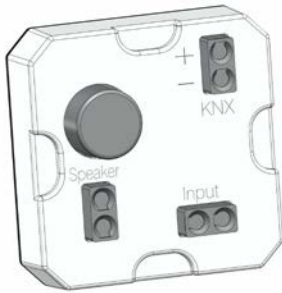


## General description:



The device fits for the particular use of the following tasks:

To play a programmed melody over an external loudspeaker.

The chime interface have 12 pre-defined melodies. They can be tested at the homepage:

<https://www.hugo-mueller.de/en/products/connect-knx/knx-tp-products/audio-interfaces/chime-interface-as-26x1-knx/#downloads>

## Application program

### **Manufacturer:**

Hugo Müller GmbH & Co KG  
Karlstraße 90  
D-78054 VS-Schwenningen, Germany

### **Application program name:**

[AS 26.01 knx] chime interface

### **Installation:**

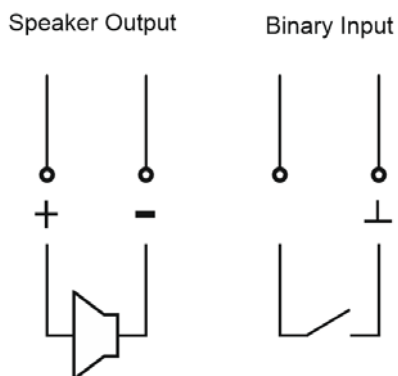
Add the device to your device list and open a new project. You can download the ETS database on our webpage:

<http://www.hugo-mueller.de/en/downloads/knx-product-database/>

## Technical Specifications

<b>Supply voltage</b>	via KNX bus voltage
<b>Bus current</b>	< 12 mA without output signal < 20 mA with output signal
<b>Bus system</b>	KNX
<b>Input</b>	1 binary input
<b>Output</b>	1 speaker output
<b>Volume level</b>	11 volume steps
<b>Speaker output</b>	max. 0,45 W
<b>Impedence ext. speaker</b>	8 Ohm
<b>Melodies</b>	12 preset tones
<b>Application software</b>	ETS5 or higher
<b>Permitted ambient temperature</b>	-10...+45 °C
<b>Housing</b>	self-extinguishing thermoplastic
<b>Dimensions AS26.01knx</b>	38 x 38 x 15 mm
<b>Dimensions loudspeaker</b>	∅ 60 mm incl. mounting ring
<b>Housing color</b>	studio white (similar to RAL 9016) specific colors on request
<b>Mounting</b>	flush-mounting
<b>Type of connection</b>	push-in connector
<b>Type of protection</b>	IP20 according to DIN EN 60529
<b>Class of protection</b>	III when installed according to regulations

## Anschlussbild



## Parameter overview

Parameter		Description
<b>Global settings</b>		Send in operation, mute function, Global blocking object, Day- / Night operation, Behavior at bus recovery
<b>Activation objects</b>	Settings	Activation, Number of activation objects
	Activation object A: [xyz]	Description, Activate condition, Tone selection, Volume, Number of cycles, Blocking object
<b>Scenes</b>	Settings	Activation, Number of activation objects
	Scene: [xyz]	Description, Scene number, Tone selection, Volume, Number of cycles
<b>External input</b>		Description, Limit number of telegrams, Function

## Parameter description

### Global settings

#### Send in operation:

Sends the status of the device via object 2: „Send in operation”  
It can be triggered via object 3: ”request status”

Send in operation	send '1'
Cycle time in operation	disabled

#### Mute function:

With the object 4: “mute function” it’s possible to mute the chime for a selected period. If the device is still active after that time, the sound will be continued.

Mute function	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
Duration [s]	1

#### Global blocking object:

With the object 5: “global blocking object” the complete device can be blocked. The chime can only sound after deactivate that blocking object.

Global blocking object	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
------------------------	---

#### Day- / Night operation:

With the object 6: “Day-/Night operation” a day or night operation can be simulated. You can select an increase or decrease of the global volume. That setting affects all activation types! You need to select the increase/decrease step of the volume.

Note: At a maximum decrease of the volume there is still a minimum tone hearable. For example: If the volume is set on “5” and the night decrease is “6” then the value is on “min”.

For a stop of the sound output you need to deactivate the activation object or mute it for a certain time.

Day-/ Night operation	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
Operation condition	<input checked="" type="radio"/> day = '1' / night = '0' <input type="radio"/> day = '0' / night = '1'
In night operation	
Volume behaviour	<input checked="" type="radio"/> reduce <input type="radio"/> increase
Reduce	1

**Behavior at bus recovery:**

At the day / night operation you can read the status of that operation.

