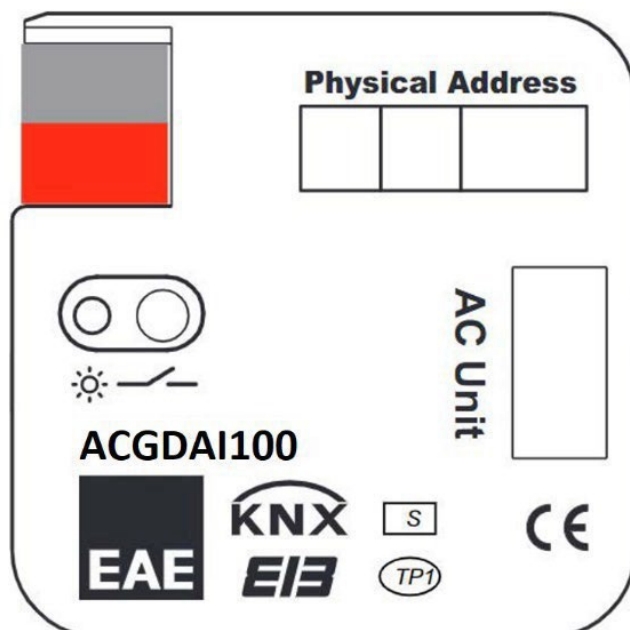


EAE KNX ACGDAI100

Product Manual AC Gateway DAIKIN



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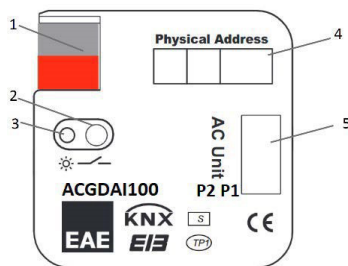
1. General

Daikin Climate Controller allows your Daikin brand AC units to integrate with other KNX devices. Device has following functions below;

1. Customizable AC functions for optimum control
2. Configurable "**Master**" or "**Slave**" mode operation
3. The AC unit can be controlled simultaneously by the "Daikin Thermostat" controller and KNX
4. Advanced climate control with external reference temperature
5. Operating Hours & Alarm
6. Remote Lock Functionality
7. Bus Return AC behaviors
8. Scene Function
9. Logic Function

2. Device Technology

2.1. Functional Elements

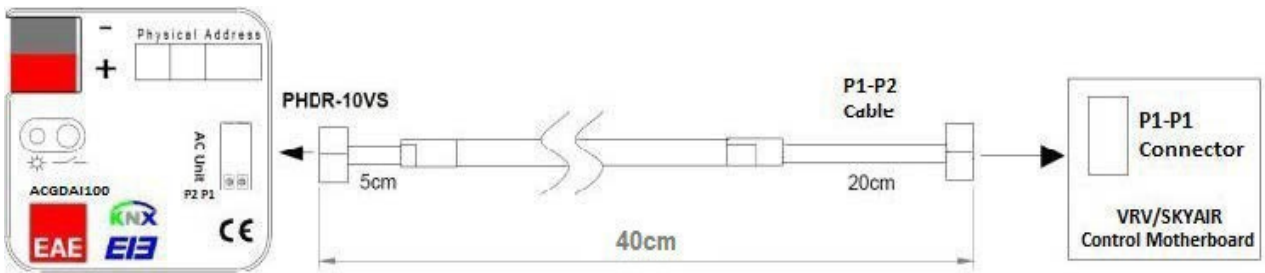


1. KNX Connector
2. Address Prg. Button
3. Address Prg. LED
4. Physical Address Label
5. AC Com Connector (P1 – P2)

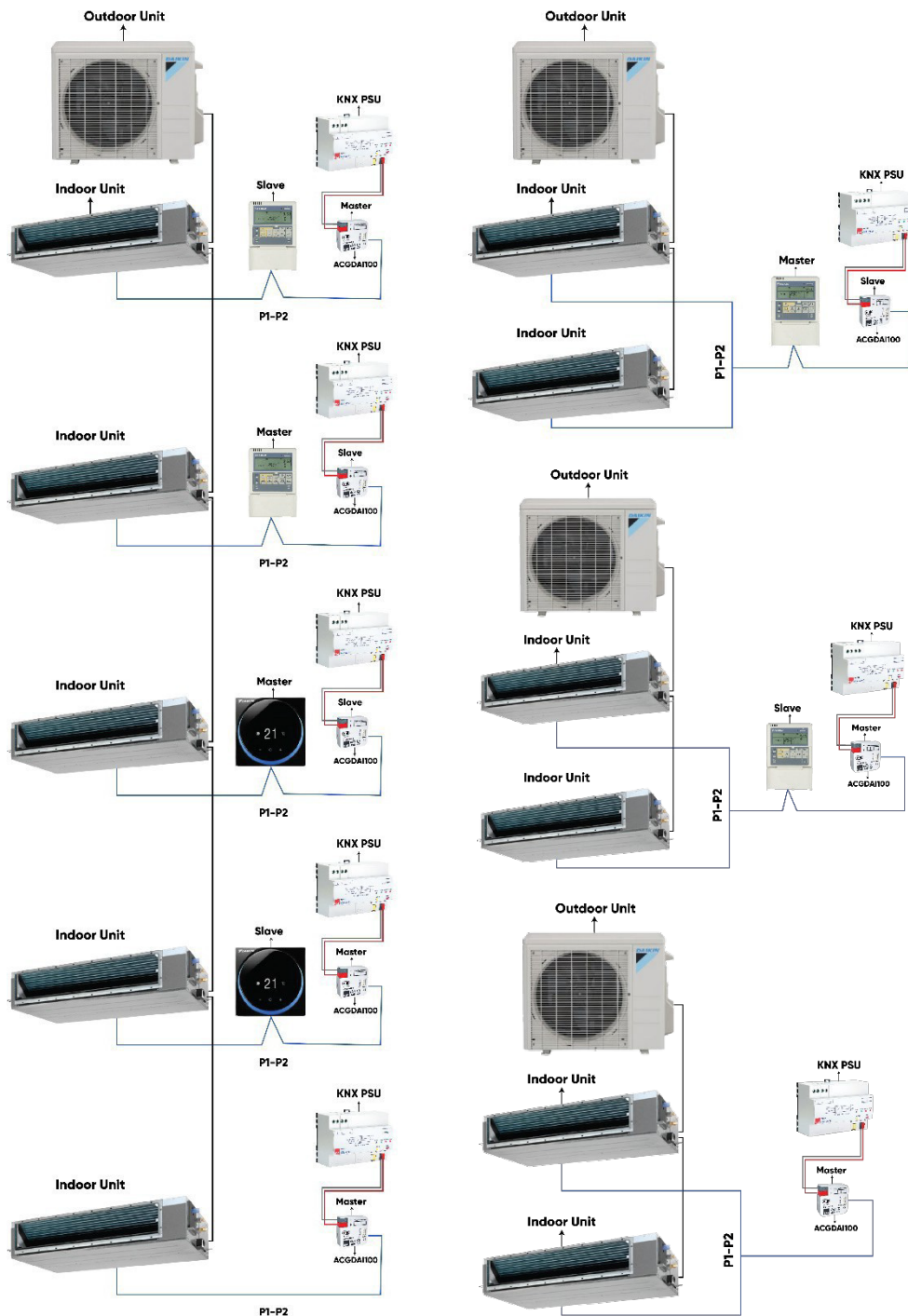
2.2. Connection Terminal Specifications

CONCEPT	DESCRIPTION
Cable Length	40 cm approx.
Number and section of wires	2 x 28 AWG (0.08 mm ²)
Connector pitch	2mm
Connection in Daikin Equipment	P1 - P2 connector
Connection in ACGDAI100 Equipment	PHDR-10VS connector (on the ACGDAI100 Gateway)

2.3. Connection Scheme



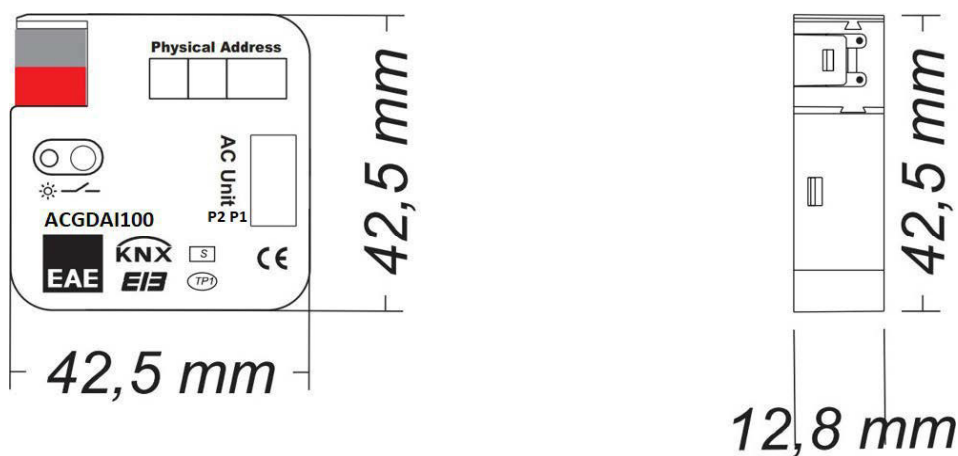
NOTE: Extending or shortening the connecting cable supplied with the device may cause it to malfunction. Keep the connection cable as far away from power cables and ground wire as possible.



