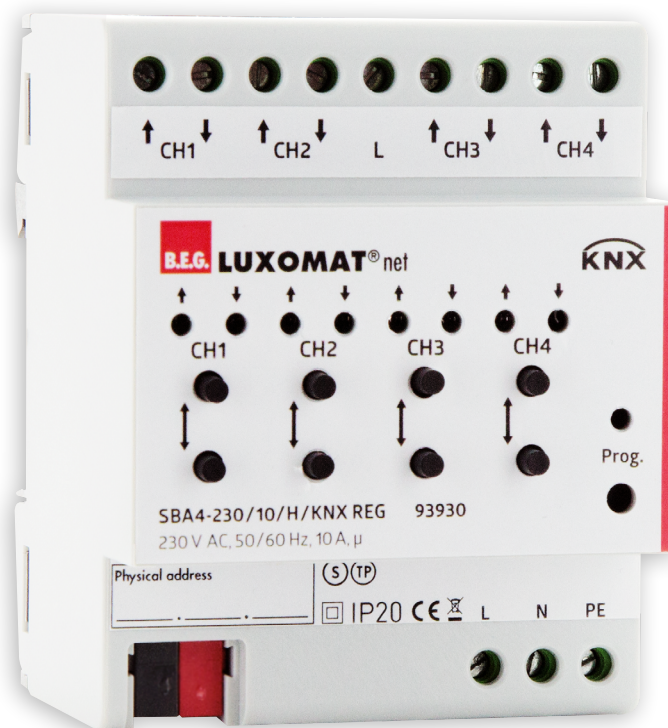


## KNX Shutter actuator



## SBA4-230 / 10 / H / KNX REG

### Operation mode / Application description

93930

All device data can also be found here:



<https://beg-luxomat.com/qr.php?prtno=93930>

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B.E.G. Brück Electronic GmbH  
Gerberstraße 33  
51789 Lindlar  
GERMANY

Telefon: +49 (0) 2266 90121-0

Fax: +49 (0) 2266 90121-50

E-mail: [info@beg.de](mailto:info@beg.de)

Internet: [beg-luxomat.com](http://beg-luxomat.com)

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## 1 General



In the following description, the standard value of each parameter is represented in bold letters.

### 1.1 KNX bus basics

To understand these instructions, it is assumed that a KNX commissioning or configuration course has been taken. In order to work with the B.E.G. applications, you must first import them into ETS. ETS is supported from version 5.

### 1.2 Symbols

In the following application description, various symbols are used for clarity. These symbols are briefly explained here.

	This symbol denotes sections of text which absolutely must be read, in order to avoid mistakes in project configuration and commissioning.
	This symbol denotes parameter settings which experience has shown to lead to optimal usage of the equipment.

## 2 Short product description

This KNX shutter/blind actuator comprises four channels for control of up to four shutter/blind motors having limit switches. Each channel has two mono-stable relays and can also be manually activated with the buttons at the actuator. Each channel can be programmed individually.

The device is designed for DIN rail mounting.

### ATTENTION



→ When the height of a blind/roller shutter is indicated as a percentage value, 0 % means completely opened and 100 % is completely closed.

### 2.1 Definition and differences of roller shutters and blinds

A roller shutter is mounted on the outside in front of a window and consists of a roller curtain. A venetian blind can also be fitted outside a window, but consists of individual slats which, in addition to the blind as a whole moving vertically in height, can also rotate individually around themselves.

Roller shutter:

Each roller shutter can be controlled in a freely parameterisable manner. Movement times for the roller shutter, a reverse direction delay and delays of the motor can be set.

Blind:

Each blind can be controlled in a freely parameterisable manner. The movement times for the blind and the slats, a reverse direction delay, motor delays and the position of the slats at the end of movement can be set.

Both:

Absolute positions, movement limitation, scene function, automatic functions, shading function and extensive alarms and locking functions can be parameterised.


### 3 General: Base settings

The basic functions of the shutter/blind actuator are defined in the base settings. There are several parameters available in the base settings: start-up delay, in-service telegram (heartbeat), manual operation and automatic function.

