PC-Software "BL-PC-FLEX"

Configuration tool for lighting controllers

User manual

Version 1.2.1

for software BL-PC-FLEX version 1.1.0.1 and above

Date: 2017-05-05

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1. Symbols

The following symbols are used in this manual::

1.,2.,3. ... In case of a procedure, i.e. a system bring up, the sequence of steps are numbered.

In case of screenshot buttons, input fields or important messages are marked with a red box and a mouse pointer

2. Introduction

Dear customer,

the software BL-PC-FLEX is a comfortable and easy to learn configuration and parameterization tool for the bring up of our lighting controllers.

The main features of this software tool are as follows::

- Addressing of DALI ballasts
- DALI group assignment
- Scene setup
- Parameterization of DALI ballasts
- Projecting switches and sensors
- Creating assignment lists
- Using of timing functions

The PC tool actually can be used to configure the following products:

Part number	Article description	maximum number of DALI ballast without an additional DALI power supply	with additional DALI power supply
11214	BL-201-10-868 UP FLEX	17	64
11237	BL-201-13-868 AP FLEX	17	64
11303	BL-201-17-868 AP FLEX DALI-PS	64	-
11236	BL-201-12-868 ERCO FLEX	17	64
11329	BL-202-10-868 EVG FLEX	15	64
11339	BL-201-13-868 EUTRAC FLEX	15	64
11301	BL-201-15-868 AP FLEX DALI-PS IP65	64	-
11652	BL-203-10-868 UP FLEX 3x ADR	3	-
11655	BL-204-10-868 EVG 3x ADR	3	-

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3. Software installation

In this chapter you learn which hardware is required and how to set up the PC Software.

3.1. System requirements

The minimum requirements for the PC to install and use the software are as follows:

Operating system	Windows 7/8/10, 32 or 64 bit
Interfaces	1x USB port for EnOcean USB-Stick
Display resolution	optimum 1920 x 1080 (recommended) minimum XGA (1024 x 768)
Storage	Harddisk/SSD: 200 MByte RAM: 2 GByte

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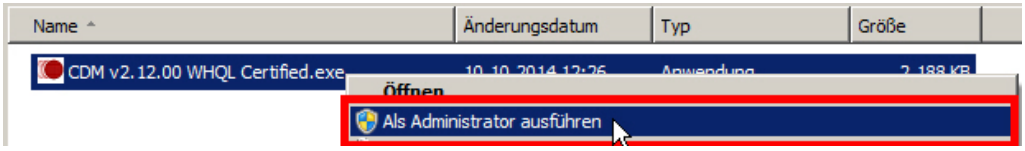
Installing USB driver

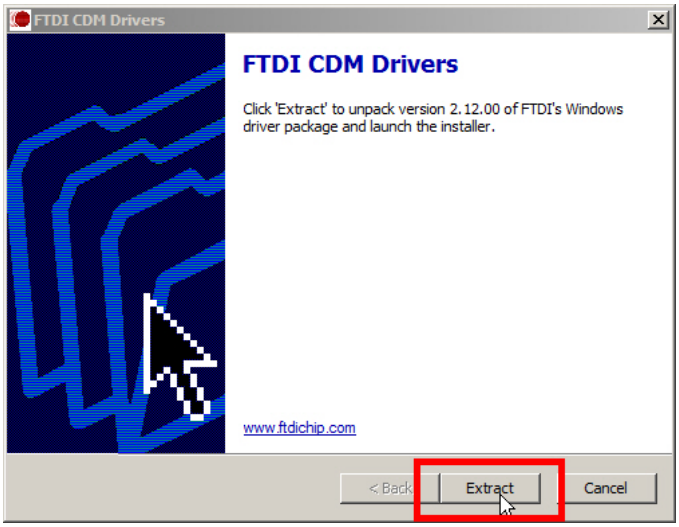
Installation from CD / Setup-Kit BL-PC-FLEX

If you bought a Setup-Kit or a Starter- Kit, you will find a CD-ROM or a USB stick with the following contents inside:

If you don't have AUTORUN activated for storage devices, first of all you have to install manually the driver for the EnOcean USB-Stick. Open the folder "USB 300 Treiber". Usually, you have to have administrator rights on you PC to install any kind of software. Select the file with a right mouse click an activate "Run as Administrator".



Confirm the following dialogue with a left mouse click in the button "Extract".



Once the files are decompressed and stored locally, the installation process will start. Confirm with a single left mouse click on button "Weiter".

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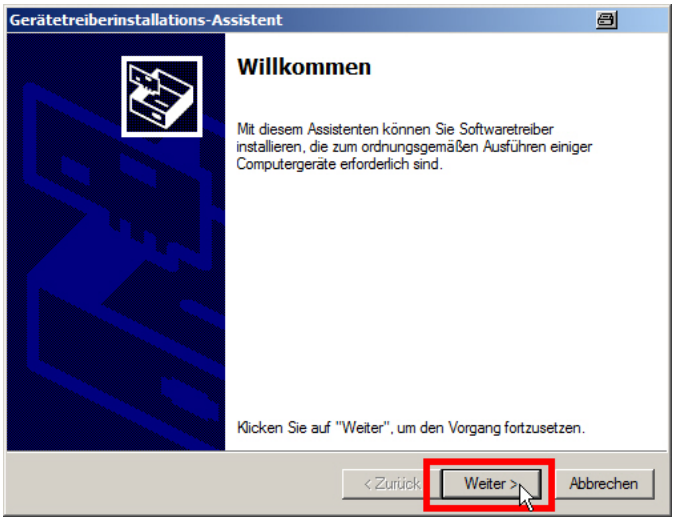
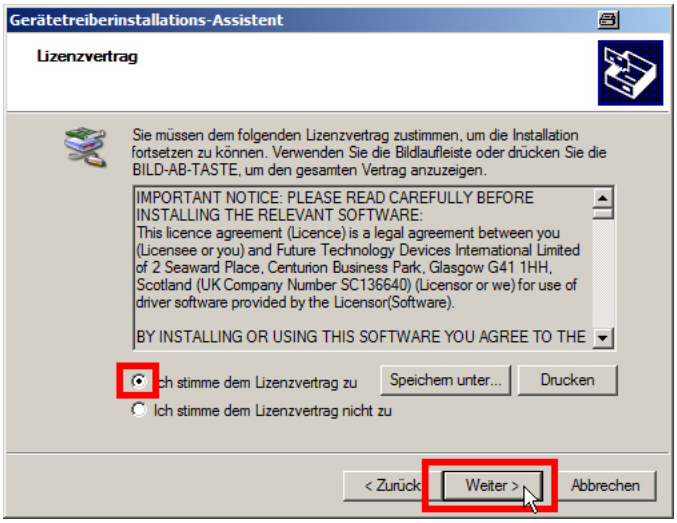


Activate the dot "Ich stimme dem Vertrag zu" (I accept) and confirm with a single mouse click left on "Weiter".



The driver will now be installed. At the end, confirm with a single mouse click left on "Fertig stellen".

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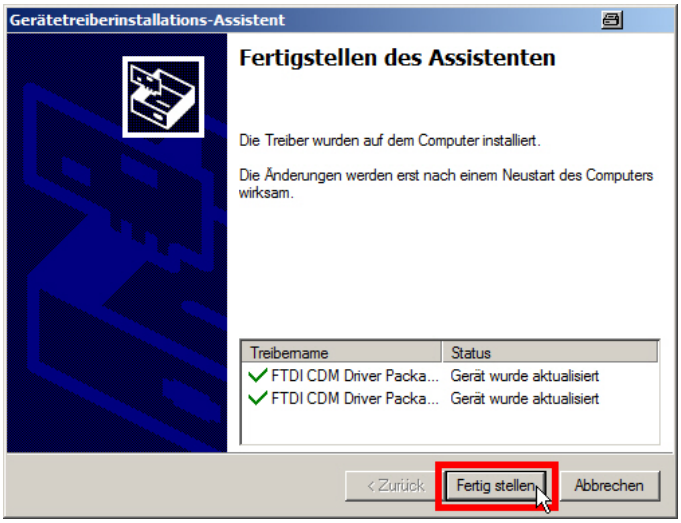
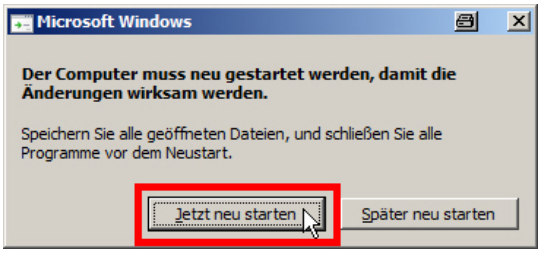


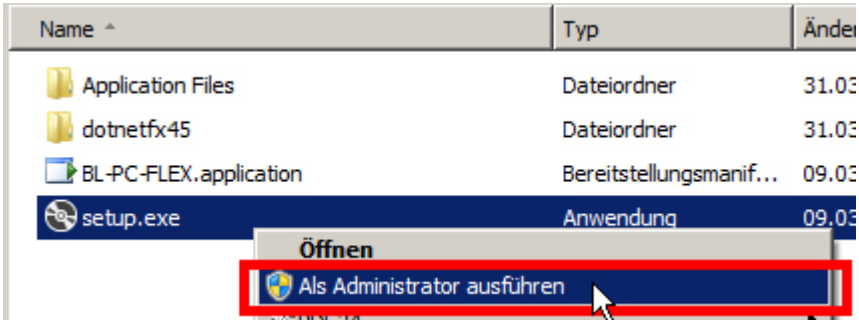
At the end, you will have to reboot you PC, before the EnOcean USB-stick will work.



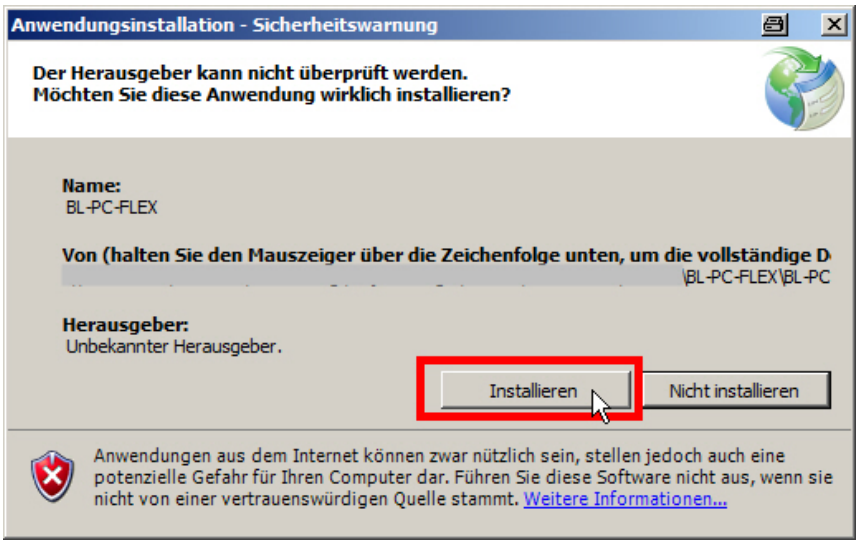
3.3. Install software

Open the folder "BL-PC-FLEX".

Mark the executable file "setup.exe" with a left mouse click. Use a right mouse click and select "Run as Administrator".



Confirm the following dialogue with a mouse click left on "Installieren".



The software will now be installed, and will start automatically. In case of a proper installation, the desktop should look like as follows (resolution of 1920 x 1080):

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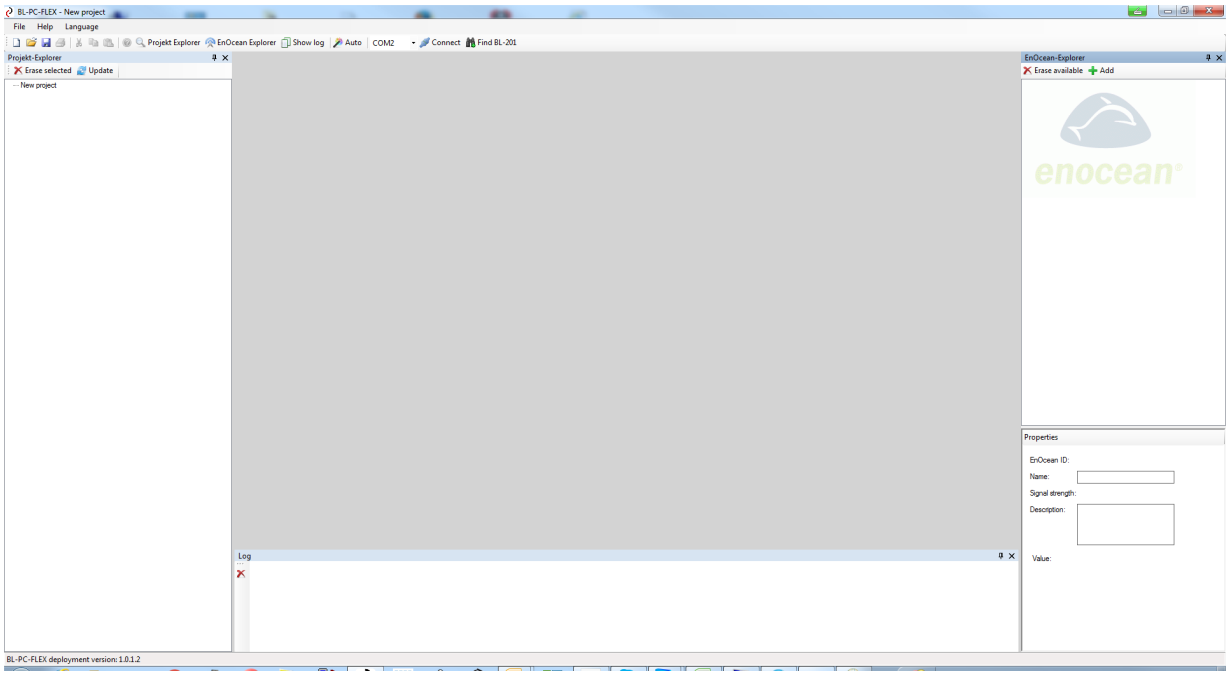


The installation is done.

3.4. Software updates

Usually, you will be informed by E-Mail when a new software version has been released.
You will receive a link where you can download the new version.

In addition, the actual version is available for download if you follow this link:

http://deuta-controls.net/home-2/sevice/downloads/

Remark:

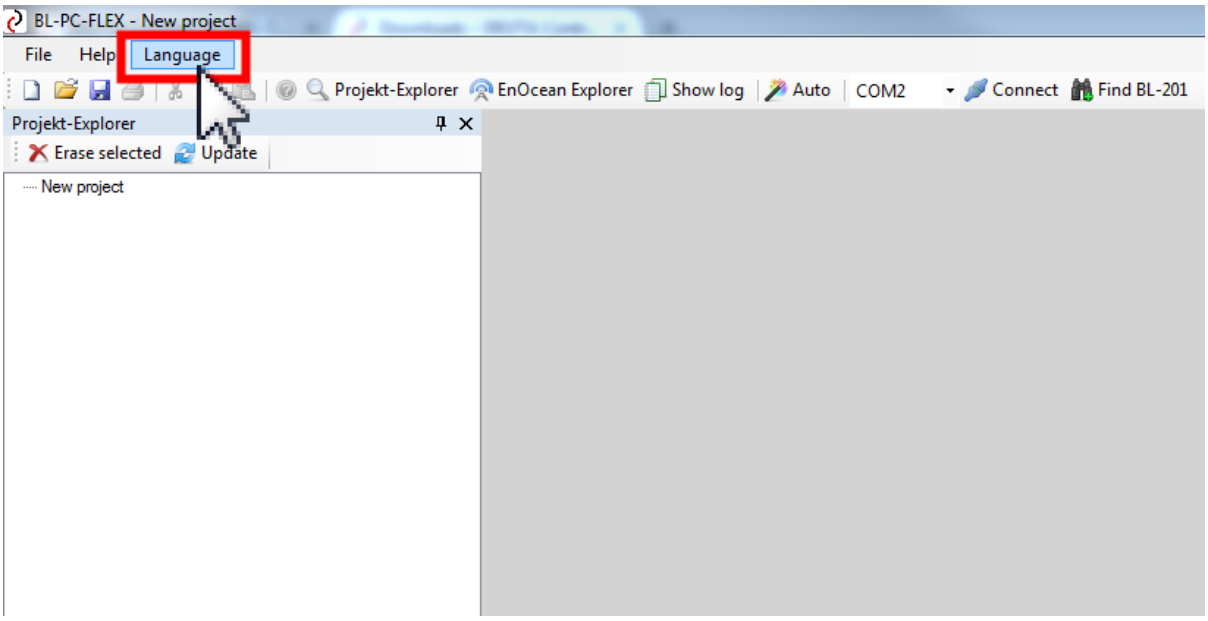
1. The file is password protected. As a customer, you will receive the password per E-Mail.

2. Depending on your PC system, it might be necessary do remove the old version before you can install the new one.

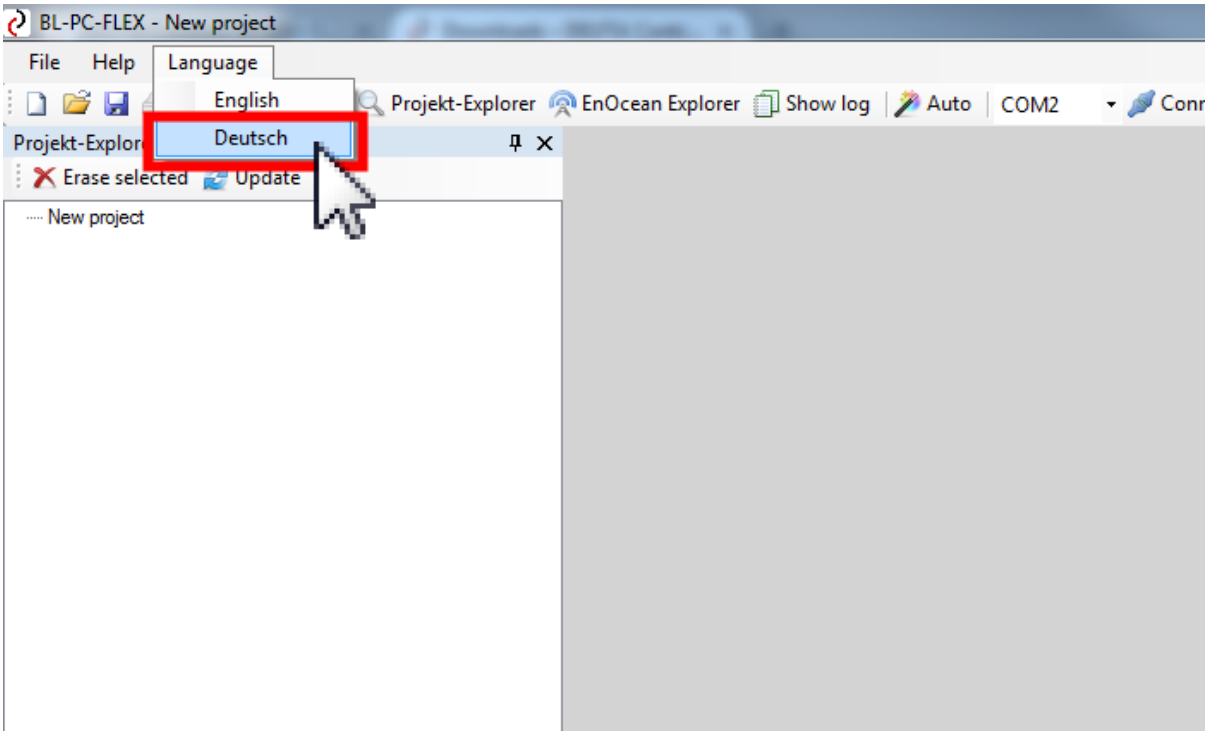
3.5. How to change the user language

The software BL-PC-FLEX supports German and English language. You can change between these languages as follows:

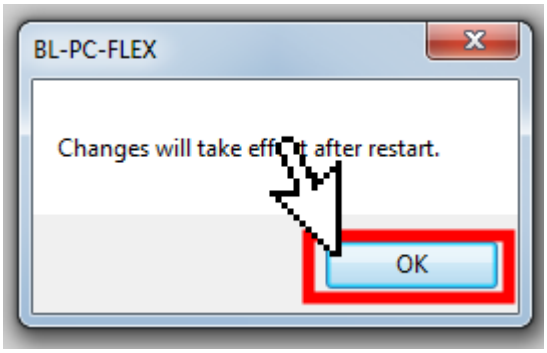
1. Select the button "Sprache" / "Language" in the tool menu bar .



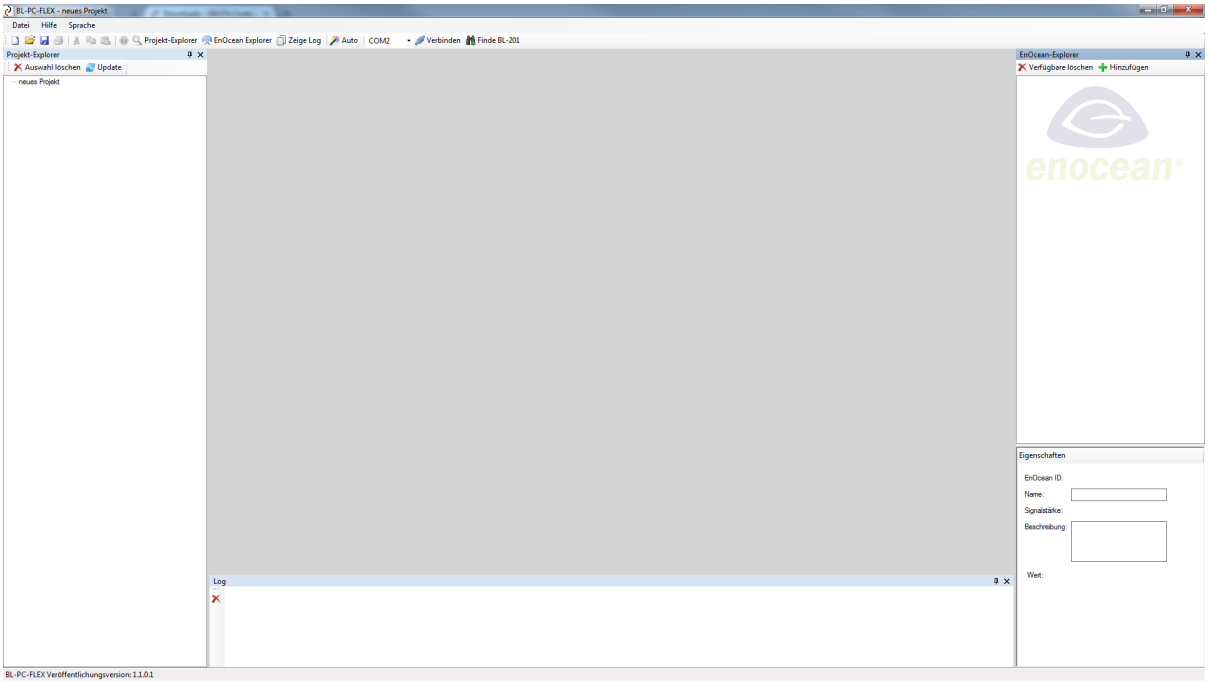
2. Select your language.



3. A dialogue box will appear with the hint that the changes will take effect once you restart the software.



4. After the restart, the user interface will use the selected language. In our sample, this is German.


BL-PC-FLEX - neues Projekt
Datei
Hilfe
Sprache
Projekt-Explorer
EnOcean Explorer
Zeige Log
Auto
COM2
Verbinden
Finde BL-201
Projekt-Explorer
Auswahl löschen
Update
neues Projekt
EnOcean-Explorer
Verfügbare löschen
Hinzufügen
enocean
Eigenschaften
EnOcean ID:
Name:
Signalstärke:
Beschreibung:
Wert:
Log
BL-PC-FLEX Veröffentlichungsversion: 1.1.0.1

4. Creating a new project - step by step

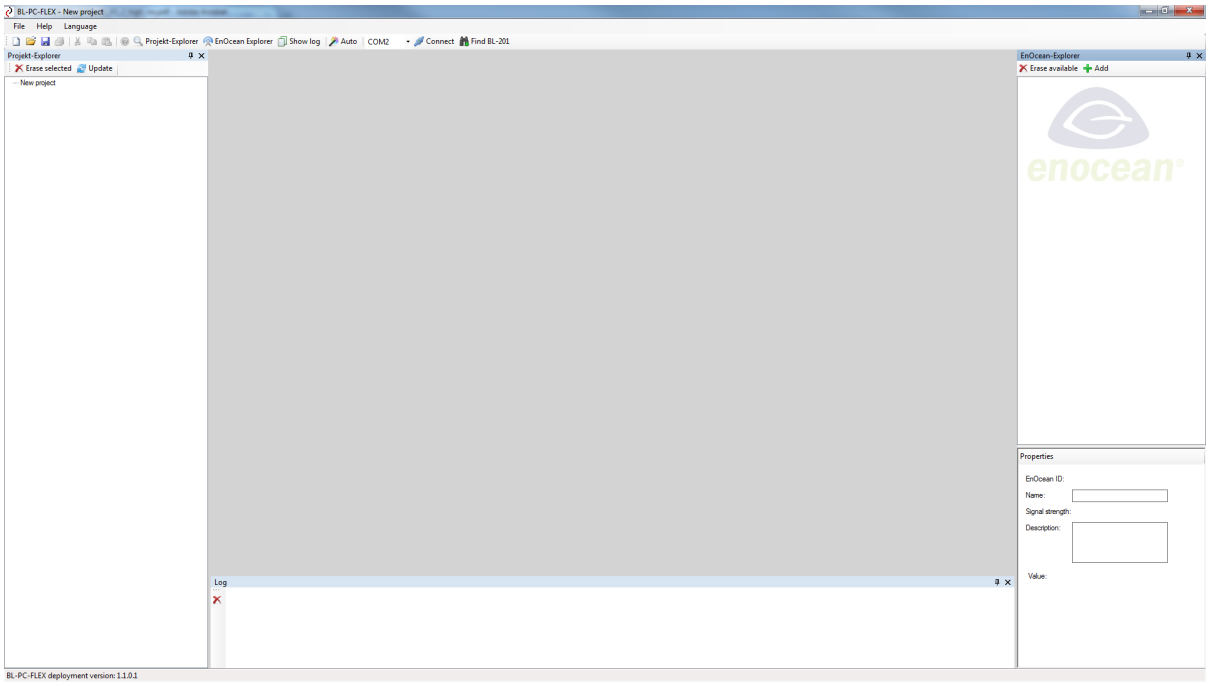
In this chapter you will create a new simple project. The target is to switch all DALI ballasts (ON/OFF/DIM) with an EnOcean wireless switch.

4.1. Starting the software - new project

When you start the software for the first time, the desktop will look like as follows:

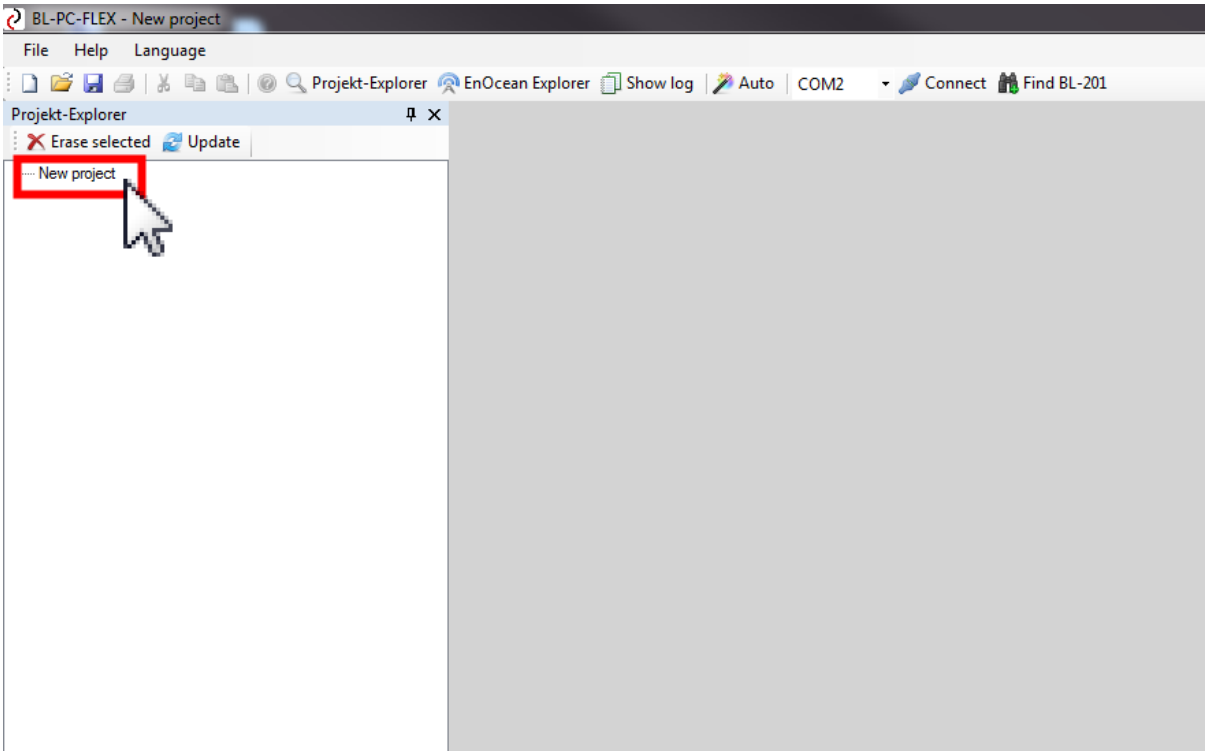
1. The "Project-Explorer" on the left side.
2. The "EnOcean-Explorer" on the right side.
3. The "Log" window on the bottom of the screen.

Depending on your display resolution, the contents may vary.

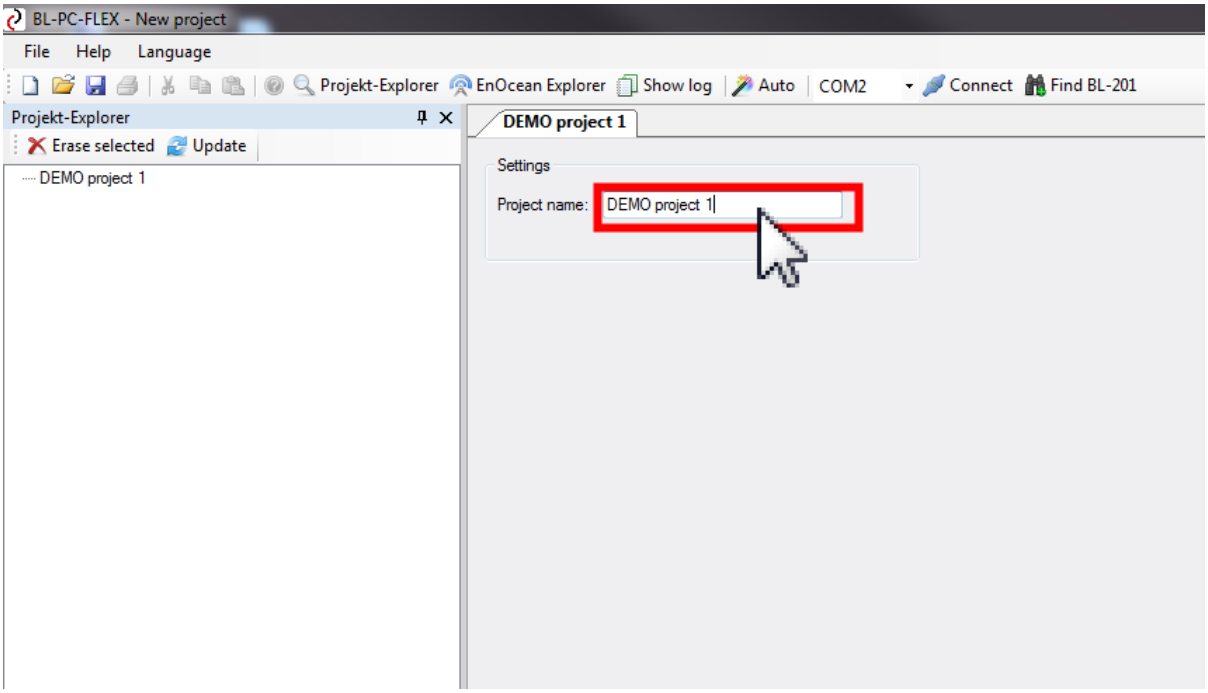


4.2. Project name

1. Select the layer "New project" in the Project-Explorer.



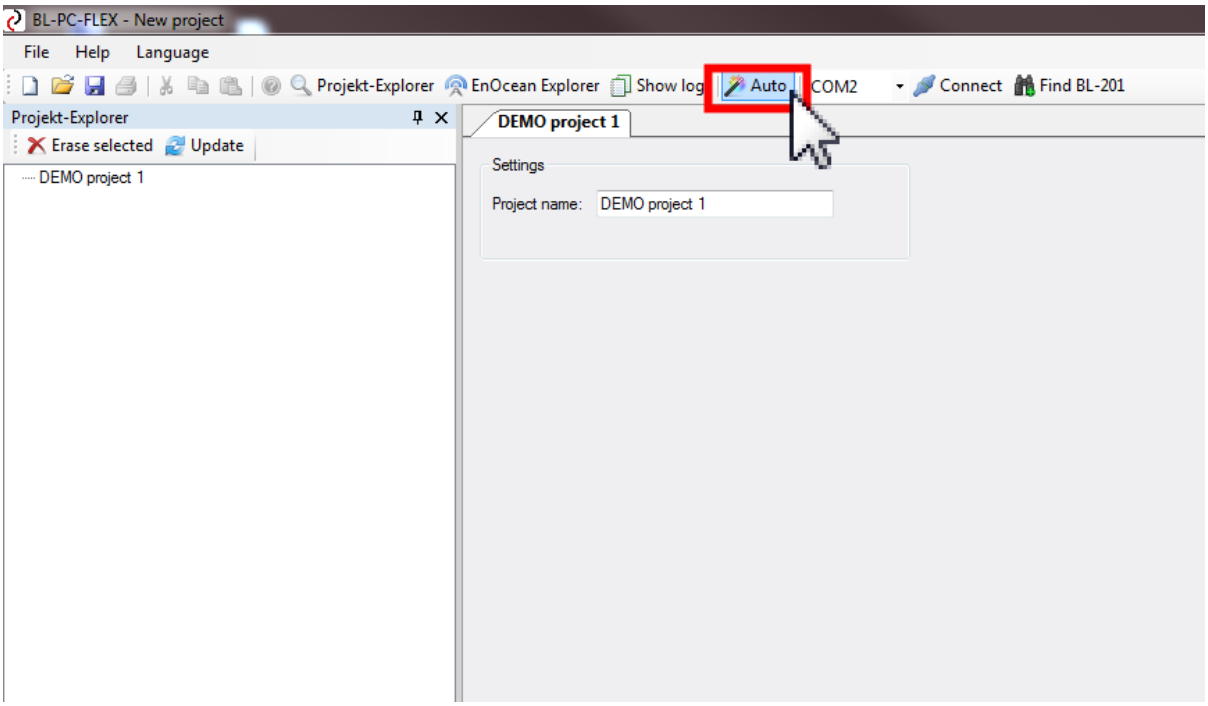
2. In the Tab "New project" you can enter the project name.


BL-PC-FLEX - New project
File
Help
Language
Projekt-Explorer
EnOcean Explorer
Show log
Auto
COM2
Connect
Find BL-201
Projekt-Explorer
Erase selected
Update
DEMO project 1
DEMO project 1
Settings
Project name:
DEMO project 1

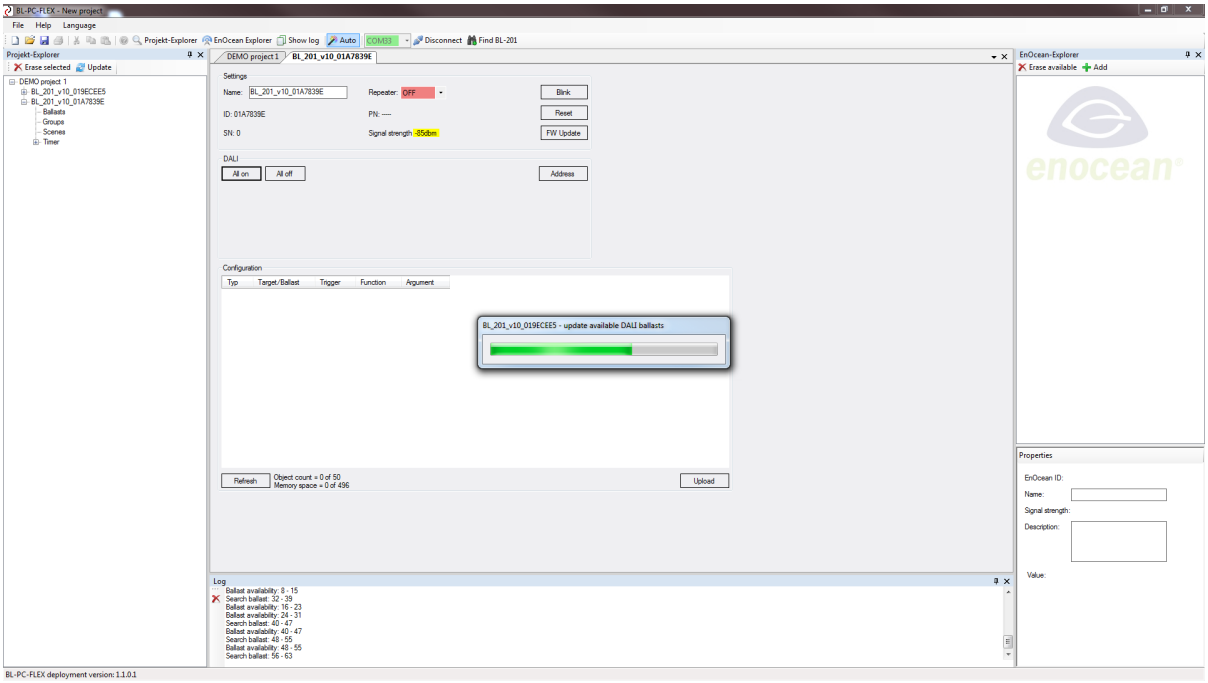
4.3. Automatic scan of DALI ballasts

Before you begin with the next steps, make sure to have at least one DALI ballast connected to your FLEX light controller and both devices are powered. Also the EnOcean USB-Stick must be connected to your PC.

Push the button "Auto" in the toolbar with a single left mouse click..



If everything has been set up correctly, the PC software now tries to connect at least to one light controller in range of the EnOcean USB-stick. In case of success, the light controller will be shown in the tree view in the Project-Explorer.



In the next step, the DALI system that is connected to the light controller will be scanned for DALI ballasts. During the scan procedure, a progress bar "update available DALI Ballasts" will be shown.

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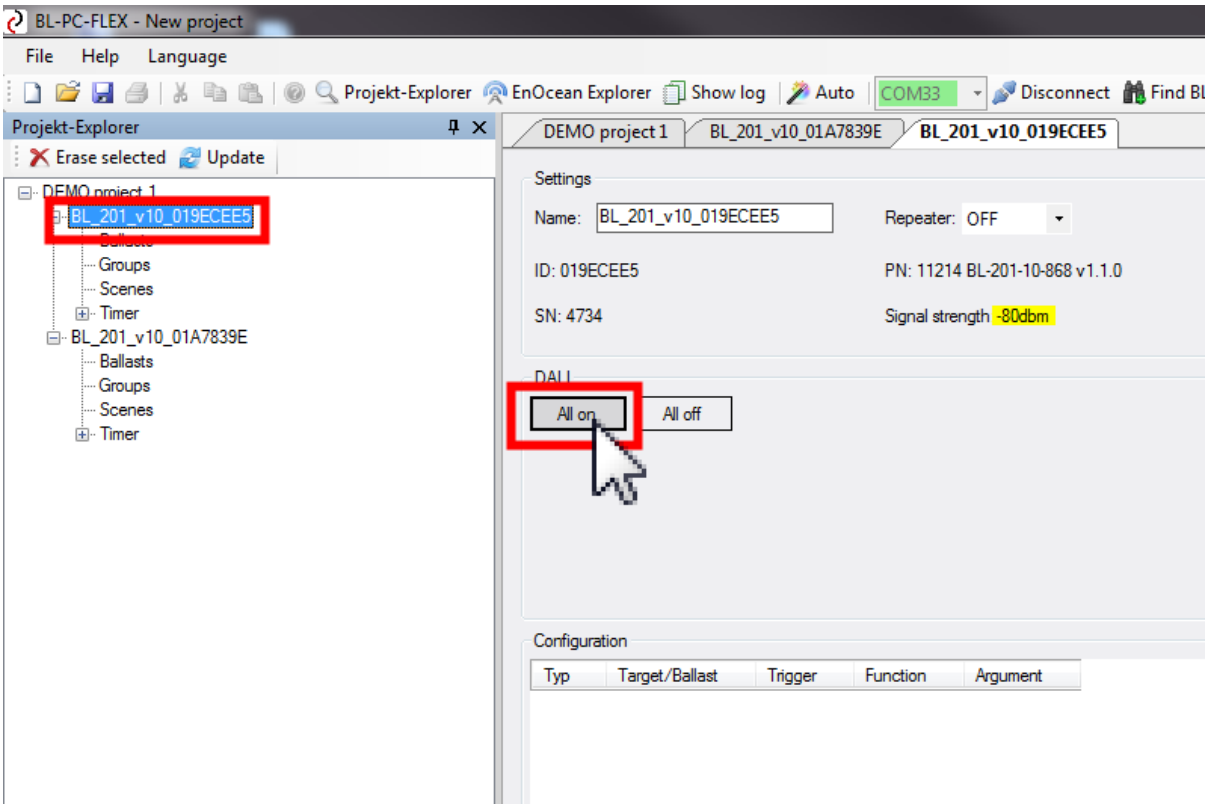
4.4. Identifying the light controller

Since you will have usually more than one light controller in a project, you have to identify first each of them. You can use the function ""All on" and "All off".

Select the Tab with the controllers name an push the button "All on" in the DALI area of the window.



This command will be send as a so called BROADCAST command. If your system is set up properly, all luminaries connected to your DALI ballast should be switched on. For this step, no DALI short addresses have to be assigned to the DALI ballasts.

Switch off the luminaries with the button "All off".