2.4. Technical Data

Safety Rating	IP20	EN 60 529
Safety Class	II	EN 61 140
KNX Power supply :	Voltage	22V... 30V DC, via the KNX bus
	Current draw from bus voltage	10mA
Operating elements	LED (red) and button	For physical address
Connections	Input/Output	AC Communication Connector
	KNX	Bus connect terminal
Temperature range	Ambient	-5° C + 45° C
	Storage	-25° C + 55° C
Dimensions	42,5 x 42,5 x 12,8 mm	
Weight	0.06 kg	
Box	Plastic, polycarbonate, color grey	
CE	In accordance with the EMC guideline and low voltage directives.	

2.5. Dimensions



3. Communication Object Table

No	Object Name	Function	Data Point Type	Flags
0	Alive Beacon	0=Alive	1 bit DPT 1.017	CT
	Alive Beacon	1=Alive	1 bit DPT 1.017	CT
1	Control Lock	0=Unlock; 1=Lock	1 bit DPT 1.003	CW
2	Control Lock (Status)	0=Unlocked; 1=Locked	1 bit DPT 1.011	CRT
3	On/Off	0=On; 1=Off	1 bit DPT 1.006	CWT
3	On/Off	0=Off; 1=On	1 bit DPT 1.001	CWT
4	On/Off (Status)	0=On; 1=Off	1 bit DPT 1.006	CRT
4	On/Off (Status)	0=Off; 1=On	1 bit DPT 1.001	CRT
7	Mode HVAC	0=Auto; 1=Heat; 3=Cool; 6=Off; 9=Fan; 14=Dry	1 byte DPT 20.105	CWT
7	Mode HVAC	0=Auto; 1=Heat; 3=Cool; 9=Fan; 14=Dry	1 byte DPT 20.105	CWT
8	Mode HVAC (Status)	0=Auto; 1=Heat; 3=Cool; 6=Off; 9=Fan; 14=Dry	1 byte DPT 20.105	CRT
8	Mode HVAC (Status)	0=Auto; 1=Heat; 3=Cool; 9=Fan; 14=Dry	1 byte DPT 20.105	CRT
9	Mode Heat/Cool	0=Heating; 1=Cooling	1 bit DPT 1.006	CWT
9	Mode Heat/Cool	0=Cooling; 1=Heating	1 bit DPT 1.100	CWT
10	Mode Heat/Cool (Status)	0=Heating; 1=Cooling	1 bit DPT 1.006	CRT
10	Mode Heat/Cool (Status)	0=Cooling; 1=Heating	1 bit DPT 1.100	CRT
11	Mode [+/-]	0=Auto > ... > Fan; 1=Fan >... > Auto	1 bit DPT 1.001	CW
11	Mode [+/-]	0=Fan > ... > Auto; 1=Auto >... > Fan	1 bit DPT 1.001	CW
12	Mode Auto	0=Activate	1 bit DPT 1.017	CWT
12	Mode Auto	0, 1=Activate	1 bit DPT 1.017	CWT
12	Mode Auto	1=Activate	1 bit DPT 1.017	CWT
13	Mode Cool	0=Activate	1 bit DPT 1.017	CWT
13	Mode Cool	0, 1=Activate	1 bit DPT 1.017	CWT
13	Mode Cool	1=Activate	1 bit DPT 1.017	CWT
14	Mode Dry	0=Activate	1 bit DPT 1.017	CWT
14	Mode Dry	0, 1=Activate	1 bit DPT 1.017	CWT
14	Mode Dry	1=Activate	1 bit DPT 1.017	CWT
15	Mode Heat	0=Activate	1 bit DPT 1.017	CWT
15	Mode Heat	0, 1=Activate	1 bit DPT 1.017	CWT
15	Mode Heat	1=Activate	1 bit DPT 1.017	CWT
16	Mode Fan	0=Activate	1 bit DPT 1.017	CWT
16	Mode Fan	0, 1=Activate	1 bit DPT 1.017	CWT
16	Mode Fan	1=Activate	1 bit DPT 1.017	CWT
17	Mode Auto (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
18	Mode Cool (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
19	Mode Dry (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
20	Mode Heat (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
21	Mode Fan (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
22	Setpoint Temperature	°C	2 byte DPT 9.001	CWT
23	Setpoint Temperature (Status)	°C	2 byte DPT 9.001	CRT
24	Setpoint Temperature [+/-] 1°C	0=Increase; 1=Decrease	1 bit DPT 1.008	CW
24	Setpoint Temperature [+/-] 1°C	0=Decrease; 1=Increase	1 bit DPT 1.007	CW

No	Object Name	Function	Data Point Type	Flags
26	Setpoint Limit Min.	°C	2 byte DPT 9.001	CW
27	Setpoint Limit Min. (Status)	0...40 °C	2 byte DPT 9.001	CRT
28	Setpoint Limit Max.	0...40 °C (0 °C to deactivate limiter)	2 byte DPT 9.001	CW
29	Setpoint Limit Max. (Status)	0...40 °C	2 byte DPT 9.001	CRT
30	AC Room Temperature	-63,5...63,5°C	2 byte DPT 9.001	CRT
31	Fan Speed	0=Auto; 1...3=Spd1...Spd3	1 byte DPT 5.100	CWT
32	Fan Speed (Status)	0=Auto; 1...3=Spd1...Spd3	1 byte DPT 5.100	CRT
33	Fan Speed [+/-]	0=Increase; 1=Decrease	1 bit DPT 1.008	CW
33	Fan Speed [+/-]	0=Decrease; 1=Increase	1 bit DPT 1.007	CW
34	Fan Speed [%]	0%=Auto; [0,4...100]% =Spd1...Spd2	1 byte DPT 5.001	CWT
34	Fan Speed [%]	0%=Auto(NA); [0,4...100]% =Spd1...Spd2	1 byte DPT 5.001	CWT
34	Fan Speed [%]	0%=Auto; [0,4...100]% =Spd1...Spd3	1 byte DPT 5.001	CWT
34	Fan Speed [%]	0%=Auto(NA); [0,4...100]% =Spd1...Spd3	1 byte DPT 5.001	CWT
35	Fan Speed [%] (Status)	0%=Auto; [0,4...100]% =Spd1...Spd2	1 byte DPT 5.001	CRT
35	Fan Speed [%] (Status)	0%=Auto(NA); [0,4...100]% =Spd1...Spd2	1 byte DPT 5.001	CRT
35	Fan Speed [%] (Status)	0%=Auto; [0,4...100]% =Spd1...Spd3	1 byte DPT 5.001	CRT
35	Fan Speed [%] (Status)	0%=Auto(NA); [0,4...100]% =Spd1...Spd3	1 byte DPT 5.001	CRT
37	Fan Speed 1	0=Activate	1 bit DPT 1.017	CWT
37	Fan Speed 1	0, 1=Activate	1 bit DPT 1.017	CWT
37	Fan Speed 1	1=Activate	1 bit DPT 1.017	CWT
38	Fan Speed 2	0=Activate	1 bit DPT 1.017	CWT
38	Fan Speed 2	0, 1=Activate	1 bit DPT 1.017	CWT
38	Fan Speed 2	1=Activate	1 bit DPT 1.017	CWT
39	Fan Speed 3	0=Activate	1 bit DPT 1.017	CWT
39	Fan Speed 3	0, 1=Activate	1 bit DPT 1.017	CWT
39	Fan Speed 3	1=Activate	1 bit DPT 1.017	CWT
44	Fan Speed 1 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
45	Fan Speed 2 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
46	Fan Speed 3 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
50	Vane	0=Auto; 1...5=Pos1(H)...Pos5; 7=Swing	1 byte DPT 5.000	CWT
51	Vane (Status)	0=Auto; 1...5=Pos1(H)...Pos5; 7=Swing	1 byte DPT 5.000	CRT
52	Vane [+/-]	0=Increase; 1=Decrease(H)	1 bit DPT 1.006	CW
52	Vane [+/-]	0=Decrease(H); 1=Increase	1 bit DPT 1.007	CW
53	Text="Vane [%]"	0%=Auto(NA); [0,4...100]% =Pos1(H)...Pos4	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Auto(NA); [0,4...100]% =Pos4...Pos1(H)	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Swing; [0,4...100]% =Pos1(H)...Pos4	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Swing; [0,4...100]% =Pos4...Pos1(H)	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Auto(NA); [0,4...100]% =Pos1(H)...Pos5	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Auto(NA); [0,4...100]% =Pos5...Pos1(H)	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Swing; [0,4...100]% =Pos1(H)...Pos5	1 byte DPT 5.001	CWT
53	Text="Vane [%]"	0%=Swing; [0,4...100]% =Pos5...Pos1(H)	1 byte DPT 5.001	CWT
54	Text="Vane [%] (Status)"	0%=Auto(NA); [0,4...100]% =Pos1(H)...Pos4	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)"	0%=Auto(NA); [0,4...100]% =Pos4...Pos1(H)	1 byte DPT 5.001	CRT

