
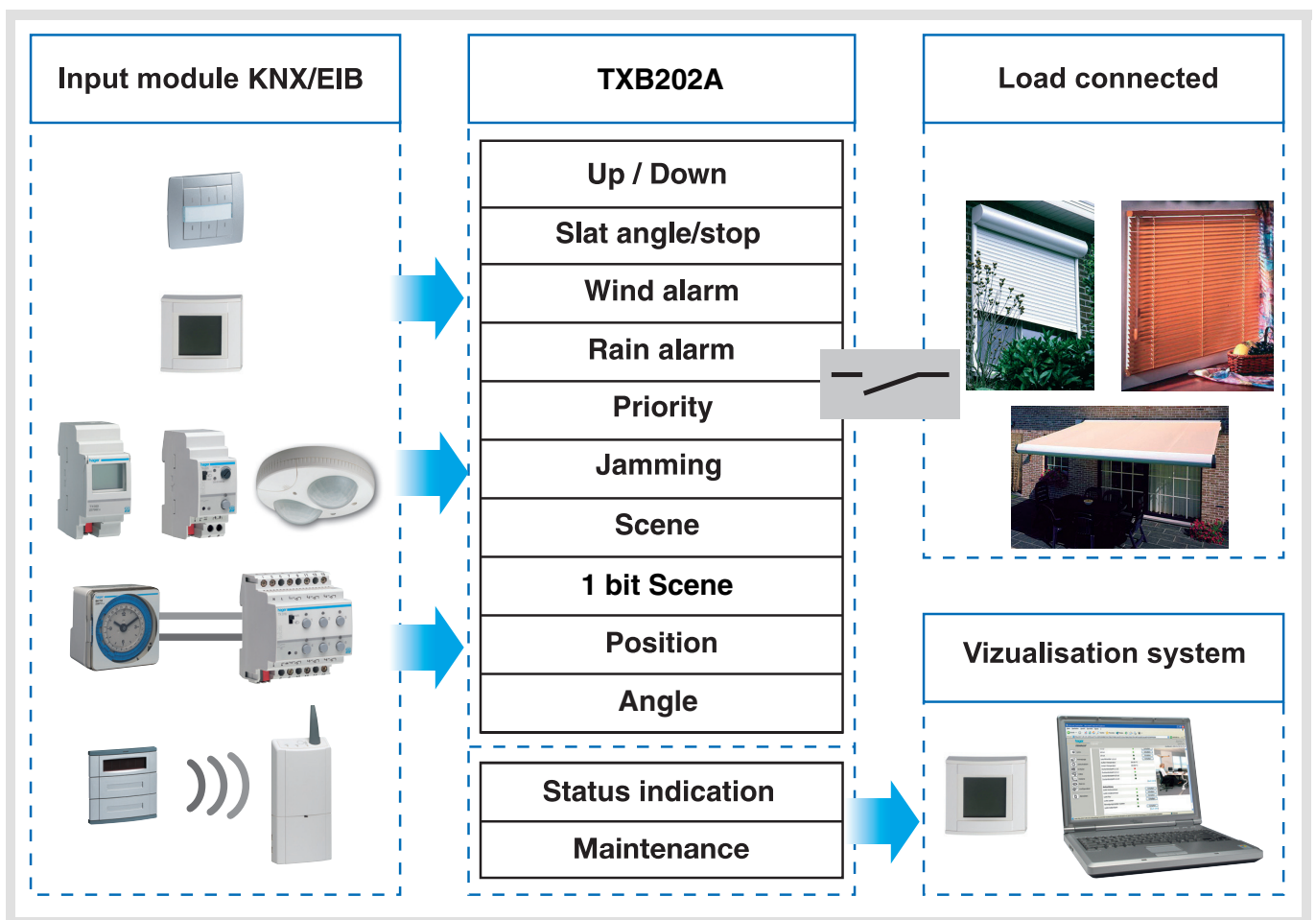


Tebis Application software

TL202A V 1.x Lighting, Shutter and Ventilation
Function Shutter

|  | Product reference | Product designation |
|---|-------------------|---------------------------------|
| | TXB 202A | 2 flush mounted output 4A 230V~ |



Summary

| | |
|--|----|
| 1. Presentation of the Shutter/Blind functions of the TL202A application | 2 |
| 2. Configuration and parameterising of the Shutter/Blind functions | 3 |
| 2.1 General parameters | 3 |
| 2.2 Objects list | 4 |
| 2.3 Functions description | 4 |
| 3. Main characteristics | 14 |
| 4. Physical addressing | 14 |

1. Presentation of the Shutter/Blind functions of the TL202A application

The TL202A application software allows each output to be individually configured for Lighting, Shutter or Ventilation applications.

The main functions of the Shutter/Blind application 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 pushbuttons (long hold-down), switches 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 pushbuttons : Press briefly the Up/Down pushbutton.

■ Position in %

The Position in % function allows putting a shutter or a blind in a desired position expressed in % of closure.

■ Slat angle

The Slat angle function allows inclining the slats of a blind into a desired position expressed in degrees (0° to 180°).

■ Wind alarm and rain alarm

The Alarm functions allow putting a shutter or a blind in a parameterisable 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 consideration if a priority is active. Only end of priority or alarm commands will be taken into consideration.

