Zennio ZVIT55X1 PC-ABS Capacitive Push Button User Manual

Contents

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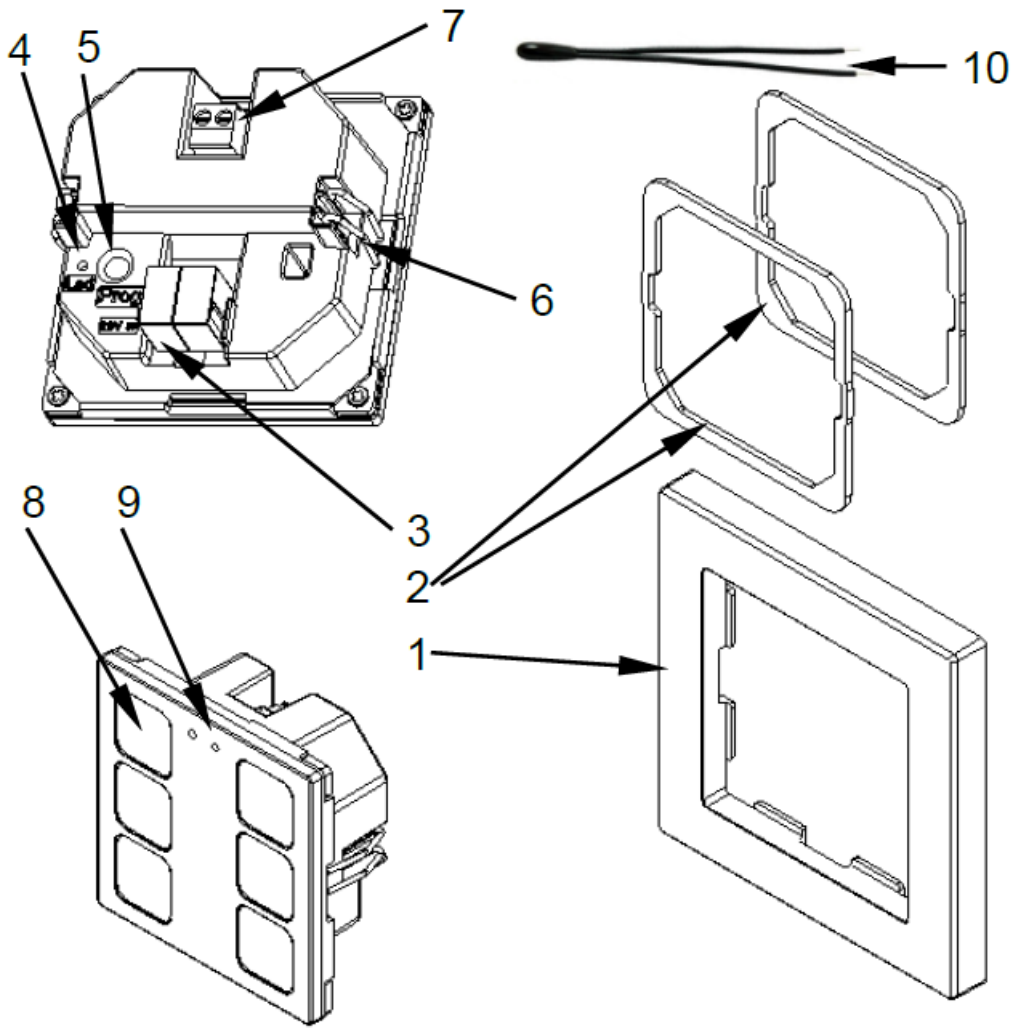
TECLA 55

Tecla 55 is a KNX multifunction flush-fitting polycarbonate capacitive touch switche with proximity sensor, luminosity sensor and an elegant design with backlighted customisable icons.
It is designed to be flush-mounted in standard 55×55 frames. There are models with one, two, four or six capacitive touch buttons with LED backlight to confirm the press of the buttons as well as showing states.
Tecla 55 is a fully customizable solution for the control of rooms where user control of air conditioning systems, lighting, blinds, scenes, etc. is required.

