

SpaceLogic C-Bus eDLT Wall Plate (Solis C / Saturn / Saturn Zen)

User Guide

Information about features and functionality of the device.

09/2026



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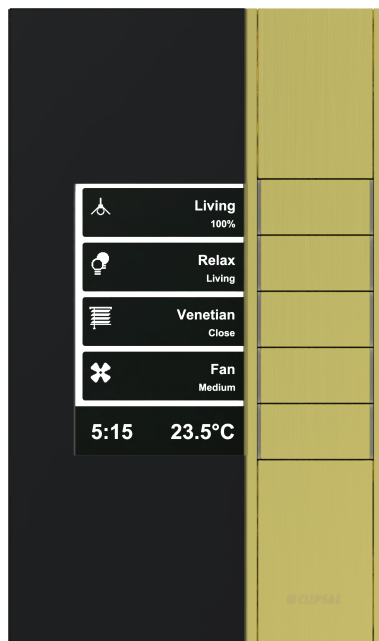
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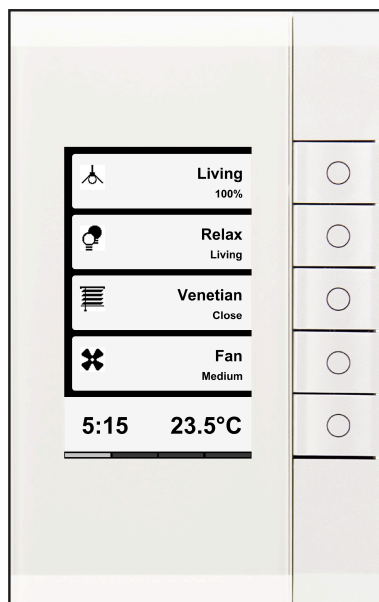
Commercial References

Solis C Series



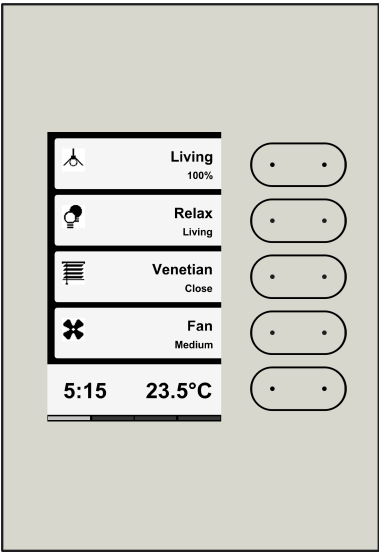
5015EDLPT
5015EDLEA
5015EDLBB
5015EDLWA

Saturn Series



5085EDLW-PW
5085EDLB-PW
5085EDLW-OM
5085EDLB-OM
5085EDLW-EB
5085EDLB-EB
5085EDLW-HB
5085EDLB-HB
5085EDLW-SS
5085EDLB-SS

Saturn Zen Series



R5045EDLW-ZW
R5045EDLB-ZB

Safety Information

Important Information

Read these instructions carefully and observe the equipment to become familiar with the device before trying to install, operate, service, or maintain it. The following special messages may appear throughout this manual or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.



The addition of a symbol to either a “Danger” or “Warning” safety label indicates that an electrical hazard exists which will result in personal injury if the instructions are not followed.



This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that accompany this symbol to avoid possible injury or death.

DANGER

DANGER indicates a hazardous situation which, if not avoided, **will result in** death or serious injury.

Failure to follow these instructions will result in death or serious injury.

WARNING

WARNING indicates a hazardous situation which, if not avoided, **could result in** death or serious injury.

CAUTION

CAUTION indicates a hazardous situation which, if not avoided, **could result in** minor or moderate injury.

NOTICE

NOTICE is used to address practices not related to physical injury.

Note

Electrical equipment must be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

A qualified person is one who has skills and knowledge related to the construction, installation, and operation of electrical equipment and has received safety training to recognize and avoid the hazards involved.

Safety Precautions

DANGER

HAZARD OF ELECTRIC SHOCK, EXPLOSION, OR ARC FLASH

- This product must be installed and serviced by appropriately qualified and/or licensed professional in accordance with the local wiring rules.
- Isolate the electrical supply before doing any work on the product.
- Ensure that the product has been correctly installed and tested for safe operation before reconnecting the electrical supply.
- Do not use this product for any purpose other than specified in this instruction.
- Pay attention to the specifications and wiring diagrams related to the installation.
- Do not connect the wall plates to mains voltage, the wall plates are only to be connected to the C-Bus network. Isolate the electrical supply before doing any work on the product.
- Do not attempt to open the product casing or perform any action on the internal components of the product.

Failure to follow these instructions will result in death or serious injury.

WARNING

INCORRECT C-BUS CABLE CONNECTION

The C-Bus network cabling is classified as Separated Extra-Low Voltage (SELV) wiring. To maintain this requirement, the approved C-Bus cable must be used.

- Ensure that adequate separation and/or segregation of the C-Bus cable from other wiring (for example Low Voltage wiring) is maintained throughout the entire installation.
- Ensure the C-Bus network cable is installed in accordance with the SELV wiring rules and regulations of the jurisdiction.

Failure to follow these instructions can result in death, serious injury, or equipment damage.

NOTICE

INCORRECT C-BUS INSTALLATION LOCATION

It is important to select the right location to install the C-Bus eDLT. Some considerations are listed below.

- For indoor use only.
- Use a location free of water, humidity, direct sunlight, and heavy dust.
- Make sure there is adequate ventilation, and the internal temperature rise is limited.
- Mount the units in a vertical (portrait) orientation only, with the buttons positioned on the right side.
- Do not cover the unit.
- Provide easy access to the unit for switching lights and selecting scenes.

Failure to follow these instructions can result in equipment damage.

Megger Testing

NOTICE

MEGGER TESTING

Megger testing is never to be performed on any cable while connected to the product as it could degrade the performance of the product and/or the network.

Failure to follow these instructions can result in equipment damage.

Cybersecurity

At Schneider Electric, we believe that cybersecurity is an essential prerequisite. We are committed to providing reliable, stable, and secure products to minimize potential network risks and protect the safety of customers, property, and the environment.

Cybersecurity aims to prevent your system, communication networks, and devices from possible attacks, data tampering, or confidential information leakage.

In addition to the direct instructions in this document, observe and follow Schneider Electric's security recommendations. For details and assistance in protecting your installation, you can also contact your local Schneider Electric Industrial Cybersecurity Services organization or visit Cybersecurity Services on the Schneider Electric website.

Cybersecurity Services on the Schneider Electric Website:

Recommended Cybersecurity Best Practices

Proven cybersecurity procedures

Cyber security service

From conception to maintenance: certified experts advise and guide you through a holistic cybersecurity program.

Cybersecurity support portal

Security notifications, reporting a vulnerability, reporting an incident

Secure disposal

If a device needs to be disposed of, perform a factory reset so that all data, project data and programming is deleted from the device.

Make sure that it is secure to prevent its redeployment into your operational system or unauthorized use.

Cybersecurity vulnerabilities/incidents

You can review the Vulnerability Management Policies on Schneider Electric's Cybersecurity Vulnerabilities Portal (<https://www.se.com/ww/en/work/support/cybersecurity/vulnerability-policy.jsp>) or report potential cybersecurity vulnerabilities or incidents.

General Cybersecurity Information

In recent years, the growing number of networked machines and production plants has seen a corresponding increase in the potential for cyber threats, such as unauthorized access, data breaches, and operational disruptions. You must, therefore, consider all possible cybersecurity measures to help protect assets and systems against such threats.

To help keep your Schneider Electric products secure and protected, it is in your best interest to implement the cybersecurity best practices as described in the [Cybersecurity Best Practices](#) document.

Schneider Electric provides additional information and assistance:

- [Subscribe to the Schneider Electric security newsletter.](#)
- [Visit the Cybersecurity Support Portal web page to:](#)
 - [Find Security Notifications.](#)
 - [Report vulnerabilities and incidents.](#)
- [Visit the Schneider Electric Cybersecurity and Data Protection Posture web page to:](#)
 - [Access the cybersecurity posture.](#)
 - [Learn more about cybersecurity in the cybersecurity academy.](#)
 - [Explore the cybersecurity services from Schneider Electric.](#)

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This documentation contains general descriptions and/or technical characteristics of the products contained herein. It is not intended to determine whether these products are suitable for specific applications or to determine their reliability. In order to determine whether the products are fit for any particular application or use, users or integrators must conduct the appropriate risk analysis, evaluation, and testing. Any misuse of the information contained herein will not be the responsibility or liability of Schneider Electric or any of its affiliates. If you have suggestions for improvements or amendments or have found errors in this publication, please notify us.

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The product must be installed and used in accordance with all applicable state, regional, and local safety regulations. In order to ensure safety and compliance with documented system data, only the manufacturer should perform component repairs.

Devices with technical safety requirements must follow the relevant instructions.

Failure to use Schneider Electric software or approved software with our hardware products may result in injury, harm, or improper operating results.

Failure to observe this information can result in injury or equipment damage.
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About the Device

The C-Bus eDLT wall plate is a sophisticated wall-mounted control interface used within a C-Bus automation system.

It provides convenient local control of functions such as lighting, dimming, blinds, shutters, fan speed and scenes from a single, easy-to-use device.

The integrated display shows customisable labels and system information, while the LED indicators provide clear status feedback indicating whether connected devices are on, off or active.

By combining multiple control functions into one elegant wall plate, the eDLT improves usability, reduces wall clutter and supports a more intuitive automation experience in homes, hotels and commercial buildings.

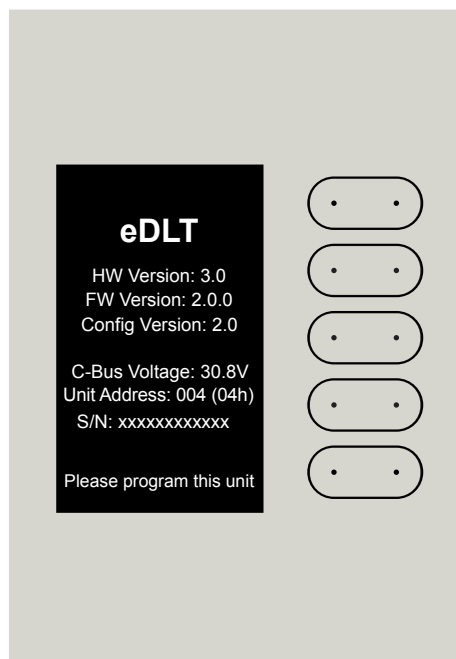
Version

This document describes firmware and software features in eDLT Firmware Version 2.0 or later (hereinafter referred to as v2.x).

