Gateway for integration of IR air conditioners into KNX TP-1 (EIB) control systems

Compatible with AC units, of most AC brands, provided with an IR receiver
Application’s Program version: 1.1

USER MANUAL
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Important User Information

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<th>LEGACY ORDER CODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>INKNXUNI001I000</td>
<td>IS-IR-KNX-1I</td>
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1 Presentation

Intesis™ INKNXUNI001I000 allows monitoring and control of Air Conditioners from KNX installations.

Compatible with most AC units with an IR receiver.

Great flexibility of integration into your KNX projects. Configuration is made directly from ETS, the database of the device comes with a complete set of communication objects allowing, from a simple and quick integration using the basic objects, allowing a simple and quick integration.

Main features:

- Reduced dimensions and quick installation.
- Includes a mini USB connector for fast programming download.
- Multiple objects for control and status (bit, byte, characters...) with KNX standard datapoint types.
- Status objects for every control available.
- Special Modes available (Power, Economy, Additional Heating and Additional Cooling).
- Timeout for Open Window and Occupancy. Sleep function also available.
- Control of the AC unit based in the ambient temperature read by the own AC unit, or in the ambient temperature read by any KNX thermostat.
- Total Control and Monitoring of the AC unit from KNX, including monitoring of AC unit’s state of internal variables, running hours’ counter (for filter maintenance control).
- AC unit can be controlled simultaneously by the remote controller of the AC unit and by KNX.
- Up to 5 scenes can be saved and executed from KNX, fixing the desired combination of Operation Mode, Set Temperature, Fan Speed, Vane Position and Remote Controller Lock in any moment by using a simple switching.
- Two binary inputs for potential-free contacts provide the possibility to integrate many types of external devices for window status control (window contacts) and occupancy (presence sensor...
2 Quick setup

Figure 2.1 INKNXUNI001I000 integration example

1. Check the interface location that best fits the installation (More at 3.1 LOCATION SELECTION)

2. Connect the interface to the KNX bus.

3. Download the ETS database for this product, import it and add it to the current ETS project.

4. Access the parameter section of the Intesis device. Notice that parameters for this interface are configured through a specific plugin (5 ETS PARAMETERS AND CONFIGURATION).

5. Select the communication objects to be used and other parameters. This step can be omitted if working with the default objects and parameters.

6. Save the configuration file and download the application program.

7. Close the plugin and apply changes when asked.

8. Link the group address from the communication object of the KNX device with the communication object inside the Intesis interface.

9. Download the ETS parameters as with any other standard KNX device.
3 Device Installation

3.1 Location selection

Determining that the Intesis device will be working as expected in the installation location is an important stage. To determine the best location for your Intesis device, use the Wireless Controller (the one of your AC unit).

When selecting the installation location, please keep in mind that the Intesis device has 2 IR emitters and 1 IR receiver. The 2 emitters increase the installation possibilities allowing many different suitable positions for the device location. On the other hand, the receiver offers the possibility to get the feedback from the IR wireless remote controller so the KNX status objects can be updated with that feedback.

![Figure 3.1 IR emitters and IR receiver location](image-url)
### 3.2 Connection to IR and location

There is no special requirement to match the IR receiver and the Intesis INKNXUNI001I000 interface. Simply select your model from the list present in the plugin. If your AC unit is not present, please check the compatibility list as in section 7. You can find more information about the IR configuration in section 5.

⚠️ **Important**: Keep in mind that some furniture and materials (carpets, curtains, glass, metal…) may affect to the IR communication.

⚠️ **Important**: The Intesis device has 2 IR emitters pointing at 2 different locations. Considering this and IR reflections, valid locations for the Intesis device may be many and very different depending on each installation. Check section 3.1 LOCATION SELECTION for more information.

Intesis INKNXUNI001I000 can be installed in many different locations.

- **A) Side-by-side with the AC unit**
  - Case A: Installed side-by-side with the AC unit. In that case, the signal will travel from the Intesis device to the AC unit taking advantage of the rebounds on the floor or other furniture present in the room.

- **B) In front of the AC unit**
  - Case B: Installed in front of the AC unit. In that case, the signal will travel from the Intesis device directly to the AC unit.

- **C) Under the AC unit**
  - Case C: Installed below the AC unit. In that case, the signal will travel from the Intesis device to the AC unit taking advantage of the rebounds on the wall in front of it or other furniture present in the room.

- **D) Desktop position**
  - Case D: If you want to place the device on your desktop or any other horizontal surface, please consider the sketch below. In this case, the signal will travel directly from the Intesis device to the AC unit.

![Figure 3.2 IR emitters and IR receiver location](image-url)
In order not to produce marks or scratches on the surface and to improve the device stability, you can use the rubber dumpers included in the package. Please, check Figure 3.4.
3.3 **Connection of the device: KNX and USB connection**

To get access to the KNX or mini USB connector, remove the screw as seen in Figure 3.5.

![Figure 3.5 Top lid release and KNX connection](image)

3.3.1 KNX port connection

Intesis device needs to be connected directly through a KNX TP-1 bus.

Disconnect power of the KNX bus. Connect the INKNXUNI001I000 to the KNX TP-1 (EIB) bus using the KNX standard connector (red/grey) of the INKNXUNI001I000, respect polarity.

Reconnect power of the KNX bus, and mains power of the AC unit.

3.3.2 USB port connection

Intesis device allows a USB connection via mini USB port for the IR remote parameters or application program version download. Please, refer to 4 **CONFIGURATION AND SETUP** for further information.

![Figure 3.8 USB port connector](image)

Make sure the device is not connected to power (KNX or USB) during the connection of the USB port.
3.4 **Binary Input connection**

Intesis INKNXUNI001I000 interface is equipped with Binary Inputs from factory. To use the built-in binary inputs in all the IR KNX Controllers, a standard 3,5mm stereo jack connector is required.

Connections will be as in the image below.

![Binary Input connection diagram](image)

*Figure 3.7 Binary Input connection*

Before proceeding, please check the technical specification of the binary input below:

**Potential free binary input**

- Signal cable length: 5m unshielded, may be extended up to 20m with twisted

Compliant with the following standards:
- IEC61000-4-2: level 4 – 15kV (air discharge) - 8kV (contact discharge)
- MIL STD 883E-Method 3015-7: class 3B

Once you are sure your installation is compliant with the specifications, please check the presence sensor or window contact you would like to use. Basically, sensors only need to be equipped with a potential free external
contact. No matter if the contact is NO (Normally Open) or NC (Normally closed) as you will be able to configure the contact type (NO or NC) of your sensor in the settings of the Binary Input function (Go to Settings menu in the Intesis WEB Site).

