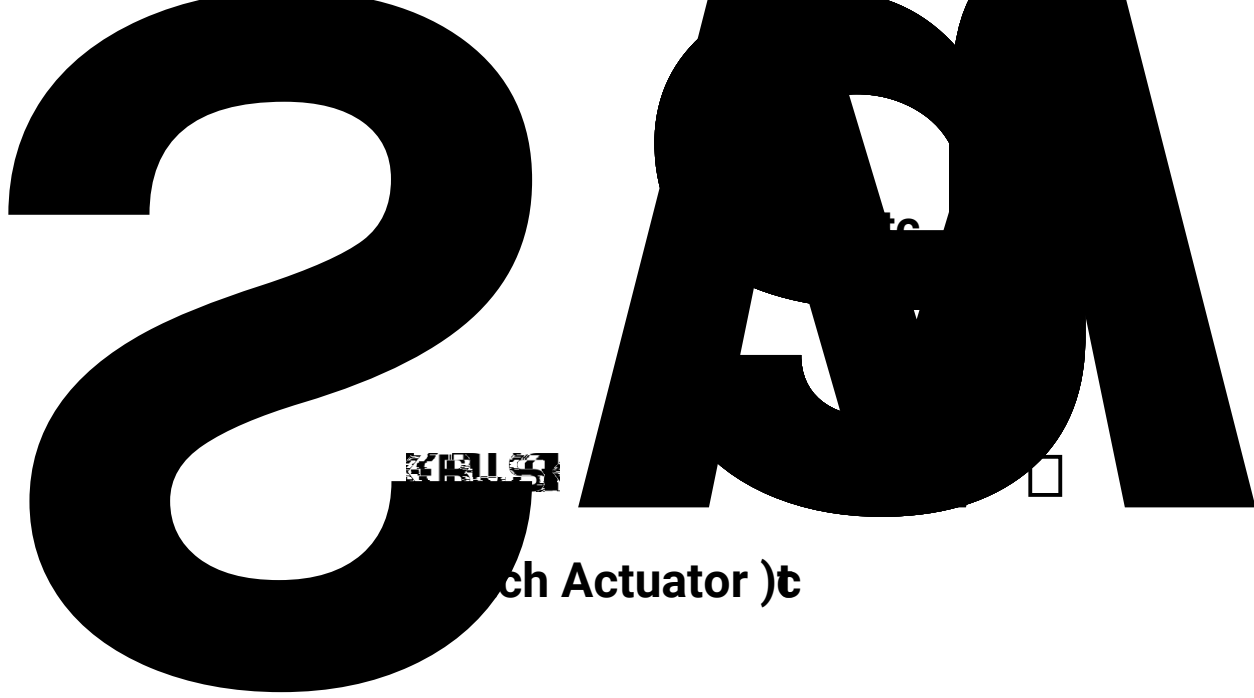




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注意：请勿自行拆卸本设备。



4、请勿自行拆卸本设备。



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ARSA-xx/16.S

ARSA-xx/20.S





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KNX





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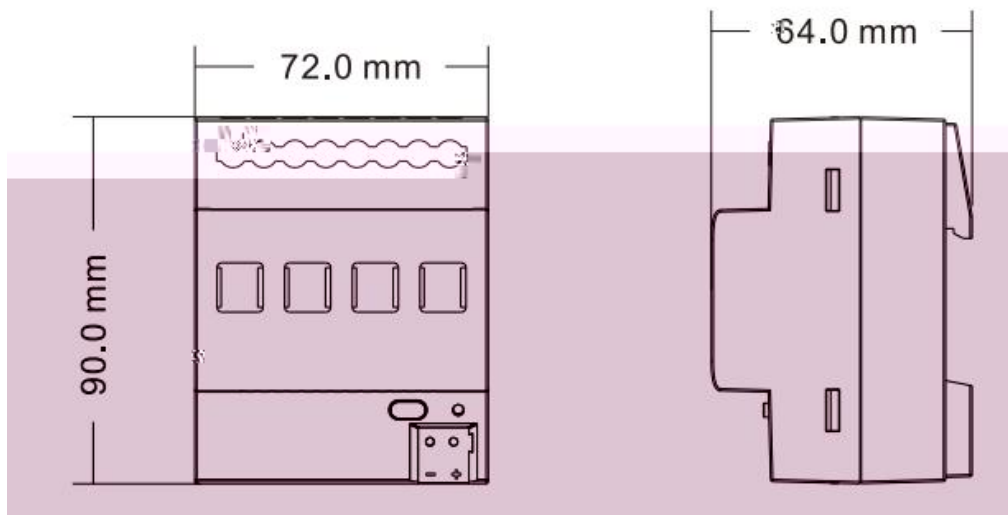
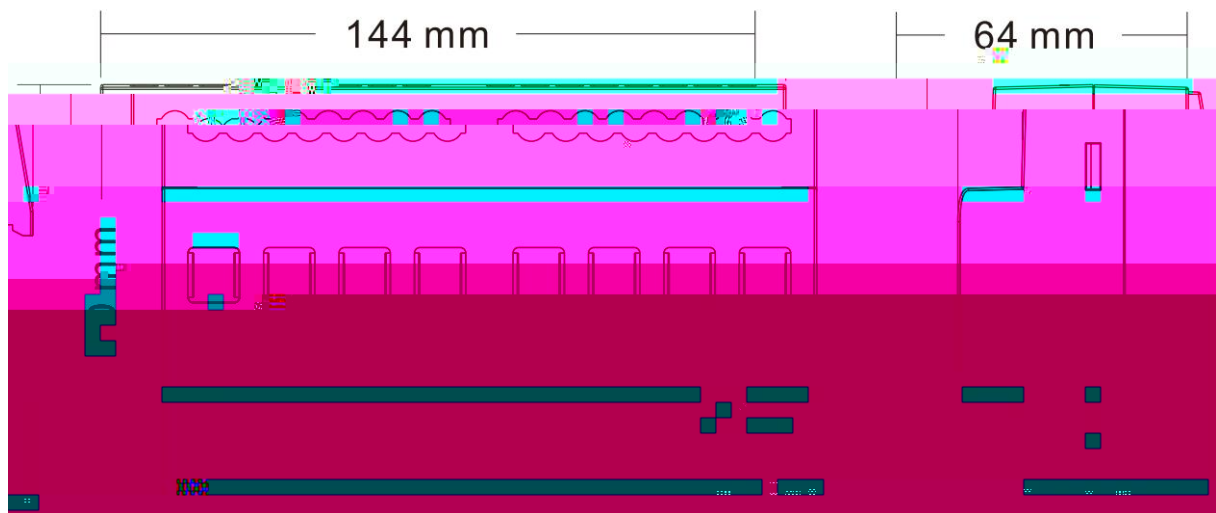
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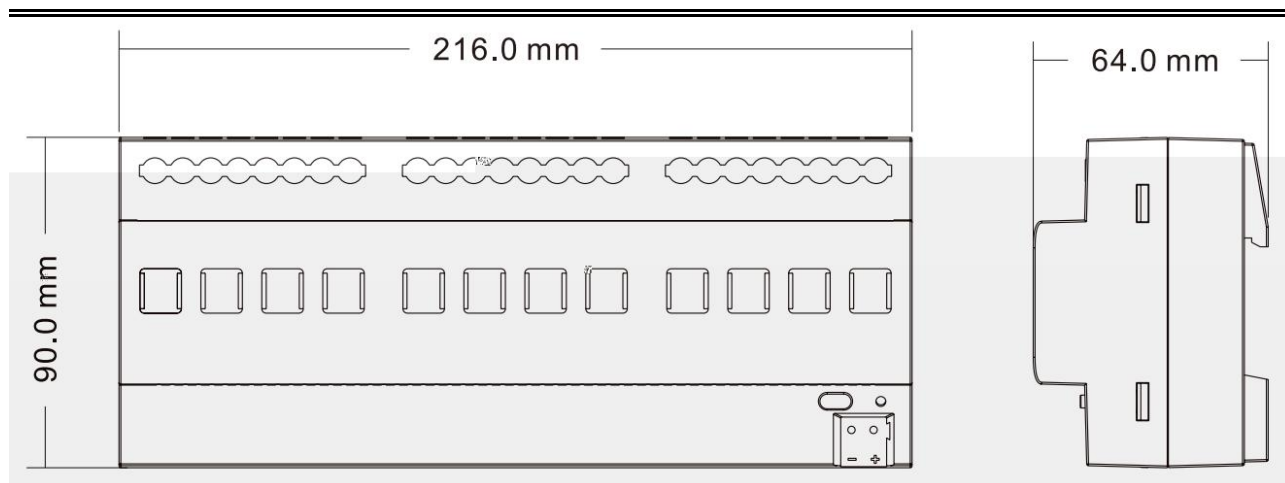