No	Object Name	Function	Data Point Type	Flags
54	Text="Vane [%] (Status)	0%=Swing; [0,4...100]%=Pos1(H)...Pos4	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)	0%=Swing; [0,4...100]%=Pos4...Pos1(H)	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)	0%=Auto(NA); [0,4...100]%=Pos1(H)...Pos5	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)	0%=Auto(NA); [0,4...100]%=Pos5...Pos1(H)	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)	0%=Swing; [0,4...100]%=Pos1(H)...Pos5	1 byte DPT 5.001	CRT
54	Text="Vane [%] (Status)	0%=Swing; [0,4...100]%=Pos5...Pos1(H)	1 byte DPT 5.001	CRT
56	Vane Position 1	0=Activate	1 bit DPT 1.017	CWT
56	Vane Position 1	0, 1=Activate	1 bit DPT 1.017	CWT
56	Vane Position 1	1=Activate	1 bit DPT 1.017	CWT
57	Vane Position 2	0=Activate	1 bit DPT 1.017	CWT
57	Vane Position 2	0, 1=Activate	1 bit DPT 1.017	CWT
57	Vane Position 2	1=Activate	1 bit DPT 1.017	CWT
58	Vane Position 3	0=Activate	1 bit DPT 1.017	CWT
58	Vane Position 3	0, 1=Activate	1 bit DPT 1.017	CWT
58	Vane Position 3	1=Activate	1 bit DPT 1.017	CWT
59	Vane Position 4	0=Activate	1 bit DPT 1.017	CWT
59	Vane Position 4	0, 1=Activate	1 bit DPT 1.017	CWT
59	Vane Position 4	1=Activate	1 bit DPT 1.017	CWT
60	Vane Position 5	0=Activate	1 bit DPT 1.017	CWT
60	Vane Position 5	0, 1=Activate	1 bit DPT 1.017	CWT
60	Vane Position 5	1=Activate	1 bit DPT 1.017	CWT
62	Vane Swing	0=Activate	1 bit DPT 1.017	CW
62	Vane Swing	0, 1=Activate	1 bit DPT 1.017	CWT
62	Vane Swing	1=Activate	1 bit DPT 1.017	CWT
64	Vane Position 1 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
65	Vane Position 2 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
66	Vane Position 3 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
67	Vane Position 4 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
68	Vane Position 5 (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
70	Vane Swing (Status)	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
88	Remote Lock	0=Unlock; 1=Lock (Changes both current & default state)	1 bit DPT 1.003	CW
89	Remote Lock (Status)	0=Unlocked; 1=Locked (Current state of remote lock)	1 bit DPT 1.011	CRT
90	AC Error Code	8000=No Error	1 byte DPT 5.010	CRT
91	AC Error Code Text	8000=No Error	14 byte DPT 16.000	CRT
92	AC Error	0=No Error; 1=Error (Error in the AC Unit)	1 bit DPT 1.005	CRT
93	Communication Error	0=No Error; 1=Error (Can't communicate with the AC Unit)	1 bit DPT 1.005	CRT
94	AC or Communication Error	0=No Error; 1=Error	1 bit DPT 1.005	CRT
97	Ref. Ambient Temperature	°C (Write to activate Setpoint Reference Controller)	2 byte DPT 9.001	CWTU
99	Ref. Temperature Controller Status	0=Inactive; 1=Active	1 bit DPT 1.011	CRT
113	Scene Control	0...63=(Execute 1...4); 128...191=(Save 1...4)	1 byte DPT 18.001	CW
113	Scene Control	0...3=(Execute 1...4); 128...131=(Save 1...4)	1 byte DPT 18.001	CW
115	Scene 1 Save	0=Save	1 bit DPT 1.017	CW
115	Scene 1 Save	0, 1=Save	1 bit DPT 1.017	CW
115	Scene 1 Save	1=Save	1 bit DPT 1.017	CW

No	Object Name	Function	Data Point Type	Flags
116	Scene 2 Save	0=Save	1 bit DPT 1.017	CW
116	Scene 2 Save	0, 1=Save	1 bit DPT 1.017	CW
116	Scene 2 Save	1=Save	1 bit DPT 1.017	CW
117	Scene 3 Save	0=Save	1 bit DPT 1.017	CW
117	Scene 3 Save	0, 1=Save	1 bit DPT 1.017	CW
117	Scene 3 Save	1=Save	1 bit DPT 1.017	CW
118	Scene 4 Save	0=Save	1 bit DPT 1.017	CW
118	Scene 4 Save	0, 1=Save	1 bit DPT 1.017	CW
118	Scene 4 Save	1=Save	1 bit DPT 1.017	CW
123	Scene 1 Execute	0=Execute	1 bit DPT 1.017	CW
123	Scene 1 Execute	0=Execute; 1=Rewind	1 bit DPT 1.017	CW
123	Scene 1 Execute	0, 1=Execute	1 bit DPT 1.017	CW
123	Scene 1 Execute	1=Execute; 0=Rewind	1 bit DPT 1.017	CW
123	Scene 1 Execute	1=Execute	1 bit DPT 1.017	CW
124	Scene 2 Execute	0=Execute	1 bit DPT 1.017	CW
124	Scene 2 Execute	0=Execute; 1=Rewind	1 bit DPT 1.017	CW
124	Scene 2 Execute	0, 1=Execute	1 bit DPT 1.017	CW
124	Scene 2 Execute	1=Execute; 0=Rewind	1 bit DPT 1.017	CW
124	Scene 2 Execute	1=Execute	1 bit DPT 1.017	CW
125	Scene 3 Execute	0=Execute	1 bit DPT 1.017	CW
125	Scene 3 Execute	0=Execute; 1=Rewind	1 bit DPT 1.017	CW
125	Scene 3 Execute	0, 1=Execute	1 bit DPT 1.017	CW
125	Scene 3 Execute	1=Execute; 0=Rewind	1 bit DPT 1.017	CW
125	Scene 3 Execute	1=Execute	1 bit DPT 1.017	CW
126	Scene 4 Execute	0=Execute	1 bit DPT 1.017	CW
126	Scene 4 Execute	0=Execute; 1=Rewind	1 bit DPT 1.017	CW
126	Scene 4 Execute	0, 1=Execute	1 bit DPT 1.017	CW
126	Scene 4 Execute	1=Execute; 0=Rewind	1 bit DPT 1.017	CW
126	Scene 4 Execute	1=Execute	1 bit DPT 1.017	CW
129	Air Filter Cleaning Time	0=False; 1=True	1 bit DPT 1.017	CRT
130	Element Cleaning Time	0=False; 1=True	1 bit DPT 1.017	CRT
131	Operating Hours	AC On hours	2 byte DPT 7.007	CRT
131	Operating Seconds	AC On seconds	4 byte DPT 13.100	CRT
132	Operating Hours Alarm	1=Alarm	1 bit DPT 1.005	CRT
132	Operating Seconds Alarm	1=Alarm	1 bit DPT 1.005	CRT
133	Operating Hours Reset	0=Reset	1 bit DPT 1.015	CW
133	Operating Hours Reset	0, 1=Reset	1 bit DPT 1.015	CW
133	Operating Hours Reset	1=Reset	1 bit DPT 1.015	CW
133	Operating Seconds Reset	0=Reset	1 bit DPT 1.015	CW
133	Operating Seconds Reset	0, 1=Reset	1 bit DPT 1.015	CW
133	Operating Seconds Reset	1=Reset	1 bit DPT 1.015	CW
134	[LB1] IN1	Input	1 bit DPT 1.002	CRW
134	[LB1] IN1	Input	1 byte DPT 5.010	CRW
134	[LB1] IN1	Input	2 bit DPT 2.002	CRW