■ Jamming

The Jamming function allows locking a shutter or a blind in its current position.

■ Scene

The Scene function allows grouping a set of outputs. These outputs can be put in a parameterisable predefined status.

Pressing one single pushbutton activates a scene.

Each output may be integrated in 32 different scenes.

■ Status indication

Status indication functions allows sending on the bus :

- the last movement, up or down, of the shutter or the blind
- the current operating mode of the output (Alarm, Priority, Jamming, Normal)

■ Manual mode

The Manual mode isolates the product from the bus.

In this mode, it is possible to override manually each output.

2. Configuration and parameterising of the Shutter/Blind functions

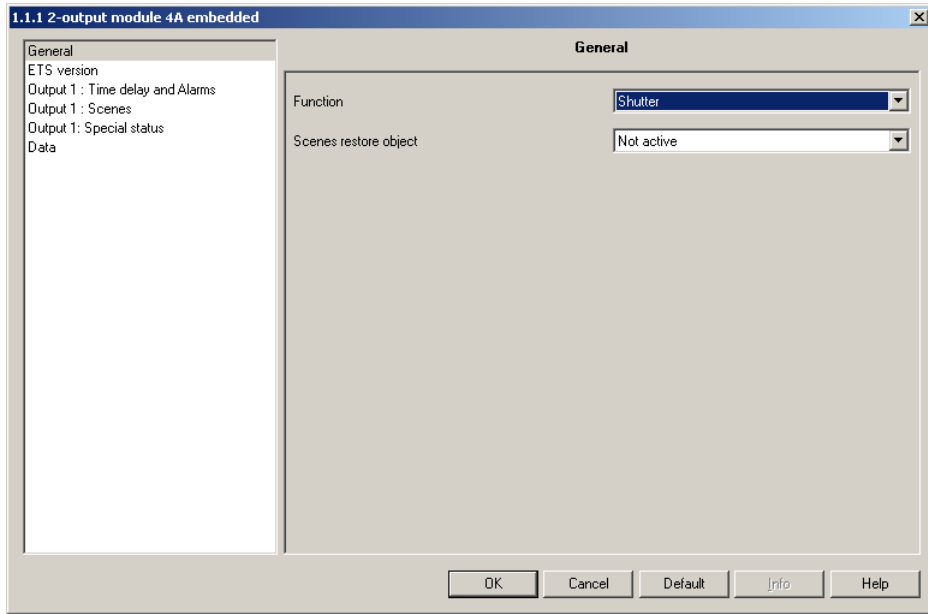
2.1 General parameters

■ ETS version selection

This parameter allows the presentation of the parameters to be optimised according to the ETS version used. Go to the ETS Version screen and select the required version : ETS2 or ETS3. Default value : ETS3.

■ Select function

Go to the General screen and select Shutter. The default setting of the outputs is Lighting.



Screen 1

■ Other parameters

→ Parameters

| Designation | Description | Values |
|--|---|--|
| Scenes restore object (see also Scene function) | If the value is Active, the values linked with the scenes at the last download are restored when receiving this object. | Inhibited, Authorized. Default value : Inhibited. |

2.2 Objects list

| Number | Name | Object Function | Length | C | R | W | T | U | Priority |
|--------|----------|--------------------------|--------|---|---|---|---|---|----------|
| 0 | Output 1 | Up/Down | 1 bit | C | R | W | - | U | Low |
| 1 | Output 1 | Slat angle/Stop | 1 bit | C | R | W | - | U | Low |
| 2 | Output 1 | Priority | 2 bit | C | R | W | - | U | Low |
| 3 | Output 1 | Wind alarm | 1 bit | C | R | W | - | U | Low |
| 4 | Output 1 | Rain alarm | 1 bit | C | R | W | - | U | Low |
| 5 | Output 1 | Scene | 1 Byte | C | R | W | - | U | Low |
| 6 | Output 1 | Status indication | 1 bit | C | R | - | T | U | Low |
| 12 | Output 1 | Jamming | 1 bit | C | R | W | - | U | Low |
| 14 | Output 1 | Position | 1 Byte | C | R | W | - | U | Low |
| 15 | Output 1 | Slat angle | 1 Byte | C | R | W | - | U | Low |
| 16 | Output 1 | Status indication | 1 Byte | C | R | - | T | U | Low |
| 17 | Output 1 | Position indication in % | 1 Byte | C | R | - | T | U | Low |

2.3 Functions description

■ Closure type function

| Designation | Description | Values |
|--------------|---|---|
| Closure type | This parameter allows selecting a Shutter or Blind type operation. A Blind type operation gives access to additional parameters to control the slat angle. When the closure type is Shutter, the Slat angle object is not visible. | Shutter and blind, Shutter. Default value : Shutter and blind. |

■ Up/Down and Status indication functions

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.
This function is started by the Up/Down object.

