

## 20 A1 Actuator-BCU Dimming 903502

### Use of the application program

Product family: Input/output  
 Product type: Binary/binary  
 Manufacturer: Siemens

Name: Dimmer UP 525  
 Order no.: 5WG1 525-2AB01

### Functional description

With the application program "20 A1 Actuator-BCU Dimming 903502", it is possible to assign parameters to the dimmer output and to the 2-fold push button DELTA profil that is attached to its physical external interface. The two rockers of the push button can be used for the following functions: switching (on/off/toggle/value), dimming (on/off or brighter/darker), controlling shutters, skylights and security gates etc., recalling/programming scenes and for status display via LEDs. The dimmer output offers the following functions: switching on/off, dimming, setting the brightness value, sending the dimming status (8 bit), sending the switching status (1 bit) and setting brightness limits.

### Functions of the rockers

#### Switching

A separate communication object is available for each contact of the two rockers. It is therefore possible to switch up to four different groups of luminaires. It is possible to set via parameters which switch function (on/off/toggle) is carried out when the rocker is pressed or released. An 8 bit value can also be assigned to each rocker contact. The corresponding value is sent immediately once the rocker is pressed. It is therefore possible for a dimming actuator for example to be set to a defined value.

#### Dimming

It is possible to choose between the two dimming types: "Dimming with stop telegram" and "Dimming with cyclical sending". A distinction is made between a short and long push button action. A switching command is sent after a short rocker operation while a long push button action generates a dimming command for dimming brighter or darker.

#### Shutter control

A distinction is made between a long and short push button action. A switching command for louvre adjustment is sent after a brief rocker operation while a long push button action generates a switching command for raising or lowering the shutter.

### LED

The push button has three LEDs. There are two communication objects available for the first two LEDs of the push button. These LEDs can be used either for displaying switching states or as an orientation light, if the corresponding parameters are selected. The third LED serves as an orientation light.

### Functions of the dimmer output

#### Switching on/off

A starting value (brightness value) can be set via parameters. This value is immediately selected on receipt of an On telegram.

#### Dimming

It is possible to set the "Dimming time". On receipt of the step width, the actuator begins to change the brightness in the given direction at a set speed. Should a stop command be received before the end of the dimming process, the process is interrupted and the achieved brightness value is maintained.

#### Setting the brightness value

On receipt of a value telegram, the dimmer can be set to a defined value. It is possible to select whether the dimmer jumps or dims to this value.

#### Sending the dimming status (8 bit)

The current analogue brightness value of the dimmer is always made available via an 8 bit status object. The program also has an automatic sending mechanism for dynamically limiting the sending frequency. On the one hand, this dynamic limit should reduce the bus load and on the other hand it should react quickly to particular events. The status is sent immediately on receipt of a switching signal. However, on receipt of a signal to dim brighter/darker, the first signal is only sent after a delay of approx. 2 seconds. After each sending signal, the next sending time is calculated (exception: receipt of the switching signal). If the changes in brightness stop, the intervals between the sending periods are extended each time by 1 second. The maximum interval can be set (2 to 15 seconds). If there is no change in the brightness value before the next calculated sending time, the status is not sent and the interval is reset (2 seconds).

#### Sending the switching status (1 bit)

It is defined via a parameter whether the switching status is sent or not. If the switching state should be sent, it can also be defined whether the status is sent via the switching object or via another object (additional status object).

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**Brightness limits**

The application program has 2 possibilities for limiting the brightness level. A maximum and minimum brightness level can be set via the first limit. When dimming brighter, the maximum brightness level is the value set in the parameters. When dimming darker, the brightness value can only dim down to the minimum value selected. On receipt of a value signal, the signal is only accepted if the value lies between the minimum and maximum value. With the second limit, it is possible to set a dimming range. If e.g. the parameters for the first limit are set to maximum value = 100% and minimum value = 0%, then the maximum brightness value is limited to 80% via the second limit (e.g. min = 10%, max = 80%). The receipt of a value signal: 255 (100%) therefore corresponds to 80% brightness; the receipt of a value signal: 230 (90%) then corresponds to 73% brightness etc. This second limit is mainly used for hardware adaptation. It is therefore possible to limit the maximum and minimum control range for an object without restricting the permitted values.

**Bus voltage recovery**

It is possible to set the behaviour on bus voltage recovery via parameters.

Maximum number of group addresses: 38  
 Maximum number of associations: 38

**Note**

The view of the communication objects can be arranged individually i.e. this view can vary depending on the parameters selected.