Firmware v2.x is available as an update for Hardware v3 units only.

Hardware Versions

The Hardware Version information can be found on the Startup Page, which is displayed for approximately 30 seconds when the unit powers up. The Hardware Version can also be found in the **Unit Information** section of the Tools Page.



Hardware v3

eDLT units manufactured from approximately July-2021 onward are Hardware Version 3 (**HWv3**). Only HWv3 units can be updated to Firmware v2.x.

Hardware v1 and v2

Older Hardware Versions 1 or 2 (**HWv1** or **HWv2**) units cannot be updated to Firmware Version 2.x.

Firmware v2.x

Firmware v2.x is required for commissioning using the SpaceLogic C-Bus Commission Software. It also introduces many new features and expands upon existing functionality.

Firmware v1.8

Firmware v1.8 is recommended for units that cannot be updated to v2.x or have not yet been updated. Units running Firmware v1.8 are commissioned using C-Bus Toolkit.

Upgrading to Firmware v2.x

IMPORTANT – AVOID LOSS OF SETTINGS

Firmware v2.x is a major firmware update, and the unit configuration* will be reset as part of the update.

If upgrading units that have already been configured, ensure that you have a copy of the project configuration before performing the firmware update. The configuration stored in the project can be converted for use with v2.x by using the **Convert Unit** function in SpaceLogic C-Bus Commission.

* The Unit Address, Part Name and Project Name, and Dynamic Labels are preserved by the update process.

Installation

Installation Location

- For indoor use only.
- Allow adequate ventilation.
- Do not cover the unit.
- Locate the wall plates as close as possible to C-Bus power supplies to minimize any voltage drop.
- Avoid paint, stickers, or other decorations.



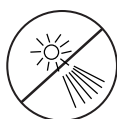
No Wet
Hands



No Spray
Cleaner



No
Coverage



No Direct
Sun



No Dust

Installing the Device

Refer to the installation instructions supplied with this product.

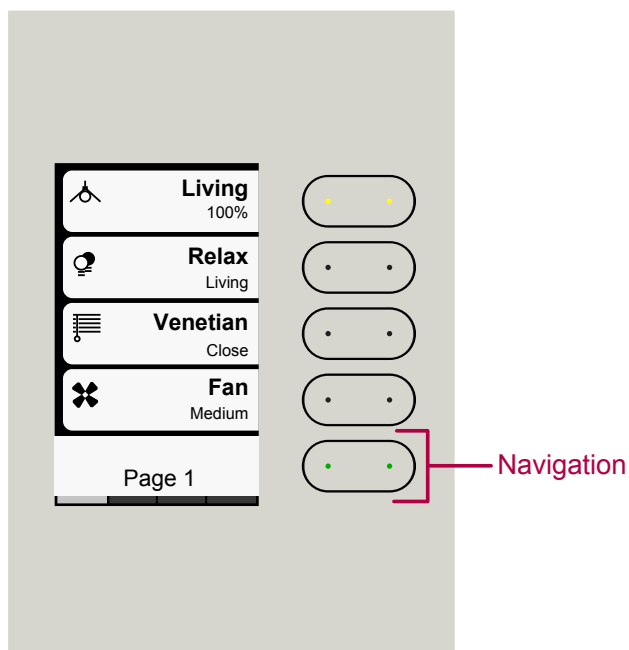
- Solis™ C (5015EDL)
- Saturn (5085EDL)
- Saturn Zen (R5045EDL)

Using the Device

The eDLT user interface has 5 dual action buttons. Each button is assigned a section of the LCD screen that displays helpful information about the button function and the status of the controlled device.

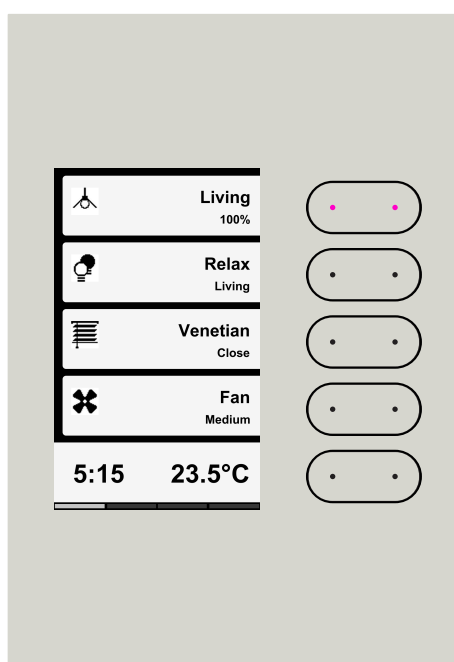
When more than 5 functions are required at a single location, the 5th key can be configured as a Navigation function. This allows users to switch between up to 4 pages, each providing access to 4 functions on the remaining keys. This configuration supports up to 16 functions from a single unit.

Multi-Page Configuration



Where there are 5 or less functions required to be controlled, all 5 keys can be assigned to control those devices directly.

Single Page Configuration



Dual Action Buttons

Each of the 5 buttons on the eDLT is a rocker-style button with 2 keys (left and right), and a multi colour LED indicator.

The button functions are defined as part of their associated **Widget** configuration. Typically, the right key performs On or Up type functions, and the left key performs the corresponding Off or Down type functions.

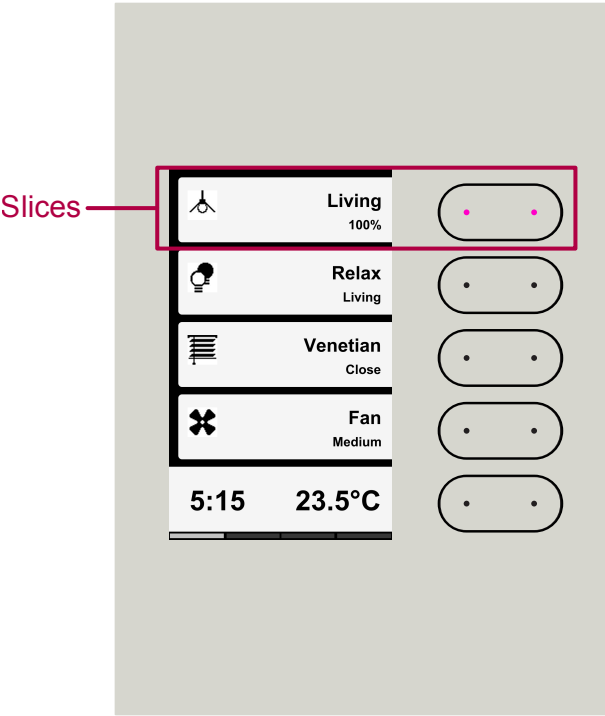
Most key functions support different actions for short and long presses. For example a dimmer key function typically performs On/Off functions with a short press, and Dim Up/Dim Down functions on a long press.

Some widgets offer simplified key functions where both keys perform the same action. This can be useful in public spaces or guest rooms where users may not be familiar with the dual-action buttons.

Display

Slices

Each of the 5 buttons has a corresponding **Slice** of the display allocated to it.



Colour

The display is a colour screen and operates in a monochrome (2 colour) mode. The text and background colours can be selected from a palette of eight colours.

Colour ID	Colour
0	● Off
1	○ White
2	● Red
3	● Green

Colour ID	Colour
4	 Blue
5	 Cyan
6	 Magenta
7	 Yellow

Widgets and Key Functions

The user interface is built using **Widgets**.

A widget defines the behaviour of the button keys, the indicator, and the appearance of the display slice corresponding to the button.

The different types of widgets are provided to make it easy to configure each button to perform different functions. For example, a Lighting widget is designed to control lighting, and has many different key functions available for dimming or switching a light, whereas a Fan Control widget has button functions specifically for controlling the speed of a fan connected to a C-Bus Sweep Fan Controller, and therefore does not require a key function to be selected.

The eDLT provides a pool of 32 fully configurable widgets. These widgets in the pool are configured as needed for all of the different control functions required in the specific unit.

Widgets from the pool, or from the predefined widgets, can be assigned to the required button positions and pages. The same widget can be mapped to multiple pages, and different page layouts can be created for each of the 4 Profiles. For more information, see [Profiles](#), page 25.

Widget Layout

Most widgets use a standard layout, consisting of a Label area, an Icon, and a Status area.

There are two sizes of text used. By default, the larger text is used for the Label area and the smaller text is used for the Status area.

The amount of text that can be displayed in each area depends on the selected text size.

If additional text is required in the Label area, the Icon can be disabled, and/or use the smaller text size for the Label area.

Label Area

The label is typically used to indicate the specific function being controlled.

For example, in an open plan kitchen and dining area where multiple lights are controlled from a single eDLT, a Lighting widget controlling the kitchen lights might be labelled **Kitchen**, while another Lighting widget controlling the dining area lights might be labelled **Dining**.

Icon

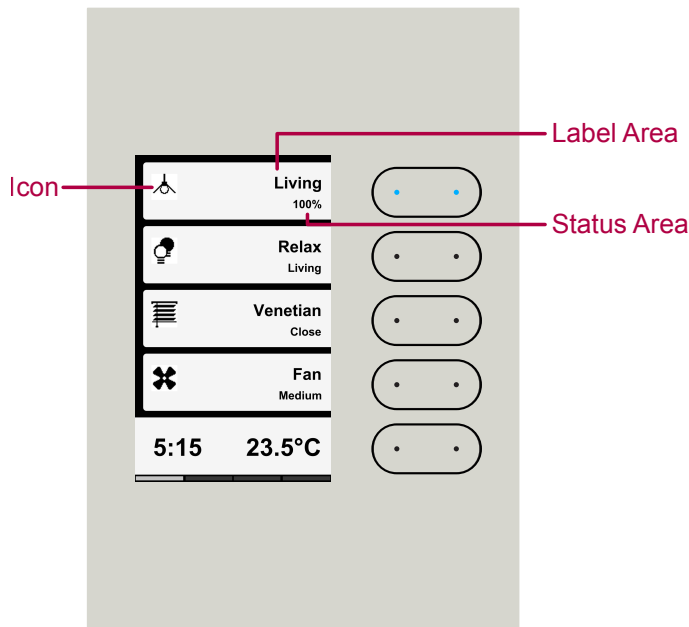
Each widget can display an icon to provide a graphical indication of its function. For example, a light bulb icon can be used for lighting control, while a fan icon can be used for fan control.

For functions which have a logical on and off state, separate icons can be configured for each state. The displayed icon changes automatically to reflect the current state of the controlled function.

Status Area

The Status area is used to display the current state of the function being controlled. The status can be displayed in different formats, such as:

- Bargraph
- Percentage value
- Level value
- Text



Label Types

The eDLT supports several different types of label. Each type has different benefits and limitations.

