

# digitalSTROM Shade Functional State Machine

digitalSTROM

Version: tag: v1.1-branch\*

June 19, 2014

---

\*Revision: b9175b4666c1b95435a7813d996eb6d96cad7ddc

©2012, 2013 digitalSTROM Alliance. All rights reserved.

The digitalSTROM logo is a trademark of the digitalSTROM alliance. Use of this logo for commercial purposes without the prior written consent of digitalSTROM may constitute trademark infringement and unfair competition in violation of international laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. digitalSTROM retains all intellectual property rights associated with the technology described in this document. This document is intended to assist developers to develop applications that use or integrate digitalSTROM technologies.

Every effort has been made to ensure that the information in this document is accurate. digitalSTROM is not responsible for typographical errors.

digitalSTROM Alliance  
Brandstrasse 33  
CH-8952 Schlieren-Zürich  
Switzerland

**Even though digitalSTROM has reviewed this document, digitalSTROM MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT THIS DOCUMENT IS PROVIDED "AS IS", AND YOU, THE READER ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.**

**IN NO EVENT WILL DIGITALSTROM BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS DOCUMENT, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.**

**THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. NO DIGITALSTROM AGENT OR EMPLOYEE IS AUTHORIZED TO MAKE ANY MODIFICATION, EXTENSION, OR ADDITION TO THIS WARRANTY.**

## Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
1.1	Operation Principles . . . . .	5
1.2	How to Read . . . . .	5
1.2.1	Specialties for Zone-Button Events . . . . .	6
1.3	Zone States . . . . .	6
1.4	Area States . . . . .	6
1.5	Actions . . . . .	7
1.5.1	Zone Actions . . . . .	7
1.5.2	Area Actions . . . . .	7
1.5.3	dSM-API Actions . . . . .	7
1.6	Defaults . . . . .	8
<b>2</b>	<b>State Machine Tables</b>	<b>9</b>
2.1	Pushbutton Actions . . . . .	9
2.1.1	Zone-Button: CLICK_1X/TIP_1X . . . . .	9
2.1.2	Zone-Button: CLICK_1X_UP/TIP_1X_UP . . . . .	10
2.1.3	Zone-Button: CLICK_1X_DOWN/TIP_1X_DOWN . . . . .	11
2.1.4	Zone-Button: CLICK_2X/TIP_2X/CLICK_2X_UP/TIP_2X_UP . . . . .	12
2.1.5	Zone-Button: CLICK_2X_DOWN/TIP_2X_DOWN . . . . .	13
2.1.6	Zone-Button: CLICK_3X/TIP_3X/CLICK_3X_UP/TIP_3X_UP . . . . .	14
2.1.7	Zone-Button: CLICK_3X_DOWN . . . . .	15
2.1.8	Zone-Button: TIP_3X_DOWN . . . . .	16
2.1.9	Zone-Button: TIP_4X/TIP_4X_UP . . . . .	17
2.1.10	Zone-Button: TIP_4X_DOWN . . . . .	18
2.1.11	Zone-Button: HOLD_START/HOLD_REPEAT . . . . .	19
2.1.12	Zone-Button: HOLD_START_UP/HOLD_REPEAT_UP . . . . .	20
2.1.13	Zone-Button: HOLD_START_DOWN/HOLD_REPEAT_DOWN . . . . .	21
2.1.14	Area-Button (with LocalPrio): CLICK_1X/TIP_1X . . . . .	22
2.1.15	Area-Button (with LocalPrio): CLICK_1X_UP/TIP_1X_UP . . . . .	23
2.1.16	Area-Button: CLICK_1X_DOWN/TIP_1X_DOWN . . . . .	24
2.1.17	Area-Button: CLICK_2X/TIP_2X . . . . .	25
2.1.18	Area-Button: CLICK_2X_UP/TIP_2X_UP . . . . .	26
2.1.19	Area-Button: CLICK_2X_DOWN/TIP_2X_DOWN . . . . .	27
2.1.20	Area-Button: CLICK_3X/TIP_3X . . . . .	28
2.1.21	Area-Button: CLICK_3X_UP/TIP_3X_UP . . . . .	29
2.1.22	Area-Button: CLICK_3X_DOWN . . . . .	30

2.1.23	Area-Button: TIP_3X_DOWN . . . . .	31
2.1.24	Area-Button: TIP_4X . . . . .	32
2.1.25	Area-Button: TIP_4X_UP . . . . .	33
2.1.26	Area-Button: TIP_4X_DOWN . . . . .	34
2.1.27	Area-Button: HOLD_START/HOLD_REPEAT . . . . .	35
2.1.28	Area-Button: HOLD_START_UP/HOLD_REPEAT_UP . . . . .	36
2.1.29	Area-Button: HOLD_START_DOWN/HOLD_REPEAT_DOWN . . . . .	37
2.1.30	Local Prio timeout . . . . .	38
2.1.31	Area-Button (no LocalPrio): CLICK_1X/TIP_1X . . . . .	39
2.1.32	Area-Button (no LocalPrio): CLICK_1X_UP/TIP_1X_UP . . . . .	40
2.2	State Transitions . . . . .	41
2.2.1	CALL_SCENE(S0) . . . . .	41
2.2.2	CALL_SCENE(S1-S4) . . . . .	42
2.2.3	STOP . . . . .	43
2.2.4	CALL_SCENE(A0) . . . . .	44
2.2.5	CALL_SCENE(A1) . . . . .	45
2.2.6	STOP_AREA . . . . .	46
2.2.7	CALL_SCENE_FORCE(S0) CALL_SCENE(STANDBY) CALL_SCENE(DEEP_OFF) . . . . .	47
2.2.8	CALL_SCENE_FORCE(S1-S4) . . . . .	48
2.2.9	CALL_SCENE_FORCE(A0) . . . . .	49
2.2.10	CALL_SCENE_FORCE(A1) . . . . .	50
2.2.11	SET_LOCAL_PRIO(A1) . . . . .	51
2.2.12	DIMM_ZONE . . . . .	52
2.2.13	DIMM_AREA . . . . .	53
2.2.14	CALL_SCENE_MIN(S1-S4) . . . . .	54
2.2.15	CALL_SCENE_MIN(A1) . . . . .	55
2.2.16	STOP timeout/(stop timer) . . . . .	56
2.2.17	(start LP timer) . . . . .	57

# 1 Introduction

## 1.1 Operation Principles

The concrete tables in section 2 are derived from a number of basic operation principles:

- Single button pushes on one-way buttons toggle the zone.
- Single button pushes on two-way buttons select “on” (up button) and “off” (down button) scenes
- Multiple button pushes in short succession select different scenes.
- Holding a button gradually changes the setting (stepping/dimming).
- If state transitions (RUNNING->) requires significant time a button action during the transition stops the transition.
- Areas work like Local Push Buttons, just with multiple devices.
- Areas that are not operated directly follow the zone: e.g. if the zone is turned-on the area is in an ‘on’-state (ZONE\_ON) as well.

## 1.2 How to Read

Each table in [subsection 2.1](#) contains the action(s) triggered by a push button event. The events are categorized by the type of the push button: Zone-Button or Area-Button (with or without Local Priority). If there is no mention of LocalPriority on an Area-Button, the same actions happen independent of Local Priority.

