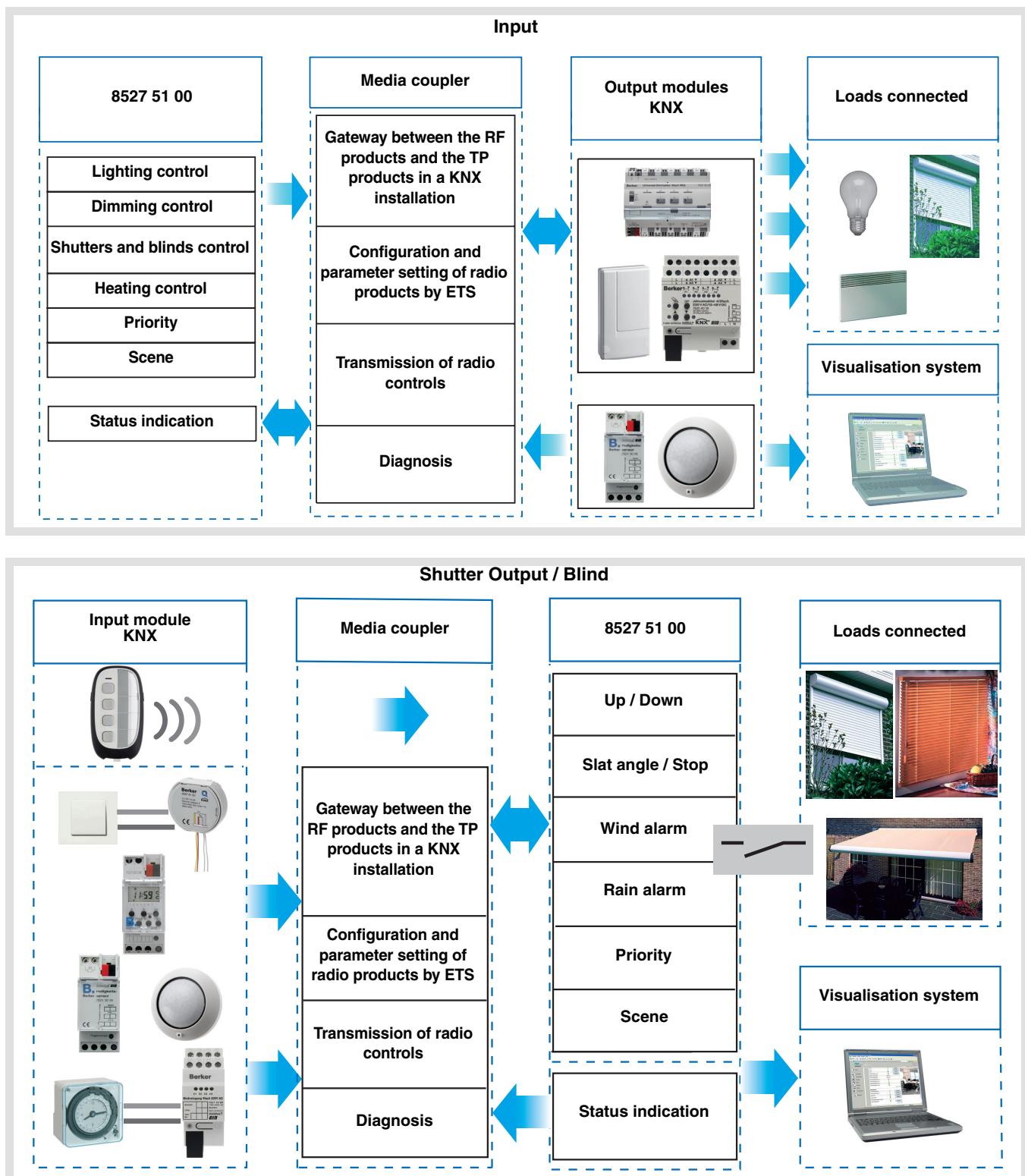




## application software

quicklink<sup>®</sup> radio shutters / blinds input / output products  
*Electrical / Mechanical characteristics: see product information*

|  | Product reference | Product designation                                   | Application software ref. | TP device █<br>RF device (C) |
|--|-------------------|---|---------------------------|------------------------------|
|  | 8527 51 00        | Flush-fitting 2 input module / 1 shutter blind output | S85275100                 | (C)                          |