135	[LB1] IN2	Input	1 bit DPT 1.002	CRW
135	[LB1] IN2	Input	1 byte DPT 5.010	CRW
135	[LB1] IN2	Input	2 bit DPT 2.002	CRW
135	[LB1] OUT15	Output	1 bit DPT 1.002	CRT
135	[LB1] OUT15	Output	1 byte DPT 5.010	CRT
135	[LB1] OUT15	Output	2 bit DPT 2.002	CRT
136	[LB1] IN3	Input	1 bit DPT 1.002	CRW
136	[LB1] IN3	Input	1 byte DPT 5.010	CRW
136	[LB1] IN3	Input	2 bit DPT 2.002	CRW
136	[LB1] OUT14	Output	1 bit DPT 1.002	CRT
136	[LB1] OUT14	Output	1 byte DPT 5.010	CRT
136	[LB1] OUT14	Output	2 bit DPT 2.002	CRT
137	[LB1] IN4	Input	1 bit DPT 1.002	CRW
137	[LB1] IN4	Input	1 byte DPT 5.010	CRW
137	[LB1] IN4	Input	2 bit DPT 2.002	CRW
137	[LB1] OUT13	Output	1 bit DPT 1.002	CRT
137	[LB1] OUT13	Output	1 byte DPT 5.010	CRT
137	[LB1] OUT13	Output	2 bit DPT 2.002	CRT
138	[LB1] IN5	Input	1 bit DPT 1.002	CRW
138	[LB1] IN5	Input	1 byte DPT 5.010	CRW
138	[LB1] IN5	Input	2 bit DPT 2.002	CRW
138	[LB1] OUT12	Output	1 bit DPT 1.002	CRT
138	[LB1] OUT12	Output	1 byte DPT 5.010	CRT
138	[LB1] OUT12	Output	2 bit DPT 2.002	CRT
139	[LB1] IN6	Input	1 bit DPT 1.002	CRW
139	[LB1] IN6	Input	1 byte DPT 5.010	CRW
139	[LB1] IN6	Input	2 bit DPT 2.002	CRW
139	[LB1] OUT11	Output	1 bit DPT 1.002	CRT
139	[LB1] OUT11	Output	1 byte DPT 5.010	CRT
139	[LB1] OUT11	Output	2 bit DPT 2.002	CRT
140	[LB1] IN7	Input	1 bit DPT 1.002	CRW
140	[LB1] IN7	Input	1 byte DPT 5.010	CRW
140	[LB1] IN7	Input	2 bit DPT 2.002	CRW
140	[LB1] OUT10	Output	1 bit DPT 1.002	CRT
140	[LB1] OUT10	Output	1 byte DPT 5.010	CRT
140	[LB1] OUT10	Output	2 bit DPT 2.002	CRT
141	[LB1] IN8	Input	1 bit DPT 1.002	CRW
141	[LB1] IN8	Input	1 byte DPT 5.010	CRW
141	[LB1] IN8	Input	2 bit DPT 2.002	CRW
141	[LB1] OUT9	Output	1 bit DPT 1.002	CRT
141	[LB1] OUT9	Output	1 byte DPT 5.010	CRT
141	[LB1] OUT9	Output	2 bit DPT 2.002	CRT

No	Object Name	Function	Data Point Type	Flags
142	[LB1] IN9	Input	1 bit DPT 1.002	CRW
142	[LB1] IN9	Input	1 byte DPT 5.010	CRW
142	[LB1] IN9	Input	2 bit DPT 2.002	CRW
142	[LB1] OUT8	Output	1 bit DPT 1.002	CRT
142	[LB1] OUT8	Output	1 byte DPT 5.010	CRT
142	[LB1] OUT8	Output	2 bit DPT 2.002	CRT
143	[LB1] IN10	Input	1 bit DPT 1.002	CRW
143	[LB1] IN10	Input	1 byte DPT 5.010	CRW
143	[LB1] IN10	Input	2 bit DPT 2.002	CRW
143	[LB1] OUT7	Output	1 bit DPT 1.002	CRT
143	[LB1] OUT7	Output	1 byte DPT 5.010	CRT
143	[LB1] OUT7	Output	2 bit DPT 2.002	CRT
144	[LB1] IN11	Input	1 bit DPT 1.002	CRW
144	[LB1] IN11	Input	1 byte DPT 5.010	CRW
144	[LB1] IN11	Input	2 bit DPT 2.002	CRW
144	[LB1] OUT6	Output	1 bit DPT 1.002	CRT
144	[LB1] OUT6	Output	1 byte DPT 5.010	CRT
144	[LB1] OUT6	Output	2 bit DPT 2.002	CRT
145	[LB1] IN12	Input	1 bit DPT 1.002	CRW
145	[LB1] IN12	Input	1 byte DPT 5.010	CRW
145	[LB1] IN12	Input	2 bit DPT 2.002	CRW
145	[LB1] OUT5	Output	1 bit DPT 1.002	CRT
145	[LB1] OUT5	Output	1 byte DPT 5.010	CRT
145	[LB1] OUT5	Output	2 bit DPT 2.002	CRT
146	[LB1] IN13	Input	1 bit DPT 1.002	CRW
146	[LB1] IN13	Input	1 byte DPT 5.010	CRW
146	[LB1] IN13	Input	2 bit DPT 2.002	CRW
146	[LB1] OUT4	Output	1 bit DPT 1.002	CRT
146	[LB1] OUT4	Output	1 byte DPT 5.010	CRT
146	[LB1] OUT4	Output	2 bit DPT 2.002	CRT
147	[LB1] IN14	Input	1 bit DPT 1.002	CRW
147	[LB1] IN14	Input	1 byte DPT 5.010	CRW
147	[LB1] IN14	Input	2 bit DPT 2.002	CRW
147	[LB1] OUT3	Output	1 bit DPT 1.002	CRT
147	[LB1] OUT3	Output	1 byte DPT 5.010	CRT
147	[LB1] OUT3	Output	2 bit DPT 2.002	CRT
148	[LB1] IN15	Input	1 bit DPT 1.002	CRW
148	[LB1] IN15	Input	1 byte DPT 5.010	CRW
148	[LB1] IN15	Input	2 bit DPT 2.002	CRW
148	[LB1] OUT2	Output	1 bit DPT 1.002	CRT
148	[LB1] OUT2	Output	1 byte DPT 5.010	CRT
148	[LB1] OUT2	Output	2 bit DPT 2.002	CRT
149	[LB1] OUT1	Output	1 bit DPT 1.002	CRT
149	[LB1] OUT1	Output	1 byte DPT 5.010	CRT

