

animeo KNX RTS Receiver 433 MHz WM

Operating Manual



Ref. 1860292



Table of contents

1	Definitions	4
1.1	On/Off/Toggle.....	4
2	Installation	5
2.1	Measurements	5
2.2	Wiring	5
2.3	Mounting	5
3	Wiring diagram	6
4	Description.....	6
5	Settings	7
5.1	Learn Mode	7
5.2	Display Mode	7
5.3	Delete Mode.....	7
5.4	Error Mode	8
6	Communication objects.....	9
6.1	Object overview.....	9
6.1.1	List of Objects	9
7	Parameter	17
7.1	Menu index card "Radio inputs"	17
7.1.1	Radio input 1...10	17
7.2	General information for radio input	17
7.3	Menu index card "Radio inputs – Venetian blind Up/Down"	18
7.3.1	Basic Function.....	18
7.3.2	Long operation (action) after.....	18
7.3.3	Functionality of the my push button	18
7.4	Menu index card "Radio inputs – Switch"	19
7.4.1	Basic Function.....	19
7.4.2	Functionality of the Up push button	19
7.4.3	Functionality of the Down push button.....	20
7.4.4	Functionality of my push button	20
7.5	Menu index card "Radio inputs – 8-Bit value".....	21
7.5.1	Basic Function.....	21
7.5.2	Value of the Up push button	21
7.5.3	Value of the Down push button.....	22
7.5.4	Functionality of my push button	22
7.6	Menu index card "Radio inputs – Dimming".....	23
7.6.1	Basic Function.....	23
7.6.2	Long operation (action) after.....	23
7.6.3	Dimming Brighter/Darker	23
7.6.4	Functionality of my push button	23
7.7	Menu index card "Radio inputs – Venetian blind slow tilting"	25
7.7.1	Basic Function.....	25
7.7.2	Long operation (action) after.....	25
7.7.3	Slow tilt Open/Close.....	25
7.7.4	Functionality of the my push button	25
8	Technical data	27
9	Appendix	28
9.1	Configuration of push button radio transmitters.....	28
9.2	Configuration of scroll wheel radio transmitter.....	29



Before starting up it is necessary to follow the safety instructions in these instructions. SOMFY cannot be held liable for defects and damages when these have been caused as a result of not following instructions (wrong installation, incorrect service etc.). Establishing, testing and starting up of the equipment is permitted only by a qualified person (in accordance with VDE 0100). Switch off all connection wiring which is to be connected. Take precautions against unintentional power up!

The installation of the Somfy products may occur only at easily accessible places. If maintenance and repair become substantially hindered by accessibility (e.g. stuck or extensively stuck flooring, installation behind lamps or behind façades), any originating supplementary costs therein cannot be charged to the seller. Subject to technical changes.

The RTS Receiver 433 MHz WM is a universal radio receiver to forward orders from Somfy RTS transmitters to the KNX bus for the integration with any application. This receiver enables to control shades, any switch functions, lighting and dimming or HVAC. It is simply powered over the KNX bus network.

Functions and advantages:

- Suitable for visible or non-visible wall-mounting environments and EU norm flush-socket installation.
- Somfy RTS transmitters can easily be trained in via a display independent of the ETS software.
- The device is powered over the KNX bus network.
- It enables the control of all types of solar shadings and other applications (switch functions, lighting and dimming, HVAC) via the same wireless remote control.
- Up to 10 universal radio inputs with max. 5 transmitters per input. The application per radio input is freely defineable.
- Enables the use of ergonomic user interfaces such as scroll wheels (Somfy Telis Modulis) to control Venetian blinds and light dimming.
- For configuration changes radio inputs can be activated via the ETS for teaching in of transmitters without the need to physically access the receiver.

1 Definitions

1.1 On/Off/Toggle

1.1.1 On

If an "On" telegram is generated the value "1" is transmitted on the corresponding KNX group address.

1.1.2 Off

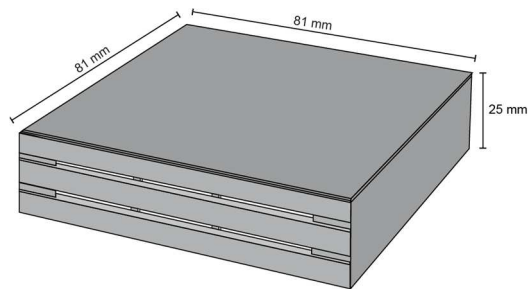
If an "Off" telegram is generated the value "0" is transmitted on the corresponding KNX group address.

1.1.3 Toggle

If a "Toggle" telegram is generated the value is firstly inverted and then transmitted to the corresponding KNX group address.

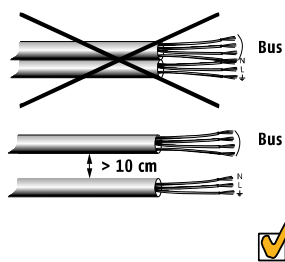
2 Installation

2.1 Measurements

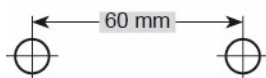


2.2 Wiring

Keep to minimum distance and do not loop the cable inside or near the housing.

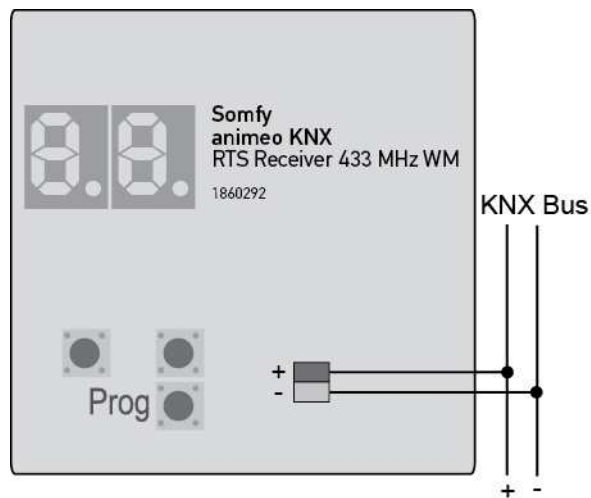


2.3 Mounting



 Do not mount on metal surface!