#### 3.1 Start-up delay

When the KNX bus is switched on (i.e. bus voltage returns), all devices connected to one line are immediately ready for operation. If there are several devices in a line that want to send initialisation or start telegrams, it is possible for the telegram load to be too high and for telegrams to potentially go missing.

This switch-on behaviour can be avoided by using the start-up delay. The actuator only sends its first telegrams once the start-up delay has elapsed.

HINT	
	→ Start-up delays of different lengths should be set for the devices in a line.

<b>General</b>	
Start-up delay (in seconds)	0 – 120 [1]

#### 3.2 In-service telegram (heartbeat)

When the actuator is ready for operation and this function is activated, an „in-service telegram“ (1-telegram) is sent at intervals. This function can be monitored externally or visualised on a display.

The telegram only reports that the actuator is ready for service in itself. If a channel is defective, e.g. because a relay is “stuck”, this is not reported. The intervals (cycle time) at which this in-service telegram is sent can also be defined.

<b>General</b>	
In-service telegram (heartbeat)	<b>deactivated</b> activated
Cycle time (in minutes)	1 – 120 [10]

No.	Name	Function	C	R	W	T	U
0	General: Output (DPT 1.007)	In-Service-Telegramm (Heartbeat)	x	x	-	x	-

#### 3.3 Manual operation

The actuator’s buttons for operating the relay can be enabled and disabled with this parameter. When activated, the shutters or blinds connected to the individual channels can be moved up or down, whereby a long button press triggers a move command and a short button press triggers a stop command. The corresponding action is indicated via the status LEDs. If the LED is permanently lit, the end position (up or down) has been reached. The flashing of the LED indicates the movement of the roller shutter/blind.

<b>General</b>	
Manual operation	<b>activated</b> deactivated

### 3.4 Automatic function

You can activate an automatic function for the shutter/blind actuator. The automatic function is divided into two different blocks (A and B), each block having four preset positions (1 to 4). By means of the automatic function, you can for example jointly move the roller shutters and/or blinds of the same block and change the opening angle of the blinds' slats. In the channel settings, you can parameterise or deactivate this function for the respective channel. In order to move several channels to certain values simultaneously, the same automatic blocks must be selected for these channels and the desired values for the same automatic position must be specified in the channel settings.

General	
Automatic function	<b>deactivated</b>
	activated

No.	Name	Function	C	R	W	T	U
0	General: Output (DPT 1.007)	In-Service-Telegramm (Heartbeat)	x	x	-	x	-
1	General: Input (DPT 1.008)	Move Up/Down	x	-	x	-	-
2	General: Input (DPT 1.007)	Step/Stop	x	-	x	-	-
3	General: Input (DPT 5.001)	Set absolute position	x	-	x	-	-
4	General: Input (DPT 5.001)	Set absolute slat position	x	-	x	-	-
5	General: Input (DPT 1.001)	Preset position 1 (Block A)	x	-	x	-	-
6	General: Input (DPT 1.001)	Preset position 2 (Block A)	x	-	x	-	-
7	General: Input (DPT 1.001)	Preset position 3 (Block A)	x	-	x	-	-
8	General: Input (DPT 1.001)	Preset position 4 (Block A)	x	-	x	-	-
9	General: Input (DPT 1.001)	Preset position 1 (Block B)	x	-	x	-	-
10	General: Input (DPT 1.001)	Preset position 2 (Block B)	x	-	x	-	-
11	General: Input (DPT 1.001)	Preset position 3 (Block B)	x	-	x	-	-
12	General: Input (DPT 1.001)	Preset position 4 (Block B)	x	-	x	-	-

## 4 Channel selection

Using the “Channel selection” parameter, channels 1 to 4 can be activated or deactivated individually. For each activated channel, the card for channel settings appears and the parameters can be set for each channel separately.