The versatility offered by the functionality of buttons is complemented by a built-in analogue/digital input configurable as a temperature probe and the thermostat function.
The most outstanding features of Tecla 55 are:

- Fully customisable backlit icons for every button.
- 1 / 2 / 4 / 6 touch buttons, which can operate as individual or pair controls.
- Horizontally or vertically-oriented configuration (only available for the two-button and six-button models).
- Buzzer for an audible acknowledgment of user actions (with the possibility of disabling it either by parameter or by object).
- Possibility of locking/unlocking the touch panel through binary orders or scenes.
- Welcome Back object (binary or scene) which is sent to the KNX bus when a pulsation is detected after a certain period (configurable) of inactivity.
- Ambient luminosity sensor for brightness automatic adjustment. Proximity sensor for quick start.
- Analogue/digital input configurable as temperature probe.
- Thermostat function.
- Heartbeat or periodical “still-alive” notification.

INSTALLATION



1. Frame (sold separately).
2. Metal levelling plate.
3. KNX connector

4. Programming LED.
5. Programming Button.
6. Fixing clips.
7. Temperature probe connector.
8. Touch area.
9. Proximity and Luminosity Sensors.
10. Temperature probe (included).

Tecla 55 is connected to the KNX bus through the built-in terminal (3). An external DC power supply is not needed.
A short press on the programming button (5) will make the device enter the programming mode. The programming LED (4) will then light in red. On the contrary, if this button is held while the device gets connected to the bus, the device will enter the safe mode. In such case, the programming LED will blink in red colour.
For detailed information about the technical features of Tecla 55, as well as on security and installation procedures, please refer to the device Datasheet, bundled within the device packaging and also available at **www.zennio.com**.

START-UP AND POWER LOSS

After download or device reset it is necessary to wait for about 2 minutes without performing any action in order to make it possible a proper calibration of:

- Proximity sensor.
- Luminosity sensor.
- Button presses.

For a correct calibration of the proximity and brightness sensors it is recommended not to remain too close or place anything less than 50cm approximately and do not hit with direct light to the device during this time.

CONFIGURATION

After importing the corresponding database in ETS and adding the device into the topology of the project, the configuration process begins by entering the Parameters tab of the device.
For detailed information about the functionality incorporated in the device and the configuration of the related parameters, please refer to the specific manual “Capacitive Touch Switches” available in the Tecla 55 product section at the Zennio homepage, **www.zennio.com** (please note that Tecla 55 does not include internal temperature sensor).

ANNEX I. COMMUNICATION OBJECTS

“Functional range” shows the values that, with independence of any other values permitted by the bus according to the object size, may be of any use or have a particular meaning because of the specifications or restrictions from both the KNX standard or the application program itself.
Note: The objects shown in this table are from model Tecla 55 X6. Please note that certain objects will not be available in models with less push buttons.

Number	Size	I/O	Flags	Data type (DPT)	Functional Range	Name	Function

1	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Heartbeat] Object to Send ‘1’	Sending of ‘1’ Periodically
2	1 Byte	I	**C – W – –**	DPT_SceneNumber	0 – 63	[General] Scene: Receive	0 – 63 (Run Scene 1-64)
3	1 Byte		**C – – T –**	DPT_SceneControl	0-63; 128-191	[General] Scene: Send	0 – 63/128 – 191 (Run/Save Scene 1-64)
4	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[General] Touch Locking	0 = Unlock; 1 = Lock
	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[General] Touch Locking	0 = Lock; 1 = Unlock
5	1 Bit		**C – – T –**	DPT_Switch	0/1	[General] Welcome Back Object	Switch Object Sent on Wake Up
6	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[General] Sounds – Disabling Button Sound	0 = Disable Sound; 1 = Enable Sound
	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[General] Sounds – Disabling Button Sound	0 = Enable Sound; 1 = Disable Sound
7	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[General] Sounds – Doorbell	1 = Play a Doorbell Sound; 0 = Nothing
	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[General] Sounds – Doorbell	0 = Play a Doorbell Sound; 1 = Nothing
8	1 Bit	I	**C – W – –**	DPT_Alarm	0/1	[General] Sounds – Alarm	1 = Play Alarm Intermittent Sounds; 0 = Stop Alarm Sounds
	1 Bit	I	**C – W – –**	DPT_Alarm	0/1	[General] Sounds – Alarm	0 = Play Alarm Intermittent Sounds; 1 = Stop Alarm Sounds
9, 10, 11, 12, 13	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[General] Welcome Back Object – Additional Condition	Additional Condition Object x