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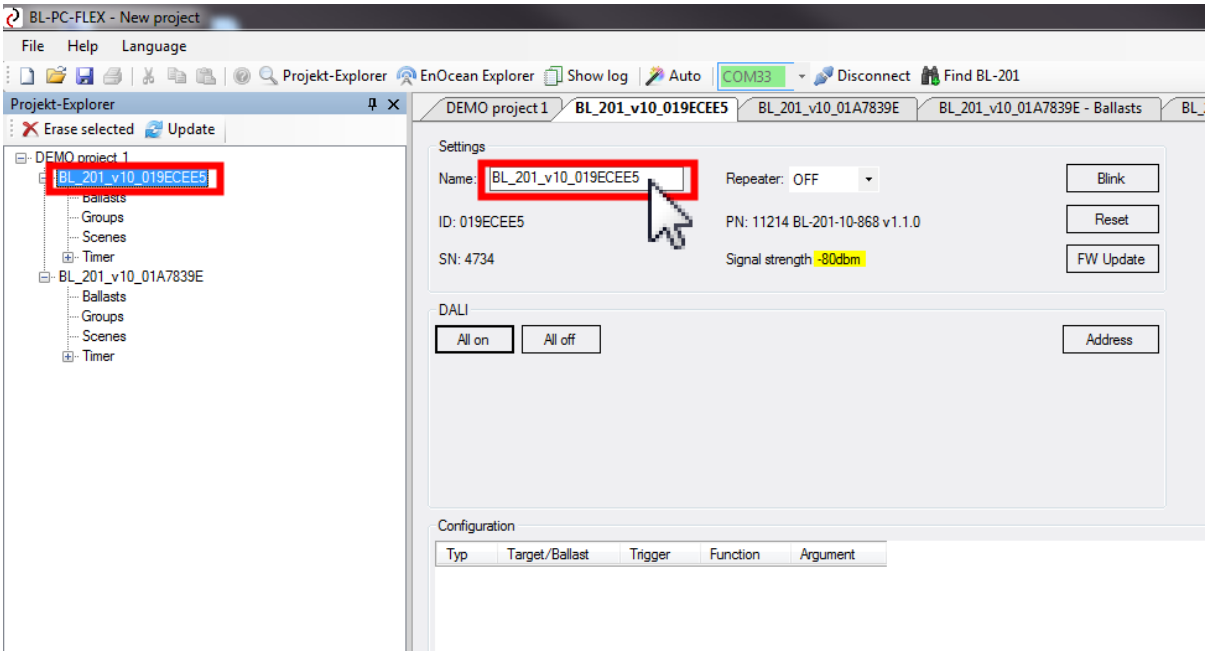
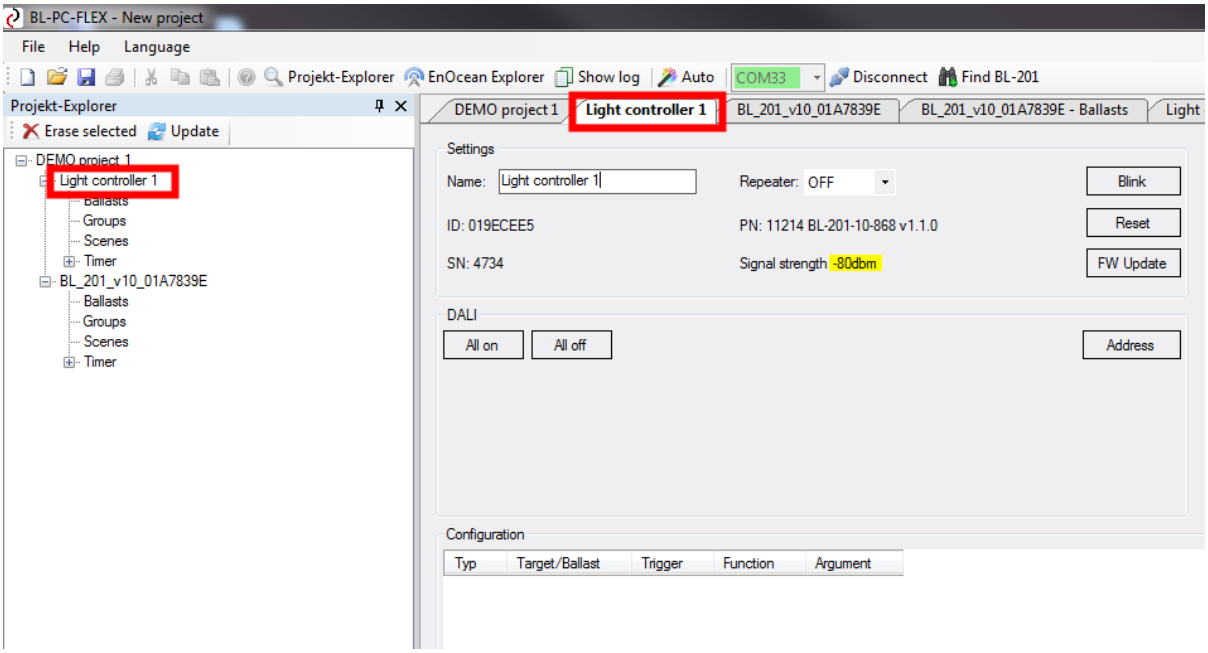
4.5. Assign a name to the light controller

Since you will have usually more than one controller in a project, you should assign a unique name to each of them at the beginning of your project.
If you have a new light controller, the text will be preset with a certain manufacturer string, which you can change according to your needs..

1. Select the light controller in the Project-Explorer with a single left mouse click.
2. In the text field "Name" in the Tab <controllers name> you can edit the name. The name will be updated/ used in the other control fields of the software automatically.

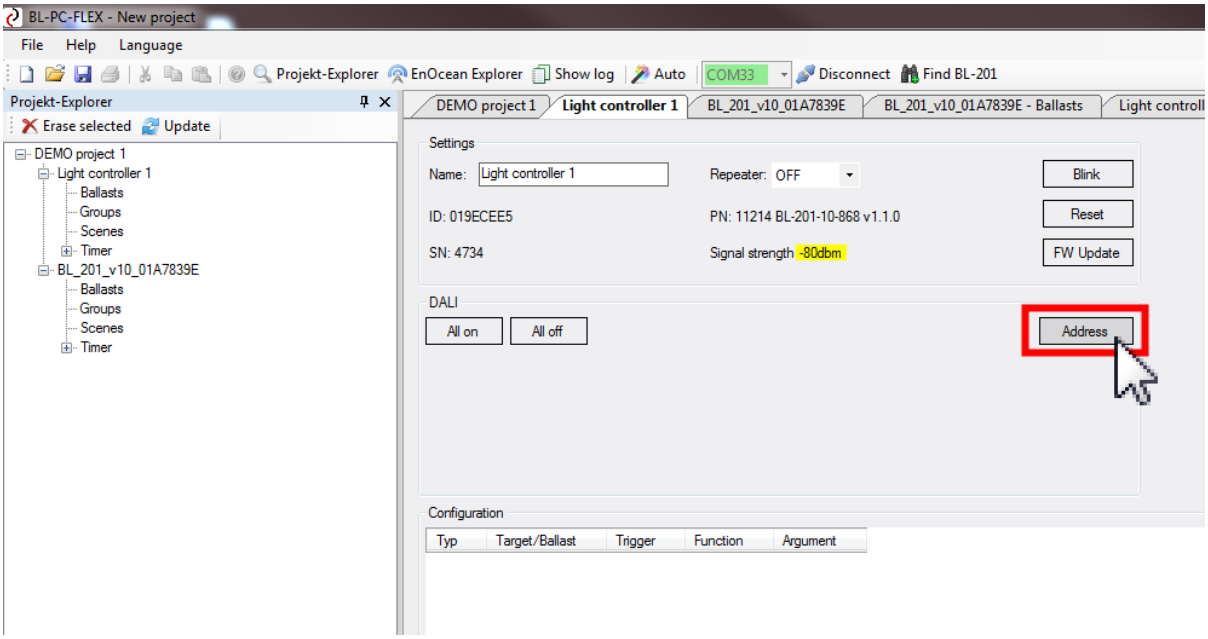


The name will be used by the software automatically, you do not have to confirm with ENTER.


BL-PC-FLEX - New project
File
Help
Language
Projekt-Explorer
EnOcean Explorer
Show log
Auto
COM33
Disconnect
Find BL-201
Projekt-Explorer
Erase selected
Update
DEMO project 1
Light controller 1
Ballasts
Groups
Scenes
Timer
BL_201_v10_01A7839E
Ballasts
Groups
Scenes
Timer
DEMO project 1
Light controller 1
BL_201_v10_01A7839E
BL_201_v10_01A7839E - Ballasts
Light
Settings
Name:
Light controller 1
Repeater:
OFF
Blink
ID: 019ECEE5
PN: 11214 BL-201-10-868 v1.1.0
Reset
SN: 4734
Signal strength -80dbm
FW Update
DALI
All on
All off
Address
Configuration
Typ
Target/Ballast
Trigger
Function
Argument

4.6. Assign addresses to DALI ballasts

To be able to switch a dedicated DALI ballast, or to set up DALI groups or scenes, you have to assign a DALI address to each DALI ballast in the next step.
1. Push the button "Address" in the "DALI" area of the controllers Tab with a single left mouse click.



Remark: This button will only activate further control elements in the software. Nothing will happen on the DALI bus in this moment!

2. Select "All" in the drop down list on the left, and push the button "Address" with a single left mouse click.

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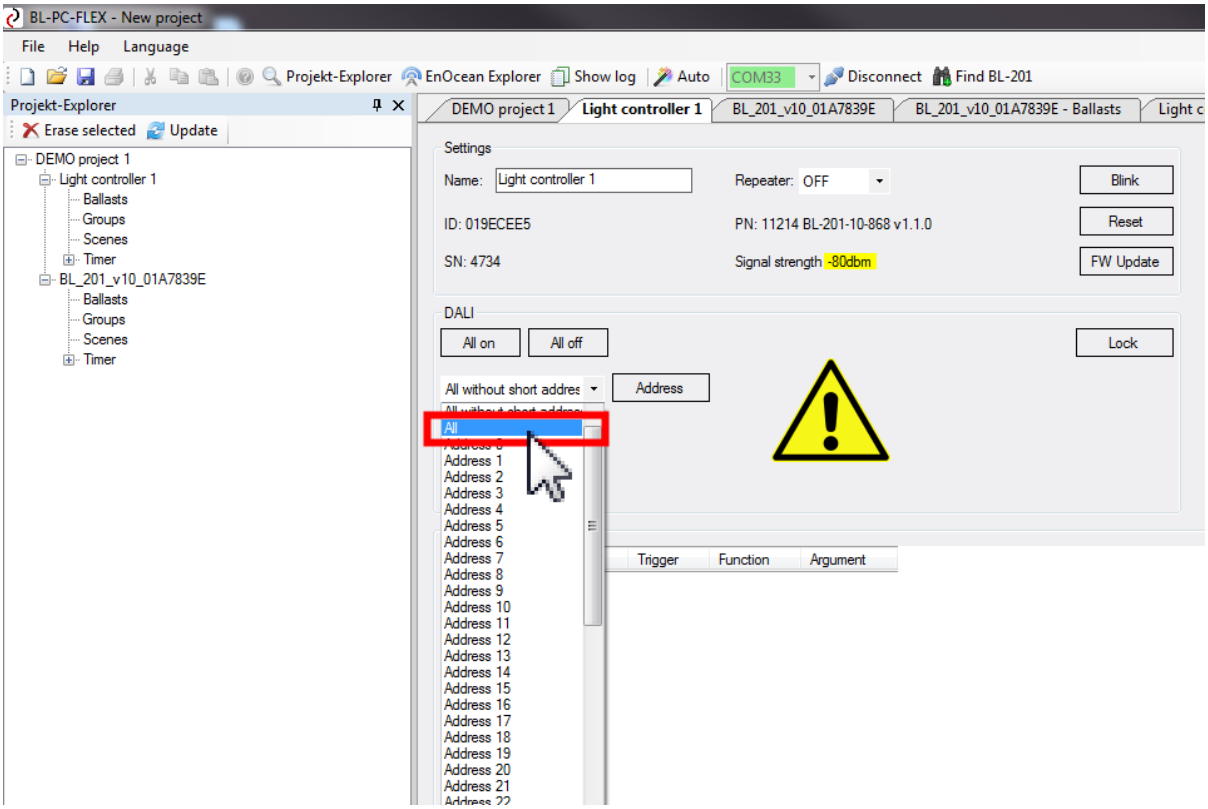

3. While the controller is addressing the DALI ballasts, a progress bar will be shown. This procedure should be finalized within 60 seconds and the progress bar should be closed automatically.
Sometimes it could happen that you have to close the progress bar manually.

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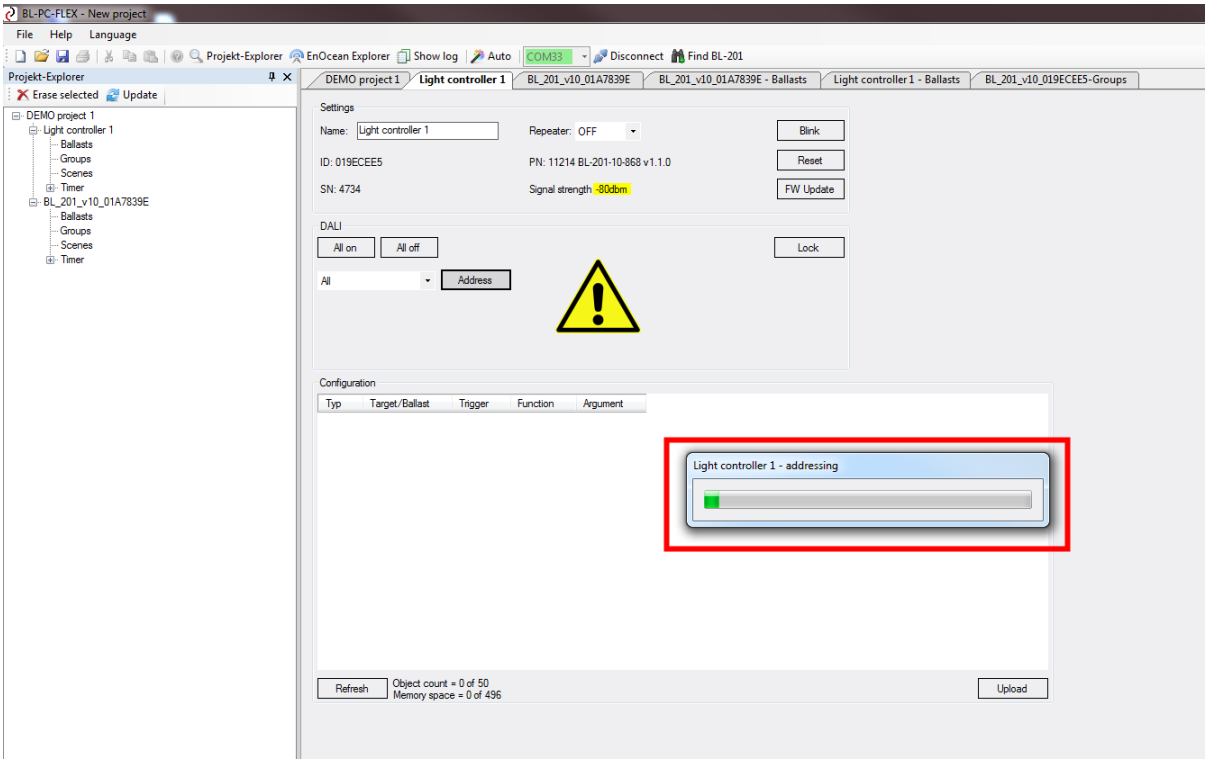
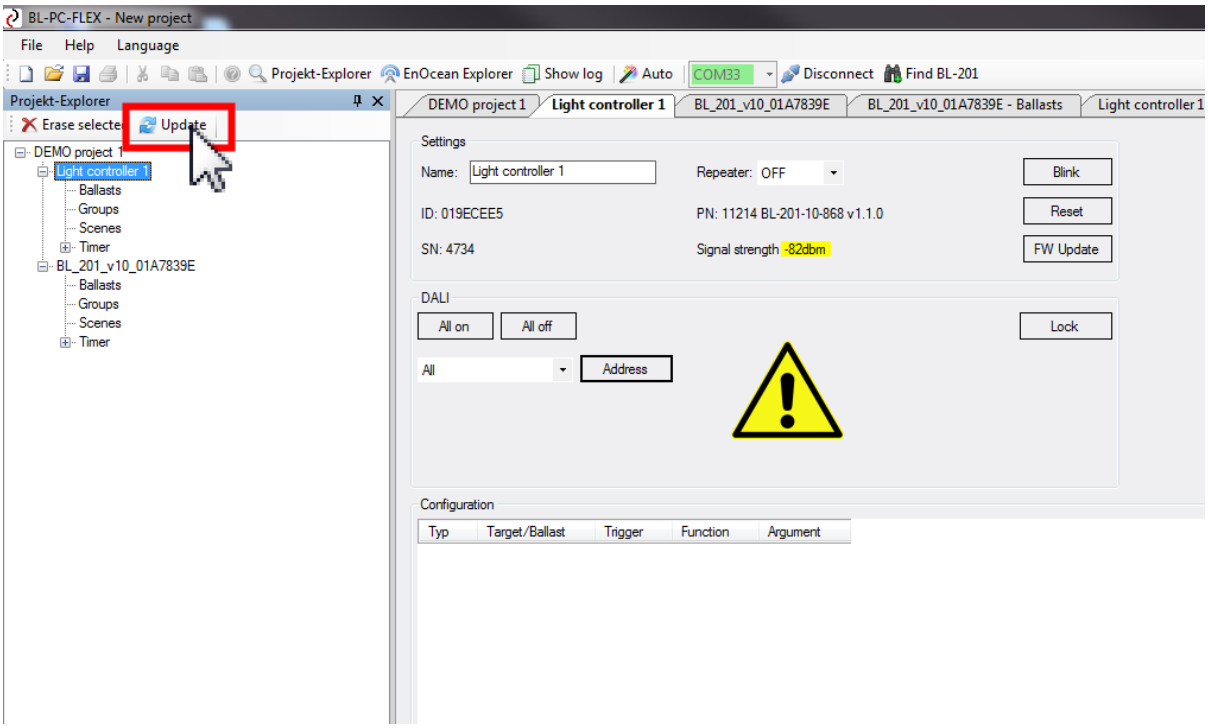


4. Any time you change a light controllers DALI configuration, you have to update the DALI information. Please select the light controller and push the "Update" button above by a single left mouse-click.



5. Now you can select the level "Ballast" in the Project-Explorer of the controller you would like to work with.

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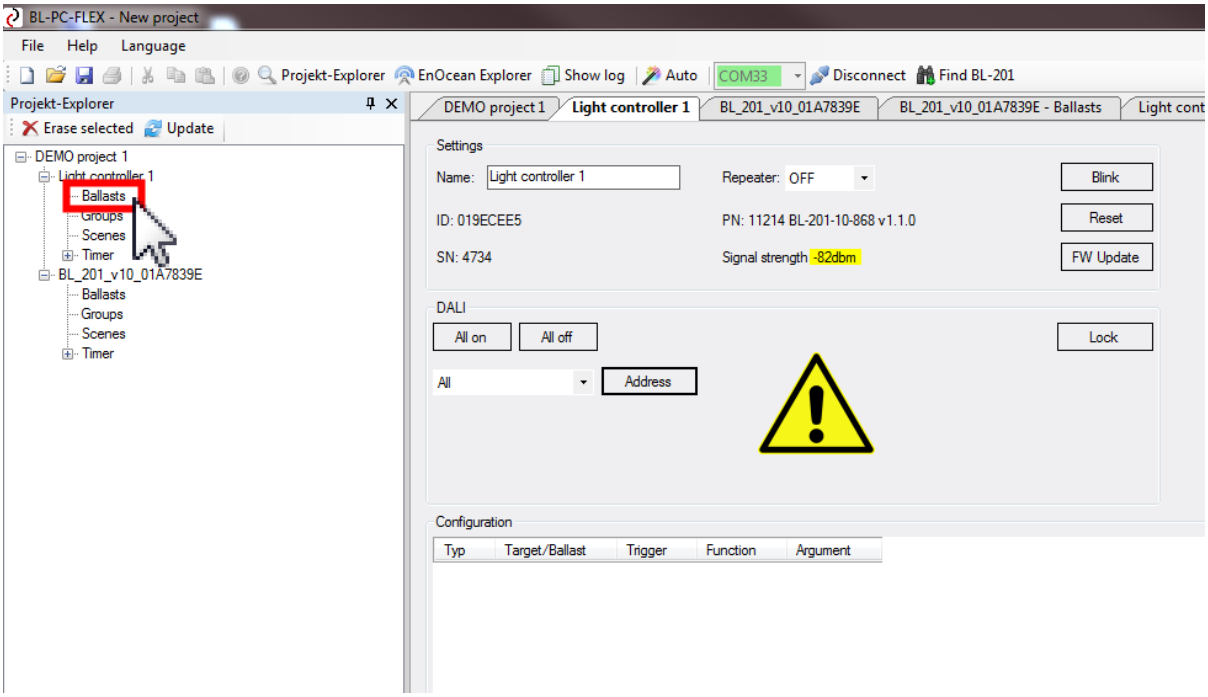
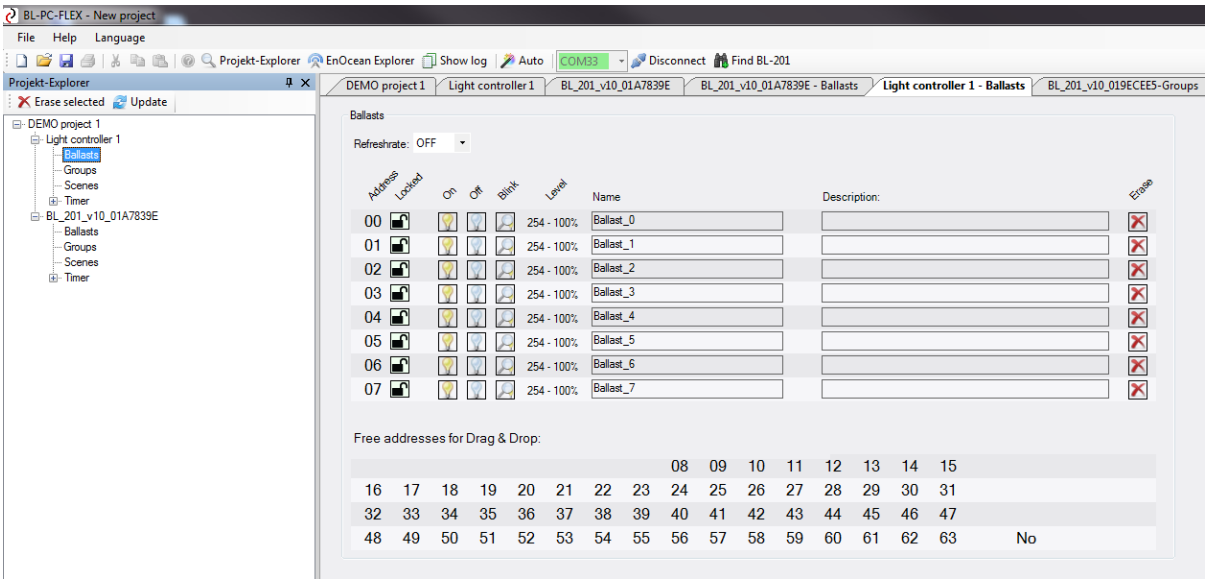


5. A Tab will be opened, where you can see all available DALI ballast connected to the controller. You should see exactly the number of DALI ballasts you expect.



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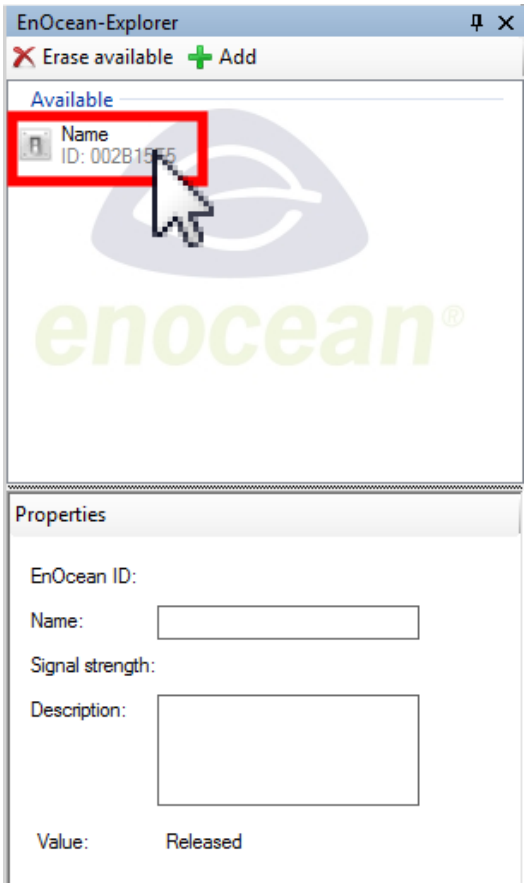
4.7. "Teach in" an EnOcean switch

To control the DALI ballasts/luminaries with an EnOcean wireless switch, i.e. switch on/off and dim, the following steps are necessary:

1. Push the EnOcean switch once. It doesn't matter on which side/switch element. You will see the message in the EnOcean-Explorer a switch has been detected and is available.
It is marked with a switch symbol at the beginning, a "Name" and the unique EnOcean-ID.



2. With a double left mouse click, the status of the switch will change to "Projected". Now the switch is part of the project, and you can assign a function.
A switch that is only "Available" can be deleted any time pushing the button "Erase available".

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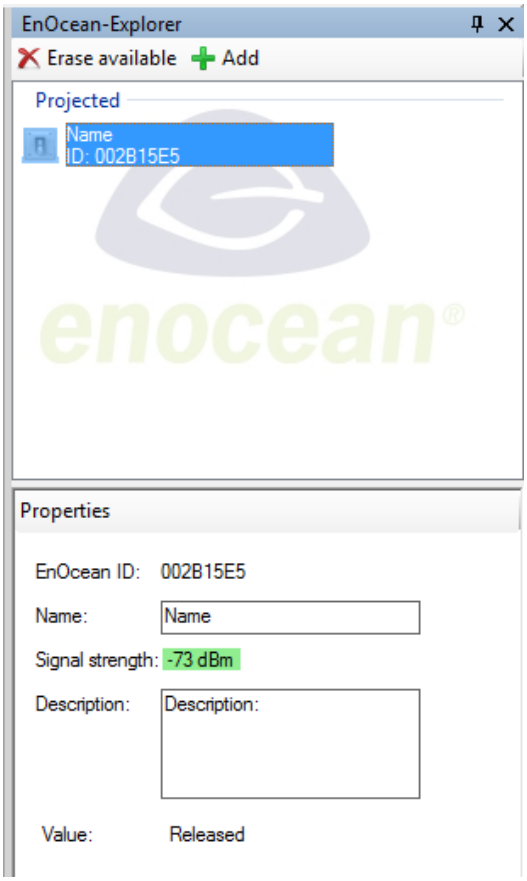
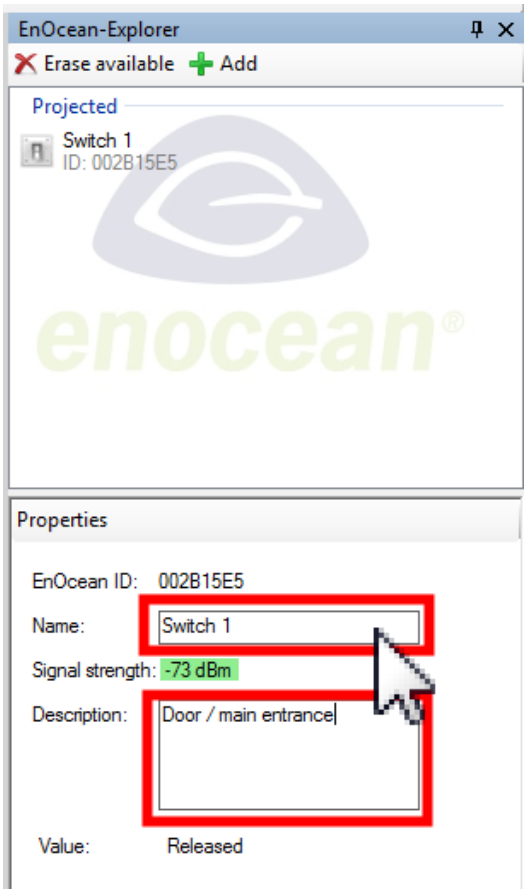


3. In the edit field "Properties" in the EnOcean-Explorer you can assign a name to the switch. Below, the signal strength of the last telegram will be shown as information.



4. If you select the switch in the EnOcean-Explorer by a single left mouse click, you can see in the filed "Value" which of the 4 available buttons is actually pressed, i.e. A0, A1, B0 or B1, as long as you hold the button pressed. In the moment you push the button, the button symbol is highlighted in red colour. This will help you to identify a rocker in a project where you have more than one.

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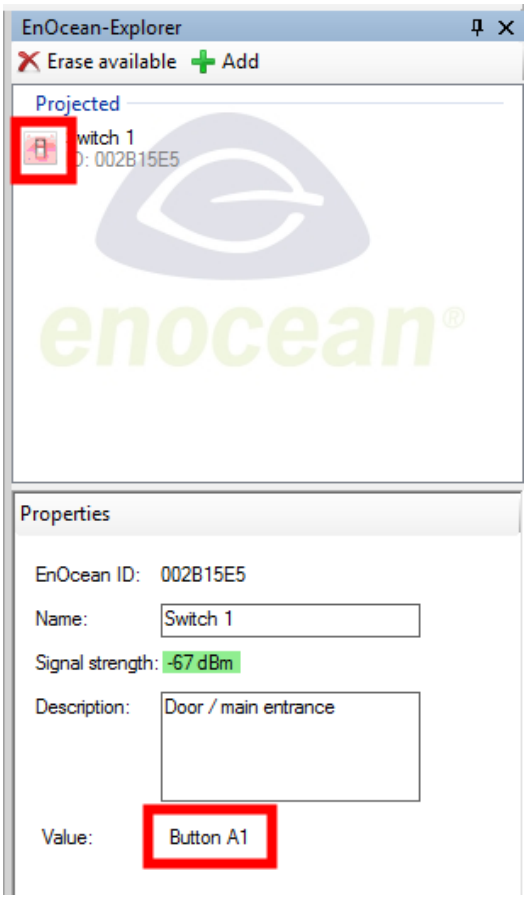
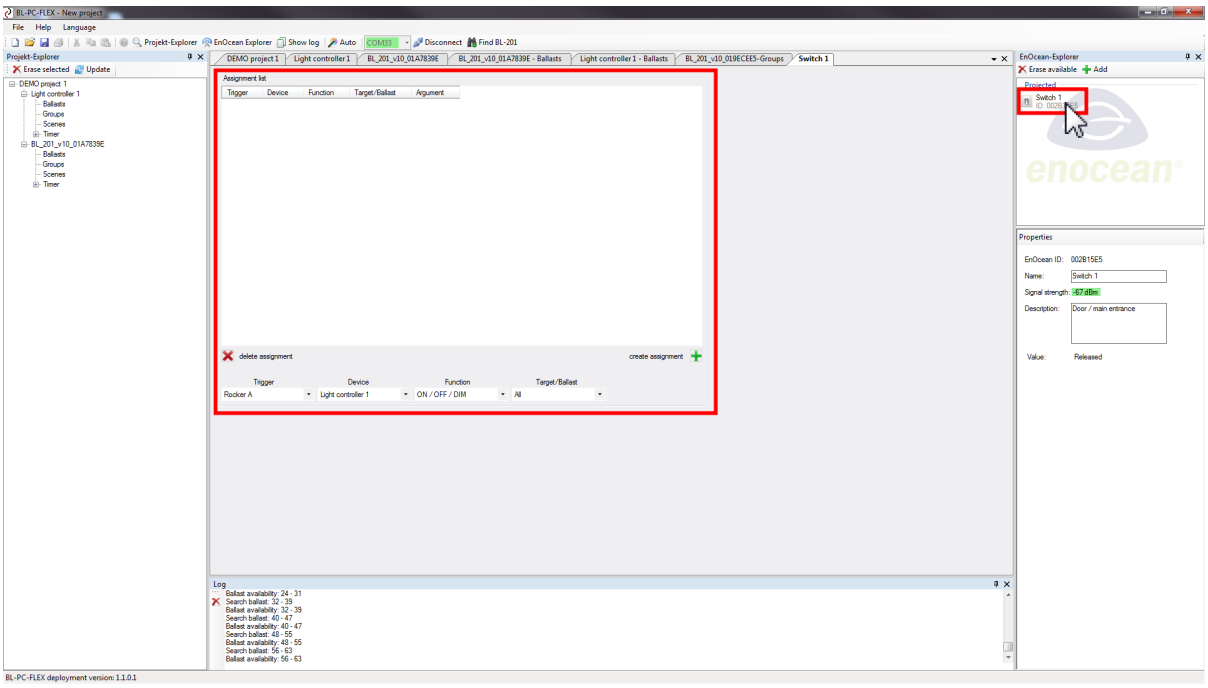

EnOcean-Explorer
Erase available
Add
Projected
witch 1
D: 002B15E5
Properties
EnOcean ID:
002B15E5
Name:
Switch 1
Signal strength:
-67 dBm
Description:
Door / main entrance
Value:
Button A1

4.8. Assign a function to the switch

1. Select the projected switch in the EnOcean-Explorer with a single left mouse click. A new Tab will be opened with the name of the switch and an empty "assignment list".



2. If you made a double-click on the projected switch by mistake, you will be asked if the switch should really be removed from the project ("Erase?").
Push the button "Abbrechen" (cancel). In this way, you can remove a projected switch or sensor from a project.

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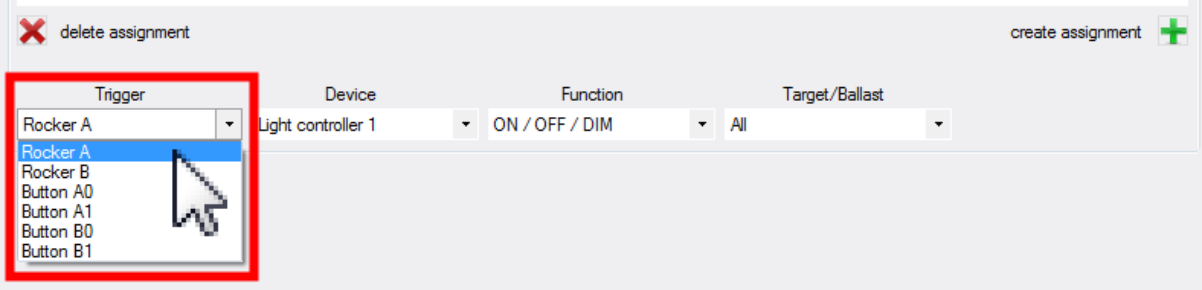
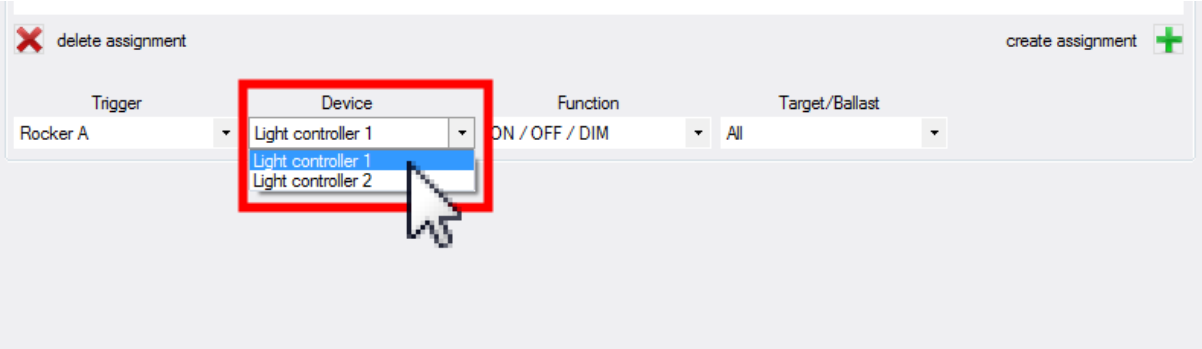
4.8.1. Create a new function / assignment

1. You can add a function to a switch using the row of elements below the table. You have to read the elements from the left to the right:
First of all, select an event ("Trigger") in the first drop down list, that should be used. Please select "Rocker A".



2. The select the light controller ("Device") you would like to use for this assignment.



3. In the next drop down list, you can select the desired "Function". Please select "ON / OFF / DIM" for this example.

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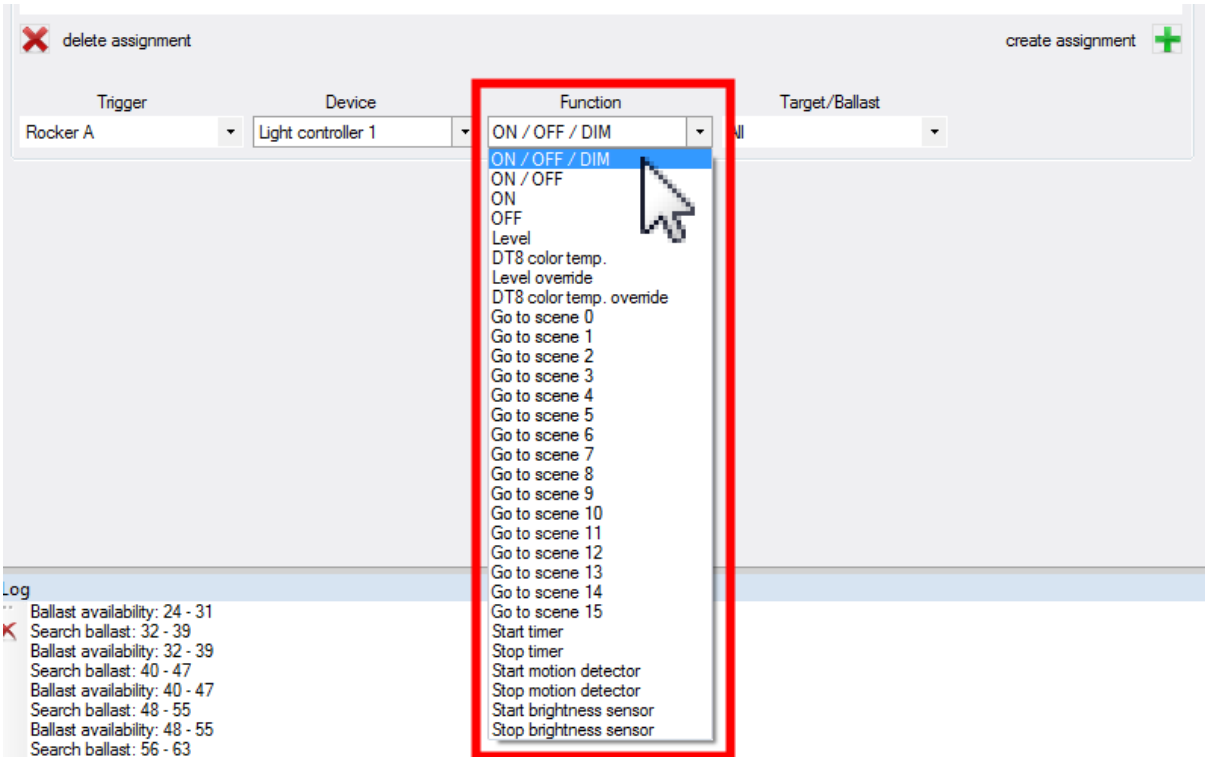
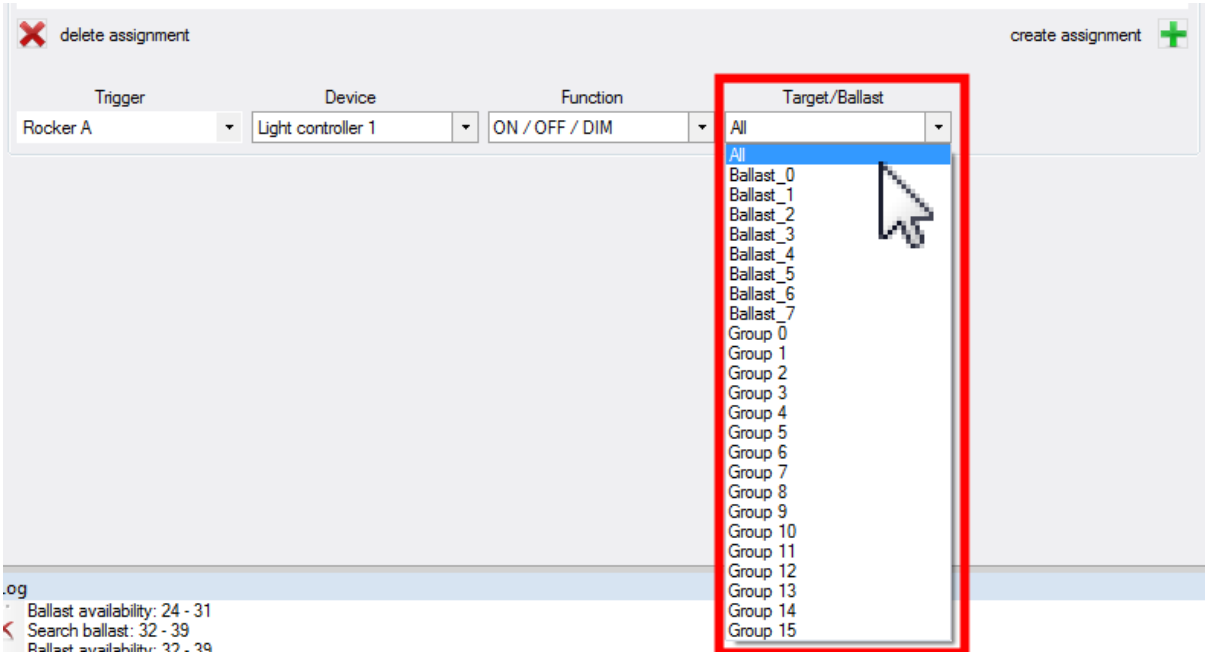


4. In the last drop down list, you have to select the "Target/Ballast" for this function, i.e. all ballasts, a single DALI ballast or a group. Select "All" for this example.