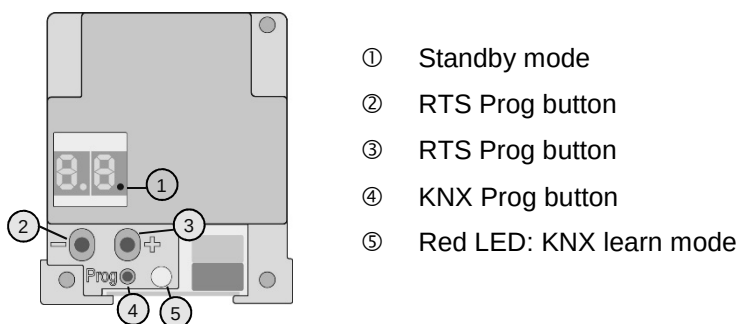
3 Wiring diagram



10 radio inputs can be trained in with a maximum of 5 RTS transmitters which can be registered in any of the radio inputs.

Connected to ...	Cabling	Twisted pair	Max. distance
KNX Bus	2 x 0.8 mm/20 AWG	Required, corresponding to KNX topology guidelines	

4 Description



5 Settings

5.1 Learn Mode

5.1.1 Training the RTS transmitter

The RTS transmitters can be trained in by using the RTS Prog buttons – and + at the KNX RTS Receiver. Select via RTS Prog buttons – or + the radio input at the receiver. Press again either RTS Prog button – or + for 3 seconds. The number of the chosen radio input blinks on the right side of the display. Take your remote and press the Prog button briefly. The left display shows the number of remote controls which are already trained in. After 5 seconds the radio input number appears on the right side of the display. A red dot in the middle shows that at least one remote control is trained in.

5.1.2 Training additional RTS transmitters

It is possible to train additional RTS transmitters by simply using the first trained transmitter. First press the RTS Prog button of remote 1 for 2 seconds. The number of the radio input in which the first RTS transmitter is trained in blinks on the right side of the display. Press the RTS Prog button of remote 2 shortly, the ID of the 2nd remote is transmitted and the number of the teached remote controls is shown on the display (e.g. 2). After 3 seconds the display shows the channel number again. After 30 seconds the display returns into stand-by mode.

5.2 Display Mode

5.2.1 Indication of trained transmitters

Select via RTS Prog button – or + the radio input at the receiver which is shown on the right display. Briefly press both RTS Prog buttons – and + simultaneously. The display shows on the left the number of trained transmitters.

5.3 Delete Mode

5.3.1 Delete RTS transmitters from a radio input

Select via RTS Prog button – or + the radio input at that receiver on which the RTS transmitter is already trained in. Press again either RTS Prog button – or + for 3 seconds until the display blinks. Select the transmitter to be deleted and press the Prog button briefly. The transmitter is deleted. The left display shows the number of transmitters trained in.

5.3.2 Deleting one RTS transmitters with another

Press the RTS Prog button of a teached remote for 2 seconds. The number of the appropriate radio input blinks on the right side of the display. With a short press of the Prog button of another teached remote, the RTS transmitter of this remote is deleted. The remaining number of teached remote controls is shown on the display. After 30 seconds the display returns into stand-by mode.

5.3.3 Delete all RTS transmitters of one radio input

Select via RTS Prog button – or + the radio input to be deleted. The radio input is shown on the right display. Press RTS Prog button – and + simultaneously. A countdown starts. Keep the buttons pressed until the end of the countdown. Release when the fade-out sequence starts. The red dot in the middle of the display disappears. All transmitters of the chosen radio input are deleted.

5.3.4 Delete all RTS transmitters

Select via RTS Prog button – or + the radio input **RL** which is shown on the display.

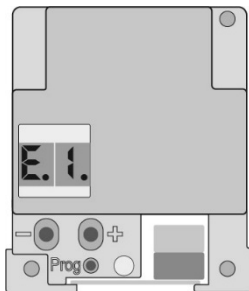
Press RTS Prog button – and + simultaneously. A countdown starts. Keep the buttons pressed until the end of the countdown and release when the fade-out sequence starts.

To check that all radio inputs are deleted, select any of the radio inputs. The red dot in the middle must no longer be active.

5.4 Error Mode

5.4.1 Error Messages

- E 1** The limit of 5 transmitters per radio input is reached.
- E 2** The transmitter is already trained in to another radio input.
- E 3** A transmitter can not delete itself.



6 Communication objects

6.1 Object overview

At the most, **110** communication objects are available for use, but not all at once. A maximum of 250 group addresses can be connected.

6.1.1 List of Objects

No.	Object Name	Type	Data Type	Description
1	Radio Input 1: Up/Down	1 Bit	up/down 1.008	A long press of the “UP” button at that remote which is teached in on radio input 1 generates a telegram with the value “0” on this communication object. The Venetian blind goes UP. A long press of the “DOWN” button at that remote which is teached in on radio input 1 generates a telegram with the value “1” on this communication object. The Venetian blind goes DOWN.
2	Radio Input 1: Step/Stop	1 Bit	up/down 1.008	A short press of the “UP” button at that remote which is teached in on radio input 1 generates a telegram with the value “0” on this communication object. The slat will tilt to reverse (open). If the Venetian blind is in the fully moving process with a short press of the “UP” button at that remote which is teached in on radio input 1, a stop order is generated. A short press of the “DOWN” button at that remote which is teached in on radio input 1 generates a telegram with the value “1” on this communication object. The slat will tilt to close. If the Venetian blind is in a fully moving process with a short press of the “DOWN” button at that remote which is teached in on radio input 1 a stop order is generated.
3	Radio Input 1: Switch “my” push button	1 Bit	switch 1.001	According to the parameter settings a press of the “my” button at that remote which is teached in on radio input 1 generates a telegram with the value “1” or “0” on this communication object.
4	Radio Input 1: 8-Bit value “my” push button	1 Byte	counter pulses (0...255) 5.010	According to the parameter settings with a press of the “my” button at that remote which is teached in on radio input 1 the configured value (0-255) is sent.
5	Radio Input 1: Switch “Up” push button	1 Bit	switch 1.001	According to the parameter settings a press of the “UP” button at that remote which is teached in on radio input 1 generates a telegram with the value “1” or “0” on this communication object.

