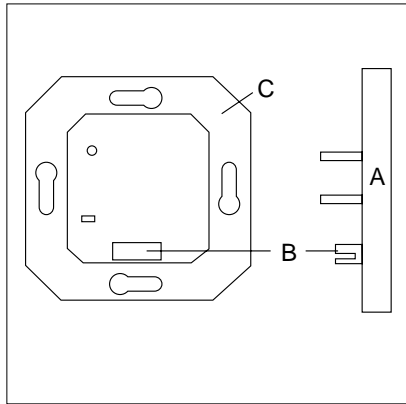
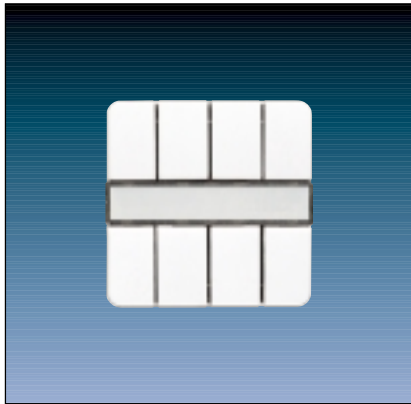


Push-Buttons – Light Scene Control

1



A: Application module (AM)
B: Application interface (AI)
C: Bus coupling unit (BCU)

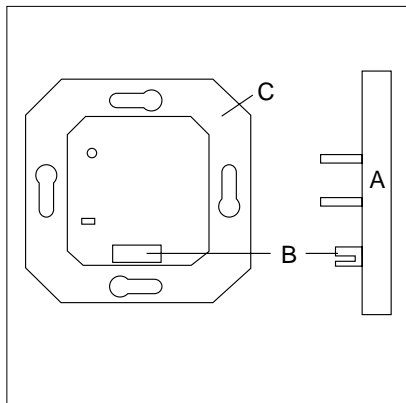
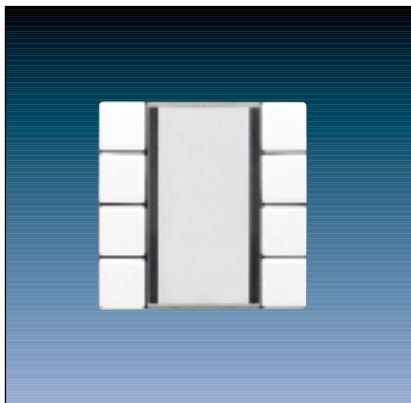
2

Ref.-No.

**KNX light scene push-button,
ranges CD 500/CD plus**

ETS-product family:	Push-button
Product type:	General push-button
ivory	2094 LZ
white	CD 2094 LZ WW
blue	CD 2094 LZ BL
brown	CD 2094 LZ BR
grey	CD 2094 LZ GR
light grey	CD 2094 LZ LG
red	CD 2094 LZ RT
black	CD 2094 LZ SW

1



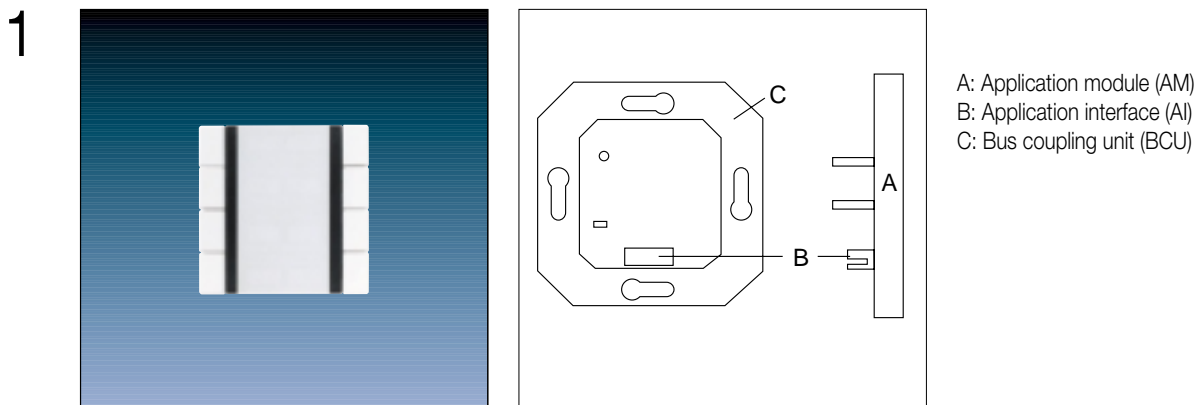
A: Application module (AM)
B: Application interface (AI)
C: Bus coupling unit (BCU)

2

Ref.-No.

