digitalSTROM Shade Functional State Machine

digitalSTROM

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Contents

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 → subsubsection 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.

7

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	

18

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, (stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	STOP, (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_
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, (stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
RUNNING->OFF	PRIO ON	STOP, (stop timer), CALL_SCENE_MIN(S1), DIMM_ZONE
RUNNING->ON	PRIO ON	STOP, (stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	STOP, (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, (stop timer), DIMM_ZONE
RUNNING->OFF	PRIO ON	STOP, (stop timer), DIMM_ZONE
RUNNING->ON	PRIO ON	STOP, (stop timer), DIMM_ZONE
RUNNING->ON	ZONE_ON	STOP, (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)

33

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	STOP, 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	STOP, DIMM_AREA
RUNNING->OFF	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	PRIO ON	STOP, DIMM_AREA
RUNNING->ON	ZONE_ON	STOP, 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		Destination	
Room	Area	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		Destination	
Room	Area	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		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	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 | | Destination | |
Room	Area	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		Destination	
Room	Area	Room	Area
OFF	OFF	OFF	RUNNING->ON
OFF	ON	OFF	RUNNING->ON
OFF	ON (PRIO)	OFF	RUNNING->ON
OFF	PRIO ON	OFF	RUNNING->ON[a]
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[b]
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

[a]no RUNNING-> when called from ds485
[b]no RUNNING-> when called from ds485

45

2.2.6 STOP_AREA

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	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		Destination	
Room	Area	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		Destination	
Room	Area	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		Destination	
Room	Area	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

2.2.10 CALL_SCENE_FORCE(A1)

Origin		Destination	
Room	Area	Room	Area
OFF	OFF	OFF	RUNNING->ON
OFF	ON	OFF	RUNNING->ON
OFF	ON (PRIO)	OFF	RUNNING->ON
OFF	PRIO ON	OFF	RUNNING->ON[a]
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	ON	RUNNING->ON[b]
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

[a]no RUNNING-> when called from ds485
[b]no RUNNING-> when called from ds485

50

2.2.11 SET_LOCAL_PRIO(A1)

Origin		Destination	
Room	Area	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 | | Destination | |
Room	Area	Room	Area
OFF	OFF	OFF	ON
OFF	ON	OFF	ON
OFF	ON (PRIO)	OFF	ON (PRIO)[a]
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)[b]
ON	OFF	ON	ON
ON	ZONE_ON	ON	ON
ON	ON	ON	ON
ON	ON (PRIO)	ON	ON (PRIO)[c]
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)[d]
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

[a]right now: ON
[b]right now: RUNNING->ON
[c]right now: ON
[d]right now: RUNNING->ON

2.2.16 STOP timeout/(stop timer)

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	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 | | Destination | |
Room	Area	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