The left part of the table under the heading “Origin” shows all possible combinations of states of the whole zone and one of its contained areas. The right part of the table shows the action to be executed.

Each table in [subsection 2.2](#) shows the resulting states for zone and area (“Destination”) after a specific action is executed.

If an event triggers multiple actions the state transitions for all actions have to be chained: “Initial State” → “Action 1” → “Intermediate State” → “Action 2” → “Final State”.

Example: What happens when a zone pushbutton is clicked twice in a turned-off zone?

1. Find the table for CLICK\_2X of a zone pushbutton → [subsubsection 2.1.4](#)
2. Select the origin states in the table → Zone: OFF; Area: OFF
3. The resulting action is CALL\_SCENE(S2)
4. Find the table for CALL\_SCENE(S2) → [subsubsection 2.2.2](#)

5. Select the origin states in the table → Zone: OFF; Area: OFF

6. The resulting state is Zone: RUNNING->ON; Area: ZONE\_ON

Now what happens if one pushes an area button in this zone within 2 minutes?

1. Find the table for CLICK\_1X of an area pushbutton → because Local Priority is disabled by default in the shade state machine: [section 2.1.31](#)

2. Select the origin states in the table → Zone: RUNNING->ON; Area: ZONE\_ON

3. The resulting action is STOP

4. Find the table for STOP → [subsection 2.2.3](#)

5. The final state is Zone: ON; Area: ZONE\_ON

### 1.2.1 Specialties for Zone-Button Events

Each zone contains four areas. All areas are reacting to zone actions too. Therefore when a zone pushbutton triggers area actions in one or multiple areas as well as zone actions, up to four state transitions with associated actions actually happen. All the area actions are performed before the zone actions (except STOP is executed first in any case).

## 1.3 Zone States

**OFF** Zone is turned off.

**ON** Zone is turned on.

**RUNNING->X** Zone is in process to X.

## 1.4 Area States

**OFF** Area is turned off.

**ZONE\_ON** Area is on because the zone was turned on.

**ON** Area is turned on explicitly, but still reacting to zone commands.

**ON (PRIO)** Area is turned on explicitly and local priority is pending.

**PRIO ON** Area is turned on explicitly and not reacting to zone commands.

**RUNNING->X** Area is in process to X.

## 1.5 Actions

### 1.5.1 Zone Actions

**CALL\_SCENE(S0-S4)** Execute a scene command. Depending on the configuration of the device sending the event the Preset 0...4, Preset 10...14, Preset 20...24, Preset 30...34 or Preset 40...44 scenes are executed.

**CALL\_SCENE\_FORCE(S0-S4)** Execute a scene command and overwrite any Local Priorities. Depending on the configuration of the device sending the event the Preset 0...4, Preset 10...14, Preset 20...24, Preset 30...34 or Preset 40...44 scenes are executed.

**DIMM\_ZONE** Stepping commands are executed every 250 ms in the zone/area as long as the HOLD\_REPEAT events arrive every second and there is no HOLD\_END event.

**CALL\_SCENE\_MIN** Start stepping from off.

### 1.5.2 Area Actions

**CALL\_SCENE(A0-A1)** Depending of the area the Area 1, Area 2, Area 3 or Area 4 scene commands are executed.

**SET\_LOCAL\_PRIO** Activate Local Priority mode for the previously called area scene.

**DIMM\_AREA** Stepping scene commands are executed every 250 ms in the zone/area as long as the HOLD\_REPEAT events arrive every second and there is no HOLD\_END event.

**START\_LP\_TIMER** Start a 2 s timer to schedule the "ON (PRIO)" to "ON PRIO" transition.

**AREA\_STOP** Execute the STOP scene command in the area and stop the internal area timer.

### 1.5.3 dSM-API Actions

**CALL\_SCENE(S0)** Execute the "off" scene command.

**CALL\_SCENE(S1-S4)** Execute a "on" scene command.

**CALL\_SCENE(A0)** Execute the area "off" scene command.

**CALL\_SCENE(A1)** Execute the area "on" scene command.

**SET\_LOCAL\_PRIO(A1)** Activate Local Priority mode for the area "on" scene.

**DIMM\_AREA** Stepping scene commands are executed every 250 ms in the zone/area as long as the HOLD\_REPEAT events arrive every second and there is no HOLD\_END event.

**AREA\_STOP** Execute the STOP scene command in the area and stop the internal area timer.

## 1.6 Defaults

The **RUNNING->X** timer is 120 seconds by default.

All Area-Buttons use no Local Priority by default.



## 2 State Machine Tables

### 2.1 Pushbutton Actions

#### 2.1.1 Zone-Button: CLICK\_1X/TIP\_1X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S1)
OFF	ON	CALL_SCENE(S1)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S1)
OFF	PRIO ON	CALL_SCENE(S1)
OFF	RUNNING->PRIO ON	STOP
OFF	RUNNING->OFF	STOP
OFF	RUNNING->ON	STOP
OFF	RUNNING->ON (PRIO)	STOP
ON	OFF	CALL_SCENE(S0)
ON	ZONE_ON	CALL_SCENE(S0)
ON	ON	CALL_SCENE(S0)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S0)
ON	PRIO ON	CALL_SCENE(S0)
ON	RUNNING->PRIO ON	STOP
ON	ZONE_ON	CALL_SCENE(S0)
ON	RUNNING->OFF	STOP
ON	RUNNING->ON	STOP
ON	RUNNING->ON (PRIO)	STOP
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

### 2.1.2 Zone-Button: CLICK\_1X\_UP/TIP\_1X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S1)
OFF	ON	CALL_SCENE(S1)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S1)
OFF	PRIO ON	CALL_SCENE(S1)
OFF	RUNNING->PRIO ON	STOP
OFF	RUNNING->OFF	STOP
OFF	RUNNING->ON	STOP
OFF	RUNNING->ON (PRIO)	STOP
ON	OFF	CALL_SCENE(S1)
ON	ZONE_ON	CALL_SCENE(S1)
ON	ON	CALL_SCENE(S1)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S1)
ON	PRIO ON	CALL_SCENE(S1)
ON	RUNNING->PRIO ON	STOP
ON	ZONE_ON	CALL_SCENE(S1)
ON	RUNNING->OFF	STOP
ON	RUNNING->ON	STOP
ON	RUNNING->ON (PRIO)	STOP
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

### 2.1.3 Zone-Button: CLICK\_1X\_DOWN/TIP\_1X\_DOWN

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S0)
OFF	ON	CALL_SCENE(S0)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S0)
OFF	PRIO ON	CALL_SCENE(S0)
OFF	RUNNING->PRIO ON	STOP
OFF	RUNNING->OFF	STOP
OFF	RUNNING->ON	STOP
OFF	RUNNING->ON (PRIO)	STOP
ON	OFF	CALL_SCENE(S0)
ON	ZONE_ON	CALL_SCENE(S0)
ON	ON	CALL_SCENE(S0)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S0)
ON	PRIO ON	CALL_SCENE(S0)
ON	RUNNING->PRIO ON	STOP
ON	ZONE_ON	CALL_SCENE(S0)
ON	RUNNING->OFF	STOP
ON	RUNNING->ON	STOP
ON	RUNNING->ON (PRIO)	STOP
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