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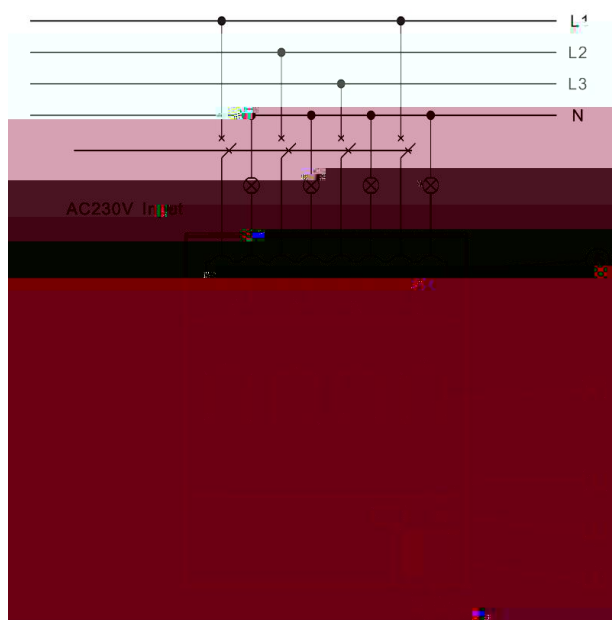
3.1.