**Assigning parameters to the rockers**

**Switch**

**Communication objects**

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
0	On	Switch, Rocker A (upper rocker contact)	1 Bit	
1	Off	Switch, Rocker A (lower rocker contact)	1 Bit	
2	On	Switch, Rocker B (upper rocker contact)	1 Bit	
3	Off	Switch, Rocker B (lower rocker contact)	1 Bit	
...	...	...	...	...

Obj	Function	Object name	Type	Flag
0	On	Switch, Rocker A (upper rocker contact)	1 Bit	CT
1	Off	Switch, Rocker A (lower rocker contact)	1 Bit	CT
2	On	Switch, Rocker B (upper rocker contact)	1 Bit	CT
3	Off	Switch, Rocker B (lower rocker contact)	1 Bit	CT

The switching telegrams of both rockers are sent via the group addresses in these objects. It is possible to set via parameters which switching state is generated when the rocker is pressed or released. If "Toggle" is selected, all the central addresses that are also contained in the actuator must be entered in order to synchronise the sensor.

**Parameters**

LED	<b>Rocker A</b>	Rocker B	Dimming	Dimming 2
Function of left rocker		Switch		
Upper contact		On		
Lower contact		Off		

The function and parameters of rockers A and B are identical.

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Parameters	Settings
<b>Function of left rocker</b>	Switch Shutter Dimming with stop telegram Dimming with cyclical sending Scene (recall / program)
The function of the rocker is set via this parameter. The parameter window "Rocker A" changes depending on the function that is selected here and the relevant parameters are displayed with default settings. The object types of object [0] and object [1] change automatically in the object list.	
<b>Upper contact</b>	Off On Toggle 8-bit Value press: On, release: Off press: Off, release: On
<b>Lower contact</b>	Off On Toggle 8-bit Value press: On, release: Off press: Off, release: On
This parameter determines which switching value is sent via the corresponding switching object when the upper and lower rocker contacts are pressed or released. "On" or "Off": Pressing the contact generates an On or Off telegram. There is no evaluation when the rocker is released. "Toggle": The value in the switching object is inverted when the contact is pressed. There is no evaluation when the contact is released. "8-bit Value": An adjustable 8 bit value is sent when the contact is pressed. When this setting is selected, an additional parameter is displayed where the value can be defined. There is no evaluation when the contact is released. "press: On, release: Off": An On telegram is generated when the contact is pressed while releasing the contact produces an Off telegram. "press: Off, release: On": An Off telegram is generated when the contact is pressed while releasing the contact produces an On telegram.	

## Dimming with stop telegram

## Communication objects

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
0	On / Off	Dimming On / Off, Rocker A	1 Bit	
1	Brighter / Darker	Dimming, Rocker A	4 Bit	
2	On / Off	Dimming On / Off, Rocker B	1 Bit	
3	Brighter / Darker	Dimming, Rocker B	4 Bit	
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Obj	Function	Object name	Type	Flag
0	On / Off	Dimming On / Off, Rocker A	1 Bit	CT
The switching telegrams of rocker A are sent via the group addresses in this object. It is possible to set via parameters which switching state is generated when the upper or lower rocker contact is pressed. If "Toggle / Toggle" is selected, the central addresses that are also contained in the actuator must be entered in order to synchronise the sensor.				
1	Brighter / Darker	Dimming, Rocker A	4 Bit	CT
This object serves as a dimming object for rocker A and sends a dimming telegram after a long push button action. It is possible to set via parameters which dimming telegrams are generated when the upper or lower rocker contact is pressed.				
2	On / Off	Dimming On / Off, Rocker B	1 Bit	CT
The switching telegrams of rocker B are sent via the group addresses in this object.				
3	Brighter / Darker	Dimming, Rocker B	4 Bit	CT
This object serves as a dimming object for rocker B and sends a dimming telegram after a long push button action.				

## Parameters

LED	Rocker A	Rocker B	Dimming	Dimming 2
Function of left rocker		Dimming with stop telegram		
Upper / Lower contact		On / Off		
Long switch operation min.		0.5 seconds		

The function and parameters of rockers A and B are identical.

Parameters	Settings
<b>Function of left rocker</b>	Switch Shutter <b>Dimming with stop telegram</b> Dimming with cyclical sending Scene (recall / program)
The function of the rocker is set via this parameter. The parameter window "Rocker A" changes depending on the function that is selected here and the relevant parameters are displayed with default settings. The object types of object [0] and object [1] change automatically in the object list (e.g. from "Switch 1 Bit" to "Dimming 4 Bit").	