2.1.4 Zone-Button:  
CLICK\_2X/TIP\_2X/CLICK\_2X\_UP/TIP\_2X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S2)
OFF	ON	CALL_SCENE(S2)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S2)
OFF	PRIO ON	CALL_SCENE(S2)
OFF	RUNNING->PRIO ON	STOP, CALL_SCENE(S2)
OFF	RUNNING->OFF	STOP, CALL_SCENE(S2)
OFF	RUNNING->ON	STOP, CALL_SCENE(S2)
OFF	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S2)
ON	OFF	CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	ON	CALL_SCENE(S2)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S2)
ON	PRIO ON	CALL_SCENE(S2)
ON	RUNNING->PRIO ON	STOP, CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	RUNNING->OFF	STOP, CALL_SCENE(S2)
ON	RUNNING->ON	STOP, CALL_SCENE(S2)
ON	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S2)
RUNNING->OFF	OFF	CALL_SCENE(S2)
RUNNING->OFF	PRIO ON	CALL_SCENE(S2)
RUNNING->ON	PRIO ON	CALL_SCENE(S2)
RUNNING->ON	ZONE_ON	CALL_SCENE(S2)

### 2.1.5 Zone-Button: CLICK\_2X\_DOWN/TIP\_2X\_DOWN

Origin Room	Area	Action
OFF	OFF	CALL_SCENE_FORCE(S0)
OFF	ON	CALL_SCENE_FORCE(S0)
OFF	ON (PRIO)	CALL_SCENE_FORCE(S0)
OFF	PRIO ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->PRIO ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->OFF	CALL_SCENE_FORCE(S0)
OFF	RUNNING->ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->ON (PRIO)	CALL_SCENE_FORCE(S0)
ON	OFF	CALL_SCENE_FORCE(S0)
ON	ZONE_ON	CALL_SCENE_FORCE(S0)
ON	ON	CALL_SCENE_FORCE(S0)
ON	ON (PRIO)	CALL_SCENE_FORCE(S0)
ON	PRIO ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->PRIO ON	CALL_SCENE_FORCE(S0)
ON	ZONE_ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->OFF	CALL_SCENE_FORCE(S0)
ON	RUNNING->ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->ON (PRIO)	CALL_SCENE_FORCE(S0)
RUNNING->OFF	OFF	CALL_SCENE_FORCE(S0)
RUNNING->OFF	PRIO ON	CALL_SCENE_FORCE(S0)
RUNNING->ON	PRIO ON	CALL_SCENE_FORCE(S0)
RUNNING->ON	ZONE_ON	CALL_SCENE_FORCE(S0)

2.1.6 Zone-Button:  
CLICK\_3X/TIP\_3X/CLICK\_3X\_UP/TIP\_3X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S3)
OFF	ON	CALL_SCENE(S3)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S3)
OFF	PRIO ON	CALL_SCENE(S3)
OFF	RUNNING->PRIO ON	STOP, CALL_SCENE(S3)
OFF	RUNNING->OFF	STOP, CALL_SCENE(S3)
OFF	RUNNING->ON	STOP, CALL_SCENE(S3)
OFF	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S3)
ON	OFF	CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	ON	CALL_SCENE(S3)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S3)
ON	PRIO ON	CALL_SCENE(S3)
ON	RUNNING->PRIO ON	STOP, CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	RUNNING->OFF	STOP, CALL_SCENE(S3)
ON	RUNNING->ON	STOP, CALL_SCENE(S3)
ON	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S3)
RUNNING->OFF	OFF	CALL_SCENE(S3)
RUNNING->OFF	PRIO ON	CALL_SCENE(S3)
RUNNING->ON	PRIO ON	CALL_SCENE(S3)
RUNNING->ON	ZONE_ON	CALL_SCENE(S3)

### 2.1.7 Zone-Button: CLICK\_3X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.8 Zone-Button: TIP\_3X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	



### 2.1.9 Zone-Button: TIP\_4X/TIP\_4X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S4)
OFF	ON	CALL_SCENE(S4)
OFF	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S4)
OFF	PRIO ON	CALL_SCENE(S4)
OFF	RUNNING->PRIO ON	STOP, CALL_SCENE(S4)
OFF	RUNNING->OFF	STOP, CALL_SCENE(S4)
OFF	RUNNING->ON	STOP, CALL_SCENE(S4)
OFF	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S4)
ON	OFF	CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	ON	CALL_SCENE(S4)
ON	ON (PRIO)	SET_LOCAL_PRIO, CALL_SCENE(S4)
ON	PRIO ON	CALL_SCENE(S4)
ON	RUNNING->PRIO ON	STOP, CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	RUNNING->OFF	STOP, CALL_SCENE(S4)
ON	RUNNING->ON	STOP, CALL_SCENE(S4)
ON	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, CALL_SCENE(S4)
RUNNING->OFF	OFF	CALL_SCENE(S4)
RUNNING->OFF	PRIO ON	CALL_SCENE(S4)
RUNNING->ON	PRIO ON	CALL_SCENE(S4)
RUNNING->ON	ZONE_ON	CALL_SCENE(S4)

### 2.1.10 Zone-Button: TIP\_4X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.11 Zone-Button: HOLD\_START/HOLD\_REPEAT

Origin Room	Area	Action
OFF	OFF	ZONE_OFF
OFF	ON	ZONE_OFF
OFF	ON (PRIO)	ZONE_OFF
OFF	PRIO ON	ZONE_OFF
OFF	RUNNING->PRIO ON	ZONE_OFF
OFF	RUNNING->OFF	ZONE_OFF
OFF	RUNNING->ON	ZONE_OFF
OFF	RUNNING->ON (PRIO)	ZONE_OFF
ON	OFF	DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	ON	DIMM_ZONE
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_ZONE
ON	PRIO ON	DIMM_ZONE
ON	RUNNING->PRIO ON	STOP, DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	RUNNING->OFF	STOP, DIMM_ZONE
ON	RUNNING->ON	STOP, DIMM_ZONE
ON	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, DIMM_ZONE
RUNNING->OFF	OFF	ZONE_OFF
RUNNING->OFF	PRIO ON	ZONE_OFF
RUNNING->ON	PRIO ON	(stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	(stop timer), DIMM_ZONE

## 2.1.12 Zone-Button: HOLD\_START\_UP/HOLD\_REPEAT\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	ON	CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	ON (PRIO)	CALL_SCENE_MIN(S1), SET_LOCAL_PRIO, DIMM_ZONE
OFF	PRIO ON	CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	RUNNING->PRIO ON	(stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	RUNNING->OFF	(stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	RUNNING->ON	(stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
OFF	RUNNING->ON (PRIO)	(stop timer), CALL_SCENE_MIN(S1), SET_LOCAL_PRIO, DIMM_ZONE
ON	OFF	DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	ON	DIMM_ZONE
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_ZONE
ON	PRIO ON	DIMM_ZONE
ON	RUNNING->PRIO ON	STOP, DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	RUNNING->OFF	STOP, DIMM_ZONE
ON	RUNNING->ON	STOP, DIMM_ZONE
ON	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, DIMM_ZONE
RUNNING->OFF	OFF	(stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
RUNNING->OFF	PRIO ON	(stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
RUNNING->ON	PRIO ON	(stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	(stop timer), DIMM_ZONE