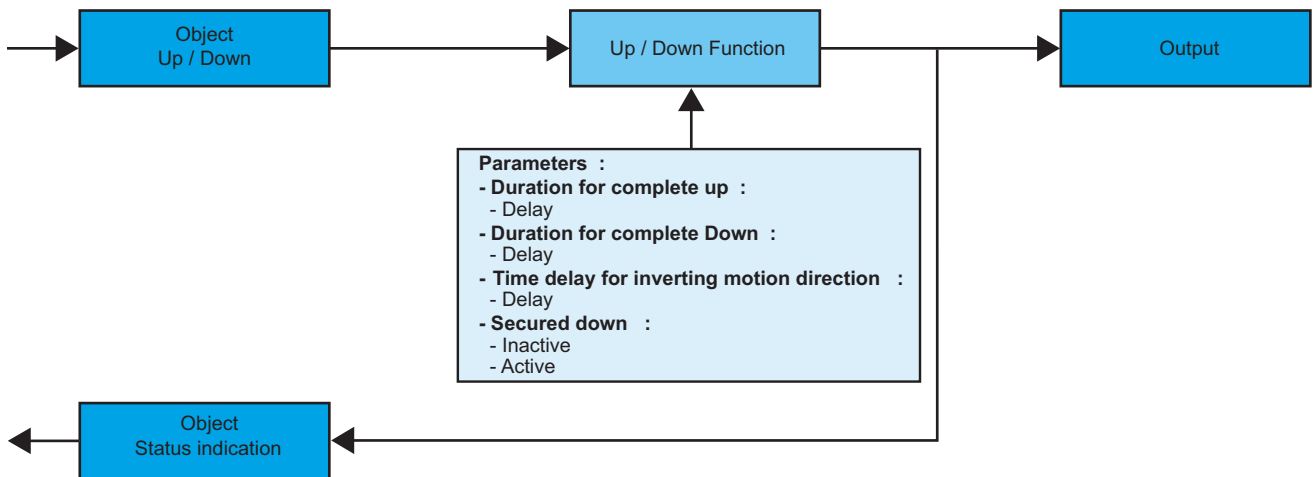
Status indication functions allows sending on the bus :

- the last movement, up or down, of the shutter or the blind
- the position of the shutter or the blind
- the current operating mode of the output (Alarm, Priority, Jamming, Normal)

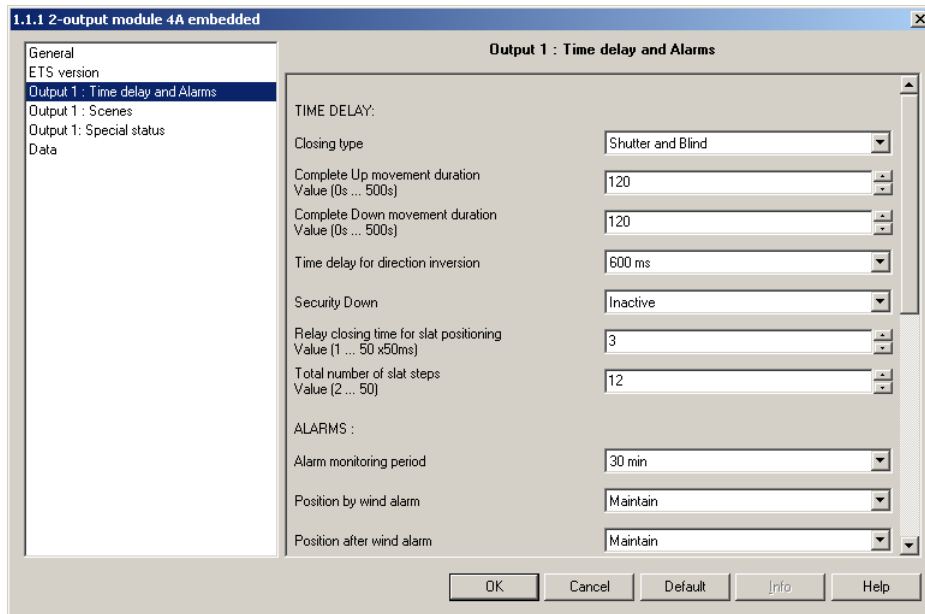
→ Description of the Status indication object (1 byte) :

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | M | M | M | P | P |
|---|---|---|---|---|---|---|---|

| | |
|---------------------|---|
| P : Output position | 00 = Intermediate position 01 = Upper position 10 = Lower position |
| M : Output mode | 000 = Normal 001 = Priority 010 = Wind alarm 011 = Rain alarm 100 = Jamming |