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Parameters	Settings
<b>Upper / Lower contact</b>	<b>On / Off</b> Toggle / Toggle
<p>This parameter determines the switching value that is sent via the object when the upper and lower rocker contacts are pressed briefly.</p> <p>“On / Off”: Pressing the upper contact generates an On telegram while an Off telegram is sent when the lower contact is pressed.</p> <p>“Toggle / Toggle”: The value in the switching object is inverted when either contact is pressed.</p>	
<b>Long switch operation min.</b>	0.3; 0.4; <b>0.5</b> ; 0.6; 0.8; 1.0; 1.2; 1.5; 2.0; 2.5; 3.0; 4.0; 5.0; 6.0; 7.0 seconds
<p>This parameter defines the time limit for a short/long rocker operation. If the rocker is pressed for longer than the set period, the push button detects a long rocker operation and sends dimming telegrams.</p>	

**Dimming with cyclical sending**

**Communication objects**

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
0	On / Off / Toggle	Dimming On / Off / Toggle, Rocker A	1 Bit	
1	Brighter / Darker	Dimming, Rocker A	4 Bit	
2	On / Off / Toggle	Dimming On / Off / Toggle, Rocker B	1 Bit	
3	Brighter / Darker	Dimming, Rocker B	4 Bit	
...	...	...	...	

Obj	Function	Object name	Type	Flag
0	On / Off / Toggle	Dimming On / Off / Toggle, Rocker A	1 Bit	CWT
<p>The switching telegrams of rocker A are sent via the group addresses in this object. It is possible to set via parameters which switching state is generated when the upper or lower rocker contact is pressed. If “Toggle / Toggle” is selected, the central addresses that are also contained in the actuator must be entered in order to synchronise the sensor.</p>				
1	Brighter / Darker	Dimming, Rocker A	4 Bit	CT
<p>This object serves as a dimming object for rocker A and sends a dimming telegram after a long push button action. It is possible to set via parameters which dimming telegrams are generated when the upper or lower rocker contact is pressed.</p>				
2	On / Off / Toggle	Dimming On / Off / Toggle, Rocker B	1 Bit	CWT
<p>The switching telegrams of rocker B are sent via the group addresses in this object.</p>				
3	Brighter / Darker	Dimming, Rocker B	4 Bit	CT
<p>This object serves as a dimming object for rocker B and sends a dimming telegram after a long push button action.</p>				

**Parameters**

LED	Rocker A	Rocker B	Dimming	Dimming 2
<b>Function of left rocker</b>		Dimming with cyclical sending		
<b>Upper / Lower contact</b>		On / Off, Step=1/8		
<b>Long switch operation min.</b>		0.5 seconds		
<b>Interval for cyclical sending</b>		0.5 seconds		

The function and parameters of rockers A and B are identical.

Parameters	Settings
<b>Function of left rocker</b>	Switch Shutter Dimming with stop telegram <b>Dimming with cyclical sending</b> Scene (recall / program)
<p>The function of the rocker is set via this parameter. The parameter window “Rocker A” changes depending on the function that is selected here and the relevant parameters are displayed with default settings. The object types of object [0] and object [1] change automatically in the object list (e.g. from “Switch 1 Bit” to “Dimming 4 Bit”).</p>	
<b>Upper / Lower contact</b>	On / Off, Step = 1/1 On / Off, Step = 1/2 On / Off, Step = 1/4 <b>On / Off, Step = 1/8</b> On / Off, Step = 1/16 On / Off, Step = 1/32 On / Off, Step = 1/64 Toggle / Toggle, adjustment = 1/1 Toggle / Toggle, adjustment = 1/4 Toggle / Toggle, adjustment = 1/8 Toggle / Toggle, adjustment = 1/16 Toggle / Toggle, adjustment = 1/32 Toggle / Toggle, adjustment = 1/64
<p>This parameter determines which switching value is sent when the upper and lower contacts are pressed briefly. The change in the brightness value that is carried out by a dimming telegram when a long push button action is detected is also set here. For example, in the setting “Step = 1/8”, 8 dimming telegrams have to be sent in order to dim from 0% to 100%.</p> <p>“On / Off, Step = x”: A short operation of the upper contact generates an On telegram while an Off telegram is sent after the lower contact is pressed briefly. “Dim brighter” telegrams are sent if the upper contact is pressed for a long period while “Dim darker” telegrams are sent if the lower contact is pressed.</p> <p>“Toggle / Toggle, adjustment = x”: The value in the switching object is inverted after a short push button action.</p>	