## Summary

|   |    |
|---|----|
| 1. Presentation.....                                      | 4  |
| 1.1 General points .....                                  | 4  |
| 1.2 Function Description.....                             | 4  |
| 2. Configuration and settings .....                       | 6  |
| 2.1 Inputs.....   | 6  |
| 2.2 Outputs.....  | 9  |
| 2.3 Configuration with media coupler (ETS version > 3.0f) | 12 |
| 3. Factory reset.....                                     | 14 |
| 3.1 Factory reset by ETS via the media coupler.....       | 14 |
| 3.2 Factory reset on the product.....                     | 14 |
| 4. Main characteristics .....                             | 15 |

## 1. Presentation

### 1.1 General points

All the radio emitters / receivers referred to in this document are Quicklink<sup>®</sup> RF devices. They can be recognised by the configuration **cfg** push button with which they are all equipped. Quicklink<sup>®</sup> indicates the configuration without tools mode.

These products can also be configured in E mode by the USB configurer or in S mode by ETS via the media coupler.

In this case, the version of the 8505 01 00 must fulfill the following characteristics:

- Firmware: ≥ 1.2.5
- Plug-in: ≥ 1.0.11

This document describes the configuration principle with the ETS software via the media coupler and the functions available in this mode.

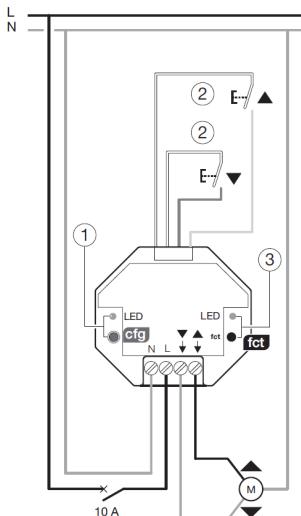
Within the same installation, a single configuration mode may be used.

**To re-use a product which has already been programmed in another installation, whatever the configuration mode, a factory reset must be performed on the product.**

### 1.2 Function Description

application software is used to configure the product's 2 inputs and one output.

8527 51 00



1 Button and LED configuration "cfg"

2 2 inputs for push button or switch

3 Button and LED function "fct"

### 1.2.1 Inputs

The following functions can be associated with the push buttons:

■ **Sending commands**

- Lighting control:

    Toggle switch, ON, OFF, ON / OFF, Timer, Priority

    1 button or 2 button dimmer

- Shutters / Blinds control:

    Up, Down, Stop, Slat angle, Priority, Alarm 1 (Wind), Alarm 2 (Rain)

    1 button or 2 button control

- Set point selection (Heating)

    Comfort / Night set-point, Comfort, Night set-point, Frost protection / Auto, Frost protection, Auto, Standby, Comfort / Standby, Priority

■ **Scene**

The Scene fonction can be used to send group commands to different sorts of outputs to create atmospheres or scenarii (leave scenario, reading atmosphere, etc.).

■ **Priority**

The Priority function allows an input to be forced to a defined status. The forcing action depends on the type of application controlled: Lighting, Shutters / blinds, Heating.

■ **Alarms**

The Alarm 1 and Alarm 2 functions enable alarms to be sent to the bus from the automatic controls (anemometer, rain sensor, twilight switch, etc.). Alarm 1 has a higher priority than Alarm 2.

### 1.2.2 Shutter Output

application software is used to configure the output of the Shutter applications. The main functions are the following:

■ **Up / Down**

The Up / Down Function allows moving up or down a shutter, a blind with inclinable slats, an awning, a Venetian blind, etc.

This function also allows opening and closing electric curtains. The command may come from switches, pushbuttons or automatic controls.

■ **Slat angle / Stop**

The Slat angle / Stop function allows inclining the slats of a blind or stopping its current movement. This function allows modifying the occultation or the direction of the light beams coming from outside.

The command comes from push buttons: Short key-press on the Up / Down push button.

■ **Alarm 1 (Wind) and Alarm 2 (Rain)**

The Alarm functions allow putting a shutter or a blind in a parametrisable predefined status. These functions have the highest priority. No other command is taken into consideration if an Alarm is active. Only the end of the alarm enables again the other commands.