It's possible to activate the device directly after bus recovery, e.g. to show a bus disconnection. It's necessary to parametrize an activation object for that and select it.

Behaviour at bus recovery

Day-/Night operation request  disabled  enabled

Activate device  disabled  enabled

For the automatic activation function at bus recovery an activation object need to be selected!

Select activation object

Activation objects

Settings

**Activation objects:**

Here the activation objects are selected and the number is set. There is a maximum of 10 objects.

The priority looks like that:

A > B > C > D > E > F > G > H > I > J

Example:

- Object B is active
- Now object A is activated
- Object B stops and object A starts
- To start the object B, the object A needs to be stopped and object A activated again.

Activation objects  disabled  enabled

Number of activation objects

Activation object A: *[description]*

**Description:**

You can write a description/name for the activation object. That will also be taken for the communication objects and in the parameter overview.

Description

9 Volume activation object A: Door bell

**Activation object A: Door bell**

**Activate condition:**

The object can be activated with a "0" or a "1" (default)

Activate condition  active by '0'  active by '1'

**Tone selection:**

There are 12 pre-defined tones selectable. You can test them on our homepage:

<https://www.hugo-mueller.de/produkte/vernetzen-knx/knx-tp-produkte/audio-schnittstellen/gong-schnittstelle-as-26x1-knx/#downloads>

Tone selection	tone 1 (alarm 1) ▼
----------------	--------------------

**Volume:**

The volume can be adjusted in 11 steps. At the step „min“ there is still a minimum sound hearable.

Min 1 2 3 4 5 6 7 8 9 Max

Volume	Max ▼
--------	-------

**Permanent activation & number of cycles:**

A permanent activation can be selected. Then it's only possible to stop it with a deactivation of the object or start a higher prioritized object.

If a permanent activation is not needed then a number of cycles need to be selected.

Permanent activation	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
Number of cycles (1...100)	1 ▲▼

**Blocking object:**

You can activate a communication object for blocking that activation object.

Blocking object	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
-----------------	---

**Volume changeable via object:**

A communication object can change the volume if that function is active.

Note:

That object is set in %. The value will be rounded up or down. e.g.

4% -> Min. Step / 5% -> 1. Step / 14% -> 1. Step / 16% -> 2. Step / 95% -> Max.

Volume adjustable by object	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
-----------------------------	---

## Scenes

### Settings

#### Scene activation:

Here you select the activation via scenes and set the needed amount of scenes. It's possible to choose up until 16 scenes.

Note: The activation objects have a higher priority than the scenes!

Scene activation	<input type="radio"/> disabled <input checked="" type="radio"/> enabled
Number of scenes	16

#### Scene A: *[description]*

#### Description:

You can write a description/name for the scene.

Description	Door bell
-------------	-----------

#### Scene number:

A scene number need to be selected.

Note: In case of duplicated scene numbers, only the first one will be activated!

Scene number	1
--------------	---

#### Tone selection:

There are 12 pre-defined tones selectable. You can test them on our homepage:

<https://www.hugo-mueller.de/produkte/vernetzen-knx/knx-tp-produkte/audio-schnittstellen/gong-schnittstelle-as-26x1-knx/#downloads>

Tone selection	tone 1 (alarm 1)
----------------	------------------

#### Volume:

The volume can be adjusted in 11 steps. At the step „min“ there is still a minimum sound hearable.

Min 1 2 3 4 5 6 7 8 9 Max

Volume	Max
--------	-----

**Permanent activation & number of cycles:**

You can set a permanent activation of the device. Die tone can only be deactivated with the start of a second scene and the function “Stop permanent device activation”. If a permanent activation is not needed then a number of cycles need to be selected.

Stop permanent device activation	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
Permanent activation	<input checked="" type="radio"/> disabled <input type="radio"/> enabled
Number of cycles (1...100)	<input type="text" value="1"/>

External input

**Description:**

You can write a description/name for the scene.

Description	<input type="text" value="Pushbutton"/>
-------------	---

**Limit number of telegrams:**

To limit the data transfer on the bus the telegrams can be limited.

Limit number of telegrams	<input type="radio"/> inactive <input checked="" type="radio"/> active
Maximum number of sent telegrams	<input type="text" value="20"/>
Maximum number of sent telegrams per	<input type="text" value="1 second"/>

**Function:**

The binary input can be activated here.

Function	<input type="radio"/> inactive <input checked="" type="radio"/> Binary Input
----------	--

**Binary Input:**

Set the function of the binary input and do the settings for it.