Dynamic Labels

Dynamic Labels are text labels which are a network variable associated with a Lighting Application Group Address.

The benefit of being a network variable is that a single message on the C-Bus network can change the text on all C-Bus Dynamic Labelling devices configured to display the Dynamic Label for any given Group Address. These messages can be sent using the SpaceLogic C-Bus Commission Software as part of commissioning the network, and also from Automation Controllers to adapt the labels at runtime as the needs of the system require.

Dynamic Labels also support multiple languages. The current language can be changed at runtime using a single message on the network, allowing labels on all devices on a given Lighting Application to be instantly changed between different languages to suit the current occupants of a space.

The eDLT can store up to 128 Dynamic Labels across all group addresses and languages.

Dynamic Labels cannot be edited directly on the unit. Users are typically not able to change the labels without the assistance of a System Integrator.

Dynamic Icons

Dynamic Icons operate in a similar way to Dynamic Labels, but use bitmap images instead of text.

This gives the flexibility to display characters that are not supported by the character set in the eDLT. However, Dynamic Icons require more storage space and take longer to transfer.

A standard size Dynamic Icon takes the space of 3 Dynamic Labels in the label storage. A logo displayed on the Standby Page is significantly larger and uses approximately 40 times the storage space of a Dynamic Label.

Static Text

Static Text labels are stored locally on each unit and are configured using the SpaceLogic C-Bus Commission Software. Once configured, the labels remain fixed unless they are modified manually.

The main benefit of Static Text labels is that they can be edited directly on the unit using the Tools Page. This allows users to make simple text changes without requiring assistance from a system integrator. The limitation is that they do not support runtime language changes.

The firmware includes a large library of commonly used words and phrases. Using these built-in labels reduces the time required to transfer the configuration to the unit.

Each unit also supports up to 32 user-defined Custom Labels. These labels can be used for names or words that are not available in the built-in library. Using Custom Labels increases the time required to transfer the configuration to the unit.

When assigning Static Text to a widget in SpaceLogic C-Bus Commission Software, the software automatically selects a built-in label when available. If no matching built-in label exists, a Custom Label is created automatically.

Character Support

For any text to be displayed, the character graphic must be present in the eDLT's font library.

This font library supports Unicode characters in the following ranges, as well as over a selection of 3640 characters from the CJK Unified Range to support commonly used words in Cantonese and Mandarin.

Character set	Unicode range	Major language groups
Basic Latin	0020 - 007F	Characters which apply to Western European languages.
Latin Supplement	00A1 - 00FF	Symbol sets which include currency, etc as well as punctuation. It also contains special characters within French, German, Icelandic.
Latin Extended A	0100 - 017F	Latin special characters and support for Czech, Dutch, Polish, Turkish.
Latin Extended B	0180 - 01F5, 01FA - 0217	Special characters associated with African alphabets: Pan-Nigerian Khoisian. Also, includes characters in Pinyin, and Romanian.
Greek and Coptic	0374 - 0375, 037A, 037E, 0384 - 038A, 038C, 038E - 03A1, 03A3 - 03CE, 03DA, 03DC, 03DE,	Special characters in Greek and Coptic (Greek) languages not supported in the Latin character sets.

Character set	Unicode range	Major language groups
	03E0, 03E2 - 03F3	
Cyrillic	0401 - 040C, 040E - 044F, 0451 - 0486, 0490 - 04C4, 04C7 - 04C8, 04CB - 04CC, 04D0 - 04EB, 04EE - 04F5, 04F8 - 04F9	Special characters in Cyrillic not supported in Greek and Latin character sets. Languages include Russian, Ukrainian, Belarusian, etc.
CJK Unified	Various	A selection of 3640 characters representing words that might be commonly used for labels in Simplified and Traditional Chinese.

Indicators and Status

Each button on the eDLT includes an RGB (Red, Green, and Blue) LED indicator.

The indicators are controlled by the widget assigned to the key.

The indicator colour and icon reflect the status of the function controlled by the widget, providing immediate visual feedback to the user.

In C-Bus, a group at level 0 is considered Off, while a group at any other level is considered On. This behaviour applies to most widget types. However, some widgets do not have logical On and Off states and therefore use only a single indicator colour.

There are several exceptions:

- An Enable widget with a single preset indicates the On state only when the Enable Group level matches the Preset level set by the widget. All other levels are indicated as Off.
- An Enable widget with 2 presets displays the On colour when the Enable Group level matches Preset 1 and the Off colour when the Enable Group level matches Preset 2. The indicator remains Off for all other levels.
- A Lighting widget using the Preset key function behaves in the same way as an Enable widget with a single preset.

Most widgets allow different colours to be assigned to the On and Off states.

To keep the indicator on at all times, assign the same colour to both the On and Off states.

To turn the indicator off at all times, set both the On and Off state colours to Off.

Indicator Colours

Indicator colours can be chosen from the following palette:

Colour ID	Colour
0	 Off
1	 White
2	 Red
3	 Green
4	 Blue

Colour ID	Colour
5	 Cyan
6	 Magenta
7	 Yellow
8	 Orange
9	Reserved
10	Reserved
11	Dynamic 1
12	Dynamic 2
13	Dynamic 3
14	Dynamic 4
15	Dynamic 5

Dynamic Colours

Colours can be controlled at runtime by assigning them to one of the 5 **Dynamic** colours available in the palette.

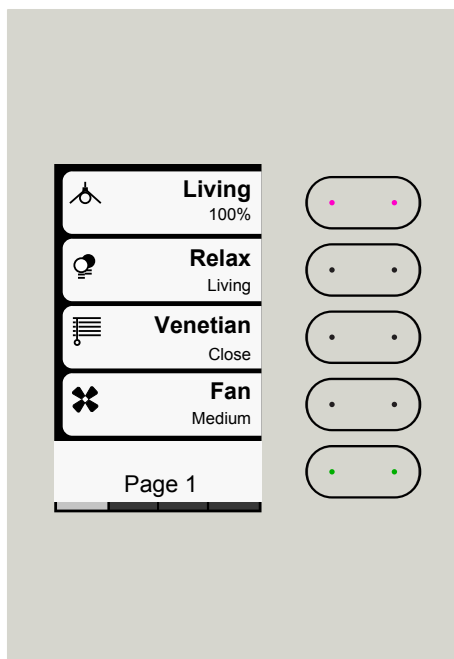
Each Dynamic colour is associated with a lighting group address. The level of that group determines the colour displayed by any indicators assigned to the Dynamic colour.

For example, if indicators are assigned to Dynamic 1 and Group X is configured to control Dynamic 1, setting Group X to level 5 changes the indicator colour to Cyan. If Group X is then changed to level 8, the indicator colour changes to Orange.

Navigation

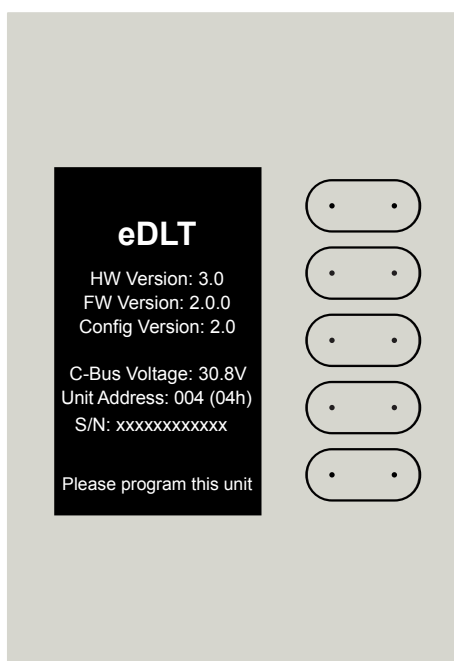
When multiple pages are used, the 5th button becomes a Navigation widget. Press the left and right keys to move backward and forward through the configured pages.

The display slice assigned to the Navigation widget shows the total number of pages and indicates the current page. It can also be configured to display additional information, such as the time, date, temperature, or a logo.



Startup Page

When the eDLT powers up, it displays the Startup Page.



The Startup Page provides information about the device, including:

- Hardware version
- Firmware version
- Configuration version
- Unit address
- Serial number
- Network voltage

If the unit has been configured, the message **Press any key to continue** appears at the bottom of the screen. Press any key to exit the Startup Page and open Page 1.

If no key is pressed, the unit automatically changes to Page 1 after 30 seconds.

If the unit has not been configured, the message **Please program this unit** is displayed at the bottom of the screen until the unit is configured with SpaceLogic C-Bus Commission.

If the unit displays **No Active Page in this Profile**, the unit has been partially configured, but no widgets have been assigned to Page 1. In this case, complete the configuration in SpaceLogic C-Bus Commission and save the settings to the unit.

Active and Standby Modes

When there is no user interaction for a specified period (configured in the Standby Mode settings), the unit enters Standby mode.

When the unit enters Standby mode:

- The indicators change to the Standby Indicator Brightness setting.
- The screen changes to the Standby Screen Brightness setting.
- The page can be configured to either change to the Standby Page, return to Page 1, or remain on the current page.
- If enabled, the Nightlight feature is activated.

When the user interacts with the unit, either through a keypress or triggered by the proximity sensor, the unit enters the Active mode.

When the unit enters Active mode:

- The indicators change to the Active Indicator Brightness setting.
- The screen changes to the Active Screen Brightness setting.
- The screen changes to Page 1 or last Active Page.

The Indicator and Screen Brightness settings for both Active and Standby modes can also be controlled independently using C-Bus Group Addresses. This allows schedules to adjust brightness levels automatically at different times of the day.

Nightlight

Nightlight is an optional feature that activates when the unit is in Standby mode. One or more indicators illuminate, making the eDLT easier to locate in a dark room.

The Nightlight colour can be selected from the indicator colour palette, including Dynamic Colours. Alternatively, it can use the colour defined by the Quick Status feature.

The Nightlight can be configured to illuminate only the navigation key or all keys.

Ignore First Keypress

If the proximity sensor is disabled and the Standby Page is not used, pressing a key is the only way to wake the unit from Standby mode.

In this case, it may be undesirable for this first keypress to perform its assigned function. When the Ignore First Keypress option is enabled, the first keypress wakes the unit without triggering the associated widget action.

Standby Page

When the unit enters Standby mode, it can display a dedicated page called the **Standby Page**.