5. Finally, push the green plus sign to add this command/function to the table.

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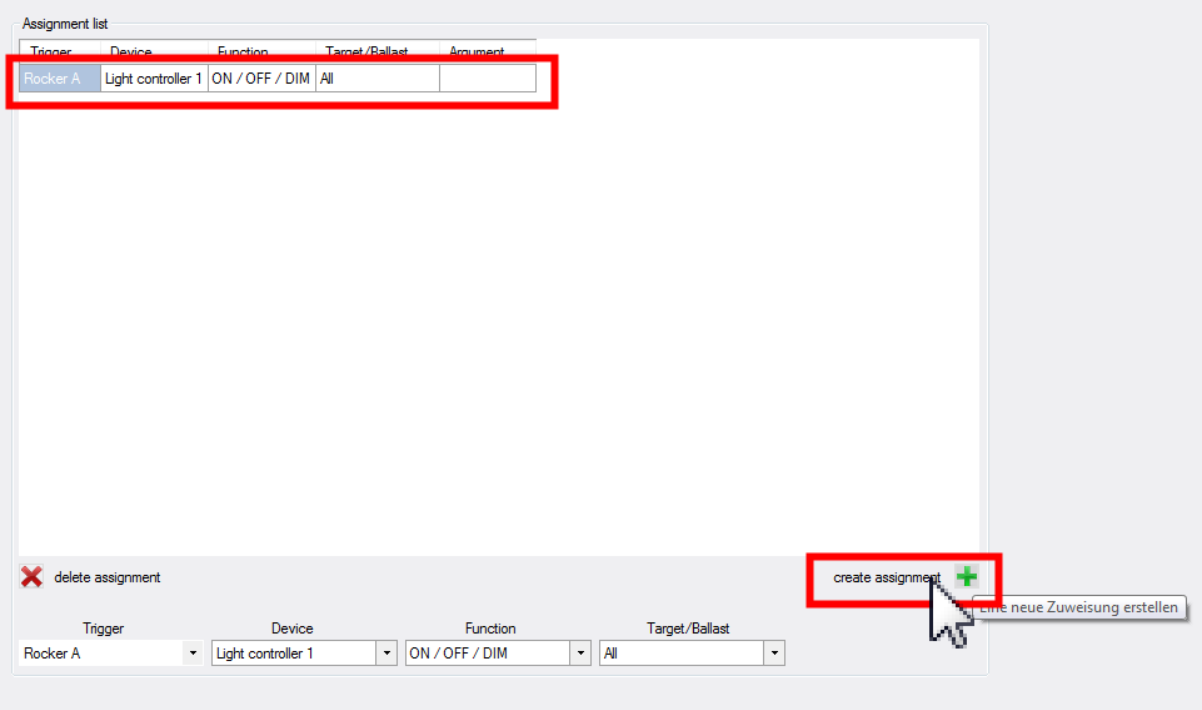
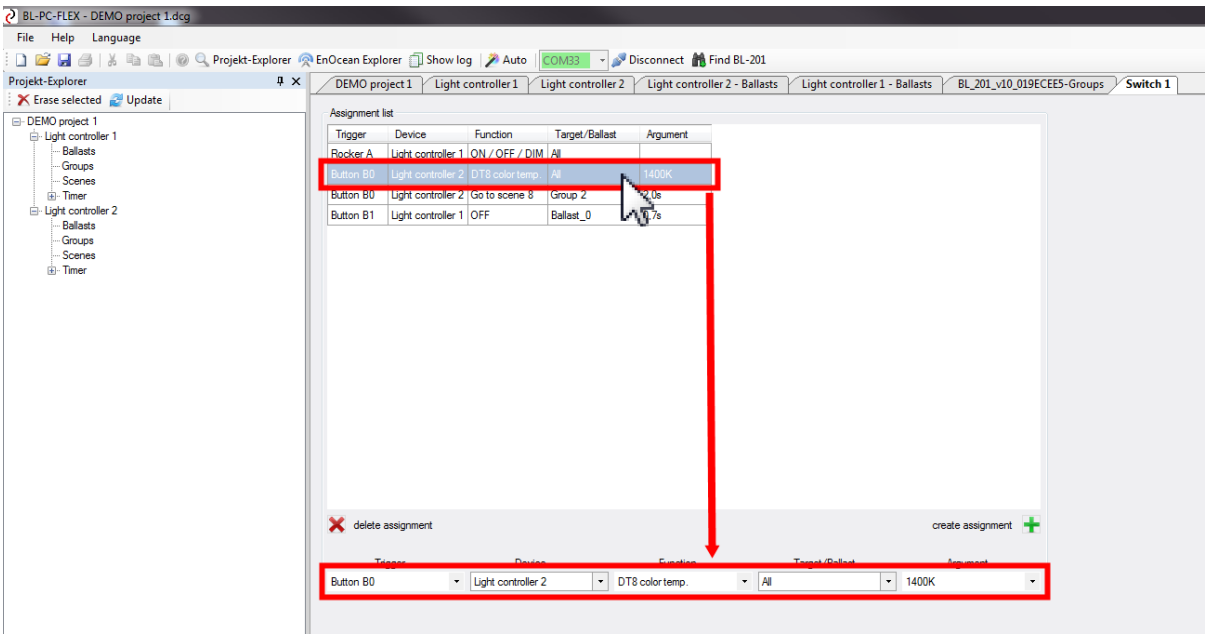


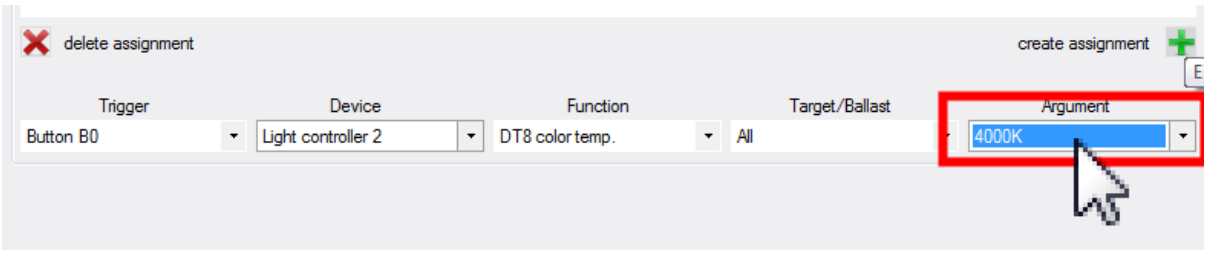
Remark: This function/assignment has not yet been transferred to the controller. It is only available inside the software until this step.

4.8.2. Edit an existing function / assignment

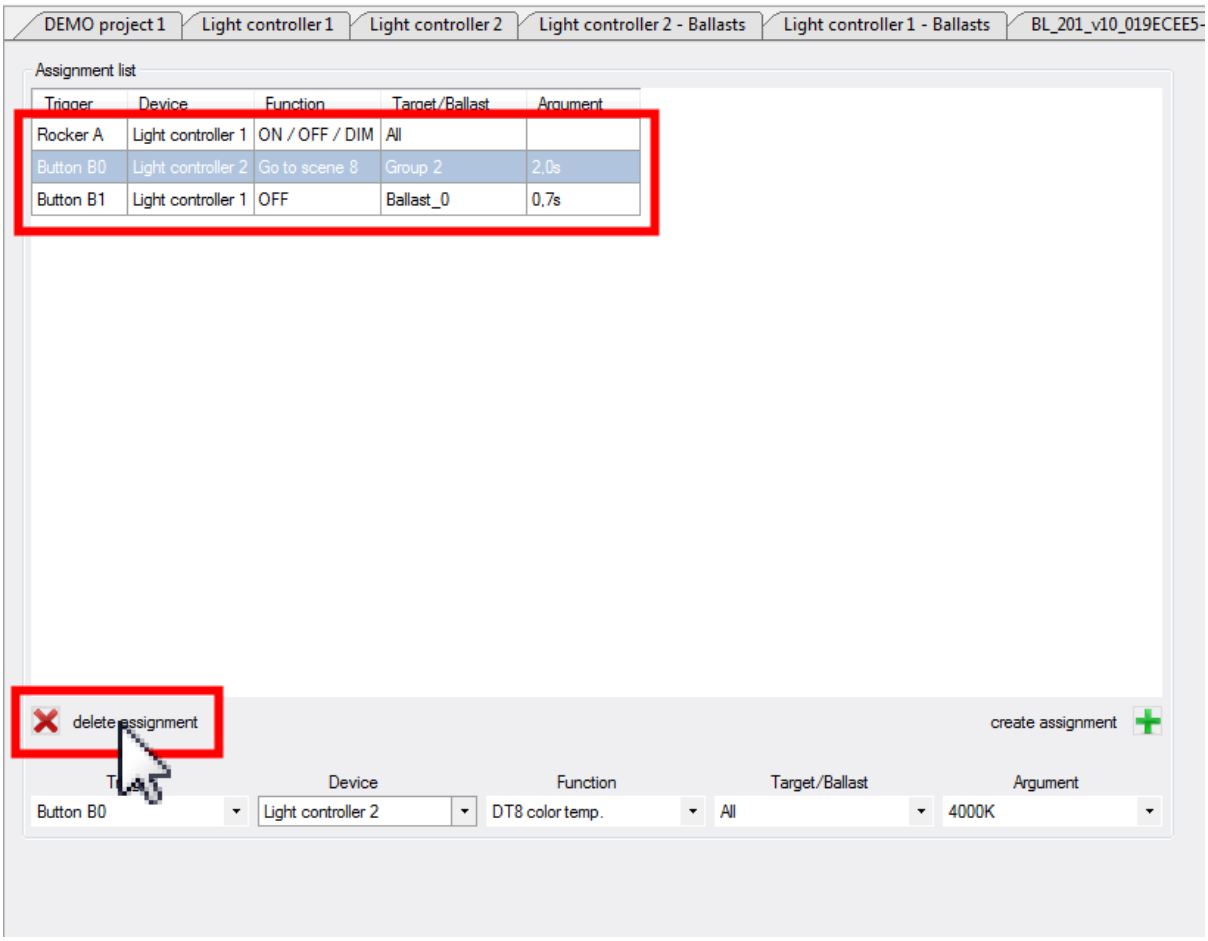
1. Select an existing function / assignment in the assignment list. The contents of this function will be transferred to the dropdown lists below, to create a new function.



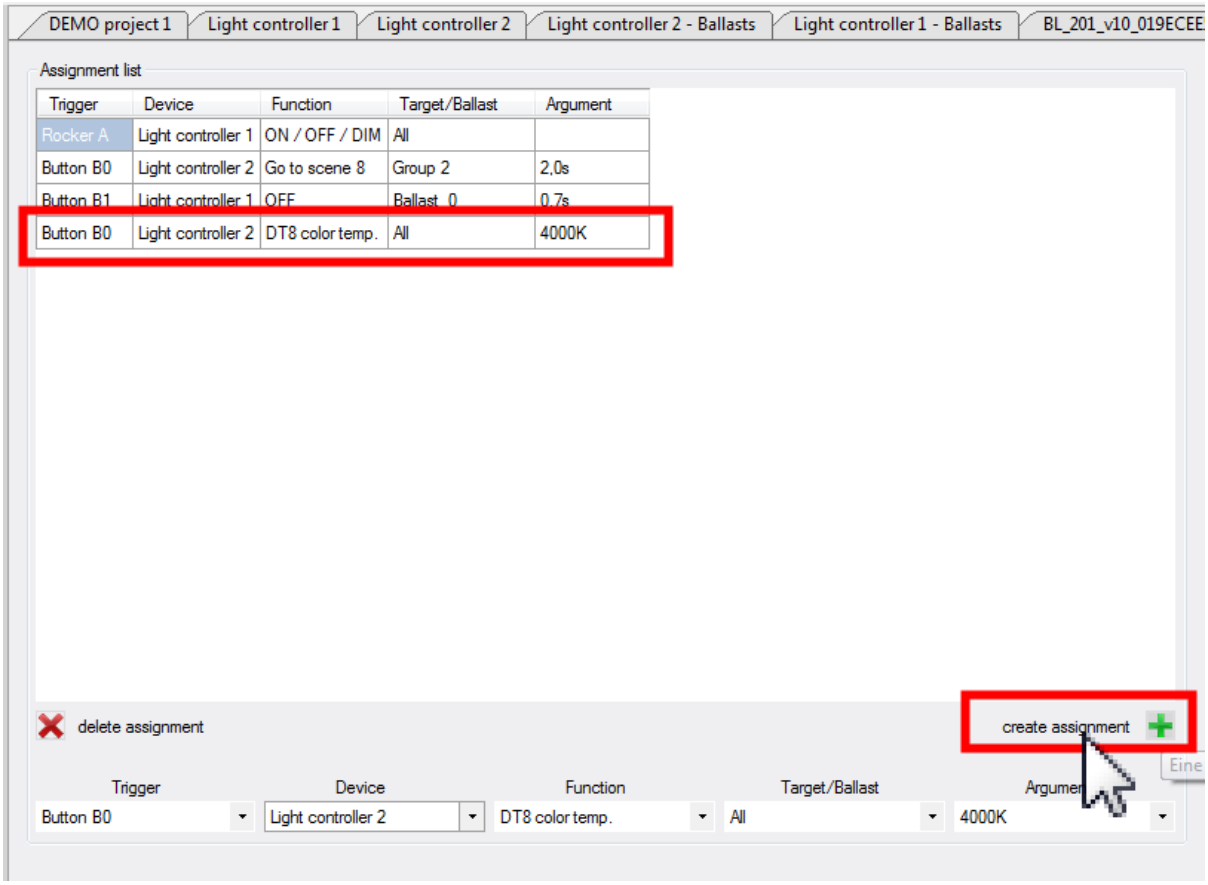
2. Change any parameter, for example the colour to 4000K.



3. Delete the old function by a simple mouse click on "delete assignment".



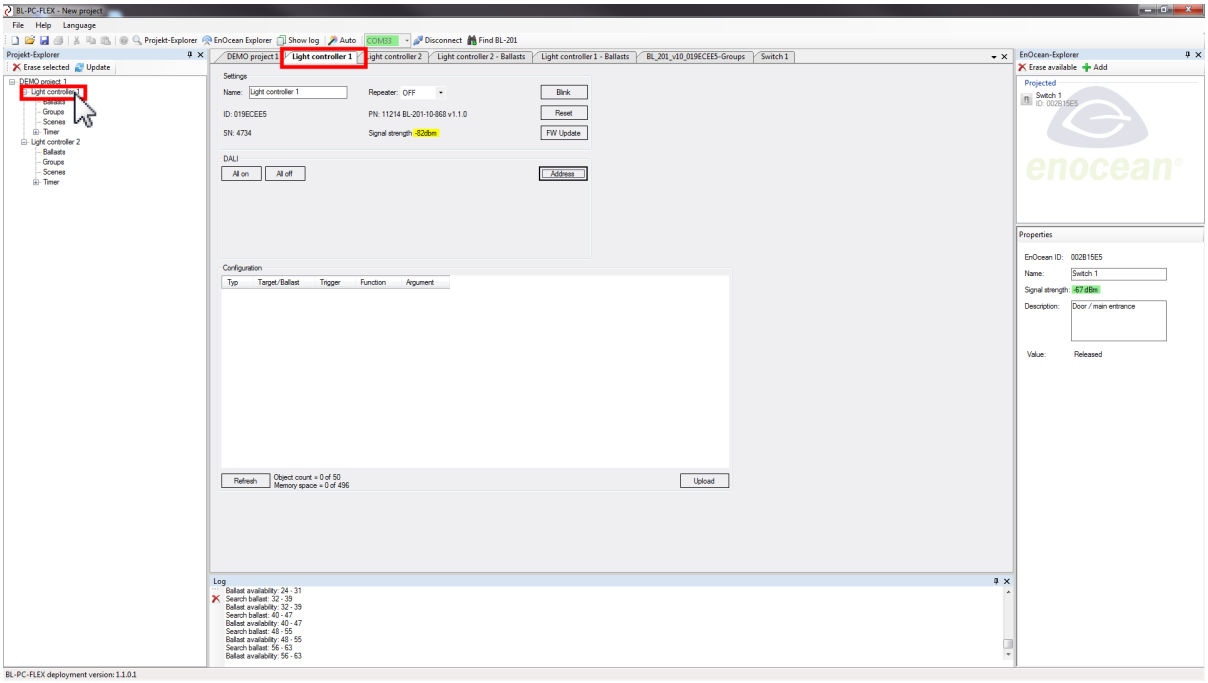
4. Create the new function / assignment by a simple mouse click on "create assignment".


DEMO project 1
Light controller 1
Light controller 2
Light controller 2 - Ballasts
Light controller 1 - Ballasts
BL_201_v10_019ECEE
Assignment list
Trigger
Device
Function
Target/Ballast
Argument
Rocker A
Light controller 1
ON / OFF / DIM
All
Button B0
Light controller 2
Go to scene 8
Group 2
2,0s
Button B1
Light controller 1
OFF
Ballast_0
0,7s
Button B0
Light controller 2
DT8 color temp.
All
4000K
delete assignment
create assignment
Trigger
Device
Function
Target/Ballast
Button B0
Light controller 2
DT8 color temp.
All
4000K

4.9. Upload to the light controller

You have to initiate an upload before the selected light controller will work according to your assignment lists. The upload will also be done by wireless communication.

1. Select the controller you would like to update in the Project-Explorer. You can also select the Tab of the controller directly if it is still opened..



2. In the window area "Configuration" actually you should see an empty table. Push the button "Refresh" with a single left mouse click.

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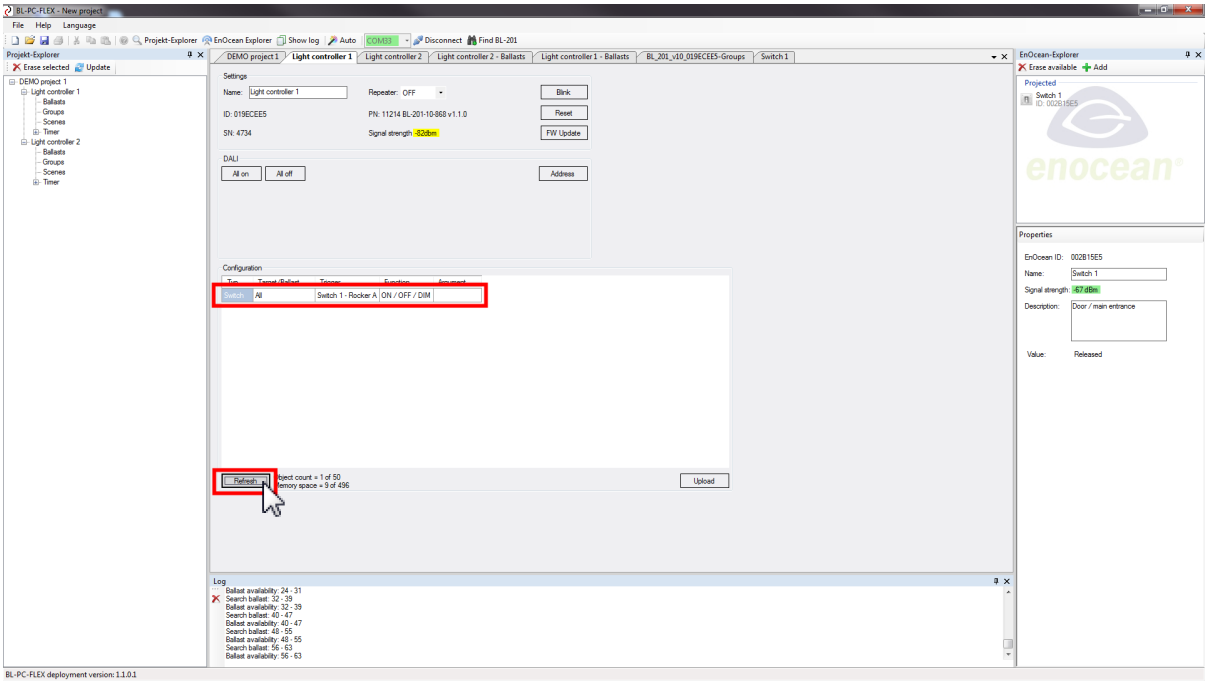
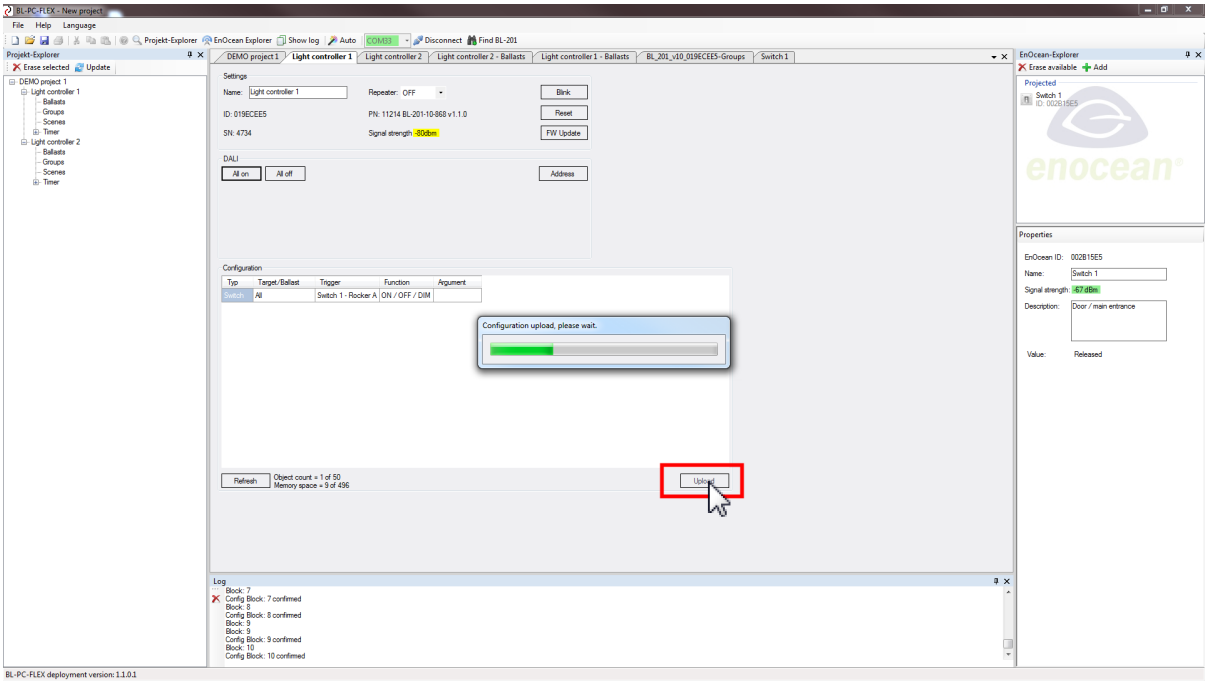


3. Now the assignment you made before for the EnOcean switch "Switch 1" should appear in the table. You can check again if this assignment is correct, before you upload the new configuration to the controller.

Remark: Nothing has been transferred to the light controller until now.

4. Push the button "Upload" with a single left mouse click. Now, the configuration will be transferred to the controller. A progress bar will be shown while the transfer is in progress.



5. The controller will restart automatically after the transfer has been done. It will take only 2 seconds until the new configuration will work.

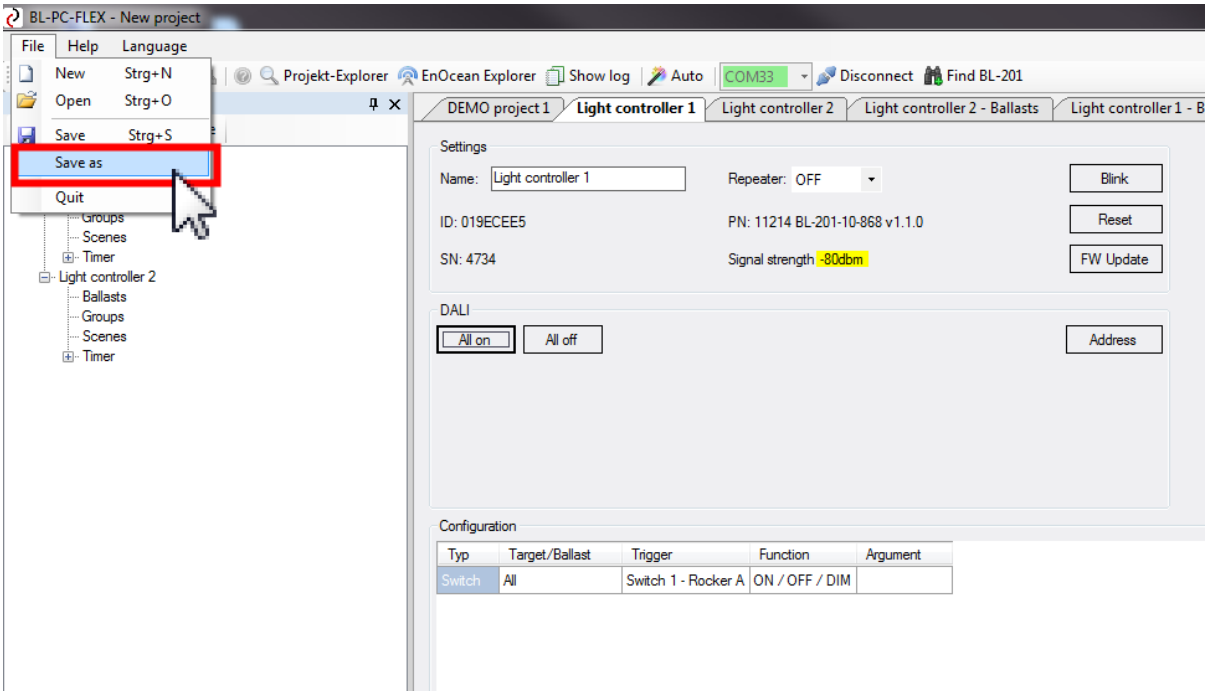
You have finalized now your first project.

4.10. Save your project

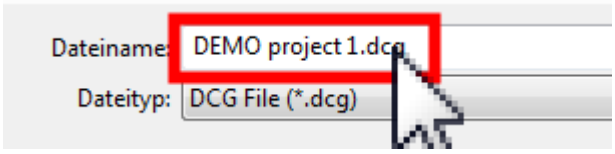
Important: Setup information and configuration data which are not stored in the DALI ballasts, are stored on your PC in the configuration file.
The configuration is **not stored in the controller**, and therefore it is not possible to read out any information later on.

Is is necessary to store all project changes in the project on your PC. Proceed as follows:

1. Select "File -> Save" or "Save as".



2. Assign a project name in the following Windows dialogue and save the project with a single left mouse click on the button "Save".



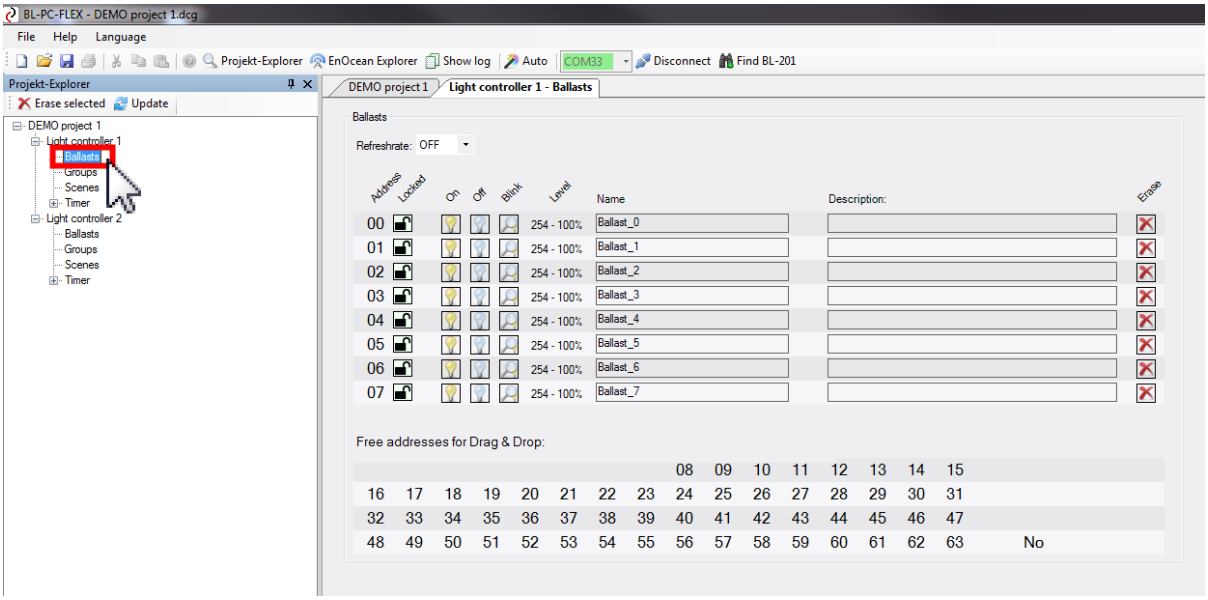
5. DALI configuration in detail

In this chapter, a more detailed description of the DALI configuration features of the software BL-PC-FLEX is given.

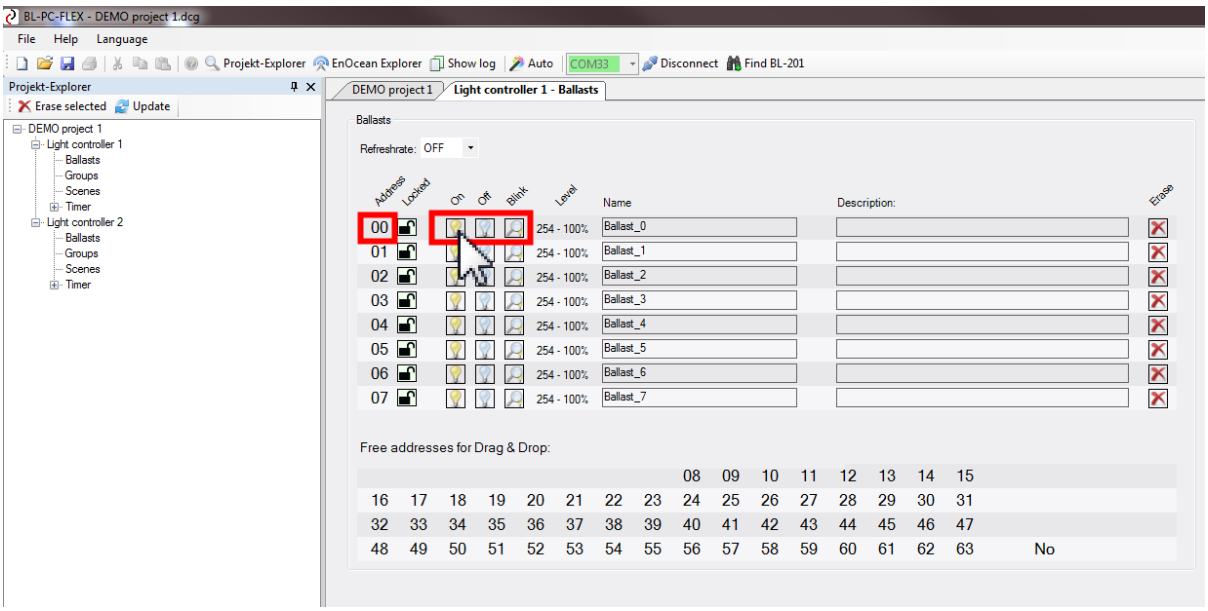
5.1. DALI ballast addressing - address swap

The addresses of DALI ballasts are assigned randomly and do not have any relationship to their physical placement on the DALI line. To work more comfortable with the system later on, you should assign addresses according to the physical setup of the DALI system.
The software supports the feature to swap two DALI addresses in an easy way..

1. Select the level "Ballast" of the controller in the Project-Explorer or select the Tab "<controller name> - Ballasts" if it is still open.



2. You can identify now two ballasts which addresses to be swapped, using the buttons "On", "Off" and "Blink" .



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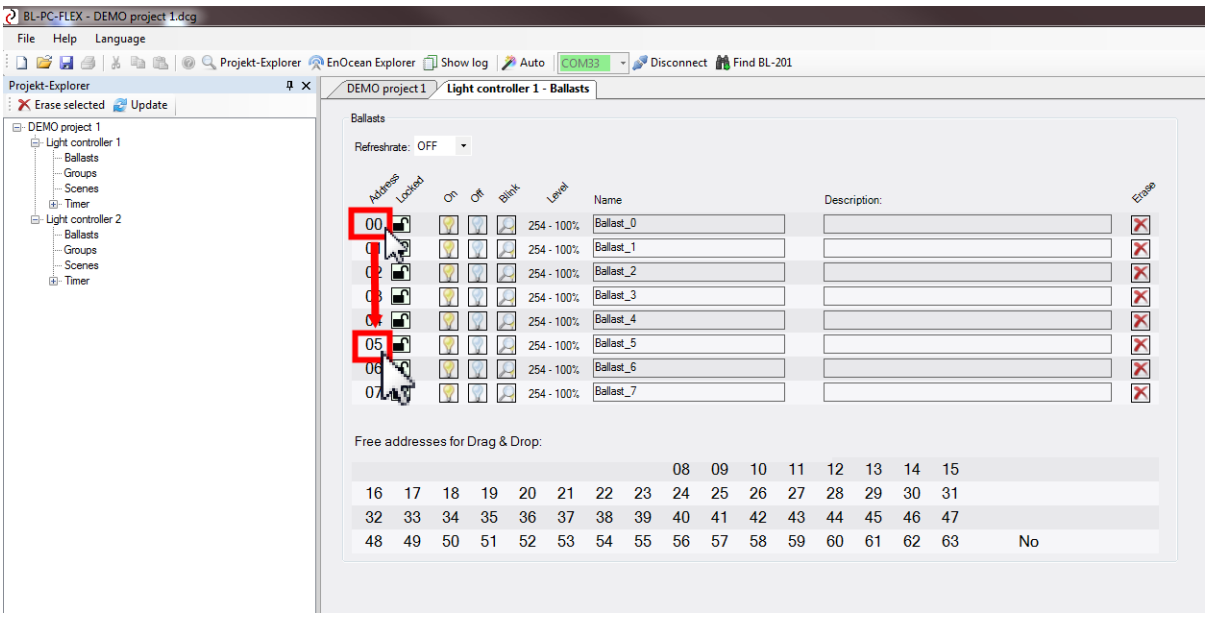
3. Now you can swap two addresses by simple "Drag & Drop". The target address can be an existing DALI ballast, or an unused address shown in the table "Free addresses for Drag & Drop".
While you hold down the left mouse button, drag the source address to the target address. Now release the mouse button.
Both address fields will have a red background during the address change, and will be grey afterwards..



4. Check the new address assignment using the buttons "On" and "Off".

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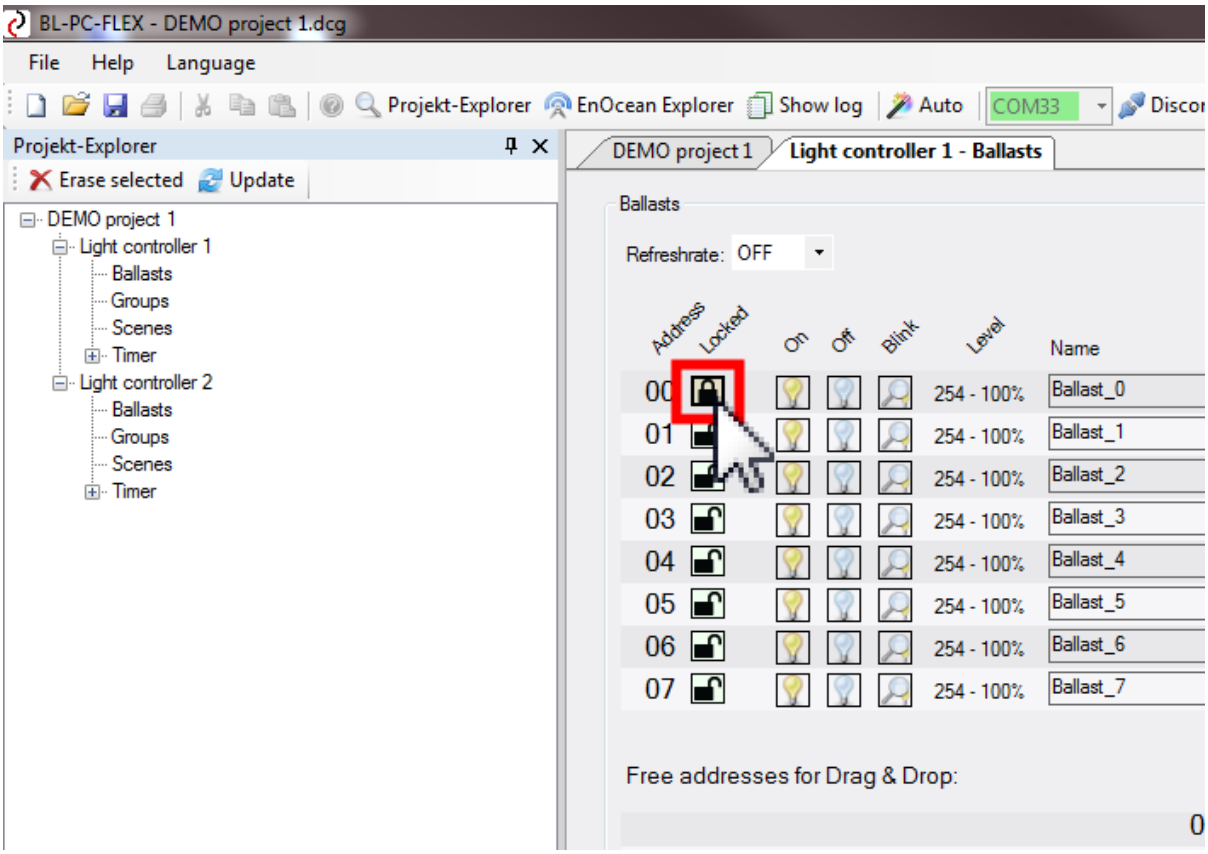
5.2. Locking addresses against swap procedure

1. To support you during an installation phase, it is possible to lock the address once you have the final address assigned.

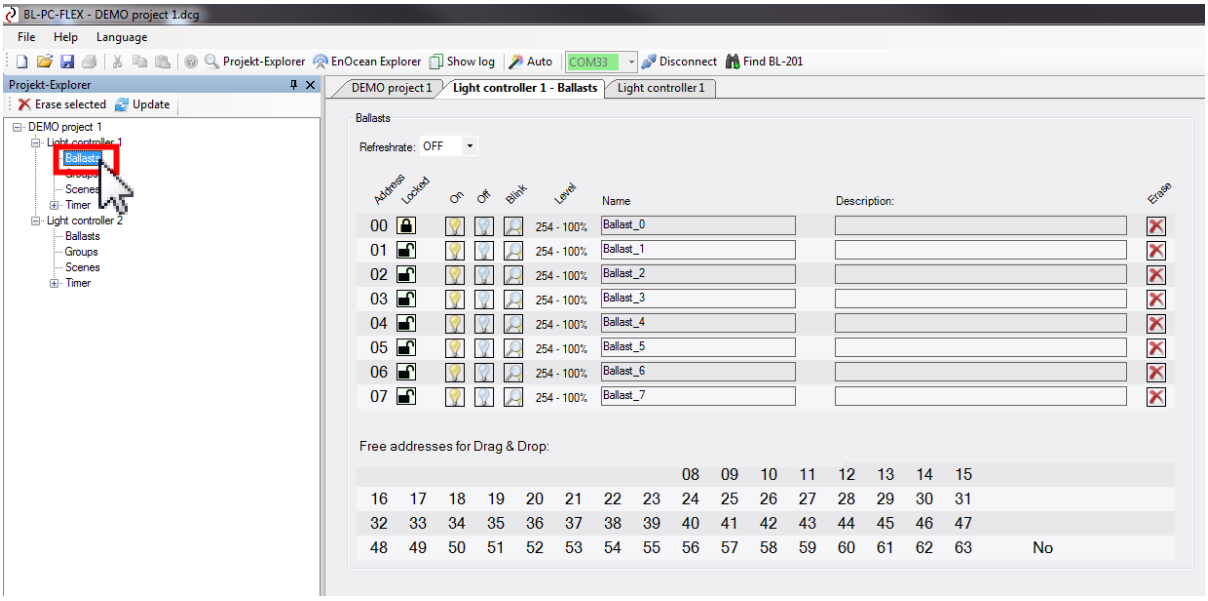
In the Tab "Ballast" of a controller, you will find a lock symbol in each row for each DALI ballast. An unlocked symbol in green colour means that you can change the address per Drag & Drop.
A locked symbol means that you can not change the address using Drag & Drop.



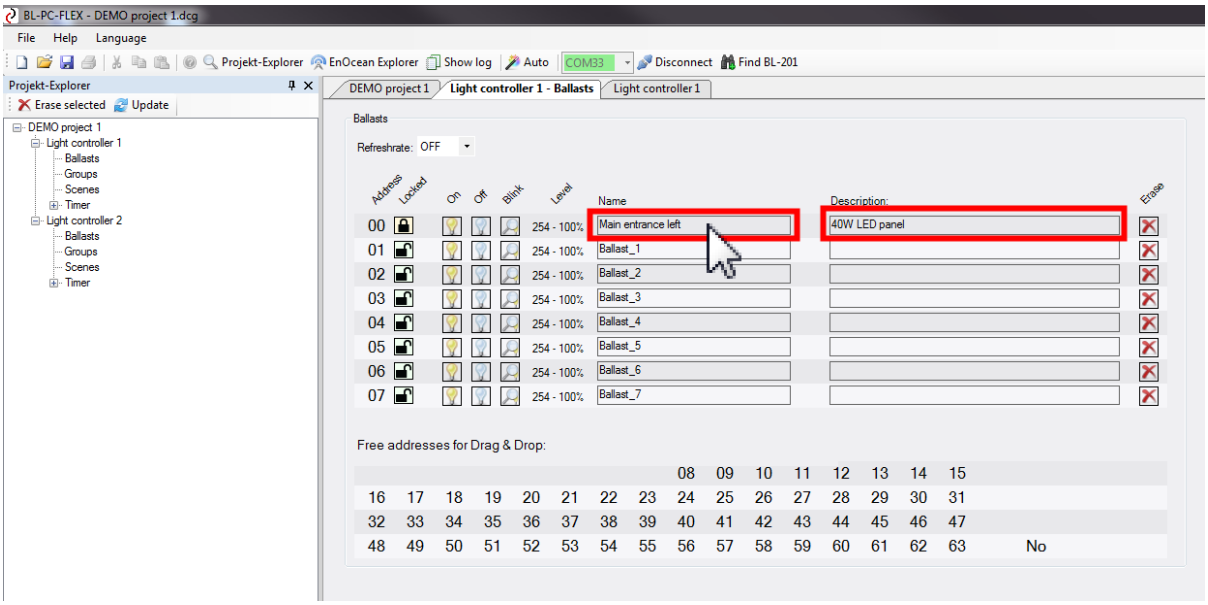
You can change the status between locked/unlocked with a single left mouse click on the symbol.

5.3. Assign names to the DALI ballasts

1. In the Project-Explorer, select the level "Ballast" of the controller where you want to assign or change the DALI ballast names.



2. In the Tab "Ballasts" you can assign a "Name" and a "Description" for each DALI ballast..



Remark: Name and description will not be stored in the DALI ballast, but in the project file on the PC.