IMPORTANT NOTE: Please, note that INKNXUNI001I000 interface will only react if the contact of your sensor is opened or closed. In the case of the presence sensor, the installer needs to decide the specific settings of the presence sensor to be applied. Intesis will be not responsible of the incorrect settings or incorrect installations.

Recommendation: In some presence sensors or window contacts it is possible to setup a delay time to the external contact. As you will see in this manual, Intesis Settings allow the user to setup a timer before starting with the configured actions. Anyway, we recommend to setup a certain delay time in your presence sensor or window contact to prevent continuous contact changes in a very short period of time.
4  Configuration and setup

This is a fully compatible KNX device which must be configured and setup using standard KNX tool ETS.

Before starting with the configuration, please make sure that the binary inputs (if used) and the USB cable are properly connected to the interface. Make sure as well, that the interface is connected to the KNX bus to allow the proper download of the KNX programming.

To proceed with the configuration and setup, it is recommended to follow instructions next:

1. Download and install the latest version of the ETS data base (5 ETS Parameters and Configuration).
2. Open the product’s plugin.
3. Select your AC brand and model.
4. Download the infrared configuration to the Intesis pushing on the “Download IR parameters”.

**NOTE:** Check the current connection to the Intesis. Notice that to send the Infrared configuration, you can use the standard KNX connection (the same used to program the device) or a USB connection. For this purpose, a mini USB port is available by opening the device.

**USB connection is faster than KNX connection.** Notice that USB is only available for the IR parameters download (see 5.1 General configuration).

5. Proceed with the rest of AC unit settings and other parameters in the plugin tab.
6. Finish the KNX programming: communication object links and device addressing.
7. Download the configuration to the device as usual KNX device.
5 ETS Parameters and Configuration

The Intesis INKNXUNI001I000 interface is configured through ETS. General KNX parameters, such as the physical address, group addresses or DPTs can be configured as usual using the ETS interface. For the specific AC unit configuration and IR communication, the use of the specific plugin included in the ETS database is required.

ETS database for this device can be downloaded from:


Please consult the README.txt file, located inside the downloaded zip file, to find instructions on how to install the database.

Once the database is imported, the plugin can be accessed when editing parameters. To get access to parameters edition, click on the Parameter tab, located in the project screen, and then press the specific parameter dialog.

![Figure 5.1 ETS Project managing and plugin screen](image)

Remember that before start using the Intesis interface along with the AC unit, you need to set up at least the brand and type of you AC unit. Check section 5.1 for more information about it.

⚠️ **Important**: Please, update the Catalogue before proceeding with the device configuration and programming. The laptop where ETS is running shall have Internet connection to update the catalogue.
5.1 **General configuration**

The main view of this tab is the showed in the next figure. Parameter description will follow next:

Figure 5.2 General parameters

**Configuration of the AC model**

There are two possibilities to configure the AC model to control through INKNXUNI001I000: doing a manual configuration, by including the AC brand and unit model, or doing an automatic configuration, by using Auto Learn. To use the last option, it is mandatory the IR remote controller of the AC unit.

5.1.1 **Manual configuration: AC brand and model**

Use the dropdown menus to select the brand and model of the AC unit to control.

In case your AC unit brand or model were not available in the list, please select the INKNXUNI001I000 and contact our support department for more information about the settings to select.

5.1.2 **Automatic configuration: Auto Learn**

The auto learn function is available for INKNXUNI001I000 using 1.1 application program version or newer. This function allows to identify the infrared remote control automatically by only sending a command pointing to the KNX device. Please note that internet connection is required for this function.

To launch the function, press the button “Auto Learn” and follow the instructions given in the pop-up window:
Once clicked on “Receive IR frame”, the following sequence will be executed:

1) The device will be prepared to receive the frame. During this period (up to 10s) no frame from IR remote is expected and the device LED is OFF (sometimes a short red blink may be noticed).

2) Once the LED changes into steady white, the device is ready to receive the IR frame and a 30s countdown will start. Kindly consider the following advices to do it in the proper way:
   a. It is necessary to press ON/OFF once and wait for about 5s to let the device transmitting the information to the PC. You can notice this transmission if the countdown freezes.
   b. If ON/OFF button is pressed many times, the process may be enlarged till the user stops, as the frame communication will not be the appropriate.

3) If the process finishes properly, the LED will switch OFF and a pop-up will be displayed with the message "Frame Received". If the remote is available in the database, the remote will appear in "Discovered RCF’s" being highly recommended to use the "recomended remote" to match with the integration needed.
In case the remote is not available in the database, you will get a pop-up warning with the following message: "Frame could not be recognized". In this case, please, contact to our Support Team so that they will inform you about the next steps.

Both manual or automatic remote configuration options need to press the button “Download IR parameters” to download the current AC choice over INKNXUNI001I000. Please, make sure the option selected is the desired one before starting this process as this process may last for some minutes. Refer to 4 ABOVE4 CONFIGURATION AND SETUP for more information about IR parameter downloads available.

Other settings

5.1.3 Delay before sending initial “Read” telegrams

This parameter sets the delay before the interface will send READ telegrams for the group addresses associated on its Control_ objects on bus recovery or application reset/start-up. All Control_ objects with both Transmit (T) and Update (U) flags enabled will send READs and their values will be updated with the response when received.

Valid values go from 10 to 60 seconds. This is to give time enough to other KNX devices on the bus to start-up before sending the READs.

5.1.4 Scene to execute on bus recovery / startup

This parameter executes a selected scene on bus recovery or startup, only if the selected scene has an enabled preset or values previously saved from KNX bus (see Scene Configuration dialog). You can select any of the 5 available scenes.
5.1.5 Enable “lock control” objects
This parameter shows/hide the Control_ Lock Control Obj communication object which, depending on the sent value, locks or unlocks ALL the Control_ communication objects except itself.

When a “1” value is sent to this communication object, the remote controller is locked. To be unlocked a “0” value must be sent. The gateway remembers the last value received even if a KNX bus reset/failure happens.

![5: Control Lock Remote Control (DPT_1.002) - 0:Unlock;1:L...

Figure 5.3 Communication object detail

⚠️ **Important:** If an initial scene is enabled and it has as Value for Remote Lock (unchanged) or unlocked, this would unlock the remote controller because the initial scene has priority over the Control_ Lock Remote Control communication object.