2.1.13 Zone-Button:  
HOLD\_START\_DOWN/HOLD\_REPEAT\_DOWN

Origin Room	Area	Action
OFF	OFF	DIMM_ZONE
OFF	ON	DIMM_ZONE
OFF	ON (PRIO)	DIMM_ZONE
OFF	PRIO ON	DIMM_ZONE
OFF	RUNNING->PRIO ON	STOP, DIMM_ZONE
OFF	RUNNING->OFF	STOP, DIMM_ZONE
OFF	RUNNING->ON	STOP, DIMM_ZONE
OFF	RUNNING->ON (PRIO)	STOP, SET_LOCAL_PRIO, DIMM_ZONE
ON	OFF	DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	ON	DIMM_ZONE
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_ZONE
ON	PRIO ON	DIMM_ZONE
ON	RUNNING->PRIO ON	STOP, DIMM_ZONE
ON	ZONE_ON	DIMM_ZONE
ON	RUNNING->OFF	STOP, DIMM_ZONE
ON	RUNNING->ON	STOP, DIMM_ZONE
ON	RUNNING->ON (PRIO)	SET_LOCAL_PRIO, STOP, DIMM_ZONE
RUNNING->OFF	OFF	(stop timer), DIMM_ZONE
RUNNING->OFF	PRIO ON	(stop timer), DIMM_ZONE
RUNNING->ON	PRIO ON	(stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	(stop timer), DIMM_ZONE

2.1.14 Area-Button (with LocalPrio):  
CLICK\_1X/TIP\_1X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(A1), (start LP timer)
OFF	ON	CALL_SCENE(A0)
OFF	ON (PRIO)	CALL_SCENE(A0)
OFF	PRIO ON	CALL_SCENE(A0)
OFF	RUNNING->PRIO ON	STOP_AREA
OFF	RUNNING->OFF	STOP_AREA
OFF	RUNNING->ON	STOP_AREA
OFF	RUNNING->ON (PRIO)	STOP_AREA
ON	OFF	CALL_SCENE(A1), (start LP timer)
ON	ZONE_ON	CALL_SCENE(A0)
ON	ON	CALL_SCENE(A0)
ON	ON (PRIO)	CALL_SCENE(A0)
ON	PRIO ON	CALL_SCENE(A0)
ON	RUNNING->PRIO ON	STOP_AREA
ON	ZONE_ON	CALL_SCENE(A0)
ON	RUNNING->OFF	STOP_AREA
ON	RUNNING->ON	STOP_AREA
ON	RUNNING->ON (PRIO)	STOP_AREA
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

2.1.15 Area-Button (with LocalPrio):  
CLICK\_1X\_UP/TIP\_1X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE[A1], (start LP timer)
OFF	ON	CALL_SCENE[A1], (start LP timer)
OFF	ON (PRIO)	CALL_SCENE[A1], (start LP timer)
OFF	PRIO ON	CALL_SCENE[A1], (start LP timer)
OFF	RUNNING->PRIO ON	STOP_AREA
OFF	RUNNING->OFF	STOP_AREA
OFF	RUNNING->ON	STOP_AREA
OFF	RUNNING->ON (PRIO)	STOP_AREA
ON	OFF	CALL_SCENE[A1], (start LP timer)
ON	ZONE_ON	CALL_SCENE[A1], (start LP timer)
ON	ON	CALL_SCENE[A1], (start LP timer)
ON	ON (PRIO)	CALL_SCENE[A1], (start LP timer)
ON	PRIO ON	CALL_SCENE[A1], (start LP timer)
ON	RUNNING->PRIO ON	STOP_AREA
ON	ZONE_ON	CALL_SCENE[A1], (start LP timer)
ON	RUNNING->OFF	STOP_AREA
ON	RUNNING->ON	STOP_AREA
ON	RUNNING->ON (PRIO)	STOP_AREA
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

### 2.1.16 Area-Button: CLICK\_1X\_DOWN/TIP\_1X\_DOWN

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(A0)
OFF	ON	CALL_SCENE(A0)
OFF	ON (PRIO)	CALL_SCENE(A0)
OFF	PRIO ON	CALL_SCENE(A0)
OFF	RUNNING->PRIO ON	STOP_AREA
OFF	RUNNING->OFF	STOP_AREA
OFF	RUNNING->ON	STOP_AREA
OFF	RUNNING->ON (PRIO)	STOP_AREA
ON	OFF	CALL_SCENE(A0)
ON	ZONE_ON	CALL_SCENE(A0)
ON	ON	CALL_SCENE(A0)
ON	ON (PRIO)	CALL_SCENE(A0)
ON	PRIO ON	CALL_SCENE(A0)
ON	RUNNING->PRIO ON	STOP_AREA
ON	ZONE_ON	CALL_SCENE(A0)
ON	RUNNING->OFF	STOP_AREA
ON	RUNNING->ON	STOP_AREA
ON	RUNNING->ON (PRIO)	STOP_AREA
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP



### 2.1.17 Area-Button: CLICK\_2X/TIP\_2X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S2)
OFF	ON	CALL_SCENE(S2)
OFF	ON (PRIO)	CALL_SCENE(S2)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
OFF	RUNNING->OFF	CALL_SCENE(S2)
OFF	RUNNING->ON	CALL_SCENE(S2)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(S2)
ON	OFF	CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	ON	CALL_SCENE(S2)
ON	ON (PRIO)	CALL_SCENE(S2)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	RUNNING->OFF	CALL_SCENE(S2)
ON	RUNNING->ON	CALL_SCENE(S2)
ON	RUNNING->ON (PRIO)	CALL_SCENE(S2)
RUNNING->OFF	OFF	CALL_SCENE(S2)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
RUNNING->ON	ZONE_ON	CALL_SCENE(S2)

### 2.1.18 Area-Button: CLICK\_2X\_UP/TIP\_2X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S2)
OFF	ON	CALL_SCENE(S2)
OFF	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S2)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
OFF	RUNNING->OFF	CALL_SCENE(S2)
OFF	RUNNING->ON	CALL_SCENE(S2)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S2)
ON	OFF	CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	ON	CALL_SCENE(S2)
ON	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S2)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
ON	ZONE_ON	CALL_SCENE(S2)
ON	RUNNING->OFF	CALL_SCENE(S2)
ON	RUNNING->ON	CALL_SCENE(S2)
ON	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S2)
RUNNING->OFF	OFF	CALL_SCENE(S2)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S2)
RUNNING->ON	ZONE_ON	CALL_SCENE(S2)