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Parameters	Settings
<b>Long switch operation min.</b>	0.3; 0.4; <b>0.5</b> ; 0.6; 0.8; 1.0; 1.2; 1.5; 2.0; 2.5; 3.0; 4.0; 5.0; 6.0; 7.0 seconds
This parameter defines the time limit for a short/long rocker operation. If the rocker is pressed for longer than the set period, the push button detects a long rocker operation and sends dimming telegrams.	
<b>Interval for cyclical sending</b>	0.3; 0.4; <b>0.5</b> ; 0.6; 0.8; 1.0; 1.2; 1.5; 2.0; 2.5; 3.0; 4.0; 5.0; 6.0; 7.0 seconds
The repetition rate for cyclical sending after a long push button action is set here. The bus load should be taken into consideration when setting this interval.	

## Shutter

## Communication objects

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
0	Open / Closed	Louvres, Rocker A	1 Bit	
1	Up / Down	Shutter, Rocker A	1 Bit	
2	Open / Closed	Louvres, Rocker B	1 Bit	
3	Up / Down	Shutter, Rocker B	1 Bit	
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Obj	Function	Object name	Type	Flag
0	Open / Closed	Louvres, Rocker A	1 Bit	CT
This object sends a switching command for louvre adjustment when rocker A is pressed briefly. It is possible to set via parameters which switching command is generated when the rocker is pressed.				
1	Up / Down	Shutter, Rocker A	1 Bit	CT
When rocker A is pressed for a long period, this object sends a switching command to lower or raise the shutters. It is possible to set via parameters which switching command is generated when the upper or lower rocker contacts are pressed.				
2	Open / Closed	Louvres, Rocker B	1 Bit	CT
This object sends a switching command for louvre adjustment when rocker B is pressed briefly				
3	Up / Down	Shutter, Rocker B	1 Bit	CT
When rocker B is pressed for a long period, this object sends a switching command to lower or raise the shutters				

## Parameters

The function and parameters of rockers A and B are identical.

Parameters	Settings
<b>Function of left rocker</b>	Switch <b>Shutter</b> Dimming with stop telegram Dimming with cyclical sending Scene (recall / program)
The function of the rocker is set via this parameter. The parameter window "Rocker A" changes depending on the function that is selected here and the relevant parameters are displayed with default settings. The object types of object [0] and object [1] change automatically in the object list (e.g. from "Switch 1 Bit" to "Louvres").	
<b>Upper / Lower contact</b>	<b>Up / Down</b> Down / Up
This parameter defines the function of the upper and lower rocker contacts. In the default setting, pressing the upper contact briefly opens the louvres by a step with an Off telegram. Pressing the lower contact closes the louvres by a step with an On telegram. Pressing the upper contact for a long period raises the shutter with an Off telegram while pressing the lower contact lowers the shutter with an On telegram.	
<b>Long switch operation min.</b>	0.3; 0.4; <b>0.5</b> ; 0.6; 0.8; 1.0; 1.2; 1.5; 2.0; 2.5; 3.0; 4.0; 5.0; 6.0; 7.0 seconds
This parameter defines the time limit for a short/long rocker operation. If the rocker is pressed for longer than the set period, the push button detects a long rocker operation.	

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**Scene**

**Communication objects**

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
<input type="checkbox"/> 0	Recall	Scene, Rocker A	1 Bit	
<input type="checkbox"/> 1	Save	Scene, Rocker A	1 Bit	
<input type="checkbox"/> 2	Recall	Scene, Rocker B	1 Bit	
<input type="checkbox"/> 3	Save	Scene, Rocker B	1 Bit	
---	---	---	---	---

Obj	Function	Object name	Type	Flag
0	Recall	Scene, Rocker A	1 Bit	CT
The telegrams for recalling the scene are sent via the group address in this object. On receipt of the telegram, the scene module sends the stored brightness values of the scene via the group objects to the switch/dim actuators that have been addressed.				
1	Save	Scene, Rocker A	1 Bit	CT
The programming telegrams are sent via the group address in this object to the corresponding scene module.				
2	Recall	Scene, Rocker B	1 Bit	CT
The telegrams for recalling the scene are sent via the group address in this object. On receipt of the telegram, the scene module sends the stored brightness values of the scene via the group objects to the switch/dim actuators that have been addressed.				
3	Save	Scene, Rocker B	1 Bit	CT
The programming telegrams are sent via the group address in this object to the corresponding scene module.				