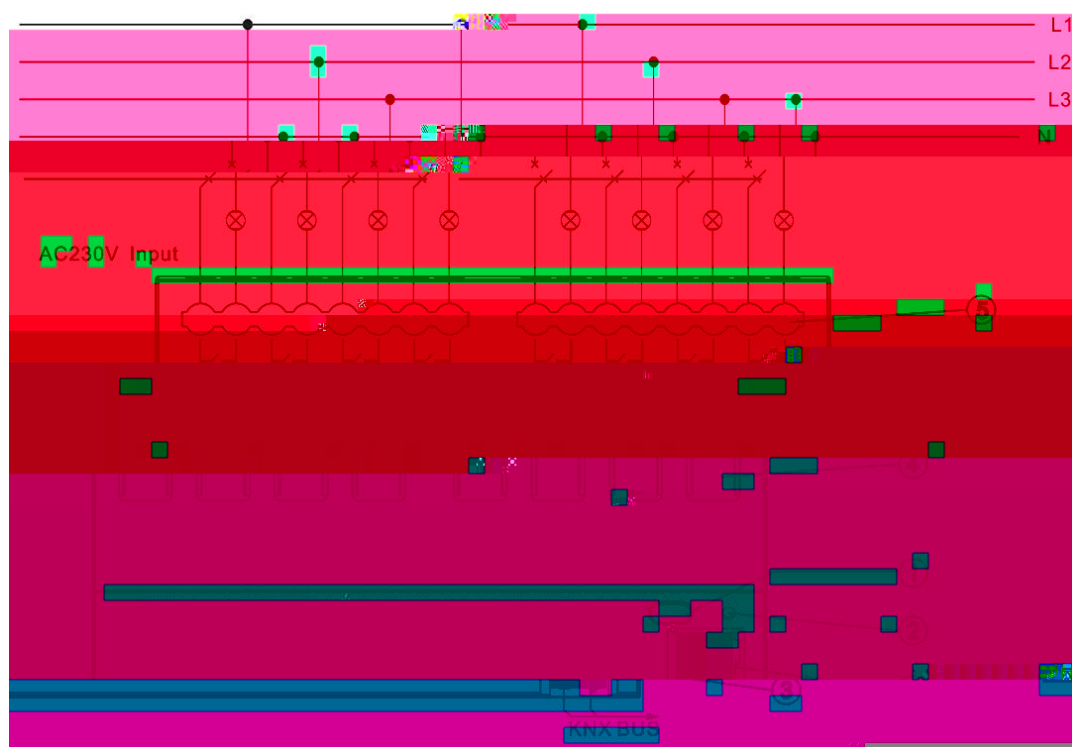


3.2. □

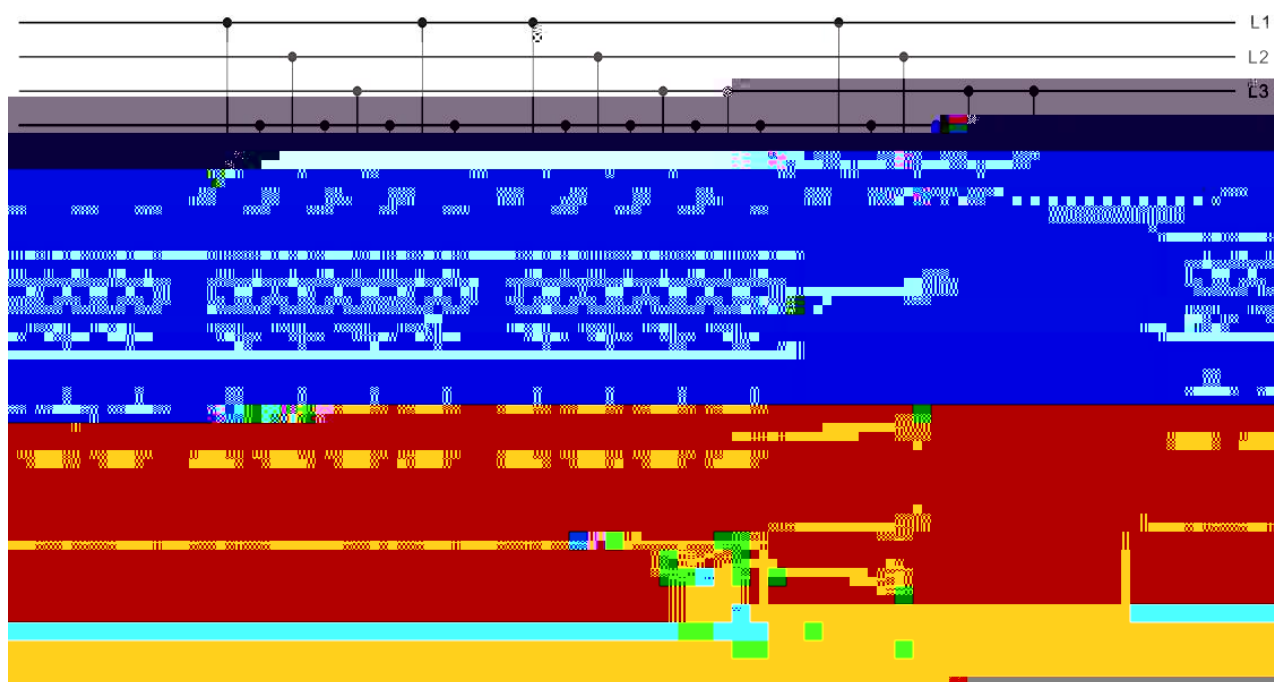
3.2.1. ARSA-04/16.S □ ARSA-04/20.S □



3.2.2. ARSA-08/16.S □ ARSA-08/20.S □



3.2.3. ARSA-12/16.S □ ARSA-12/20.S □



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i ETS can active or deactive security function.Detailed specialist knowledge is required.

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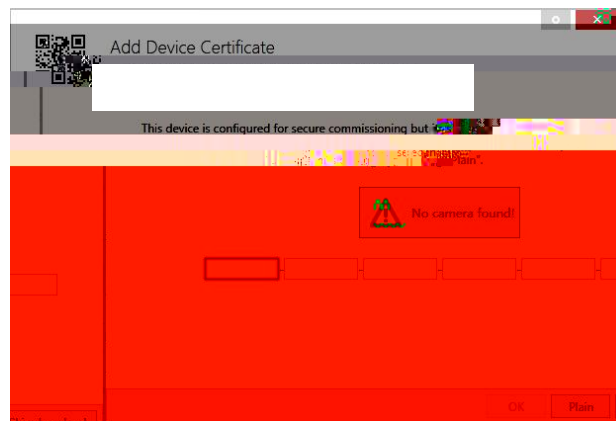
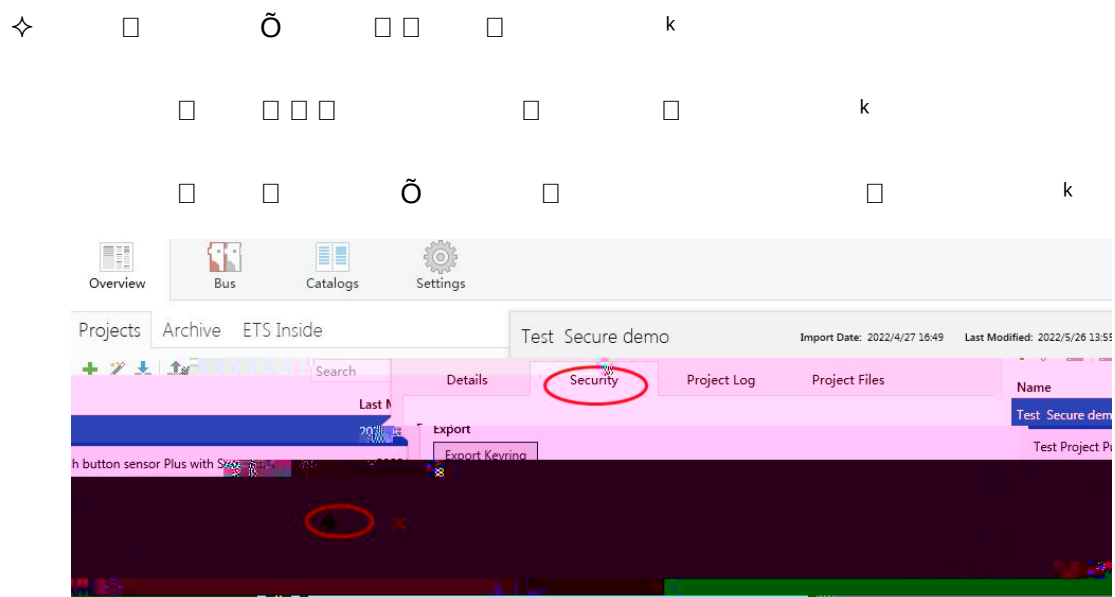
5