### 2.1.19 Area-Button: CLICK\_2X\_DOWN/TIP\_2X\_DOWN

Origin Room	Area	Action
OFF	OFF	CALL_SCENE_FORCE(S0)
OFF	ON	CALL_SCENE_FORCE(S0)
OFF	ON (PRIO)	CALL_SCENE_FORCE(S0)
OFF	PRIO ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->PRIO ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->OFF	CALL_SCENE_FORCE(S0)
OFF	RUNNING->ON	CALL_SCENE_FORCE(S0)
OFF	RUNNING->ON (PRIO)	CALL_SCENE_FORCE(S0)
ON	OFF	CALL_SCENE_FORCE(S0)
ON	ZONE_ON	CALL_SCENE_FORCE(S0)
ON	ON	CALL_SCENE_FORCE(S0)
ON	ON (PRIO)	CALL_SCENE_FORCE(S0)
ON	PRIO ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->PRIO ON	CALL_SCENE_FORCE(S0)
ON	ZONE_ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->OFF	CALL_SCENE_FORCE(S0)
ON	RUNNING->ON	CALL_SCENE_FORCE(S0)
ON	RUNNING->ON (PRIO)	CALL_SCENE_FORCE(S0)
RUNNING->OFF	OFF	CALL_SCENE_FORCE(S0)
RUNNING->OFF	PRIO ON	CALL_SCENE_FORCE(S0)
RUNNING->ON	PRIO ON	CALL_SCENE_FORCE(S0)
RUNNING->ON	ZONE_ON	CALL_SCENE_FORCE(S0)

## 2.1.20 Area-Button: CLICK\_3X/TIP\_3X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S3)
OFF	ON	CALL_SCENE(S3)
OFF	ON (PRIO)	CALL_SCENE(S3)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
OFF	RUNNING->OFF	CALL_SCENE(S3)
OFF	RUNNING->ON	CALL_SCENE(S3)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(S3)
ON	OFF	CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	ON	CALL_SCENE(S3)
ON	ON (PRIO)	CALL_SCENE(S3)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	RUNNING->OFF	CALL_SCENE(S3)
ON	RUNNING->ON	CALL_SCENE(S3)
ON	RUNNING->ON (PRIO)	CALL_SCENE(S3)
RUNNING->OFF	OFF	CALL_SCENE(S3)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
RUNNING->ON	ZONE_ON	CALL_SCENE(S3)

### 2.1.21 Area-Button: CLICK\_3X\_UP/TIP\_3X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S3)
OFF	ON	CALL_SCENE(S3)
OFF	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S3)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
OFF	RUNNING->OFF	CALL_SCENE(S3)
OFF	RUNNING->ON	CALL_SCENE(S3)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S3)
ON	OFF	CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	ON	CALL_SCENE(S3)
ON	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S3)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
ON	ZONE_ON	CALL_SCENE(S3)
ON	RUNNING->OFF	CALL_SCENE(S3)
ON	RUNNING->ON	CALL_SCENE(S3)
ON	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S3)
RUNNING->OFF	OFF	CALL_SCENE(S3)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S3)
RUNNING->ON	ZONE_ON	CALL_SCENE(S3)

### 2.1.22 Area-Button: CLICK\_3X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.23 Area-Button: TIP\_3X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.24 Area-Button: TIP\_4X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S4)
OFF	ON	CALL_SCENE(S4)
OFF	ON (PRIO)	CALL_SCENE(S4)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
OFF	RUNNING->OFF	CALL_SCENE(S4)
OFF	RUNNING->ON	CALL_SCENE(S4)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(S4)
ON	OFF	CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	ON	CALL_SCENE(S4)
ON	ON (PRIO)	CALL_SCENE(S4)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	RUNNING->OFF	CALL_SCENE(S4)
ON	RUNNING->ON	CALL_SCENE(S4)
ON	RUNNING->ON (PRIO)	CALL_SCENE(S4)
RUNNING->OFF	OFF	CALL_SCENE(S4)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
RUNNING->ON	ZONE_ON	CALL_SCENE(S4)



### 2.1.25 Area-Button: TIP\_4X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(S4)
OFF	ON	CALL_SCENE(S4)
OFF	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S4)
OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
OFF	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
OFF	RUNNING->OFF	CALL_SCENE(S4)
OFF	RUNNING->ON	CALL_SCENE(S4)
OFF	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S4)
ON	OFF	CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	ON	CALL_SCENE(S4)
ON	ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S4)
ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
ON	RUNNING->PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
ON	ZONE_ON	CALL_SCENE(S4)
ON	RUNNING->OFF	CALL_SCENE(S4)
ON	RUNNING->ON	CALL_SCENE(S4)
ON	RUNNING->ON (PRIO)	CALL_SCENE(A0), CALL_SCENE(S4)
RUNNING->OFF	OFF	CALL_SCENE(S4)
RUNNING->OFF	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
RUNNING->ON	PRIO ON	CALL_SCENE(A0), CALL_SCENE(S4)
RUNNING->ON	ZONE_ON	CALL_SCENE(S4)

### 2.1.26 Area-Button: TIP\_4X\_DOWN

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.27 Area-Button: HOLD\_START/HOLD\_REPEAT

Origin Room	Area	Action
OFF	OFF	ZONE_OFF
OFF	ON	DIMM_AREA
OFF	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
OFF	PRIO ON	DIMM_AREA
OFF	RUNNING->PRIO ON	(stop timer), DIMM_AREA
OFF	RUNNING->OFF	ZONE_OFF
OFF	RUNNING->ON	(stop timer), DIMM_AREA
OFF	RUNNING->ON (PRIO)	(stop timer), SET_LOCAL_PRIO, DIMM_AREA
ON	OFF	ZONE_OFF
ON	ZONE_ON	DIMM_AREA
ON	ON	DIMM_AREA
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
ON	PRIO ON	DIMM_AREA
ON	RUNNING->PRIO ON	(stop timer), DIMM_AREA
ON	ZONE_ON	DIMM_AREA
ON	RUNNING->OFF	ZONE_OFF
ON	RUNNING->ON	(stop timer), DIMM_AREA
ON	RUNNING->ON (PRIO)	(stop timer), SET_LOCAL_PRIO, DIMM_AREA
RUNNING->OFF	OFF	ZONE_OFF
RUNNING->OFF	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	ZONE_ON	STOP, DIMM_AREA

### 2.1.28 Area-Button: HOLD\_START\_UP/HOLD\_REPEAT\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE_MIN(A1), DIMM_AREA
OFF	ON	DIMM_AREA
OFF	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
OFF	PRIO ON	DIMM_AREA
OFF	RUNNING->PRIO ON	DIMM_AREA
OFF	RUNNING->OFF	CALL_SCENE_MIN(A1), DIMM_AREA
OFF	RUNNING->ON	DIMM_AREA
OFF	RUNNING->ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
ON	OFF	CALL_SCENE_MIN(A1), DIMM_AREA
ON	ZONE_ON	DIMM_AREA
ON	ON	DIMM_AREA
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
ON	PRIO ON	DIMM_AREA
ON	RUNNING->PRIO ON	DIMM_AREA
ON	ZONE_ON	DIMM_AREA
ON	RUNNING->OFF	CALL_SCENE_MIN(A1), DIMM_AREA
ON	RUNNING->ON	DIMM_AREA
ON	RUNNING->ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
RUNNING->OFF	OFF	CALL_SCENE_MIN(A1), DIMM_AREA
RUNNING->OFF	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	ZONE_ON	DIMM_AREA