Channel selection	
Channel 1	activated
	<b>deactivated</b>
Channel 2	activated
	<b>deactivated</b>
Channel 3	activated
Channel 4	activated
	<b>deactivated</b>

No.	Name	Function	C	R	W	T	U
13	Channel 1: Input (DPT 1.008)	Move Up/Down	x	-	x	-	-
14	Channel 1: Input (DPT 1.007)	Step/Stop	x	-	x	-	-
15	Channel 1: Input (DPT 5.001)	Set absolute position	x	-	x	-	-
16	Channel 1: Input (DPT 5.001)	Set absolute slat position	x	-	x	-	-
17	Channel 1: Input (DPT 1.001)	Start reference movement	x	-	x	-	-
24	Channel 1: Output (DPT 5.001)	Current position of blinds	x	x	-	x	-
25	Channel 1: Output (DPT 5.001)	Current position of slats	x	x	-	x	-
26	Channel 1: Output (DPT 1.008)	Current direction	x	x	-	x	-

### 4.1 Channel settings

The channel settings are the same for every channel. In the following, they will be explained by example of channel 1.

#### 4.1.1 Operating mode

The channel can be selected either for operating a blind or a roller shutter..

Channel 1	
Operating mode	<b>Blind</b>
	Roller shutter

The parameters for operating a blind or a roller shutter are largely the same, but there are some additional parameters for blinds regarding the slats.

#### 4.1.2 Move time upwards (sec)

Sets the duration for an upwards movement in seconds.

Channel 1	
Move time upwards (sec)	1-10000 <b>[30]</b>


### 4.1.3 Move time downwards (sec)

Sets the duration for a downwards movement in seconds.

Channel 1	
Move time downwards (sec)	1-10000 [30]

### 4.1.4 Reverse direction delay (ms)

The time set here relates to the delay between an upward and a downward movement or vice versa of the blind/roller shutter. It can be set to a duration between 50 and 10,000 milliseconds, the standard value being 500 ms.

<b>ATTENTION</b>	
	→ If the pauses between reversals are too short, the motor may be damaged! Please observe the manufacturer's instructions in the data sheet of the motor.

Channel 1	
Reverse direction delay (ms)	50-10000 [500]

### 4.1.5 Duration of slat adjustment (ms)

This parameter is only visible if the operating mode is selected as blind. The duration of slat adjustment sets the time period which is required to drive the slats from 0 % to 100 % or vice versa.

Channel 1	
Duration of slat adjustment (ms)	50-10000 [1000]

### 4.1.6 Step time (ms)

This parameter is only visible if the operating mode is selected as blind. A step is a short movement of the blind triggered by a short push button press. A step duration between 50 and 10,000 ms can be set. Default value is a duration of 1,000 ms.

Channel 1	
Step time (ms)	50-10000 [1000]

### 4.1.7 Additional time settings

If this parameter is selected as "activated", more time setting parameters are visible for configuration.

Channel 1	
Additional time settings	deactivated
	activated

#### 4.1.7.1 Start delay motor (ms)

Some motors cannot deliver full power when being switched on, but only after a few milliseconds. The time it takes for the motor to reach full power can be compensated by setting the motor's start delay.

Channel 1	
Start delay motor (ms) (only visible for activated additional time settings)	0-10000 [0]

#### 4.1.7.2 Stop delay motor (ms)

There are also motors that keep running for a short duration after being switched off. This feature can be compensated by this parameter.

<b>Channel 1</b>	
Stop delay motor (ms) (only visible for activated additional time settings)	0-10000 [0]

#### 4.1.7.3 Dead time slats on position 0 % (ms)

This parameter is only visible if the operating mode is selected as blind. It defines the period of time in milliseconds that the slat needs to start moving from the 0 % position in the other direction.

<b>Channel 1</b>	
Dead time slats on position 0 % (ms) (only visible for activated additional time settings)	0-10000 [0]

#### 4.1.7.4 Dead time slats on position 100 % (ms)

This parameter is only visible if the operating mode is selected as blind. It defines the period of time in milliseconds that the slat needs to start moving from the 100 % position in the other direction.

<b>Channel 1</b>	
Dead time slats on position 100 % (ms) (only visible for activated additional time settings)	0-10000 [0]

#### 4.1.7.5 Dead time blind/shutter on height 100 % (ms)

This parameter defines the period of time in milliseconds that the blind or roller shutter needs to start moving from the 100 % position in the other direction.