5.1.6 Enable func “Operation time objects”
This parameter shows/hides the Status_ Operating Hour Counter and Status_ Operating Second Counter communication object which counts the number of operating hours for the INKNXUNI001I000.

![130: Status_ Operating Hour Counter (DPT_7.007) - Number...
131: Status_ Operating Second Counter (DPT_13.100) - Numb...

Figure 5.4 Communication object detail

- If set to “no” the object will not be shown.
- If set to “yes” the Status_ Operation Hour Counter object will appear.
  - This object can be read and sends its status every time an hour is counted. The gateway keeps that count in memory and the status is sent also after a KNX bus reset/failure. Although this object is marked as a Status_ object it also can be written to update the counter when needed. To reset the counter should be written a “0” value.

⚠️ **Important:** This object comes by default without the write (W) flag activated. If is necessary to write on it, this flag must be activated.

⚠️ **Important:** This object will also return its status, every time a value is written, only if it’s different from the existing one.

⚠️ **Important:** If the stored value is 0 hours, the gateway will not send the status to KNX.

5.1.7 RGB LED mode
This parameter determines the working mode of the interface LED.

- If set to “Always off” the LED will always be off.
- If set to “Always on” the LED will always be on.
- If set to “Only on changes” the LED will always change when there is a change of value in any of the active communication objects.
5.1.8 Error notification

This device uses three different error communication objects to report any issue of the device itself. These errors are not related to the AC errors since the device do not receive information from the AC unit.

The 1-bit error notification object Status_Error/Alarm is 1 when any error is active and 0 when no errors are detected.

The 2 bytes error object Status_Error Code reports the error code while the 14 bytes error object Status_Error Text code reports the information about the error code.

The information about the internal errors reported is the following:

<table>
<thead>
<tr>
<th>Error code (2 bytes)</th>
<th>Text code (14 bytes object)</th>
<th>How to solve</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>COMM ERROR</td>
<td>Open plug-in and Download IR parameters again</td>
</tr>
<tr>
<td>-3</td>
<td>WRONG IR-FW1</td>
<td>Open plug-in and Download IR parameters again</td>
</tr>
<tr>
<td>-4</td>
<td>WRONG IR-FW2</td>
<td>Open plug-in and Download IR parameters again</td>
</tr>
<tr>
<td>-5</td>
<td>#0005</td>
<td>Restart device</td>
</tr>
<tr>
<td>-200</td>
<td>SUPPLY2 FAIL</td>
<td>Device is not receiving enough supply</td>
</tr>
</tbody>
</table>

5.2 AC supported features

Select the AC features of your AC unit to match both: the AC unit features with the enabled communication objects and parameters.

Please, select these parameters carefully, otherwise not expected behavior may occur.

5.3 Mode

All the parameters in this section are related with the different mode properties and communication objects.
The byte-type communication object for Mode works with the DTP_20.105. Auto mode will be enabled with a “0” value, Heat mode with a “1” value, Cool mode with a “3” value, Fan mode with a “9” value and Dry mode with a “14” value.

![IR AC interface 2 binary inputs configuration v1.0.3](image)

**Figure 5.6 AC mode additional communication objects**

### 5.3.1 Enable use of bit-type Mode objects (for control)

This parameter shows/hides the bit-type *Control Mode* objects.

- If set to “no” the objects will not be shown.
- If set to “yes” the *Control Mode* objects for Auto, Heat, Cool, Fan and Dry will appear. To activate a mode by using these objects a “1” value has to be sent.

![Control Mode objects](image)

**Figure 5.7 Communication object detail**

### 5.3.2 Enable use of bit-type Mode objects (for status)

This parameter shows/hides the bit-type *Status Mode* objects.

- If set to “no” the objects will not be shown.
- If set to “yes” the *Status Mode* objects for Auto, Heat, Cool, Fan and Dry will appear. When enabled, a mode will return a “1” through its bit-type object.

![Status Mode objects](image)

**Figure 5.8 Communication object detail**
5.3.3 Enable use of + / - object for Mode

This parameter shows/hides the Control Mode +/- communication object which lets change the indoor unit mode by using two different datapoint types.

- If set to “no” the object will not be shown.
- If set to “yes” the Control Mode +/- object and a new parameter will appear.

➢ DPT type for +/- Mode Object

This parameter lets choose between the datapoints 0-Up / 1-Down [DPT_1.008] and 0-Decrease / 1-Increase [DPT_1.007] for the Control Mode +/- object.

The sequence followed when using this object is shown below:

```
AUTO          HEAT          COOL          FAN          DRY
```

- Up / Increase
- Down / Decrease

5.3.4 Enable use of Text object for Mode

This parameter shows/hides the Status Mode Text communication object.

- If set to “no” the object will not be shown.
- If set to “yes” the Status Mode Text object will appear.

5.4 Fan Speed

All the parameters in this section are related with the Fan Speed properties and communication objects.
5.4.1 DPT object type for fan speed

With this parameter is possible to change de DPT for the Control_Fan Speed and Status_Fan Speed byte-type communication objects. Datapoints Scaling (DPT_5.001) and Enumerated (DPT_5.010) can be selected.

- When “Enumerated [DPT 5.010]” is selected, Control_Fan Speed and Status_Fan Speed communication objects for this DPT will appear. Also, depending on the number of fan speeds selected, these objects will be different.

  10: Control_Fan Speed [DPT_5.010] - Speed values: 1,2,3,...
  80: Status_Fan Speed [DPT_5.010] - Speed values: 1,2,3,...

The first fan speed will be selected if a “1” is sent to the Control_object. The second fan speed will be selected sending a “2” and so on.

The Status_object will always return the value for the fan speed selected.

⚠️ Important: In both cases if a “0” value is sent to the Control_object, the minimum fan speed will be selected. If a value bigger than “2” (in case of 2 speeds) or bigger than “3” (in case of 3 fan speeds) is sent to the Control_object, then the maximum fan speed will be selected.

- When “Scaling [DPT 5.001]” is selected, Control_Fan Speed and Status_Fan Speed communication objects for this DPT will appear. Also, depending on the number of fan speeds selected, these objects will be different.

  10: Control_Fan Speed [DPT_5.001] - Thresholds: 100*(n+0,5)/N %
  80: Status_Fan Speed [DPT_5.001] - 100*n/N %

The formula used to calculate the value to be set in the Control object is ‘100*(n+0,5)/N %’, where n is the current fan speed and N the maximum number of fan speeds.