No	Object Name	Function	Data Point Type	Flags
149	[LB1] OUT1	Output	2 bit DPT 2.002	CRT
150	[LB2] IN1	Input	1 bit DPT 1.002	CRW
150	[LB2] IN1	Input	1 byte DPT 5.010	CRW
150	[LB2] IN1	Input	2 bit DPT 2.002	CRW
151	[LB2] IN2	Input	1 bit DPT 1.002	CRW
151	[LB2] IN2	Input	1 byte DPT 5.010	CRW
151	[LB2] IN2	Input	2 bit DPT 2.002	CRW
151	[LB2] OUT15	Output	1 bit DPT 1.002	CRT
151	[LB2] OUT15	Output	1 byte DPT 5.010	CRT
151	[LB2] OUT15	Output	2 bit DPT 2.002	CRT
152	[LB2] IN3	Input	1 bit DPT 1.002	CRW
152	[LB2] IN3	Input	1 byte DPT 5.010	CRW
152	[LB2] IN3	Input	2 bit DPT 2.002	CRW
152	[LB2] OUT14	Output	1 bit DPT 1.002	CRT
152	[LB2] OUT14	Output	1 byte DPT 5.010	CRT
152	[LB2] OUT14	Output	2 bit DPT 2.002	CRT
153	[LB2] IN4	Input	1 bit DPT 1.002	CRW
153	[LB2] IN4	Input	1 byte DPT 5.010	CRW
153	[LB2] IN4	Input	2 bit DPT 2.002	CRW
153	[LB2] OUT13	Output	1 bit DPT 1.002	CRT
153	[LB2] OUT13	Output	1 byte DPT 5.010	CRT
153	[LB2] OUT13	Output	2 bit DPT 2.002	CRT
154	[LB2] IN5	Input	1 bit DPT 1.002	CRW
154	[LB2] IN5	Input	1 byte DPT 5.010	CRW
154	[LB2] IN5	Input	2 bit DPT 2.002	CRW
154	[LB2] OUT12	Output	1 bit DPT 1.002	CRT
154	[LB2] OUT12	Output	1 byte DPT 5.010	CRT
154	[LB2] OUT12	Output	2 bit DPT 2.002	CRT
155	[LB2] IN6	Input	1 bit DPT 1.002	CRW
155	[LB2] IN6	Input	1 byte DPT 5.010	CRW
155	[LB2] IN6	Input	2 bit DPT 2.002	CRW
155	[LB2] OUT11	Output	1 bit DPT 1.002	CRT
155	[LB2] OUT11	Output	1 byte DPT 5.010	CRT
155	[LB2] OUT11	Output	2 bit DPT 2.002	CRT
156	[LB2] IN7	Input	1 bit DPT 1.002	CRW
156	[LB2] IN7	Input	1 byte DPT 5.010	CRW
156	[LB2] IN7	Input	2 bit DPT 2.002	CRW
156	[LB2] OUT10	Output	1 bit DPT 1.002	CRT
156	[LB2] OUT10	Output	1 byte DPT 5.010	CRT
156	[LB2] OUT10	Output	2 bit DPT 2.002	CRT
157	[LB2] IN8	Input	1 bit DPT 1.002	CRW
157	[LB2] IN8	Input	1 byte DPT 5.010	CRW
157	[LB2] IN8	Input	2 bit DPT 2.002	CRW

No	Object Name	Function	Data Point Type	Flags
157	[LB2] OUT9	Output	1 bit DPT 1.002	CRT
157	[LB2] OUT9	Output	1 byte DPT 5.010	CRT
157	[LB2] OUT9	Output	2 bit DPT 2.002	CRT
158	[LB2] IN9	Input	1 bit DPT 1.002	CRW
158	[LB2] IN9	Input	1 byte DPT 5.010	CRW
158	[LB2] IN9	Input	2 bit DPT 2.002	CRW
158	[LB2] OUT8	Output	1 bit DPT 1.002	CRT
158	[LB2] OUT8	Output	1 byte DPT 5.010	CRT
158	[LB2] OUT8	Output	2 bit DPT 2.002	CRT
159	[LB2] IN10	Input	1 bit DPT 1.002	CRW
159	[LB2] IN10	Input	1 byte DPT 5.010	CRW
159	[LB2] IN10	Input	2 bit DPT 2.002	CRW
159	[LB2] OUT7	Output	1 bit DPT 1.002	CRT
159	[LB2] OUT7	Output	1 byte DPT 5.010	CRT
159	[LB2] OUT7	Output	2 bit DPT 2.002	CRT
160	[LB2] IN11	Input	1 bit DPT 1.002	CRW
160	[LB2] IN11	Input	1 byte DPT 5.010	CRW
160	[LB2] IN11	Input	2 bit DPT 2.002	CRW
160	[LB2] OUT6	Output	1 bit DPT 1.002	CRT
160	[LB2] OUT6	Output	1 byte DPT 5.010	CRT
160	[LB2] OUT6	Output	2 bit DPT 2.002	CRT
161	[LB2] IN12	Input	1 bit DPT 1.002	CRW
161	[LB2] IN12	Input	1 byte DPT 5.010	CRW
161	[LB2] IN12	Input	2 bit DPT 2.002	CRW
161	[LB2] OUT5	Output	1 bit DPT 1.002	CRT
161	[LB2] OUT5	Output	1 byte DPT 5.010	CRT
161	[LB2] OUT5	Output	2 bit DPT 2.002	CRT
162	[LB2] IN13	Input	1 bit DPT 1.002	CRW
162	[LB2] IN13	Input	1 byte DPT 5.010	CRW
162	[LB2] IN13	Input	2 bit DPT 2.002	CRW
162	[LB2] OUT4	Output	1 bit DPT 1.002	CRT
162	[LB2] OUT4	Output	1 byte DPT 5.010	CRT
162	[LB2] OUT4	Output	2 bit DPT 2.002	CRT
163	[LB2] IN14	Input	1 bit DPT 1.002	CRW
163	[LB2] IN14	Input	1 byte DPT 5.010	CRW
163	[LB2] IN14	Input	2 bit DPT 2.002	CRW
163	[LB2] OUT3	Output	1 bit DPT 1.002	CRT
163	[LB2] OUT3	Output	1 byte DPT 5.010	CRT
163	[LB2] OUT3	Output	2 bit DPT 2.002	CRT
164	[LB2] IN15	Input	1 bit DPT 1.002	CRW
164	[LB2] IN15	Input	1 byte DPT 5.010	CRW
164	[LB2] IN15	Input	2 bit DPT 2.002	CRW
164	[LB2] OUT2	Output	1 bit DPT 1.002	CRT
164	[LB2] OUT2	Output	1 byte DPT 5.010	CRT
164	[LB2] OUT2	Output	2 bit DPT 2.002	CRT



No	Object Name	Function	Data Point Type	Flags
165	[LB2] OUT1	Output	1 bit DPT 1.002	CRT
165	[LB2] OUT1	Output	1 byte DPT 5.010	CRT
165	[LB2] OUT1	Output	2 bit DPT 2.002	CRT

4. Parameters

4.1. General

General parameters include;

- Alive Beacon (In Operation) Function
- Telegram Limit Function
- Telegram Transmission Delay
- Bit Objects Status Sending Type
- Feedback
- Logic
- Diagnostics

4.1.1. Parameters

Parameters	Settings	Description
GENERAL		
Alive Beacon	checked/ unchecked	Alive Beacon can be used to ensure that device is alive and connected to KNX line.
Value	0/1	Visible when "Alive Beacon" checked. Selected value will be sent as device alive operation.
Period	10... 60 ...65535 s	Visible when "Alive Beacon" checked. Cyclic time period for sending in operation value.
Telegram Limiter	checked/ unchecked	Limits the number of telegrams to send in certain time period.
Telegram Limit Period	50ms , 100ms, ..., 30s, 1min	Visible when "Telegram Limiter" checked. Determine the period for sending telegram.
Max. Number of Transmitted Telegrams (within a period)	1...255	Visible when "Telegram Limiter" checked. Maximum number of telegrams to send in telegram limit period duration.
Telegram Transmission Delay	1...255	This parameter is used to set delay for sending the first telegram when device powered on.
FEEDBACK		
AC Settings Status Feedback	On Write and Change On Change	This parameter is used to select AC settings status sending type.
AC Settings Control Object Feedback AC Settings Control Object On/Off, Fan, Mode, Setpoint, Vane, W.Vane	Disabled	Not transmitted when written to control object
	If T flag is set	Transmitted when written to the control object
	If T flag is set, but U flag is unset	If T flag is set U flag is set : The control object does not transmit U flag is unset : The control object transmits
Bit Objects Status Feedback	Pair (Active and Active->Inactive) Only Active All (Inactive and Active)	This parameter is used to select bit objects status sending type.
LOGIC		
Logic Blocks	None , 1, 2	Logic Blocks Menu will be shown.
DIAGNOSTICS		
Firmware Version	Read Firmware Version	Device Firmware version will be shown.
Hardware Type		Device Hardware type will be shown.
Uptime	Read Uptime	Device up time since the device energized.