**Parameters**

LED	<b>Rocker A</b>	Rocker B	Dimming	Dimming 2
Function of left rocker		Scene (recall / program)		
Upper / Lower contact		0 / 1		
Start to save scene at		5.0 seconds		

The function and parameters of rockers A and B are identical.

Parameters	Settings
<b>Function of left rocker</b>	Switch Shutter Dimming with stop telegram Dimming with cyclical sending <b>Scene (recall / program)</b>
The function of the rocker is set via this parameter. The parameter window "Rocker A" changes depending on the function that is selected here and the relevant parameters are displayed with default settings. The object types of object [0] and object [1] change automatically in the object list (e.g. from "Switch 1 Bit" to "Scene").	
<b>Upper / Lower contact</b>	<b>0 / 1</b> 1 / 0
This parameter sets the sending signal when the rocker is pressed (short or long rocker operation).	
<b>Start to save scene at</b>	0.3; 0.4; 0.5; 0.6; 0.8; 1.0; 1.2; 1.5; 2.0; 2.5; 3.0; 4.0; <b>5.0</b> ; 6.0; 7.0 seconds
This parameter indicates the length of time that the rocker must be operated to distinguish between recalling the scene and switching to programming mode. Shorter push button action than the set time: The scene is recalled. Longer push button action than the set time: The scene is switched to programming mode.	

**LED**

**Communication objects**

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
---	---	---	---	---
<input type="checkbox"/> 8	Status	LED left	1 Bit	
<input type="checkbox"/> 9	Status	LED right	1 Bit	
---	---	---	---	---

Obj	Function	Object name	Type	Flag
8	Status	LED left	1 Bit	CRW
9	Status	LED right	1 Bit	CRW
The switching telegrams are received via the group addresses in these objects when the left and right LEDs are used for status display. If the parameter settings "On" or "Off" are selected, these objects are not displayed and have no function.				

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**Parameters**

LED	Rocker A	Rocker B	Dimming	Dimming 2
Orientation light (LED)	Off			
Function of left LED	Off			
Function of right LED	Off			

Parameters	Settings
<b>Orientation light (LED)</b>	Off On
Using this parameter, the third LED can either be switched off or used as an orientation light.	
<b>Function of left LED</b>	Off On Status (via separate object) Inverted (via separate object)
<b>Function of right LED</b>	Off On Status (via separate object) Inverted (via separate object)
With these parameters, the LEDs can be parameterised as an orientation light or for status display. When the LEDs are used for status display, there is a separate object available for each LED. The status can also be displayed as inverted.	

**Assigning parameters to dimmer output**

**Communication objects**

Phys. Addr.		Program		
no.	Function	Object name	Type	
1.01.013		20 A1 Actuator-BCU Dimming 903502		
---	---	---	---	---
12	On / Off	Actuator, Dimming On / Off	1 Bit	
13	Brighter / Darker	Actuator, Dimming	4 Bit	
14	8-bit Value	Actuator, Value	1 Byte	
15	8-bit Value	Actuator, Status	1 Byte	
16	On / Off	Actuator, Status	1 Bit	

Obj	Function	Object name	Type	Flag
12	On / Off	Actuator, Dimming On / Off	1 Bit	CRWT
The switching output of the dimmer can be addressed via this object. The current switching state can also be queried. Changes in the current switching state due to dimming or setting the brightness value are also taken into consideration.				
13	Brighter / Darker	Actuator, Dimming	4 Bit	CT
The dimming telegram for dimming brighter or darker is received via this object.				

Obj	Function	Object name	Type	Flag
14	8-bit Value	Actuator, Value	1 Byte	CW
The brightness value that is to be set is received via this object.				
15	8-bit Value	Actuator, Status	1 Byte	CRT
This object serves as a sending object for the current status (brightness value) of the switch/dim actuator which can be read out via the bus (e.g. for visualisation purposes).				
16	On / Off	Actuator, Status	1 Bit	CRT
The current switching state of the dimmer can be queried via this object. Changes in the current switching state due to dimming or setting the brightness value are also taken into consideration. This object only appears if the parameter "Send switch status via" has been set to "separate Status object".				