On the other hand, the formula to calculate the status to be read according to the current value is ‘100*n/N’, where n is the current fan speed and N the maximum number of fan speeds.

Check this example with 3 fan speeds:

When a value between 0% and 49% is sent to the Control_object the first fan speed will be selected.

When a value between 50% and 83% is sent to the Control_object, the second speed will be selected.

When a value between 84% and 100% is sent to the Control_object, the third speed will be selected.

The Status_object will return a 33% when the first speed is selected, a 67% for the second one and a 100% for the third one.

5.4.2 Enable use of bit-type Fan Speed objects (for Control)

This parameter shows/hides the bit-type Control_Fan Speed objects.
If set to “no” the objects will not be shown.

If set to “yes” the Control_Fan Speed objects for Speed 1, Speed 2 and Speed 3 (if available) will appear. To activate a Fan Speed by using these objects a “1” value has to be sent.

5.4.3 Enable use of bit-type Fan Speed objects (for Status)

This parameter shows/hides the bit-type Status_Fan Speed objects.

If set to “no” the objects will not be shown.

If set to “yes” the Status_Fan Speed objects for Speed 1, Speed 2 and Speed 3 (if available) will appear. When a Fan Speed is enabled, a “1” value is returned through its bit-type object.

5.4.4 Enable use of +/- object for Fan Speed

This parameter shows/hides the Control_Fan Speed +/- communication object which lets you increase/decrease the indoor unit fan speed by using two different datapoint types.

If set to “no” the object will not be shown.

If set to “yes” the Control_Fan Speed +/- object.

➢ DPT type for +/- Fan Speed Object

This parameter lets choose between the datapoints 0-Up / 1-Down [DPT_1.008] and 0-Decrease / 1-Increase [DPT_1.007] for the Control_Fan Speed +/- object.

➢ Roll-over Speed at upper/lower limit

This parameter lets choose if roll-over will be enabled (“yes”) or disabled (“no”) for the Control_Fan Speed +/- object.
5.4.5 Enable use of Text object for Fan Speed

This parameter shows/hides the Status_ Fan Speed Text communication object.

- If set to "no" the object will not be shown.
- If set to "yes" the Status_ Fan Speed Text object will appear.

5.5 Up-Down vanes configuration dialog

All the parameters in this section are related with the Vane Up-Down properties and communication objects.

5.5.1 DPT object type for Vane Up-Down

With this parameter is possible to change de DPT for the Control_ Vane Up-Down and Status_ Vane Up-Down byte-type communication objects. Datapoints Scaling (DPT_5.001) and Enumerated (DPT_5.010) can be selected.

- When "Enumerated [DPT 5.010]" is selected, Control_ Vane Up-Down and Status_ Vane Up-Down communication objects for this DPT will appear.

  - 20: Control_ Vane U-D [DPT_5.010] - Position values: 1,2,3,
  - 90: Status_ Vane U-D [DPT_5.010] - Position values: 1,2,3,

To choose a vane position, values from “1” to “N” can be sent to the Control_ object. Each value will correspond to the position (i.e. Value “3” = Position 3).

The Status_ object will always return the value for the vane position selected.

⚠️ Important: If a “0” value is sent to the Control_ object, the Position 1 will be selected. If a value bigger than “N” is sent to the Control_ object, then the Position N will be selected.

- When “Scaling [DPT 5.001]” is selected, Control_ Vane Up-Down and Status_ Vane Up-Down communication objects for this DPT will appear.

  - 20: Control_ Vane U-D [DPT_5.001] - Thresholds: 100*(n+0.5)/N %
  - 90: Status_ Vane U-D [DPT_5.001] - 100*n/N %

The formula used to calculate the value to be set in the Control object is ‘100*(n+0.5)/N %’, where n is the current fan speed and N the maximum number of fan speeds.

On the other hand, the formula to calculate the status to be read according to the current value is ‘100*n/N’, where n is the current fan speed and N the maximum number of fan speeds.

Check the example with 5 positions:

When a value between 0% and 29% is sent to the Control_ object the first vane position will be selected.
When a value between 30% and 49% is sent to the Control object, the second vane position will be selected.

When a value between 50% and 69% is sent to the Control object, the third vane position will be selected.

When a value between 70% and 89% is sent to the Control object, the fourth vane position will be selected.

When a value between 90% and 100% is sent to the Control object, the fifth vane position will be selected.

The Status object will return a 20% for the first vane position, a 40% for the second one, a 60% for the third one, an 80% for the fourth one and a 100% for the fifth and last one.

5.5.2 Enable use of bit-type Vane U-D objects (for Control)

This parameter shows/hides the bit-type Control Vane Up-Down objects.

- If set to “no” the objects will not be shown.
- If set to “yes” the Control Vane Up-Down objects for each Position (1 to 5) will appear. To activate a Vane Position by using these objects, a “1” value has to be sent.

5.5.3 Enable use of bit-type Vane U-D objects (for Status)

This parameter shows/hides the bit-type Status Vane Up-Down objects.

- If set to “no” the objects will not be shown.
- If set to “yes” the Status Vane Up-Down objects for each Position (1 to N) will appear. When a Vane Position is enabled, a “1” value is returned through its bit-type object.
5.5.4 Enable use of +/- obj for Vane Up-Down

This parameter shows/hides the Control_ Vane Up-Down +/- communication object which lets you change the indoor unit vane position by using two different datapoint types.

- If set to “no” the object will not be shown.
- If set to “yes” the Control_ Vane Up-Down +/- object.

➢ DPT type for +/- Vane Up-Down obj

This parameter lets choose between the datapoints 0-Up / 1-Down [DPT_1.008] and 0-Decrease / 1-Increase [DPT_1.007] for the Control_ Vane Up-Down +/- object.

➢ Rollover Vane at upper/lower limit

This parameter lets choose if roll-over will be enabled (“yes”) or disabled (“no”) for the Vane Up-Down +/- object.

5.5.5 Enable use of Text object for Vane U-D

This parameter shows/hides the Status_ Vane Up-Down Text communication object.

- If set to “no” the object will not be shown.
- If set to “yes” the Status_ Vane Up-Down Text object will appear.

5.6 Left-Right vanes configuration dialog

All the parameters in this section are related with the Vane Up-Down properties and communication objects.