14	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[General] Proximity Sensor	0 = Disable; 1 = Enable
15	1 Bit	I	**C – W – –**	DPT_Start	0/1	[General] External Proximity Detection	1 = Detection
16	1 Bit		**C – – T –**	DPT_Start	0/1	[General] Proximity Detection	Send 1 when Proximity is Detected
17	1 Bit		**C – – T –**	DPT_Bool	0/1	[General] Luminosity (1-Bit)	0 = Over Threshold; 1 = Under Threshold
	1 Bit		**C – – T –**	DPT_Bool	0/1	[General] Luminosity (1-Bit)	0 = Under Threshold; 1 = Over Threshold
18	1 Byte	O	**C R – – –**	DPT_Scaling	0% – 100%	[General] Luminosity (Percentage)	0% … 100%
20	1 Bit	I	**C – W – –**	DPT_DayNight	0/1	[General] Backlight Mode	0 = Night Mode; 1 = Normal Mode
	1 Bit	I	**C – W – –**	DPT_DayNight	0/1	[General] Backlight Mode	0 = Normal Mode; 1 = Night Mode
23, 29, 35, 41, 47, 53	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] Switch	Send Selected Value on Short Press
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] Hold & Release	Send Selected Values on Hold and Release Presses
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] Two Objects – Short Press	Send Selected Value on Short Press
	1 Bit		**C – – T –**	DPT_Switch	0/1	[Btn][Ix] Light – On/Off	(Short Press) Switch Between On and Off

	1 Bit		**C – – T –**	DPT_Step	0/1	[Btn][Ix] Shutter – Stop/Step	(Short Press) 0 = Stop Shutter/Step Up; 1 = Stop Shutter/Step Down
	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Btn][Ix] Shutter – Stop	(End Pressing) Stop Shutter
24, 30, 36, 42, 48, 54	4 Bit	I	**C – W T –**	DPT_Control_Dimming	0x0 (Stop) 0x1 (Dec. by 100%) … 0x7 (Dec. by 1%) 0x8 (Stop) 0xD (Inc. by 100%) … 0xF (Inc. by 1%)	[Btn][Ix] Light – Dimming	(Long Press) Switch Between Dimming Up and Down
25, 31, 37, 43, 49, 55	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Ix] Shutter – Move	(Long Press) 0 = Up ; 1 = Down
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Ix] Shutter – Move	(Start Pressing) Switch Between Up and Down
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] Two Objects – Long Press	Send Selected Value on Long Press
26, 32, 38, 44, 50, 56	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] LED On/Off	0 = Off; 1 = On
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Ix] LED On/Off	0 = On; 1 = Off