The Standby Page Layout is built using special widgets that can display information such as:

- Time and date
- Measurements, such as temperature
- A corporate logo
- Installer contact details
- Short messages

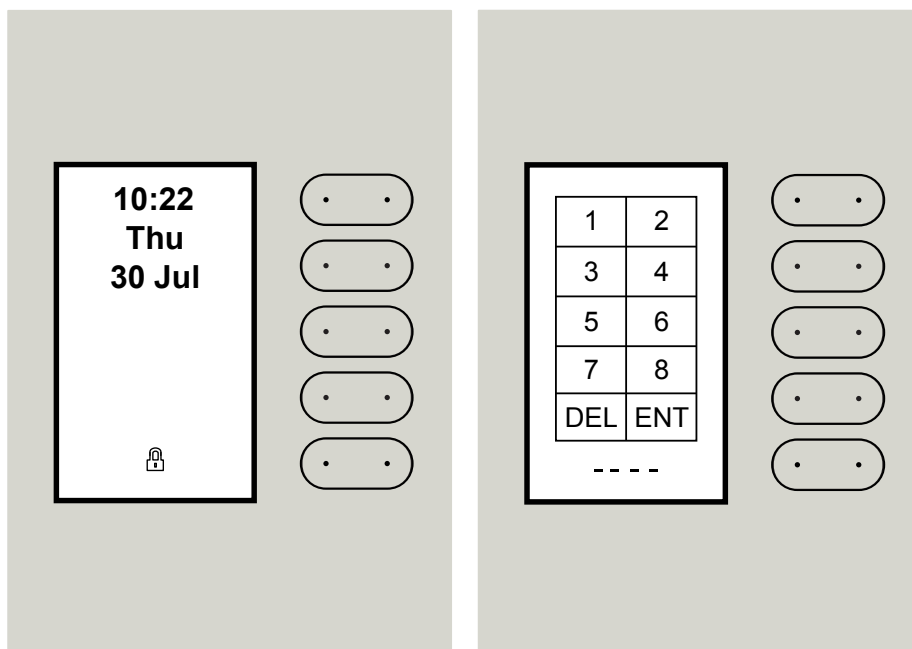
See the Standby Page widgets section for detail on the different types of widget that can be displayed on the Standby Page.

Lock Screen Widget

In some circumstances, it may be desirable to restrict access to control functions. For example, an eDLT installed in a public area may allow only staff to adjust the lighting. To restrict access, place a Lock Screen widget on the Standby Page. When the Lock Screen widget is active, users must enter a 4 digit sequence using the keys before the unit returns to Active mode.

The 4 digit sequence can be configured with the SpaceLogic C-Bus Commission Software and changed by the user using the Tools Page.

NOTE: Access to the Tools Page is disabled while the Lock Screen widget is enabled. If the 4 digit sequence is forgotten, it must be reset using the SpaceLogic C-Bus Commission Software.



Proximity Sensor

The eDLT includes a proximity sensor that can automatically wake the unit from Standby mode when a hand approaches.

Profiles

Profiles allow the function of each button to change at run-time. This enables buttons to perform different actions at different times of the day.

Profiles can also be used to replicate the **Join Mode** functionality of older key units or the **Key Sets** function of v1.8 and earlier eDLTs.

The eDLT supports 4 customisable profiles, and one fixed **Keys Disabled** profile.

Each of the 4 customisable profiles allows for a completely different layout of both the Active pages and the Standby page, as well as various other settings such as Nightlight, and Temperature Alarm behaviour.

Quick Status

The ability to change the colour of the eDLT indicators and screen colours can be used to provide an **at-a-glance** indication of the status of any other function connected to or monitored by the C-Bus system.

The Quick Status function can change the colour of the following elements based on the level of a C-Bus Group Address:

- Page Key indicator
- Nightlight colour
- Screen background colour
- Text colour

Three different colours can be defined, with two level thresholds to define the levels at which the colour changes.

For example, an Automation Controller can monitor a home's energy consumption and change the background colour of all eDLT units to red when energy usage is high. It can also change the background colour to green when excess solar energy is available.

Scenes

A scene allows users to control multiple lighting groups at once by applying a predefined set of brightness levels.

Use scenes to:

- Control multiple lighting groups at the same time.
- Apply predefined lighting settings (for example, meeting or presentation).
- Perform actions across all groups (for example, All Off).

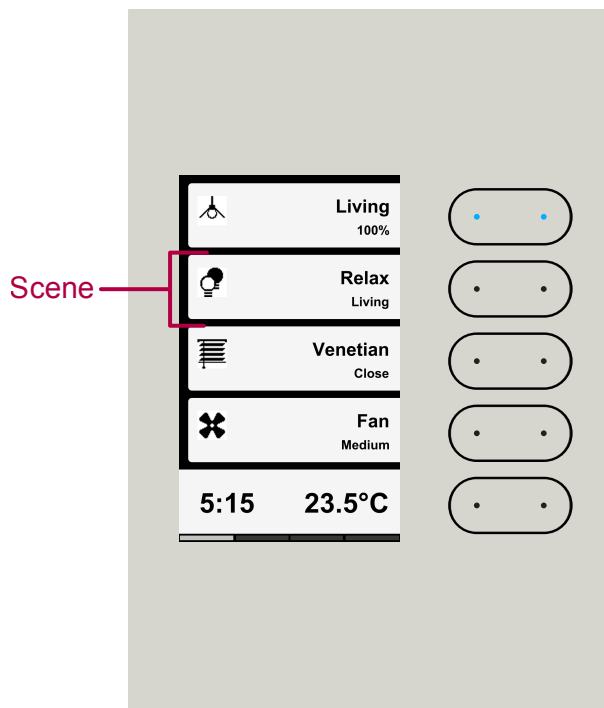
Example: A meeting room with two lighting groups. One above the meeting table and one along the wall above the projector screen. In this room:

- A Meeting scene sets all lights to 100% brightness.
- A Presentation scene dims the lights above the meeting table (for example, to 50%) and turns off the lights near the projector screen to improve visibility.
- An All Off scene turns off all lights in the room.

The eDLT Firmware v2.x supports:

- Up to 8 scenes.
- With storage for a total of up to 64 scene items.

NOTE: For larger scenes or where user needs to edit scene content, define scenes in an Automation Controller and use the key unit to trigger them.



Triggering Scenes

A scene can be activated in two ways:

- By pressing a scene key on the eDLT.
- By receiving a trigger message from the network.

A scene trigger message includes:

- Trigger Group
- Action Selector

This combination uniquely identifies a scene. When used with a scene, the message is called a **Scene Trigger**.

Local Triggering (Key press)

When a user triggers a scene by pressing a key on the eDLT:

- The system sends lighting application messages to set the group levels defined in the scene.
- A scene trigger message is also sent to the network.

The scene trigger message allows other units on the network to:

- Display the scene status.
- Participate in the same scene (for example, if lights are controlled by multiple devices).

Remote Triggering (From Network)

When the eDLT receives a scene trigger message:

- The system sends lighting application messages.
- It does not resend the scene trigger message.

Remote Scenes

A Remote Scene is a scene configured on another device.

- It can be triggered by sending the correct scene trigger message.
- The message must include the appropriate Trigger Group and Action Selector.

Scene Status

A scene becomes active when:

- A user presses a scene key, or
- A matching trigger message (Trigger Group + Action Selector) is received.

A scene becomes inactive when:

- The level of any lighting group in the scene changed manually.
- A different scene (with the same Trigger Group but different Action Selector) is triggered.
- An indicator deactivate message is received.

NOTE: Scene dimming actions do not deactivate the scene. When using Scene On/Up or Scene Off/Down key functions, all group levels are updated while the scene remains active.

Mutually Exclusive Scenes

Some scenes cannot be active at the same time. In the [meeting room example](#), the 3 scenes are Mutually Exclusive when they set the same groups to different levels. Only one Mutually Exclusive scene can be active at a time.

Assign mutually exclusive scenes to the same trigger group and use different action selectors. This configuration helps to ensure that scene indicators correctly reflect the scene status to show the active scene. Scenes that are not related should use different trigger groups.

Scene Repair

If Scene Repair is enabled, a scene becomes active when all group levels match the defined scene values, regardless of how the levels are set.

NOTE: When a scene becomes active through scene repair, the unit does not send any messages.

Scene Execution

Scenes execute in the order in which scene items are added. When a scene includes multiple lighting applications, each application change generates a new message. For more efficient execution, group lighting groups belonging to the same application together.

Enhanced Scene Control

Enhanced Scene Control allows scene modify Key Functions, such as Scene Toggle and Scene Ramp to operate from a device that does not contain the scene. Previously, these functions could only be performed on the unit that contained the scene.

Enhanced Scene Control is available in eDLT Firmware v2.0, Key Unit Firmware v1.4.0, and Automation Controller Firmware v2.6.0 or later. To use this feature, both the unit containing the Scene Modify Key Functions and the unit containing the scene must support Enhanced Scene Control. Do not use Enhanced Scene commands with scenes distributed across multiple units.

Sequences

A Sequence allows the eDLT to perform a series of actions step by step over time.

Unlike a scene (which applies all changes instantly), a sequence:

- Executes actions one after another.

- Can include delays between actions.
- Can control multiple C-Bus applications, not just lighting (for example, audio).

Sequences can be used to:

- Create lighting effects by turning lights on or off in a specific order with delays.
- Allow time for other systems to respond before the next action. For example,
 - Allowing time for a gate to open.
 - Allowing time for the fireplace to light on before turning on the multi room audio.

Sequences can be triggered by:

- A key press.
- A trigger control message.

Sequences that share the same trigger group are considered mutually exclusive.

When sequence triggered by a trigger message, only the Sequence Start function is available.

When sequence triggered by a key press, additional key functions are available, including:

- Stop the sequence.
- Toggle the sequence state.
- Run the sequence in reverse.

Sequence State

A sequence is considered active once it is started and remains active until one of the following occurs:

- The user stops the sequence using a key.
- Another sequence with the same trigger group is triggered (in the same unit or another unit).
- The level of a lighting, enable, or trigger group used in the sequence is changed by another unit.
- An indicator deactivate message is received for the associated trigger group.

Corridor Linking

Corridor Linking enables shared lighting control between private spaces (such as offices or bedrooms) and a common area (such as corridor).

With Corridor Linking, the common area remains lit while any connected private space is active.

Operation

- When a private area lighting group turns On, the unit also turns On the corridor group.
- When a private area lighting group turns Off, the unit starts a timer to turn Off the corridor group after a configured delay.
- If another private area remains active, the timer is cancelled and the corridor group stays On.

Configuration

To configure Corridor Linking:

- Assign a Corridor Group (common area).
- Assign one or more Private Area Groups (for example, office or room)

- Assign a third group as the Link Group.

The Link Group must be dedicated to this function and must not be used for other purposes.

Tools Page

The Tools Page allows users to change selected settings directly on the unit, reducing the need for service calls.