**KNX light scene push-button,
ranges LS 990/LS plus, Stainless Steel, Aluminium, Anthracite, Gold, Chrome**

ETS-product family:	Push-button
Product type:	General push-button
ivory	LS 2094 LZ
white	LS 2094 LZ WW
light grey	LS 2094 LZ LG
Metal versions	
stainless steel	ES 2094 LZ
aluminium	AL 2094 LZ
anthracite	AL 2094 LZ AN
gold coloured	GO 2094 LZ
chrome	GCR 2094 LZ



2

	Ref.-No.
KNX light scene push-button, ranges A 500/A plus	
ETS-product family:	Push-button
Product type:	General push-button
ivory	A 2094 LZ
white	A 2094 LZ WW
aluminium	A 2094 LZ AL

- 3
- The KNX light scene push-button stores up to 8 different light scenes from incandescent, low/high voltage halogen and fluorescent lamps. It is also possible to integrate blinds/shutters into the light scene control. The individual light scenes are stored by pressing any of the 8 rockers for about 5 seconds. A LED signals the correct storage procedure.
- The brightness values for the different light scenes are recalled by pressing briefly. Operation from extension units (satellites) is possible as well. The light scene push-button has three different operation modes. Besides saving and recalling light scenes, it is also possible to switch/dim up to 8 different lighting groups. Hence, there is no necessity of two additional 4-gang push-button to adjust the brightness values or the switching conditions ON/OFF.
- Another mode facilitates a cascade of light scene push-buttons to have more than 8 different lighting groups integrated into the light scene control. Furthermore, special light effects can be realized in the cascade mode with endless operation.

4 Technical data

Supply	
Voltage:	24 V DC (+6 V / -4 V) via BCU
Power consumption:	max. 150 mW
Connection:	2 x 5-pole pin bar
Protection:	IP 20
Insulation voltage:	referring to VDE 0829 part 230
Behaviour at voltage drop:	all object values are deleted
Operation temperature:	-5°C ... +45°C
Storage temperature:	-25°C ... +75°C
Mounting:	plugged onto a flush mounted BCU
Note:	Mechanical theft protection of the application module is provided.

5 Description of application

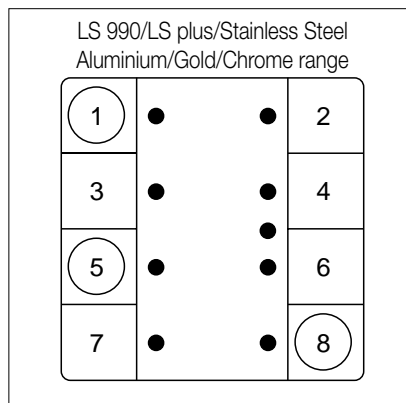
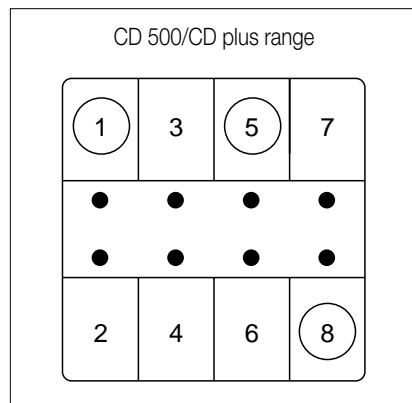
Light scene mode

The push button can save and recall up to eight different light scenes. Each light scene consists of up to eight different object values. These are either brightness values (dimming actuator, 0...255) or switch values (switch/shutter actuator, 0 or 1). By a short push (<1 sec.) on the rocker, a light scene will be recalled. During the recalling action of one light scene all brightness values or switching values of the dimming or switching actuators are transmitted. By a long push (>5 sec.) on the rocker, an adjusted light scene will be saved. As an acknowledge the corresponding status LED switches on after about 5 sec. During the saving action all brightness values or switching values of the dimming or switching actuators are read out. To read out these values there has to be set a R-flag in the switch object of one switching actuator per group and a R-flag in the brightness value object of one dimming actuator per group. By the light scene extension input object, the light scenes can be recalled and saved from any satellite (other sensors, binary inputs, etc).

Description of application

Switch- / Dimming-Mode

By a special "Three-Rocker-Grip" you can switch-over to the switch-/dimming mode. That mode is indicated by the flashing operation LED (green). With that mode the push button can be used as a switching or dimming sensor for eight lighting groups. The device automatically switches-over into the light scene mode as long as there is no manual toggling selected. The switch-over time can be parameterized. If the manual toggling is selected, the Three-Rocker-Grip has to be repeated.



Three-Rocker-Grip:
push rocker 1, 5, 8 simultaneously

Objects

Number of addresses (dynamic): 22
 Number of assignments (dynamic): 22
 Communication objects: 20

Object	Name	Function	Type	Flag
0	Output 1	Value 1 switch/dimming	1 / 8 Bit	C, W, T
1	Output 2	Value 2 switch/dimming	1 / 8 Bit	C, W, T
2	Output 3	Value 3 switch/dimming	1 / 8 Bit	C, W, T
3	Output 4	Value 4 switch/dimming	1 / 8 Bit	C, W, T
4	Output 5	Value 5 switch/dimming	1 / 8 Bit	C, W, T
5	Output 6	Value 6 switch/dimming	1 / 8 Bit	C, W, T
6	Output 7	Value 7 switch/dimming	1 / 8 Bit	C, W, T
7	Output 8	Value 8 switch/dimming	1 / 8 Bit	C, W, T
8	Output 1	Dimming	4 Bit	C, T
9	Output 2	Dimming	4 Bit	C, T
10	Output 3	Dimming	4 Bit	C, T
11	Output 4	Dimming	4 Bit	C, T
12	Output 5	Dimming	4 Bit	C, T
13	Output 6	Dimming	4 Bit	C, T
14	Output 7	Dimming	4 Bit	C, T
15	Output 8	Dimming	4 Bit	C, T
16	Input	Light scene cascade	1 Byte	C, W, T
17	Input	Light scene extension	1 Byte	C, W, T
18	Output	Light scene cascade	1 Byte	C, T
19	Disable	Operation	1 Bit	C, W, T