27, 33, 39, 45, 51, 57	1 Byte	I	**C – W T –**	DPT_Scaling	0% – 100%	[Btn][Ix] Scaling	Send Selected Percentage Value on Short Press
	1 Byte	I	**C – W T –**	DPT_Value_1_Ucount	0 – 255	[Btn][Ix] Counter – 1-Byte Unsigned	Send Selected Value on Short Press
	1 Byte	I	**C – W T –**	DPT_Value_1_Count	-128 – 127	[Btn][Ix] Counter – 1-Byte Signed	Send Selected Value on Short Press
	2 Bytes	I	**C – W T –**	DPT_Value_2_Ucount	0 – 65535	[Btn][Ix] Counter – 2-Byte Unsigned	Send Selected Value on Short Press
	2 Bytes	I	**C – W T –**	DPT_Value_2_Count	-32768 – 32767	[Btn][Ix] Counter – 2-Byte Signed	Send Selected Value on Short Press
	2 Bytes	I	**C – W T –**	9.xxx	-671088.64 – 670433.28	[Btn][Ix] Float	Send Selected Value on Short Press
	1 Byte	I	**C – W T –**	DPT_Value_1_Ucount	0 – 255	[Btn][Ix] Two Objects – Short Press (1- Byte)	Send Selected 1-Byte Value on Short Press
	1 Byte	I	**C – W T –**	DPT_Scaling	0% – 100%	[Btn][Ix] Shutter – Position	0 – 100 %
	1 Byte	I	**C – W T –**	DPT_Scaling	0% – 100%	[Btn][Ix] Light – Dimming (Status)	0 – 100 %
	1 Byte	I	**C – W T –**	DPT_Room_State	0 – 255	[Btn][Ix] Room State	0 = Normal; 1 = Make-up Room; 2 = Do not Disturb

28, 34, 40, 46, 52, 58	1 Byte	I	**C – W T –**	DPT_Value_1_Ucount	0 – 255	[Btn][Ix] Two Objects – Long Press (1-Byte)	Send Selected 1-Byte Value on Long Press
83, 89, 95	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Switch	Left = 0; Right = 1
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Short Press	Left = 1; Right = 0
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Short Press	Left = 0; Right = 1
	1 Bit		**C – – T –**	DPT_Switch	0/1	[Btn][Px] Light – On/Off	(Short Press) Left = Off; Right = On
	1 Bit		**C – – T –**	DPT_Step	0/1	[Btn][Px] Shutter – Stop/Step	(Short Press) Left = Stop/Step Down; Right = Stop/Step Up
	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Btn][Px] Shutter – Stop	(End Pressing) Left = Stop-Down; Right = Stop-Up
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Switch	Left = 1; Right = 0
	1 Bit		**C – – T –**	DPT_Switch	0/1	[Btn][Px] Light – On/Off	(Short Press) Left = On; Right = Off
	1 Bit		**C – – T –**	DPT_Step	0/1	[Btn][Px] Shutter – Stop/Step	(Short Press) Left = Stop/Step Up; Right = Stop/Step Down

	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Btn][Px] Shutter – Stop	(End Pressing) Left = Stop-Up; Right = Stop-Down
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Switch	Lower = 0; Upper = 1
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Switch	Lower = 1; Upper = 0
	1 Bit		**C – – T –**	DPT_Switch	0/1	[Btn][Px] Light – On/Off	(Short Press) Lower = Off; Upper = On
	1 Bit		**C – – T –**	DPT_Switch	0/1	[Btn][Px] Light – On/Off	(Short Press) Lower = On; Upper = Off
	1 Bit		**C – – T –**	DPT_Step	0/1	[Btn][Px] Shutter – Stop/Step	(Short Press) Lower = Stop/Step Down; Upper = Stop/Step Up
	1 Bit		**C – – T –**	DPT_Step	0/1	[Btn][Px] Shutter – Stop/Step	(Short Press) Lower = Stop/Step Up; Upper = Stop/Step Down
	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Btn][Px] Shutter – Stop	(End Pressing) Lower = Stop-Down; Upper = Stop-Up
	1 Bit		**C – – T –**	DPT_Trigger	0/1	[Btn][Px] Shutter – Stop	(End Pressing) Lower = Stop-Up; Upper = Stop-Down
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Short Press	Lower = 0; Upper = 1
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Short Press	Lower = 1; Upper = 0