■ **Priority**

The Priority function allows forcing a shutter or a blind into a predefined position. This command has priority, but at a lower level than the alarms. No other command is taken into account if a priority is active. Only end of priority or alarm commands will be taken into consideration.

■ **Scene**

The Scene function groups a set of outputs. These outputs can be set to an adjustable predefined status. Pressing a push button activates a scene. Each output may be integrated into 8 different scenes.

■ **Status indication**

The 1 Bit status indication function is used to send the last movement of the shutter or blind.

## 2. Configuration and settings

### 2.1 Inputs

#### 2.1.1 Objects List

| Object              | Function |               |       |                 |                 |                            |                            |         |       |
|---------------------|----------|---------------|-------|-----------------|-----------------|----------------------------|----------------------------|---------|-------|
|                     | ON / OFF | Toggle switch | Timer | 1-button dimmer | 2-button dimmer | 1-button shutters / blinds | 2-button shutters / blinds | Heating | Scene |
| ON / OFF            | X        | X             |       | X               | X               |                            |                            |         |       |
| Status indication   |          | X             |       | X               |                 | X                          |                            |         |       |
| Timer               |          |               | X     |                 |                 |                            |                            |         |       |
| Dimming             |          |               |       | X               | X               |                            |                            |         |       |
| Stop / Angle        |          |               |       |                 |                 | X                          | X                          |         |       |
| Up / Down           |          |               |       |                 |                 | X                          | X                          |         |       |
| Set point selection |          |               |       |                 |                 |                            |                            | X       |       |
| Scene               |          |               |       |                 |                 |                            |                            |         | X     |
| Priority            | X        |               |       |                 |                 |                            | X                          | X       |       |
| Alarm 1 / 2         |          |               |       |                 |                 | X                          | X                          |         |       |

## 2.1.2 Parameter setting

### ■ Parameter setting: Channel function

The product allows to control lighting, blinds, shutters, heating and scenes.

→ Parameter Setting screen

| Parameter        | Description  | Value  |
|------------------|--|--|
| Channel function | This parameter allows selecting the function associated with each input. | Not used<br>Toggle switch<br>ON / OFF<br>1-button dimmer<br>2-button dimmer<br>Shutters / blinds<br>Alarm 1<br>Alarm 2<br>Heating<br>Scene<br>Timer<br>Priority<br>Default value: Not used |

### ■ Input function channel function: Lighting, Toggle switch

This function is used to switch the lighting circuit or any other load ON or OFF. Each new key-press modifies the output status.

Description:

After pressing the connected pushbutton, depending on the **Status indication** object, an **ON or OFF** command will be sent to the bus via the **ON / OFF** object.

### ■ Channel function: ON / OFF

This function is used to switch the lighting circuit or any other load ON or OFF. The ON or OFF command will be transmitted to the bus via the **ON / OFF** object. The command to be sent (ON or OFF) can be defined in the parameters.

- ON: Emission of the ON command when the input contact is closed (or when the input push button is pressed),
- OFF: Emission of the OFF command when the input contact is closed (or when the input push button is pressed),
- ON / OFF: Emission of the ON command when the input contact is closed (or when the input push button is pressed) and emission of the OFF command when the input contact is opened (or when the input push button is released),
- OFF / ON: Emission of the OFF command when the input contact is closed (or when the input push button is pressed) and emission of the ON command when the input contact is opened (or when the input push button is released).

### ■ Channel function: Dimming

This function is used to control lighting circuits using one or two buttons.

The 1 button dimmer and 2 buttons dimmer functions send the **ON / OFF** object after a short press.

A long press send the **Dimmer** object.

There are 2 different function types: 1-button dimmer or 2-button dimmer.

Channel function: 1-button dimmer

This function allows ON / OFF or Increase / Decrease controls using one push button.

Channel function: 2-button dimmer

This function allows ON or Increase controls using one push button, and OFF or decrease controls using a second push button.

## ■ Channel function: Shutters / blinds

This function controls shutters and blinds (Up, Down and slat angle).

Type of function: 1-button

This function controls shutters or blinds using one push buttons (Input).

Function change after each press (Down, Stop, Up, Stop). Slat angle adjustment is not possible here.

Type of function: 2-buttons

This function controls shutters or blinds using two push buttons (Input). One button for Up and one button for down.