**Dimming\_1**

**Parameters**

LED	Rocker A	Rocker B	Dimming	Dimming 2
Dimming range from ... to		0% ... 100% (standard)		
Min. dimming value inside dimming range		0.5%		
Max. dimming value inside dimming range		100%		
Starting value inside dimming range not higher than max. dimming range		100%		
8-bit Dimming value		accept immediately		
8-bit Dimming value		jump		
Factor for dimming time [5-255] (for 1/256 of maximum brightness)		30		
Base for dimming time (for 1/256 of maximum brightness)		Time base 0.5 ms		
Send switch status via		separate Statusobject		
Max. disable time for status sending		10 seconds		

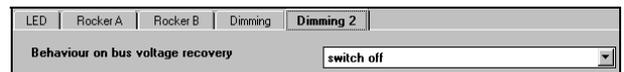
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Parameters	Settings
<b>Dimming range from ... to</b>	<b>0% ... 100% (standard),</b> 0% ... 90%, 0% ... 80%, 0% ... 70%, 0% ... 60%, 0% ... 50%, 10% ... 100%, 10% ... 90%, 10% ... 80%, 10% ... 70%, 10% ... 60%, 10% ... 50%, 20% ... 100%, 20% ... 90%, 20% ... 80%, 20% ... 70%, 20% ... 60%, 30% ... 100%, 30% ... 90%, 30% ... 80%, 30% ... 70%, 40% ... 100%, 40% ... 90%, 40% ... 80%, 50% ... 100%, 50% ... 90%
The dimming range (second limit) can be defined via this parameter. A maximum and minimum value can be set whereby the actual value is compressed and raised with an offset. It can therefore be adapted to the available hardware in special cases.	
<b>Min. dimming value inside dimming range</b>	0% (switching Off via dimming possible), <b>0.5%</b> , 5%, 10%, 15%, 20%, 25%, 30%, 35%, 40%, 45%, 50%, 60%, 70%
The minimum dimming value of the first limit can be set via this parameter. When dimming darker, only this value can then be accepted as the minimum brightness value.	
<b>Max. dimming value inside dimming range</b>	<b>100%</b> , 95%, 90%, 85%, 80%, 75%, 70%, 65%, 60%, 55%, 50%, 40%, 30%
The maximum dimming value of the first limit can be set via this parameter. When dimming brighter, only this value can then be accepted as the maximum brightness value.	
<b>Starting value inside dimming range not higher than max. dimming range</b>	<b>100%</b> , 95%, 90%, 85%, 80%, 75%, 70%, 65%, 60%, 55%, 50%, 40%, 30%, 20%, 10%, last value
In the setting "final value", 100% is fundamentally used as a brightness value after a download. The value set in the parameters is ignored and only becomes "active" once the actuator has been switched on/off for the first time. Note: This value only comes into effect once object 12 "Dimming On / Off" has been activated.	
<b>8-bit Dimming value</b>	<b>accept immediately</b> only accept on On
This parameter defines whether the switch/dim actuator, when it is in the Off state, carries out a dimming value telegram that has been received via the bus ("accept immediately") or whether the dimming value is stored and this dimming action is carried out on receipt of the next On telegram.	
<b>8-bit Dimming value</b>	<b>jump</b> dimming

This parameter defines whether the switch/dim actuator immediately accepts the brightness value of a dimming value telegram that has been received via the bus ("jump") or triggers the new value at a rate defined by the dimming time.	
Parameters	Settings
<b>Factor for dimming time (5-255) (for 1/256 of maximum brightness)</b>	<b>30</b>
<b>Base for dimming time (for 1/256 of maximum brightness)</b>	<b>Time base 0.5 ms</b> Time base 8.0 ms Time base 130 ms Time base 2.1 sec Time base 33 sec
The dimming time is set using the two parameters "Base" and "Factor" (Dimming time = Factor x Base). It determines the period that the dimming is carried out by 1/256.	
<b>Send switch status via</b>	On / Off object <b>separate Status object</b> not sending
The sending object for the switching state can be defined via this parameter.	
<b>Max. disable time for status sending</b>	2 seconds 3 seconds 4 seconds 5 seconds 7 seconds <b>10 seconds</b> 15 seconds
The maximum disable time for the dynamic sending of the value status can be set via this parameter. When using brightness control or several dimmers, the highest possible value should be selected (10 or 15 seconds), as the bus load can otherwise be too high.	

## Dimming\_2

### Parameters



Parameters	Settings
<b>Behaviour on bus voltage recovery</b>	<b>switch off</b> switch on as before bus voltage failure
This parameter sets the behaviour of the output on bus voltage recovery.	