→ Parameters

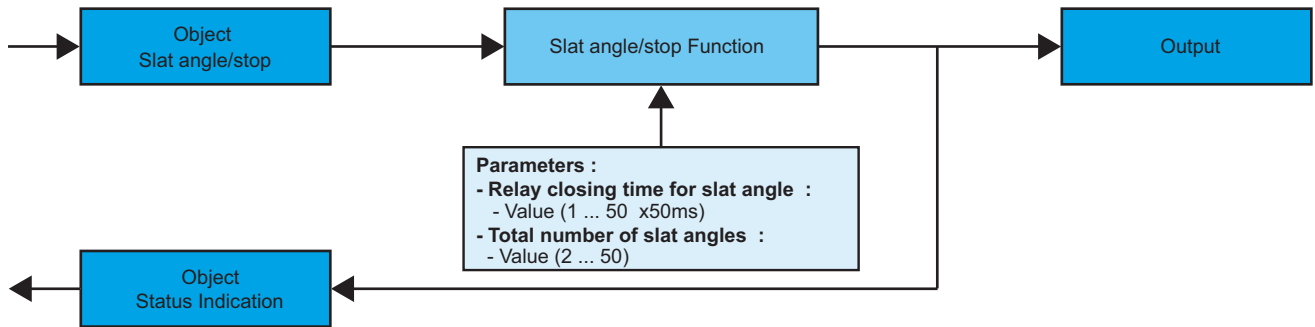


Screen 2

| Designation | Description | Values |
|------------------------------------|---|--|
| Complete Up movement duration | This parameter defines the closing time of the contact for a complete Up movement. | 0 to 500 s by steps of 1 s Default value : 120 s. |
| Complete Down movement duration | This parameter defines the closing time of the contact for a complete Down movement. | 0 to 500 s by steps of 1 s Default value : 120 s. |
| Time delay for direction inversion | This parameter defines the stopping time of the shutter or blind before reversing the direction of rotation : the 2 output contacts are open. | 600 ms, 1 s, 2 s, 3 s Default value : 600 ms. |
| Security down | This procedure allows controlling a down movement as long as a pushbutton is pressed down. | Not active, Active. Default value : Not active. |

■ Slat angle/Stop function

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. This function is started by the Slat angle/Stop object. The desired angle is reached by means of successive command pulses. Parameterising consists in programming the duration of a command pulse and the number of pulses to go from an angle of 0° to an angle of 180°.



→ Parameters setting screen : see "Screen 2".

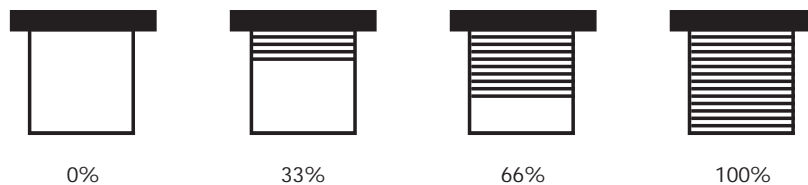
→ Parameters

| Designation | Description | Values |
|-----------------------------------|--|--------------------------------|
| Relay closing time for slat angle | This parameter allows defining the closing time of the contacts to carry out one slat step : 50 ms x multiplier. | 1 to 50 Default value : 3. |
| Total number of slat angles* | This parameter defines the total number of slat steps to go from the position inclined downwards to the position inclined upwards. | 2 to 50 Default value : 12. |

*Before parameterising the Total number of slat angles, it is indispensable to define the contacts closing time to carry out a slat step.

■ Position in % function

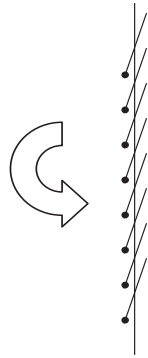
The Position in % function allows putting a shutter or a blind in a desired position expressed in % of closure. This function is started by the Position object (EIS 6).



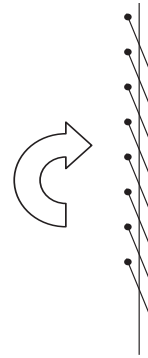
■ Slat angle function

The Slat angle function allows inclining the slats of a blind into a desired position expressed in degrees (0° to 180°).

This function is started by the Slat angle object (EIS 9).



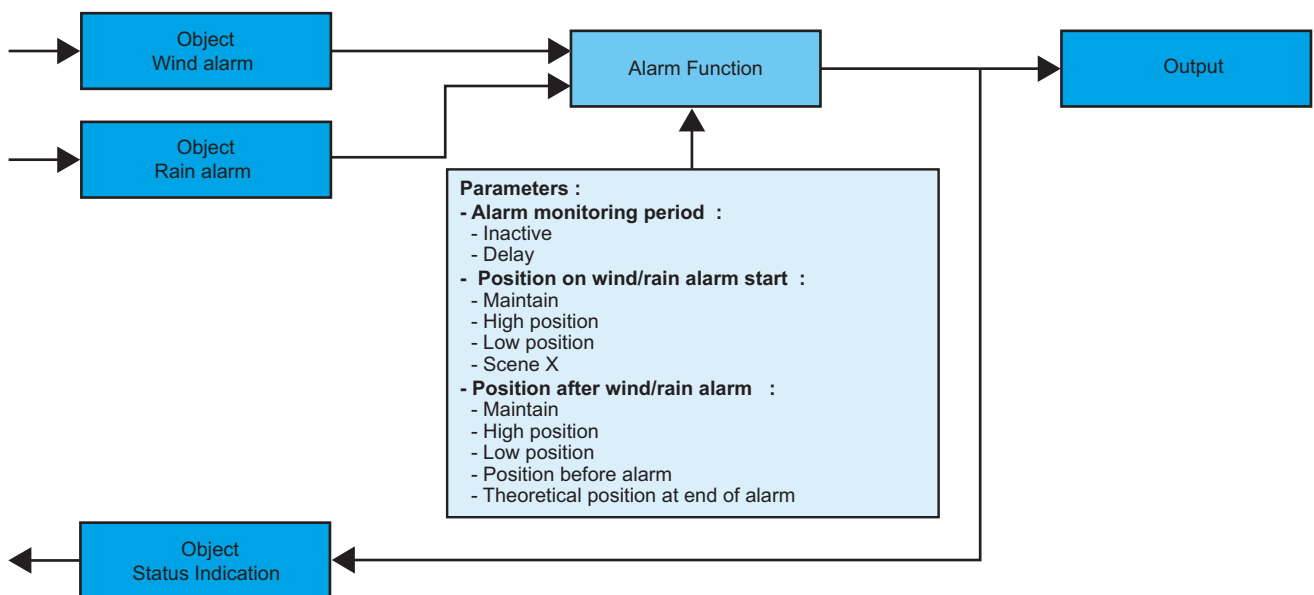
Blinds slats closing
Angle : 180°
Slats inclined downwards



Blinds slats opening
Angle : 0°
Slats inclined upwards

■ Wind Alarm and Rain Alarm functions

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



→ Parameters setting screen : see "Screen 2".