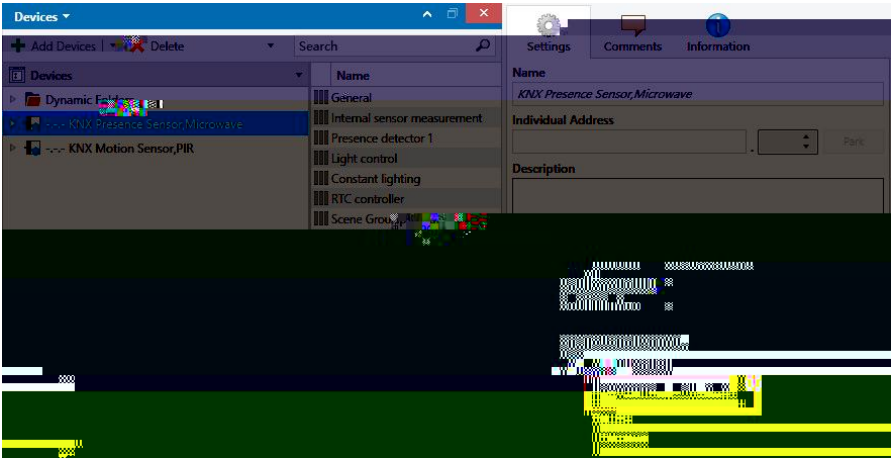
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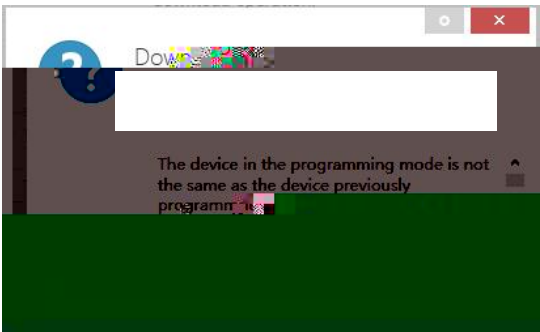
FDSK □ □ KNX Õ k

□ □ □ □ □ □ □ k

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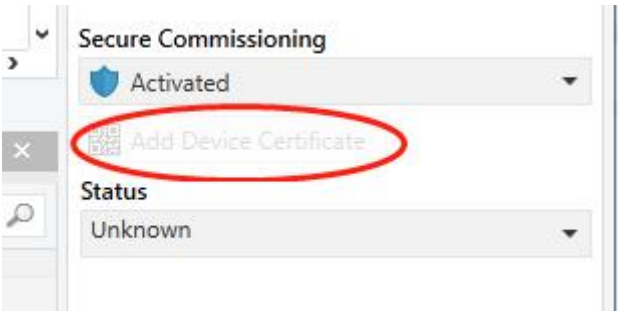
□ □ □ □ □ □ k



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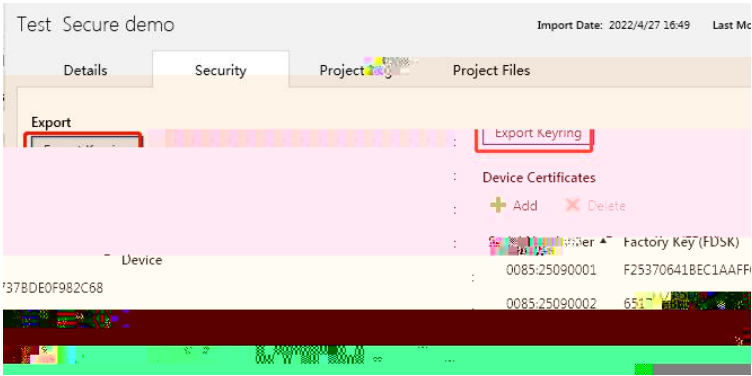
Ő □ □ □ FDSK k

Ő □ □ □ □ □ Ő □ □ k



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KNX



USB



ETS



k

$$\tilde{O} \quad \square \quad \square \quad \square \quad \tilde{O} \quad \square$$
$$\square \quad k \quad k$$


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□ $\tilde{\mathcal{O}}$ □ □ □ □ □ □ □

□ □ k $\tilde{\mathcal{O}}$ □ □ □ □ □ □ □ k

☐ ☐ **10...250 s**

$$\square \quad \square \square \quad \tilde{\mathcal{O}} \quad \square \quad \square \square \square \quad \square \quad \square \quad \square \quad \square \square \quad \square \quad \square \quad \square$$

K-BUS®

□ □ □ □ □ k

Ö □ □ □ □ □ □ □ □

□ □ □ Ö k □ Ö □ □ Ö k

□ Control period of safety priority x [1..240, 0 = inactive] □ (x = 1, 2)