2.1.29 Area-Button:  
HOLD\_START\_DOWN/HOLD\_REPEAT\_DOWN

Origin Room	Area	Action
OFF	OFF	DIMM_AREA
OFF	ON	DIMM_AREA
OFF	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
OFF	PRIO ON	DIMM_AREA
OFF	RUNNING->PRIO ON	DIMM_AREA
OFF	RUNNING->OFF	DIMM_AREA
OFF	RUNNING->ON	DIMM_AREA
OFF	RUNNING->ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
ON	OFF	DIMM_AREA
ON	ZONE_ON	DIMM_AREA
ON	ON	DIMM_AREA
ON	ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
ON	PRIO ON	DIMM_AREA
ON	RUNNING->PRIO ON	DIMM_AREA
ON	ZONE_ON	DIMM_AREA
ON	RUNNING->OFF	DIMM_AREA
ON	RUNNING->ON	DIMM_AREA
ON	RUNNING->ON (PRIO)	SET_LOCAL_PRIO, DIMM_AREA
RUNNING->OFF	OFF	DIMM_AREA
RUNNING->OFF	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	ZONE_ON	DIMM_AREA

### 2.1.30 Local Prio timeout

Origin Room	Area	Action
OFF	OFF	
OFF	ON	
OFF	ON (PRIO)	SET_LOCAL_PRIO
OFF	PRIO ON	
OFF	RUNNING->PRIO ON	
OFF	RUNNING->OFF	
OFF	RUNNING->ON	
OFF	RUNNING->ON (PRIO)	SET_LOCAL_PRIO
ON	OFF	
ON	ZONE_ON	
ON	ON	
ON	ON (PRIO)	SET_LOCAL_PRIO
ON	PRIO ON	
ON	RUNNING->PRIO ON	
ON	ZONE_ON	
ON	RUNNING->OFF	
ON	RUNNING->ON	
ON	RUNNING->ON (PRIO)	SET_LOCAL_PRIO
RUNNING->OFF	OFF	
RUNNING->OFF	PRIO ON	
RUNNING->ON	PRIO ON	
RUNNING->ON	ZONE_ON	

### 2.1.31 Area-Button (no LocalPrio): CLICK\_1X/TIP\_1X

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(A1)
OFF	ON	CALL_SCENE(A0)
OFF	ON (PRIO)	CALL_SCENE(A0)
OFF	PRIO ON	CALL_SCENE(A0)
OFF	RUNNING->PRIO ON	STOP_AREA
OFF	RUNNING->OFF	STOP_AREA
OFF	RUNNING->ON	STOP_AREA
OFF	RUNNING->ON (PRIO)	STOP_AREA
ON	OFF	CALL_SCENE(A1)
ON	ZONE_ON	CALL_SCENE(A0)
ON	ON	CALL_SCENE(A0)
ON	ON (PRIO)	CALL_SCENE(A0)
ON	PRIO ON	CALL_SCENE(A0)
ON	RUNNING->PRIO ON	STOP_AREA
ON	ZONE_ON	CALL_SCENE(A0)
ON	RUNNING->OFF	STOP_AREA
ON	RUNNING->ON	STOP_AREA
ON	RUNNING->ON (PRIO)	STOP_AREA
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP

2.1.32 Area-Button (no LocalPrio):  
CLICK\_1X\_UP/TIP\_1X\_UP

Origin Room	Area	Action
OFF	OFF	CALL_SCENE(A1)
OFF	ON	CALL_SCENE(A1)
OFF	ON (PRIO)	CALL_SCENE(A1)
OFF	PRIO ON	CALL_SCENE(A1)
OFF	RUNNING->PRIO ON	STOP_AREA
OFF	RUNNING->OFF	STOP_AREA
OFF	RUNNING->ON	STOP_AREA
OFF	RUNNING->ON (PRIO)	STOP_AREA
ON	OFF	CALL_SCENE(A1)
ON	ZONE_ON	CALL_SCENE(A1)
ON	ON	CALL_SCENE(A1)
ON	ON (PRIO)	CALL_SCENE(A1)
ON	PRIO ON	CALL_SCENE(A1)
ON	RUNNING->PRIO ON	STOP_AREA
ON	ZONE_ON	CALL_SCENE(A1)
ON	RUNNING->OFF	STOP_AREA
ON	RUNNING->ON	STOP_AREA
ON	RUNNING->ON (PRIO)	STOP_AREA
RUNNING->OFF	OFF	STOP
RUNNING->OFF	PRIO ON	STOP
RUNNING->ON	PRIO ON	STOP
RUNNING->ON	ZONE_ON	STOP



## 2.2 State Transitions

### 2.2.1 CALL\_SCENE(S0)

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->OFF	OFF
OFF	ON	RUNNING->OFF	OFF
OFF	ON (PRIO)	RUNNING->OFF	OFF
OFF	PRIO ON	RUNNING->OFF	PRIO ON
OFF	RUNNING->PRIO ON	RUNNING->OFF	RUNNING->ON PRIO
OFF	RUNNING->OFF	RUNNING->OFF	OFF
OFF	RUNNING->ON	RUNNING->OFF	OFF
OFF	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
ON	OFF	RUNNING->OFF	OFF
ON	ZONE_ON	RUNNING->OFF	OFF
ON	ON	RUNNING->OFF	OFF
ON	ON (PRIO)	RUNNING->OFF	OFF
ON	PRIO ON	RUNNING->OFF	PRIO ON
ON	RUNNING->PRIO ON	RUNNING->OFF	RUNNING->ON PRIO
ON	ZONE_ON	RUNNING->OFF	OFF
ON	RUNNING->OFF	RUNNING->OFF	OFF
ON	RUNNING->ON	RUNNING->OFF	OFF
ON	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->OFF	OFF

## 2.2.2 CALL\_SCENE[S1-S4]

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->ON	ZONE_ON
OFF	ON	RUNNING->ON	ZONE_ON
OFF	ON (PRIO)	RUNNING->ON	ZONE_ON
OFF	PRIO ON	RUNNING->ON	PRIO ON
OFF	RUNNING->PRIO ON	RUNNING->ON	ON PRIO
OFF	RUNNING->OFF	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
ON	OFF	RUNNING->ON	ZONE_ON
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	ON	RUNNING->ON	ZONE_ON
ON	ON (PRIO)	RUNNING->ON	ZONE_ON
ON	PRIO ON	RUNNING->ON	PRIO ON
ON	RUNNING->PRIO ON	RUNNING->ON	RUNNING->ON PRIO
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	RUNNING->OFF	RUNNING->ON	ZONE_ON
ON	RUNNING->ON	RUNNING->ON	ZONE_ON
ON	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
RUNNING->OFF	OFF	RUNNING->ON	ZONE_ON
RUNNING->OFF	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

### 2.2.3 STOP

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	PRIO ON
OFF	RUNNING->OFF	OFF	OFF
OFF	RUNNING->ON	OFF	ON
OFF	RUNNING->ON (PRIO)	OFF	ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	OFF
ON	RUNNING->ON	ON	ON
ON	RUNNING->ON (PRIO)	ON	ON (PRIO)
RUNNING->OFF	OFF	OFF	OFF
RUNNING->OFF	PRIO ON	OFF	PRIO ON
RUNNING->ON	PRIO ON	ON	PRIO ON
RUNNING->ON	ZONE_ON	ON	ZONE_ON