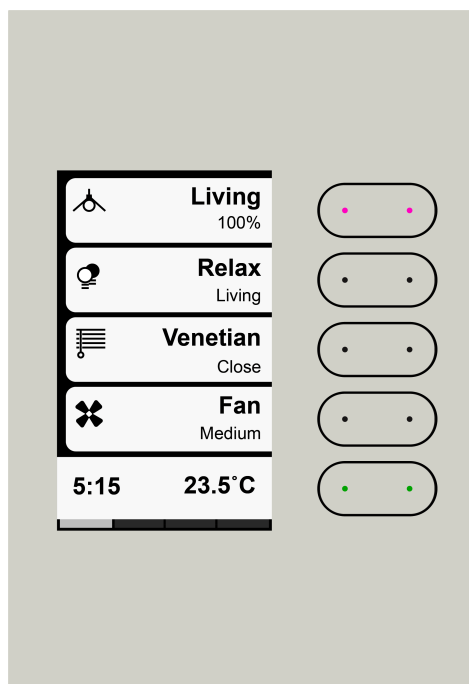
The following settings can be changed:

- Time and Date (Time and Date Format)
- Standby Timeout
- Timer values in Widgets
- Temperature Alarm Thresholds
- Widget Indicator Colour Settings
- Display Colour Settings
- Custom Widget Labels

Access to the Tools Page can be disabled in the SpaceLogic C-Bus Commission Software for applications where user changes are not desirable.

Accessing the Tools Page

To access the Tools Page, hold down the left key of the bottom button and short press the right key of the top button.



eDLT Behaviour

- If the Tools page is unlocked (default), the unit opens the Tools page.

- If the Tools page is locked, the unit displays the startup page:
 - Serial Number
 - Hardware Version
 - Firmware Version
 - Configuration Version
 - Unit Address
- The startup page closes when the startup timeout expires (for example, 30 seconds), or when the user presses any key.

NOTE: This behaviour is the same as the Power-On Reset startup page.

Tools Page Settings

Settings	Description
Time/Date	Set/Update Time/Date and Format Time/Date. Allows the user to set or update the Time, Date, and display formats. NOTE: You can find the Locale setting as a sub-menu within the Time/Date menu.
Timers/Alarm	Update idle timeout (default: 30 s), timer duration for active widgets in the current profile, and high/low temperature thresholds for temperature-based alarms.
Indicators	Update key indicator colours by cycling through available widgets in the current profile, update the navigation indicator colour, and update indicator idle and active brightness.
Display	• Update the LCD foreground and background colours. • Update the LCD backlight idle and active brightness settings. Update LCD foreground and background colours and update backlight idle and active brightness.
Display Key	Update the 4-digit numeric sequence for the Lock Screen feature (when the Display Key widget is enabled on the Standby page).
Unit Information	View device details such as hardware version, firmware version, configuration version, C-Bus voltage, unit address, serial number, and temperature (if temperature is already stabilised).
Labels	Update user/custom static text labels by cycling through available widgets in the current profile.

Labels

Note 1 – Editing Concatenated Labels

When a label is edited, the Tools page modifies the user or custom static text stored in **NVRAM**.

If two custom labels are concatenated, each label is edited individually, not as a single combined string.

Example:

- label-1 / text-1 = **Warm**
- label-2 / text-2 = **White**

During normal operation, the display shows: **Warm White**.

In the Tools page, the user can edit either Warm or White, but not both at the same time, because each value comes from a separate static text entry.

Note 2 – Function Status Text Limitations

Editing function status custom static text is not supported for the following widgets because their status text is defined as fixed groups that must remain consistent:

- Fan Control / Multi-Level (for example, Off, Low, Medium, High)
- Multi-Fan Control / Multi-multi-Level
- DALI-Colour Presets

These groups must remain intact to support correct behaviour.

Note 3 – Scenes Are Editable Across Profiles

User/custom static text for all scenes can be edited across all profiles.

This is required because a scene can trigger other scenes through the scene cycle key function, making cross-profile consistency important.

Error Reporting and Device Monitoring

The Error Reporting and Device Monitoring feature allows devices on the C-Bus network to detect, report, and manage system errors.

The C-Bus Error Reporting Application allows units to report error conditions.

A device, such as a SpaceLogic C-Bus Automation Controller, monitors these reports and can:

- Display error status.
- Allow users to acknowledge reports.
- Clear latched errors.

The SpaceLogic C-Bus Automation Controller can also share this information with external systems, such as a Building Management System (BMS), using BACnet.

The Next Generation Saturn and Saturn Zen wall plates support notification of the following error conditions:

- Unit temperature above configurable warning level.
- C-Bus voltage below the configured warning level.
- C-Bus voltage below the configured critical level.
- Configuration errors.

Error reporting can be configured to:

- Report at regular intervals.
- Report on request using a trigger message.
- Report when a monitored condition changes.

Temperature Sensor

This feature is newly introduced in the eDLT Firmware v2.x. It also includes an integrated temperature sensor.

The measured values are broadcast on the Measurement Application. The temperature measurement can be configured to broadcast at regular intervals and/or upon a change of reading.

Alarms

The temperature sensor supports an alarm feature.

- Alarms are available for both high and low temperature conditions.
- Alarms can turn On lighting groups when the temperature crosses configured thresholds.
- Each alarm (high/low) can be enabled or disabled per profile.

NOTE: If an alarm is triggered and the alarm group is turned on, disabling the alarm does not immediately turn the group Off. The group turns Off only when the temperature returns within the configured threshold.

Installation Location

Temperature measurements may be affected by local conditions, such as:

- Heat sources.
- Airflow (for example, air-conditioning vents).
- Temperature differences in wall cavities.

To improve accuracy:

- Avoid installing near heat sources or airflow paths.
- Use insulation behind the unit if the wall cavity temperature differs from the room.

Setting the Temperature Offset

Configure the temperature offset to achieve accurate readings.

1. Install the unit in its final location.
2. Leave the unit powered for at least 1 hour to stabilise.
3. Make sure the environment is steady (readings may lag changes by up to 10 minutes).

To set the offset:

1. Measure the temperature near the unit using another measuring instrument.
2. Compare the measured value with the displayed value.
3. Adjust the offset in the Commissioning Software as needed.

Configuring the Device

Configuration and commissioning of the C-Bus unit is done by the C-Bus connection using the SpaceLogic C-Bus Commission Software. To download the software, [click here](#).

To configure the eDLT using SpaceLogic C-Bus Commission Software, refer to the [SLCC Help File](#).

Lighting Applications

The eDLT Firmware v2.x supports up to 4 lighting applications.

By default, application 56 (\$38) is configured as the primary lighting application, and the remaining 3 are unused.

In most installations, a single lighting application is sufficient, and no changes are required. In larger installations, you may need to change the primary lighting application or configure additional lighting applications.

If multiple lighting applications are used on a C-Bus network, review the status report on all input units (see [Status Report](#), page 33).

Status Report

The Status Report (also known as the **MMI**) is a system message that helps to ensure all lighting group states remain synchronized between input and output units. For example, it shows the current state of each lighting group, such as on/off, brightness level.

It is generated by input units at a configurable interval (default: 3 seconds). Although all input units can initiate it, only one unit per lighting application actively sends the message at a time.

This message uses approximately 5% of network bandwidth at the default interval. For networks with multiple lighting applications, increasing the interval (recommended: at least $3 \times$ the number of applications) helps reduce bandwidth usage and maintain system performance.

Widget Types

Lighting Widget

The Lighting widget allows users to control lighting groups directly from the eDLT using simple key actions.

It provides standard lighting controls such as:

- On/Off
- Toggle (switch on/off with one key)
- Toggle Dimmer (adjust brightness using a long press)

Each Lighting widget is linked to a specific lighting group and can be customised with settings like:

- Group Address
- Ramp Rate
- Preset Level
- Indicator Colours
- Display-related settings, includes:
 - Icon
 - Label / Function Status Type
 - Label Text
 - Function Status Text
 - Variant (for dynamic labels/icons)

The eDLT uses a rocker-style button, where

- One button is split into left and right keys.
- These keys work together to control lighting (for example, dim up/dim down).

In the Commissioning Software, select a two-key function. The firmware applies the correct behaviour based on whether the left or right key is pressed.

The following two-key functions are available for Lighting widgets:

Two-Key Function	Left Key - Single Key Function	Right Key - Single Key Function
Toggle	Toggle Key Function	Toggle Key Function
Off/On	Off Key Function	On Key Function
Off/Preset	Off Key Function	Preset Key Function
Toggle Dimmer Down/Up	Toggle Dimmer Down Key Function	Toggle Dimmer Up Key Function
Memory Toggle Dimmer Down/Up	Memory Toggle Dimmer Down Key Function	Memory Toggle Dimmer Up Key Function
Dimmer Down/Up	Dimmer Down Key Function	Dimmer Up Key Function
Ramp Down/Up	Down Key Function	Up Key Function
Dimmer Soft Down/Up	Soft Down Key Function	Soft Up Key Function
Nudge Down/Up	Nudge Down Key Function	Nudge Up Key Function
Bell Press	Bell Press Key Function	Bell Press Key Function

C-Bus Ramp Rates

The Ramp Rate controls how fast or slow a light (or other level) changes when the user adjusts the brightness.

The Ramp Rate specifies the time required to change from 0% to 100% (or from 100% to 0%). For example, a Ramp Rate of 4 seconds takes 2 seconds to change from 50% to full brightness.

The Ramp Rate specifies the time required to change the brightness from 0% to 100% (or from 100% to 0%). A Ramp Rate of 4 seconds:

- 0% – 100% takes 4 seconds
- 50% – 100% takes 2 seconds

Typical Ramp Rate Settings

Use case	Recommended Ramp Rate
Lighting (push-button dimming)	4 or 8 seconds (default: 8 seconds)
Audio (volume control)	8 or 12 seconds
Scene effects (fade in/out)	Longer durations

Custom Key Functions

If the predefined Key Functions do not offer the function required, there are four user-definable Custom Key Functions available. These can be defined using the Key Functions tab in the SpaceLogic C-Bus Commission Software.

Custom Key Functions define the 4 actions (called Microfunctions) to be taken on each of the 4 possible events that occur when a key is pressed.

Custom Two-Key Functions

Custom two-key functions allow you to create your own button behaviour when predefined two-key functions do not meet your requirements.

The eDLT supports up to four custom two-key functions, which can be configured in the SpaceLogic C-Bus Commission Software.

A custom two-key function consists of two individual key functions:

- A function assigned to the left key.
- A function assigned to the right key.

Each key can be assigned either a predefined key function or a custom single key function. This allows you to combine different key behaviours to create a custom two-key function.

Key Events

When a key is pressed, the system detects different types of actions based on how long the key is held. The following are the different types of key events:

Event	Description
Just Pressed	Triggered immediately when the key is pressed.
Short Release	Triggered when the key is released quickly
Long Press	Triggered when the key is held down.
Long Release	Triggered when the key is released after a long press.