No.	Object Name	Type	Data Type	Description
6	Radio Input 1: Switch "Down" push button	1 Bit	switch 1.001	According to the parameter settings a press of the "DOWN" button at that remote which is taught in on radio input 1 generates a telegram with the value "1" or "0" on this communication object.
7	Radio Input 1: 8-Bit value "Up" push button	1 Byte	counter pulses 0...255) 5.010	According to the parameter settings with a press of the "UP" button at that remote which is taught in on radio input 1 the configured value (0-255) is sent.
8	Radio Input 1: 8-Bit value "Down" push button	1 Byte	counter pulses 0...255) 5.010	According to the parameter settings with a press of the "DOWN" button at that remote which is taught in on radio input 1 the configured value (0-255) is sent.
9	Radio Input 1: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	Dimming On/Slow tilting Up: According to the parameter settings with a short press of the "UP" button at that remote which is taught in on radio input 1 a 1 bit telegram will be generated. The light will be switched ON or the blinds will move UP Dimming Off/Slow tilting Down: According to the parameter settings with a short press of the "DOWN" button at that remote which is taught in on radio input 1 a 1 bit telegram will be generated. The light will be switched OFF or the blinds will move DOWN
10	Radio Input 1: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	Dimming Brighter/Slow tilting Open: According to the parameter settings with a long press of the "UP" button at that remote which is taught in on radio input 1 a 4 bit telegram will be generated. The light is dimmed brighter or the slats tilt open. Dimming Darker/Slow tilting Close: According to the parameter settings with a long press of the "DOWN" button at that remote which is taught in on radio input 1 a 4 bit telegram will be generated. The light is dimmed darker or the slats tilt close.
11	Radio input 1: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	<u>Write:</u> With the value "1" a selected radio input can be put in programming mode. With the value "255" the taught transmitters of this radio input are deleted. With the value "0" the programming mode is completed. <u>Read:</u> Shows the number of taught in remotes on the selected radio input.
12	Radio Input 2: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 2, instead of radio input 1

No.	Object Name	Type	Data Type	Description
13	Radio Input 2: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 2, instead of radio input 1
14	Radio Input 2: Switch “my” push button	1 Bit	switch 1.001	See description of object 3, radio input 2, instead of radio input 1
15	Radio Input 2: 8-Bit value “my” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 2, instead of radio input 1
16	Radio Input 2: Switch “Up” push button	1 Bit	switch 1.001	See description of object 5, radio input 2, instead of radio input 1
17	Radio Input 2: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 2, instead of radio input 1
18	Radio Input 2: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 2, instead of radio input 1
19	Radio Input 2: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 2, instead of radio input 1
20	Radio Input 2: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 2, instead of radio input 1
21	Radio Input 2: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 2, instead of radio input 1
22	Radio Input 2: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 2, instead of radio input 1
23	Radio Input 3: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 3, instead of radio input 1
24	Radio Input 3: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 3, instead of radio input 1
25	Radio Input 3: Switch “my” push button	1 Bit	switch 1.001	See description of object 3, radio input 3, instead of radio input 1
26	Radio Input 3: 8-Bit value “my” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 3, instead of radio input 1
27	Radio Input 3: Switch “Up” push button	1 Bit	switch 1.001	See description of object 5, radio input 3, instead of radio input 1
28	Radio Input 3: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 3, instead of radio input 1
29	Radio Input 3: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 3, instead of radio input 1
30	Radio Input 3: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 3, instead of radio input 1

No.	Object Name	Type	Data Type	Description
31	Radio Input 3: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 3, instead of radio input 1
32	Radio Input 3: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 3, instead of radio input 1
33	Radio Input 3: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 3, instead of radio input 1
34	Radio Input 4: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 4, instead of radio input 1
35	Radio Input 4: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 4, instead of radio input 1
36	Radio Input 4: Switch "my" push button	1 Bit	switch 1.001	See description of object 3, radio input 4, instead of radio input 1
37	Radio Input 4: 8-Bit value "my" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 4, instead of radio input 1
38	Radio Input 4: Switch "Up" push button	1 Bit	switch 1.001	See description of object 5, radio input 4, instead of radio input 1
39	Radio Input 4: Switch "Down" push button	1 Bit	switch 1.001	See description of object 6, radio input 4, instead of radio input 1
40	Radio Input 4: 8-Bit value "Up" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 4, instead of radio input 1
41	Radio Input 4: 8-Bit value "Down" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 4, instead of radio input 1
42	Radio Input 4: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 4, instead of radio input 1
43	Radio Input 4: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 4, instead of radio input 1
44	Radio Input 4: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 4, instead of radio input 1
45	Radio Input 5: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 5, instead of radio input 1
46	Radio Input 5: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 5, instead of radio input 1
47	Radio Input 5: Switch "my" push button	1 Bit	switch 1.001	See description of object 3, radio input 5, instead of radio input 1