## 2.2.4 CALL\_SCENE(A0)

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	RUNNING->OFF
OFF	ON	OFF	RUNNING->OFF
OFF	ON (PRIO)	OFF	RUNNING->OFF
OFF	PRIO ON	OFF	RUNNING->OFF
OFF	RUNNING->PRIO ON	OFF	RUNNING->OFF
OFF	RUNNING->OFF	OFF	RUNNING->OFF
OFF	RUNNING->ON	OFF	RUNNING->OFF
OFF	RUNNING->ON (PRIO)	OFF	RUNNING->OFF
ON	OFF	ON	RUNNING->OFF
ON	ZONE_ON	ON	RUNNING->OFF
ON	ON	ON	RUNNING->OFF
ON	ON (PRIO)	ON	RUNNING->OFF
ON	PRIO ON	ON	RUNNING->OFF
ON	RUNNING->PRIO ON	ON	RUNNING->OFF
ON	ZONE_ON	ON	RUNNING->OFF
ON	RUNNING->OFF	ON	RUNNING->OFF
ON	RUNNING->ON	ON	RUNNING->OFF
ON	RUNNING->ON (PRIO)	ON	RUNNING->OFF
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	OFF
RUNNING->ON	PRIO ON	RUNNING->ON	OFF
RUNNING->ON	ZONE_ON	RUNNING->ON	OFF

## 2.2.5 CALL\_SCENE(A1)

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	RUNNING->ON
OFF	ON	OFF	RUNNING->ON
OFF	ON (PRIO)	OFF	RUNNING->ON
OFF	PRIO ON	OFF	RUNNING->ON <sup>a</sup>
OFF	RUNNING->PRIO ON	OFF	RUNNING->ON PRIO
OFF	RUNNING->OFF	OFF	RUNNING->ON
OFF	RUNNING->ON	OFF	RUNNING->ON
OFF	RUNNING->ON (PRIO)	OFF	RUNNING->ON
ON	OFF	ON	RUNNING->ON
ON	ZONE_ON	ON	RUNNING->ON
ON	ON	ON	RUNNING->ON
ON	ON (PRIO)	ON	RUNNING->ON
ON	PRIO ON	OFF	RUNNING->ON <sup>b</sup>
ON	RUNNING->PRIO ON	ON	RUNNING->ON PRIO
ON	ZONE_ON	ON	RUNNING->ON
ON	RUNNING->OFF	ON	RUNNING->ON
ON	RUNNING->ON	ON	RUNNING->ON
ON	RUNNING->ON (PRIO)	ON	RUNNING->ON
RUNNING->OFF	OFF	RUNNING->OFF	RUNNING->ON
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	RUNNING->ON

<sup>a</sup>no RUNNING-> when called from ds485

<sup>b</sup>no RUNNING-> when called from ds485

## 2.2.6 STOP\_AREA

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	ON PRIO
OFF	RUNNING->OFF	OFF	OFF
OFF	RUNNING->ON	OFF	ON
OFF	RUNNING->ON (PRIO)	OFF	ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	ON PRIO
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	OFF
ON	RUNNING->ON	ON	ON
ON	RUNNING->ON (PRIO)	ON	ON (PRIO)
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

2.2.7 CALL\_SCENE\_FORCE(S0)  
 CALL\_SCENE(STANDBY)  
 CALL\_SCENE(DEEP\_OFF)

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->OFF	OFF
OFF	ON	RUNNING->OFF	OFF
OFF	ON (PRIO)	RUNNING->OFF	OFF
OFF	PRIO ON	RUNNING->OFF	OFF
OFF	RUNNING->PRIO ON	RUNNING->OFF	OFF
OFF	RUNNING->OFF	RUNNING->OFF	OFF
OFF	RUNNING->ON	RUNNING->OFF	OFF
OFF	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
ON	OFF	RUNNING->OFF	OFF
ON	ZONE_ON	RUNNING->OFF	OFF
ON	ON	RUNNING->OFF	OFF
ON	ON (PRIO)	RUNNING->OFF	OFF
ON	PRIO ON	RUNNING->OFF	OFF
ON	RUNNING->PRIO ON	RUNNING->OFF	OFF
ON	ZONE_ON	RUNNING->OFF	OFF
ON	RUNNING->OFF	RUNNING->OFF	OFF
ON	RUNNING->ON	RUNNING->OFF	OFF
ON	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	OFF
RUNNING->ON	PRIO ON	RUNNING->OFF	OFF
RUNNING->ON	ZONE_ON	RUNNING->OFF	OFF

## 2.2.8 CALL\_SCENE\_FORCE(S1-S4)

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->ON	ZONE_ON
OFF	ON	RUNNING->ON	ZONE_ON
OFF	ON (PRIO)	RUNNING->ON	ZONE_ON
OFF	PRIO ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->PRIO ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->OFF	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
ON	OFF	RUNNING->ON	ZONE_ON
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	ON	RUNNING->ON	ZONE_ON
ON	ON (PRIO)	RUNNING->ON	ZONE_ON
ON	PRIO ON	RUNNING->ON	ZONE_ON
ON	RUNNING->PRIO ON	RUNNING->ON	ZONE_ON
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	RUNNING->OFF	RUNNING->ON	ZONE_ON
ON	RUNNING->ON	RUNNING->ON	ZONE_ON
ON	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
RUNNING->OFF	OFF	RUNNING->ON	ZONE_ON
RUNNING->OFF	PRIO ON	RUNNING->ON	ZONE_ON
RUNNING->ON	PRIO ON	RUNNING->ON	ZONE_ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON



## 2.2.9 CALL\_SCENE\_FORCE(A0)

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->OFF	OFF
OFF	ON	RUNNING->OFF	OFF
OFF	ON (PRIO)	RUNNING->OFF	OFF
OFF	PRIO ON	RUNNING->OFF	OFF
OFF	RUNNING->PRIO ON	RUNNING->OFF	OFF
OFF	RUNNING->OFF	RUNNING->OFF	OFF
OFF	RUNNING->ON	RUNNING->OFF	OFF
OFF	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
ON	OFF	RUNNING->OFF	OFF
ON	ZONE_ON	RUNNING->OFF	OFF
ON	ON	RUNNING->OFF	OFF
ON	ON (PRIO)	RUNNING->OFF	OFF
ON	PRIO ON	RUNNING->OFF	OFF
ON	RUNNING->PRIO ON	RUNNING->OFF	OFF
ON	ZONE_ON	RUNNING->OFF	OFF
ON	RUNNING->OFF	RUNNING->OFF	OFF
ON	RUNNING->ON	RUNNING->OFF	OFF
ON	RUNNING->ON (PRIO)	RUNNING->OFF	OFF
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	OFF
RUNNING->ON	PRIO ON	RUNNING->OFF	OFF
RUNNING->ON	ZONE_ON	RUNNING->OFF	OFF