Switching/alarm	▼
Switching/alarm	✓
Dimming	
Blind	
Value	
Scene	
Switching sequences	
Multiple operation	
Pulse counter	



## Communication objects

Object number	Object name	Object function	Object size	Flag* C - R - W - T - U	Data Type
2	Send in operation	Output	1 bit	--CT--	DPT-1
3	Request status	Input	1 bit	-WC---	DPT-1
4	Mute function	Input	1 bit	-WC---	DPT-1
5	Global blocking object	Input	1 bit	-WC---	DPT-1
6	Day-/night operation	Input	1 bit	-WC---	DPT-1
7	Activation object A:	Input	1 bit	-WC---	DPT-1
8	Blocking object activation object A:	Input	1 bit	-WC---	DPT-1
9	Volume activation object A:	Input	1 Byte	-WC---	DPT-5
10	Activation object B:	Input	1 bit	-WC---	DPT-1
11	Blocking object activation object B:	Input	1 bit	-WC---	DPT-1
12	Volume activation object B:	Input	1 Byte	-WC---	DPT-5
13	Activation object C:	Input	1 bit	-WC---	DPT-1
14	Blocking object activation object C:	Input	1 bit	-WC---	DPT-1
15	Volume activation object C:	Input	1 Byte	-WC---	DPT-5
16	Activation object D:	Input	1 bit	-WC---	DPT-1
17	Blocking object activation object D:	Input	1 bit	-WC---	DPT-1
18	Volume activation object D:	Input	1 Byte	-WC---	DPT-5
19	Activation object E:	Input	1 bit	-WC---	DPT-1
20	Blocking object activation object E:	Input	1 bit	-WC---	DPT-1
21	Volume activation object E:	Input	1 Byte	-WC---	DPT-5
22	Activation object F:	Input	1 bit	-WC---	DPT-1
23	Blocking object activation object F:	Input	1 bit	-WC---	DPT-1
24	Volume activation object F:	Input	1 Byte	-WC---	DPT-5
25	Activation object G:	Input	1 bit	-WC---	DPT-1
26	Blocking object activation object G:	Input	1 bit	-WC---	DPT-1
27	Volume activation object G:	Input	1 Byte	-WC---	DPT-5
28	Activation object H:	Input	1 bit	-WC---	DPT-1

29	Blocking object activation object H:	Input	1 bit	-WC---	DPT-1
30	Volume activation object H:	Input	1 Byte	-WC---	DPT-5
31	Activation object I:	Input	1 bit	-WC---	DPT-1
32	Blocking object activation object I:	Input	1 bit	-WC---	DPT-1
33	Volume activation object I:	Input	1 Byte	-WC---	DPT-5
34	Activation object J:	Input	1 bit	-WC---	DPT-1
35	Blocking object activation object J:	Input	1 bit	-WC---	DPT-1
36	Volume activation object J:	Input	1 Byte	-WC---	DPT-5
37	Scene chime interface	Input	1 Byte	-WC---	DPT-17
80	E1 switching contact:	Output	1 bit	-WCT--	DPT-1
80	E1 alarm sensor :	Output	1 bit	-WCT--	DPT-1
82	E1 start event 0/1:	Input	1 bit	-WC---	DPT-1
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 switching:	Output	1 bit	-WCT--	DPT-1
81	E1 dimming:	Output	4 bit	--CT--	DPT-3
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 blind UP/DOWN:	Output	1 bit	-WCT--	DPT-1
81	E1 STOP/slat adjustment:	Output	1 bit	--CT--	DPT-1
82	E1 top end position:	Input	1 bit	-WC---	DPT-1
83	E1 bottom end position:	Input	1 bit	-WC---	DPT-1
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 1-byte value (0 to 255) (event 0):	Output	1 Byte	--CT--	DPT-5
80	E1 switch (event 0):	Output	1 bit	--CT--	DPT-1
80	E1 priority (event 0):	Output	2 bit	--CT--	DPT-2
80	E1 1-byte value (-128 to 127) (event 0):	Output	1 Byte	--CT--	DPT-6
80	E1 scene (event 0):	Output	1 Byte	--CT--	DPT-18
80	E1 2-byte value (-32,768 to 32,767) (event 0):	Output	2 Byte	--CT--	DPT-8
80	E1 2-byte value (0 to 65,535) (event 0):	Output	2 Byte	--CT--	DPT-7
80	E1 2-byte floating point (event 0):	Output	2 Byte	--CT--	DPT-9