<b>Channel 1</b>	
Dead time blind/shutter on height 100 % (ms) (only visible for activated additional time settings)	0-10000 [0]

#### 4.1.8 Reaction of slats after up/down movement

This parameter is only visible if the operating mode is selected as blind. It defines the position of the slats after up/down movement.

<b>Channel 1</b>	
Reaction of slats after up/down movement (only visible for operating mode "Blind")	<b>no reaction</b>
	former position
	defined position
Position of slats (only visible if "defined position" is selected)	0 %-100 % [0 %]

#### 4.1.9 Reaction after reference move

In everyday operation, the blind/roller shutter is often moved to 50 % or 60 %, for example, so that the time required for the entire travel path is „altered“. In this case, a reference move is executed from one end position to the other in order to readjust the time needed for this process. This parameter defines the behaviour of the blind/roller shutter after a reference move.

A movement to the upper or lower end position replaces a reference movement.

After each new programming of the actuator, a reference movement must be carried out, which can be started via the communication object „Start reference movement“. In this case, a manual approach to one of the two end positions can also replace a reference movement.

Channel 1	
Reaction after reference move	no reaction
	<b>former position</b>

#### 4.1.10 Listen to global objects

If this parameter is activated, the channel is controlled via communication objects 1, 2, 3, 4. If the parameter is deactivated, these objects are ignored.

Channel 1	
Listen to global objects	deactivated
	<b>activated</b>

#### 4.1.11 Behaviour on bus voltage return

The behaviour of the blinds/roller shutters on bus voltage return, for example after voltage loss due to power breakdown, can be defined. The option “up” or “down” provokes the blind/roller shutter to be opened or closed, respectively. If the shutter/blind moves at the moment of bus voltage return, this movement can be stopped.

Channel 1	
Behaviour on bus voltage return	<b>no reaction</b>
	stop
	up
	down

#### 4.1.12 Behaviour on bus voltage loss

The behaviour of the blinds/roller shutters on bus voltage loss, for example due to power breakdown, can be defined. The option “up” or “down” provokes the blinds/roller shutters to be opened or closed, respectively. If the shutter/blind moves at the moment of bus voltage loss, this movement can be stopped.

Channel 1	
Behaviour on bus voltage loss	<b>no reaction</b>
	stop
	up
	down

#### 4.1.13 Alarm/Lock function

If this parameter is activated, the sub-menu “Alarm/Lock function” will be shown and the related parameters can be configured respectively.

Channel 1	
Alarm/Lock function	<b>deactivated</b>
	activated

#### 4.1.14 Scene function

If this parameter is activated, the sub-menu “Scene function” will be shown and the related parameters can be configured respectively.

Channel 1	
Scene function	<b>deactivated</b>
	activated

#### 4.1.15 Automatic function

If this parameter is activated, the sub-menu “Automatic function” will be shown and the related parameters can be configured respectively.

Channel 1	
Automatic function	<b>deactivated</b>
	activated

#### ATTENTION



→ The parameters of the Alarm/Lock function, the scene function and the automatic function become visible after having clicked on the + symbol left of “Channel 1”.

No.	Name	Function	C	R	W	T	U
18	Channel 1: Input (DPT 2.008)	Forced operation	x	-	x	-	-
19	Channel 1: Input (DPT 1.001)	Lock/Unlock	x	-	x	-	-
20	Channel 1: Input (DPT 1.005)	Wind alarm	x	-	x	-	-
21	Channel 1: Input (DPT 1.005)	Rain alarm	x	-	x	-	-
22	Channel 1: Input (DPT 1.005)	Frost alarm	x	-	x	-	-
23	Channel 1: Input (DPT 17.001)	Scene number	x	-	x	-	-

## 4.2 Alarm/Lock function

### 4.2.1 Weather alarm priority

This parameter describes the priority of the several alarms. If there are two or more alarms active at the same time, the shutter actuator will evaluate the alarms according to the appointed order of alarms, i.e. the priority. The shutter actuator executes only the function of the alarm with the highest priority.