No.	Object Name	Type	Data Type	Description
48	Radio Input 5: 8-Bit value “my” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 5, instead of radio input 1
49	Radio Input 5: Switch “Up” push button	1 Bit	switch 1.001	See description of object 5, radio input 5, instead of radio input 1
50	Radio Input 5: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 5, instead of radio input 1
51	Radio Input 5: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 5, instead of radio input 1
52	Radio Input 5: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 5, instead of radio input 1
53	Radio Input 5: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 5, instead of radio input 1
54	Radio Input 5: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 5, instead of radio input 1
55	Radio Input 5: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 5, instead of radio input 1
56	Radio Input 6: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 6, instead of radio input 1
57	Radio Input 6: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 6, instead of radio input 1
58	Radio Input 6: Switch “my” push button	1 Bit	switch 1.001	See description of object 3, radio input 6, instead of radio input 1
59	Radio Input 6: 8-Bit value “my” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 6, instead of radio input 1
60	Radio Input 6: Switch “Up” push button	1 Bit	switch 1.001	See description of object 5, radio input 6, instead of radio input 1
61	Radio Input 6: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 6, instead of radio input 1
62	Radio Input 6: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 6, instead of radio input 1
63	Radio Input 6: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 6, instead of radio input 1
64	Radio Input 6: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 6, instead of radio input 1

No.	Object Name	Type	Data Type	Description
65	Radio Input 6: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 6, instead of radio input 1
66	Radio Input 6: Number of trans- mitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 6, instead of radio input 1
67	Radio Input 7: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 7, instead of radio input 1
68	Radio Input 7: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 7, instead of radio input 1
69	Radio Input 7: Switch "my" push button	1 Bit	switch 1.001	See description of object 3, radio input 7, instead of radio input 1
70	Radio Input 7: 8-Bit value "my" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 7, instead of radio input 1
71	Radio Input 7: Switch "Up" push button	1 Bit	switch 1.001	See description of object 5, radio input 7, instead of radio input 1
72	Radio Input 7: Switch "Down" push button	1 Bit	switch 1.001	See description of object 6, radio input 7, instead of radio input 1
73	Radio Input 7: 8-Bit value "Up" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 7, instead of radio input 1
74	Radio Input 7: 8-Bit value "Down" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 7, instead of radio input 1
75	Radio Input 7: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 7, instead of radio input 1
76	Radio Input 7: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 7, instead of radio input 1
77	Radio Input 7: Number of trans- mitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 7, instead of radio input 1
78	Radio Input 8: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 8, instead of radio input 1
79	Radio Input 8: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 8, instead of radio input 1
80	Radio Input 8: Switch "my" push button	1 Bit	switch 1.001	See description of object 3, radio input 8, instead of radio input 1
81	Radio Input 8: 8-Bit value "my" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 8, instead of radio input 1
82	Radio Input 8: Switch "Up" push button	1 Bit	switch 1.001	See description of object 5, radio input 8, instead of radio input 1

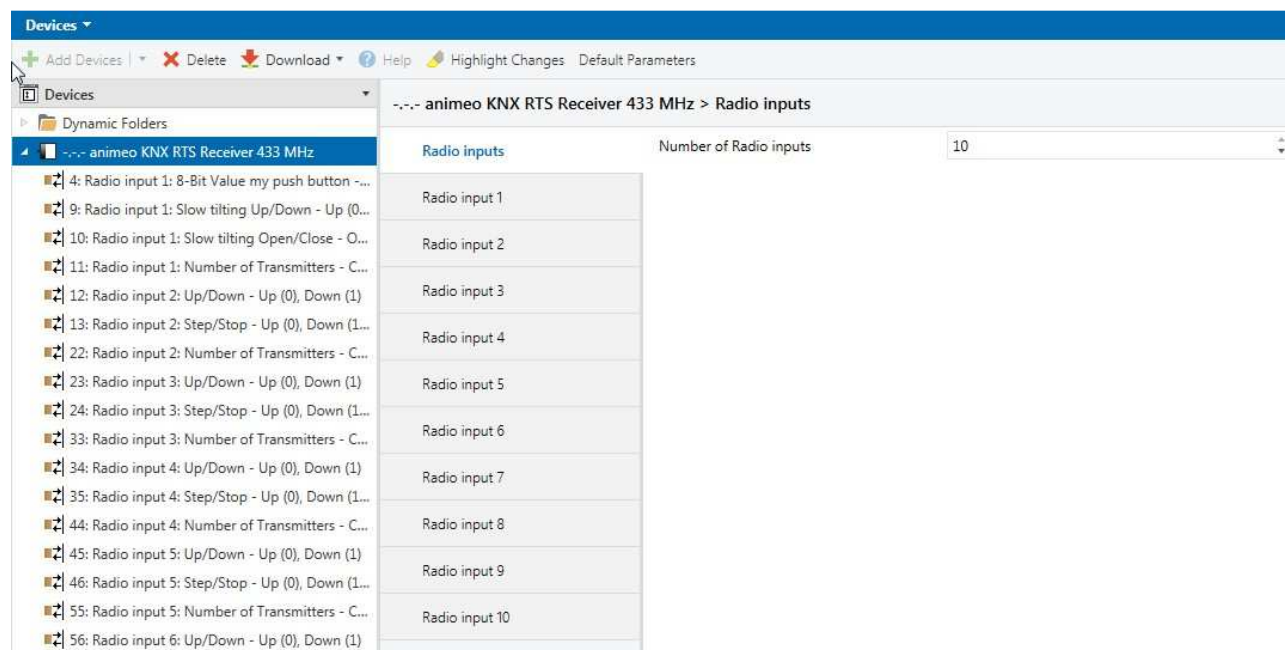
No.	Object Name	Type	Data Type	Description
83	Radio Input 8: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 8, instead of radio input 1
84	Radio Input 8: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 8, instead of radio input 1
85	Radio Input 8: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 8, instead of radio input 1
86	Radio Input 8: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 8, instead of radio input 1
87	Radio Input 8: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 8, instead of radio input 1
88	Radio Input 8: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 8, instead of radio input 1
89	Radio Input 9: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 9, instead of radio input 1
90	Radio Input 9: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 9, instead of radio input 1
91	Radio Input 9: Switch “my” push button	1 Bit	switch 1.001	See description of object 3, radio input 9, instead of radio input 1
92	Radio Input 9: 8-Bit value “my” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 9, instead of radio input 1
93	Radio Input 9: Switch “Up” push button	1 Bit	switch 1.001	See description of object 5, radio input 9, instead of radio input 1
94	Radio Input 9: Switch “Down” push button	1 Bit	switch 1.001	See description of object 6, radio input 9, instead of radio input 1
95	Radio Input 9: 8-Bit value “Up” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 9, instead of radio input 1
96	Radio Input 9: 8-Bit value “Down” push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 9, instead of radio input 1
97	Radio Input 9: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 9, instead of radio input 1
98	Radio Input 9: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 9, instead of radio input 1