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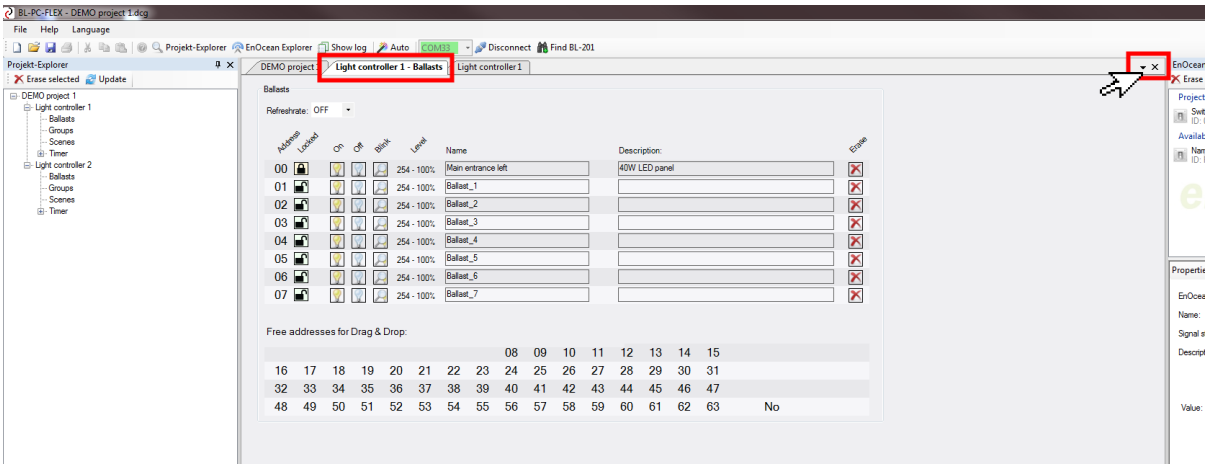
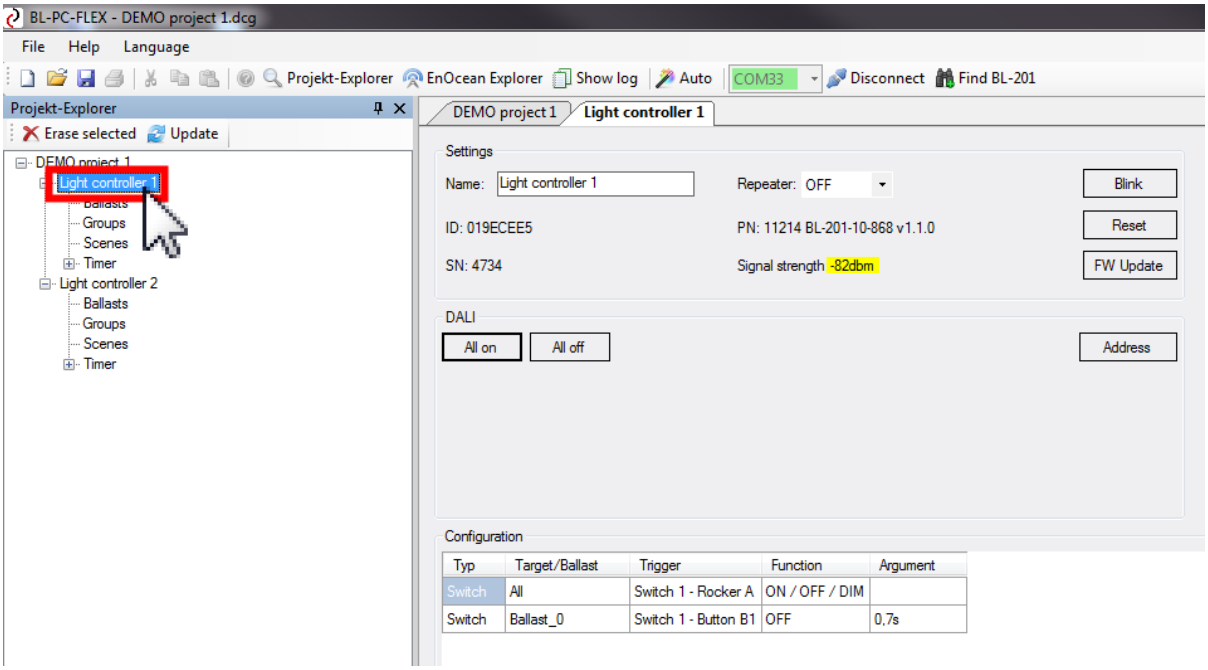
5.4. DALI ballast - update configuration

It can be necessary to update the DALI configuration of a controller due to several reasons. Proceed as follows:

1. Close the tab "<controller name> - Ballasts" with a single left mouse click on the "x" symbol in the upper right corner of the Tab.



2. In the Project-Explorer, select the controller you want to read again the DALI configuration with a single left mouse click.



3. Push the button "Update" with a single left mouse click in the action bar of the Project-Explorer.

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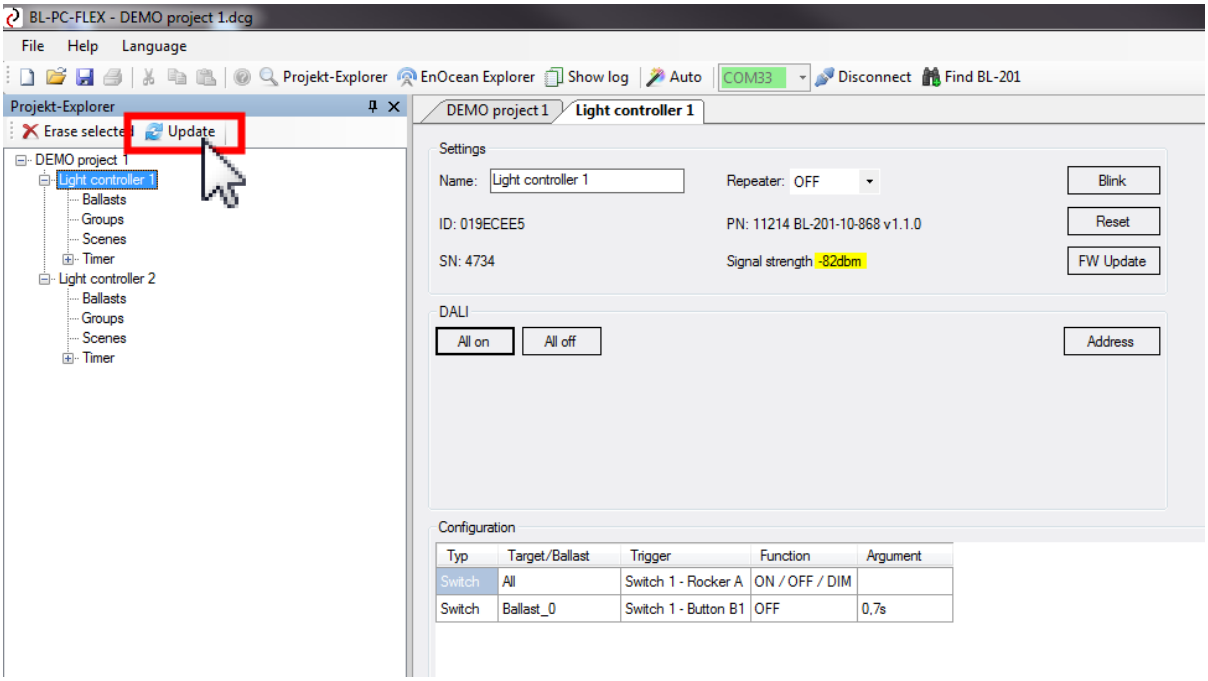
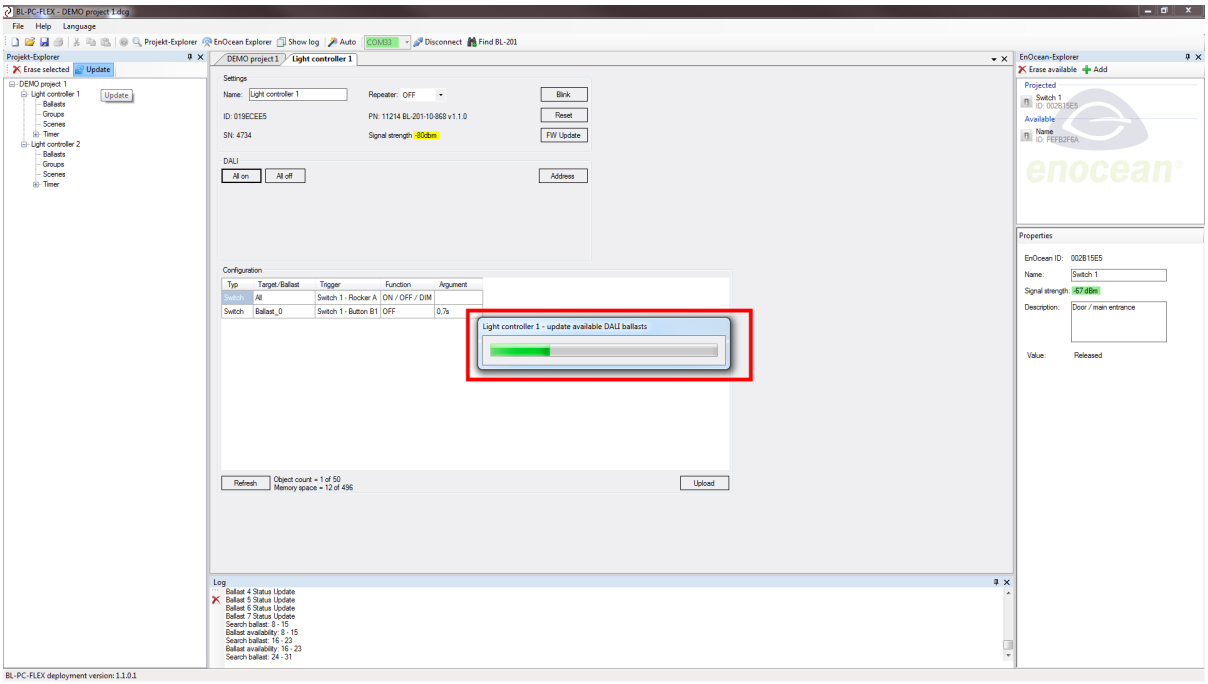


4. Now the DALI configuration of the controller will be read. A progress bar will show the actual status.



4. Once the progress bar will be closed, you can check the new configuration by selecting the level "Ballasts".

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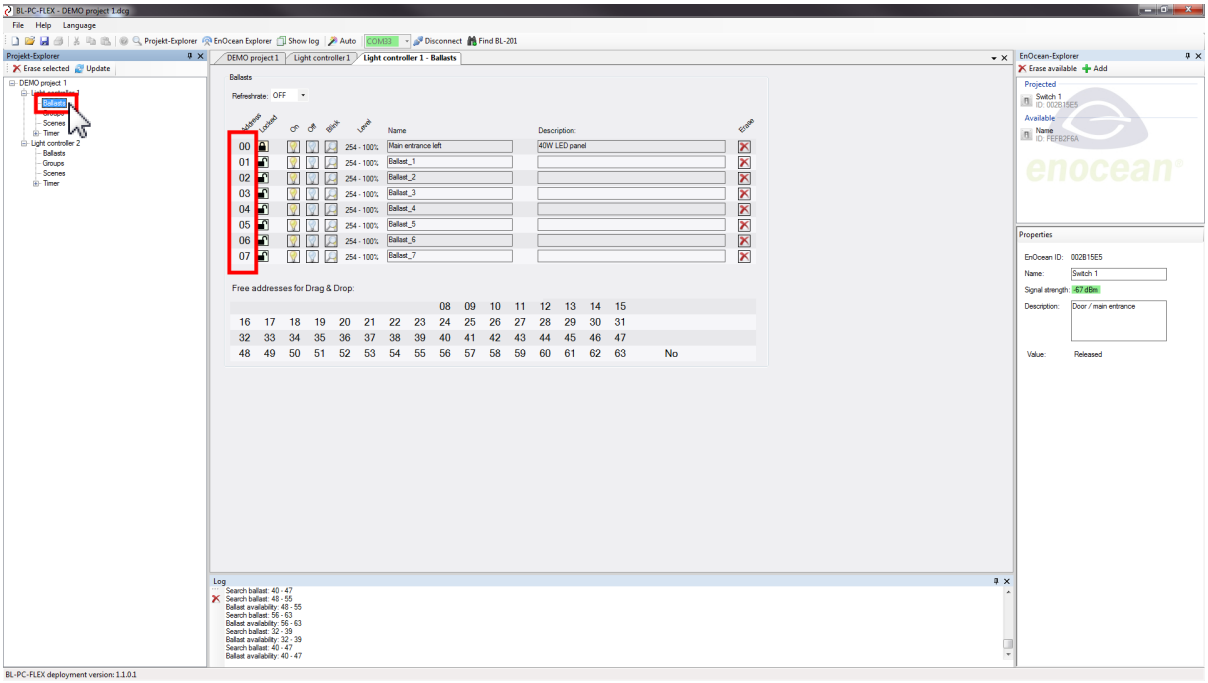

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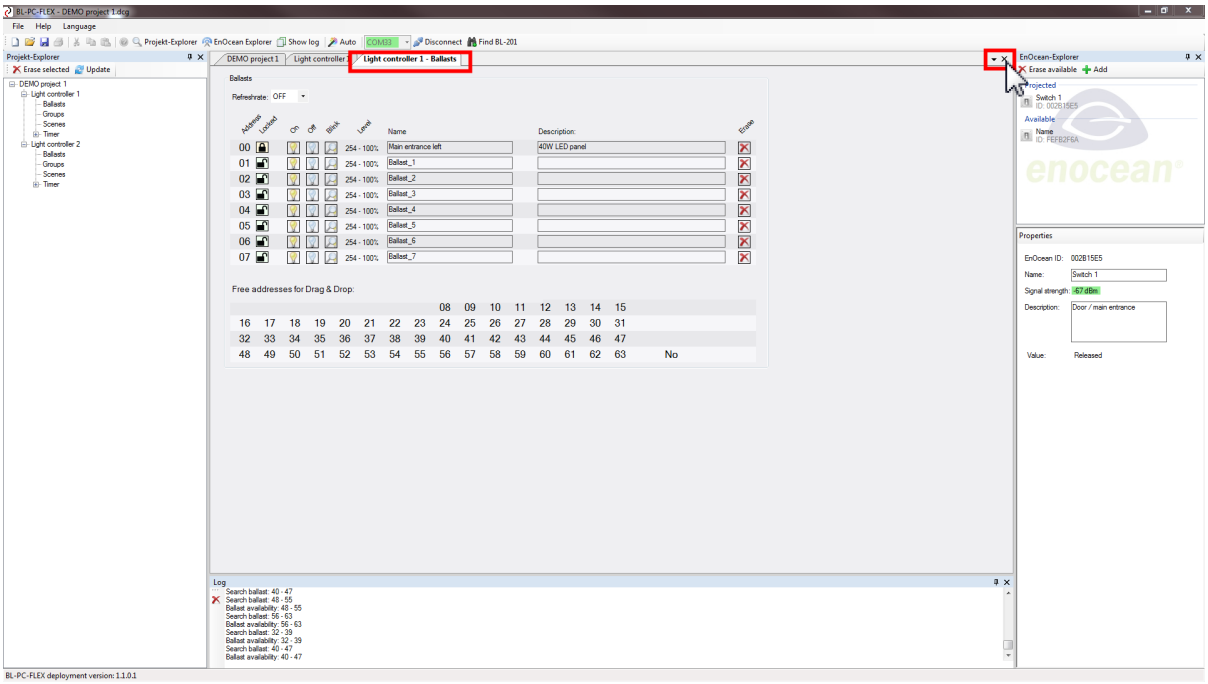
5.5. Solve an address conflict - double assigned DALI short address

It can happen that you add a DALI ballast with an existing DALI address to a system. In this case, this DALI address could exist twice in the system, and will result in an address conflict.
You can detect this conflict if you see less ballasts in the tab "Ballasts" as expected. And, at the same time, you can switch on/off all DALI ballasts using the commands "All on" and "All off".

Example:
The project has ballasts with DALI addresses 0 to 6, and you add a ballast with address 0. As the result, two DALI ballasts with address 0 exist in the DALI system.

Solution:

1. Close the Tab "<controller name> - Ballasts" of the controller, where the DALI address conflict has been detected..



2. In the Project-Explorer, select the controller where the DALI address conflict has been detected.

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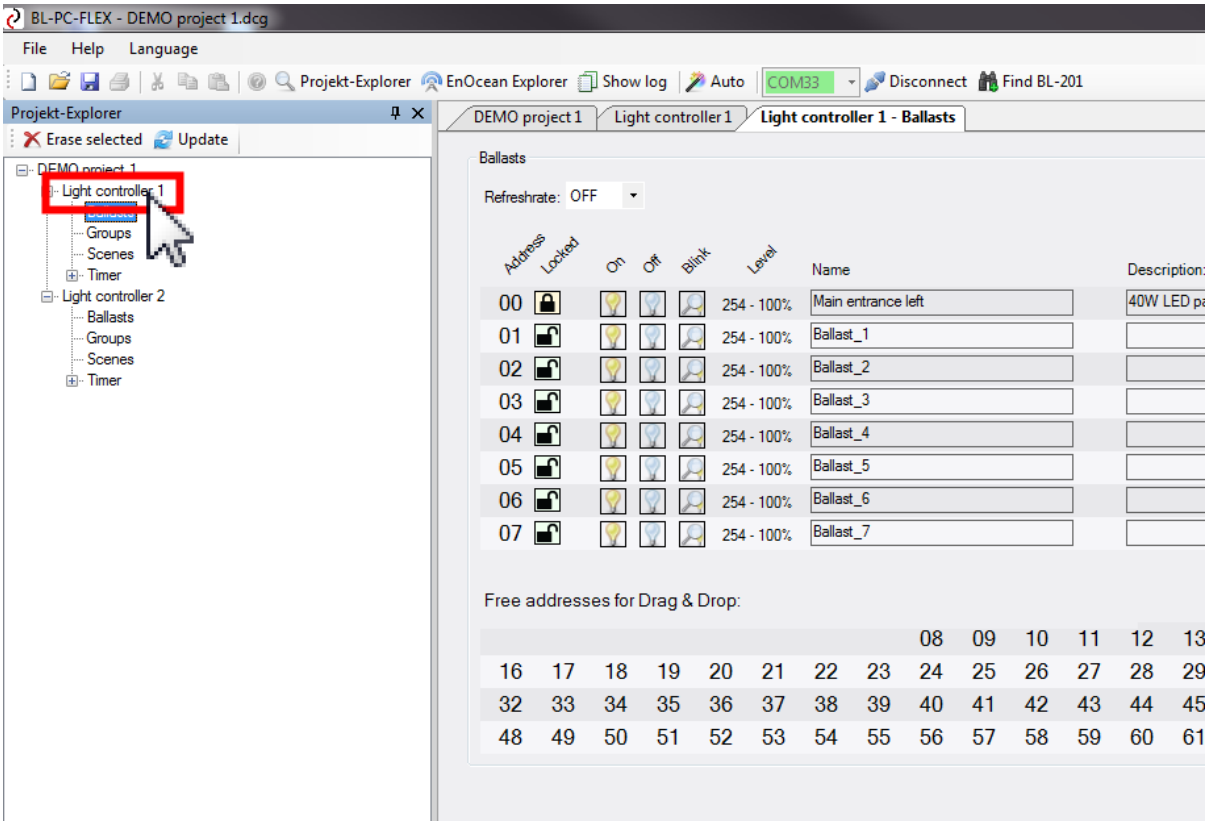
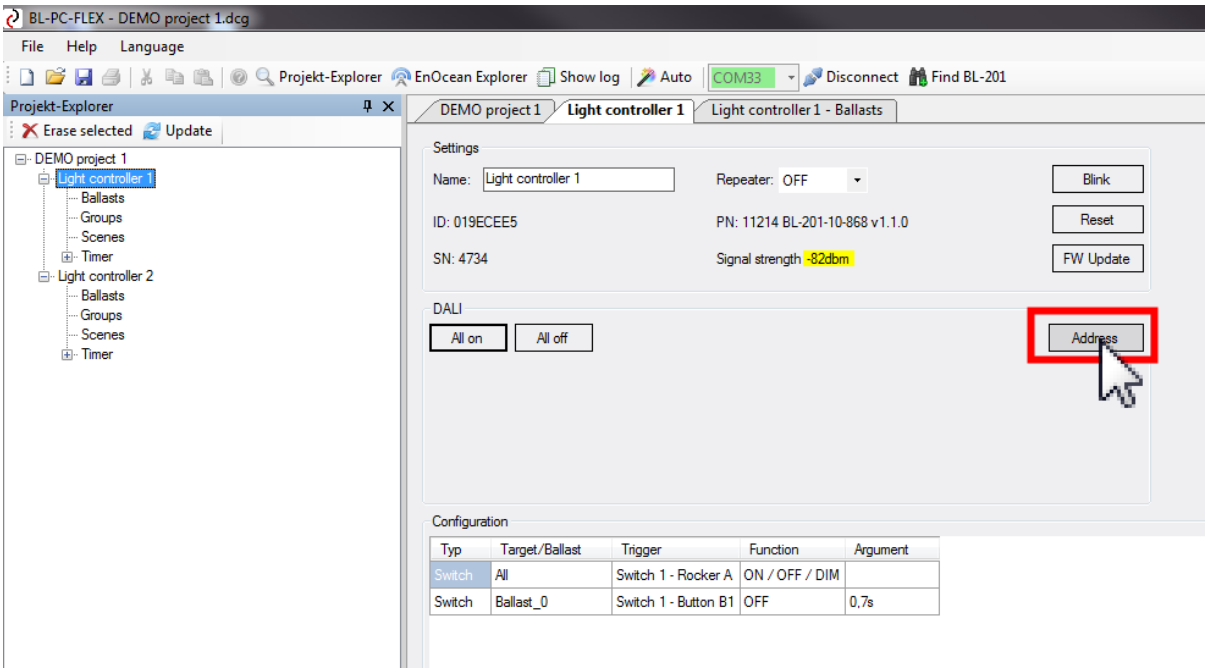


3. Push the button "Adressieren" (address) with a single left mouse click in the Tab "<controller name>".



4. In the drop down list, select the address that has been assigned twice, in our example "Address 0".

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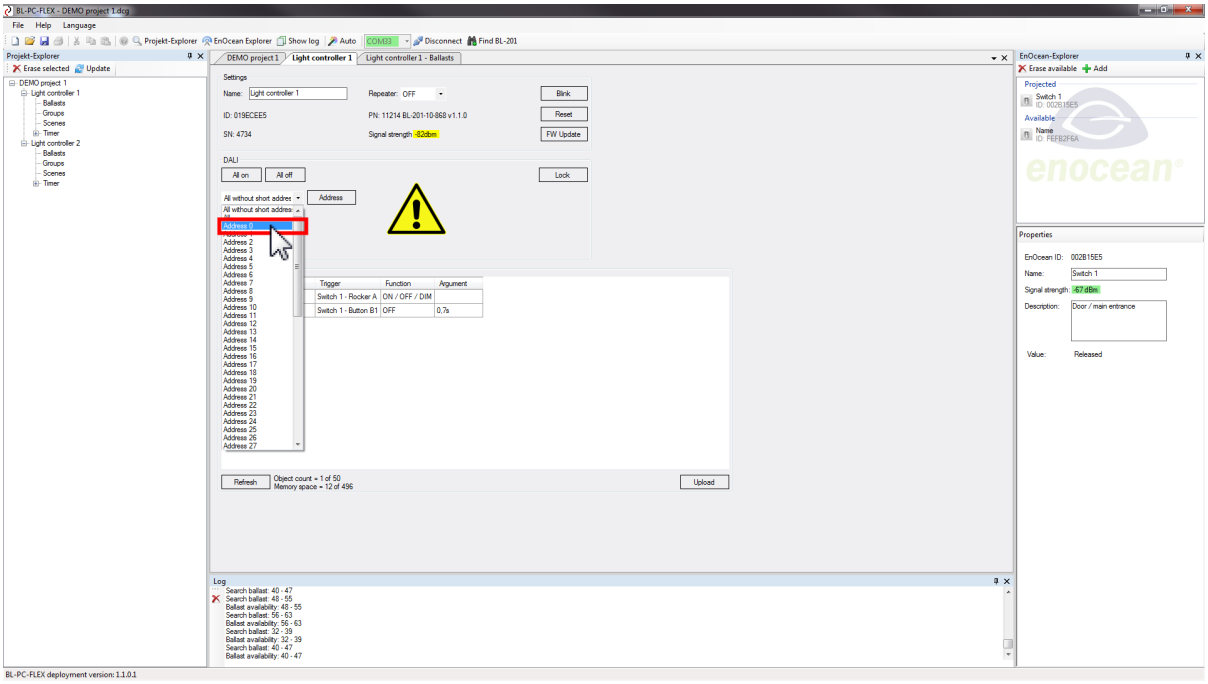
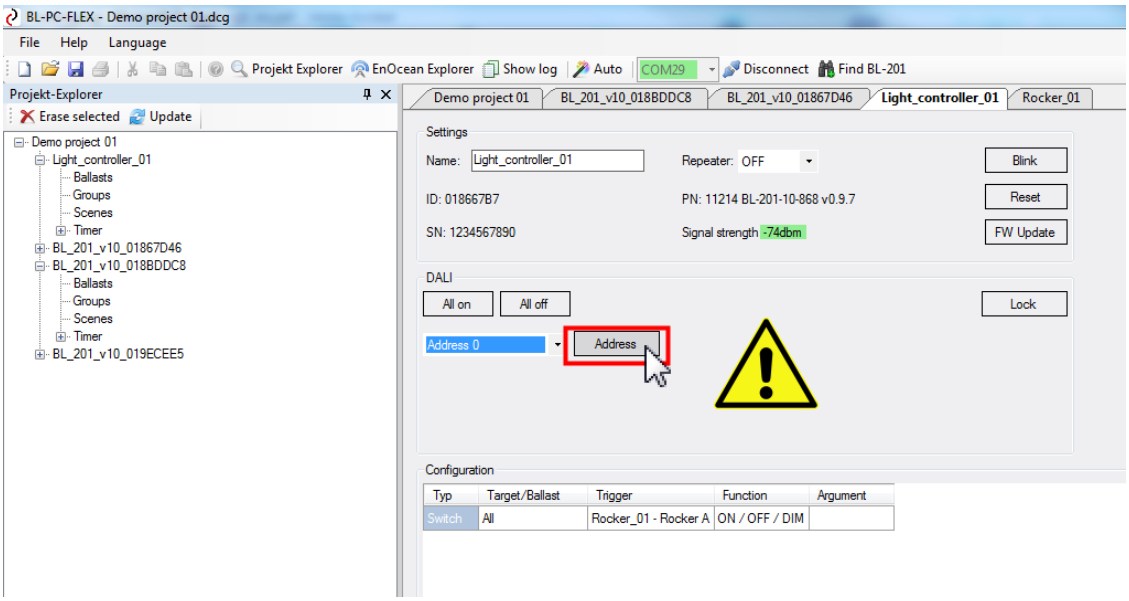
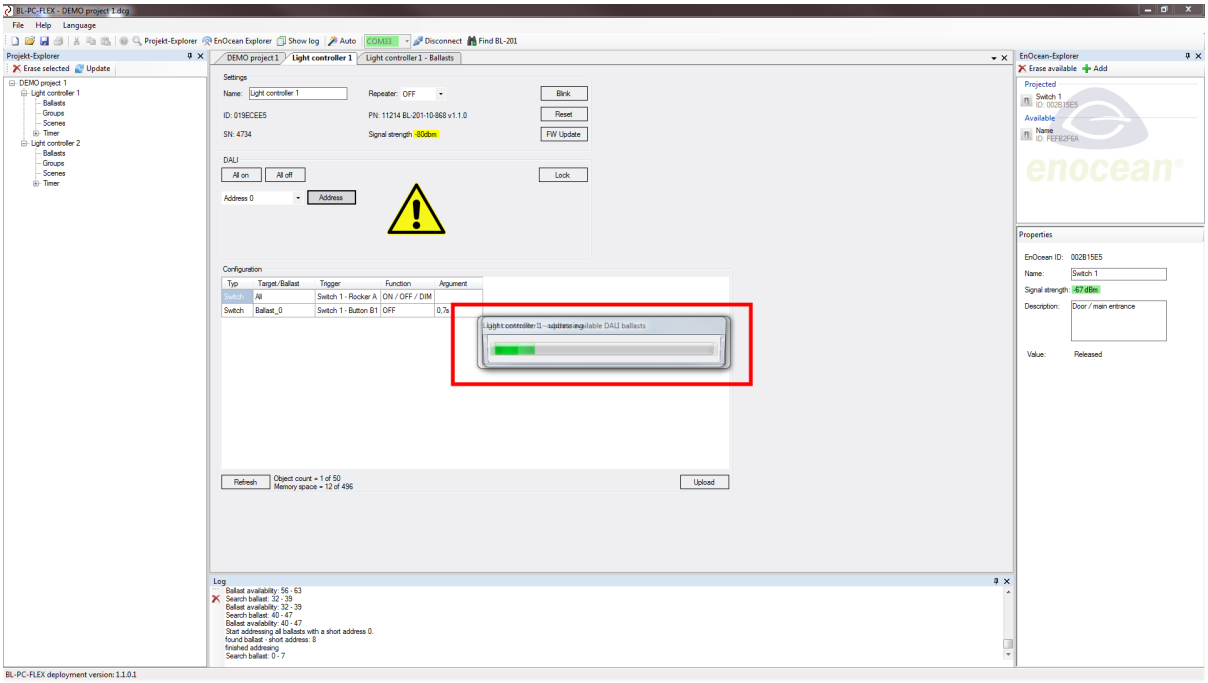


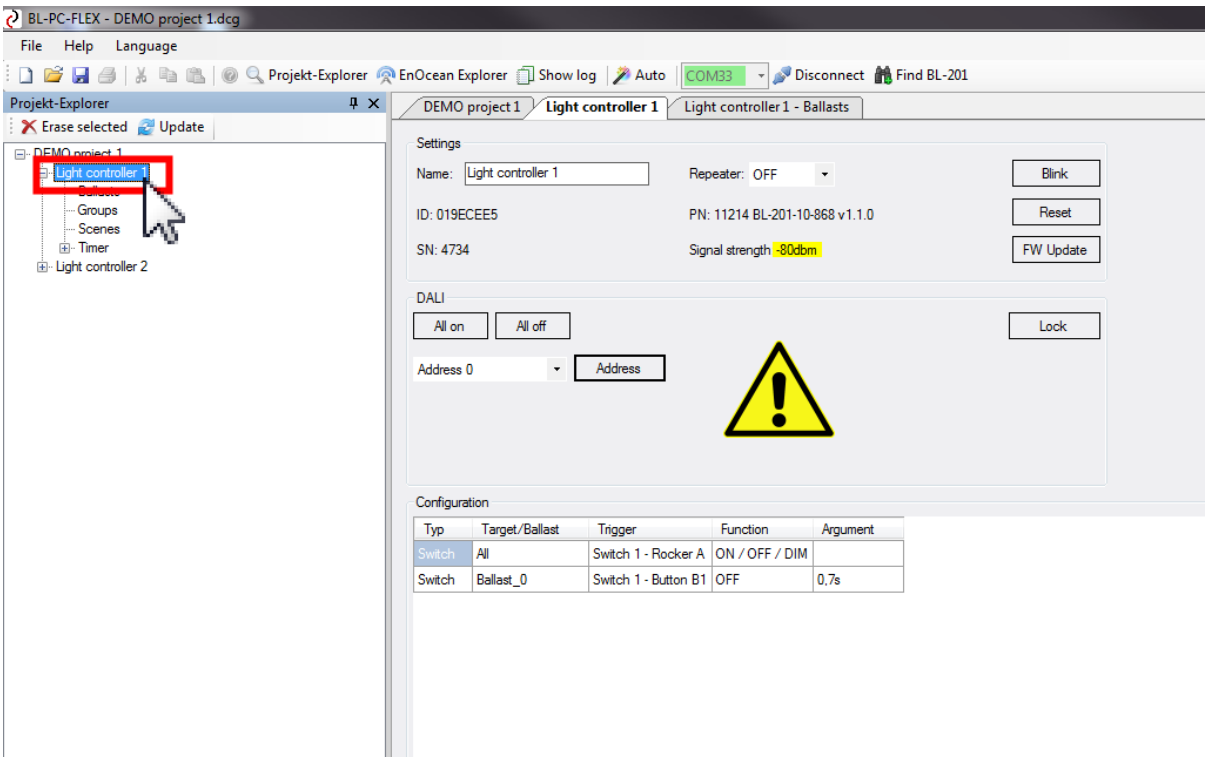
5. Push the button "Address " close to the drop down list. The DALI ballasts with actual address 0 now will be assigned a new DALI address.



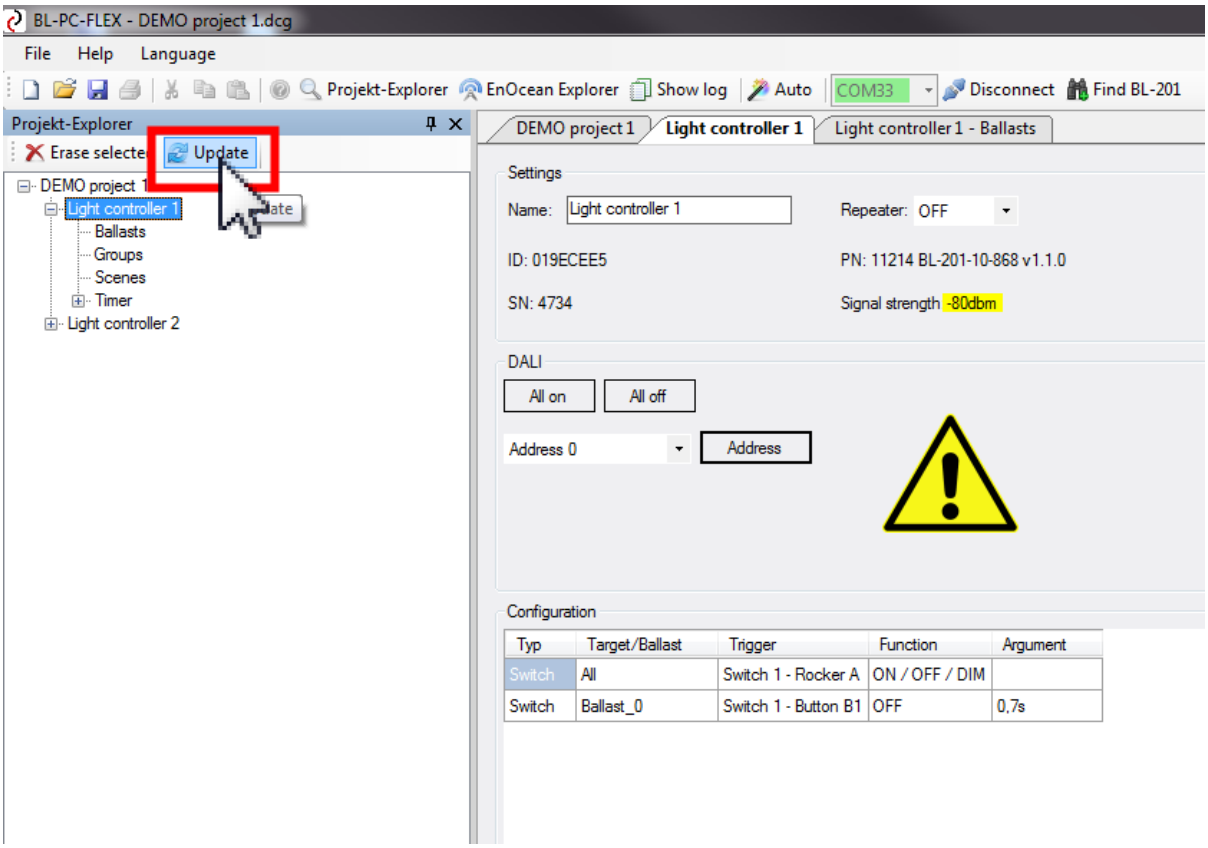
6. Wait until the progress bar will be closed.



7. In the Project-Explorer select again the controller with a single left mouse click.



8. Update the DALI configuration of the controller. Push the button "Update" in the action bar of the Project-Explorer. Wait until the progress bar will be closed.



9. Open the Tab "Ballast" of the controller by selecting the level "Ballasts". Now, you should see one address more than before. As a result, each DALI ballast should be able to be switched separately.

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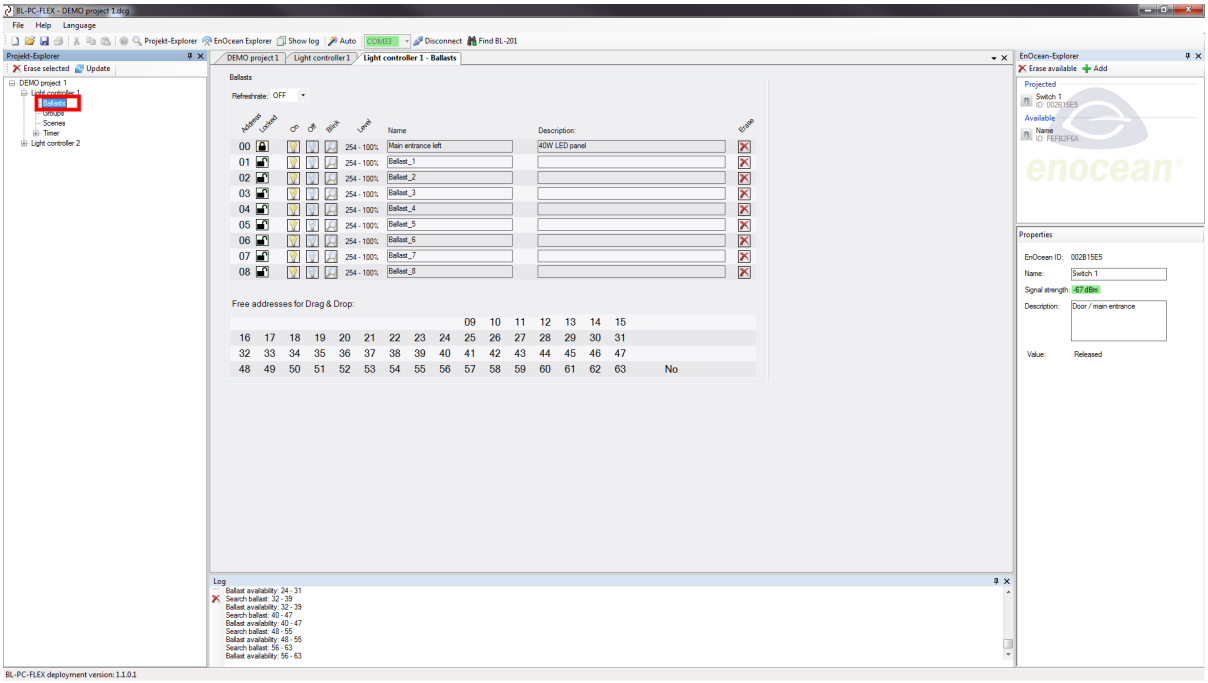

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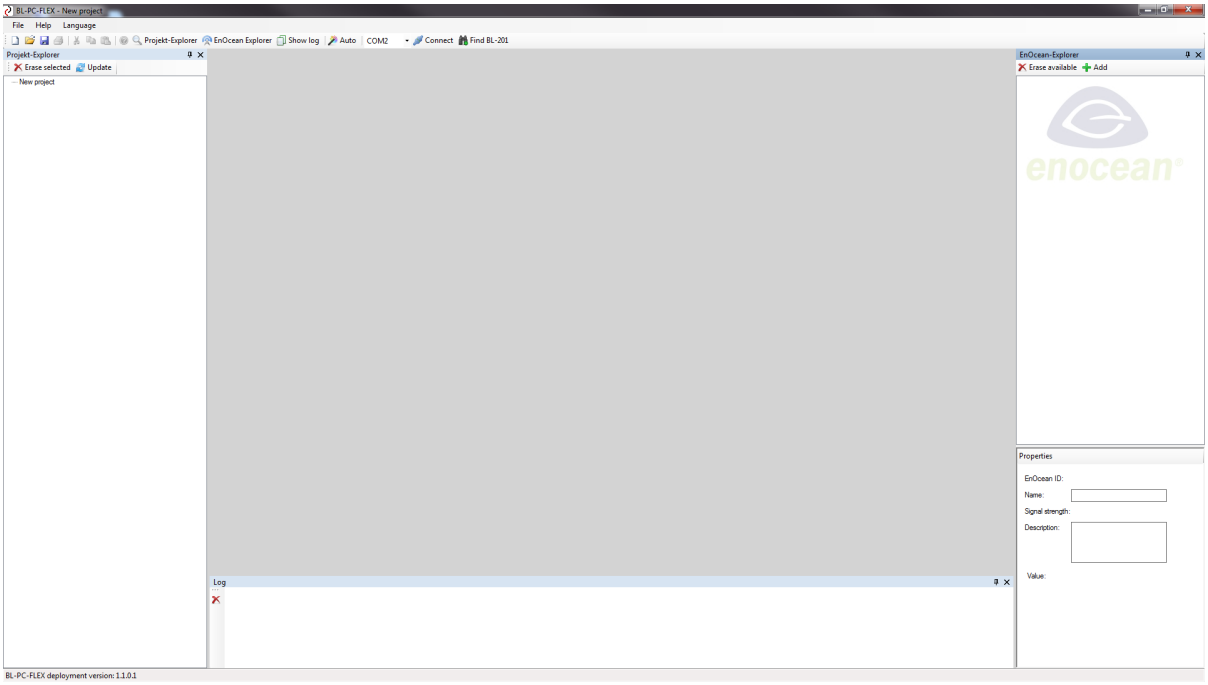
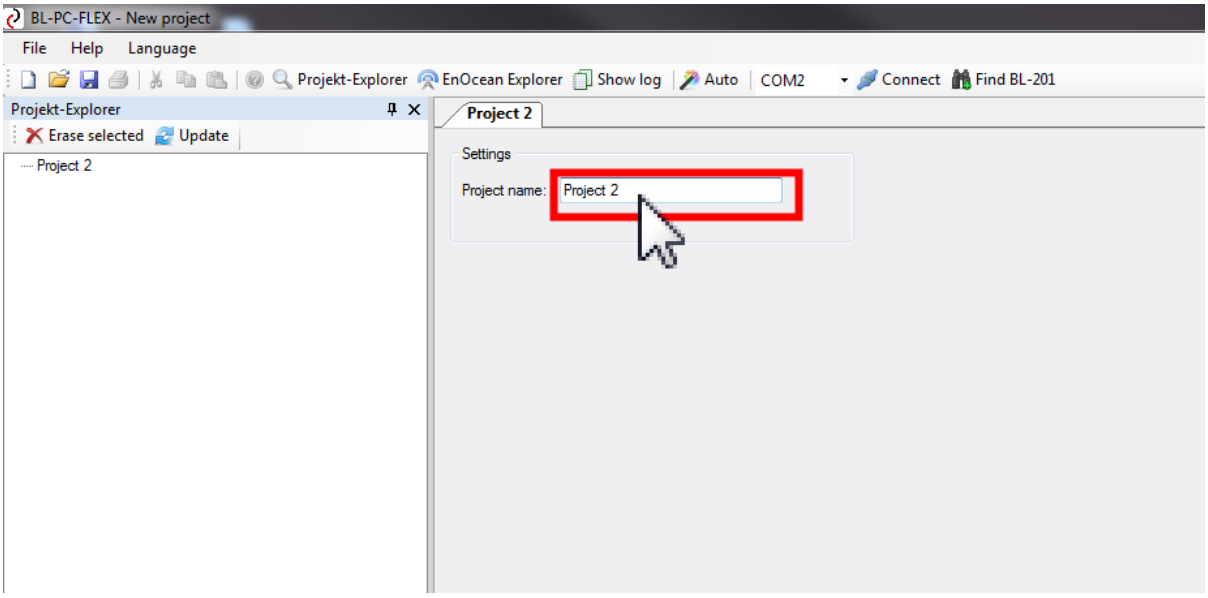
5.6. How to remove a controller from the project

Basically, if you use the automatic scan function "Auto" of the software, all controllers in range will be shown in the Project-Explorer.
If you want to setup a project with only a few of these detected controllers, you have to remove controllers from the project.
You have to proceed as follows.