80	E1 4-byte value (-2,147,483,648 to 2,147,483,647) (event 0):	Output	4 Byte	--CT--	DPT-13
80	E1 4-byte value (0 to 4294967295) (event 0):	Output	4 Byte	--CT--	DPT-12
81	E1 switch (event 1):	Output	1 bit	--CT--	DPT-1
81	E1 priority (event 1):	Output	2 bit	--CT--	DPT-2
81	E1 1-byte value (-128 to 127) (event 1):	Output	1 Byte	--CT--	DPT-6
81	E1 1-byte value (0 to 255) (event 1):	Output	1 Byte	--CT--	DPT-5
81	E1 scene (event 1):	Output	1 Byte	--CT--	DPT-18
81	E1 2-byte value (-32,768 to 32,767) (event 1):	Output	2 Byte	--CT--	DPT-8
81	E1 2-byte value (0 to 65,535) (event 1):	Output	2 Byte	--CT--	DPT-7
81	E1 2-byte floating point (event 1):	Output	2 Byte	--CT--	DPT-9
81	E1 4-byte value (-2,147,483,648 to 2,147,483,647) (event 1):	Output	4 Byte	--CT--	DPT-13
81	E1 4-byte value (0 to 4294967295) (event 1):	Output	4 Byte	--CT--	DPT-12
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 scene:	Output	1 Byte	-WCTU-	DPT-18
82	E1 scene storage display:	Output	1 bit	--CT--	DPT-1
84	E1 save scene:	Input	1 bit	-WC---	DPT-1
84	E1 scene enable save:	Input	1 bit	-WC---	DPT-1
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 switching step 1:	Output	1 bit	-WCT--	DPT-1
81	E1 switching step 2:	Output	1 bit	-WCT--	DPT-1
82	E1 switching step 3:	Output	1 bit	-WCT--	DPT-1
83	E1 switching step 4:	Output	1 bit	-WCT--	DPT-1
84	E1 switching step 5:	Output	1 bit	-WCT--	DPT-1
85	E1 switch step UP/DOWN:	Input	1 bit	-WC---	DPT-1
86	E1 actuating number:	Input	1 Byte	-WCTU-	DPT-5
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 switching 1 actuation:	Output	1 bit	-WCT--	DPT-1
81	E1 switching 2 actuations:	Output	1 bit	-WCT--	DPT-1
82	E1 switching 3 actuations:	Output	1 bit	-WCT--	DPT-1

83	E1 switching 4 actuations:	Output	1 bit	-WCT--	DPT-1
84	E1 switching, long actuation:	Output	1 bit	-WCT--	DPT-1
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1
80	E1 HZ: Counter reading 4-byte value:	Output	4 Byte	--CT--	DPT-13
82	E1 HZ: Request counter reading:	Input	1 bit	-WC---	DPT-1
83	E1 HZ: Limit value exceeded:	Output	1 bit	--CT--	DPT-1
80	E1 HZ: Counter reading 1-byte value:	Output	1 Byte	--CT--	DPT-6
80	E1 HZ: Counter reading 1-byte value:	Output	1 Byte	--CT--	DPT-5
80	E1 HZ: Counter reading 2-byte value:	Output	2 Byte	--CT--	DPT-8
80	E1 HZ: Counter reading 2-byte value:	Output	2 Byte	--CT--	DPT-7
81	E1 ZZ: Counter reading 4-byte value:	Output	4 Byte	--CT--	DPT-13
85	E1 ZZ: Limit value exceeded:	Output	1 bit	--CT--	DPT-1
86	E1 ZZ: Request counter reading:	Input	1 bit	-WC---	DPT-1
87	E1 ZZ: Reverse direction:	Input	1 bit	-WC---	DPT-1
88	E1 ZZ: Reset:	Input	1 bit	-WC---	DPT-1
89	E1 ZZ: Stop:	Input	1 bit	-WC---	DPT-1
81	E1 ZZ: Counter reading 1-byte value:	Output	1 Byte	--CT--	DPT-6
81	E1 ZZ: Counter reading 1-byte value:	Output	1 Byte	--CT--	DPT-5
81	E1 ZZ: Counter reading 2-byte value:	Output	2 Byte	--CT--	DPT-8
81	E1 ZZ: Counter reading 2-byte value:	Output	2 Byte	--CT--	DPT-7
98	E1 blocking object:	Input	1 bit	-WC---	DPT-1

*Flag	Name	Bedeutung
C	Communication	Object can communicate
R	Read	Object status can be requested (ETS, display etc.)
W	Write	Object can receive information
T	Transmit	Object can send information
U	Update	Object can request a value from another bus participant. The answer is interpreted as write command and updates the value of the communication object. This is typically used to request external sensor data after a bus voltage recovery.