4.2. AC Model Configuration

This function is used to select AC Model to control. If desired unit model is not on the list, various configurations can be done by Manual option of the following parameters.

4.2.1. Parameters


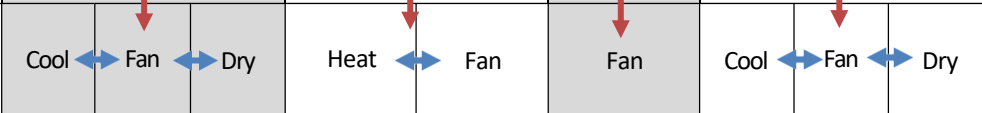
Parameters	Settings	Description
AC Unit Model	36 characters are allowed	Any name can be written here such as AC Model name
Supported Modes of Operation		
Auto	checked /unchecked	Auto mode can be used for AC Unit.
Cool	checked /unchecked	Cool mode can be used for AC Unit.
Dry	checked /unchecked	Dry mode can be used for AC Unit.
Heat	checked /unchecked	Heating mode can be used for AC Unit.
Fan	checked /unchecked	Fan mode can be used for AC Unit.
Fan Speeds	1...3	It shows how many FAN levels of the AC Unit.
"Auto" Fan	checked /unchecked	Automatic Fan control mode can be used for AC Unit.
Vane	checked /unchecked	It shows if AC Unit supports vane movement.
Vane Positions	4/5	It shows how many vane positions does AC Unit have.
Experimental Feature		
Modes	Read Connected AC Unit Configuration (Indicates AC indoor unit feature)	Auto*-Fan*-Dry*-Cool*-Heat*
Fan		1..3* Speed, Auto Fan* "Supported/Not supported"
Vane		Supported / Not supported
Setpoint		Cooling: *°C - *°C, Heating: *°C - *°C

4.3. Configuration

AC Unit start-up parameters, operating hour, remote lock and error object configuration can be done in this page.

4.3.1. Parameters

Parameters	Settings	Description
GATEWAY CONFIGURATION		
Gateway Configured as	Master (Main) Remote Controller	<p>ACGDAI100 sets the control type of the device to "Master".</p> <p>Note: For the ACGDAI100 and the wired remote controller to work together, one must be "Master" and the other must be "Slave".</p> <p>Sample usage: ACGDAI100 : Master Wired remote control: Slave</p> <p>Notes: > If the ACGDAI100 device is loaded with P1-P2 connection, necessary to disconnect and reconnect the P1-P2 connection for it to start in "Master" mode.</p> <p>There should be at most one "Master" device on the P1-P2 line.</p>
	Slave (Sub) Remote Controller	<p>ACGDAI100 sets the control type of the device to "Slave".</p> <p>Sample usage: ACGDAI100 : Slave Wired remote control: Master</p> <p>Notes: > If the ACGDAI100 device is loaded with P1-P2 connection, necessary to disconnect and reconnect the P1-P2 connection for it to start in "Slave" mode.</p> <p>> For ACGDAI100 device to work in "Slave" mode, there must be a "Master" device on the P1-P2 line.</p> <p>There should be at most one "Slave" device on the P1-P2 communication line.</p>

Parameters	Settings	Description
GATEWAY CONFIGURATION		
Configure Indoor Unit Cooling/Heating Masterhood	Master of Mode	<p>It is used to set the indoor unit with the ACGDAI100 device on the P1-P2 line as "Master of Mode".</p> <p>If more than one indoor unit is connected to the outdoor unit, one of the indoor units should be set to "Master of Mode" and the others to "Slave of Mode".</p> <p>AC unit with Master of Mode can switch between all modes.</p> <p>Notes: If the indoor unit containing the ACGDAI100 device is not Master of Mode after the ETS is installed, one of the other indoor units is used as Master of Mode. To disable the feature, other indoor units must be removed from the P1-P2 line and reloaded into the desired device.</p>
	Slave of Mode	It is used to set the indoor unit with the ACGDAI100 device on the P1-P2 line as "Slave of Mode".
	No change	It is used to not change the mode status of the indoor unit on the P1-P2 line where the ACGDAI100 device is located.
Modes available for selection		
Master of mode (AC Indoor Unit Control)		
Slave of mode (AC Indoor Unit Control)		
AC INITIAL SETTINGS		
AC Initial Settings (after KNX bus recovery)	No Change No Change (Turned Off) Last Last (Turned Off) Scene Custom	AC behavior can be set after device energized.
	Send Read Request for AC Settings	When the device is energized, sends a read request to the control objects. T and U flash must be set for AC settings control objects.
Scene Number	1...4	Shown If "AC Initial Settings" is selected as "Scene". It determines the scene number of device which will be recalled after device energized.
On/Off	Last/Off/On	Shown If "AC Initial Settings" is selected as "Custom". It determines the On/Off state command for AC which will be sent after device energized.
Mode	Last/Auto/Heat/ Cool/Dry/Fan	Shown If "AC Initial Settings" is selected as "Custom". It determines the Mode state command for AC which will be sent after device energized.
Setpoint Temperature	Last/Set Value	Shown If "AC Initial Settings" is selected as "Custom". It determines the Setpoint Value command for AC which will be sent after device energized.
Value	0,0...23...40,0 °C	It is used to select custom value for setpoint.

Parameters	Settings	Description
AC INITIAL SETTINGS		
Fan Speed	Last/Auto/1...5	Shown If "AC Initial Settings" is selected as "Custom". It determines the Fan Speed command for AC which will be sent after device energized.
Vane	Last/Auto/Swing/Position 1(H)...5	Shown If "AC Initial Settings" is selected as "Custom". It determines the Vane Position command for AC which will be sent after device energized.
OPERATING HOURS & ALARM		
Operating Hours	checked/ unchecked	It is used to activate operating hour counter of AC unit.
Operating Hours Object in	Hours	To show the operating time in "hours"
	Seconds	To show the operating time in "seconds"
Initial Operating Hours	Keep Current Value/ Set Value	Counter value can be set or kept the current value.
Value	0...65534 h	Counter value can be written manually.
Hours accumulate when	Ac is On/ Ac is Operating	It is used to select the way of counting.
Alarm	checked/ unchecked	It is used to send Alarm command when threshold value is reached.
Threshold	1...1000...65535 h	This parameter determines the limit level of operating hour. When written value is reached, alarm will be triggered.
Reset Object Trigger	0/1/0 or 1	It is used to select the counter reset method.
SLAVE REMOTE CONTROLLER LOCK		
Remote Lock Functionality	checked/ unchecked	It is used to lock remote controller commands.
"Remote Lock" State (after ETS download)	Unlocked/ Locked	If checked, following locking properties will be blocked as soon as ETS download is finished.
Locking Properties		
On/Off*	checked/unchecked	Checked properties will be blocked if the command is sent from remote controller.
Mode	checked/unchecked	
Setpoint Temperature	checked/unchecked	
Fan	checked/unchecked	
Vane	checked/unchecked	
* Locking On/Off also disables remote controller timer functionality.		
"Control Lock" Object	checked/ unchecked	Selected locking properties will be able to enable/disable by additional communication object.
Error Objects	checked/ unchecked	It is used to send information to the KNX in case of AC or communication failure.
Filter Cleaning Warning Objects	checked/ unchecked	It is used to send information when it is time to clean the filter.

4.4. Mode

These parameters are used to configure on/off, mode and extended status objects.