5.6.1 DPT object type for Vane Left-Right

With this parameter is possible to change de DPT for the Control_ Vane Left-Right and Status_ Vane Left-Right byte-type communication objects. Datapoints Scaling (DPT_5.001) and Enumerated (DPT_5.010) can be selected.

- When “Enumerated [DPT 5.010]” is selected, Control_ Vane Left-Right and Status_ Vane Left-Right communication objects for this DPT will appear.
To choose a vane position, values from “1” to “N” can be sent to the Control object. Each value will correspond to the position (i.e. Value “3” = Position 3).

The Status object will always return the value for the vane position selected.

**Important:** If a “0” value is sent to the Control object, the Position 1 will be selected. If a value bigger than “N” is sent to the Control object, then the Position N will be selected.

- When “Scaling [DPT 5.001]” is selected, Control_ Vane Up-Down and Status_ Vane Up-Down communication objects for this DPT will appear.

  - The formula used to calculate the value to be set in the Control object is ‘100*(n+0,5)/N %’, where n is the current fan speed and N the maximum number of fan speeds.
  - On the other hand, the formula to calculate the status to be read according to the current value is ‘100*n/N %’.

  Check the example with 5 positions:

  - When a value between 0% and 29% is sent to the Control object the first vane position will be selected.
  - When a value between 30% and 49% is sent to the Control object, the second vane position will be selected.
  - When a value between 50% and 69% is sent to the Control object, the third vane position will be selected.
  - When a value between 70% and 89% is sent to the Control object, the fourth vane position will be selected.
  - When a value between 90% and 100% is sent to the Control object, the fifth vane position will be selected.

  The Status object will return a 20% for the first vane position, a 40% for the second one, a 60% for the third one, an 80% for the fourth one and a 100% for the fifth and last one.

5.6.2 Enable use of bit-type Vane L-R objects (for Control)

This parameter shows/hides the bit-type Control_ Vane Left-Right objects.
o If set to “no” the objects will not be shown.

o If set to “yes” the Control_ Vane Up-Down objects for each Position (1 to N) will appear. To activate a Vane Position by using these objects, a “1” value has to be sent.

5.6.3 Enable use of bit-type Vane U-D objects (for Status)

This parameter shows/hides the bit-type Status_ Vane Up-Down objects.

- If set to “no” the objects will not be shown.
- If set to “yes” the Status_ Vane Up-Down objects for each Position (1 to N) will appear. When a Vane Position is enabled, a “1” value is returned through its bit-type object.

5.6.4 Enable use of +/- obj for Vane Left-Right

This parameter shows/hides the Control_ Vane Left-Right +/- communication object which lets you change the indoor unit vane position by using two different datapoint types.

- If set to “no” the object will not be shown.
- If set to “yes” the Control_ Vane Left-Right +/- object.

➢ DPT type for +/- Vane Left-Right obj

This parameter lets choose between the datapoints 0-Up / 1-Down [DPT_1.008] and 0-Decrease / 1-Increase [DPT_1.007] for the Control_ Vane Left-Right +/- object.

➢ Rollover Vane at upper/lower limit

This parameter lets choose if roll-over will be enabled (“yes”) or disabled (“no”) for the Vane Up-Down +/- object.
5.6.5 Enable use of Text object for Vane U-D

This parameter shows/hides the Status_. Vane Up-Down Text communication object.

- If set to “no” the object will not be shown.
- If set to “yes” the Status_. Vane Up-Down Text object will appear.

5.7 Temperature configuration dialog

All the parameters in this section are related with the Temperature properties and communication objects.

![Temperature configuration dialog](image)

Figure 5.10 Temperature settings

5.7.1 Set Point - Enable use of +/- obj for Setp Temp

This parameter shows/hides the Control_ Setpoint Temp +/- communication object which lets you change the indoor unit setpoint temperature by using two different datapoint types.

- If set to “no” the object will not be shown.
- If set to “yes” the Control_ Setpoint Temp +/- object.
  - DPT type for +/- Setp Temp object
    - Up / Increase
    - Down / Decrease
This parameter lets choose between the datapoints 0-Up / 1-Down [DPT_1.008] and 0-Decrese / 1-Increase [DPT_1.007] for the Control_ Setpoint Temp +/- object.

(Lower limit) 16°C ↔ 17°C ↔ ... ↔ 31°C ↔ 32°C (Upper limit)

- Up / Increase
- Down / Decrease

5.7.2 Set Point - Enable limits on Control_ Setpoint obj

This parameter enables to define temperature limits for the Control_ Setpoint Temperature object.

- If set to “no” the setpoint temperature limits for the Control_ Setpoint Temperature object will be the default: 16°C for the lower limit and 32°C for the upper limit.
- If set to “yes” it is possible to define temperature limits for the Control_ Setpoint Temperature object.
  - Control_ Set Temp Lower limit (°C)
    - This parameter lets to define the lower limit for the setpoint temperature.
  - Control_ Set Temp Upper limit (°C)
    - This parameter lets to define the upper limit for the setpoint temperature.

⚠️ Important: If a setpoint temperature above the upper defined limit (or below the lower defined limit) is sent through the Control_ Setpoint Temperature object, it will be ALWAYS applied the limit defined.

⚠️ Important: When limits are enabled, any setpoint temperature sent to the AC (even through scenes, special modes, etc.) will be limited.

5.7.3 Set Point - Periodic sending time

This parameter lets you change the interval of time (in seconds, from 0 to 255) at the end of which the AC setpoint temperature is sent to the KNX bus. For a “0” value, the AC setpoint temperature will ONLY be sent on change. The AC setpoint temperature is sent through the communication object Status_ AC Setpoint Temp.

⚠️ 116: Status_ AC Setpoint Temperature [DPT_9.001] - °C

5.7.4 Ambient - Transmission of “Status_ Intesis Ref Temp”

This parameter lets you choose if the Intesis reference temperature will be sent “only cyclically”, “only on change” or “cyclically and on change”. The Intesis reference temperature is sent through the communication object Status_ Intesis Reference Temperature.

⚠️ 120: Status_ IntesisBox Reference Temperature [DPT_9.001] - ...

5.7.5 Ambient - Periodic sending time

This parameter will only be available for the “only cyclically” and “cyclically and on change” options, and lets you change the interval of time (in seconds, from 1 to 255) at the end of which the Intesis reference temperature is sent to the KNX bus.
### 5.8 Scene Configuration dialog

All the parameters in this section are related with the Scene properties and communication objects. A scene contains values of: On/Off, Mode, Fan speed, Vane position and Setpoint Temperature.