No.	Object Name	Type	Data Type	Description
99	Radio Input 9: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 9, instead of radio input 1
100	Radio Input 10: Up/Down	1 Bit	up/down 1.008	See description of object 1, radio input 10, instead of radio input 1
101	Radio Input 10: Step/Stop	1 Bit	up/down 1.008	See description of object 2, radio input 10, instead of radio input 1
102	Radio Input 10: Switch "my" push button	1 Bit	switch 1.001	See description of object 3, radio input 10, instead of radio input 1
103	Radio Input 10: 8-Bit value "my" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 4, radio input 10, instead of radio input 1
104	Radio Input 10: Switch "Up" push button	1 Bit	switch 1.001	See description of object 5, radio input 10, instead of radio input 1
105	Radio Input 10: Switch "Down" push button	1 Bit	switch 1.001	See description of object 6, radio input 10, instead of radio input 1
106	Radio Input 10: 8-Bit value "Up" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 7, radio input 10, instead of radio input 1
107	Radio Input 10: 8-Bit value "Down" push button	1 Byte	counter pulses 0...255) 5.010	See description of object 8, radio input 10, instead of radio input 1
108	Radio Input 10: Dimming On/Off or Slow Tilting Up/Down	1 Bit	Switch 1.001 up/down 1008	See description of object 9, radio input 10, instead of radio input 1
109	Radio Input 10: Dimming Brighter/Darker or Slow Tilting Open/Close	4 Bit	dimming control 3.007 blind control 3.008	See description of object 10, radio input 10, instead of radio input 1
110	Radio Input 10: Number of transmitters	1 Byte	counter pulses 0...255) 5.010	See description of object 11, radio input 10, instead of radio input 1

7 Parameter

The default value and the selection options of the single parameters are described in each case. In the following illustrations of the different parameter cards the maximum number of parameters is shown. Besides this and depending on the parameter settings, objects which are not required are hidden.

7.1 Menu index card “Radio inputs”



7.1.1 Radio input 1...10

Default value: • 1

Options: • 1 - 10

By choosing the number of radio inputs additional menu index cards “Radio input 1...10” become visible. At the same time the necessary objects appear by clicking on the radio inputs 1 to 10.

7.2 General information for radio input

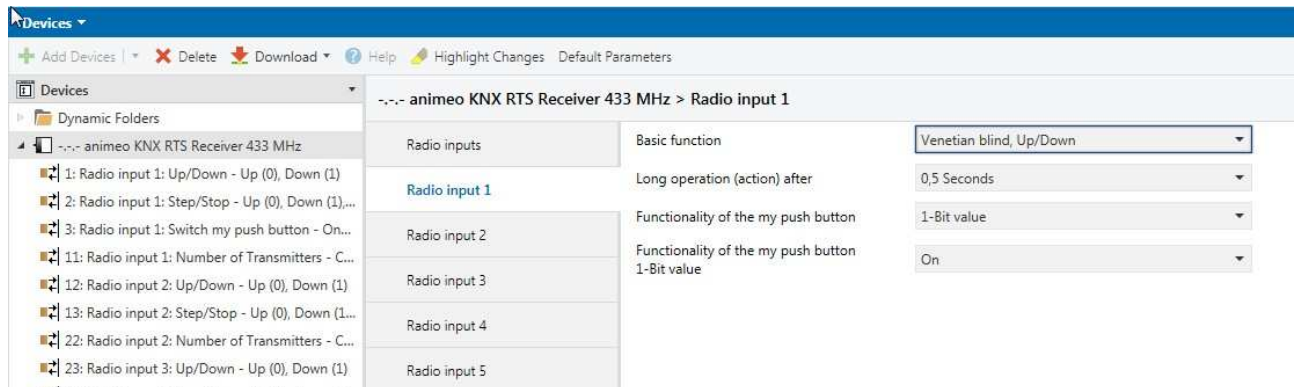
For every radio input there are five different basic functions for selection:

Default value: • Venetian blind, Up/Down

Options: • Venetian blind, Up/Down
• Switch
• 8-Bit value
• Dimming
• Venetian blind slow tilting

The single functions and parameters which arise depending on the selection of the basic functions are shown in the following. To illustrate this, another basis function has been selected for each radio input. The functions are described with the help of the radio input 1 and are identical for the radio inputs 2 – 10.

7.3 Menu index card “Radio inputs – Venetian blind Up/Down”



7.3.1 Basic Function

Selected option: • Venetian blind, Up/Down

7.3.2 Long operation (action) after

Default value: • 0.5 seconds

Options: • 0.3...2.0 seconds

This parameter defines the activity time of the corresponding transmitter push button which distinguishes between the sending of a short-term telegram (Step/Stop) and a long-term telegram (Up/Down). If the time, for example, is parameterized on 0.5 seconds, then only after pressing more than 0.5 seconds a long-term telegram is generated. With a pressing of the push button which is shorter than 0.5 seconds, a short-term telegram is generated.

7.3.3 Functionality of the my push button

Default value: • No function

Options: • No function
• 1-Bit value
• 8-Bit value

7.3.3.1 No function

If the “my” button on the radio transmitter is pressed, no object is generated.

7.3.3.2 1-Bit value

Default value: • On

Options: • No function
• Off
• On
• Toggle

• No function

If the “my” button on the radio transmitter is pressed, no object is generated.

• Off

If the “my” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not important.

- **On**

If the “my” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “my” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 “Definitions” for On (“1”) Off (“0”) Toggle (“1/0”).