4.4.1. Parameters

Parameters	Settings	Description
ON/OFF OBJECT		
DPT On/Off Object	0=Off; 1=On [DPT_Switch] 0=On; 1=Off	It is used to select the values for AC ON and OFF.
MODE OBJECTS		
HVAC Object	checked only	If AC has at least one mode such as Auto or Heat or etc, this parameter will be activated automatically. Disabling is not allowed.
On(Auto)/Off through HVAC Object	checked/unchecked	It is used switch the AC ON or OFF via Mode HVAC communication object.
Off Status through HVAC Object	checked/unchecked	It is used send switch status of the AC OFF via Mode HVAC (Status) communication object.
Heat/Cool Object	checked/unchecked	It is used to switch Heat/Cool modes via an additional 1-bit communication object.
DPT Heat/Cool Object	0=Cooling; 1=Heating [DPT_Heat/Cool] 0=Heating; 1=Cooling	Selects the values for Heat & Cool switching.
Step [+/-] Object	checked/unchecked	Allows to change modes step by step via 1-bit object.
Step Direction	0=Fan->Auto; 1=Auto-> Fan [DPT_Step] 0=Auto->Fan; 1=Fan->Auto	It is used to step direction of modes.
Sequence is	Non-Cyclic/Cyclic	If cyclic is selected, modes can always be changed for each step mode replaced by its own step object.
Preview (0 < - > 1) (if Non-Cyclic)	Auto <--> Cool <--> Dry <--> Heat <--> Fan	
Preview (0 < - > 1) (if Cyclic)	...<--> Auto <--> Cool <--> Dry <--> Heat <--> Fan <-->...	
Bit Objects	checked/unchecked	If checked, AC modes can be activated via 1-bit com objects.
Activation Trigger	0/1/0 or 1	It is used to determine the mode activation value.

4.5. Temperature

This parameter page is used to change temperature reading style and setpoint functions.

4.5.1. Parameters

Parameters	Settings	Description
AC UNIT THERMISTOR CONFIGURATION		
Thermistor Selection	No Change	
	01- Remote Controller + Suction Air Thermistor	It is used to determine the temperature sensor that the AC indoor unit will use.
	02- Only Suction Air Thermistor 03- Only Remote Controller Thermistor	Notes : 03-Only remote controller thermistor must be selected for below function to work ; -Reference Temperature Controller
Read Thermistor Selection	01-02-03	It is used to query the temperature sensor currently used by the AC indoor unit.
SETPOINT TEMPERATURE		
Step [+/-] Object	checked/ unchecked	It is used to increase/decrease the setpoint value step by step via Step com object.
Step Direction	0=Decrease; 1=Increase [DPT_Step] 0=Increase; 1=Decrease	It is used to determine the increase/decrease step value of the setpoint temperature.
Setpoint Limit Objects	checked/ unchecked	It is used to limit setpoint for controlled AC Unit.
Min.	0,0...40,0 °C	Minimum value of target setpoint.
Max.	0,0...40,0 °C	Maximum value of target setpoint.
Limiter Status	Deactive (Max=0) Deactive (Min > Max) Active	This parameter shows the limiter status. It will be deactivated if min. and max. levels are both 0(zero) or min. value is higher than max. value.
AC UNIT MEASURE AMBIENT TEMPERATURE		
Monitoring	checked/ unchecked	It is used to show ambient temp information from AC unit.
Sending Type	On Change Periodic On Change & Periodic	It is used to select sending type of temp information from
Minimum Change	0,1°C ...25,5 °C	AC unit determines how many degrees change the indoor unit will send the ambient temperature it measures.
REFERENCE TEMPERATURE CONTROLLER		
Show Help	checked/ unchecked	Opens help notes for following parameters in this page.
Reference Controller	checked/ unchecked	Writing to the "Ref. Ambient Temperature" object starts the reference controller: the gateway will change the AC unit measured room temperature to point to the "Ref. Ambient Temperature" value to have the AC unit use this as the reference.
"Ref. Ambient Temperature" Timeout (also interval of update)	15... 180 ...255 s	If a new value to "Ref. Ambient Temperature" object is not written for <timeout> seconds, the reference controller will be disabled until the "Ref. Ambient Temperature" is updated again.
KNX Update (Ref. Ambient Temperature)	checked/ unchecked	If "Ref. Ambient Temperature" object is not written until the end of the <timeout>, then an update/read request for the object will be send to the KNX bus.
Valid Ambient Temperature Difference	5...15 °C	If difference between "AC Ambient Temperature" and "Ref. Ambient Temperature" exceed this value, reference controller will be disabled until it falls in range again.

4.6. Fan

This page allows to configure fan speed parameters.

4.6.1. Parameters

Parameters	Settings	Description
Step [+/-] Object	checked/ unchecked	It is used to switch the fan speeds via step object.
Step Direction	0=Decrease; 1=Increase [DPT_Step] 0=Increase; 1=Decrease	It is used to select step direction for Fan Speed Step com object.
Sequence is	Non-Cyclic/ Cyclic	It is used to select whether turn back to start after end of the step order.
“Auto” in Sequence	checked/ unchecked	It is used to add Auto mode in the step order.
Preview (0<->1)(if Non-Cyclic)	*Auto<->Spd1<->...<->Spd3	*Shown If “Auto” in Sequence” is “checked.
Preview (0<->1) (if Cyclic)	...<->*Auto<->Spd1<->...<->Spd3<->...	*Shown If “Auto” in Sequence” is “checked.
Scaling [%] Object	checked/ unchecked	It is used to switch fan speeds via percentage object.
Preview	0%=Auto; [0,4...100]=Spd1...Spd5	Fan speed percentage com object values.
Bit Objects	checked/ unchecked	It is used to switch fan speeds via separated com objects.
Activation Trigger	0/ 1 /0 or 1	It is used to determine the activation value of the 1-bit fan speed com objects.

4.7. Vane

This page allows to configure vane parameters.

4.7.1. Parameters

Parameters	Settings	Description
Step [+/-] Object	checked/ unchecked	It is used to switch the vane via step object.
Step Direction	0=Decrease(H); 1=Increase [DPT_Step] 0=Increase; 1=Decrease	It is used to select step direction for Vane Step com object.
Sequence is	Non-Cyclic/ Cyclic	It is used to select whether turn back to start after end of the step order.
“Auto” in Sequence	checked/ unchecked	It is used to add Auto mode in the step order.
“Swing” in Sequence	checked/ unchecked	It is used to add Swing mode in the step order.
Preview (0<->1)(if Non-Cyclic)	*Auto<->Pos1(H)<->...<->Pos5<->***Swing	*Shown If “Auto” in Sequence” is “checked. **Shown If “Swing” in Sequence” is “checked.
Preview (0<->1) (if Cyclic)	...<->*Auto<->Spd1<->...<->Spd5<->***Swing <->...	*Shown If “Auto” in Sequence” is “checked. **Shown If “Swing” in Sequence” is “checked.
Scaling [%] Object	checked/ unchecked	It is used to switch the vane via percentage object.
Scale reversed	checked/ unchecked	It is used to invert the scaling values.
“Swing” is 0%	checked/ unchecked	If checked, 0% value will be Swing mode instead of Auto mode.
Preview	0%=Auto; [0,4...100]%=Pos1(H)...Pos5	Vane percentage com object values.
Preview (if Scale reversed)	0%=Auto; [0,4...100]%=Pos5...Pos1(H)	
Preview (if “Swing” is 0%)	0%=Swing; [0,4...100]%=Pos1(H)...Pos5	
Preview (if both)	0%=Swing; [0,4...100]%=Pos5...Pos1(H)	
Bit Objects	checked/ unchecked	It is used to switch the vane via separated com objects.
Activation Trigger	0/1/0 or 1	It used to determine the activation value of the 1-bit vane com objects.

4.8. Scenes

This page allows to configure the scenes.

4.8.1. Parameters

Parameters	Settings	Description
Scenes	Enabled/ Disabled	It is used to activate/deactivate the scene function.
SCENE SETTINGS		
Scene Storage	Keep Previous Overwrite	It is used to keep the scenes on device or overwrite it after ETS download.
Scene Number Access*	1:1 (Default)/ Modulo	If modulo selected, relevant scene can be called with adding 4 to scene number including the original scene nr. E.g. Scene Nr 4 can be called with 4, 8, 12, 16, 20 and etc..
Bit Objects	checked/ unchecked	It is used to recall/save the scenes via 1-bit com objects.
Learn (Save) Trigger	0/1/0 or 1	It is used to determine the scene learn value.
Activate Trigger	0/1/0 or 1	It is used to determine the scene activation value.
SCENE CONFIGURATION		
Scene 1...4	checked/ unchecked	Up to 4 scenes can be enabled via this parameter.
Name		Scene name can be written up to 48 characters.
Modifiable	checked/ unchecked	If checked, the relevant scene can be overwritten by com object. (via save function)
On/Off	No Change /Off/On	On/Off state of AC unit
Mode	No Change /Auto/Heat/Cool/Dry/Fan	Mode state of AC unit
Setpoint Temperature	No Change /Set Value	Target Setpoint of AC unit
Value	0,0... 23,0 ...40,0 °C	
Fan	No Change /Auto/1...3	Fan Level of AC unit
Vane	No Change /Auto/ Pos1(H)...5/ Swing	Vane Position of AC unit
Remote Lock	No Change /Unlocked/Locked/Default	<p>Locked/unlocked state of AC unit remote lock.</p> <p>No Change : It does not change the lock state. Default : Detects and applies the last value written to the "Remote Lock" object as the default value.</p> <p>Notes: Remote lock state is not captured during a scene learn operation.</p>



4.9. Logic Block 1...2

4.9.1. I/O Configuration

Logic Input and Output counts should be selected in this page.