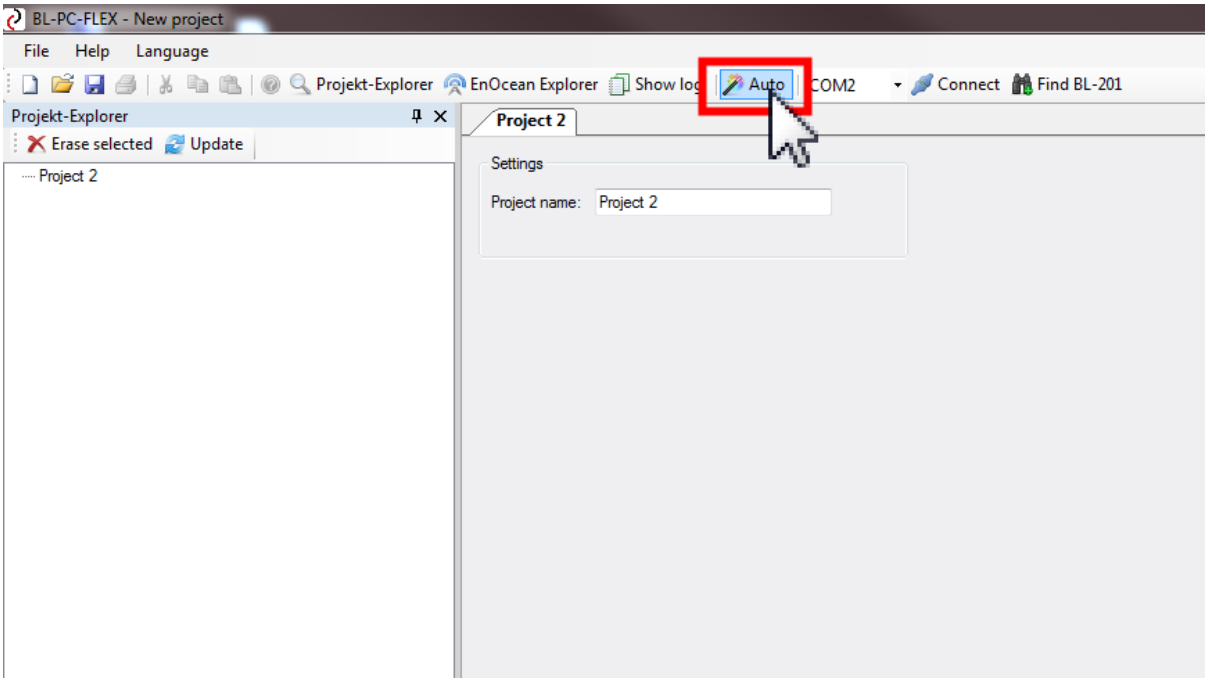
1. Create a new project.



2. Assign a project name first. Select the level "Project", and enter a project name in the field "Name" in the Tab "New project".



3. Push the button "Auto" with a single left mouse click, and scan for all available controllers in range.



4. During the scan procedure, a progress bar will be shown.

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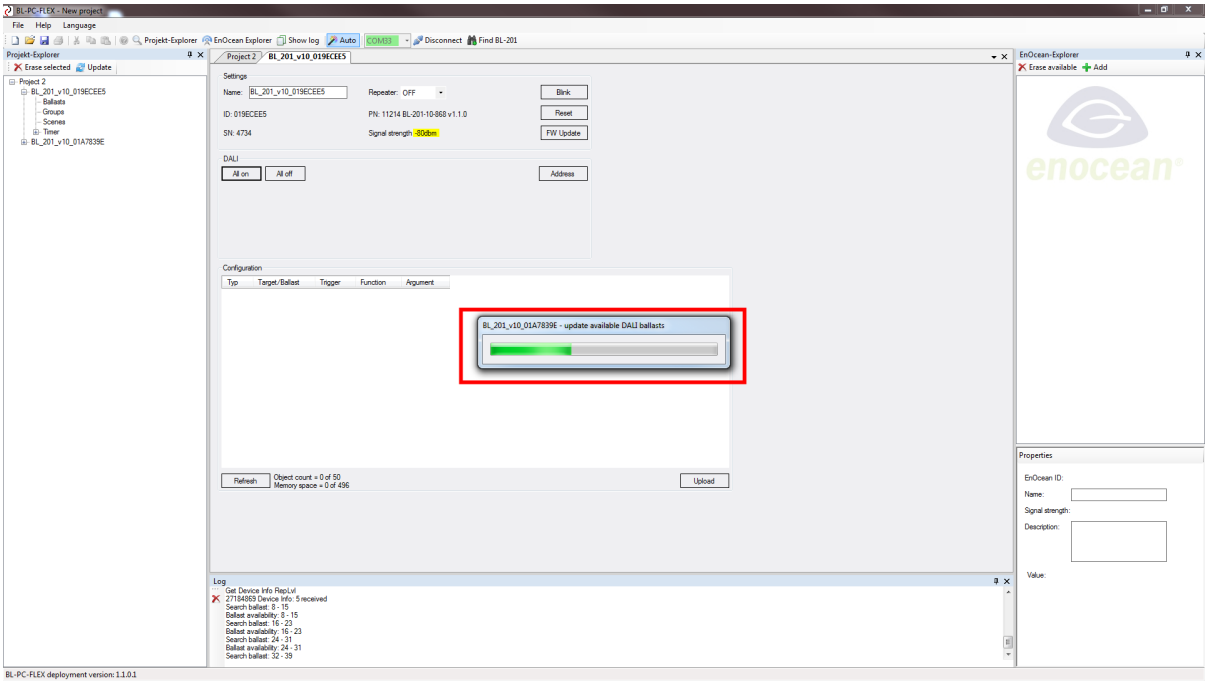
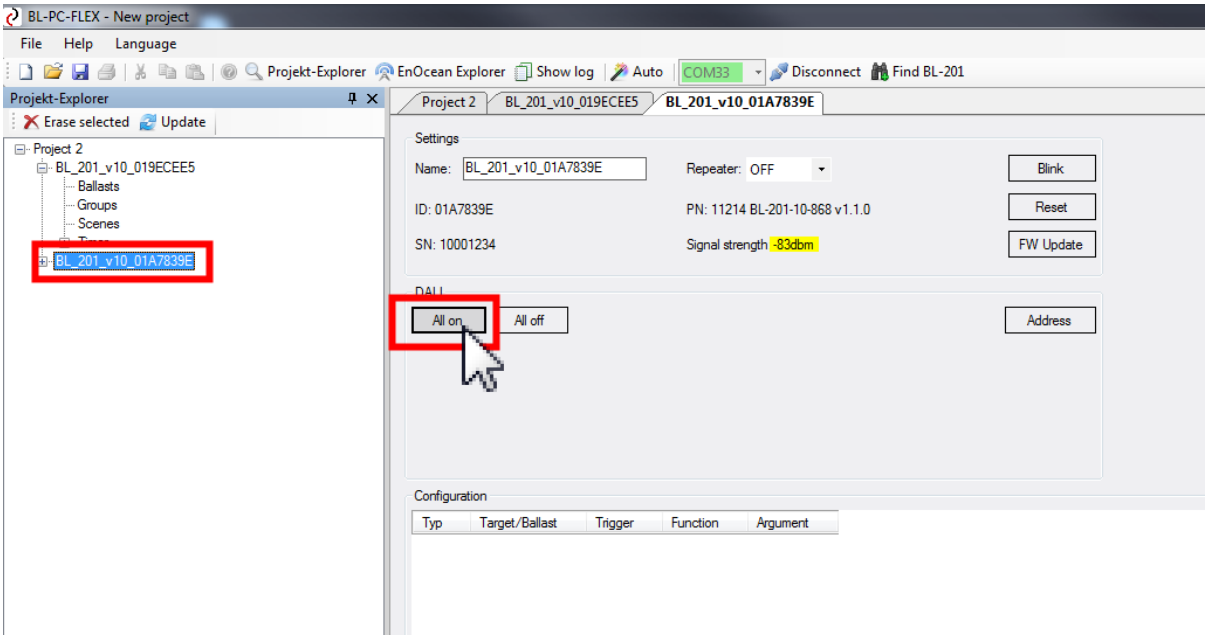
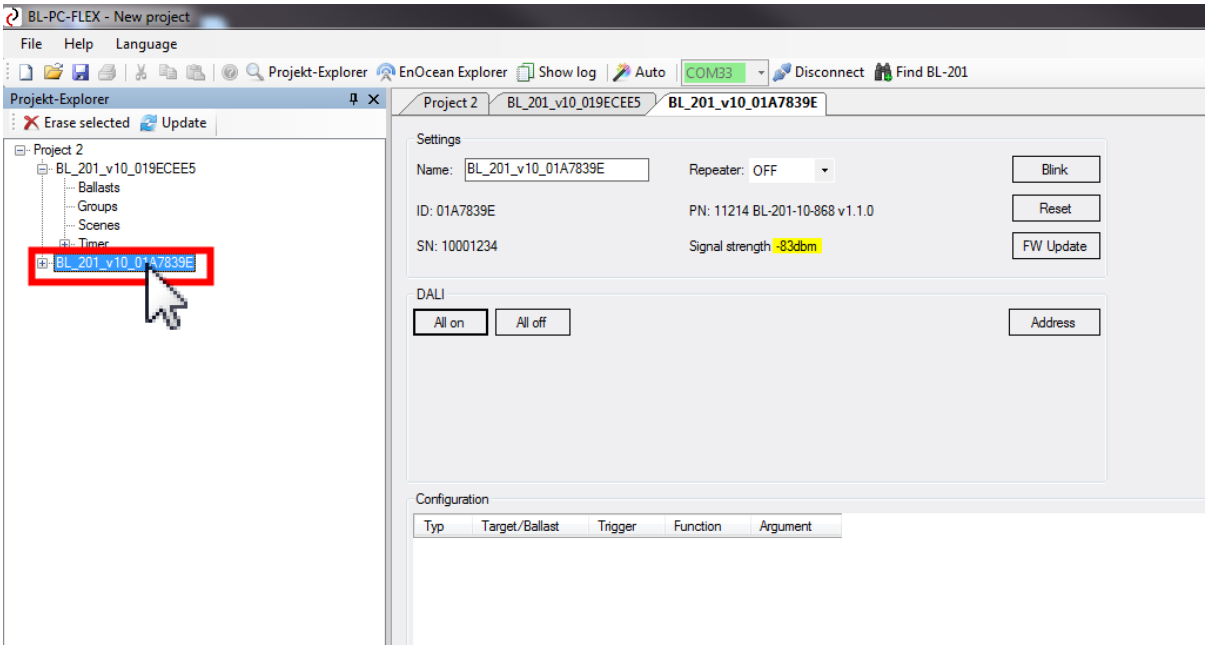


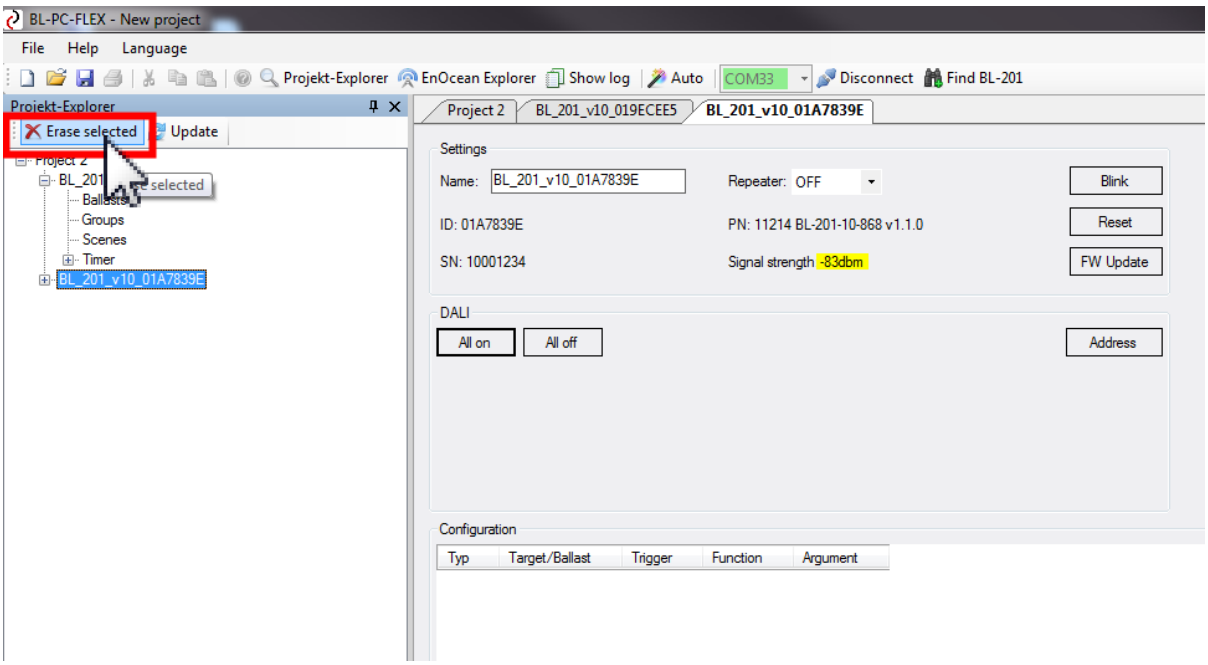
5. In the Project-Explorer you will see all available controllers. First of all, you have to identify the controllers you need for your project.
Simply select a controller in the Project-Explorer, and identify it pushing the buttons "All on" and "All off" in the DALI area of the Tab.



6. A controller which should be not belong to the project can now easily be removed from the project.
Simply select the controller that should be removed. In the example, this is the second controller.



7. Push the button "Erase selected" with a single left mouse click.



8. The controller now has been removed from the project..

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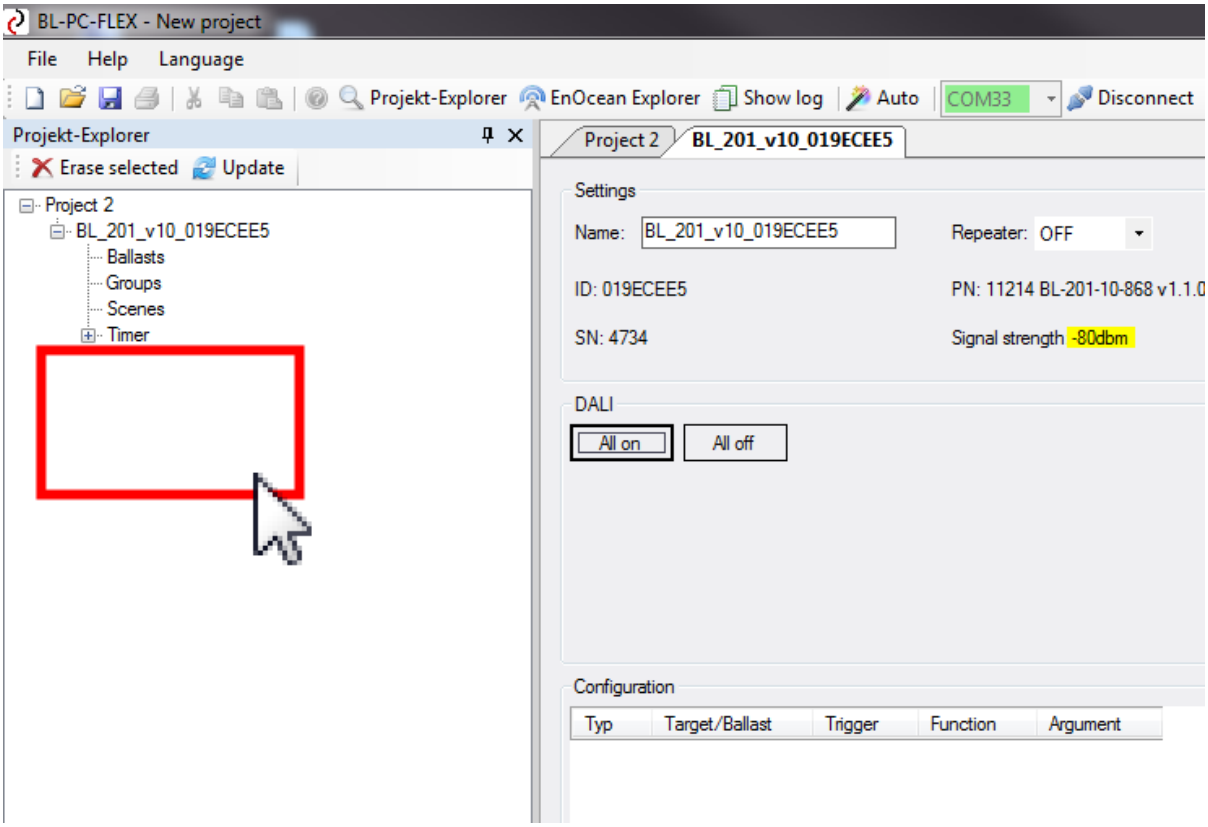
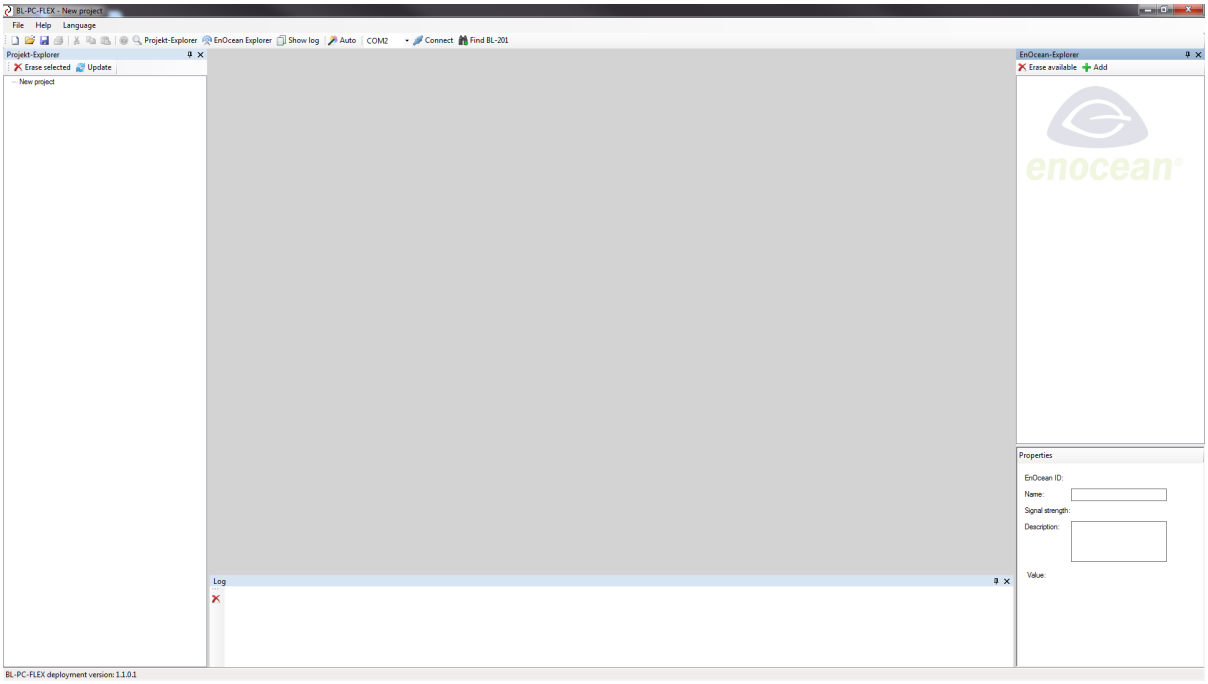

BL-PC-FLEX - New project
File
Help
Language
Projekt-Explorer
EnOcean Explorer
Show log
Auto
COM33
Disconnect
Projekt-Explorer
Erase selected
Update
Project 2
BL_201_v10_019ECEE5
Ballasts
Groups
Scenes
Timer
Project 2
BL_201_v10_019ECEE5
Settings
Name:
BL_201_v10_019ECEE5
Repeater:
OFF
ID: 019ECEE5
PN: 11214 BL-201-10-868 v1.1.0
SN: 4734
Signal strength -80dbm
DALI
All on
All off
Configuration
Typ
Target/Ballast
Trigger
Function
Argument

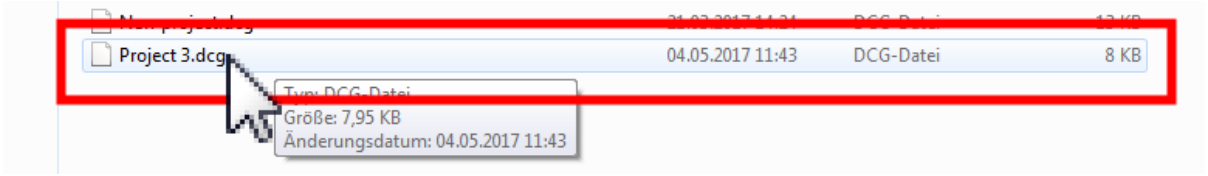
5.7. Add controllers to an existing project

If you have to add controllers to an existing project, you have to proceed as follows:

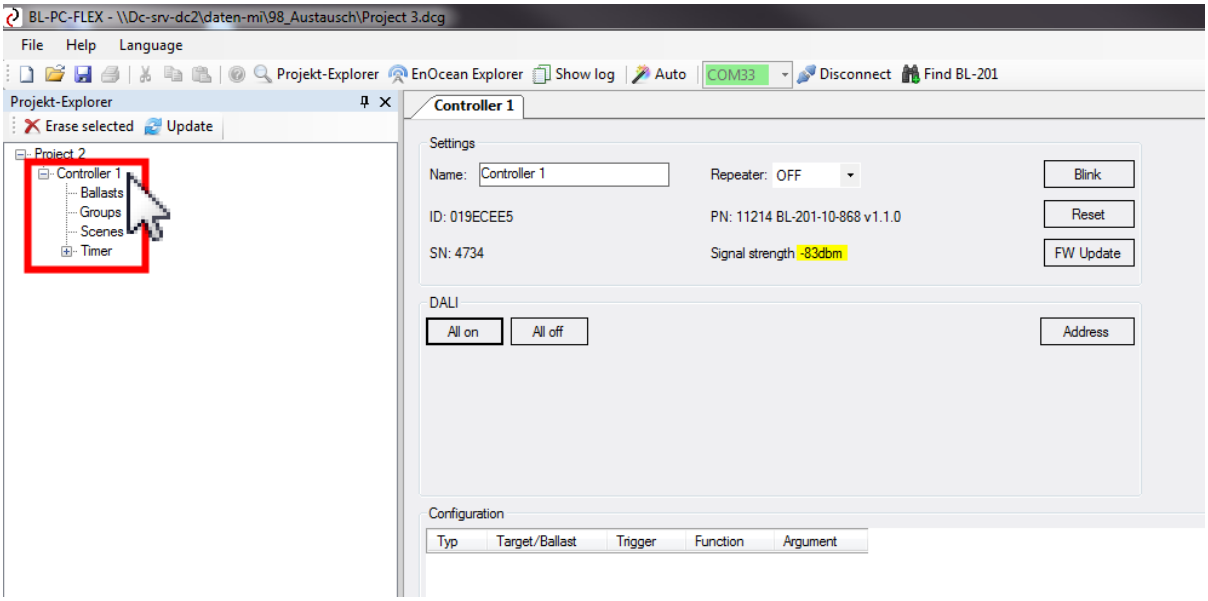
1. Start the software.



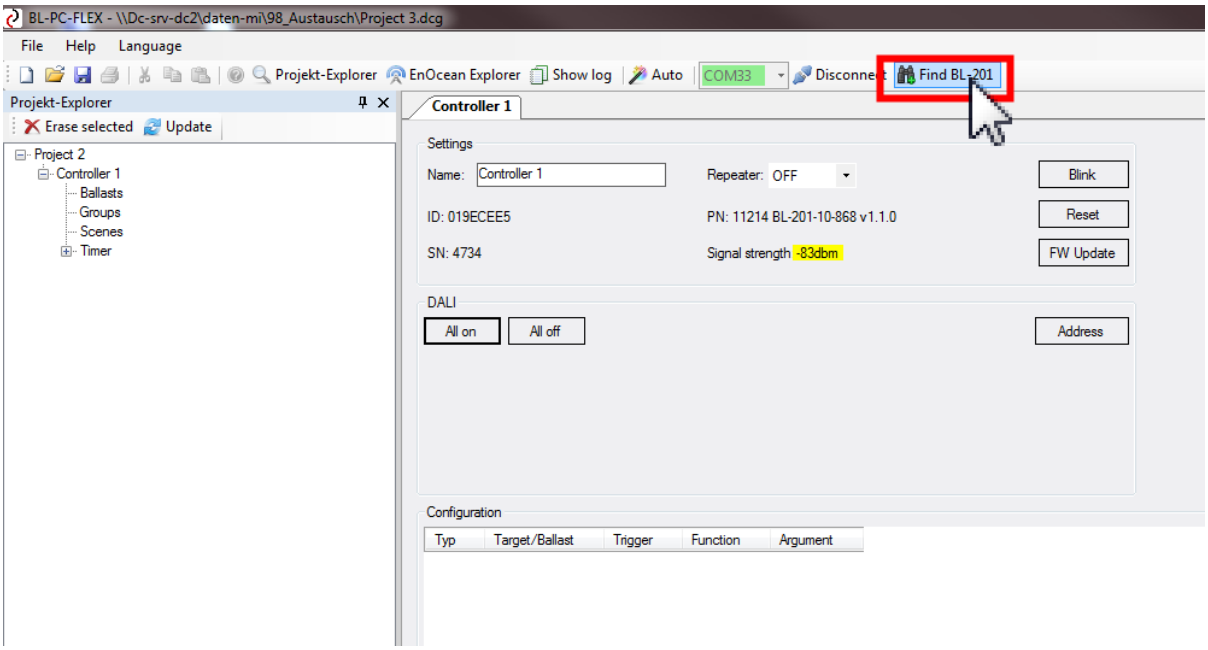
2. Open the existing project using the normal procedure "File -> Open" in the menu bar.



3. In our example, you will see that one controller have been projected in the Project-Explorer.



4. To add further controllers, add the button "Find BL-201" or the button "Auto" with a single left mouse click.



5. If one or more new controllers are available, they will be shown in the Project-Explorer. Wait until the progress bar will be closed.

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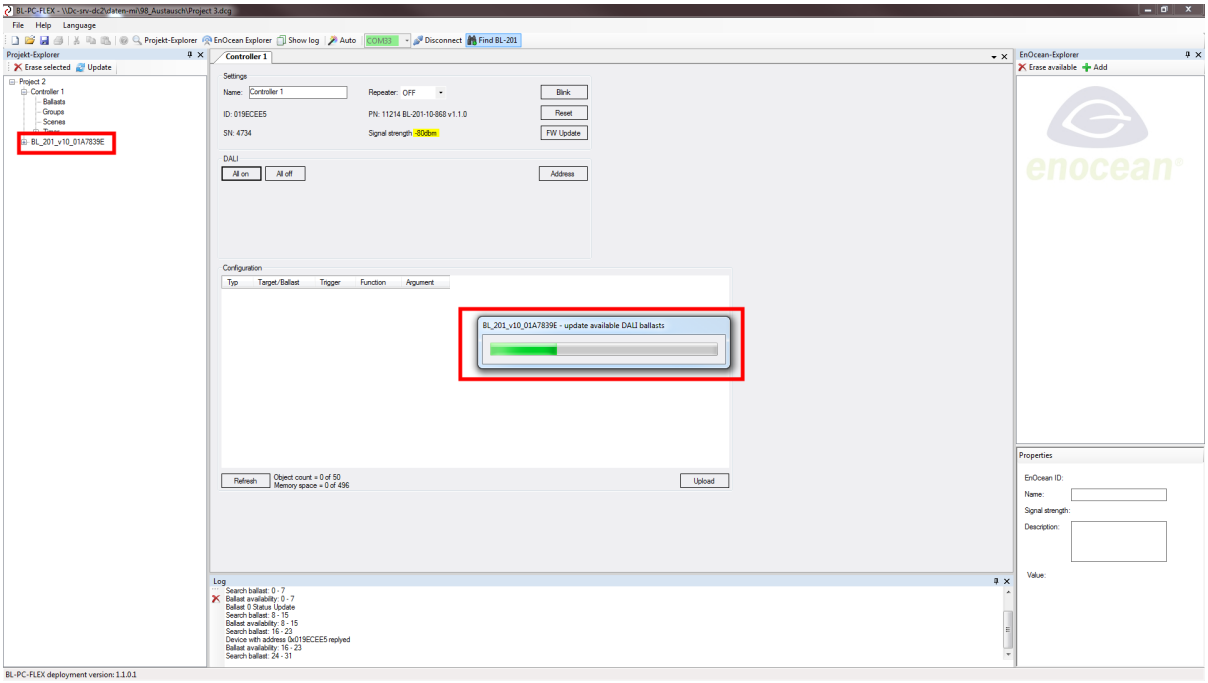
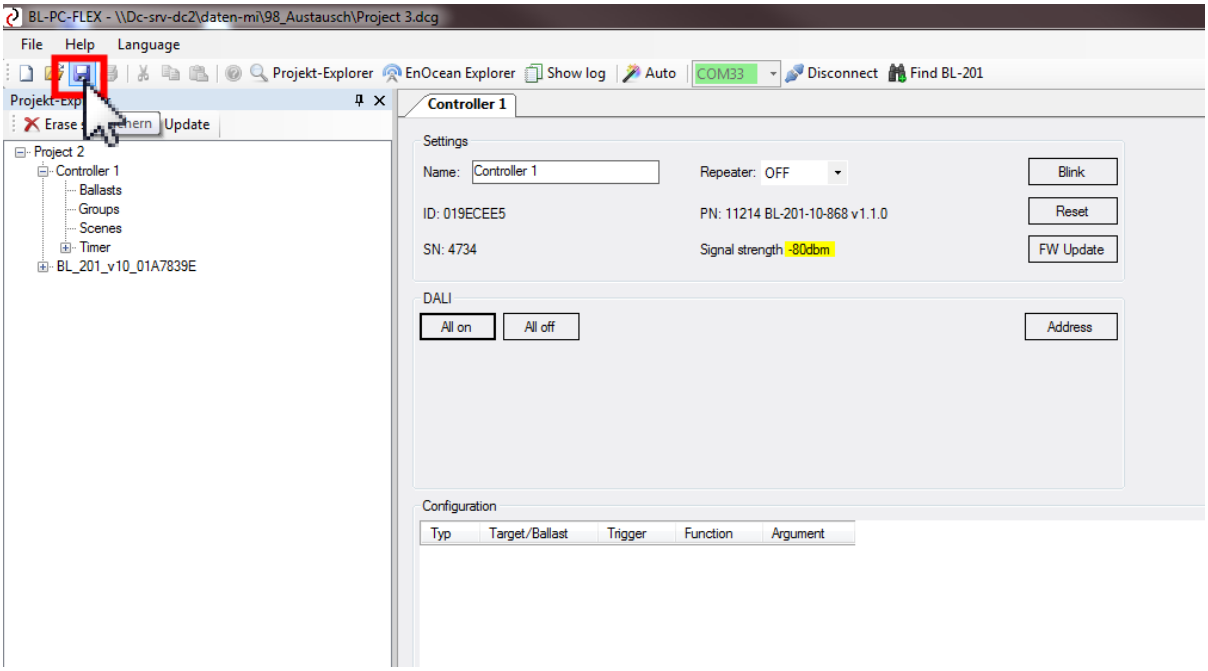


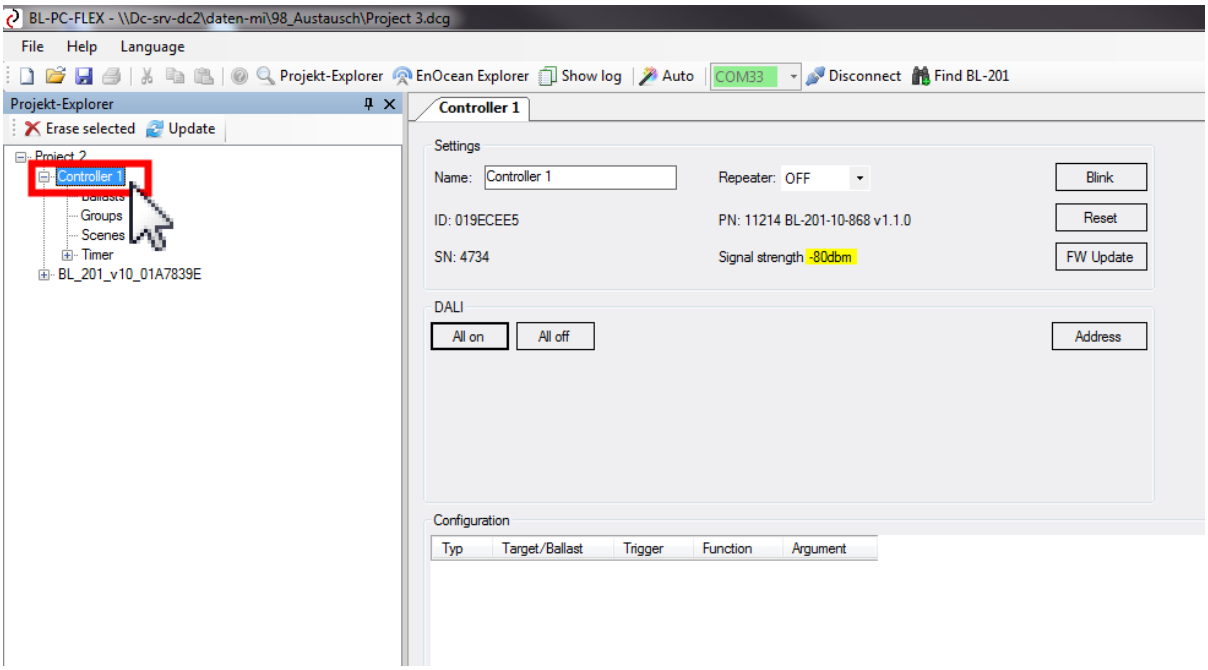
6. If you want to add these controller to your project, simply save the project.



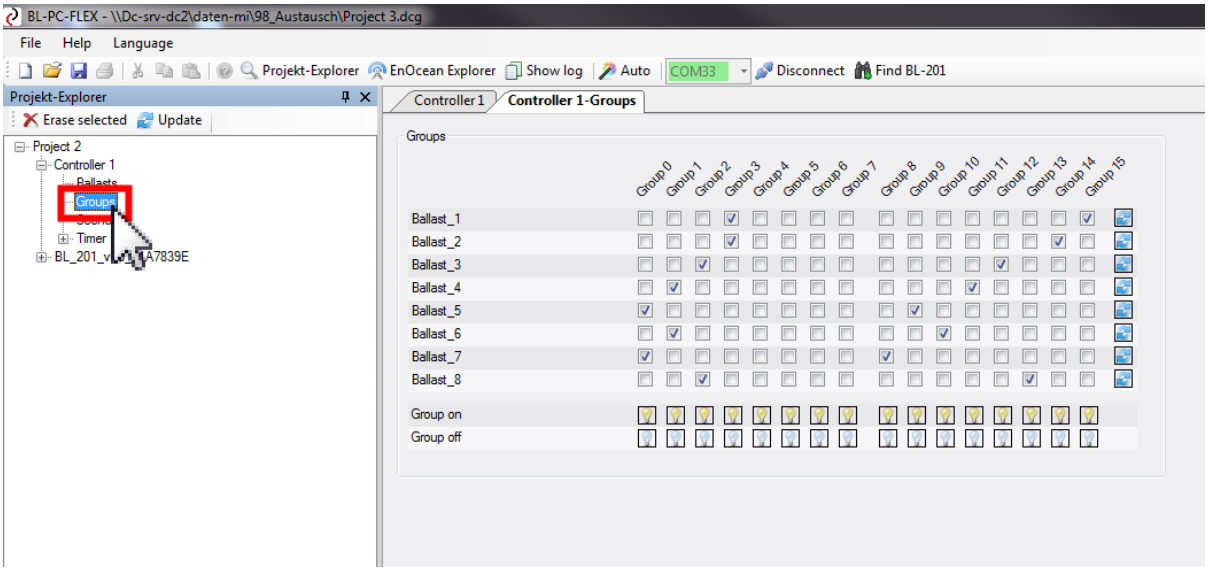
5.8. Setup DALI groups

After address assignment, each DALI ballast can be assigned to one or more of the up to 16 DALI groups. Proceed as follows:

1. Select the controller in the Project-Explorer, where you want to assign DALI ballasts to DALI groups.



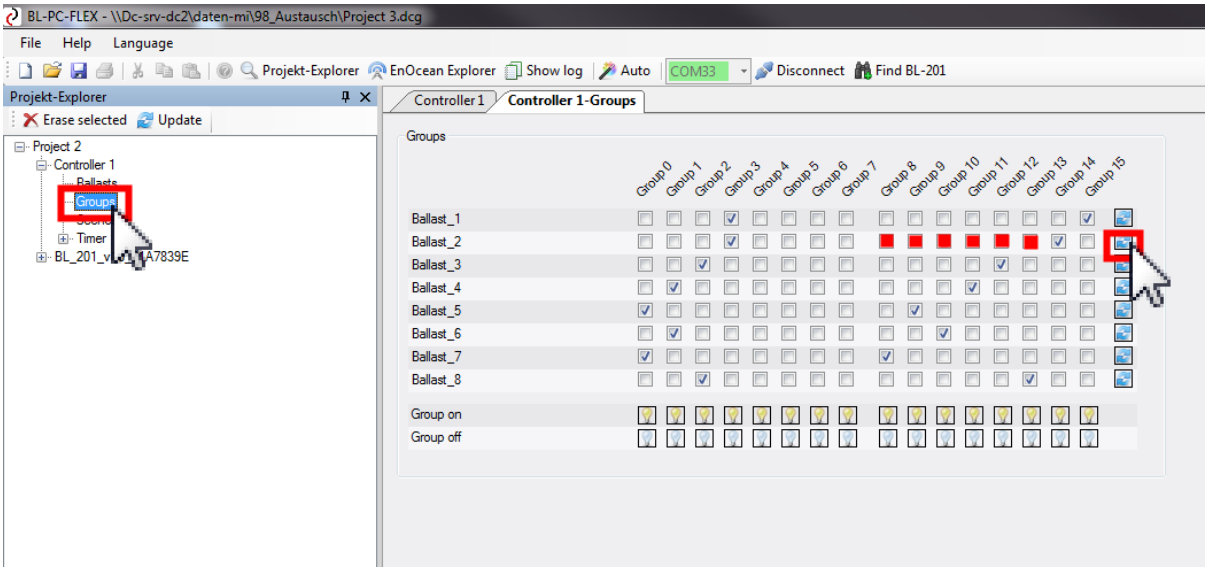
2. Select the level "Groups" with a single mouse click in the Project-Explorer .



3. In the Tab "<controller name> - Groups" a table / matrix will be shown, where you see which DALI ballast is actually assigned to which DALI group.
The available DALI ballasts will be shown vertical on the left side, the 16 DALI groups are shown horizontal.
If a DALI ballast is assigned to a group, a check mark is shown. An empty box means that this ballast is not assigned to this group.

Remark:

It may take up to approx. 60 seconds to read out group information from the DALI ballasts. This depends directly on the number of DALI ballasts. Information that has to be read out is marked with a red frame.
Due to an error in the data transmission, maybe some fields may stay marked with a red border.
In this case, you can simply push the update button on the right side of each line..



4. To assign a DALI ballast to a group, point with the mouse to a checkbox and set the check mark with a simple left mouse click. In the same way, you can uncheck an existing check mark.

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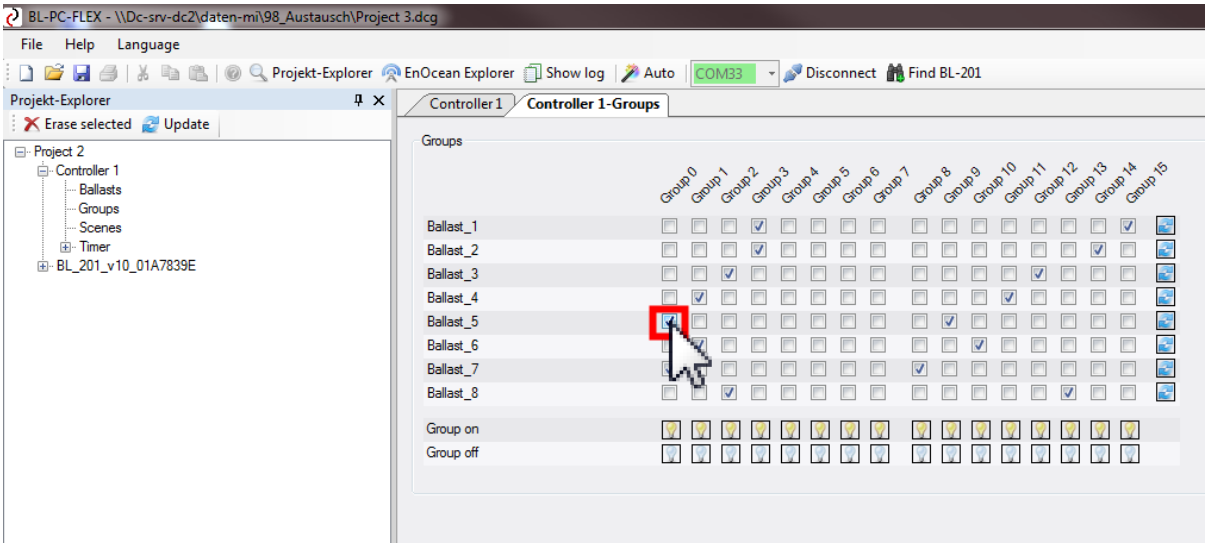
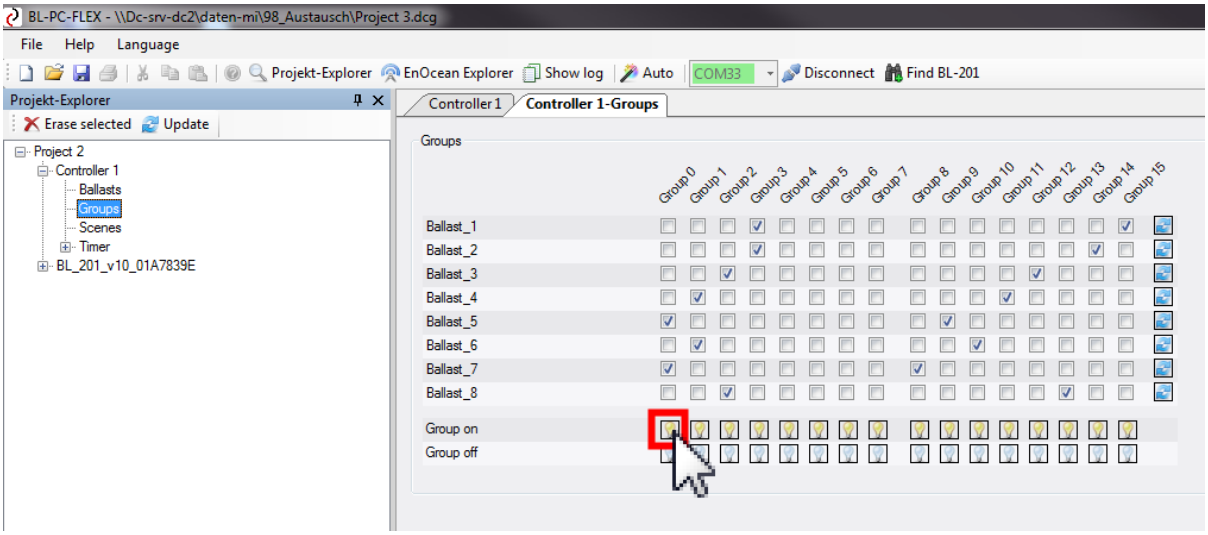


Remark: The DALI group assignment is parameter that is stored directly in the DALI ballast when you check/ uncheck the box. It is not necessary do download the project to the controller.