Each key function is created by combining actions (called microfunctions) for these events.

The following are the 16 standard microfunctions:

Microfunction	Description
Idle	No action.
Store1	Saves current level to widget's level parameter.

Microfunction	Description
DnCycle	Ramps up and down at the widget's Ramp Rate on alternate presses. The first press after 15 seconds of inactivity ramps down unless level is at minimum.
MemTog2	Recalls the last active level if the group is off. If the group is on, stores the current level and turns the group off.
DnKey	Ramp level to minimum (1) at the widget's Ramp Rate.
UpKey	Ramp level to maximum (255) at the widget's Ramp Rate.
Recall2	Sets the level to last active level with instant ramp.
Retrig	Starts the timer if the group level is non-zero. If the unit is not the active unit, triggers an instant ramp to the current level.
Start	Starts/retriggers the timer regardless of group state. If the unit is not the active unit, or if the timer is already running, triggers an instant ramp to the current level. At the timer expiry, the expiry level is set with the expiry Ramp Rate.
RampOff	Ramps to off at the widget's Ramp Rate if the group is on.
RampRecall1	Ramps to the preset level at the widget's Ramp Rate.
Toggle	Sends OFF if the group is on, or ON if the group is off.
Recall1	Sets the level to the widget's preset level with instant ramp.
OnKey	Sends ON if target level is zero.
EndRamp	If ramping, sends an instant ramp to the current level. If not ramping, sends a terminate ramp command.
OffKey	Sends OFF if target level is not zero.

NOTE: Most actions stop a running timer. Only Start, Retrig, and Idle do not stop the timer. When using Start or Retrig for a timer, make sure they are used with a release action, or followed by Idle, so the timer works correctly.

A typical Toggle Dimmer works like this:

- Short press – Turn light On/Off
- Press and hold – Adjust brightness
- Release – Stop dimming

For example, a standard toggle dimmer key function toggles the state on a short press and adjusts the level when the key is pressed and held.

Event	Microfunction	Explanation
Just Pressed	Idle	No action occurs. The system waits to determine whether the input is a short press or a long press.
Short Release	Toggle	The light turns ON or OFF.
Long Press	DnCycle	Starts adjusting brightness. If the light is already on and the key has not been used for a while, it dims. Otherwise, it changes in the opposite direction of the last action.
Long Release	EndRamp	The light stops changing at the current brightness.

Active Unit

When multiple input units (such as key units or sensors) control the same group, the active unit is the last unit that was used most recently.

The system uses the active unit to:

- Track which unit is running a timer when multiple units can control timers.
- Determine which unit performs status updates or corrections, if required.

The active unit can be useful when troubleshooting interactions between multiple units controlling the same group.

Timer in Lighting Widget

The eDLT Firmware v2.x supports timers in the Lighting widget, allowing lights to turn off automatically after a set time.

NOTE: Timer functionality is not enabled by default in predefined key functions. To use a timer, configure a custom key function in the Commissioning Software.

Timer Widget

The Timer widget allows users to control lighting groups based on time.

It can:

- Turn a light or group On for a set duration.
- Automatically turn it Off when the time expires.

It supports different timer behaviours, including:

- **Toggle Timer:** Turns the light On and starts a timer.
- **Retrigger Timer:** Restarts the timer each time the key is pressed.

It also supports advanced timer types:

- **Delay Timer:** Starts a timer without changing the current state (action happens later).
- **Pulse Timer:** Immediately sends a command and starts the timer, regardless of current state.

The following two-key functions are available to use with Timer widgets. The behaviour of the Timer widget is defined by the selected two-key function.

Two-Key Function	Description
Standard Timer	This is a combination of Toggle Timer and Retrigger Timer. • When the group is Off: ◦ Short press on either key starts the timer. • When the group is On: ◦ Short press on the right key restarts the timer. ◦ Long press on the right key turns the group Off. ◦ Short press on the left key turns the group Off.
Off with Delay/On	• When the group is Off: ◦ Short or long press on the right key turns the group On without starting the timer. • When the group is On: ◦ Short press on the left key starts the timer. ◦ When the timer expires, the group turns off (default level: 0). ◦ Long press on the left key turns the group off and cancels the timer.
Off with Optional Delay/On	• When the group is Off: ◦ Short or long press on the right key turns the group On without starting the timer. • When the group is On: ◦ Short press on the left key turns the group off (level = 0) and cancels the timer. ◦ Long press on the left key starts the timer. ◦ When the timer expires, the group turns off (default level: 0).
Off/On with Optional Delay	• When the group is Off: ◦ Short press on the right key turns the group on without starting the timer ◦ Long press on the right key turns the group on and starts the timer. ◦ When the timer expires, the group turns off (default level: 0). • When the group is On: ◦ Short press on either key turns the group off and cancels the timer.
Pulse Timer	• Both keys perform the same action. • A short press sends the initial event and starts the timer, regardless of the group state.

Enable Widget

The Enable widget is used to control whether certain features or devices are enabled or disabled.

Instead of directly controlling lights, it sends commands on the Enable Control Application, which is used to:

- Enable or disable devices (for example, sensors)
- Switch between different profiles.
- Control whether certain functions are active.

The behaviour of the widget depends on the selected two-key function, which defines how the enable/disable actions are performed.

The following two-key functions are available for Enable widgets.

Two-Key Function	Left Key	Right Key	Description
Off/Preset1	Off Key Function	Preset on Short Press Key Function	The indicator displays two states: • The current group level matches the preset level setting. • The current group level does not match the preset level setting.
Preset2/ Preset1	Preset on Short Press Key Function	Preset on Short Press Key Function	The indicator displays three states: • The current group level matches the preset level setting for the right key. • The current group level matches the preset level setting for the left key. • The current group level does not match the preset level settings for either key. NOTE: Preset2 corresponds to the left key, and Preset1 corresponds to the right key. This mapping supports both single-key configurations and rocker-style buttons.

Shutter Relay Widget

The Shutter Relay widget is designed for use with the C-Bus Shutter Relay.

It supports two-key operation (Open–Stop / Close–Stop) when the shutter relay is configured in level translation mode.

The following two-key functions are available for Shutter Relay widgets.

Two-Key Function	Left Key	Right Key	Description
Two-Key	Shutter Close/ Stop Key Function	Shutter Open/Stop Key Function	Applies to short key press events only. - Short press on the left key sets the level to 0x02 or 1%. - Short press on the right key sets the level to 0xFC or 99%.
Two-Key with Preset	Shutter Close/ Stop Key Function	Shutter Open/Stop Key Function	This key function is similar to the two-key function with preset support. There are two preset level settings, one for the left key and one for the right key. Applies to short press and long press events only. - Short press on the left key sets the level to 0x02 or 1%. - Short press on the right key sets the level to 0xFC or 99%. - Long press on the left key sets the Preset2 level. - Long press on the right key sets the Preset1 level.

Multi-Shutter Relay Widget

The Multi-Shutter Relay widget allows a single control to operate multiple shutters or blinds at the same time.

The Multi-Shutter Relay widget behaves similarly to the Shutter Relay widget but supports up to 8 Group Addresses, while the Shutter Relay widget supports only one.

The first group address is the primary group. All other groups follow the level applied to it, so all groups operate at the same level. It is also used for dynamic labels and dynamic icons.

NOTE: The primary group must be valid. If it is invalid, the widget will not process any other groups, even if they are valid.

Example:

Use the Multi-Shutter Relay widget to control multiple blinds in a large area, such as a large living room. A living room may have three or four blinds, and a single key on the eDLT can be configured to:

- Open all blinds together
- Close all blinds together
- Stop all blinds together

The Multi-Shutter Relay widget sends the same shutter level to all configured group addresses at once, providing synchronised operation without requiring a scene or any external logic controller.

Each group address is still independent, you can also configure other keys to control individual blinds if needed.

Fan Control Widget

The Fan Control widget allows the user to easily control the speed of a C-Bus Sweep Fan Controller using the buttons on the eDLT.

- The fan speed is controlled in steps (for example, Off → Low → Medium → High).
- The widget sends commands to the fan controller to adjust speed.

To maintain correct operation, configure the threshold parameters and speed labels to match the settings in the fan controller (for example, Off, Low, Medium, High).

The widget supports the following configurations:

- 1-speed: Off, High
- 2-speed: Off, Low, High
- 3-speed: Off, Low, Medium, High

Using the eDLT buttons to control the fan speed.

Action	Result
Right key (short press)	Increase the fan speed by one level (for example, Low → Medium)
Left key (short press)	Decrease the fan speed by one level (for example, Medium → Low)
Right key (long press)	Set to High speed (for example, Low → High)
Left key (long press)	Turn Off (for example, High → Off)

Speed Cycling (Wrap Feature)

The Fan Control Wrap feature allows fan speed selection to automatically wrap around when reaching the highest or lowest available setting.

Feature	Behaviour
Wrap feature is enabled (default)	Speeds cycle: Off → Low → Medium → High → Off
Wrap feature is disabled	Stops at limits (Off or High)

Multi-Level Widget

The Multi-Level widget works similarly to the Fan Control widget. It is a separate widget type that allows different representation in the Commissioning Software, based on its intended use.

Multi-Fan Control / Multi-Multi-Level Widget

The Multi-Fan Control and Multi-Multi-Level widgets allow a single control to operate multiple groups at the same time.

These widgets work similarly to the Fan Control / Multi-Level widget. The key difference is that they support up to 8 group addresses, while the Fan Control widget and Multi-level widget support only one.

The first group address is the primary group. All other groups follow the level applied to it, so all groups operate at the same level. It is also used for dynamic labels and dynamic icons.

The primary group is also used for dynamic labels and dynamic icons. The primary group must be valid. If the primary group address is invalid, the widget does not process any remaining groups, even if those groups are valid. Verify that a valid group address is assigned to the primary group address.

NOTE: The primary group must be valid. If it is invalid, the widget will not process any other groups, even if they are valid.

Scene Widget

The Scene widget allows users to control and switch between predefined lighting scenes quickly and easily.

It supports different scene control actions such as:

- Scene Set
- Scene Cycle Down/Up
- Nudge Down/Up

The Scene Cycle Down/Up function includes two variants:

- Scene Cycle
- Scene Select

Scene Cycle Down/Up

A short press on the left or right key moves from one scene to the next in the list.

- **Scene Cycle:** Activates the next scene immediately.
- **Scene Select:** Selects the next scene without activating it.

When using Scene Select:

- A long press on either key activates the selected scene.
- While cycling, the message **Hold to Set Scene** is displayed in the function status area for 5 seconds.
- If a long press occurs within this time, the selected scene is activated.
- If no action occurs, the display returns to the current active scene after 5 seconds.