84, 90, 96	4 Bit	I	**C – W T –**	DPT_Control_Dimming	0x0 (Stop) 0x1 (Dec. by 100%) … 0x7 (Dec. by 1 %) 0x8 (Stop) 0xD (Inc. by 100%) … 0xF (Inc. by 1%)	[Btn][Px] Light – Dimming	(Long Press) Left = Darker; Right = Brighter
	4 Bit	I	**C – W T –**	DPT_Control_Dimming	0x0 (Stop) 0x1 (Dec. by 100%) … 0x7 (Dec. by 1 %) 0x8 (Stop) 0xD (Inc. by 100%) … 0xF (Inc. by 1%)	[Btn][Px] Light – Dimming	(Long Press) Left = Brighter; Right = Darker
	4 Bit	I	**C – W T –**	DPT_Control_Dimming	0x0 (Stop) 0x1 (Dec. by 100%) … 0x7 (Dec. by 1 %) 0x8 (Stop) 0xD (Inc. by 100%) … 0xF (Inc. by 1%)	[Btn][Px] Light – Dimming	(Long Press) Lower = Darker; Upper = Brighter

	4 Bit	I	**C – W T –**	DPT_Control_Dimming	0x0 (Stop) 0x1 (Dec. by 100%) … 0x7 (Dec. by 1%) 0x8 (Stop) 0xD (Inc. by 100%)	[Btn][Px] Light – Dimming	(Long Press) Lower = Brighter; Upper = Darker

					… 0xF (Inc. by 1%)		
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Long Press	Left = 0; Right = 1
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Long Press	Left = 1; Right = 0
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Long Press) Left = Down; Right = Up
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Start Pressing) Left = Down; Right = Up
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Long Press) Left = Up; Right = Down
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Start Pressing) Left = Up; Right = Down
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Long Press) Lower = Down; Upper = Up
85, 91, 9							

7	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Long Press) Lower = Up; Upper = Down
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Start Pressing) Lower = Down; Upper = Up
	1 Bit		**C – – T –**	DPT_UpDown	0/1	[Btn][Px] Shutter – Move	(Start Pressing) Lower = Up; Upper = Down
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Long Press	Lower = 0; Upper = 1
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] Two Objects – Long Press	Lower = 1; Upper = 0
86, 92, 98	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] LED On/Off	0 = On; 1 = Off
	1 Bit	I	**C – W T –**	DPT_Switch	0/1	[Btn][Px] LED On/Off	0 = Off; 1 = On
87, 93, 99	1 Byte	I	**C – W T –**	DPT_Scaling	0% – 100%	[Btn][Px] Light – Dimming (Status)	0 – 100 %
113	1 Byte	I	**C – W – –**	DPT_SceneControl	0-63; 128-191	[Thermostat] Scene Input	Scene Value
114, 115	2 Bytes	I	**C – W – –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Temperature Source x	External Sensor Temperature
116	2 Bytes	O	**C R – T –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Effective Temperature	Effective Control Temperature

117	1 Byte	I	**C – W – –**	DPT_HVAC Mode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Tx] Special Mode	1-Byte HVAC Mode
118	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[Tx] Special Mode: Comfort	0 = Nothing; 1 = Trigger
	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[Tx] Special Mode: Comfort	0 = Off; 1 = On
119	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[Tx] Special Mode: Standby	0 = Nothing; 1 = Trigger
	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[Tx] Special Mode: Standby	0 = Off; 1 = On
120	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[Tx] Special Mode: Economy	0 = Nothing; 1 = Trigger
	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[Tx] Special Mode: Economy	0 = Off; 1 = On
121	1 Bit	I	**C – W – –**	DPT_Ack	0/1	[Tx] Special Mode: Protection	0 = Nothing; 1 = Trigger
	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[Tx] Special Mode: Protection	0 = Off; 1 = On
122	1 Bit	I	**C – W – –**	DPT_Window_Door	0/1	[Tx] Window Status (Input)	0 = Closed; 1 = Open
123	1 Bit	I	**C – W – –**	DPT_Trigger	0/1	[Tx] Comfort Prolongation	0 = Nothing; 1 = Timed Comfort

124	1 Byte	O	**C R – T –**	DPT_HVACMode	1=Comfort 2=Standby 3=Economy 4=Building Protection	[Tx] Special Mode Status	1-Byte HVAC Mode
125	2 Bytes	I	**C – W – –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Setpoint	Thermostat Setpoint Input
	2 Bytes	I	**C – W – –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Basic Setpoint	Reference Setpoint