5. You can check the group assignment with the two buttons on bottom of each group column. A single left mouse click on the yellow lamp symbol in the row "Group on" will switch on the group.
A click on the gray lamp symbol in the row "Group off" will switch off the group.



6. **Hinweis**: A DALI ballast can be a member of more than one group. In this case, the last command for a group will be the last command for the DALI ballast.

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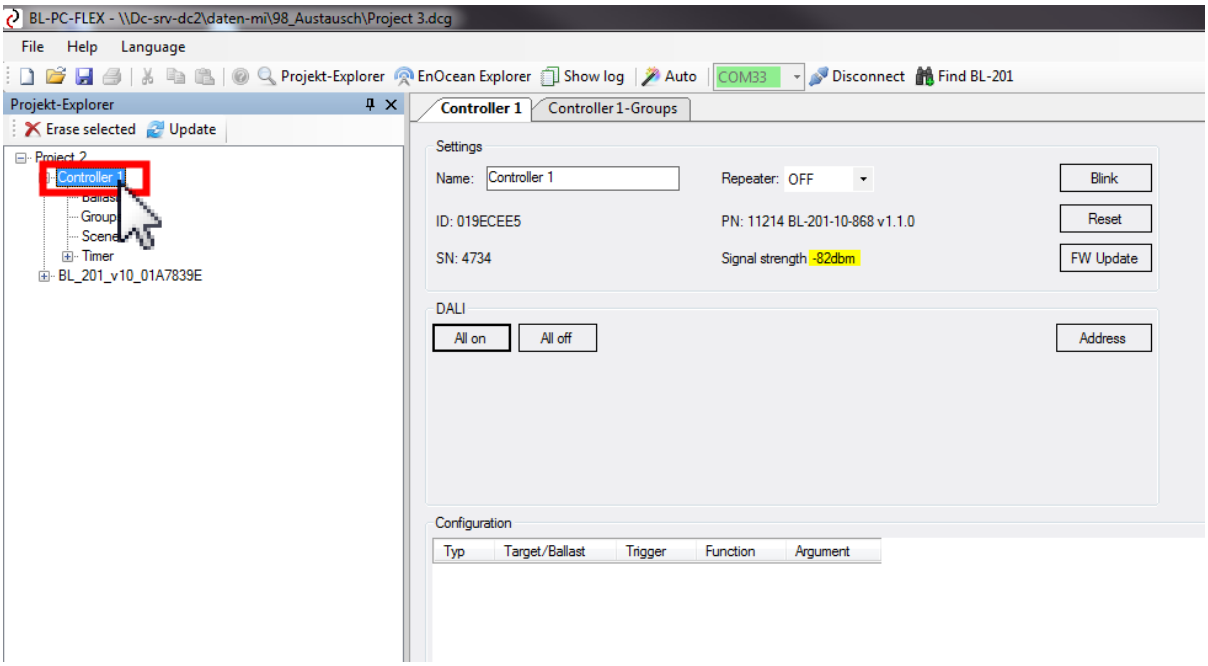
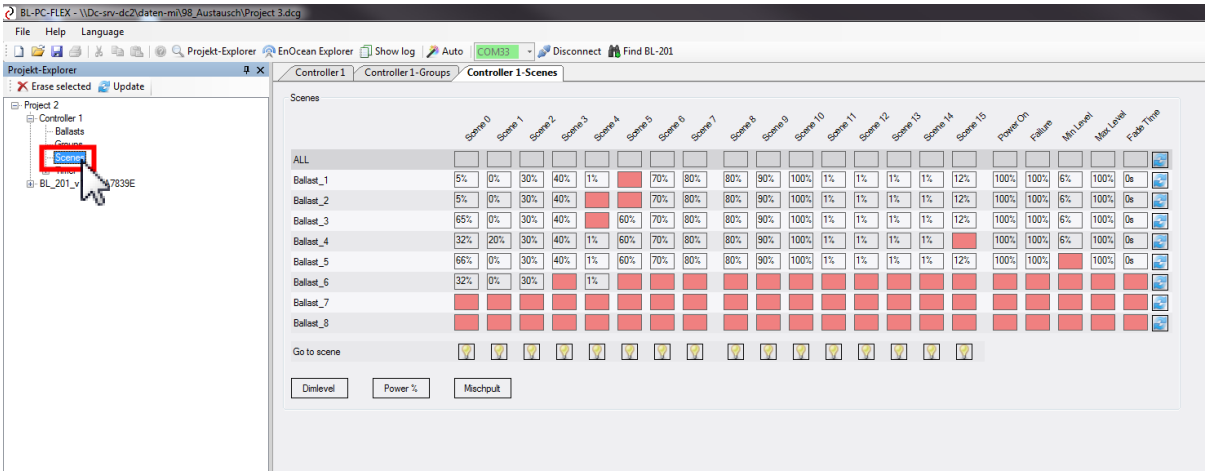
5.9. Define DALI scenes

After addressing procedure, each DALI ballast can assigned a brightness value for each of the 16 DALI scenes.
Proceed as follows:

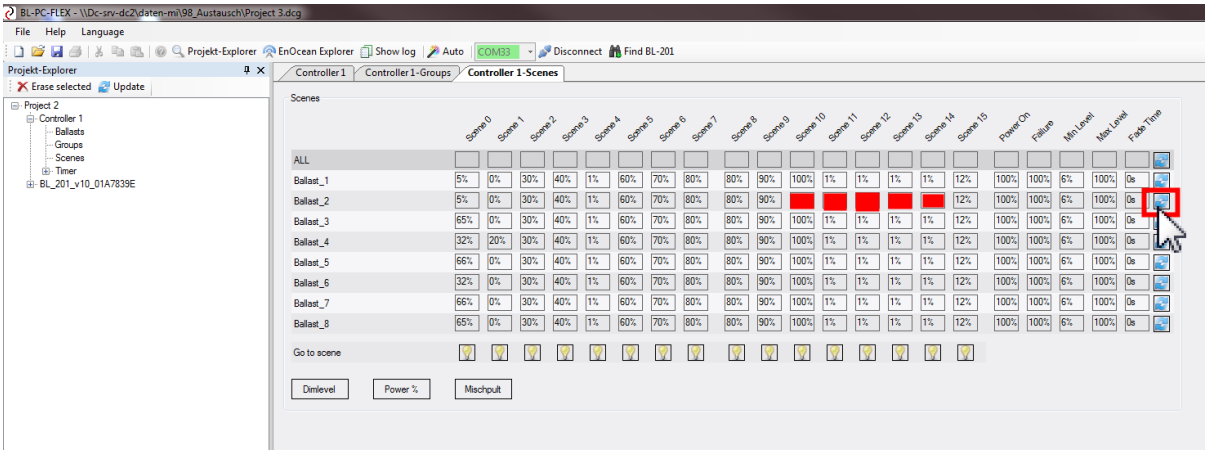
1. In the Project-Explorer, select the controller of the DALI system of which you would like to setup the DALI scenes.



2. Select the level "Scenes" of the controller. Now, in the Tab "<controller name> - Scenes", the scene brightness values will be shown in a table.
This procedure may take more than one minute and depends on the number of connected DALI ballasts. Values that have not been read are marked with red background, the others are marked with grey. Wait until the procedure is finished.



3. Sometimes it happens that a value has not been received as a valid message. In this case, you can read data of each DALI ballast manually again. Push the Refresh-Button with a single left mouse click to update the line with a red box.



4. In the default view, the dim level in % will be shown, as a value in the range between 0% and 100%. You can change the values to be shown instead as a dali dim level, in the range between 0 and 254. You have to push the buttons "Dimlevel" and "Power %" to change between the two display modes.

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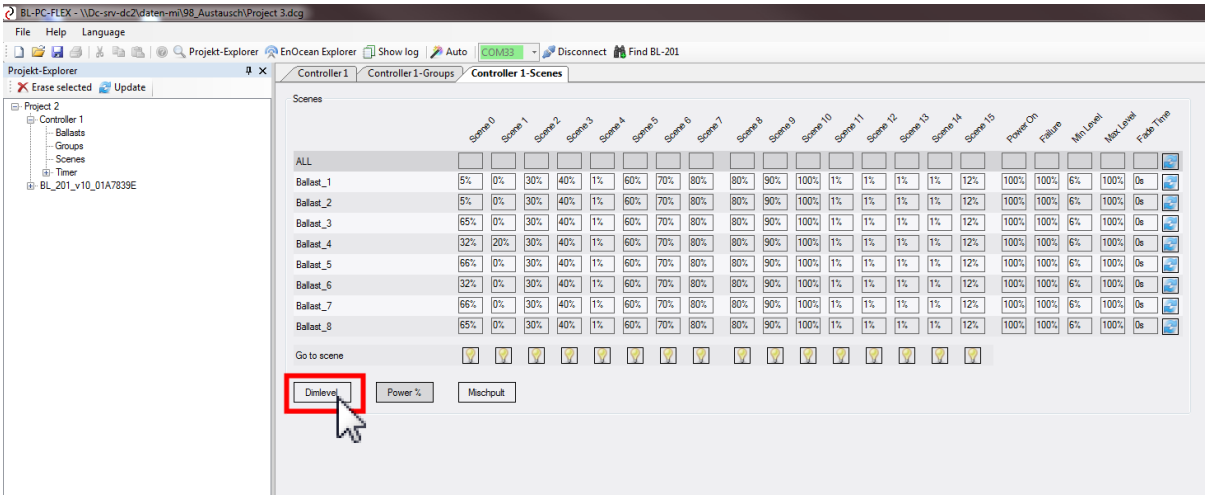
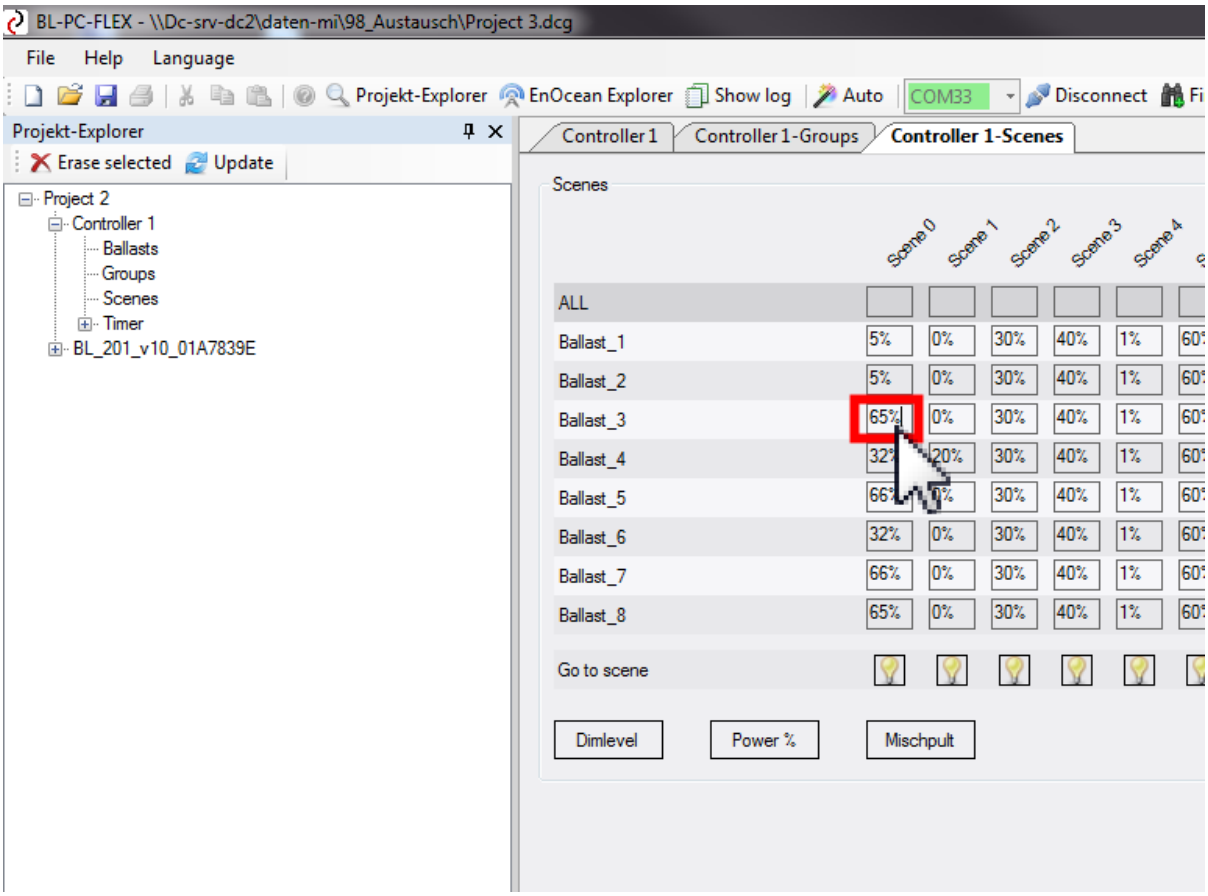
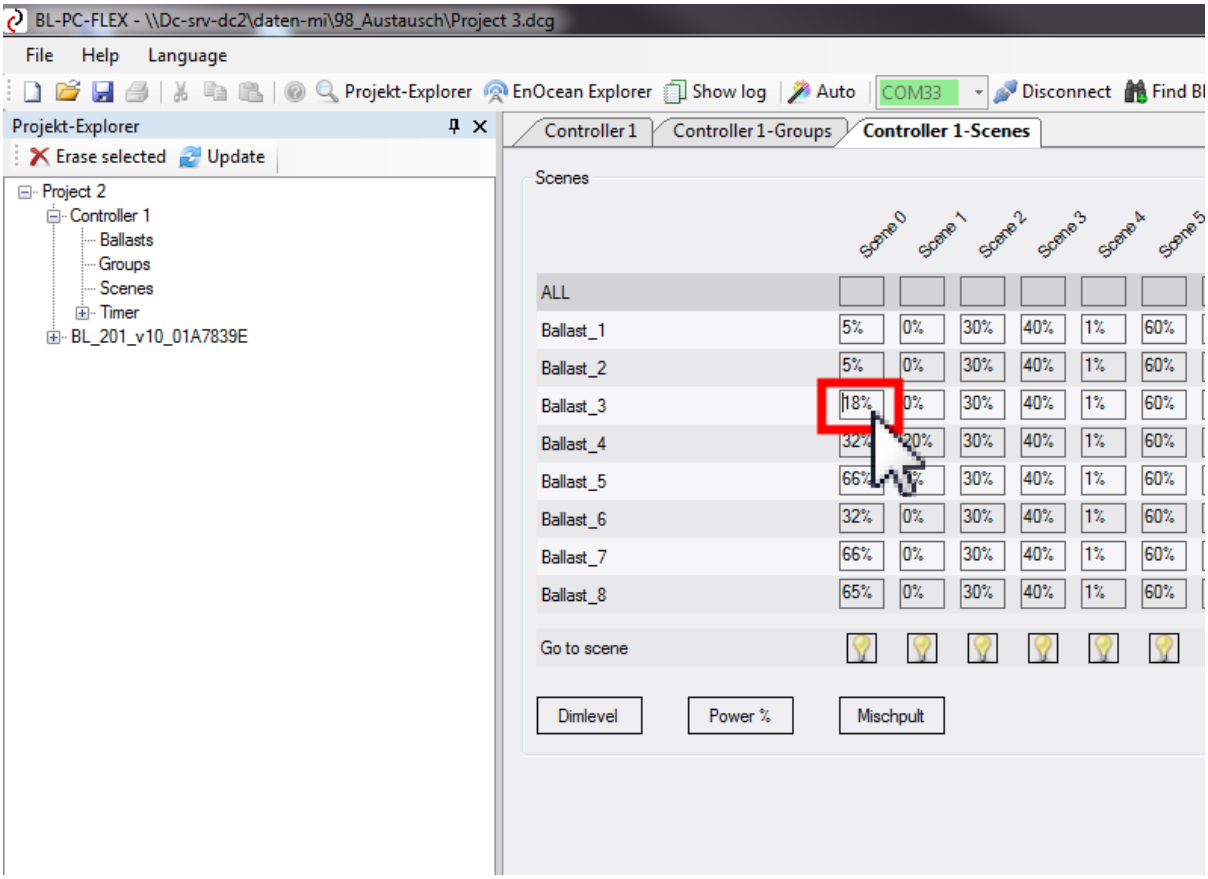


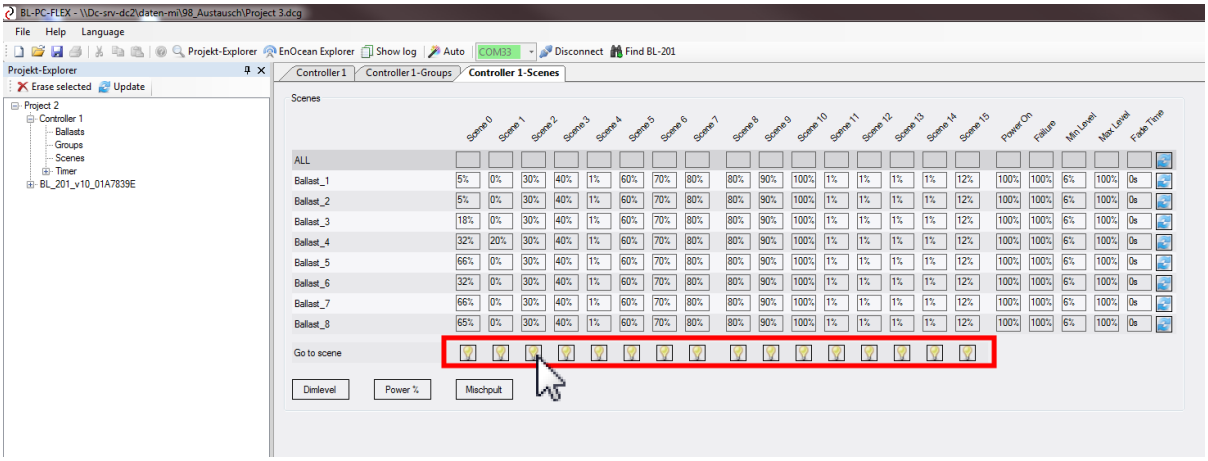
5. To change a value, point to the value edit field and select with a single left mouse click.



6. Enter the new value.
<u>Important</u>: You have to confirm the entry with "ENTER". Otherwise the value will not stored in the DALI ballast.



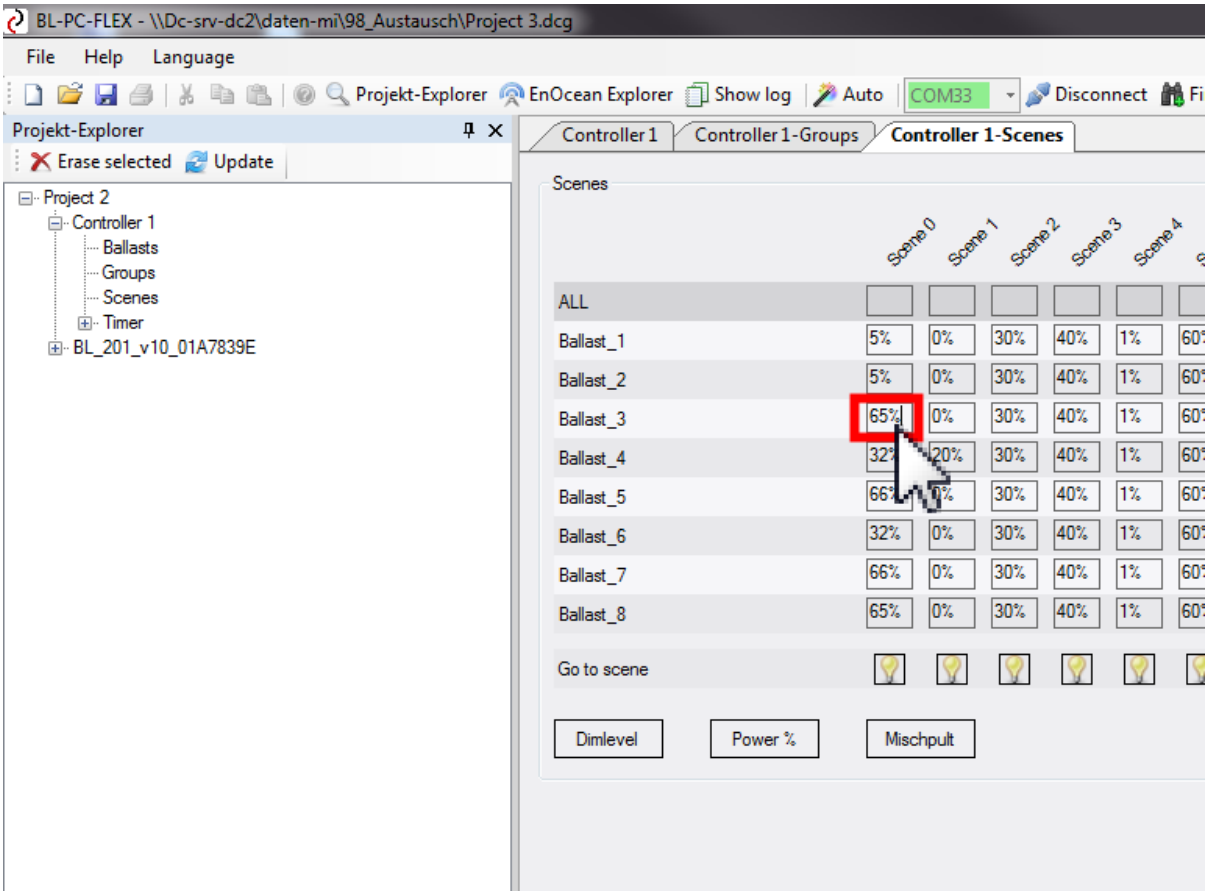
7. You can check/invoke the scene by pushing the yellow lamp symbol in each scene column in the row "Go to scene".



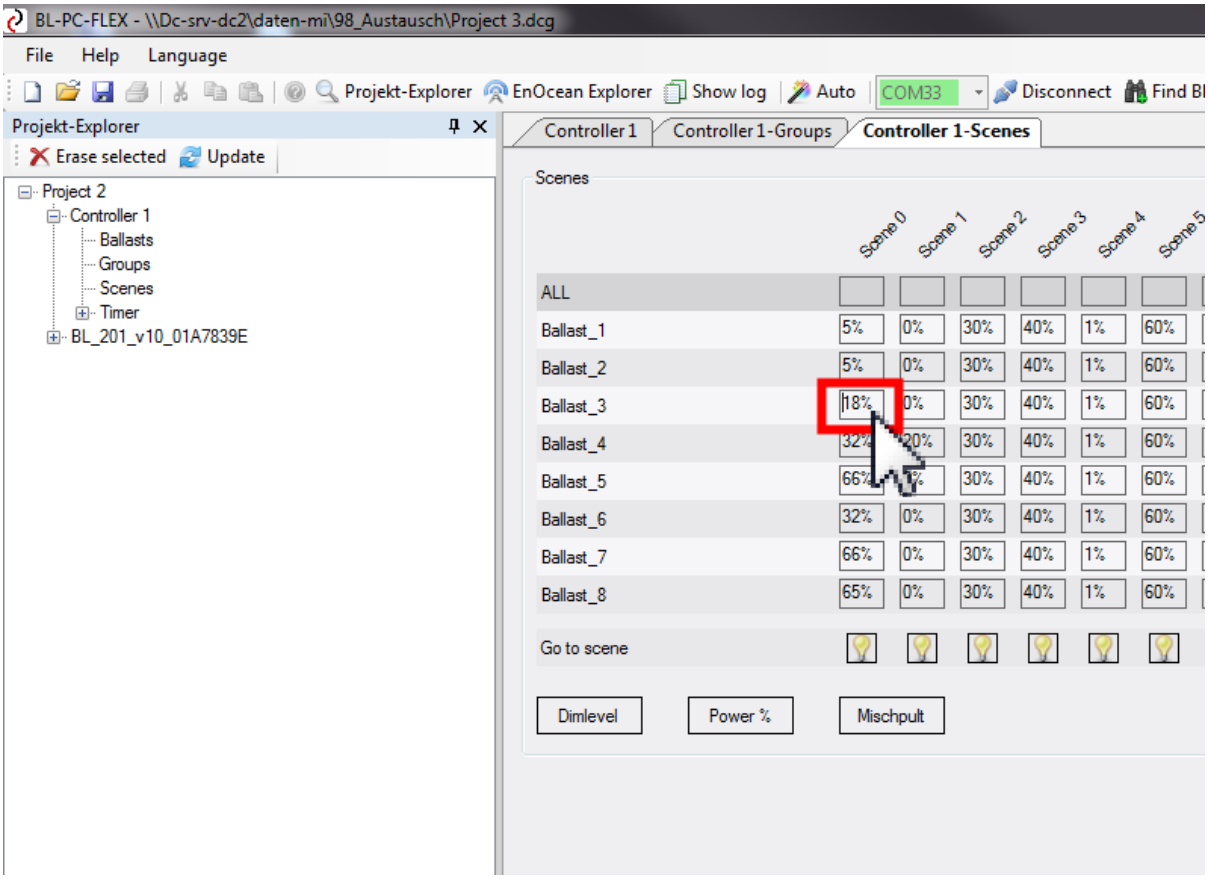
Remark: An empty filed does not mean 0% or 0. Instead, a DALI ballast with an empty entry field will not change the brightness value if this scene is invoked.

5.9.1. The grid view

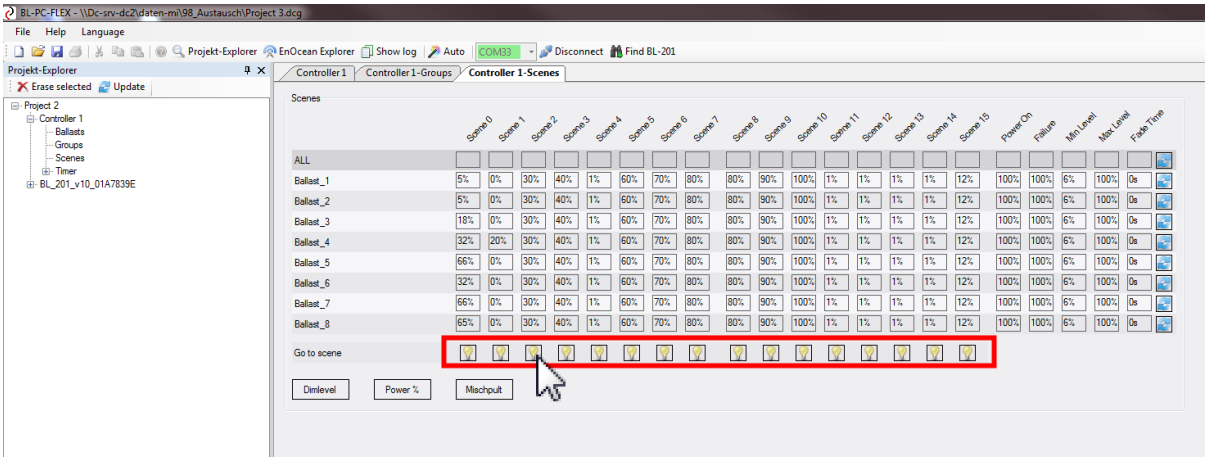
1. To change a value, point to the value edit field and select with a single left mouse click.



2. Enter the new value.
Important: You have to confirm the entry with "ENTER". Otherwise the value will not stored in the DALI ballast.



3. You can check/invoke the scene by pushing the yellow lamp symbol in each scene column in the row "Go to scene".



Remark: An empty filed does not mean 0% or 0. Instead, a DALI ballast with an empty entry field will not change the brightness value if this scene is invoked.

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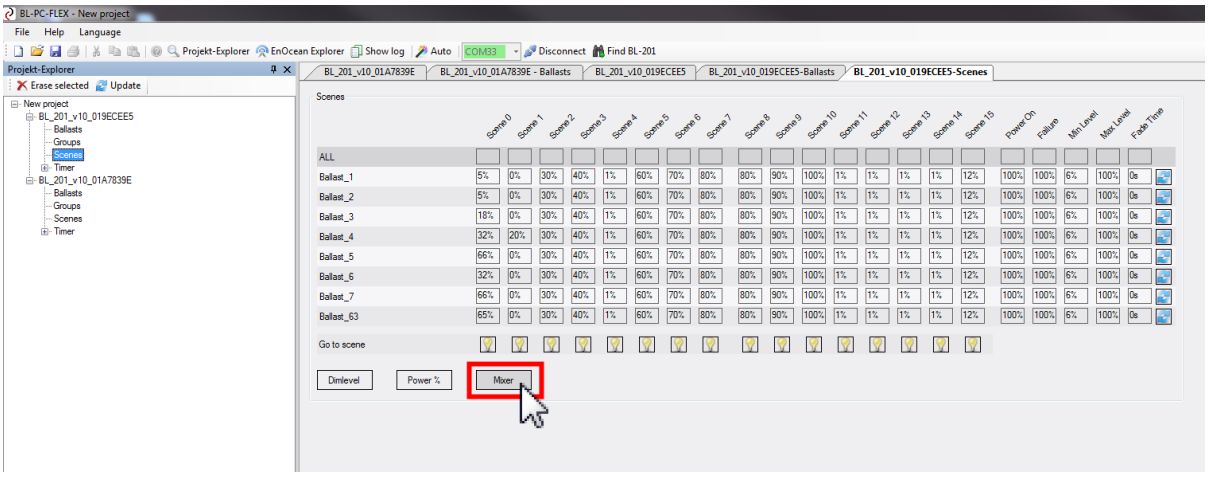
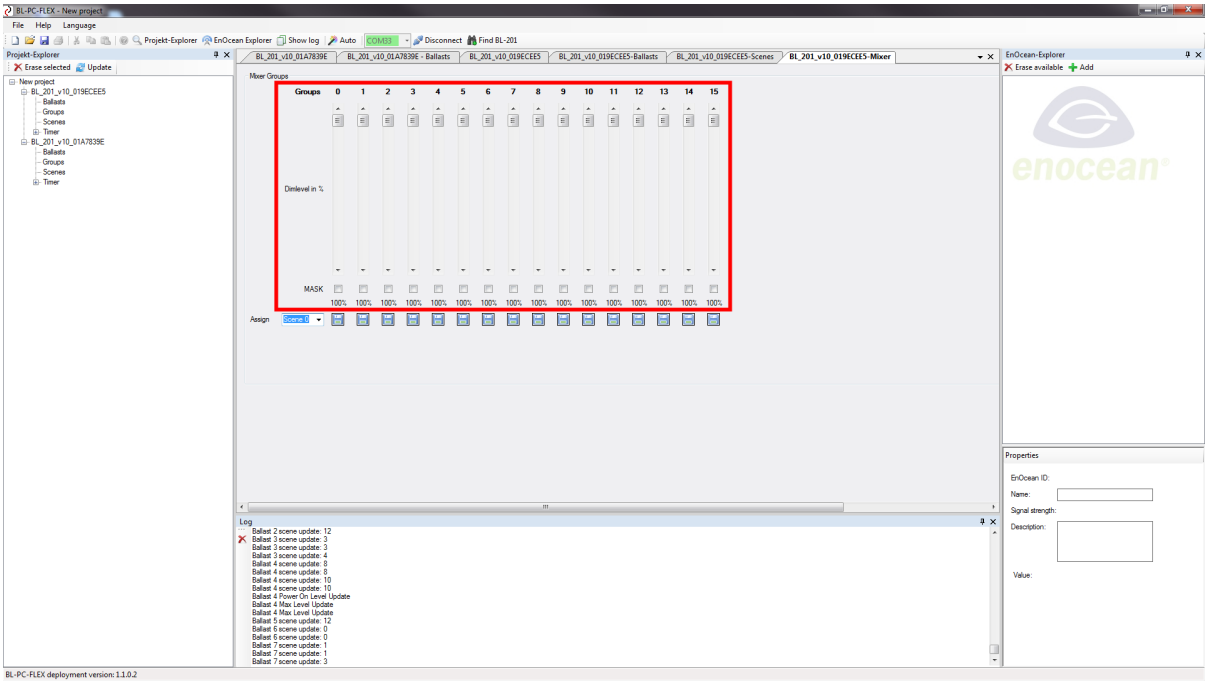
5.9.2. Mixer for DALI groups

Using the Mixer, it is easy to setup Scene values for the 16 DALI groups (actually not for single DALI adresses)

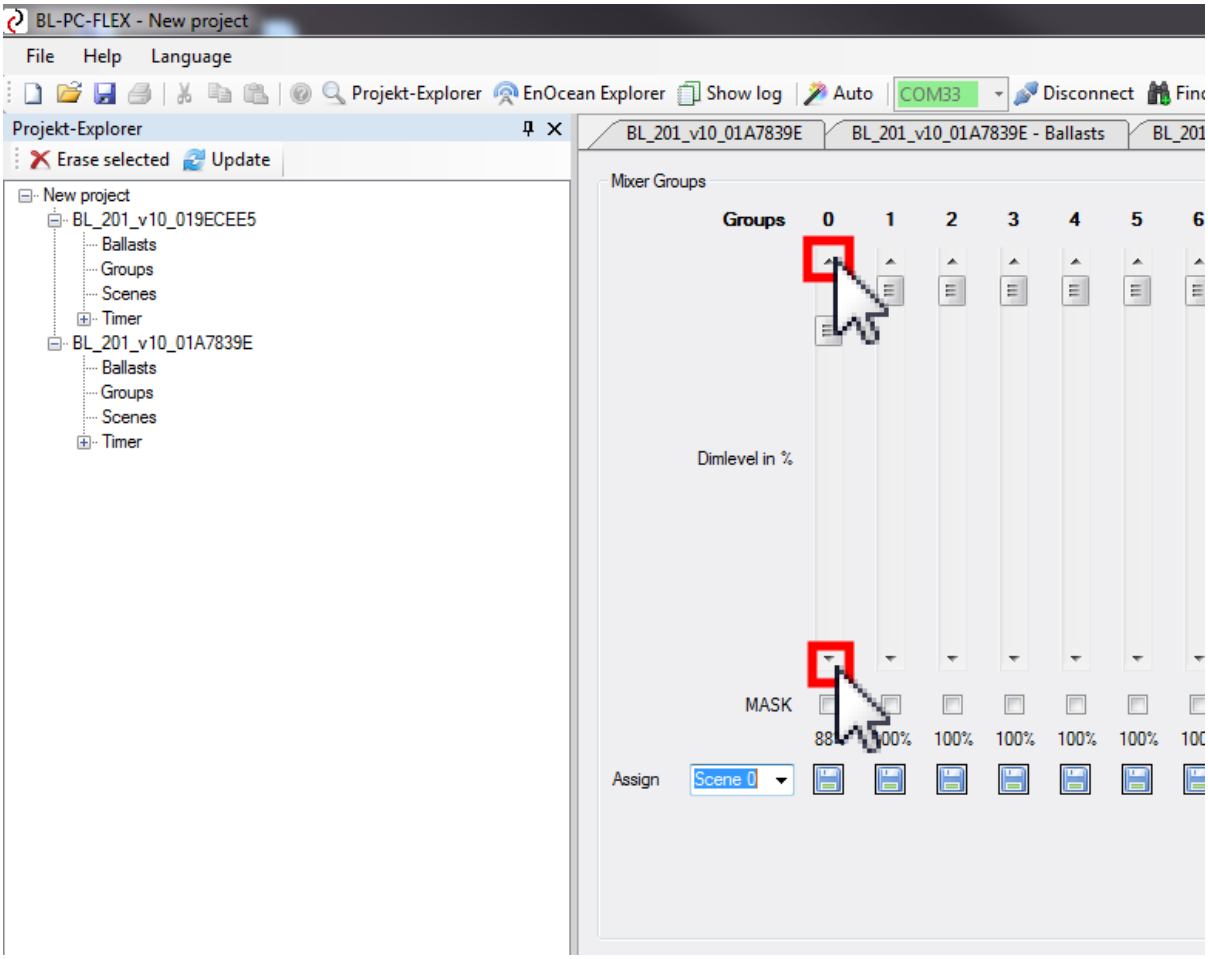
1. Push the button "Mixer" in the scene tab.



2. For each DALI group, a slider is available to setup the dim level in the range from 0%-100%.
The dim level is transmitted to the DALI ballast immediately, so the scene can be set up more or less in "realtime".