Scene Nudge Down/Up

The Scene Nudge function adjusts the scene level using an offset:

- Short press on the left key decreases the level.
- A short press on the right key increases the level.

Scene label support

The eDLT allows each scene to have a label.

The following two-key functions are available for Scene widgets.

Two-Key Function	Left Key	Right Key	Description
Scene Off Down/ On up	Scene Off/Down Key Function	Scene On/Up Key Function	Right Key • Short press triggers the scene. • If the scene is active, a long press ramps all groups in the scene up at the configured ramp rate. Left Key • If the scene is active, a short press turns off all active groups in the scene. • If the scene is active, a long press ramps all groups in the scene down at the configured ramp rate. No action occurs if the scene is inactive.
Scene Off/On	Scene Off Key Function	Scene Set Key Function	Right Key • Short press triggers the scene. Left Key • If the scene is active, a short press turns off all active groups in the scene. No action occurs if the scene is inactive.

Two-Key Function	Left Key	Right Key	Description
Scene Cycle Down/Up	Scene Cycle Down Key Function	Scene Cycle Up Key Function	A short press on either left or right key cycles through the Scene list. See Scene Cycle Down/Up above for more information.
Scene Nudge Down Off/Nudge Up On	Scene Nudge Down/Off Key Function	Scene Nudge Up/On Key Function	Right Key - A long press triggers scene. - If the scene is active, a short press increases the scene level by the defined offset. Left Key - If the scene is active, a long press turns off all active groups in the scene. - If the scene is active, a short press decreases the scene level by the defined offset. No action occurs if the scene is inactive.

Scene Repair

Scene Repair automatically restores a scene's active state when all the lighting groups match the levels defined in that scene.

Use this option to maintain correct scene indication when individual groups within a scene are modified.

Enhanced Scene

Enhanced Scenes extend how scenes can be controlled across the C-Bus network. They allow scenes to be controlled from any unit.

In a standard setup:

- A scene can be activated from multiple locations.
- But only the device that stores the scene has full control.

With Enhanced Scene enabled:

- Any device can activate, adjust, or stop the scene.
- Scene control is shared across the entire network.

Enhanced Scene supports the following actions:

- Scene Off:** Deactivates an active scene.
- Scene Ramp:** Gradually changes scene levels.
- Scene Nudge:** Adjusts scene levels by a defined offset.
- Scene Stop:** Stops an active ramp.

Configuration

No configuration is required. Enhanced Scene is always enabled.

Behaviour

When Enhanced Scene is enabled, scene actions can be performed using the selected scene key function in the Scene widget.

For example, with the Scene Off/On key function:

- A short press on the right key activates the scene.
- A short press on the left key deactivates the scene.

These actions are applied across all units in the system.

IMPORTANT: The Indicator deactivate command is sent only when the scene contains at least one item. If the scene is empty, only the Scene Off command is sent.

Sequence Widget

The Sequence widget allows users to control actions that run step by step over time.

When a sequence transitions to a new state (for example, inactive to active state or vice-versa), the message **Press to Stop** is displayed in the function status area.

Pressing either the left or right key stops the sequence.

NOTE: If the sequence transition duration is very short, the message may not be displayed. This occurs when the display update time exceeds the transition duration.

Sequence label support

The eDLT allows each sequence to have a label.

The following two-key functions are available for Sequence widgets:

Two-Key Function	Left Key	Right Key	Description
Sequence Off/ Start	Sequence Off Key Function	Sequence Start Key Function	- A short press on the right key triggers the sequence. - If sequence is active, a short press on the left key turns off all lighting groups in sequence. - If the sequence is transitioning to a new state, a short press on either the left or right key stops the sequence. NOTE: If the Alternate Off on Long Press setting is enabled, a long press on the left key turns off all lighting groups in reverse sequence order. This behaviour is similar to the Sequence Reverse Off.
Sequence Reverse Off/ Start	Sequence Reverse Off Key Function	Sequence Start Key Function	- A short press on the right key triggers the sequence. - If sequence is active, a short press on the left key turns off all lighting groups in reverse sequence order. - If the sequence is transitioning to a new state, a short press on either the left or right key stops the sequence. NOTE: If the Alternate Off on Long Press setting is enabled, a long press on the left key turns off all lighting groups in sequence order. This behaviour is similar to the Sequence Off.

Multi-Toggle Widget

The Multi-Toggle widget allows users to control multiple groups at the same time using a single key. It sends the same On or Off command to all configured groups.

The eDLT uses a rocker-style switch:

- If any group is On, a short press on the left key turns all groups Off.
- If all groups are Off, a short press on the right key turns all groups On.

This widget supports up to 8 group addresses. The first valid group address is used for dynamic labels and icons for C-Bus lighting application.

NOTE: This widget supports the Enable Application. When enabled, it sends an enable level of 0 or 255 instead of a lighting level.

Example

Use the Multi-Toggle widget to control multiple lights in a room using a single key.

For example, configure one key to:

- Turn off all lights when leaving the room.
- Turn on all lights when entering the room.

Linked Widget

The Linked widget automatically controls a group based on actions from another widget (the Control widget). It uses a linked event on the Control widget to trigger a linked action on its own group.

IMPORTANT: A Linked widget cannot be assigned to a key on the eDLT, as it does not perform a direct user action or provide display output.

The Commissioning Software helps to prevent this configuration. If it is assigned, the eDLT displays **Invalid Config**.

Linked Event	Description
Control widget turns on	The target level of the Control widget changes from zero to non-zero value as a result of a key event.
Control widget turns off	The target level of the Control widget changes from non-zero to zero value as a result of a key event.
Timer expires on Control widget	A timer started by a key event on the Control widget expires.

Linked Action	Description
Turn On	If the Linked widget group is Off, it turns On at the configured level and ramp rate. No action occurs if the Linked widget group is already On.
Turn Off	If the Linked widget group is On, it turns Off at the configured ramp rate. No action occurs if the Linked widget group is already Off.
Preset	Sets the given level at the given ramp rate, regardless of the state of the Linked widget group.
Turn On and Start Timer	If the Linked widget group is Off, it turns On at the configured level and the ramp rate, and starts a timer using the configured timer parameters. If the Linked widget group is already On, only the timer starts.
Turn Off and Start Timer	If the Linked widget group is On, it turns Off at the configured level and the ramp rate, and starts a timer using the configured timer parameters. If the Linked widget group is already Off, only the timer starts.
Start Timer	Start a timer with the given timer parameters.
Trigger Event	Sends a Trigger Event. If the Trigger Group and Action Selector match a local scene or sequence, the scene or sequence is triggered.
Enable Event	Sets an Enable Group to the level provided.

The Control widget must be configured to generate linked events. You can enable or disable linked actions for each profile.

Example Use Case: Fan Run-On Timer

A light switch automatically controls a fan with a delay.

In a single-key unit controlling a lighting group:

- Configure the key with a Lighting widget using the Toggle key function.
- Configure a Linked widget to:
 - Turn on the fan when the light turns on.
- Configure a second Linked widget to:
 - Start a timer when the light turns off.
 - Turn off the fan after a set time (for example, 5 minutes).

Widget	Type	Key Function	Group
1	Lighting	Toggle	Light

Widget	Type	Group	Control Widget	Linked Event	Linked Action	Result
2	Linked	Fan	1	Control widget turns On	Turn On	When the light is turned on, this Linked widget turns on fan.
3	Linked	Fan	1	Control widget turns Off	Start Timer (Timer Value =10 mins, Expiry Level = 0)	When the light is turned off, this Linked widget starts a timer to turn off the fan in 10 minutes.

Example: Disable a motion sensor when exiting a room

In a meeting room, both a motion sensor and a key unit control the lighting.

To stop the lights from turning back on when leaving:

- Configure a Linked widget to turn On a Sensor Disable group when the light is turned Off at the key unit.

This temporarily disables the motion sensor, stopping it from retriggering the lights while occupants exit the room.

Widget	Type	Key Function	Group
1	Lighting	Toggle	Light

Widget	Type	Group	Control Widget	Linked Event	Linked Action	Result
2	Linked	Sensor Disable	1	Control widget turns Off	Turn On and Start Timer (Timer Value = 30s, Expiry Level = 0)	When the light is turned off, this Linked widget turns on the Sensor Disable group for 30s, disabling the sensor while the room is being vacated.

Audio Widget

The Audio widget controls audio parameters such as volume, treble, bass, balance, and source for a zone using the C-Bus Audio Application.

It supports the C-Bus Multi-Room Audio (MRA) system and can be used with C-Bus Automation Controllers to integrate third-party audio systems.

The eDLT Firmware v2.x supports up to eight audio zones.

The following two-key functions are available for the Audio widgets.

Two-Key Function	Left Key	Right Key	Description
Audio Volume Control	Volume Down Key Function	Volume Up Key Function	MRA Zone Control Volume Down / Up
Audio Treble Control	Treble Down Key Function	Treble Up Key Function	MRA Zone Control Long press decreases/increases the treble. Short press sets the treble to neutral.
Audio Bass Control	Bass Down Key Function	Bass Up Key Function	MRA Zone Control Long press decreases/increases the bass. Short press sets the bass to neutral.
Audio Balance Control	Balance Left Key Function	Balance Right Key Function	MRA Zone Control Long press shifts the balance to left/right. Short press sets the balance to centre.
Audio Nudge Control	Nudge Down Key Function	Nudge Up Key Function	MRA Zone Control The offset setting applies only to this key function. The offset value adjusts the selected MRA Zone Control Type. The level increases or decreases based on the configured offset. For example, if the current level is 50 and the offset is 10: - A short press on the left key decreases the level by 10 (for example, 50 to 40). - A short press on the right key increases the level by 10 (for example, 50 to 60).
Audio Next/Previous	Previous Source Key Function	Next Source Key Function	MRA Source Select Short press selects the previous source/next source.
Audio Preset Source 1	Preset Source Key Function	Preset Source Key Function	MRA Source Select (One Absolute) Short press selects the specified source.
Audio Preset Source 2	Preset Source Key Function	Preset Source 2 Key Function	MRA Source Select (Two Absolute) Preset Source 2 is newly introduced in eDLT Firmware v2.x. Its behaviour is similar to Preset Source key function.
Audio Dynamic 1	Dynamic 1 Key Function	Dynamic 1 Key Function	MRA Source Control

Two-Key Function	Left Key	Right Key	Description
			Short press sends a Dynamic 1 message. The function depends on the Dynamic 1 function configured in the Matrix Switcher for the selected source.
Audio Dynamic 2	Dynamic 2 Key Function	Dynamic 2 Key Function	MRA Source Control Short press sends a Dynamic 2 message. The function depends on the Dynamic 2 function configured in the Matrix Switcher for the selected source.
Audio Dynamic 1 and 2	Dynamic 1 Key Function	Dynamic 2 Key Function	MRA Source Control For the left key, see Audio Dynamic1 key function. For the right key, see Audio Dynamic2 key function.