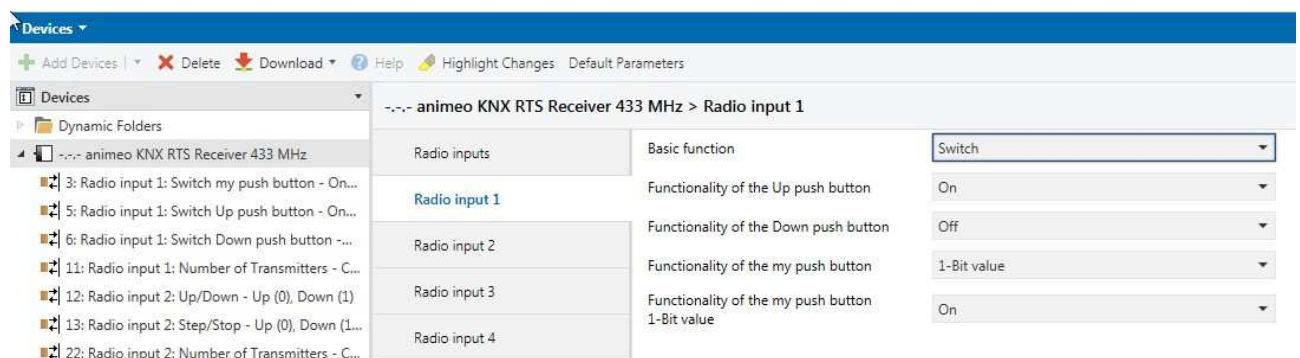
7.3.3.3 8-Bit value

Default value: • 0

Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “my” button on the radio transmitter.

7.4 Menu index card “Radio inputs – Switch”



7.4.1 Basic Function

Selected option: • Switch

7.4.2 Functionality of the Up push button

Default value: • On

Options: • No function
 • Off
 • On
 • Toggle

- **No function**

If the “Up” button on the radio transmitter is pressed, no object is generated.

- **Off**

If the “Up” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

- **On**

If the “Up” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “Up” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

7.4.3 Functionality of the Down push button

Default value: • Off

Options: • No function
 • Off
 • On
 • Toggle

- **No function**

If the “Down” button on the radio transmitter is pressed, no object is generated.

- **Off**

If the “Down” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

- **On**

If the “Down” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “Down” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

7.4.4 Functionality of my push button

Default value: • No function

Options: • No function
 • 1-Bit value
 • 8-Bit value

7.4.4.1 No function

If the “my” button on the radio transmitter is pressed, no object is generated.

7.4.4.2 1-Bit value

Default value: • No function

Options: • No function
 • Off
 • On
 • Toggle

- **No function**

If the “my” button on the radio transmitter is pressed, no object is generated.

- **Off**

If the “my” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

- **On**

If the “my” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “my” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

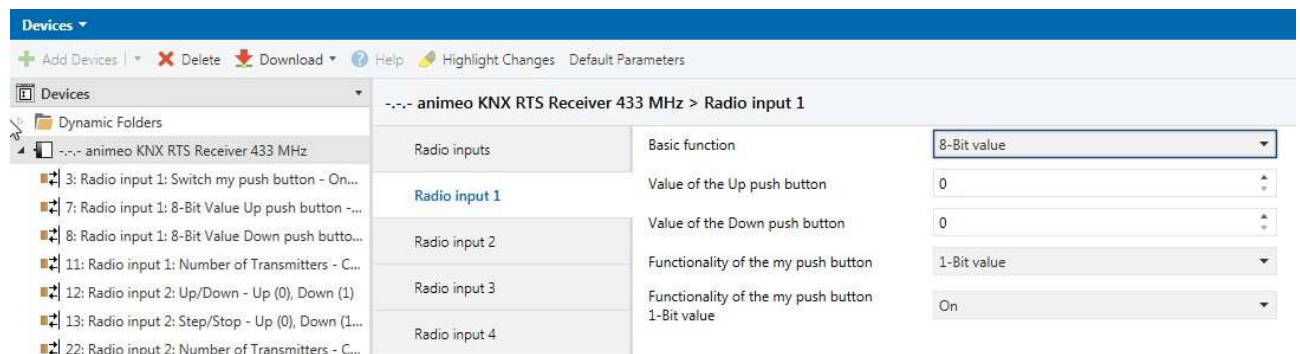
7.4.4.3 8-Bit value

Default value: • 0

Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “Up” button on the radio transmitter.

7.5 Menu index card “Radio inputs – 8-Bit value”



7.5.1 Basic Function

Selected option: • 8-Bit value

7.5.2 Value of the Up push button

Default value: • 0

Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “Up” button on the radio transmitter.

7.5.3 Value of the Down push button

- Default value: • 0
- Options: • 0 – 255

With this parameter the value is set which is transmitted while pressing the “Down” button on the radio transmitter.

7.5.4 Functionality of my push button

- Default value: • No function
- Options: • No function
• 1-Bit value
• 8-Bit value

7.5.4.1 No function

If the “my” button on the radio transmitter is pressed, no object is generated.

7.5.4.2 1-Bit value

- Default value: • On
- Options: • No function
• Off
• On
• Toggle

- **No function**

If the “my” button on the radio transmitter is pressed, no object is generated.

