperature and rel. humidity

cyclic sending of temperature and rel. humidity

time for cyclic sending (0..1020 s) (0 = cyclic sending disabled)

300

- External temperature input object

external temperature input object (if supported by hardware)

disabled enabled