The function transmit the **Up / Down** object (long key press) and the **Slat angle adjustment / Stop** object (short key press).

Type of function: Automatic controls

This function is used to control shutters or blinds (without slat angle adjustment) using automatic controls (Switch, etc.).

The automatic controls transmits the **Up / Down** object.

The command to be sent (up or down) must be defined in the parameters.

- Up: Emission of the **Up** command when the input contact is closed,
- Down: Emission of the **Down** command when the input contact is closed,
- Up / Down: Emission of the **Up** command when the input contact is closed and emission of the **Down** command when the input contact is opened,
- Down / Up: Emission of the **Down** command when the input contact is closed and emission of the **Up** command when the input contact is opened.

## ■ Channel function: Alarm 1, Alarm 2

The Alarm 1 and Alarm 2 functions allow alarms coming from automatic controls to be periodically emitted (anemometer, Rain detector, Light-sensitive switch, etc.).

To place the shutters in safety position in case of bad weather: link the Alarm 1 and Alarm 2 functions with the **Alarm 1** and **Alarm 2** object of the **Shutter / Blind output modules**.

These functions have the highest priority. Alarm 1 has a higher priority than Alarm 2.

## ■ Channel function: Heating mode selection

This function is used select a heating setpoint. The operating modes are sent via the **Set point selection** object. The set point selection to be sent must be defined in the parameters.

- Comfort / Night set-point: Emission of the **Comfort** control when the input contact is closed and emission of the **Night set-point** control when the input contact is opened,
- Comfort: Emission of the **Comfort** command when the input contact is closed (or when the input push button is pressed)
- Night set-point: Emission of the **Night set-point** command when the input contact is closed (or when the input push button is pressed),
- Frost protection / Auto: Emission of the **Freeze protection** command when the input contact is closed and emission of the **Auto** command when the input contact is opened,
- Frost protection: Emission of the **Frost protection** command when the input contact is closed (or when the input push button is pressed),
- Auto: Emission of the **Auto** command when the input contact is closed (or when the input push button is pressed),
- Standby: Emission of the **Standby** command when the input contact is closed (or when the input push button is pressed),
- Comfort / Standby: Emission of the **Comfort** command when the input contact is closed and emission of the **Standby** command when the input contact is opened.

## ■ Channel function: Scene

The Scene function sends group controls to different kinds of outputs to create ambiances or scenarios (Panic switch, Television, etc.).

The value of the **Scene** object is defined by the **Scene number** parameter.

### ■ Channel function: Priority

This function sends priority-start or priority-stop commands.

No other command is taken into account if a priority is active. Only end of priority or alarm commands will be taken into consideration.

The command to be sent must be defined in the parameters:

- Priority ON - Up - Comfort: Emission of the **Priority ON - Up - Comfort** command when the input contact is closed and emission of the cancellation of this priority when the input contact is opened,
- Priority OFF - Down - Freeze protection: Emission of the **Priority OFF - Down - Freeze protection** command when the input contact is closed and emission of the cancellation of this priority when the input contact is opened.

### ■ Channel function: Timer

This function operates like a staircase light function. The timer duration is set on the output module.

Feature:

- short key press (rising edge): Timer start,
- long key press (falling edge): Timer end.

The time is retriggered in the output by a recurrent short key press. Successive presses on the control button for the timer increase the timer's duration. The effective length will then be multiplied by the number of presses made during the 10 s following the first press.

## 2.2 Outputs

### 2.2.1 Objects List

|  |        |                   |        |           |     |
|--|--------|-------------------|--------|-----------|-----|
|  | Output | Up / Down         | 1 bit  | C R W - U | Low |
|  | Output | Slat angle / Stop | 1 bit  | C R W - U | Low |
|  | Output | Priority          | 2 bit  | C R W - U | Low |
|  | Output | Alarm 1           | 1 bit  | C R W - U | Low |
|  | Output | Alarm 2           | 1 bit  | C R W - U | Low |
|  | Output | Scene             | 1 Byte | C R W - U | Low |
|  | Output | Status indication | 1 bit  | C R - T U | Low |

### 2.2.2 Parameter setting

#### ■ Up / Down and status indication

The Up / Down Function allows moving up or down a shutter, a blind with inclinable slats, an awning, a Venetian blind, etc.