→ Parameters

| Designation | Description | Values |
|-------------------------|---|--|
| Alarm monitoring period | This parameter defines the maximum duration between 2 instructions received on the Alarm objects. If no instruction is received within this duration, the shutters/blinds will be positioned at the position defined by the Position on alarm start parameter. | Inhibited, 5 s, 30 s, 1 min, 5 min, 10 min, 30 min, 1 h, 2 h, 3 h, 5 h, 24 h. Default value : 30 min. |
| Position by wind alarm | This parameter defines the position of the shutter or blind when the Wind alarm function is activated. | Maintain, Upper position, Lower position Scene X. Default value : Maintain. |

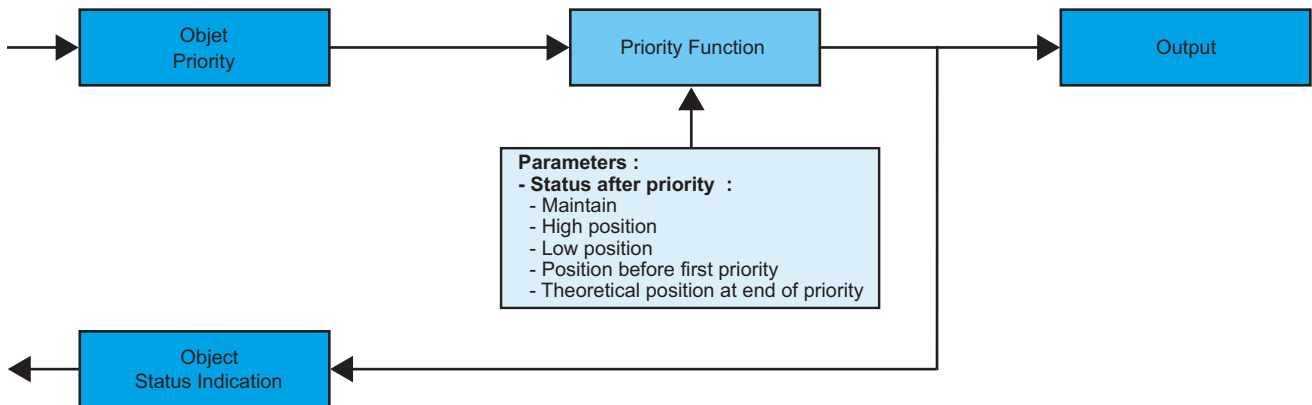
| Designation | Description | Values |
|-----------------------------|--|---|
| Scene number by wind alarm* | This parameter defines the scene to be activated in case of wind alarm. | Scene 1 to 32 |
| Position after wind alarm | This parameter defines the position of the shutter or blind at the end of the Wind alarm. | Maintain, Upper position, Lower position, Position before alarm, Theoretical position at end of alarm. The value Theoretical position at the end of alarm sets the shutter or blind to the position it would have been at if no alarm had appeared. Default value : Maintain. |
| Position by rain alarm | This parameter defines the position of the shutter or blind when the Rain alarm function is activated. | Maintain, Upper position, Lower position Scene X. Default value : Maintain. |
| Scene number by rain alarm* | This parameter defines the scene to be activated in case of rain alarm. | Scene 1 to 32 |
| Position after rain alarm | This parameter defines the position of the shutter or blind at the end of the Rain alarm. | Maintain, Upper position, Lower position, Position before alarm, Theoretical position at end of alarm. The value Theoretical position at the end of alarm sets the shutter or blind to the position it would have been at if no alarm had appeared. Default value : Maintain. |

* This parameter only is visible if the parameter "Position by wind/rain alarm" has the value "Scene X".

■ Priority function

The Priority function allows forcing a shutter or a blind into a predefined position. This function is started by the Priority object (EIS priority).

This command has priority, but at a lower level than the alarms. No other command is taken into consideration if a priority is active. Only end of priority or alarm commands will be taken into consideration.