□ □ □ □ k □ □ □ □

□ □ □ □ □ k

□ □ □ □ □ □ □ □ □ □

□ □ □ □ k □ □ **0...240 s**

□ □ □ k □ □ □ □ □

□ □ □ □ □ k Ö □ k

□ □ □ □ □

k

□ Priority of safety operation □

□ □ □ k

□ Normal, object value of switch on/off □

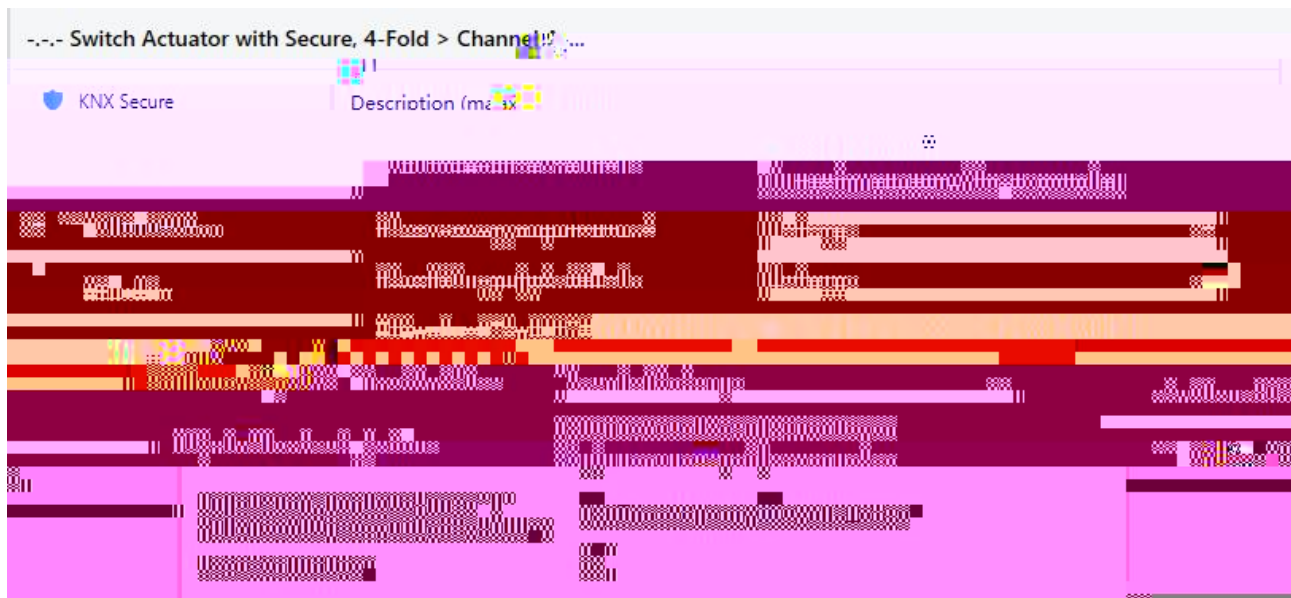
□ □ □ □

□ Switch on □ □ □ □ Switch off □ □ □ k

1

4.4. "Channel X" – Switch actuator

   k



..  

"If bus recovery, output status is"

    k  

Unchange

Contact open

Contact close

As before bus failure

     k

   k

□ $\tilde{O}$ $\tilde{O}$ □ k □ □

Contact close

A 3x4 grid of squares. The bottom right square contains the letter 'k'.

$\square$ $\square$ $\square$ $\square$ $\square$ $\tilde{\mathcal{O}}$ $\square \square$ $\square$ $\square$ $\square$
 $\square$ $\mathbf{k}$ $\square \square$

To write with “1”

□ □ k

$$\square \quad \tilde{O} \quad \square \quad \square \quad k \quad \square \quad \square$$

Transmit after change

The diagram shows a network of nodes (squares) and connections. The nodes are arranged in a hierarchical structure. The top level has a single node labeled $\tilde{O}$. Below it, there are two nodes, one labeled $\tilde{O}$ and the other labeled k . The next level has four nodes, with the first two labeled $\tilde{O}$ and k , and the last two labeled k . The bottom level has eight nodes, with the first two labeled $\tilde{O}$ and k , and the last two labeled k . The connections between nodes are represented by lines, showing a complex branching pattern.

“Object value of switch status”

□

□ k

□ □

0=contact close ; 1=contact open

0=contact open ; 1=contact close

Ö

□ □ □

□

□ □ □ □ □

$\square \quad \tilde{\mathcal{O}} \quad \square \quad \square \quad \square \quad \square \quad \tilde{\mathcal{O}} \quad \square \quad \square$
 $\square \quad \square \quad \square \quad \tilde{\mathcal{O}} \quad k \quad \tilde{\mathcal{O}} \quad \square \quad \square \quad \square \quad \square \quad \square \quad \square \quad k$



Staircase lighting



$$\square \quad \square \quad \tilde{O} \quad k \quad \square \quad \square \quad \square$$

KNX Secure	The mode of time function	Flashing switch
General	Duration of switch on(contact close) --(0...240 minutes)	0
Channel A...	--(0...59 seconds)	0
A:Function	Duration of switch off(contact open) --(0...240 minutes)	0
A:Time	--(0...59 seconds)	0
A:Preset	Number of ON-impulses [1..255,0=no limited]	0
A:Logic	Output status after flashing	Unchange
A:Scene	Control mode of flashing	Flash 1st, Stop with 0

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ k ☐ ☐ ☐ ☐

$$\tilde{O} \quad k \quad \square \quad \square \quad \square \quad \square$$

□ □ □ k □ □

□ Õ k

"Duration of switch on(contact colose): --(0..240 minutes) / --(0..59 seconds)"

$$\tilde{O} \quad \square \quad \square \quad \square \quad \square \quad \square^k \quad \square \quad \square$$