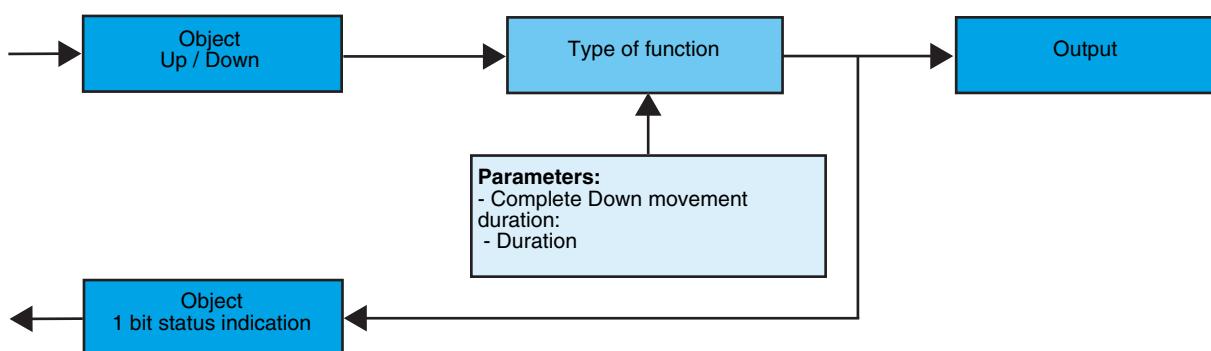
This function also allows opening and closing electric curtains.

The command may come from switches, pushbuttons or automatic controls.

Description of the **1 Bit status induction** object:

0: last up movement.

1: last down movement.

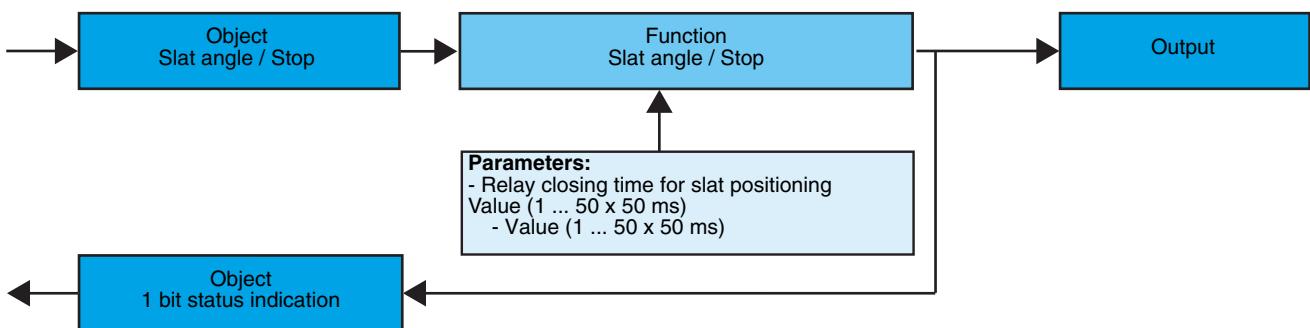


| Designation                     | Description   | Values   |
|---------------------------------|---|--|
| Complete Down movement duration | This parameter defines the contact closing time for a complete down movement. | 0 to 500 s in 1 s steps<br>Default value: 120 s. |

#### ■ Slat angle / Stop function

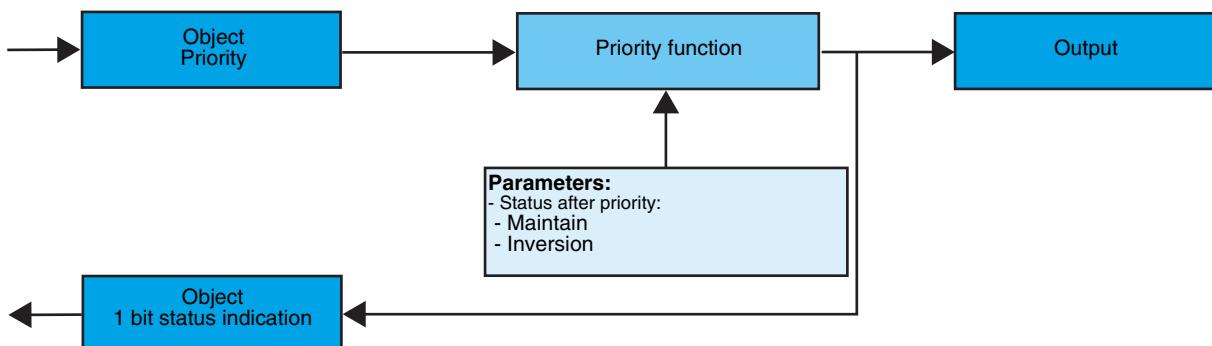
The Slat angle / Stop function allows inclining the slats of a blind or stopping its current movement. This function is started by the **Slat angle / Stop object**. The desired slant angle is obtained by a succession of control pulses.