126	1 Bit	I	**C – W – –**	DPT_Step	0/1	[Tx] Setpoint Step	0 = Decrease Setpoint; 1 = Increase Setpoint
127	2 Bytes	I	**C – W – –**	DPT_Value_Tempd	-671088.64º – 670433.28º	[Tx] Setpoint Offset	Float Offset Value
128	2 Bytes	O	**C R – T –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Setpoint Status	Current Setpoint
129	2 Bytes	O	**C R – T –**	DPT_Value_Temp	-273.00º – 670433.28º	[Tx] Basic Setpoint Status	Current Basic Setpoint
130	2 Bytes	O	**C R – T –**	DPT_Value_Tempd	-671088.64º – 670433.28º	[Tx] Setpoint Offset Status	Current Setpoint Offset
131	1 Bit	I	**C – W – –**	DPT_Reset	0/1	[Tx] Setpoint Reset	Reset Setpoint to Default
	1 Bit	I	**C – W – –**	DPT_Reset	0/1	[Tx] Offset Reset	Reset Offset
132	1 Bit	I	**C – W – –**	DPT_Heat_Cool	0/1	[Tx] Mode	0 = Cool; 1 = Heat

133	1 Bit	O	**C R – T –**	DPT_Heat_Cool	0/1	[Tx] Mode Status	0 = Cool; 1 = Heat
134	1 Bit	I	**C – W – –**	DPT_Switch	0/1	[Tx] On/Off	0 = Off; 1 = On
135	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] On/Off Status	0 = Off; 1 = On
136	1 Bit	I/O	**C R W – –**	DPT_Switch	0/1	[Tx] Main System (Cool)	0 = System 1; 1 = System 2
137	1 Bit	I/O	**C R W – –**	DPT_Switch	0/1	[Tx] Main System (Heat)	0 = System 1; 1 = System 2
138	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[Tx] Enable/Disable Secondary System (Cool)	0 = Disable; 1 = Enable
139	1 Bit	I	**C – W – –**	DPT_Enable	0/1	[Tx] Enable/Disable Secondary System (Heat)	0 = Disable; 1 = Enable
140, 146	1 Byte	O	**C R – T –**	DPT_Scaling	0% – 100%	[Tx] [Sx] Control Variable (Cool)	PI Control (Continuous)
141, 147	1 Byte	O	**C R – T –**	DPT_Scaling	0% – 100%	[Tx] [Sx] Control Variable (Heat)	PI Control (Continuous)
	1 Byte	O	**C R – T –**	DPT_Scaling	0% – 100%	[Tx] [Sx] Control Variable	PI Control (Continuous)
142, 148	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Cool)	2-Point Control
	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Cool)	PI Control (PWM)

143, 149	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Heat)	2-Point Control
	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable (Heat)	PI Control (PWM)
	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable	2-Point Control
	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] Control Variable	PI Control (PWM)
144, 150	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] PI State (Cool)	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
145, 151	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] PI State (Heat)	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
	1 Bit	O	**C R – T –**	DPT_Switch	0/1	[Tx] [Sx] PI State	0 = PI Signal 0%; 1 = PI Signal Greater than 0%
152	2 Bytes	O	**C R – T –**	DPT_Value_Temp	-273.00º – 670433.28º	[Ix] Current Temperature	Temperature Sensor Value
153	1 Bit	O	**C R – T –**	DPT_Alarm	0/1	[Ix] Overcooling	0 = No Alarm; 1 = Alarm
154	1 Bit	O	**C R – T –**	DPT_Alarm	0/1	[Ix] Overheating	0 = No Alarm; 1 = Alarm
155	1 Bit	O	**C R – T –**	DPT_Alarm	0/1	[Ix] Probe Error	0 = No Alarm; 1 = Alarm

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Documents / Resources

	Zennio ZVIT55X1 PC-ABS Capacitive Push Button [pdf] User Manual ZVIT55X1, ZVIT55X2, ZVIT55X4, ZVIT55X6, ZVIT55X1 PC-ABS Capacitive Push Button, ZVIT55X1, PC-ABS Capacitive Push Button

References

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