3. A mouse click on the arrows up / down will increase / decrease the dim level by +/- 1%..



4. A mouse click in the empty slider area will increase / decrease dim level by +/- 10%..

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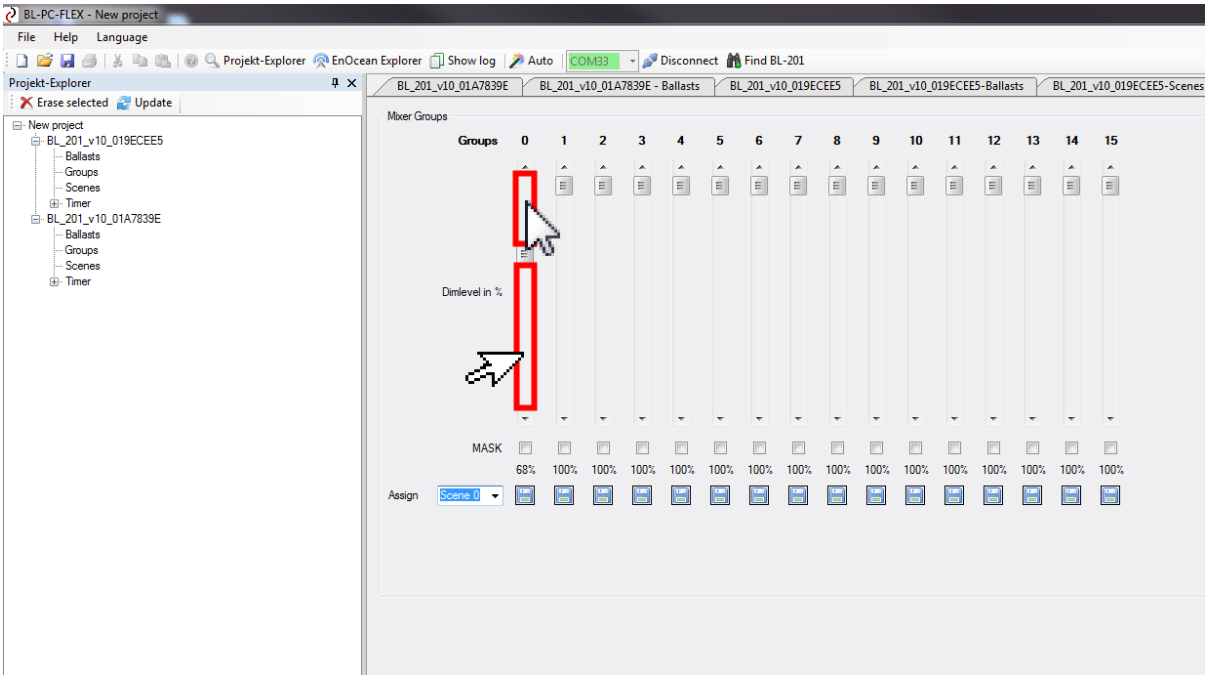
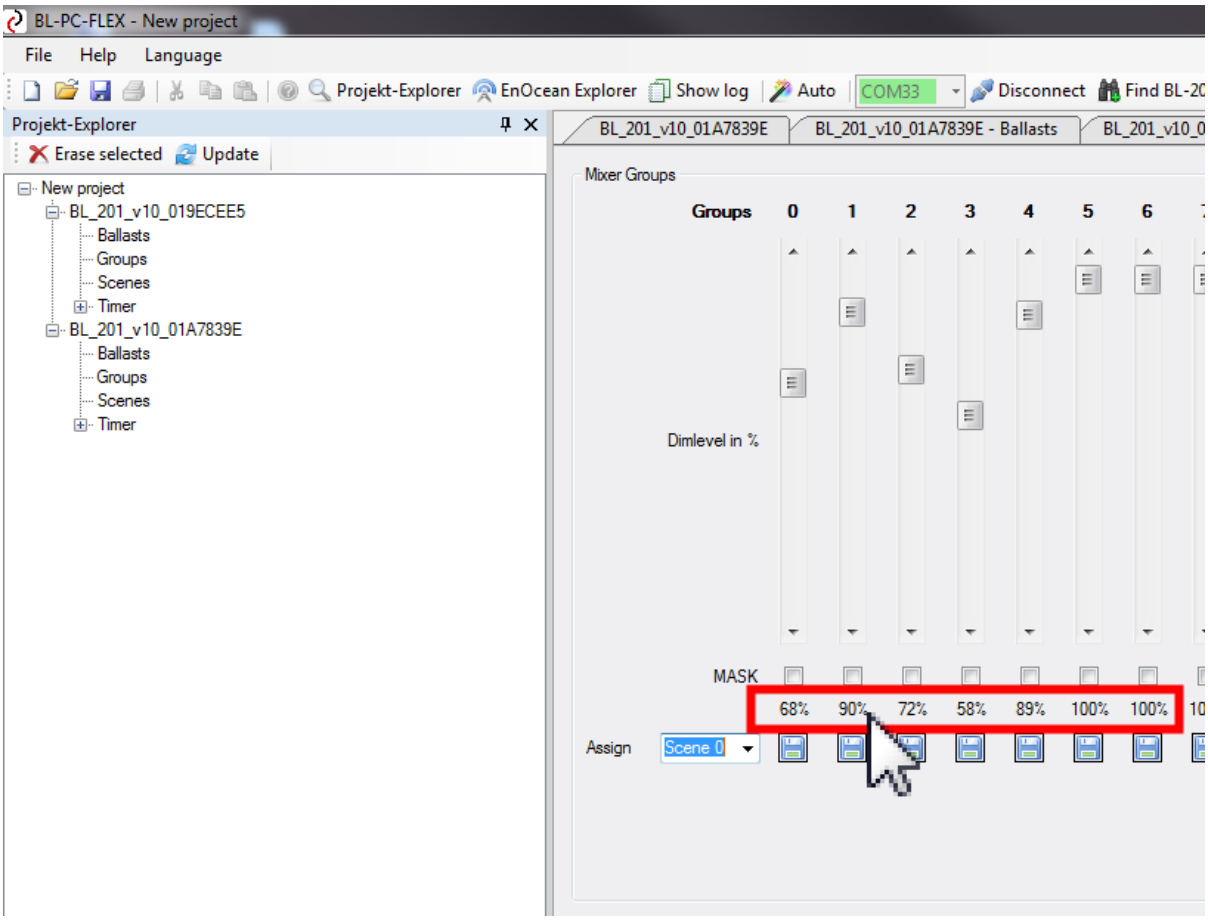
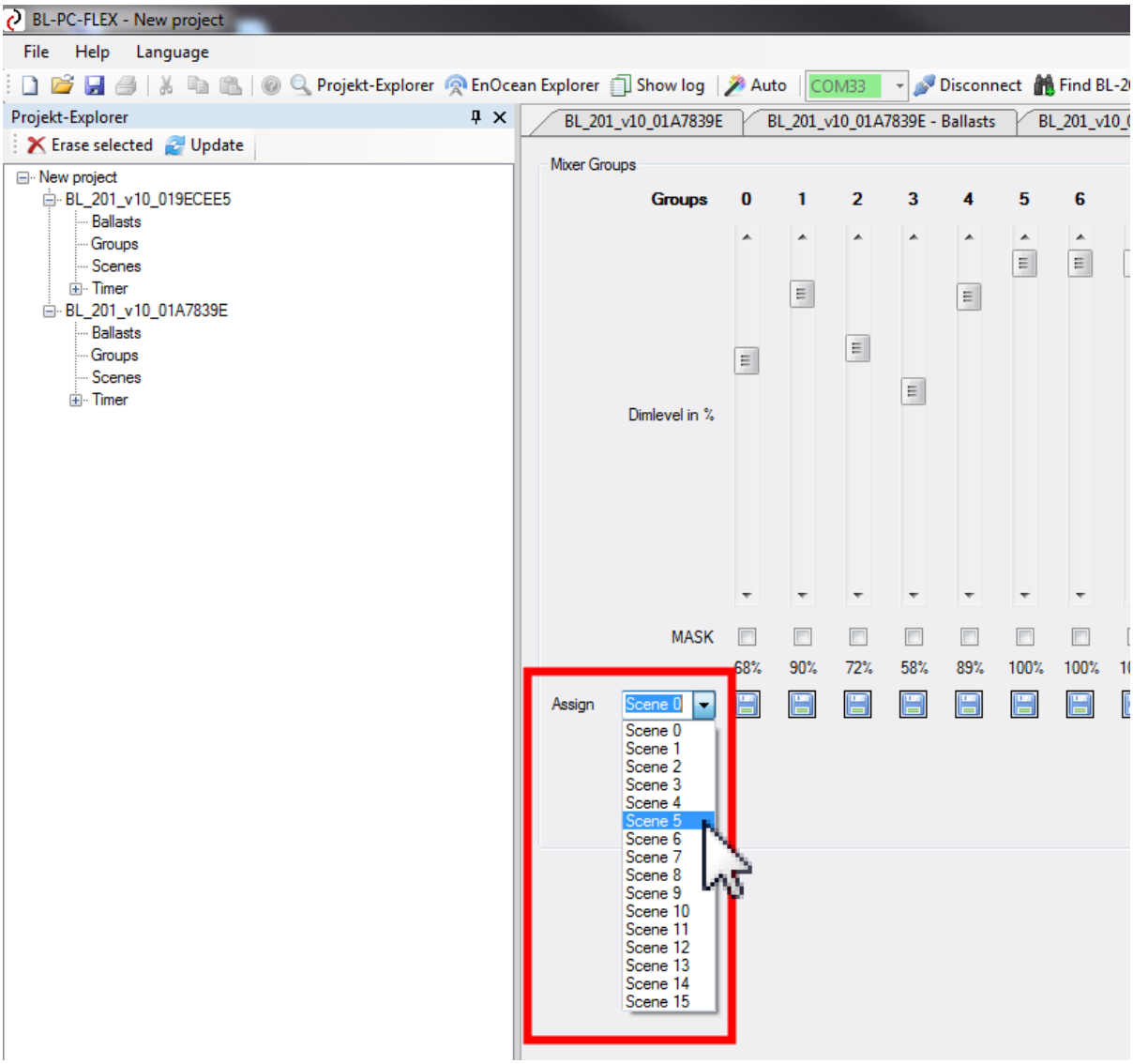


5. The actual dim level will is shown on bottom of the slider in %.



6. In the "Assign" drop down box, select the scene you want to store the value.



7. Click on the Disk-Symbol below the dim value to store the value of a group into the selected DALI scene.

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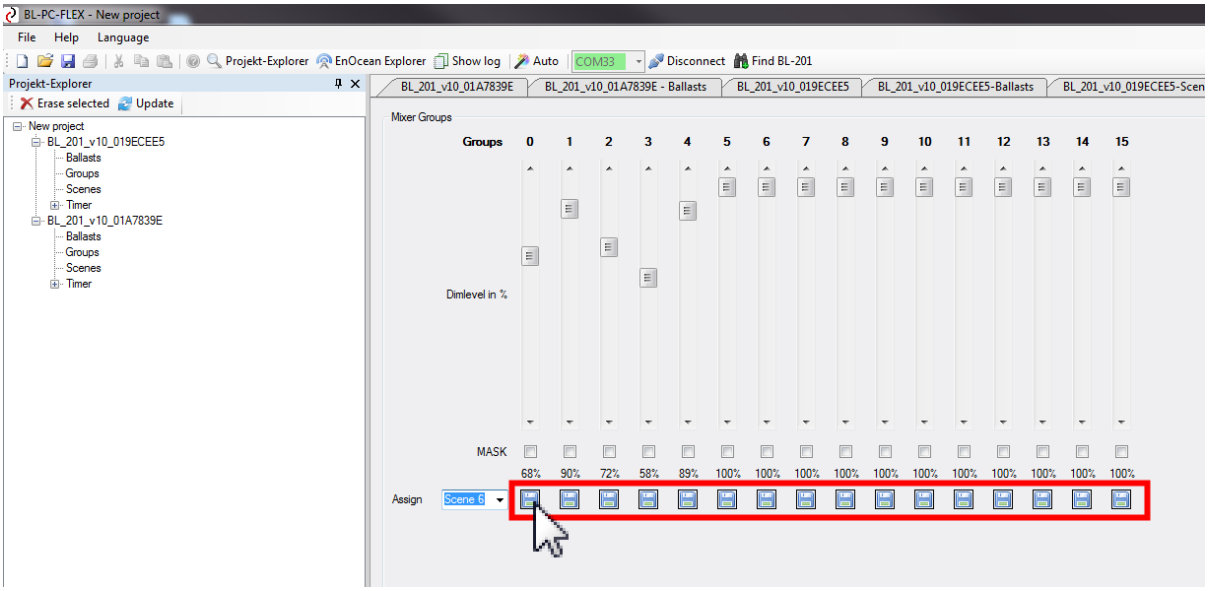
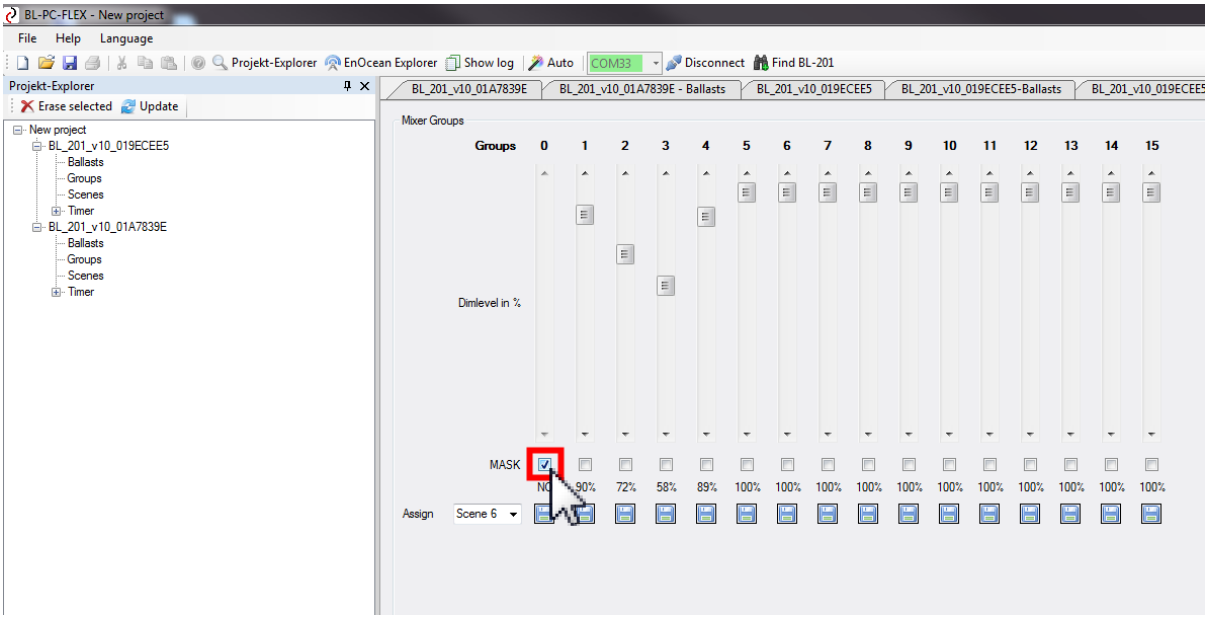


8. To delete the scene value of a group, select the check box "MASK" below the group slider with a simple click.



9. Then click on the Disk-Symbol below the dim value to delete the value of a group in the selected DALI scene.
This is equal to an empty field in the grid view.

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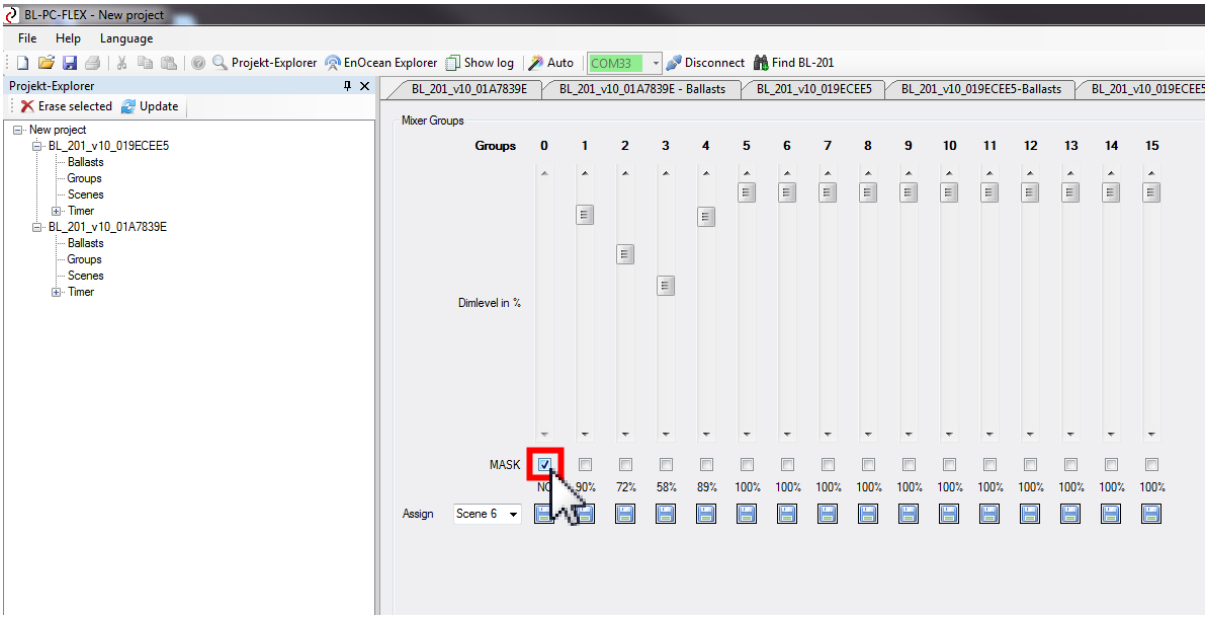
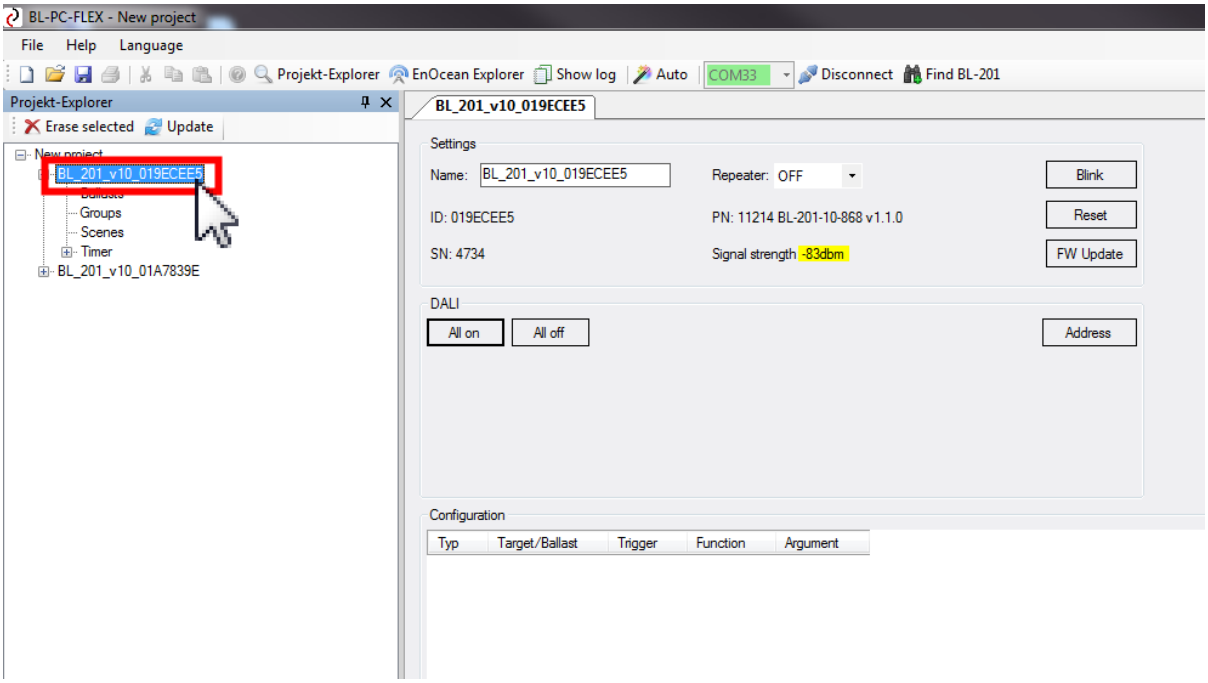

BL-PC-FLEX - New project
File
Help
Language
Projekt-Explorer
EnOcean Explorer
Show log
Auto
COM33
Disconnect
Find BL-201
Projekt-Explorer
Erase selected
Update
New project
BL_201_v10_019ECEE5
Ballasts
Groups
Scenes
Timer
BL_201_v10_01A7839E
Ballasts
Groups
Scenes
Timer
BL_201_v10_01A7839E
BL_201_v10_01A7839E - Ballasts
BL_201_v10_019ECEE5
BL_201_v10_019ECEE5-Ballasts
Mixer Groups
Groups
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
Dimlevel in %
MASK
90%
72%
58%
89%
100%
100%
100%
100%
100%
100%
100%
100%
100%
100%
100%
Assign
Scene 6

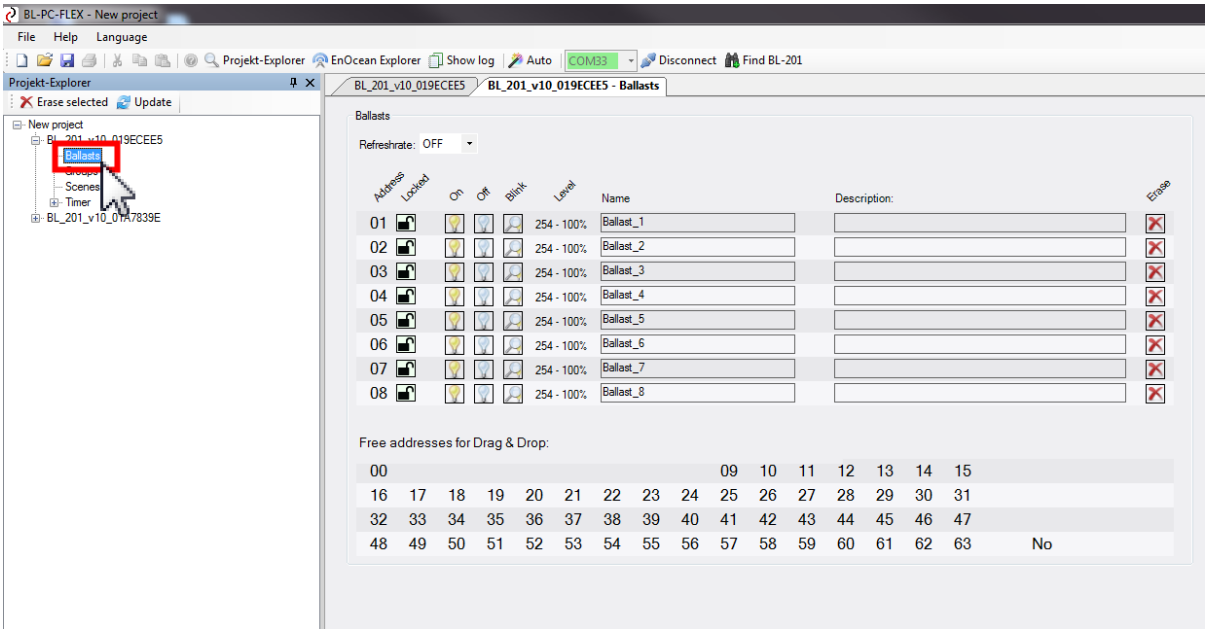
5.10. Read the status of a DALI ballast

To get the DALI status information of a DALI ballast, proceed as follows:

1. Select a controller in the Project-Explorer.



2. Select the level "Ballasts" of the selected controller.



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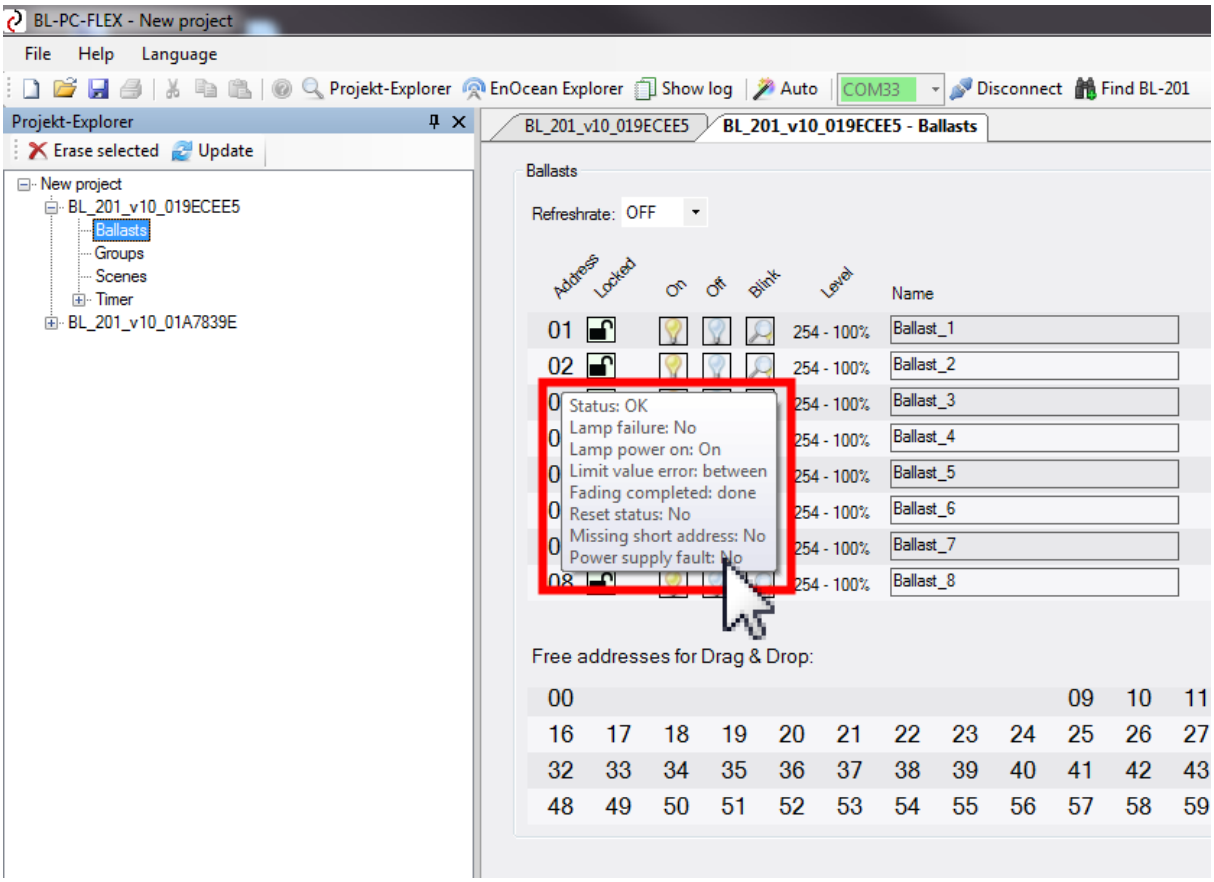
3. Let the mouse pointer rest for a while over the address of the ballast which you would like to get the status information from. Now the status will be shown in an info window.



4. From version 1.1.0.1 and above, the actual dim level of each ballast is shown before the name.

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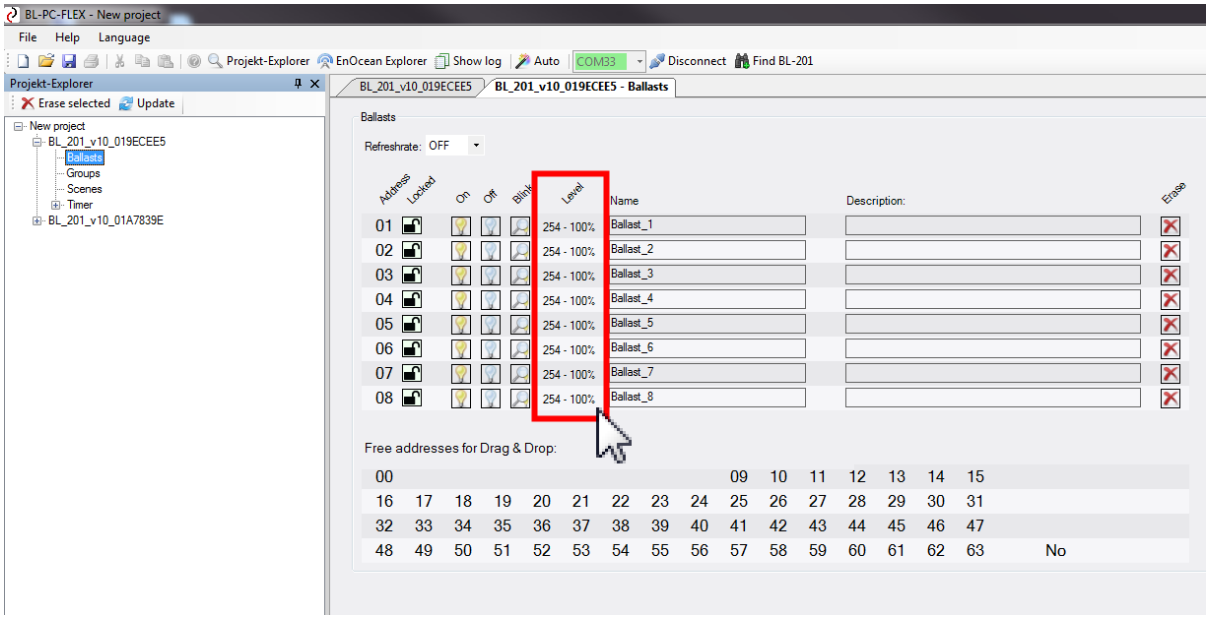
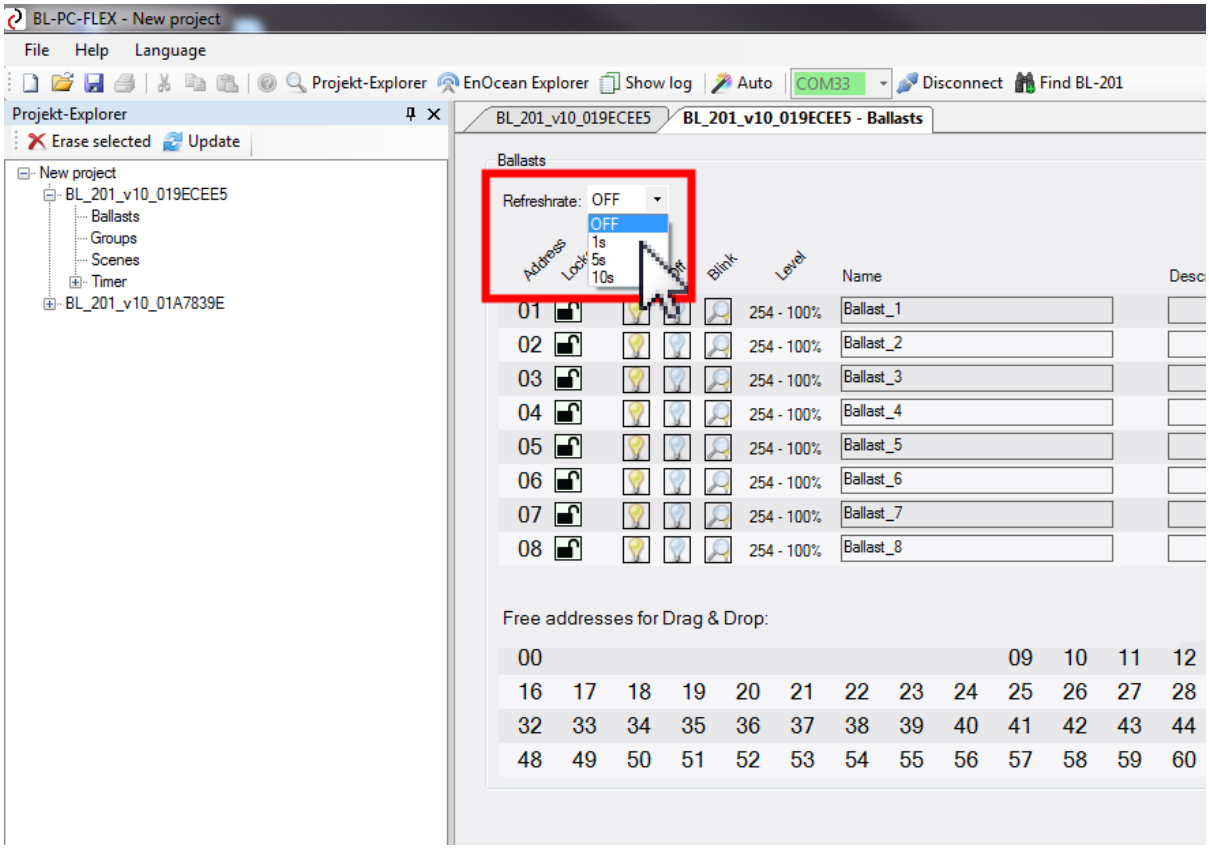


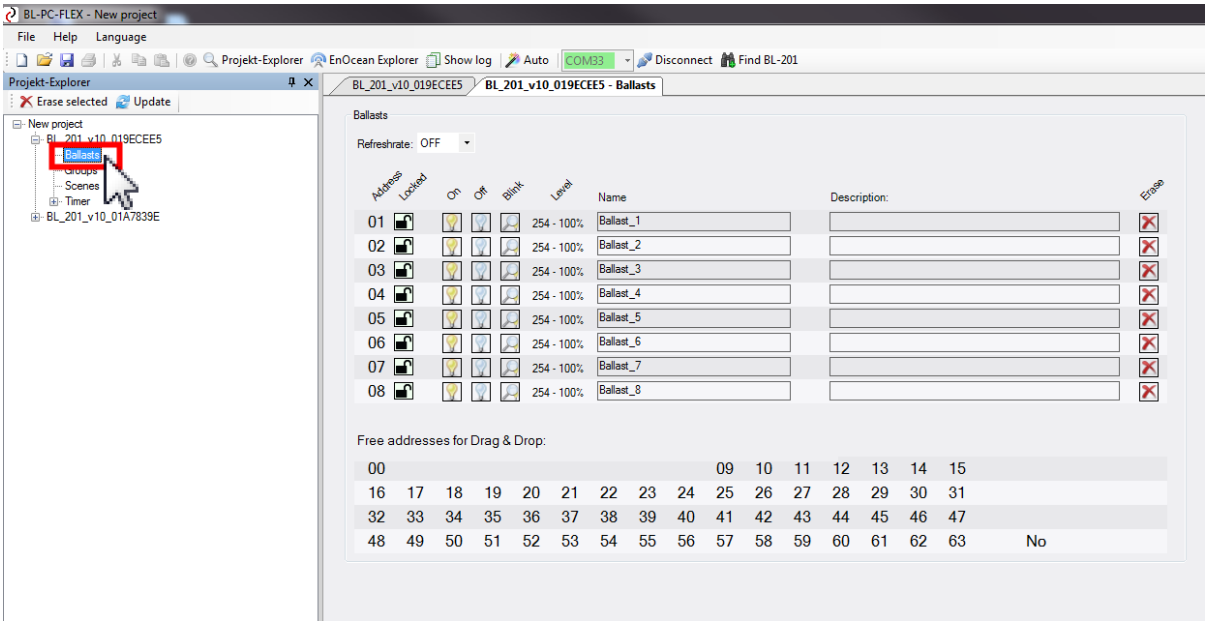
5. The values can be updated by the SW automated. In the dropdown field, you can select the desired refresh rate.
Function is as follows: Values will be read out from all available ballasts. The the tool will wait the selected time before to read again.



5.11. Delete the DALI address of a ballast or driver

It might be useful or even necessary to delete the DALI address of a ballast or driver, so that it does not have an address, for example to avoid an address conflict if you add this ballast later on to an existing DALI network.

1. Select the level "Ballast" of the light controller with a single left mouse click.



2. Select the ballast you would like to delete the DALI address.

3. Press and hold the left mouse button, and move the selected address to the field "No" in the bottom left corner, besides the address "63".

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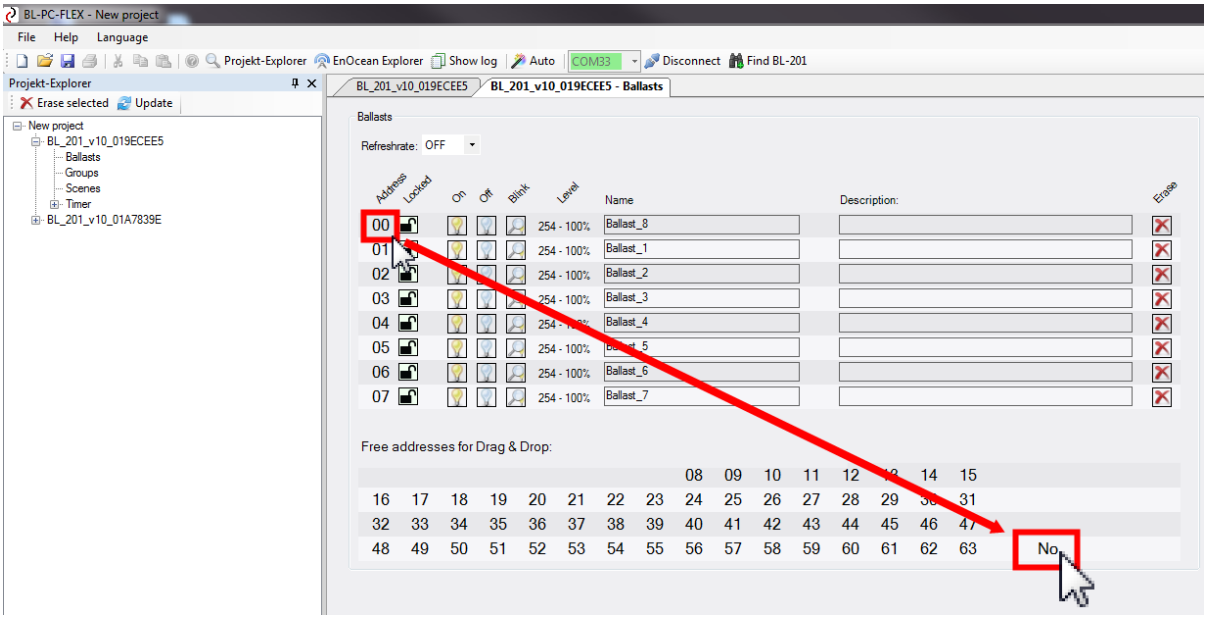
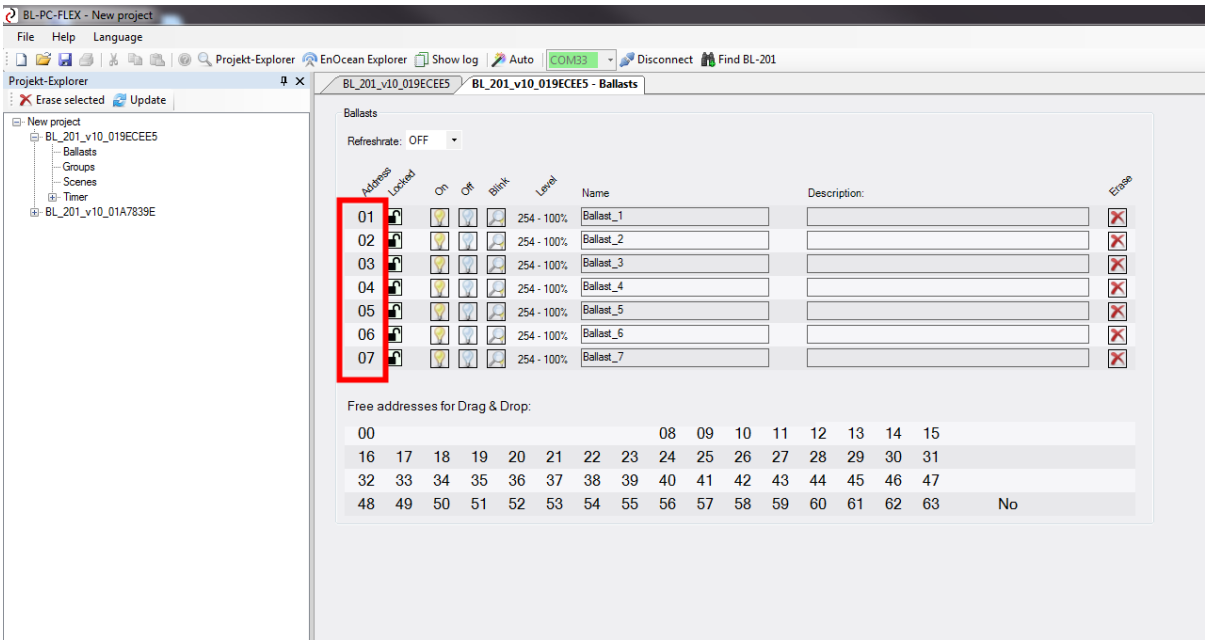


4. Release the left mouse button. In our example, the address 00 will disappear from the list.



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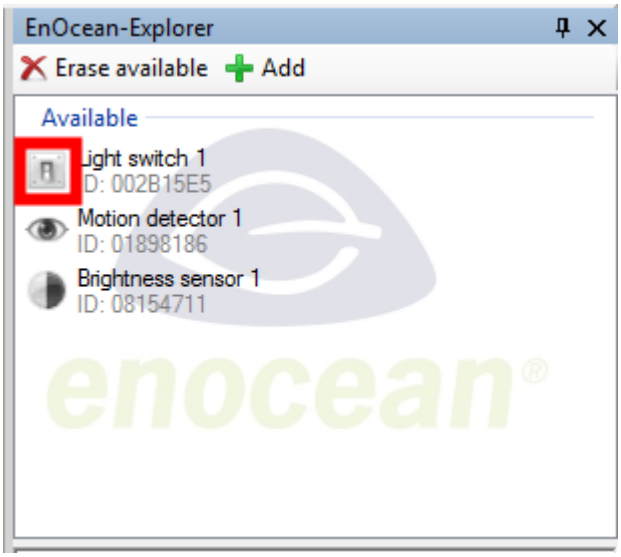
6. EnOcean switches and sensors

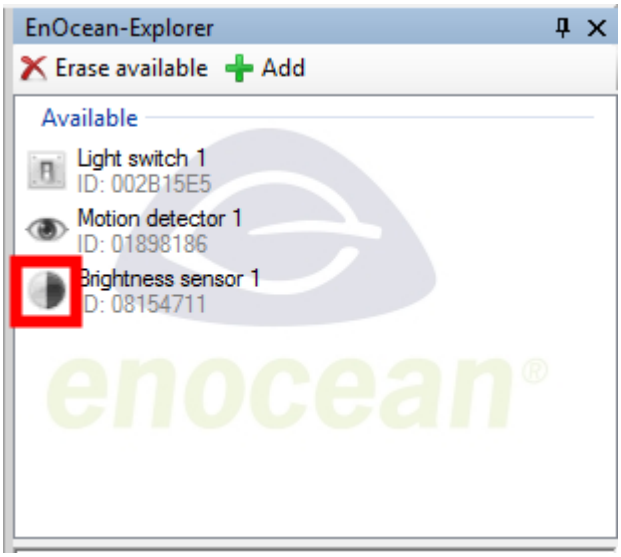
Actually, following types of sensors and switches can be used in the system to control functions:

- Light switch EnOcean
- Push button EnOcean
- Motion detector EnOcean
- Presence detectors EnOcean
- Brightness sensor 0..1000 Lux EnOcean
- Brightness sensor 0..2000 Lux EnOcean
- Brightness sensor 0..30.000 Lux EnOcean
- Standard motion detector 230V AC with BL-212-00-868 UP MOTION
- Standard light switch or push button 230V AC with BL-211-00-868 UP SWITCH

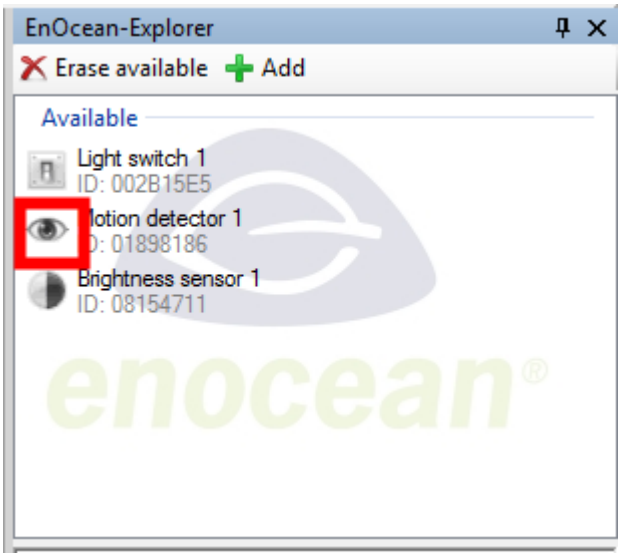
For a light switch, a switch symbol will be shown in front of the name and the EnOcean ID in the EnOcean-Explorer.



A brightness sensor will have an two colour (light grey / dark grey) symbol:



A motion detector will have an eye symbol instead:



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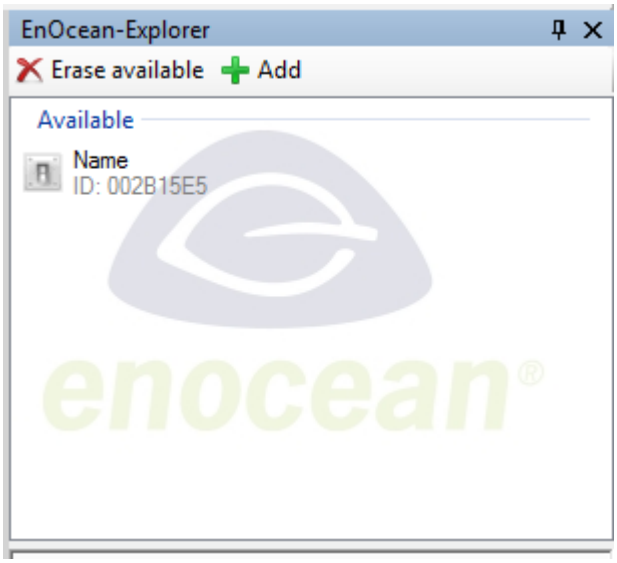
6.1. Teach in of switches and sensors

Light switches / rockers EnOcean, i.e. part number 11051 WIreless switch EnOcean rw

A light switch is teached in by pressing any button of any rocker. Simply press any button of your switch.



If the software is started and an the EnOCean USB-stick is active / connected, the switch with the symbol in front of will appear as "Available".
You can change the status to "Projected" with a double left mouse click.

Motion detectors EnOcean, i.e. part number 11191 Wall mounted motion detector EnOcean Solar 868 MHz

The motion detector part number 11191 has two buttons on the bottom side of the housing. If you have these two buttons in front of you, a short push on the left button (without a marker in the plastics) will send a so called learn telegram.