The settings consist of programming the length of a press command that defines the number of presses to move from a slat angle of 0% to a slat angle of 100%.



#### ■ Priority function

The Priority function allows forcing a shutter or a blind into a predefined position. This function is started by the **Priority object**. This command has priority, but at a lower level than the alarms. No other command is taken into account if a priority is active. Only end of priority or alarm commands will be taken into consideration.



#### → Description of the **Priority** object

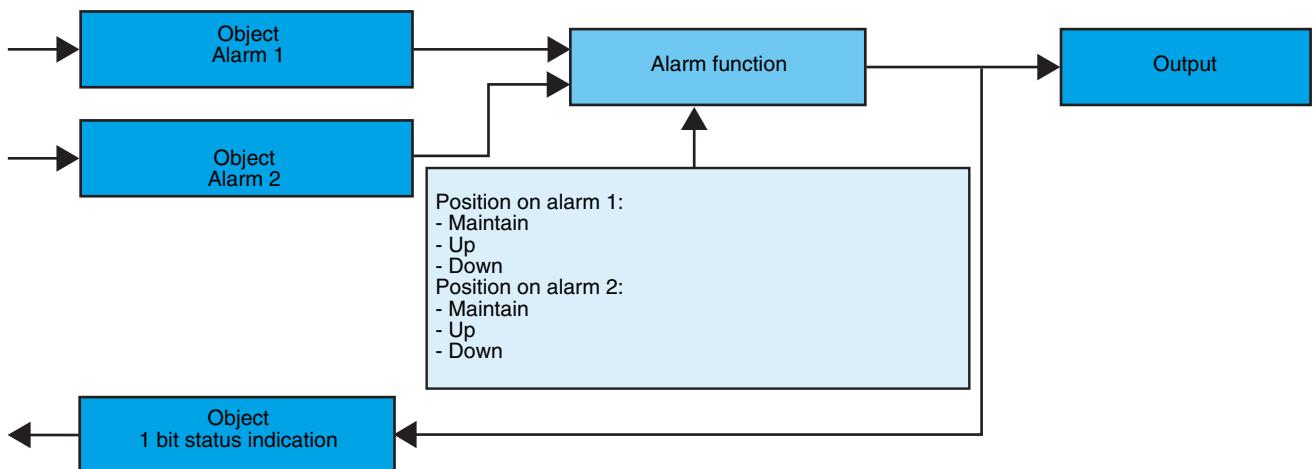
| Value | Output behaviour    |
|-------|---------------------|
| 00    | Priority end        |
| 01    | Priority end        |
| 10    | Priority ON (Up)    |
| 11    | Priority OFF (Down) |

→ Parameter

| Designation           | Description   | Values   |
|-----------------------|---|--|
| Status after priority | This parameter defines the output status to be applied at the end of the Priority | Maintain, Inversion <ul style="list-style-type: none"> <li>• Maintain: The output is maintained in the status which was active before the priority.</li> <li>• Inversion: Reversal of the status of the output in relation to that which existed before the priority (Down as opposed to Up, and Up as opposed to Down).</li> </ul> Default value: Maintain. |

#### ■ Alarm 1 and Alarm 2 functions

The Alarm functions allow putting a shutter or a blind in a parametrisable predefined status. The wind alarm is triggered by the **Alarm 1** object and the rain alarm by the **Alarm 2** object. These functions have the highest priority. Alarm 1 has a higher priority than Alarm 2. No other command is taken into consideration if an Alarm is active. Only the end of the alarm enables again the other commands.