Parameters	Settings	Description
I/O Config	1 Input / 15 Output 2 Input / 14 Output 3 Input / 13 Output 4 Input / 12 Output 5 Input / 11 Output 6 Input / 10 Output 7 Input / 9 Output 8 Input / 8 Output 9 Input / 7 Output 10 Input / 6 Output 11 Input / 5 Output 12 Input / 4 Output 13 Input / 3 Output 14 Input / 2 Output 15 Input / 1 Output	Logic Input and Output configuration can be selected.

4.9.2. Inputs

4.9.2.1. IN1...15

Parameters	Settings	Description
Name	25 characters are allowed. (Optional)	Any name can be defined for each Input. Name will be shown in ETS Parameters and Group Objects page.
Data Type	1 bit / 1 byte	Logic Input Data Type can be selected.
Preprocess (if Data Type : 1 bit)	Passthrough, NOT, always True, always False	<p><u>Passthrough</u>: Input will be processed as it is.</p> <p><u>NOT</u>: Input will be reverted.</p> <p><u>always True</u>: Process will always be True regardless to input value.</p> <p><u>always False</u>: Process will always be False regardless to input value.</p>
Preprocess (if Data Type : 1 byte)	Passthrough, NOT, always True, always False, equal, NOTequal, in range, NOT in range, matches any of two, NOT matches any of two, bits SET, NOT bits SET, bits CLEAR, NOT bits CLEAR, thresholds, NOT thresholds	<p><u>Passthrough</u>: Input will be processed as it is. 0 is OFF, 1...255 is ON</p> <p><u>NOT</u>: Input will be reverted. 0 is ON, 1...255 is OFF</p> <p><u>always True</u>: Process will always be True regardless to input value.</p> <p><u>always False</u>: Process will always be False regardless to input value.</p> <p><u>equal</u>: If the Input value is equal to ETS written value, the result will be "True".</p> <p><u>NOT equal</u>: If the Input value is NOT equal to ETS written value, the result will be "True".</p> <p><u>in range</u>: If the Input value is in range between written values on ETS, the result will be "True".</p> <p><u>NOT in range</u>: If the Input value is NOT in range between written values on ETS, the result will be "True".</p> <p><u>matches any of two</u>: If the Input value matches with the any of values on ETS, the result will be "True".</p> <p><u>NOT matches any of two</u>: If the Input value does NOT match with the any of values on ETS, the result will be "True".</p> <p><u>bits SET</u>: If all masked bits of the Input Value is set, the result will be "True".</p> <p><u>NOT bits SET</u>: If all masked bits of the input value is set, the result will be "False"</p> <p><u>bits CLEAR</u>: If all masked bits of the Input Value is clear, the result will be "True".</p> <p><u>NOT bits CLEAR</u>: If all masked bits of the Input Value is clear, the result will be "False".</p>



		<p><u>thresholds</u>: Input value must be; equal or greater than “True if >=” value for result “True”. equal or lower than “False <=” value for result “False”.</p> <p><u>NOT thresholds</u>: Input value must be; equal or greater than “True if >=” value for result “False”. equal or lower than “False <=” value for result “True”.</p>
Initial State	False / True	This parameter is used to select initial value of related input when device energized(or reset).
State after KNX bus recovery	Initial / Last	This parameter is used to select the related input state after bus voltage recovery.

4.9.3. Outputs

4.9.3.1. OUT1...15

Parameters	Settings	Description
Name	25 characters are allowed. (Optional)	Any name can be defined for each Output. Name will be shown in ETS Parameters and Group Objects page.
Register	checked/ unchecked	This function is used to set the chosen output as Input Operand. Result of relevant output can be used as input for another Output.
OPERANDS		
IN1...IN15	checked/ unchecked	This parameter is used to select Logic Input(s) which needs for related Output operation.
STATE	checked/ unchecked	This parameter defines the value of result. It can be used as operand in Output operation.
FUNCTION		
Description	80 characters are allowed. (Optional)	Any name can be defined for description of function. Description will not shown anywhere.
Data Type	1 bit / 1 byte	Output operation data type can be selected individually.
Operation	Passthrough (unary) NOT (unary) AND NAND OR NOR XOR XNOR Sum is 1 NOT Sum is 1 Sum is 0 or 1 NOT Sum is 0 or 1 All 0's or All 1's NOT All 0's or All 1's	<p>Passthrough: It should be used with single operand only. Result will be the same as related operand value.</p> <p>NOT: It should be used with single operand only. Result will be reverted according to related operand value.</p> <p>AND: Selected inputs will be multiplied consecutively and result value will be sent after.</p> <p>NAND: Selected inputs will be multiplied consecutively and result value will be sent as inverted after.</p> <p>OR: Selected inputs will be summed consecutively and result value will be sent after.</p> <p>NOR: Selected inputs will be summed consecutively and result value will be sent as inverted after.</p> <p>XOR: Selected inputs will be summed according to EX-OR gate and result value will be sent after.</p> <p>XNOR: Selected inputs will be summed according to EX-OR gate and result value will be sent as inverted after.</p> <p>Sum is 1: If the one of the Input is "True" and rest of all is "False" the result will be "True". If multiple inputs are "True" or all "False", then result will be "False".</p> <p>NOT Sum is 1: If the one of the Input is "True" and rest of all is "False" the result will be "False". If multiple inputs are "True" or all "False", then result will be "True".</p> <p>Sum is 1 or 0: If the one of the input is "True" and rest of all are "False" or all inputs are "False", the result will be "True". If 2 or more inputs are "True", the result will be "False".</p> <p>NOT Sum is 1 or 0: If the one of the input is "True" and rest of all are "False" or all inputs are "False", the result will be "False". If 2 or more inputs are "True", the result will be "True".</p>

Parameters	Settings	Description
Operation (continues..)	continues...	<u>All 0's or All 1's</u> : If all inputs are "False" or "True", the result will be "True". <u>NOT All 0's or All 1's</u> : If all inputs are "False" or "True", the result will be "False".
Trigger	operand update operand update with blocking condition operand update with set/reset STATE input select	<u>operand update</u> : Output will be processed If any operand value changed. <u>operand update with blocking condition</u> : Output won't be processed regardless to operand change,if blocking operand is active. <u>operand update with set/reset STATE</u> : This function should be used with STATE operand. This function allows to change the output state according to selected Input or Registered Output(if exist) value. <u>input select</u> : Output will be processed if the selected Input or Registered Output(if exist) has trigger value.
Sending blocked when	IN1 ... 15 or REG OUT 1...15	This function is used to block the output sending If selected Input or Registered Output has its selected value.
Send pending telegram after unblocking	unchecked/checked	This function is used to send output state after unblocking.
Send value when expression is	False True True or False	This function is used to send the output result if the Output expression value is as selected.
False Value (1 bit)	0 / 1	
True Value (1 bit)	0 / 1	
False Value (1 Byte)	0...255	
True Value (1 Byte)	0...1...255	
Send only on change	unchecked/checked	This function is used select the type of output sending.
Send initial state after KNX bus recovery	unchecked/checked	This function is used to send initial state of related output after KNX bus recovery.
Initial state	False / True	This parameter is used to select initial value of related output when device energized(or reset).
State after KNX bus recovery	Initial / Last	This parameter is used to select the related output state after KNX bus recovery.
Timer	none delayed sending periodical sending state hold timeout	<u>delayed sending</u> : This parameter is used to determine delay for output sending. <u>periodical sending</u> : This parameter is used to send the output state cyclically. <u>state hold timeout</u> : This parameter allows to keep the state in case of state changes.