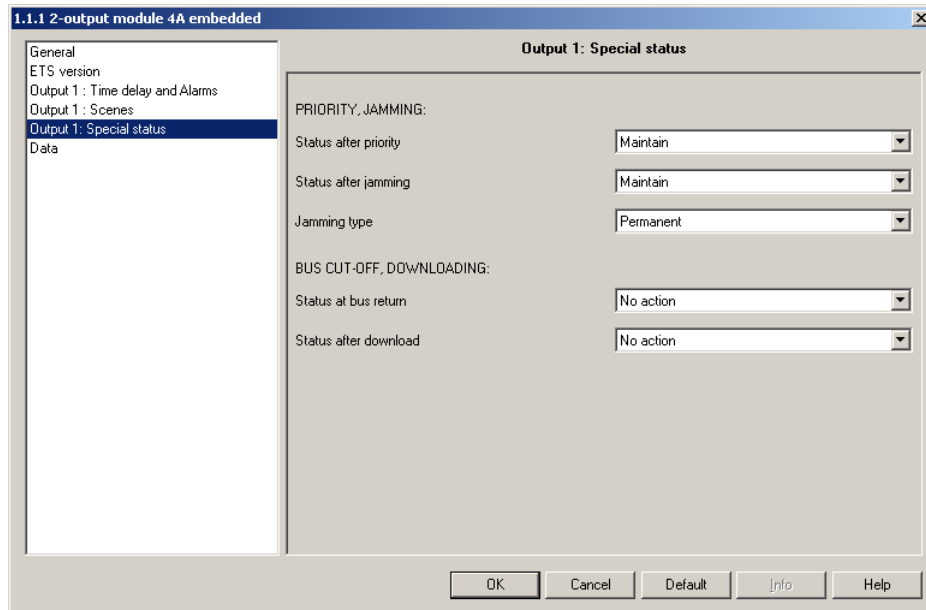
→ Priority function description (EIS priority).

| | |
|------------------|-------|
| Bit 1 | Bit 0 |
| Output behaviour | |

| | |
|------------------|--|
| Output behaviour | 00 or 01 = Priority end 10 = OFF priority 11 = ON priority |
|------------------|--|

OFF priority = Up, ON priority = Down.

→ Parameters



Screen 3

| Designation | Description | Values |
|-----------------------|---|--|
| Status after priority | This parameter defines the position of the shutter or blind at the end of the Priority. | Maintain, Upper position, Lower position, Position before first priority, Theoretical position at end of priority. Maintain : This value maintains the position active during Priority. Upper position : This value moves the shutter or blind up. Lower position : This value moves the shutter or blind down. Position before first priority : This value sets the shutter or blind to the position it had before the Priority. Theoretical position at end of priority : This value sets the shutter or blind to the position it would have been at if no Priority had taken place. Default value : Maintain. |

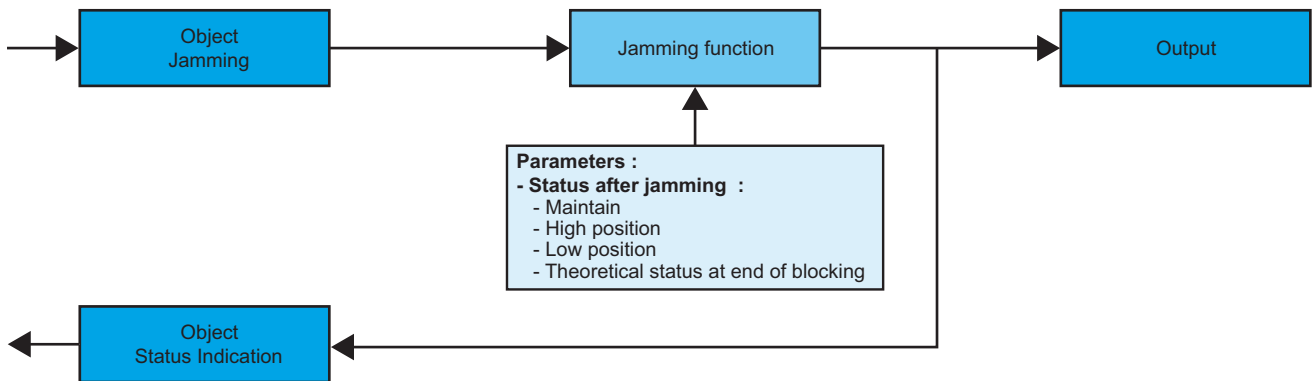
■ Jamming function

The Jamming function allows locking a shutter or a blind in its current position.

This function is started by the Jamming object.

This function has a lower priority level than the Alarms and the Priorities.

A Jamming end command ends the jamming and allows again taking the commands from the bus into consideration. The triggering of an alarm or a priority command ends the jamming.



→ Parameters setting screen : see "Screen 3".