Alarm/Lock function	
Weather alarm priority	<b>Wind &gt; Rain &gt; Frost</b>
	Wind > Frost > Rain
	Rain > Wind > Frost
	Rain > Frost > Wind
	Frost > Wind > Rain
	Frost > Rain > Wind

### 4.2.2 Reaction on wind (or rain or frost) alarm

If the according communication object receives a "1 telegram", an alarm situation is indicated. By receiving a "0 telegram", the alarm gets deactivated.

The same selection possibilities are also available for rain alarm and frost alarm.

Alarm/Lock function	
Reaction on wind alarm	deactivated
	<b>activated - up</b>
	activated - down

### 4.2.3 Monitoring period wind (or rain or frost) alarm

The periodic monitoring of the alarm function can be activated separately for each of the three alarm types. The range is from 0 to 60 minutes, whereby the setting 0 minutes deactivates the periodic observation. The communication object for the respective alarm must receive a „0 telegram“ during the parameterised time in order for the alarm to be deactivated.

Alarm/Lock function	
Monitoring period wind alarm in min (0=inactive)	0 - 60 [0]

### 4.2.4 Lock function over weather alarms

This parameter describes the priority of the lock function and the alarm function. The blind/roller shutter actuator only executes the function with the higher priority. However, the communication object „Forced operation“ always has the highest priority, regardless of the parameterisation carried out here.

Alarm/Lock function	
Lock function over weather alarms	<b>Alarm &gt; Lock</b>
	Lock > Alarm

#### 4.2.5 Reaction on lock

The blind/roller shutter actuator can move the blind/roller shutter to a predefined position, top or bottom, as reaction to the activation of the lock function or stay in its current position. The lock function being activated, the blind/roller shutter will not be movable. If the shutter/blind moves at the moment of locking, this movement can be stopped.

Alarm/Lock function	
Reaction on lock	<b>no reaction</b>
	stop
	up
	down

#### 4.2.6 Reaction on unlock

The blind/roller shutter actuator can move the blind/roller shutter to a predefined position, top or bottom, as reaction to the deactivation of the lock function or stay in its current position. The lock function being activated, the blind/roller shutter will not be movable. If the shutter/blind moves at the moment of unlocking, this movement can be stopped.

Alarm/Lock function	
Reaction on unlock	<b>no reaction</b>
	stop
	up
	down

### 4.3 Scene function

For every channel, eight scenes A to H can be defined. Each scene is assigned one of the numbers 1 to 64. In addition, the position of the blind/roller shutter and of the slats (in the case of a blind) is defined. Scenes are activated by receiving their scene number at the scene object. The available parameters are the same for each scene A to H and will be explained by example of scene A.

#### 4.3.1 Scene A: number

With this parameter, a number is assigned to the scene.

Scene function	
Scene A: number	1 - 64 <b>[1]</b>

#### 4.3.2 Scene A: position of blind/roller shutter

When the respective scene number is called, the blind/roller shutter will be moved to the position defined here.

Scene function	
Scene A: position of blind/roller shutter	0 % - 100 % <b>[0 %]</b>

#### 4.3.3 Scene A: position of slats

This parameter is only visible if the operating mode is selected as blind. When the respective scene number is called, the slats will be set to the position defined here.

Scene function	
Scene A: position of slats	0 % - 100 % <b>[0 %]</b>

#### 4.4 Automatic function

You can activate an automatic function for the shutter/blind actuator. The automatic function is divided into two different blocks (A and B), each block having 4 preset positions (1 to 4). By means of the automatic function, you can for example jointly move the roller shutters and/or blinds of the same block and change the opening angle of the blinds' slats. In the channel settings, you can parameterise or deactivate this function for the respective channel. In order to move several channels to certain values simultaneously, the same automatic blocks must be selected for these channels and the desired values for the same automatic position must be specified in the channel settings.

##### 4.4.1 Reaction to automatic function

Assign the channel to block A or block B or deactivate the automatic function for this channel.

Automatic function	
Reaction to automatic function	deactivated
	<b>block A</b>
	block B

##### 4.4.2 Preset position 1 (or 2 or 3 or 4): blind/roller shutter

The absolute height of the blind/shutter is defined by calling up the automatic object 1 (or 2 or 3 or 4).