0...240 min

0...59 s

"Duration of switch off(contact open): --(0...240 minutes) / -- (0...59 seconds))"

$$\tilde{\mathcal{O}} \quad \square \quad \square \quad \square \quad \square \quad \square \quad k \quad \square \quad \square$$

0...240 min

0...59 s

$$\square \quad \tilde{O} \quad \square \quad \square \quad \square \quad k \quad \square \quad \square \quad k$$

□ **Output status** after flashing”

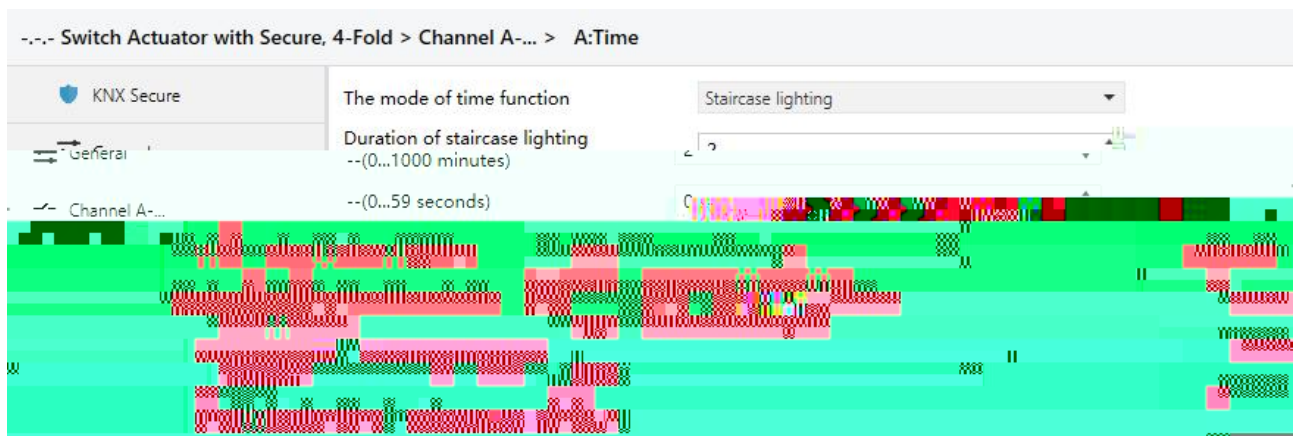
☐ Õ ☐ ☐ k ☐

Contact close

□ Õ □ k □ □

Start with "1/0", can not be stop

The diagram illustrates a 3D grid of points, represented by small squares. The points are arranged in a regular, repeating pattern. Several points are labeled with the letter 'k', indicating specific points or distances within the grid. The labels are placed near the corresponding points, showing their relative positions in the 3D space.



"Duration of staircase lighting --(0..1000 minutes) / --(0..59 seconds)"



0...1000 min

0...59 s

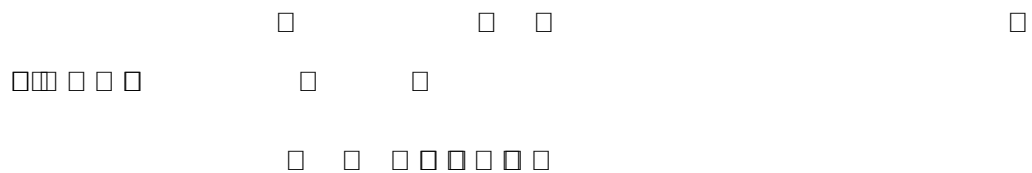
“Control mode of staircase lighting”



Start with "1", OFF with "0"

Start with "1", no action with "0"

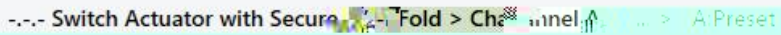
Start with "0/1", can not be stop





[illegible]

Ñ □ “X: Preset”

$$\square \tilde{O} \quad \tilde{O} \quad \square k$$


□ $\tilde{O}$ □ □ $\tilde{O}$ □ □ □ $\tilde{O}$ □ $\tilde{O}$ □

 $\square \tilde{O} \quad k$
$$\square \quad \square \quad \square \quad \square \tilde{\mathcal{O}} \quad \square \quad \square \tilde{\mathcal{O}} \quad k$$

"Output status of the telegram "0"

□ □ Õ □ □ □ □ Õ □ □ □ □

k □ □

None

Contact close

Contact open

"Output status of the telegram "1""

□ □ Õ □ □ □ □ Õ □ □ □ □

k □ □

Contact open

Contact close

$\square \tilde{\mathcal{O}}$ $\square \square$ $\square \square \tilde{\mathcal{O}}$ $\square \tilde{\mathcal{O}}$
 $\square \square$ $\square$ k
 $\square \tilde{\mathcal{O}}$ $\square \square$ $\square \square \tilde{\mathcal{O}}$ $\square \tilde{\mathcal{O}}$
 $\square \square$ $\square$ $\square \square \tilde{\mathcal{O}}$ $\square$ $\tilde{\mathcal{O}}$ k

"Preset can be changed via bus"

[illegible]

“Function type between input2 and input0/1”

□ □ k □ □

GATE

1



4.4.4. Õ □ “X: Scene”

 $\tilde{O}$

□ k

 $\tilde{O}$ ☐ Overwrite scene stored values during download ☐

1

 $\tilde{O}$

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k

1

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1

k

1

1

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 $\tilde{O}$

1

1

1

5

 $\tilde{O}$

1

9

k

"x> channel is assigned to (1...64 scene NO.,0= no allocation)" (x=1~8)

□ □ □ k □ Ő k

□ □ 1... 64 □ 0=no allocation

□ Ő □ 1~64 k □ 0..63 k □
□ k

"--Output status is:"