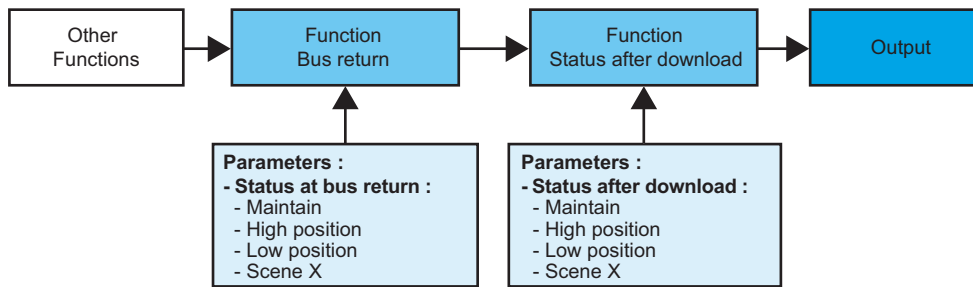
→ Parameters

| Designation | Description | Values |
|----------------------|--|---|
| Status after jamming | This parameter defines the position of the shutter or blind at the end of the Jamming. | Maintain, Upper position, Lower position, Theoretical status at end of blocking. Maintain : This value maintains the position active during Jamming. Upper position : This value moves the shutter or blind up. Lower position : This value moves the shutter or blind down. Theoretical status at end of blocking : This value sets the shutter or blind to the position it would have been at if no Jamming had taken place. Default value : Maintain. |
| Jamming type | This parameter defines whether Jamming is permanent or time-limited. | Permanent, Time limited. Default value : Permanent. |
| Jamming duration* | This parameter defines the Jamming duration. | Inhibited, 1 s, 2 s, 3 s, 5 s, 10 s, 15 s, 20 s, 30 s, 40 s, 45 s, 50 s, 1 min, 1 min 15 s, 1 min 30 s, 2 min, 2 min 30 s, 3 min, 4 min, 5 min, 6 min, 7 min, 8 min, 9 min, 10 min, 11 min, 12 min, 13 min, 14 min, 15 min, 20 min, 30 min, 40 min, 50 min, 1 h, 1 h 30 min, 2 h, 2 h 30 min, 3 h, 3 h 30 min, 4 h, 5 h, 6 h, 12 h, 24 h. Default value : 1 h. |

* This parameter is only visible when the Jamming type parameter has the value : Time limited.

■ Special statuses

The parameters grouped in this section allow defining the behaviour of the outputs in some special cases in Auto mode.



→ Parameters setting screen : see "Screen 3".

→ Parameters

| Designation | Description | Values |
|--------------------------------|--|---|
| Status at bus return | This parameter defines the position of the shutter or blind at the bus return. | Maintain, Upper position, Lower position, Scene X. Default value : Maintain. |
| Scene number after bus return* | This parameter defines the scene to be activated at bus return. | Scene 1 to 32 |
| Status after download | This parameter defines the position of the shutter or blind after a download. | Maintain, Upper position, Lower position, Scene X. Default value : Maintain. |
| Scene number after download** | This parameter defines the scene to be activated after ETS download. | Scene 1 to 32 |

* This parameter only is visible if the parameter "Status at supply return" has the value "Scene X".

** This parameter only is visible if the parameter "Status after download" has the value "Scene X".

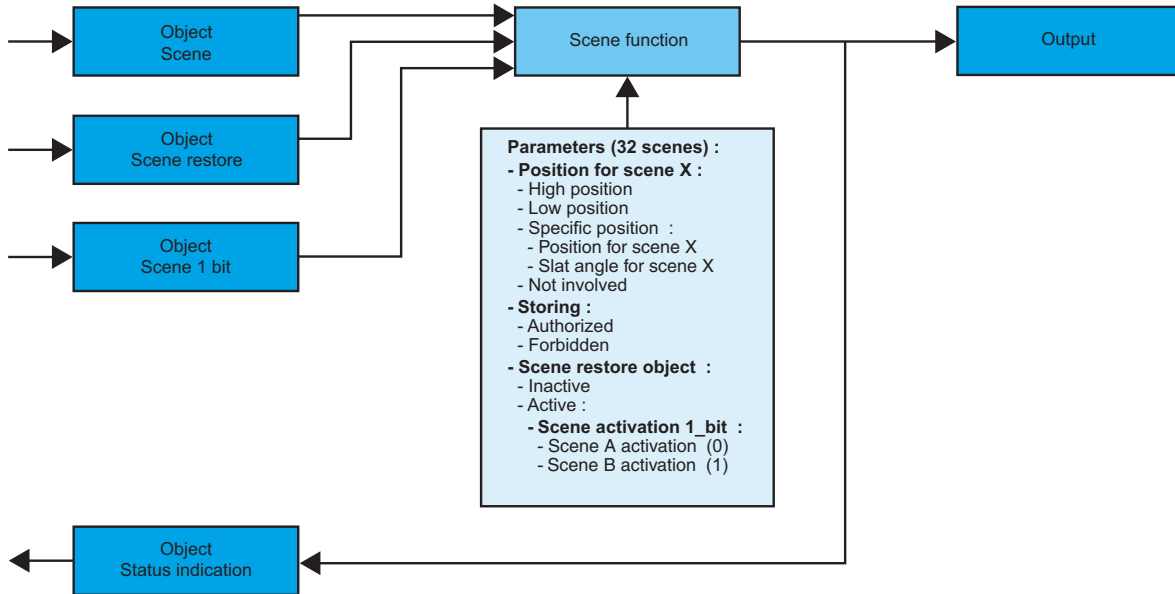
■ Scene function

A scene allows controlling a group of outputs. Each of the outputs of this group will be put in a status predefined for this scene. A scene is started by the Scene object.

The group of outputs is created previously by establishing the link between the outputs that must belong to the scene and the pushbutton that will trigger the scene. Each output may be integrated in 32 different scenes.

The status of each output may be defined by parameterising, by learning in the room using the pushbuttons of the installation or on the product.