Automatic function	
Preset position 1: blind/roller shutter	0 % - 100 % [0 %]

##### 4.4.3 Preset position 1 (or 2 or 3 or 4): slats

This parameter is only visible if the operating mode Blind is selected. Here the absolute position of the slats is defined by calling up automatic object 1 (or 2 or 3 or 4).

Automatic function	
Preset position 1: slats	0 % - 100 % [0 %]

## 5 Communication objects

No.	Name	Function	DPT	C	R	W	T	U
0	General: Output	In-Service-Telegramm (Heartbeat)	(DPT 1.0007) 1 bit	x	x	-	x	-
1	General: Input	Move Up/Down	(DPT 1.008) 1 bit	x	-	x	-	-
2	General: Input	Step/Stop	(DPT 1.007) 1 bit	x	-	x	-	-
3	General: Input	Set absolute position	(DPT 5.001) 2 bytes	x	-	x	-	-
4	General: Input	Set absolute slat position	(DPT 5.001) 2 bytes	x	-	x	-	-
5	General: Input	Preset position 1 (Block A)	(DPT 1.001) 1 bit	x	-	x	-	-
6	General: Input	Preset position 2 (Block A)	(DPT 1.001) 1 bit	x	-	x	-	-
7	General: Input	Preset position 3 (Block A)	(DPT 1.001) 1 bit	x	-	x	-	-
8	General: Input	Preset position 4 (Block A)	(DPT 1.001) 1 bit	x	-	x	-	-
9	General: Input	Preset position 1 (Block B)	(DPT 1.001) 1 bit	x	-	x	-	-
10	General: Input	Preset position 2 (Block B)	(DPT 1.001) 1 bit	x	-	x	-	-
11	General: Input	Preset position 3 (Block B)	(DPT 1.001) 1 bit	x	-	x	-	-
12	General: Input	Preset position 4 (Block B)	(DPT 1.001) 1 bit	x	-	x	-	-
13	Channel 1: Input	Move Up/Down	(DPT 1.008) 1 bit	x	-	x	-	-
14	Channel 1: Input	Step/Stop	(DPT 1.007) 1 bit	x	-	x	-	-
15	Channel 1: Input	Set absolute position	(DPT 5.001) 2 bytes	x	-	x	-	-
16	Channel 1: Input	Set absolute slat position	(DPT 5.001) 2 bytes	x	-	x	-	-
17	Channel 1: Input	Start reference movement	(DPT 1.001) 1 bit	x	-	x	-	-
18	Channel 1: Input	Forced operation	(DPT 2.008) 1 bit	x	-	x	-	-
19	Channel 1: Input	Lock/Unlock	(DPT 1.001) 1 bit	x	-	x	-	-
20	Channel 1: Input	Wind alarm	(DPT 1.005) 1 bit	x	-	x	-	-
21	Channel 1: Input	Rain alarm	(DPT 1.005) 1 bit	x	-	x	-	-
22	Channel 1: Input	Frost alarm	(DPT 1.005) 1 bit	x	-	x	-	-
23	Channel 1: Input	Scene number	(DPT 17.001) 2 bytes	x	-	x	-	-
24	Channel 1: Output	Current position of blinds	(DPT 5.001) 2 bytes	x	x	-	x	-
25	Channel 1: Output	Current position of slats	(DPT 5.001) 2 bytes	x	x	-	x	-
26	Channel 1: Output	Current direction	(DPT 1.008) 1 bit	x	x	-	x	-
27	Channel 2: Input	Move Up/Down	(DPT 1.008) 1 bit	x	-	x	-	-
28	Channel 2: Input	Step/Stop	(DPT 1.007) 1 bit	x	-	x	-	-
29	Channel 2: Input	Set absolute position	(DPT 5.001) 2 bytes	x	-	x	-	-
30	Channel 2: Input	Set absolute slat position	(DPT 5.001) 2 bytes	x	-	x	-	-
31	Channel 2: Input	Start reference movement	(DPT 1.001) 1 bit	x	-	x	-	-
32	Channel 2: Input	Forced operation	(DPT 2.008) 1 bit	x	-	x	-	-
33	Channel 2: Input	Lock/Unlock	(DPT 1.001) 1 bit	x	-	x	-	-
34	Channel 2: Input	Wind alarm	(DPT 1.005) 1 bit	x	-	x	-	-
35	Channel 2: Input	Rain alarm	(DPT 1.005) 1 bit	x	-	x	-	-
36	Channel 2: Input	Frost alarm	(DPT 1.005) 1 bit	x	-	x	-	-
37	Channel 2: Input	Scene number	(DPT 17.001) 2 bytes	x	-	x	-	-
38	Channel 2: Output	Current position of blinds	(DPT 5.001) 2 bytes	x	x	-	x	-
39	Channel 2: Output	Current position of slats	(DPT 5.001) 2 bytes	x	x	-	x	-