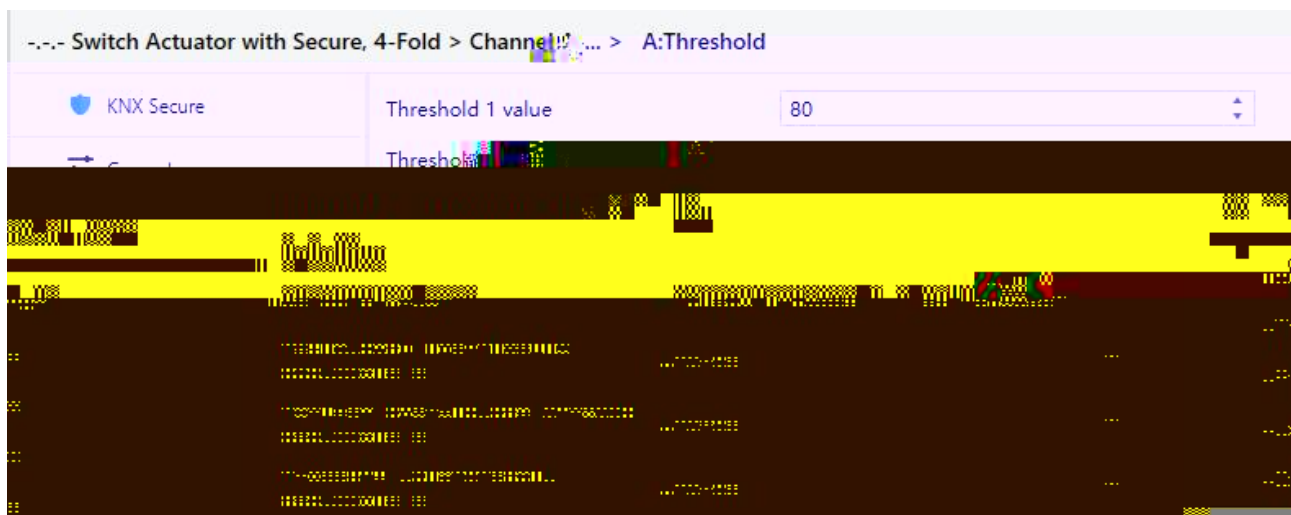
□ Ő □ □ k □ □

Contact open
Contact close

4.4.5. Ő □ "X: Threshold"

Ő □ □

□ □ Ő □ k



□ Ő □

□ □ □ □ □ □ k

□ □ □ Ő □ □ □ □ k

□ k □ □ □ □ Ő k

"Threshold 1 value"

"Threshold 2 value"

□ □ Ů k □ □ 0...255

□ Ů □ □ 1<□ 2□ □ □ETS □ Ů □ □

□ □

Threshold 1 value	<div>205</div>
Threshold 2 value	<div>200</div>

"Threshold 1 can be changed via bus"

Ů □ □ □ k

□ □ □ □ □ □ □ □



☐ output status if forced operation*

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Unchange

Contact open

Contact close

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4.5. ☐ “Channel X” – Heating actuator

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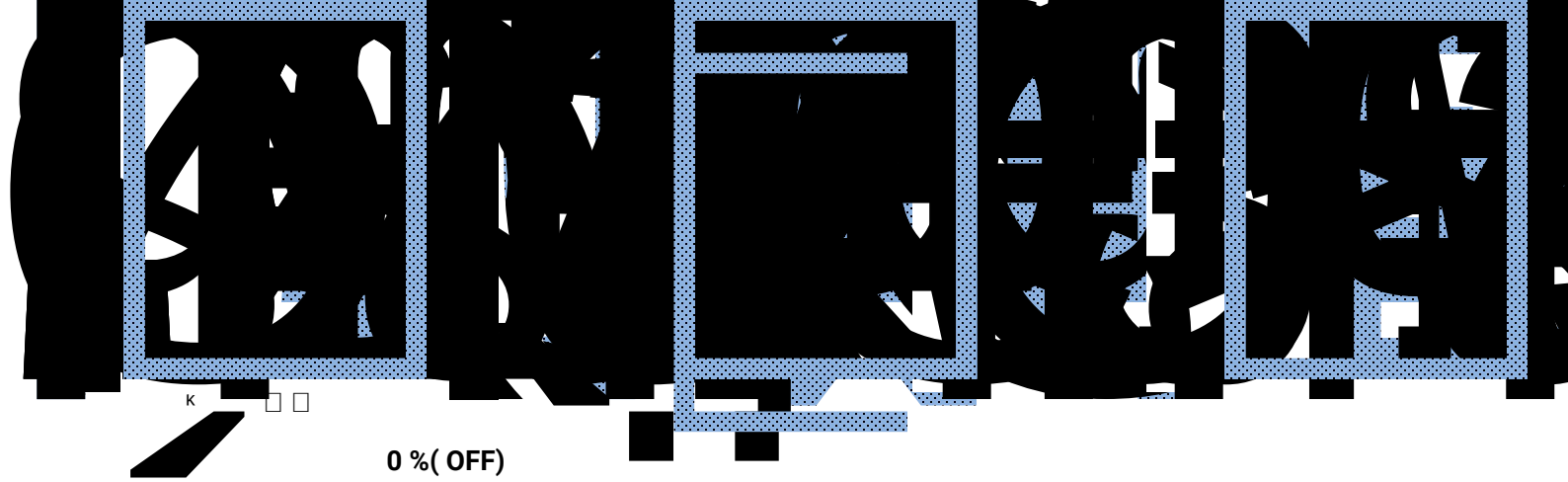
☐

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$\tilde{O}$ ☐



K

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0 % (OFF)

10 % (26)

...

□ □ □ □ □

100 % (ON) 310 6D it Q, ^ 00

(l ; " □

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□

k

contin

"Reply the status

4.5.1. Ö □ “X: Monitoring”



Switch Actuator with Secure, 4-Fold > Channel A-... > A:Monitor

KNX Secure

Cyclic monitoring control

--in minutes (0...240 min)

60

General

--in seconds (0...59 seconds)

0

Channel A-...