- **Off**

If the “my” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

- **On**

If the “my” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “my” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

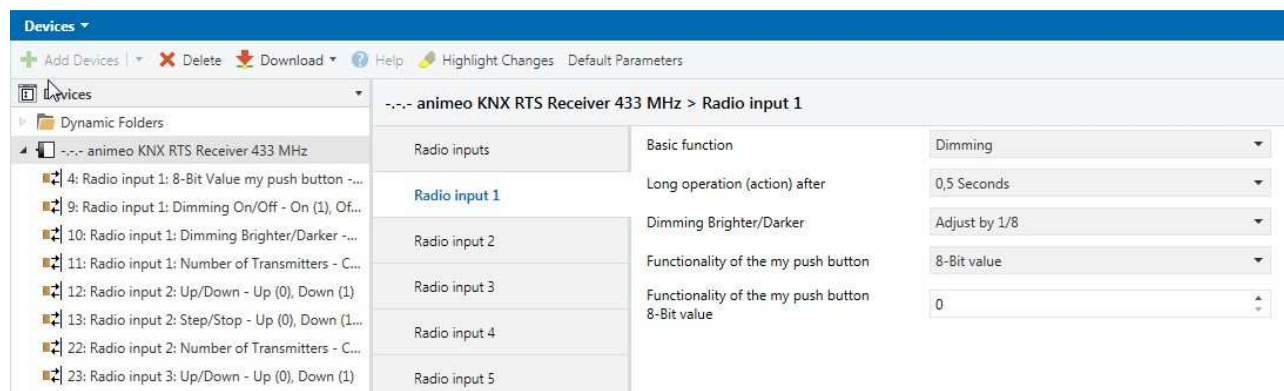
△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

7.5.4.3 8-Bit value

- Default value: • 0
- Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “my” button on the radio transmitter.

7.6 Menu index card “Radio inputs – Dimming”



7.6.1 Basic Function

Selected option: • Dimming

7.6.2 Long operation (action) after

Default value: • 0.5 seconds

Options: • 0.3...2.0 seconds

This parameter defines the pressing time of the corresponding transmitter push button (Up/Down) which makes a distinction between the sending of a short-term telegram (On/Off) and a long-term telegram (Brighter/darker dimming). If the time, for example, is set at 0.5 seconds, a long-term telegram is generated after a longer pressing than 0.5 seconds. With a pressing duration which is shorter than 0.5 seconds, a short-term telegram is generated.

7.6.3 Dimming Brighter/Darker

Default value: • Adjust by 1/8

Options: • Adjust by 100 % ... 1/64

This parameter is only valid when using Telis Modulis transmitter with scroll wheel (see chapter 8 “Compatible transmitters”).

Using the transmitters Telis 1, Telis 4 or Telis 16 (see chapter 8 “Compatible transmitters”) a long pressing of the push buttons Up or Down generates a dimming with stop telegram.

7.6.4 Functionality of my push button

Default value: • No function

Options: • No function
• 1-Bit value
• 8-Bit value

7.6.4.1 No function

If the “my” button on the radio transmitter is pressed, no object is generated.

7.6.4.2 1-Bit value

Default value: • On

Options: • No function
• Off
• On
• Toggle

• No function

If the “my” button on the radio transmitter is pressed, no object is generated.

• Off

If the “my” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

• On

If the “my” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

• Toggle

If the “my” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

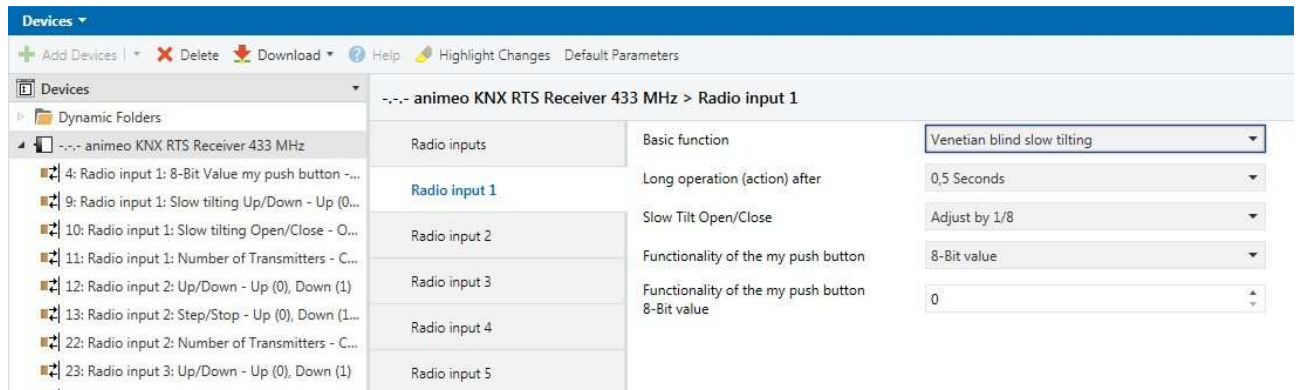
7.6.4.3 8-Bit value

Default value: • 0

Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “my” button on the radio transmitter.

7.7 Menu index card “Radio inputs – Venetian blind slow tilting”



7.7.1 Basic Function

Selected option: • Venetian blind slow tilting

7.7.2 Long operation (action) after

Default value: • 0.5 seconds

Options: • 0.3...2.0 seconds

This parameter defines the pressing time of the corresponding transmitter push button (Up/Down) which makes a distinction between the sending of a short-term telegram (Up/Down) and a long-term telegram (Open/Close). If the time, for example, is set at 0.5 seconds, a longterm telegram is generated after a longer pressing than 0.5 seconds. With a pressing duration which is shorter than 0.5 seconds, a shortterm telegram is generated.

7.7.3 Slow tilt Open/Close

Default value: • Adjust by 1/8

Options: • Adjust by 100 % ... 1/64

This parameter is only valid when using Telis Modulis transmitter with scroll wheel (see chapter 8 “Compatible transmitters”).

Using the transmitters Telis 1, Telis 4 or Telis 16 (see chapter 8 “Compatible transmitters”) a long pressing of the push buttons Up or Down generates a tilting with stop telegram.

7.7.4 Functionality of the my push button

Default value: • No function

Options: • No function
• 1-Bit value
• 8-Bit value

7.7.4.1 No function

If the “my” button on the radio transmitter is pressed, no object is generated.

7.7.4.2 1-Bit value

- Default value: • On
- Options: • No function
 • Off
 • On
 • Toggle

- **No function**

If the “my” button on the radio transmitter is pressed, no object is generated.

- **Off**

If the “my” button on the radio transmitter is pressed, the object value “Off” is generated. The duration of the activity is not evaluated.