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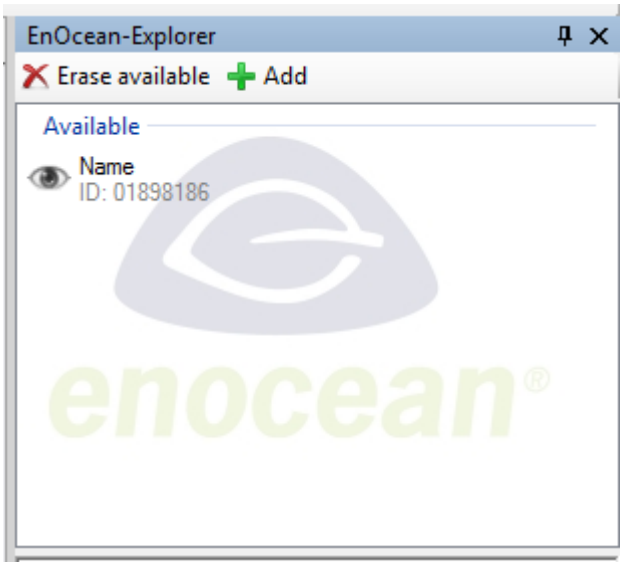
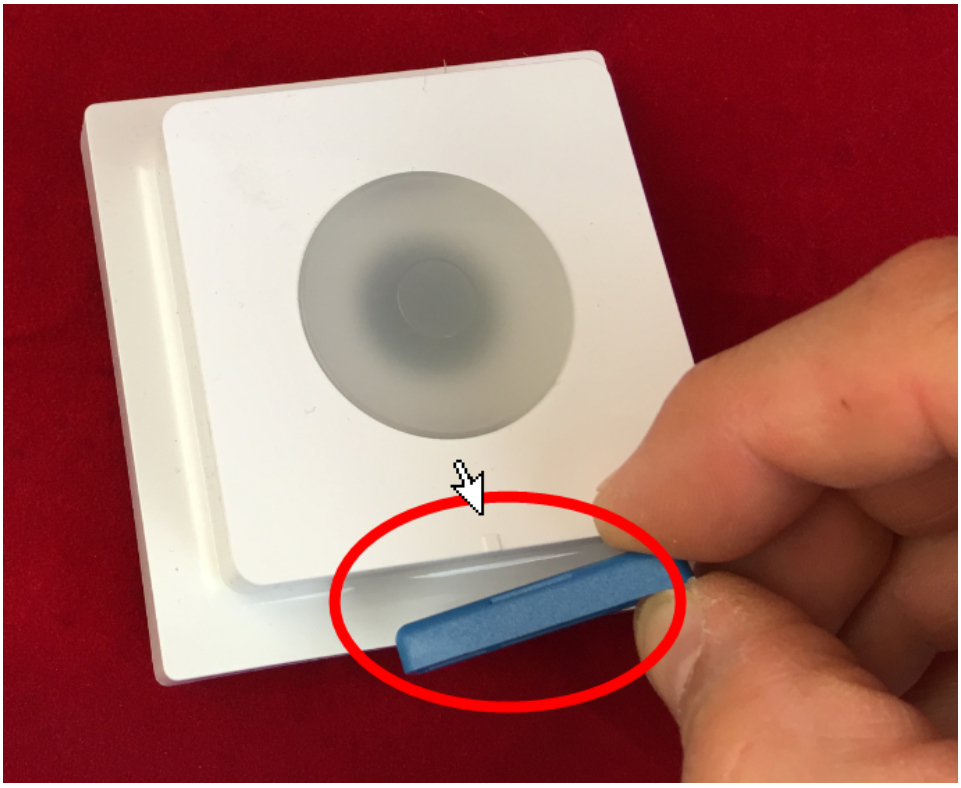
If the software is started and an the EnOCean USB-stick is active / connected, the motion detector with the symbol in front of will appear as "Available".
You can change the status to "Projected" with a double left mouse click.

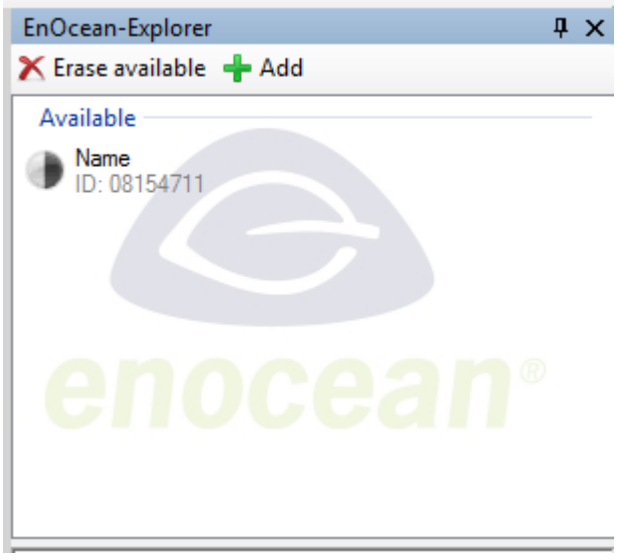


Brightness sensor, i.e. part number 11511 Brightness sensor EnOcean 0..1000 Lux

The brightness sensors EnOcean, i.e part numbers 11284, 11540 and 11511, have an internal magnetic switch on the bottom side of the housing. A small marker in the plastics show the position of the switch.



You can use any magnet to motivate the sensor to send a lern telegram to the light controller.
It will then appear with the symbol in the EnOcean Explorer.



Note: The 11284 and 11540 are supplied by the integrated solar cell. Before you can use these products, you have to charge them by putting them into daylight for a few hours to let them charge their internal energy buffer. This has to be done before they will send any data to the light controller.

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6.2. Possible functions of a switch

The following functions can be assigned to a switch:

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	ON / OFF / DIM	**Classic push dim, single rocker** 1. If the target is actually switched off, and rocker A/B will be pushed shortly on top (1), the target will be switched on. 2. If the target is actually switched on, and rocker A/B will be pushed shortly on top (1), nothing will happen. 3. If rocker A/B will be hold on top (1), the brightness will be increased until a) 100% brightness is reached, if DALI parameter maximum brightness has not been set to a lower value b) rocker A/B top (1) is released 4. If target is actually switched on, and rocker A/B bottom (0) will be pushed shortly, target will be switched off. 5. If the target is actually off, an rocker A/B bottom (0) will be pushed shortly, nothing will happen. 6. If rocker A/B bottom (0) will be hold, brightness will be decreased a) until 0% is reached, or the DALI parameter minimum value has been reached b) rocker A/B bottom (0) is released.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

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Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON / OFF / DIM	**Classic push dim, one button** 1. If target is actually off, and button x is pushed shortly, target will be switched on. 2. If target is actually on, and button x is pushed shortly, target will be switched off. 3. If target is actually switched on, and last time button x has been hold to decrease the brightness, now brightness will be increased until a) 100% brightness is reached if parameter Parameter "Maximum Level" has not been set to a lower value b) button x is released again. 4. If the target is actually switched on, and the last time button x has been hold to increase the brightness, now brightness will be decreased until a) 0% brightness is reached if parameter "minimum level" has not been set to a higher value. b) button x is released.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	ON / OFF	**Classic light switch ON/OFF on a rocker** 1. If ballast is actually switched OFF, and the rocker A/B TOP will be pressed shortly, ballast will be switched on. 2. If ballast is actually switched ON, and the rocker A/B BOTTOM will be pressed shortly, ballast will be switched OFF. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON / OFF	**Classic light switch ON/OFF on a single push button** 1. If ballast is actually switched OFF, and the button A0/A1/B0/B1 will be pressed shortly, ballast will be switched on. 2. If ballast is actually switched ON, and the button A0/A1/B0/B1 will be pressed shortly, ballast will be switched OFF. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	ON	**Classic light switch ON, on rocker A/B, A1 or A0** 1. If ballast is actually switched OFF, and the rocker A/B, any button (0 or 1)will be pressed shortly, ballast will be switched on. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

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Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON	**Classic light switch ON, on button A0/A1/B0/B1** 1. If ballast is actually switched OFF, and the button will be pressed shortly, ballast will be switched on. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	OFF	**Classic light switch OFF, on rocker A/B, A1 or A0** 1. If ballast is actually switched ON, and the rocker A/B, any button (0 or 1) will be pressed shortly, ballast will be switched OFF. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	OFF	**Classic light switch OFF, on button A0/A1/B0/B1** 1. If ballast is actually switched ON, and the button will be pressed shortly, ballast will be switched OFF. As the argument, the fade time can be selected in the right drop down list.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Level (0..254) 0%..100%	**Goto Level on button A0/A1/B0/B1** 1. If the button is pressed shortly, ballast will be switched to the selected Dimlevel (argument). As fade time, the last fade time that has been selected/ used will be used again.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

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Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	DT8 colour temperature (1000K.. 10.000K), steps of 50K	**Goto colour temperature DT8 on button A0/A1/B0/B1** 1. If the button is pressed shortly, ballast (DT8) will be set to the selected color temperature (argument).	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Level override (OFF,0..254) / (OFF,0..100%)	**Override level on button A0/A1/B0/B1** 1. If the button is pressed shortly, dim level of ballast will be set to the selected dim level (argument). All following dim level commands will be ignored, until the function "Level override" with the argument "OFF" will be invoked. This function is used to interrupt automatic sequences.	- All / DALI Broadcast - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	DT8 colour temperature (1000K.. 10.000K), steps of 50K	**Override DT8 colour temperature on button A0/A1/B0/B1** 1. If the button is pressed shortly, ballast (DT8) will be set to the selected colour temperature (argument). All following DT8 colour temperature commands will be ignored, until the function "Override DT8 colour temperature" with the argument "OFF" will be invoked. This function is used to interrupt automatic sequences.	- All / DALI Broadcast - DALI group y

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Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Go to scene n n = 0..15	**Goto scene** When button x is pushed shortly, scene n will be invoked. As argument the fade time can be selected in a drop down list in a range between 0 and 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Start timer n n = 1..16	**Start timer** When button x is pushed shortly, timer n will be started with time T. T can be selected in a drop down list with a value between 1 second and 23:30 hours..	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop timer n, n = 1..16	**Stop timer** When button x is pushed shortly, timer n will be stopped.	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Start motion detector n, n = 1..16	**Start motion detector** When button x is pushed shortly, a projected motion detector will be started/enabled.	Projected motion detector

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop motion detector n, n = 1..16	**Stop motion detector** When button x is pushed shortly, a projected motion detector will be stopped/disabled.	Projected motion detector

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Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Start brightness sensor n, n = 1..16	**Start brightness sensor** When button x is pushed shortly, a projected brightness sensor will be started/enabled.	Projected brightness sensor

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop brightness sensor n, n = 1..16	**Stop brightness sensor** When button x is pushed shortly, a projected brightness sensor will be stopped/disbled.	Projected brightness sensor

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6.3. Possible functions of a motion sensor

A motion sensor can be assigned the following functions:

Trigger	Function	Description	Target/Ballasts
Motion detected	ON	**ON** In case of the message "motion detected" of a projected motion detector, selected ballast will be switched ON. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	OFF	**OFF** In case of the message "motion detected" of a projected motion detector, selecetd ballast will be switched OFF. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	Level	**Level** In case of the message "motion detected" of a projected motion detector, selecetd ballast will be switched ON with the selected level. As the argument, you can select the level in the drop down list in the range between 0..254 / 0%..100%..	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

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Trigger	Function	Description	Target/Ballasts
Motion detected	Go to scene n, n = 0..15	**Goto scene** In case of the message "motion detected" of a projected motion detector, scene n will be invoked. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	Start timer n n = 1..16	**Start timer** In case of the message "motion detected" of a projected motion detector, timer n will be started with the value T. T can be selected in a drop won list in the range between 1 second and 23:30 hours.	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
Motion detected	Stop timer n n = 1..16	**Stop timer** In case of the message "motion detected" of a projected motion detector timer n will be stopped.	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
Motion detected	Start motion detector n, n = 1..16	**Start motion detector** In case of the message "motion detected" of a projected motion detector, another projected motion detector will be started/enabled.	projected motion detector

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Trigger	Function	Description	Target/Ballasts
Motion detected	Stop motion detector n, n = 1..16	**Stop motion detector** In case of the message "motion detected" of a projected motion detector, another projected motion detector will be stopped/disabled.	projected motion detector

Trigger	Function	Description	Target/Ballasts
Motion detected	Start brightness sensor	**Start brightness sensor** In case of the message "motion detected" of a projected motion detector, a projected brightness sensor will be started/enabled.	projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Motion detected	Stop brightness sensor	**Stop brightness sensor** In case of the message "motion detected" of a projected motion detector, a projected brightness sensor will be stopeed/disabled.	projected brightness sensor

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6.4. Possible functions of a brightness sensor

A brightness sensor can be assigned the following functions:

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	ON	**ON** If the value received from a brightness sensor is below/ above the selected argument (0..100%), the target/ballast will be switched ON.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	OFF	**OFF** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the target/ballast will be switched OFF.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Start timer n, n = 1..16	**Start timer** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the timer n will be started with a period T. T can be selected in the right drop down list in a range between 1 second and 23:30 hours.	Timer n

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Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Stop timer n, n = 1..16	**Stop timer** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the timer n will be stopped.	Timer n

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Start motion detector	**Start motion detector** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the motion detector n will be started/enabled.	Projected motion detector

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Stop motion detector	**Stop motion detector** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the motion detector n will be stopeed/disabled.	Projected motion detector

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Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Start brightness sensor	**Start brightness sensor detector** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the brightness sensor n will be started/enabled.	Projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Stop brightness sensor	**Stop brightness sensor detector** If the value received from a brightness sensor is below/ above the selected argument (0--100%), the brightness sensor n will be stopped/disabled.	Projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Brightness change	Dim ballast depending off the ambient light	**Dim ballast depending off the ambient light** If a DALI ballast will be switched on by a ON or OFF command (BROADCAST or ballast or group), the ballast will be switched to the DIM level according to this DIM linear slope. The values for the offset and the slope can be selevted by the two dropdown lists. Note: A brightness change will never switch ON any target! Only the DIM level set point will be adopted continuously. The target DIM level will be set according to this set point in case of an ON command.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Note:

If you select a brightness sensor in the EnOcean-Explorer with a single left mouse click, you can see the last brightness value received from this sensor in the field "Value".

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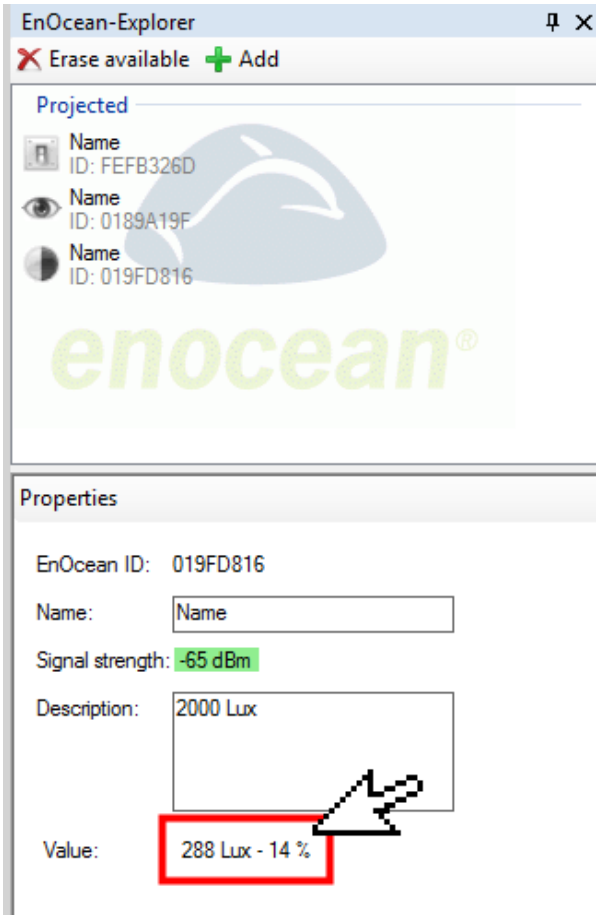
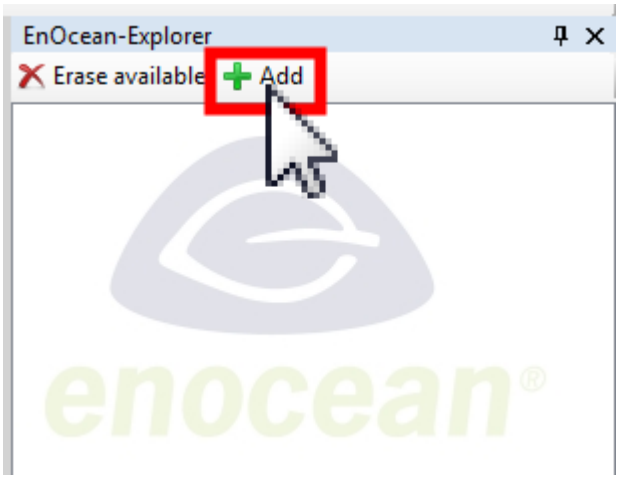


In the field "Description", the maximum sensor value is shown by default.

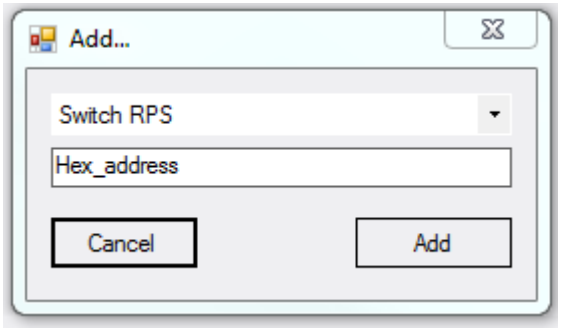
6.5. Offline configuration of sensors and switches

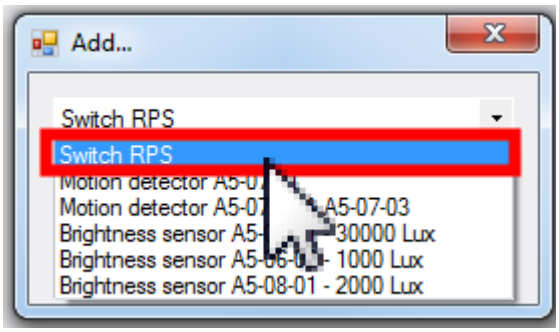
If you know the EnOcean-ID of a sensor or a switch, but you don not have them in front of you, you can add them manually to a project as follows:

1. Push the button "+ ADD" in the EnOcean-Explorer.

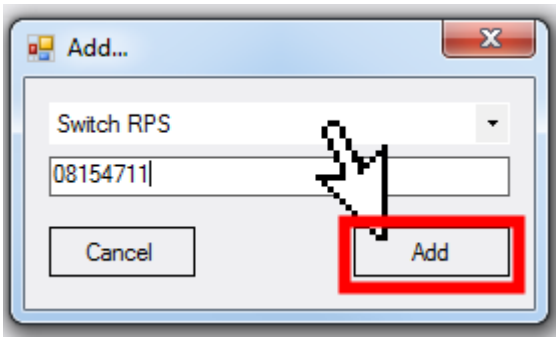


2. In the following dialogue, you can select the kind of sensor / switch you would like to add:





3. In the field "HEX_address", you have to enter the EnOcean-ID. Finally push the button "Add".



4. Now you should see the added switch as "Available" in the EnOcean-Explorer. You can continue to assign functions to this switch as described in the chapters before.

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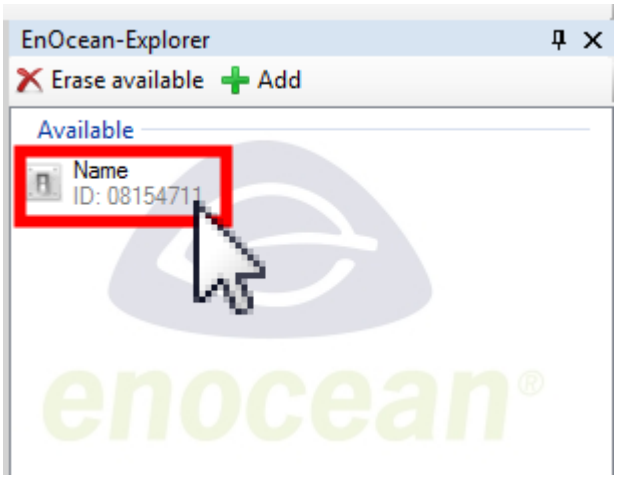

5. Actually, the following types can be added in this way offline:

• Light switches and push buttons, RPS
• Motion detectors, EEP: A5-07-01. i.e. part number 11191 Wall mounted motion detector EnOcean Solar 868 MHz
• Motion detectors, EEP: A5-07-02 and A5-07-03
• Brightness sensor, EEP: A5-06-01: 0..30.000 Lux, i.e. part number 11540, Brightness sensor EnOcean, 0..30.000 Lux
• Brightness sensor, EEP: A5-06-02: 0..1.000 Lux, i.e. part number 11511, Brightness sensor EnOcean, 0..1.000 Lux
• Brightness sensor, EEP: A5-08-01: 0..2.000 Lux, i.e. part number 11284, Brightness sensor EnOcean, 0..2.000 Lux

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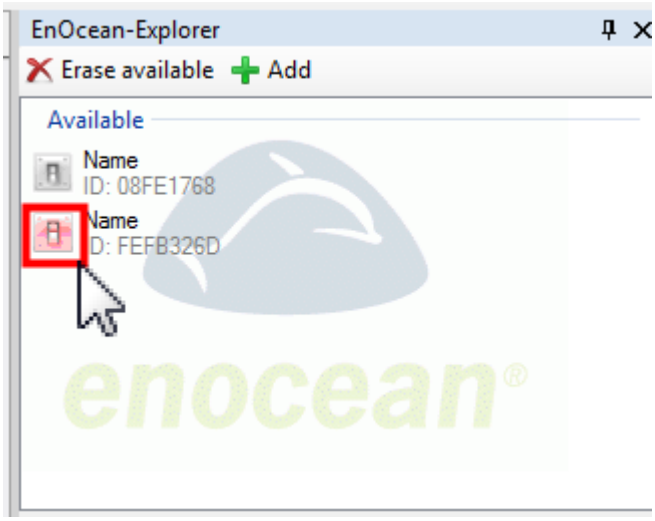
6.6. Received EnOcean messages / visualization and installation support

1. To support you during a project, the reception of a telegram from any available or projected switch or sensor is shown by highlighting the symbol in front of the name.
When a message is received, the symbol is highlighted in red for approx. 1 second.
In this way, it is possible to change or to add a function to any projected switch or sensor, even if you do not know the EnOcean ID.



2. In case of a light switch, it is also shown which button of this switch is actually pressed, since you will not be able to check when it is mounted.
Select the switch by a simple left mouse click in the EnOcean-Explorer. While you keep the button pressed, you can see in the field value which of the four buttons A0/A1/B0/B1 is actually pressed.

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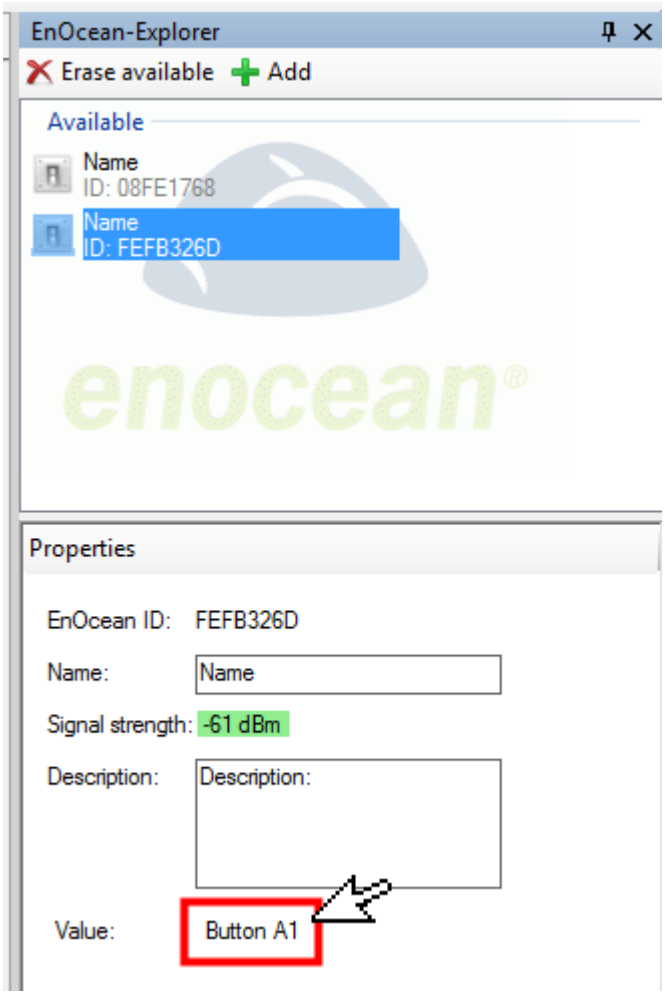
EnOcean-Explorer
Erase available
Add
Available
Name
ID: 08FE1768
Name
ID: FEFB326D
Properties
EnOcean ID:
FEFB326D
Name:
Name
Signal strength:
-61 dBm
Description:
Description:
Value:
Button A1

7. Time triggered functions with timers

Each light controller provides 16 independent timers/count downs, with a time value of up to 23:30 hours.
These timers can be started and stopped by switch or sensor events.
If a timer expires, an action can be assigned to this event, for example invoke a scene.

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7.1. Possible functions for timer events

When a timer expires the following actions can be assigned:

Trigger	Function	Description	Target/Ballasts
Timeout	ON	**ON** When timer n expires, target / ballasts will be switched ON. As the argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	OFF	**OFF** When timer n expires, target / ballasts will be switched OFF As the argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	Level	**Level** When timer n expires, target / ballasts will be switched to the selected Level with the fade time that has been used for the last command.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

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Trigger	Function	Description	Target/Ballasts
Timeout	Go to scene n = 0..15	**Goto scene** When timer n expires, a scene n will be invoked. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 .. 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	Start timer n n = 1..16	**Start timer** When timer n expires, another timer m can be started. Value T for timer m can be selected in a drop down list in a range between 1 second and 23:30 hours.	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
Timeout	Stop timer n n = 1..16	**Stop timer** When timer n expires, timer m will be stopped.	Timer 1 .. Timer 16

Trigger	Function	Description	Target/Ballasts
Timeout	Start/enable motion detector n, n = 1..16	**Start motion detector** When the timer expires, projected motion detector n will be started/enabled.	projected motion detector

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Trigger	Function	Description	Target/Ballasts
Timeout	Stop/disable motion detector n, n = 1..16	**Stop motion detector** When the timer expires, projected motion detector n will be stopped/disabled.	projected motion detector

Trigger	Function	Description	Target/Ballasts
Timeout	Start/enable brightness sensor	**Start brightness sensor** When the timer expires, projected brightness sensor n will be started/enabled.	projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Timeout	Stop/disable brightness sensor	**Stop brightness sensor** When the timer expires, projected brightness sensor n will be stopped/disabled.	projected brightness sensor

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7.2. Timer 16 (Autostart)

Many light controls have the issue that after power on, DALI ballasts will switch on according to the stored parameter POWER ON LEVEL.
Timer 16 has an autostart feature, and the timeout event of this timer will take place within a second after a power o.
So it is easy to invoke for example a scene, or to set dedicated DIM values for each ballast.

8. Annex

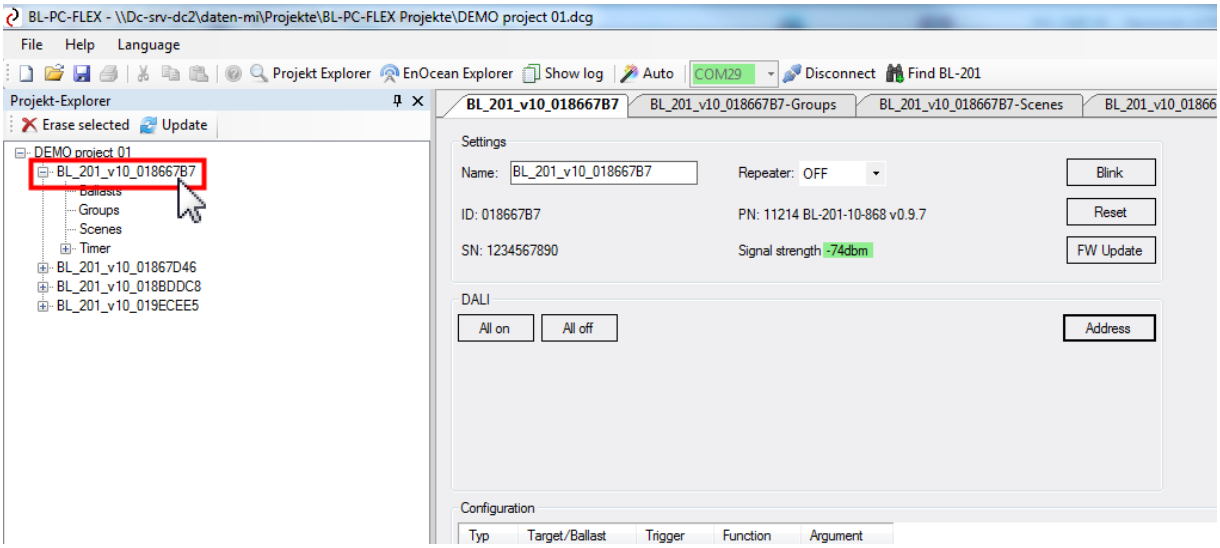
Following you will find useful information related to DALI, EnOcean and the light controllers.

8.1. Firmware update

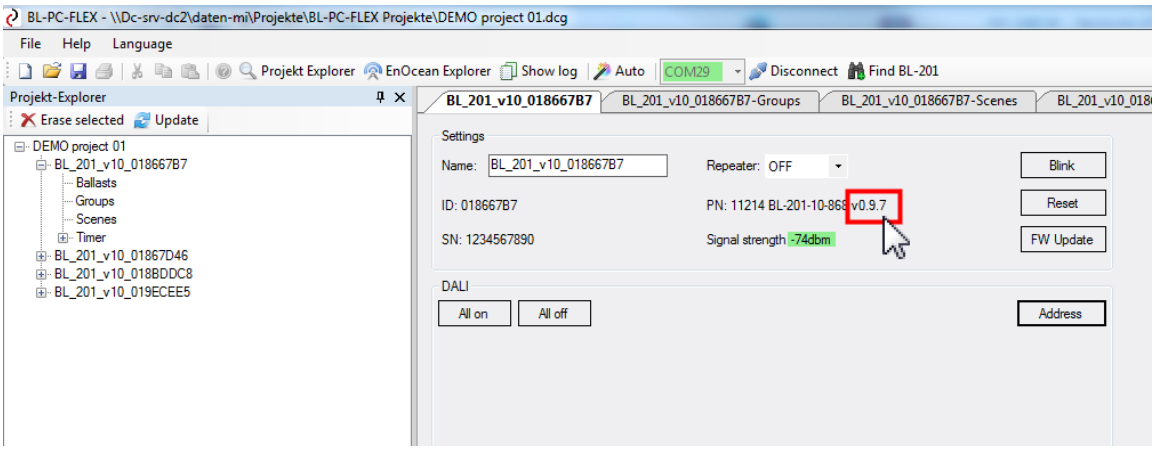
If we add functionality to the light controller in a newer version, it might be necessary to update the firmware of the light controller. You can proceed as follows:

1. Save the firmware "<FW-Version>.bin" locally on your PC. You can download a new version from the Internet or you will receive it by E-Mail.

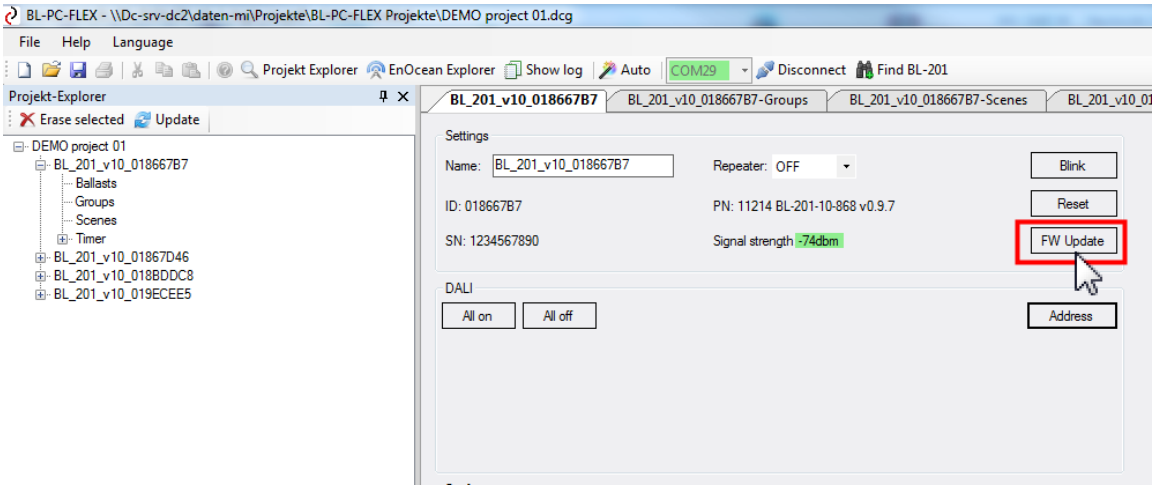
2. In the Project-Explorer, select the controller you would like to update.



2. In the Tab "<controller name>" you see the firmware version at the end of the string beginning with "PN:", for example "0.9.7".

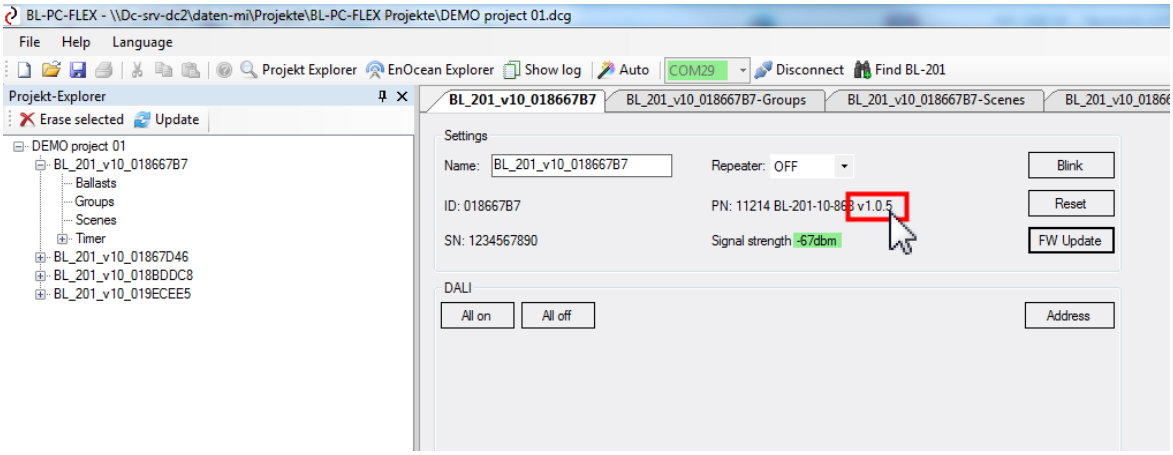


3. Push the button "FW Update" with a single left mouse click.

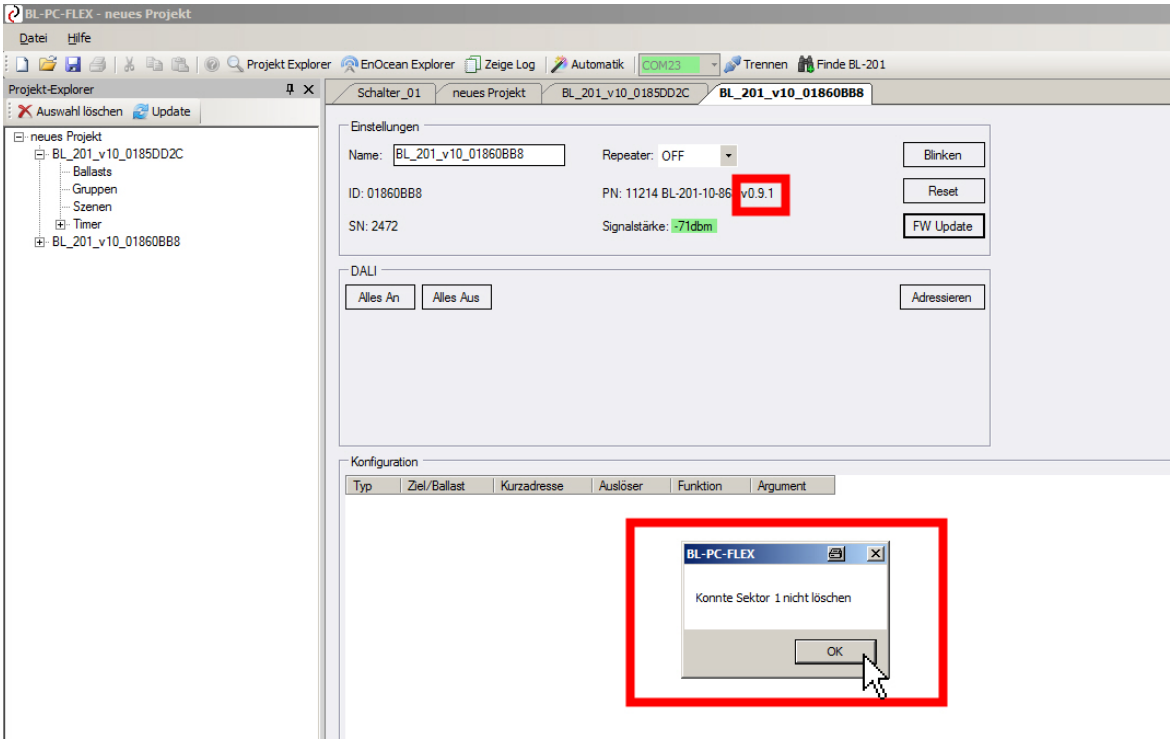


4. In the next dialogue, select the firmware file with a double mouse click, or the button "Open".

5. Firmware update will start. It will take several minutes until the update will be done. At the end, the controller will restart automatically and configuration will be read again.
In the Tab "<controller name>" you should see now the new version as part of the string "PN: ..." .



6. **Remark**: Controller with firmware version **equal or below v 0.9.1** do not support firmware update. Please contact our support team in this case.



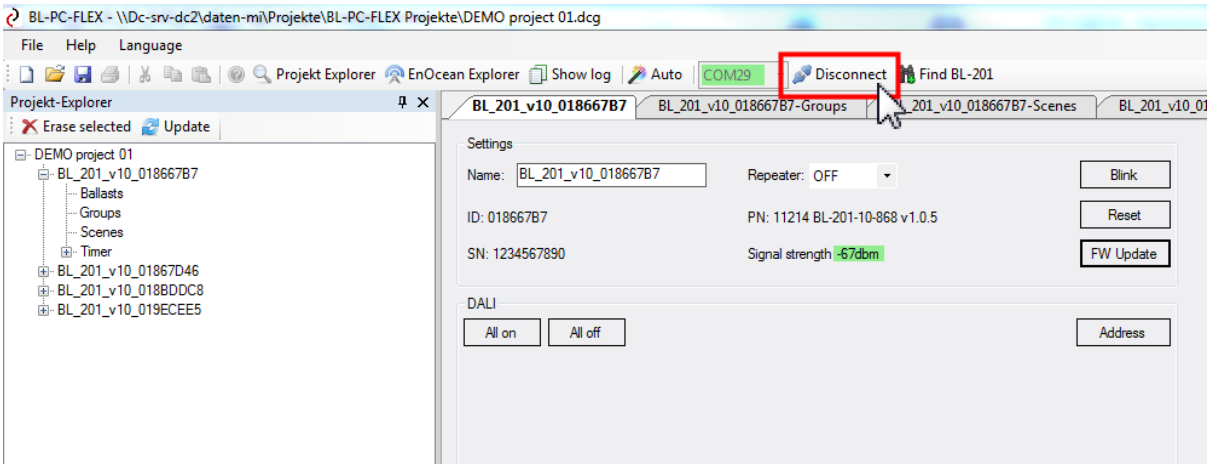
You will find the last released version of the firmware on our homepage, see

http://www.deuta-controls.net/home-2/service/downloads/

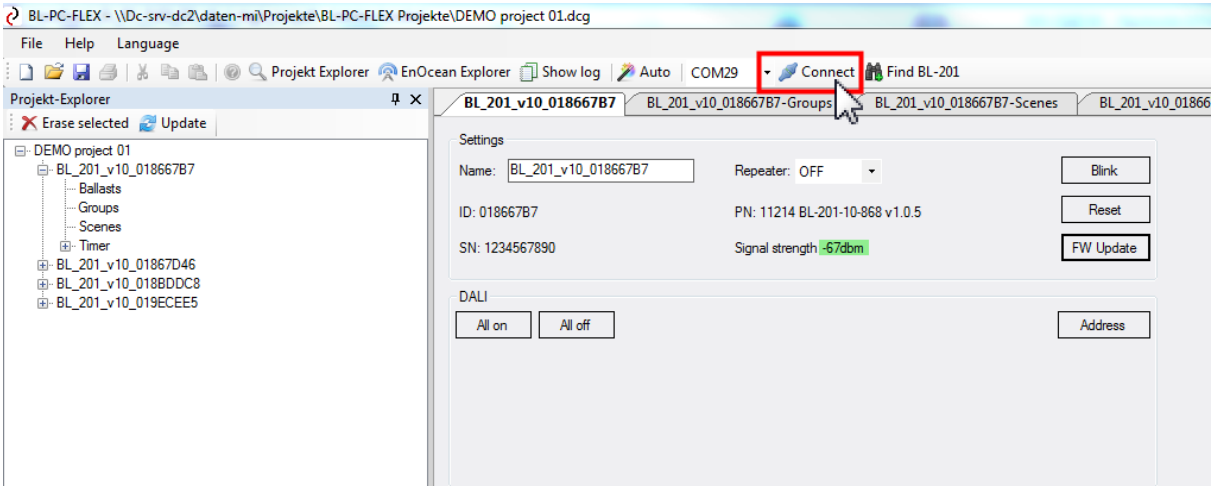
8.2. Disconnect EnOcean USB stick temporarily

It might me useful to disconnect the EnOcean USB-stick for a while, if you are using other EnOcean tools at the same time on the same PC.
If you do not want to close the software BL-PC-FLEX for this reason, you can disconnect and reconnect the USB-Stick temporarily.
Proceed as follows:

1. Push the button "Disconnect" with a single left mouse click to disconnect the EnOcean USB-Stick.



2. If you would like to continue to work with the software BL-PC-FLEX , close the other EnOcean tool to release the EnOcean USB stick.
Then push the button "Connect" with a simple mouse click left.



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8.3. Technical features DALI

A DALI master/controller has always the following properties:

Maximum number of DALI ballasts connected to a DALI master (depending on controller HW)	64
Maximum number of DALI groups	16
Maximum number of DALI scenes	16
typical DALI voltage level (not SELV)	16 V
Maximum cable length	300 m @ 1,5 mm^2
Data rate	1200 bit/s

There are different light controllers from DEUTA Controls GmbH.
Depending on the controller, the number of maximum supported DALI ballasts without an additional DALI power supply varies:

Part number	Article name	max. number of DALI ballasts without external DALI power supply	with additional DALI power supply
11042	BL-201-00-868 UP BROADCAST	17	64
10945	BL-201-01-868 UP 2xGRP	17	64
11064	BL-201-02-868 UP RGB	17	64
10985	BL-201-00-868 UP RGBW	17	64
11214	BL-201-10-868 UP FLEX	17	64
11103	BL-201-09-868 AP BROADCAST	17	64
11237	BL-201-13-868 AP FLEX	17	64
11205	BL-201-05-868 ERCO 3xGRP 1xSCENE	17	64
11236	BL-201-12-868 ERCO FLEX	17	64
11329	BL-202-10-868 EVG FLEX	15	64

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8.4. Parameter stored in a DALI ballast

There are different locations in a DALI system where parameters are stored.
Some of them are stored directly in each DALI ballast, for example a power supply with DALI interface.
These parameters are nit stored in the light controller.

DALI parameters in DALI ballast	Description
Maximum Level	Maximum brightness value, which can not be exceeded by dimming
Minimum Level	Minimum brightness value, which can not be fallen below by dimming
Power On Level	Brightness value at DALI ballast power up
Failure Level	Brightness value in case of a DALI bus failure
Fade Time	Fading time from actual to new brightness value
Group register	Register where the 16 group assignments are stored
Scene register	Register where the 16 brightness values of the 16 scenes are stored
Actual Level	Actual brightness value

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