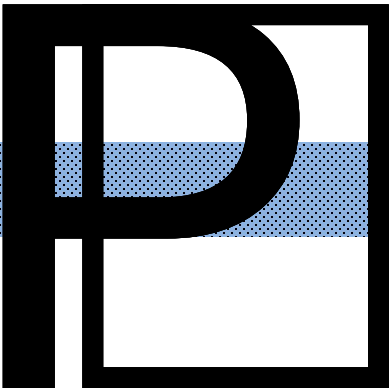
Valve position during fault

10%(26)

A:Function

Report fault status

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□ □ □

k

“Report fault status”

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100 % (ON)

Unchange

□ □ □ □ k
□ □ □ □ Ū k □ □ □
□ □ □ □ Ū □ □ k
□ □ monitor □ □ □ □ □ □ □ □
□ □ □ □ k □ □ □

□ □ □ □ □ □

Settings of security parameter-window "General"

Valve position during security 1 operation: Unchange

General

Channel A...

k ☐

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□ k

☐ k ☐ ☐

k

□ □ □

□ □ Ō Ō □ □ □ □ □ □ □ □ □ k

□ □ □ □ k

□ □ □C□ □ □ □ □ □ □ □

□W□ □ □ □ □ □□R□ □ □ □ □ □ □ □

□T□ □ □ □ □□□U□ □ □ □ □ □ k

5.1. "General" □ □

□ □ □ □ □ □ □ □

5.2. “Switch actuator” □ □ □

5.2.1. “Switch actuator” □ □

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
4	Output A-...	Switch status			1 bit	C	R	-	T	-	switch	Low
5	Output	Switch			1 bit	C	-	W	-	-	switch	Low

□ □ □

□

□ □

4 Switch status Output A-{{...}} 1bit C,R,T 1.001 switch

□ □ □

□

k □ □ □ □

Ö □ □ □ □

k

□

□

□ □ □

k k

5 Switch Output A-{{...}} 1bit C,W 1.001 switch

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□ □ □

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□ □

5.2.3. “Switch actuator” □ Ő □ □ □

10	Output A-...	Recall preset	1 bit	C - W - -	scene	Low
11	Output A-...	Store preset	1 bit	C - W - -	scene	Low

□ □ Ő □ □ □

	□	□ □			
10	Recall preset	Output A-{{...}}	1bit	C,W	1.022 scene
□ □ □ □ Ő □ Ő □ □ □ □ Ő □ □ □ Ő k					
11	Store preset	Output A-{{...}}	1bit	C,W	1.022 scene
□ □ □ □ Ő □ □ □ □ Ő □ □ □ Ő k					

□ □ Ő □ □ □

5.2.4. “Switch actuator” □ □ □ □

12	Output A-...	Input 1 of logic	1 bit	C - W - -	boolean	Low
13	Output A-...	Input 2 of logic	1 bit	C - W - -	boolean	Low

□ □ □ □ □

	□	□ □			
12	Input 1 of logic	Output A-{{...}}	1bit	C,W	1.002 boolean
□ □ □ □ □ k					
13	Input 2 of logic	Output A-{{...}}	1bit	C,W	1.002 boolean
□ □ □ □ □ k					

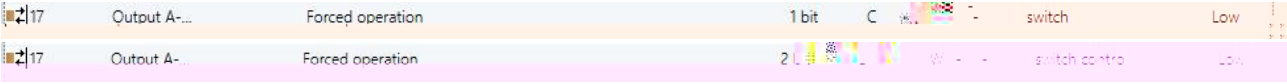
□ □ □ □ □ □

5.2.5. “Switch actuator”



14	Output A...	Scene	1 by 41 w - scene control	Low
----	-------------	-------	---------------------------	-----

5.2.7. "Switch actuator" □ □ □ □



□ □ □ □

	□	□ □		
17	Forced operation	Output A-{{...}}	1bit	C,W 1.003 enable
□ □ □ □ □ □ □ □ □ k □ □ □ Œ				
æ □ □ □ □ k				
17	Forced operation	Output A-{{...}}	2bit	C,W 2.001 switch control
□ □ □ □ □ □ □ □ k □ □				
□ □ Œ æ □ □ k				

5.3. “Heating actuator” □ □ □

5.3.1. “Heating actuator” □ □

Number	Name	Object	Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
4	Output A-...		Switch status			1 bit	C	R	-	T	-	switch	Low
5	Output A-...		On-Off			1 bit	C	-	W	-	-	switch	Low
6	Status (continuous), 1 bit					1 bit	C	R	-	T	-		
14	Output A-...		Status (continuous), 1 byte			1 byte	C	R	-	T	-	percentage (0..100%)	Low
15	Output A-...		Continuous control			1 byte	C	-	W	-	-	percentage (0..100%)	Low

□ □

□

□ □

15 Continuous control Output A-{{...}} 1Byte C,W 5.001 percentage

□ □ □ □ □ □ □ □ □ □ □ □

□ k □ □ □ □ □ □ □ □ □ □ k

5 On-Off Output A-{{...}} 1bit C,W 1.001 switch

□ □ □ □ □ □ □ □ □ □

k □ □ □ □ □ □ k

14 Status (continuous), 1 byte Output A-{{...}} 1Byte C,R,T 5.001 percentage

□ □ □ □ □ □ □

□ k □ □ □ □ □ □ □ □ Œ k

6 Status (continuous), 1 bit Output A-{{...}} 1bit C,R,T 1.001 switch

□ □ □

□ k □ □ □ □ □ k

□ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ k

4 Switch status Output A-{{...}} 1bit C,R,T 1.001 switch

□ □ □

□ □ □ □

Diagram illustrating the output bus structure. The bus is 8 bits wide. The top 4 bits are labeled "Output A-..." and the bottom 4 bits are labeled "Report fault". The top 4 bits are further divided into "1 bit" and "3 bits". The bottom 4 bits are further divided into "1 bit" and "3 bits". The top 4 bits are labeled "C, R, T, alarm" and the bottom 4 bits are labeled "Low".

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