No.	Name	Function	DPT	C	R	W	T	U
40	Channel 2: Output	Current direction	(DPT 1.008) 1 bit	x	x	-	x	-
41	Channel 3: Input	Move Up/Down	(DPT 1.008) 1 bit	x	-	x	-	-
42	Channel 3: Input	Step/Stop	(DPT 1.007) 1 bit	x	-	x	-	-
43	Channel 3: Input	Set absolute position	(DPT 5.001) 2 bytes	x	-	x	-	-
44	Channel 3: Input	Set absolute slat position	(DPT 5.001) 2 bytes	x	-	x	-	-
45	Channel 3: Input	Start reference movement	(DPT 1.001) 1 bit	x	-	x	-	-
46	Channel 3: Input	Forced operation	(DPT 2.008) 1 bit	x	-	x	-	-
47	Channel 3: Input	Lock/Unlock	(DPT 1.001) 1 bit	x	-	x	-	-
48	Channel 3: Input	Wind alarm	(DPT 1.005) 1 bit	x	-	x	-	-
49	Channel 3: Input	Rain alarm	(DPT 1.005) 1 bit	x	-	x	-	-
50	Channel 3: Input	Frost alarm	(DPT 1.005) 1 bit	x	-	x	-	-
51	Channel 3: Input	Scene number	(DPT 17.001) 2bytes	x	-	x	-	-
52	Channel 3: Output	Current position of blinds	(DPT 5.001) 2 bytes	x	x	-	x	-
53	Channel 3: Output	Current position of slats	(DPT 5.001) 2 bytes	x	x	-	x	-
54	Channel 3: Output	Current direction	(DPT 1.008) 1 bit	x	x	-	x	-
55	Channel 4: Input	Move Up/Down	(DPT 1.008) 1 bit	x	-	x	-	-
56	Channel 4: Input	Step/Stop	(DPT 1.007) 1 bit	x	-	x	-	-
57	Channel 4: Input	Set absolute position	(DPT 5.001) 2 bytes	x	-	x	-	-
58	Channel 4: Input	Set absolute slat position	(DPT 5.001) 2 bytes	x	-	x	-	-
59	Channel 4: Input	Start reference movement	(DPT 1.001) 1 bit	x	-	x	-	-
60	Channel 4: Input	Forced operation	(DPT 2.008) 1 bit	x	-	x	-	-
61	Channel 4: Input	Lock/Unlock	(DPT 1.001) 1 bit	x	-	x	-	-
62	Channel 4: Input	Wind alarm	(DPT 1.005) 1 bit	x	-	x	-	-
63	Channel 4: Input	Rain alarm	(DPT 1.005) 1 bit	x	-	x	-	-
64	Channel 4: Input	Frost alarm	(DPT 1.005) 1 bit	x	-	x	-	-
65	Channel 4: Input	Scene number	(DPT 17.001) 2bytes	x	-	x	-	-
66	Channel 4: Output	Current position of blinds	(DPT 5.001) 2 bytes	x	x	-	x	-
67	Channel 4: Output	Current position of slats	(DPT 5.001) 2 bytes	x	x	-	x	-
68	Channel 4: Output	Current direction	(DPT 1.008) 1 bit	x	x	-	x	-



B.E.G. Brück Electronic GmbH  
Gerberstraße 33  
51789 Lindlar

T +49 (0) 2266 90121-0  
F +49 (0) 2266 90121-50

[info@beg.de](mailto:info@beg.de)  
[beg-luxomat.com](http://beg-luxomat.com)