| Designation         | Description   | Values                                     |
|---------------------|---|--|
| Position on alarm 1 | This parameter defines the position of the shutter or blind when the Wind alarm is activated.           | Maintain, Up, Down<br>Default value: Up.   |
| Position on alarm 2 | This parameter defines the position of the shutter or the blind when the Rain alarm function is active. | Maintain, Up, Down<br>Default value: Down. |

## 2.3 Configuration with media coupler (ETS version ≥ 3.0f)

### ■ Configuration principle

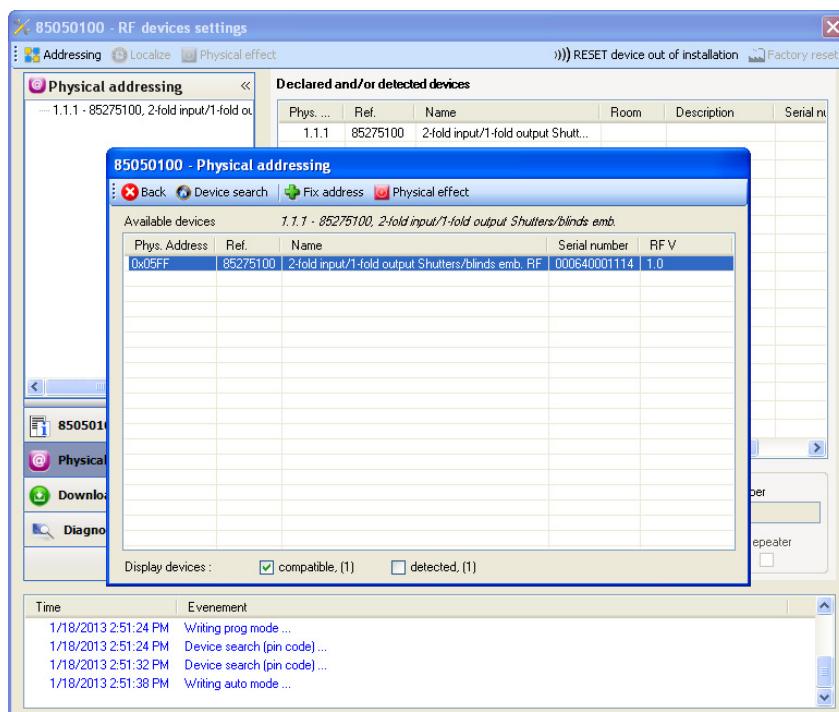
The 8505 01 00 media coupler enables configuration by ETS of RF devices for a KNX radio installation or a mixed KNX installation including RF devices and wired buses. The radio receivers always function in bi-directional mode.

### Procedure:

- Create a line reserved for RF devices in your ETS plan. First insert the media coupler into this line, then insert the other RF devices into this line,
- Perform the programming, parameter settings and group addressing for all the RF products except for the media coupler,
- Download the physical address of the media coupler. This must be of the type 1.1.0. (always end with a zero),
- Install the media coupler plug-in: Right-click on the product in the ETS tree structure, then select **edit the parameters**. Windows Administrator rights are necessary to install the plug in.

### ■ Physical addressing:

- Click on the button **Physical addressing** to display the physical addressing screen for the plug in,
- Choose a product from the list and click on the **Addressing** button in the menu line at the top of the window,
- Click on **Product search**, the list of compatible products within radio range will be displayed. If the product is not found by the search, perform a **RESET device out of installation**. The factory reset may also be performed manually on a product by pressing the cfg button for >10 s,
- Select the desired product from the list generated by the search, then click the button **Fix address**,
- The physical addressing of the product is performed. The product is now part of the installation.