![Scene Configuration Settings](image)

**Figure 5.11 Scene configuration settings**

#### 5.8.1 Enable use of scenes

This parameter shows/hides the scene configuration parameters and communication objects.

- If set to **“no”** the scene parameters and communication objects will not be shown.
- If set to **“yes”** the scene parameters and communication objects will be shown. To execute a scene through the byte-type object, a value from “0” to “4” has to be sent, corresponding each one to a different scene (i.e. “0” = Scene 1; “4” = Scene 5).

#### 5.8.2 Scenes can be saved from KNX

This parameter shows/hides the **Control_Save/Exec Scene** and all the **Control_Save Scene** (if enabled) communication objects.

- S8: Control_Save/Execute Scene [DPT_18.001] - 0.4-Exec1-52;
- S9: Control_Save Scene 1 [DPT_1.002] - 1-Save Scene 1
- S6: Control_Save Scene 2 [DPT_1.002] - 1-Save Scene 2
- S6: Control_Save Scene 3 [DPT_1.002] - 1-Save Scene 3
- S6: Control_Save Scene 4 [DPT_1.002] - 1-Save Scene 4
- S6: Control_Save Scene 5 [DPT_1.002] - 1-Save Scene 5
If set to “no” the communication objects will not be shown.

If set to “yes” the communication objects and a new parameter will appear. To store a scene through the byte-type object, a value from “128” to “132” has to be sent to the object, corresponding each one to a different scene (i.e. “128” = Scene 1;... “132” = Scene 5).

➢ **Enable use of bit objects for storing scenes (from bus)**

If set to “no” the objects will not be shown.

If set to “yes” the **Control_ Store Scene** objects for storing scenes will appear. To store a scene by using these objects, a “1” value has to be sent to the scene’s object we want to store (i.e. to store scene 4, a “1” has to be sent to the **Control_ Store Scene 4** object).

### 5.8.3 Enable use of bit-field objects for save

This parameter shows/hides the **Control_ Execute Scene** bit-type communication objects.

- If set to “no” the communication objects will not be shown.
- If set to “yes” the communication objects will appear. To execute a scene by using these objects, a “1” value has to be sent to the scene’s object we want to execute (i.e. to execute scene 4, a “1” has to be sent to the **Control_ Execute Scene 4** object).

### 5.8.4 Enable use of bit-field objects for execute

This parameter shows/hides the **Control_ Execute Scene** bit-type communication objects.

- If set to “no” the communication objects will not be shown.
- If set to “yes” the communication objects will appear. To execute a scene by using these objects, a “1” value has to be sent to the scene’s object we want to execute (i.e. to execute scene 4, a “1” has to be sent to the **Control_ Execute Scene 4** object).

### 5.8.5 Scene “x” preset

This parameter lets you define a preset for a scene (the following description is valid for all the scenes).

- If set to “no” the preset for the scene “x” will be disabled.
If set to “yes” the preset will be enabled. When a scene is executed the values configured in the preset will be applied.

⚠️ Important: If a scene’s preset is enabled, will not be possible to modify (store) the scene from the KNX bus.

➢ Scene “x” / Value for On-Off

This parameter lets you choose the power of the indoor unit when the scene is executed. The following options are available: “ON”, “OFF” or “(unchanged)”.

➢ Scene “x” / Value for Mode

This parameter lets you choose the mode of the indoor unit when the scene is executed. The following options are available: “AUTO”, “HEAT”, “COOL”, “FAN”, “DRY”, or “(unchanged)”.

➢ Scene “x” / Value for Fan Speed

This parameter lets you choose the fan speed of the indoor unit when the scene is executed. The following options are available: “SPEED 1”, “SPEED 2”… “SPEED N”, or “(unchanged)”.

➢ Scene “x” / Value for Vane Up-Down

This parameter lets you choose the vane position of the indoor unit when the scene is executed. The following options are available: “POSITION 1”, “POSITION 2”… “POSITION N”, “SWIRL”, “SWING” or “(unchanged)”.

➢ Scene “x” / Value for Vane Left-Right

This parameter lets you choose the vane position of the indoor unit when the scene is executed. The following options are available: “POSITION 1”, “POSITION 2”… “POSITION N”, “SWIRL”, “SWING” or “(unchanged)”.

➢ Scene “x” / Value for Setp Temp (ºC)

This parameter lets you choose the setpoint temperature of the indoor unit when the scene is executed. The following options are available: from “16ºC” to “32ºC” (both included), or “(unchanged)”.

⚠️ Important: If any preset value is configured as “(unchanged)”, the execution of this scene will not change current status of this feature in the AC unit.

⚠️ Important: When a scene is executed, Status_Current Scene object shows the number of this scene. Any change in previous items does Status_Current Scene show “No Scene”. Only changes on items marked as “(unchanged)” will not disable current scene.

5.9 Enable use of Open Window

This parameter shows/hides the Control_Window Contact Input communication object which lets you Start/Stop a timeout to switch off the indoor unit.
If set to "no" the object will not be shown.

If set to "yes" the Control_ Window Contact Input object will appear. If a “1” value is sent to this object, and the indoor unit is already turned on, the switch-off timeout will begin. If a “0” value is sent to this object, the switch-off timeout will stop.

➢ Input Object

This parameter lets you choose between the datapoints 0-Open / 1-Closed Window [DPT_1.009] and 0-Stop / 1-Start Timeout [DPT_1.010] for the Control_ Switch Off Timeout.

➢ Timeout (min)

This parameter lets you select how much time (in minutes) to wait before switching off the indoor unit.

➢ Reload last Value

If set to “no”, once the switch-off timeout is stopped, any value will be reloaded.

If set to “yes”, once the switch-off timeout is stopped, the last On/Off value sent will be reloaded.

• If a “1” value is sent to the Control_ Window Contact Input object after the timeout period, the indoor unit will turn on.
• If a “0” value is sent to the Control_ Switch Off Timeout after the timeout period, no action will be performed.

➢ Lock ON when Open

If set to “no”, On/Off commands while the window is open will be accepted.

• If a “1” value is sent to the Control_ Switch Off Timeout object the switch-off timeout period will begin again.
• If a “0” value is sent to the Control_ Switch Off Timeout object, no action will be performed.

If set to “yes”, On/Off commands, while the window is open, will be saved (but not applied). These commands will be used in the next parameter if set to “yes”.