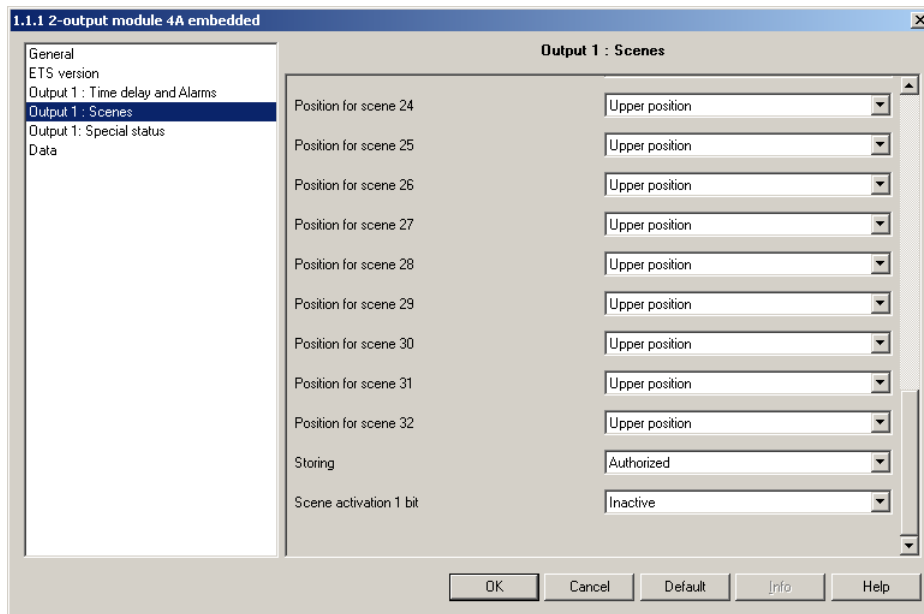
A. Configuration and storing by means of parameterising



→ Description of scene object (1 byte)

| | | | | | | | |
|-------|---|--------------|---|---|---|---|---|
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Learn | X | Scene number | | | | | |

→ Parameters



Screen 4

| Designation | Description | Values |
|--|--|--|
| Position for scene X | This parameter defines the position of the shutter or blind associated with scene X. | Upper position, Lower position, Specific position, Not involved. Note : if the value of the parameter is Not involved, the scene will not influence this output. Default value : Upper position. |
| Position for scene X in % | When the parameter Position for scene X has the value Specific position, this parameter defines the position of the shutter or blind as a closure percentage. | 0 ... 100 % Default value : 5%. |
| Slat angle scene X | When the parameter Position for scene X has the value Specific position and the parameter Closure type has the value Shutter and blind, this parameter defines the angle of the slats of the blind. | 0 ... 180° Default value : 0°. |
| Storing | This parameter authorises or forbids the learning of the scene. | Authorized, Forbidden. Default value : Authorized. |
| Scene activation 1 bit | This parameter allows 2 scenes among the 32 possible ones to be activated, with the help of the object Scene 1 bit. | Not active, Active. Default value : Not active. |
| Scene A (0) activation / Scene B (1) activation* | When the parameter Scene activation 1 bit has the value Active, the parameters Scene activation A and Scene activation B must be set. These parameters define the scenes to be activated for the two values of the Scene 1 bit object. | No active scene, Scene 1 to scene 32. Default value : No active scene. |

* These parameters only are visible if the Scene activation 1 bit parameter has the value : Active.

Note : a Scenes restore object, parameterised in the general screen, allows the values linked with the outputs to be restored at the last download (see paragraph "General parameters").

B. Learning and storing in the room

This procedure allows modifying and storing a scene by means of local action on the pushbuttons located in the room.

- Activate the scene pressing briefly on the room pushbutton that triggers the scene.
- Set the outputs to the desired status using the pushbuttons that control them individually.
- Store the status of the outputs pressing for more than 5 sec the room pushbutton that triggers the scene. The storage is indicated by an alternate movement of 6 s of the shutters and blinds controlled by the outputs involved.

C. Learning and storing on the product

This procedure allows modifying and storing a scene by means of local action on the pushbuttons located on the front side of the products. This procedure also allows an output to be removed from a scene (Not involved).

- Activate the scene pressing briefly on the room pushbutton that triggers the scene.
- Store the status of the outputs pressing for more than 5 sec the room pushbutton that triggers the scene.
The switching to the learning mode is indicated by an alternate movement of 6 s of the shutters and blinds controlled by the outputs involved.
- As soon as the indicators associated with the outputs blink slowly, press briefly and repeatedly the pushbuttons linked with the outputs to set the outputs to the desired status. The indicators associated with the outputs show the status chosen :
 - OFF if the value selected for the scene is Low position.
 - Red and continuously ON if the value selected for the scene is High position.
 - Red and quickly blinking if the value selected for the scene is Not involved.
- Store the status selected for this scene pressing for a time longer than 3 sec the pushbutton associated with the output. The storage is indicated by the return of the slow blinking of the indicators associated with the outputs.
- Repeat the previous step for each of the outputs of the scene.

3. Main characteristics

| | |
|--------------------------------|---|
| Max. number of group addresses | 254 |
| Max. number of links | 255 |
| Objects | 7 total : 6 per shutter output 1 for scenes restoration |

4. Physical addressing

To perform physical addressing or check for the presence of the bus, press briefly (less than 2 s) the pushbutton S1/Addr. Indicator S1/Addr ON = bus present and product in physical addressing. The product remains in physical addressing until the physical address is transmitted by ETS. Pressing a second time allows leaving the physical addressing mode.