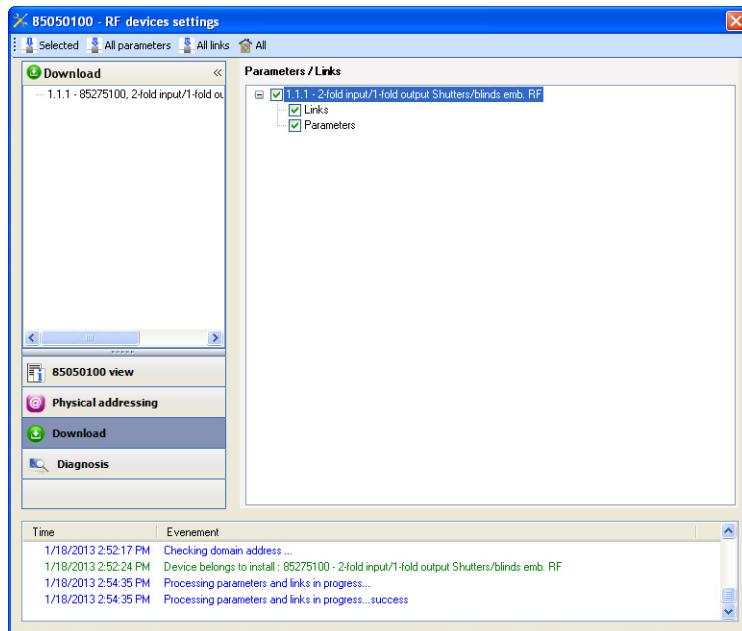
The **Physical effect** button enables the selected product to be identified and located.

## ■ Downloading the program and the parameters

This operation is performed on the **Download** screen of the plug in.

- Click on **Download** and follow the instructions on the screen.

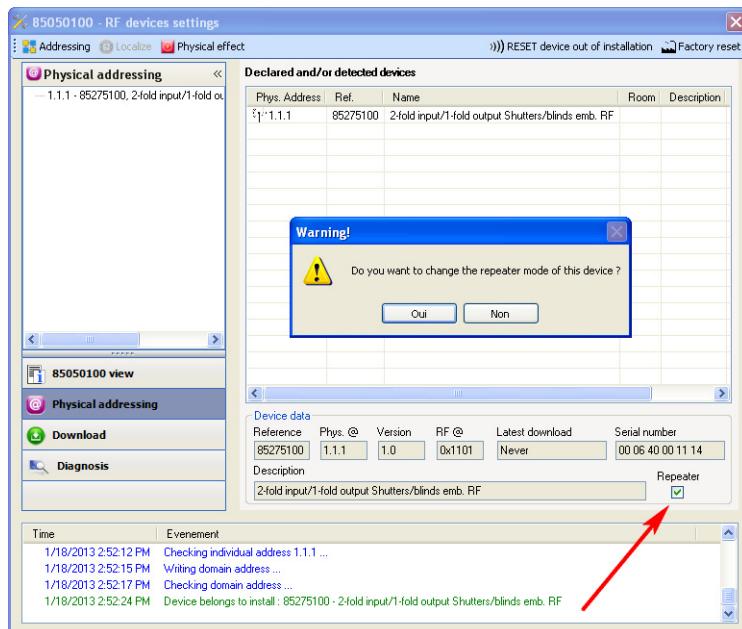
To test the functions and the KNX radio communication, return to normal use mode and wait 15 s before pressing a control button on a transmitter.



Caution: The media coupler plug-in must be deactivated during the functional tests.

## ■ Repeater Function

It increases the radio range of the system by re-sending the messages received by the product.



To activate the Repeater function, tick the repeater box on the physical addressing screen of the product concerned.

### 3. Factory reset

This function enables the product to be returned to its initial configuration (factory reset). After a device reset, the device can be re-used in a new installation. A factory reset can be performed either directly on the product or by the media coupler plug-in. The latter solution is recommended if the product is part of the installation configured by ETS, which erases the product from the project.

#### 3.1 Factory reset by ETS via the media coupler

- For a product which is part of the installation (known by the media coupler): In the **Physical addressing** menu, select **Factory reset** and then follow the instructions which appear on the screen,
- For a product which is not part of the installation (unknown by the media coupler): In the **Physical addressing** menu, select **RESET device out of installation**, then select **Bi-directional product**.

#### 3.2 Factory reset on the product

It is always possible to perform the factory reset directly on the device.

Factory reset on the product:

- Do a long key press (> 10 seconds) on the **cfg** push button, release the button when the **cfg** LED blinks,
- Wait for the **cfg** LED to switch off, indicating that the factory reset has been completed.

Remark:

To re-use a product which has already been programmed in another installation, whatever the configuration mode, a factory reset must be performed on the product.

#### 4. Main characteristics

|                                |            |
|--------------------------------|------------|
| Product                        | 8527 51 00 |
| Max. number of group addresses | 83         |
| Max. number of links           | 90         |

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