- **On**

If the “my” button on the radio transmitter is pressed, the object value “On” is generated. The duration of the activity is not evaluated.

- **Toggle**

If the “my” button on the radio transmitter is pressed, the object value toggles between “On” and “Off”. The duration of the activity is not evaluated.

△ See chapter 1 Definitions for On (“1”) Off (“0”) Toggle (“1/0”).

7.7.4.3 8-Bit value

- Default value: • 0
- Options: • 0 – 255

With this parameter the value (0 – 255) is set which is transmitted while pressing the “my” button on the radio transmitter.

8 Technical data

CHARACTERISTICS

animeo KNX RTS Receiver 433 MHz WM	Ref. 1860292
Supply voltage from KNX bus	KNX voltage 21...32 V DC, SELV
Radio frequency	433 MHz
Radio range	20 m/2 walls
Rated current consumption	As per KNX guidelines ≤ 12.5 mA
Operating temperature	-5° C to 50° C
Relative humidity	Max. 85%
Material of housing	PA 6.6 GF 30 %/PC
Housing dimensions	81 x 81 x 25 mm
Degree of protection	IP 20
Protection class	III

CE Somfy hereby declares that the radio equipment covered by these instructions is in compliance with the requirements of Radio Directive 2014/53/EU and the other essential requirements of the applicable European Directives.

The full text of the EU declaration of conformity is available at www.somfy.com/ce

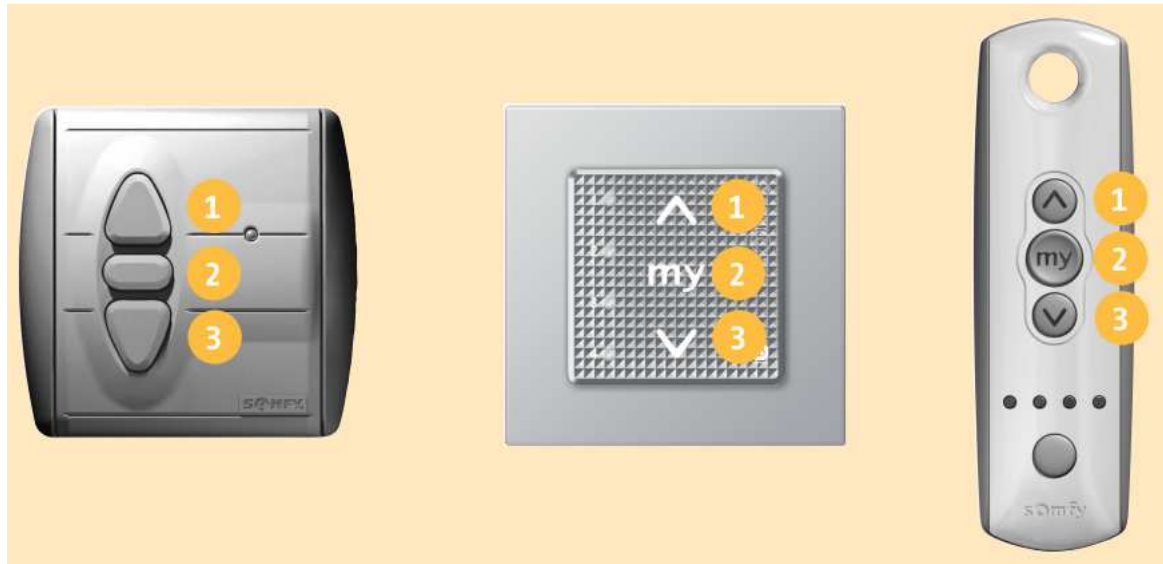
Compatible transmitters

animeo KNX RTS Receiver 433 MHz WM is compatible with the following Somfy RTS transmitters

Situo RTS Pure 433 MHz
Telis 1 RTS 433 MHz
Telis 4 RTS 433 MHz
Telis 1 Modulis RTS 433 MHz
Telis 4 Modulis RTS 433 MHz
Telis 6 Chronis RTS 433 MHz
Telis 16 RTS pure 433 MHz
Sunis Indoor Wirefree RTS 433 MHz
Thermosunis Indoor Wirefree RTS 433 MHz
Chronis RTS L 433 MHz
Chronis RTS Smart 433 MHz
Smooove 1 RTS 433 MHz
Smooove Origin RTS 433 MHz

9 Appendix

9.1 Configuration of push button radio transmitters



- ① = Up
② = My
③ = Down

	Venetian Blind		Light dimming	8 Bit Value	Switch
	Up/Down	Slow tilting			
1	Short Step/Stop (0) Long (> 0.5 s) Up (0)	Short Up (0) Long (> 0.5 s) Up (4 Bit)	Short On (1) Long (> 0.5 s) Brighter (4 Bit)	8 Bit value (0-255)	No function 1 Bit 1, 0 or Toggle
2	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)
3	Short Step/Stop (1) Long (> 0.5 x) Down (1)	Short Down (1) Long (>0.5 s) Down (4 Bit)	Short Off (0) Long (> 0.5 s) Darker (4 Bit)	8 Bit value (0-255)	No function 1 Bit 1, 0 or Toggle

9.2 Configuration of scroll wheel radio transmitter



- ① = Up
- ② = My
- ③ = Down
- ④ = Scroll

	Venetian Blind		Light dimming	8 Bit Value	Switch
	Up/Down	Slow tilting			
1	1 Bit Up (0)	1 Bit Up (0)	1 Bit On (1)	8 Bit value (0-255)	No function 1 Bit 1, 0 or Toggle
2	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)	No function 1 Bit (0 or 1) Toggle (0/1) 1 Byte (0-255)
3	1 Bit down (1)	1 Bit down (1)	1 Bit off (0)	8 Bit value (0-255)	No function 1 Bit 1, 0 or (Toggle)
4	Step/Stop (0/1) Depending on scroll direction	Slow tilting Up/Down 4 Bit	Brighter/Darker 4 Bit	No function	No function

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