## 2.2.10 CALL\_SCENE\_FORCE(A1)

Origin Room	Area	Destination Room	Area
OFF	OFF	RUNNING->ON	ZONE_ON
OFF	ON	RUNNING->ON	ZONE_ON
OFF	ON (PRIO)	RUNNING->ON	ZONE_ON
OFF	PRIO ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->PRIO ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->OFF	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON	RUNNING->ON	ZONE_ON
OFF	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
ON	OFF	RUNNING->ON	ZONE_ON
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	ON	RUNNING->ON	ZONE_ON
ON	ON (PRIO)	RUNNING->ON	ZONE_ON
ON	PRIO ON	RUNNING->ON	ZONE_ON
ON	RUNNING->PRIO ON	RUNNING->ON	ZONE_ON
ON	ZONE_ON	RUNNING->ON	ZONE_ON
ON	RUNNING->OFF	RUNNING->ON	ZONE_ON
ON	RUNNING->ON	RUNNING->ON	ZONE_ON
ON	RUNNING->ON (PRIO)	RUNNING->ON	ZONE_ON
RUNNING->OFF	OFF	RUNNING->ON	ZONE_ON
RUNNING->OFF	PRIO ON	RUNNING->ON	ZONE_ON
RUNNING->ON	PRIO ON	RUNNING->ON	ZONE_ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

## 2.2.11 SET\_LOCAL\_Prio(A1)

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	Prio ON
OFF	ON (Prio)	OFF	Prio ON
OFF	Prio ON	OFF	Prio ON
OFF	RUNNING->Prio ON	OFF	RUNNING->ON Prio
OFF	RUNNING->OFF	OFF	RUNNING->OFF
OFF	RUNNING->ON	OFF	RUNNING->Prio ON
OFF	RUNNING->ON (Prio)	OFF	RUNNING->Prio ON
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	Prio ON
ON	ON (Prio)	ON	Prio ON
ON	Prio ON	ON	Prio ON
ON	RUNNING->Prio ON	ON	RUNNING->ON Prio
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	RUNNING->OFF
ON	RUNNING->ON	ON	RUNNING->Prio ON
ON	RUNNING->ON (Prio)	ON	RUNNING->Prio ON
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	Prio ON	RUNNING->OFF	Prio ON
RUNNING->ON	Prio ON	RUNNING->ON	Prio ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

## 2.2.12 DIMM\_ZONE

Only for events triggered through button clicks. Events triggered through ds485 do not change the internal state.

Origin		Destination	
Room	Area	Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	RUNNING->PRIO ON
OFF	RUNNING->OFF	OFF	RUNNING->OFF
OFF	RUNNING->ON	OFF	RUNNING->ON
OFF	RUNNING->ON (PRIO)	OFF	RUNNING->ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	RUNNING->PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	RUNNING->OFF
ON	RUNNING->ON	ON	RUNNING->ON
ON	RUNNING->ON (PRIO)	ON	RUNNING->ON (PRIO)
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

### 2.2.13 DIMM\_AREA

Only for events triggered through button clicks. Events triggered through ds485 do not change the internal state.

Origin		Destination	
Room	Area	Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	PRIO ON
OFF	RUNNING->OFF	OFF	OFF
OFF	RUNNING->ON	OFF	ON
OFF	RUNNING->ON (PRIO)	OFF	ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	OFF
ON	RUNNING->ON	ON	ON
ON	RUNNING->ON (PRIO)	ON	ON (PRIO)
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

## 2.2.14 CALL\_SCENE\_MIN(S1-S4)

Only for events triggered through button clicks. Events triggered through ds485 do not change the internal state.

Origin		Destination	
Room	Area	Room	Area
OFF	OFF	ON	ZONE_ON
OFF	ON	ON	ZONE_ON
OFF	ON (PRIO)	ON	PRIO ON
OFF	PRIO ON	ON	PRIO ON
OFF	RUNNING->PRIO ON	ON	RUNNING->PRIO ON
OFF	RUNNING->OFF	ON	ZONE_ON
OFF	RUNNING->ON	ON	ZONE_ON
OFF	RUNNING->ON (PRIO)	ON	RUNNING->ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	RUNNING->PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	RUNNING->OFF
ON	RUNNING->ON	ON	RUNNING->ON
ON	RUNNING->ON (PRIO)	ON	RUNNING->ON (PRIO)
RUNNING->OFF	OFF	ON	ZONE_ON
RUNNING->OFF	PRIO ON	ON	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

## 2.2.15 CALL\_SCENE\_MIN(A1)

Only for events triggered through button clicks. Events triggered through ds485 do not change the internal state.

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	ON
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO) <sup>a</sup>
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	RUNNING->PRIO ON
OFF	RUNNING->OFF	OFF	ON
OFF	RUNNING->ON	OFF	RUNNING->ON
OFF	RUNNING->ON (PRIO)	OFF	RUNNING->ON (PRIO) <sup>b</sup>
ON	OFF	ON	ON
ON	ZONE_ON	ON	ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO) <sup>c</sup>
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	RUNNING->PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	ON
ON	RUNNING->ON	ON	RUNNING->ON
ON	RUNNING->ON (PRIO)	ON	RUNNING->ON (PRIO) <sup>d</sup>
RUNNING->OFF	OFF	RUNNING->OFF	ON
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON

<sup>a</sup>right now: ON

<sup>b</sup>right now: RUNNING->ON

<sup>c</sup>right now: ON

<sup>d</sup>right now: RUNNING->ON

## 2.2.16 STOP timeout/(stop timer)

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	PRIO ON
OFF	RUNNING->OFF	OFF	OFF
OFF	RUNNING->ON	OFF	ON
OFF	RUNNING->ON (PRIO)	OFF	ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	OFF
ON	RUNNING->ON	ON	ON
ON	RUNNING->ON (PRIO)	ON	ON (PRIO)
RUNNING->OFF	OFF	OFF	OFF
RUNNING->OFF	PRIO ON	OFF	PRIO ON
RUNNING->ON	PRIO ON	ON	PRIO ON
RUNNING->ON	ZONE_ON	ON	ZONE_ON



## 2.2.17 (start LP timer)

Origin Room	Area	Destination Room	Area
OFF	OFF	OFF	OFF
OFF	ON	OFF	ON (PRIO)
OFF	ON (PRIO)	OFF	ON (PRIO)
OFF	PRIO ON	OFF	PRIO ON
OFF	RUNNING->PRIO ON	OFF	RUNNING->PRIO ON
OFF	RUNNING->OFF	OFF	RUNNING->OFF
OFF	RUNNING->ON	OFF	RUNNING->ON (PRIO)
OFF	RUNNING->ON (PRIO)	OFF	RUNNING->ON (PRIO)
ON	OFF	ON	OFF
ON	ZONE_ON	ON	ZONE_ON
ON	ON	ON	ON (PRIO)
ON	ON (PRIO)	ON	ON (PRIO)
ON	PRIO ON	ON	PRIO ON
ON	RUNNING->PRIO ON	ON	RUNNING->PRIO ON
ON	ZONE_ON	ON	ZONE_ON
ON	RUNNING->OFF	ON	RUNNING->OFF
ON	RUNNING->ON	ON	RUNNING->ON (PRIO)
ON	RUNNING->ON (PRIO)	ON	RUNNING->ON (PRIO)
RUNNING->OFF	OFF	RUNNING->OFF	OFF
RUNNING->OFF	PRIO ON	RUNNING->OFF	PRIO ON
RUNNING->ON	PRIO ON	RUNNING->ON	PRIO ON
RUNNING->ON	ZONE_ON	RUNNING->ON	ZONE_ON