5.10 Enable use of Occupancy function

This parameter shows/hides the Control_Occupancy Input communication object which lets you apply different parameters to the indoor unit depending on the presence/no presence in the room.

- If set to “no” the object will not be shown.
- If set to “yes” the Control_Occupancy object and new parameters will appear. If a “1” value is sent to this object (no room occupancy), the timeout will begin. If a “0” value is sent to this object, the timeout will stop.

➢ Timeout to apply action (minutes)

This parameter lets you choose how much time to wait (in minutes) before executing the action specified in the next parameter (“Action after timeout elapsed”).

➢ Action

When Switch Off AC is selected, once the timeout has elapsed, the indoor unit will be turned off.

When Apply Preset Delta is selected, once the timeout has elapsed, a delta temperature will be applied to save energy (decreasing the setpoint when in Heat mode or increasing the setpoint when in Cool mode). Also new parameters will appear.

➢ Temp delta decreases (HEAT) or increase (COOL) (°C)

This parameter lets configure the delta temperature (increase or decrease) that will be applied when the timeout has elapsed.

⚠️ Important: When there is occupancy again after the application of a delta, the same delta will be applied inversely. (i.e. In a room with AC in cool mode and 25°C setpoint temperature, a +2°C delta is applied after the occupancy timeout, setting the setpoint at 27°C because there is no occupancy in the room. If
the setpoint is raised to 29ºC during that period, when the room is occupied again, a -2ºC delta will be applied and the final setpoint temperature will then be 27ºC).

➢ **Second Action**

If set to “no” nothing will be applied.
If set to “yes”, a new timeout will be enabled, and two new parameters will appear.

➢ **Timeout (2nd)**

This parameter lets you choose how much time to wait (in minutes) before executing the action specified in the next parameter (“Action after timeout elapsed”).

➢ **Action (2nd)**

When **Switch-Off** is selected, once the timeout has elapsed, the indoor unit will turn off.

When **Apply Preset Delta** is selected, once the timeout configured is extinguished, a delta temperature will be applied (decreasing the setpoint when in Heat mode or increasing the setpoint when in Cool mode). Also new parameters will appear.

➢ **Temp delta decreases (HEAT) or increase (COOL) (ºC)**

This parameter lets configure the delta temperature that will be applied when the timeout is extinguished.

⚠️ **Important:** When there is occupancy again after the application of a delta, the same delta will be applied inversely as explained above.

➢ **Reload last On/Off value when Occupied**

If set to “no”, once the switch-off timeout has elapsed, any value will be reloaded.

If set to “yes”, once the switch-off timeout has elapsed, the last On/Off value will be reloaded.

- If a “1” value is sent to the **Control_ Occupancy** object after the timeout period, the indoor unit will **turn on**.
- If a “0” value is sent to the **Control_ Occupancy** after the timeout period no action will be performed.

➢ **Lock ON when occupied**

If set to “no”, On/Off commands while the room is occupied will be accepted.

- If a “1” value is sent to the **Control_ Switch Off Timeout** object the switch-off timeout period will begin again.
- If a “0” value is sent to the **Control_ Switch Off Timeout** object, no action will be performed.

If set to “yes”, On/Off commands, while the window is open, will be saved (but not applied). These commands will be used in the next parameter if set to “yes”.

### 5.11 Binary Input “x” configuration dialogs

All the parameters in this section are related with the binary inputs properties and communication objects.
5.11.1 Enable use of Input “x”

This parameter enables the use of the Input “x”.  

- If set to “no” the objects will not be shown.  
- If set to “yes” the Status_ Inx object(s) and new parameters will appear.

5.11.2 Contact type

This parameter lets choose the behavior that will have the binary input depending on if the contact is normally open or normally closed.  

- There are two possible options to configure the contact type: “NO: Normally Open” and “NC: Normally Closed”.

5.11.3 Debounce time

This parameter lets choose a debounce time (in milliseconds) that will be applied to the contact.

5.11.4 Disabling function

This parameter shows/hides the Control_ Disable Input x communication object which will let disable/enable the input x.

- If set to “no” any object will be shown.  
- When “DPT 1.003: 0-Disable; 1-Enable” is selected, the input can be disabled using the value “0” and enabled using the value “1”.  
- When “DPT 1.002: 1-True (Disable); 0-False (Enable)” is selected, the input can be disabled using the value “1” and enabled using the value “0”.

5.11.5 Function

This parameter lets choose the function that will have the binary input. There are 3 different functions available: Occupancy (internal), On/Off and Window Contact (internal).
- When “Occupancy” is selected, the binary input “x” will have the same behavior as configured in the parameter “Occupanys” (section 5.10).

- When “On/Off” is selected, the AC unit will turn off when the binary input “x” is active.

- When “Window Contact (internal)” is selected, the binary input “x” will have the same behavior as configured in the parameter “Window Contact” (section 5.9).
6 Electrical and Mechanical features

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7 List of compatible AC indoor units.

A list of indoor unit model references compatible with INKNXUNI001I000 and their available features can be found in:

https://www.intesis.com/docs/compatibilities/inxxuni001i000_universal_compatibility
## Appendix A – Communication Objects Table

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## Vanes

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**Disabling**

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**STATUS OBJECTS**

**On/Off**

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<td>Status_ Mode Text</td>
<td>14 byte</td>
<td>DPT_String_8859_1</td>
<td>16.001</td>
<td>R</td>
<td>T</td>
<td>ASCII String</td>
</tr>
</tbody>
</table>

**Mode**

<table>
<thead>
<tr>
<th></th>
<th>Status_ Fan Speed / N Speeds</th>
<th>1 byte</th>
<th>DPT_Scaling</th>
<th>5.001</th>
<th>R</th>
<th>T</th>
<th>100*(n+0.5)/N %</th>
</tr>
</thead>
<tbody>
<tr>
<td>82</td>
<td>Status_ Fan Speed / N Speeds</td>
<td>1 byte</td>
<td>DPT_Enumerated</td>
<td>5.010</td>
<td>R</td>
<td>T</td>
<td>1 - Speed1; 2 - Speed2; 3 - Speed3; 4 - Speed4; 5 - Speed5; 6 - Speed6; 7 - Speed7</td>
</tr>
<tr>
<td>83</td>
<td>Status_ Fan Speed Man/Auto</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
<td>T</td>
<td>0 - Manual; 1 - Auto</td>
</tr>
<tr>
<td>84</td>
<td>Status_ Fan Speed 1</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
<td>T</td>
<td>1 - Speed 1</td>
</tr>
</tbody>
</table>
### Status_ Fan Speed 2
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 2

### Status_ Fan Speed 3
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 3

### Status_ Fan Speed 4
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 4

### Status_ Fan Speed 5
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 5

### Status_ Fan Speed 6
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 6

### Status_ Fan Speed 7
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Speed 7

### Status_ Fan Speed Text
- **Type:** DPT_String_8859_1
- **Length:** 14 byte
- **Value:** 16.001
- **Read/Write:** R/T
- **Description:** ASCII String

### Status_ Vane Up-Down / 8 pos
- **Type:** DPT_Scaling
- **Value:** 5.001
- **Read/Write:** R/T
- **Description:** 100*(n+0.5)/N %

### Status_ Vane Up-Down / 8 pos
- **Type:** DPT_Enumerated
- **Value:** 5.010
- **Read/Write:** R/T
- **Description:** 1 - Pos1; 2 - Pos2; 3 - Pos3; 4 - Pos4; 5 - Pos5; 6 - Pos6; 7 - Pos7; 8 - Pos8

### Status_ Vane Man/Auto
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 0 - Manual; 1 - Auto

### Status_ Vane Up-Down Pos1
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 1

### Status_ Vane Up-Down Pos2
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 2

### Status_ Vane Up-Down Pos3
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 3

### Status_ Vane Up-Down Pos4
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 4

### Status_ Vane Up-Down Pos5
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 5

### Status_ Vane Up-Down Pos6
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 6

### Status_ Vane Up-Down Pos7
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 7

### Status_ Vane Up-Down Pos8
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 8

### Status_ Vane Up-Down Swing
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 0 - Stop; 1 - Swing

### Status_ Vane Up-Down Swirl
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 0 - Stop; 1 - Swirl

### Status_ Vane Up-Down Wide
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 0 - Stop; 1 - Wide

### Status_ Vane Up-Down Text
- **Type:** DPT_String_8859_1
- **Length:** 14 byte
- **Value:** 16.001
- **Read/Write:** R/T
- **Description:** ASCII String

### Status_ Vane Left-Right / 8 pos
- **Type:** DPT_Scaling
- **Value:** 5.001
- **Read/Write:** R/T
- **Description:** 100*(n+0.5)/N %

### Status_ Vane Left-Right / 8 pos
- **Type:** DPT_Enumerated
- **Value:** 5.010
- **Read/Write:** R/T
- **Description:** 1 - Pos1; 2 - Pos2; 3 - Pos3; 4 - Pos4; 5 - Pos5; 6 - Pos6; 7 - Pos7; 8 - Pos8

### Status_ Vane Left-Right Man/Auto
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 0 - Manual; 1 - Auto

### Status_ Vane Left-Right Pos1
- **Type:** DPT_Bool
- **Value:** 1.002
- **Read/Write:** R/T
- **Description:** 1 - Position 1
### Intesis™ KNX – IR Universal AC

<p>| | | | | | |</p>
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>111</td>
<td>Status_Vane Left-Right Pos2</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
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<tr>
<td>112</td>
<td>Status_Vane Left-Right Pos3</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>113</td>
<td>Status_Vane Left-Right Pos4</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
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<td>114</td>
<td>Status_Vane Left-Right Pos5</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
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<td>115</td>
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<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
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<td>116</td>
<td>Status_Vane Left-Right Pos7</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>117</td>
<td>Status_Vane Left-Right Pos8</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>118</td>
<td>Status_Vane Left-Right Swing</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>119</td>
<td>Status_Vane Left-Right Swirl</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
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<tr>
<td>120</td>
<td>Status_Vane Left-Right Wide</td>
<td>1 bit</td>
<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>121</td>
<td>Status_Vane Left-Right Text</td>
<td>14 byte</td>
<td>DPT_String_8859_1</td>
<td>16.001</td>
<td>R</td>
</tr>
</tbody>
</table>

<p>| | | | | | |</p>
<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>122</td>
<td>Status_AC Setpoint Temp</td>
<td>2 byte</td>
<td>DPT_Value_Temp</td>
<td>9.001</td>
<td>R</td>
</tr>
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<td>123</td>
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<td>DPT_Value_Temp</td>
<td>9.001</td>
<td>R</td>
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<tr>
<td>124</td>
<td>Status_Intesis Reference Temp</td>
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<td>DPT_Value_Temp</td>
<td>9.001</td>
<td>R</td>
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<tr>
<td>125</td>
<td>Status_Error/Alarm</td>
<td>1 bit</td>
<td>DTP_Alarm</td>
<td>1.005</td>
<td>R</td>
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<td>126</td>
<td>Status_Error Text code</td>
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<td>DPT_String_8859_1</td>
<td>16.001</td>
<td>R</td>
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<tr>
<td>127</td>
<td>Status_Window Contact Sensor</td>
<td>1 bit</td>
<td>DPT_Window_Door</td>
<td>1.019</td>
<td>R</td>
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<tr>
<td>128</td>
<td>Status_Window Contact Step</td>
<td>8 bit</td>
<td>Enumerated</td>
<td>R</td>
<td>T</td>
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<tr>
<td>129</td>
<td>Status_Occupancy Sensor</td>
<td>1 bit</td>
<td>DPT_Occupancy</td>
<td>1.018</td>
<td>R</td>
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<td>Status_Occupancy Mode</td>
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<td>DPT_OCC_MODE</td>
<td>20.003</td>
<td>R</td>
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<tr>
<td>131</td>
<td>Status_Occupancy State</td>
<td>8 bit</td>
<td>Enumerated</td>
<td>R</td>
<td>T</td>
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<tr>
<td>132</td>
<td>Status_Lock Remote Control</td>
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<td>DPT_Bool</td>
<td>1.002</td>
<td>R</td>
</tr>
<tr>
<td>133</td>
<td>Status_Operating Hour Counter</td>
<td>2 byte</td>
<td>DPT_Value_2_Ucount</td>
<td>7.001</td>
<td>R</td>
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<tr>
<td>134</td>
<td>Status_Operating Second Counter</td>
<td>2 byte</td>
<td>DPT_Value_2_Ucount</td>
<td>13.100</td>
<td>R</td>
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<tr>
<td>135</td>
<td>Status_Current Scene</td>
<td>1 byte</td>
<td>DPT_SceneNumber</td>
<td>17.001</td>
<td>R</td>
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