Dali Colour Widget

The DALI Colour widget controls colour-related DALI group addresses.

The widget supports two colour control types:

1. Tuneable White (CCT control)
2. Full Colour (Hue and Saturation control)

Colour Control Types

Tuneable White

Tuneable White uses two group addresses for each DALI object:

- **Brightness Group:** Controls the light level (brightness). This is normally configured using a Lighting widget.
- **CCT Group:** Controls the colour temperature (in Kelvin) using a level value. The relation between group level and temperature is **CCT (K) = 1000 + (50*level)**.

Full Colour

Full colour uses three group addresses for each DALI object:

- **Brightness Group:** Controls the light level (brightness). This is normally configured using a Lighting widget.
- **Hue Group:** Level values (0 to 255) map to hue values (0 to 360 degrees).
- **Saturation Group:** Level values (0 to 255) map to saturation values (0 to 100%).

The widget supports four variants:

1. Two Preset Tuneable White
2. Two Preset Full Colour
3. Multi-Preset Tuneable White
4. Multi-Preset Full Colour

Two Preset Variant: Tuneable White

Preset Configuration

- Two presets are supported:
 - One for the left key.
 - One for the right key.

Display Behaviour

- Each preset includes a static text label displayed in the function status area.
 - For example, 2700 K can display a label such as Warm.
- If the current level matches a preset:
 - The corresponding label (for example, Warm) is displayed.
- If the current level does not match a preset:
 - The current value is shown in Kelvin (for example, 4500 K).

NOTE:

- Matching the preset is less likely when the level is set from another unit or device.
- When the preset is set using the eDLT (key press), it always matches the preset.

Configuration Requirements

This configuration requires two group addresses and two widgets. For example:

- Two widgets:
 - One Lighting Widget for brightness control.
 - One DALI Colour Widget for CCT control.

- Two group addresses:
 - One for brightness.
 - One for colour temperature (CCT).

Multi-Preset Variant: Tuneable White

- The behaviour is the same as the Two Preset Variant but supports up to five presets.
- Press the left or right key to cycle through the presets (for example, 1 → 2 → ... → 5 → 1 or 5 → 4 → ... → 1 → 5).
- The selected preset level is applied immediately during cycling.
- Supports a minimum of 2 presets and a maximum of 5 presets.

Two Preset Variant: Full Colour

Preset Configuration

- Two presets are supported:
 - One for the left key.
 - One for the right key.
- Hue and Saturation use separate group addresses.
- The Hue group is used for dynamic labels.

Display Behaviour

- Each preset includes a static text label (for example, a colour name such as Bluish).
- If the current level matches a preset:
 - The preset label is displayed.
- If the current level does not match a preset:
 - The function status area remains blank.

NOTE:

- Matching the preset is less likely when the level is set from another unit or device.
- When the preset is set using the eDLT (key press), it always matches the preset.

Configuration Requirements

This configuration requires three group addresses and two widgets:

- Three group addresses
 - One for brightness
 - One for hue
 - One for saturation
- Two widgets
 - A Lighting widget for brightness.
 - A DALI Colour widget for hue and saturation.

Multi-Preset Variant: Full Colour

- The behaviour is the same as the Two Preset Variant Full Colour but supports up to five presets.
- A short press on either the left or right key cycles through the preset list, and the selected preset is applied immediately.
- Supports a minimum of 2 presets and a maximum of 5 presets.

Other Use Cases

- In Multi-Preset variants, each preset must have a unique value. Duplicate preset levels are not supported and are not allowed by the Commissioning Software.
- Preset levels can also be updated from another device, depending on the system configuration (for example, Tuneable White).

Preset #	Preset Level	Static Text
1	16	Ultra Warm
2	34	Warm
3	60	Cool White
4	120	Cool Daylight
5	180	Blue Sky

Example scenario:

- The eDLT cycles to preset #4 (120) and displays **Cool Daylight**.
- Another unit sends level 34.
 - The eDLT switches to preset #2 and displays **Warm**.
- A short press on the right key selects preset #3 (60) and displays **Cool White**.
- A short press on the left key selects preset #1 (16) and displays **Ultra Warm**.

NOTE: The eDLT selects a preset only when the received level exactly matches a configured preset level.

Measurement Widget

The Measurement widget allows the eDLT to display measurement values, such as temperature or other sensor data.

This widget uses the Measurement Application and supports up to 16 channels.

Measurement channels can be displayed on:

- Active page
- Navigation page
- Standby page

Configuration

Each Measurement widget is defined by:

- Device ID
- Channel ID

A widget can:

- Use a unique Device ID and Channel ID combination, or
- Reuse an existing combination from another Measurement widget.

Reusing the same Device ID and Channel ID does not consume an additional measurement channel. This allows multiple widgets to display the same measurement value.

Example:

A temperature value can be displayed on both the Standby page and the Navigation page by using the same Device ID and Channel ID.

Internal Temperature Sensor

The eDLT includes an internal temperature sensor.

- The temperature is displayed using:
 - The unit Device ID
 - Channel ID 0
- If the unit Device ID is invalid (255), the widget uses the unit address as the Device ID.

The Measurement widget supports the following measurement units:

Unit	Display Text
Centigrade	°C
Ampere	A
Degree	deg
Coulomb	C
Boolean	True or False
Farad	F
Henry	H
Hertz	Hz
Joule	J
Katal	kat
kg/m3	kg/m3
kilo	kg
litre	lt
litre/hr	lt/h
litre/min	lt/m
litre/sec	lt/s

Unit	Display Text
lux	lx
metre	m
metre/min	m/m
metre/sec	m/s
metre/sec squared	m/s ²
mole	mol
Newton Metre	Nm
Newton	N
Ohm	Ohm
Pascal	Pa
percent	%
decibel	dB
parts per million	ppm
revolutions per minute	rpm
second	s
minute	min
hour	hr
Sievert	Sv
steradian	sr
Tesla	T
Voltage	V
Watt Hour	Whr
Watt	W
Weber	Wb
Dollar unit	\$
Dollar/hour	\$/hr

Timeout Handling

The eDLT Firmware v2.x includes a measurement timeout feature that helps prevent outdated or incorrect values from being displayed.

- If a measurement is not received within the configured timeout period (for example, 5 minutes), the channel enters timeout mode and displays --.--.
- When a new measurement is received, the channel returns to normal operation and displays the updated value.
- If the timeout is set to 0 (default), the timeout checking is disabled.

Configure the timeout based on the measurement update interval.

- For example, if a sensor updates every 60 seconds, set the timeout to a value greater than 60 seconds.
- Setting a timeout shorter than the update interval (for example, 30 seconds) may cause incorrect timeout behaviour.

Room Courtesy Panel (RCP) Widget

The RCP (Room Courtesy Panel) widget is used to display the occupancy status of a room and is typically installed outside the room.

It is commonly used in hotel environments to display messages such as **Do Not Disturb** and **Make Up Room**.

Panel Components

A typical Room Courtesy Panel includes:

- One exposed button with associated indicators.
- A fascia/cover designed for limited user interaction.

Doorbell Function

The button is used to control the room doorbell and is configured with a Bellpress key function:

- The bell is active when the key is pressed.
- The bell stops when the key is released.

Room Status Indicators

There are additional buttons inside the room to control the indicator colours:

- **Red:** Do Not Disturb
- **Green:** Make Up Room
- **Blue:** Doorbell button indicator

Configuration

To implement a Room Courtesy Panel, at least three RCP widgets are required:

- One widget for the doorbell (Bellpress key function).
- Two widgets for room status display.

Room status messages can be configured using:

- Static labels
- Dynamic labels

Time/Date Predefined Widget

In the eDLT Firmware v2.x, time and date are provided as predefined items, instead of using widget pool entries. This allows the widget pool to be used for other applications, such as Lighting widget.

You can select a predefined time and/or date values for display. These can be used on:

- Active pages
- Standby page
- Navigation page

On the Navigation page, time and date are displayed using a customised layout and do not use predefined time/date widgets.

Controller Widget (Coming Soon)

The Controller widget enables the eDLT to send input events to external logic devices, such as an Automation Controller. It also provides status feedback through the indicator and the function status area.

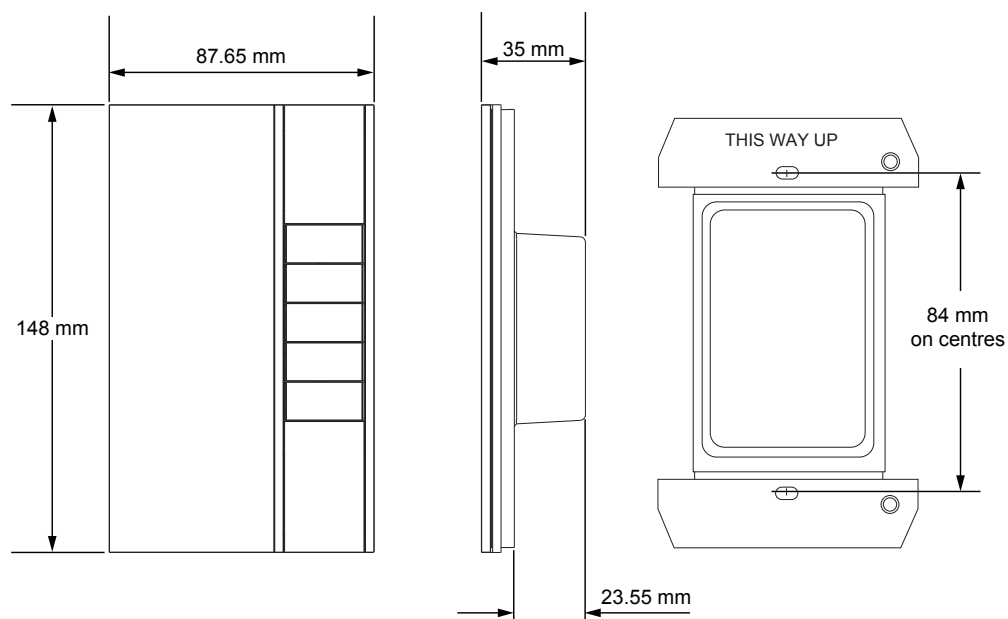
Short Information Messages (SIM) Widget (Coming Soon)

The Short Information Messages (SIM) feature allows small text-based messages to be sent across the C-Bus network and displayed with notifications on the eDLT.

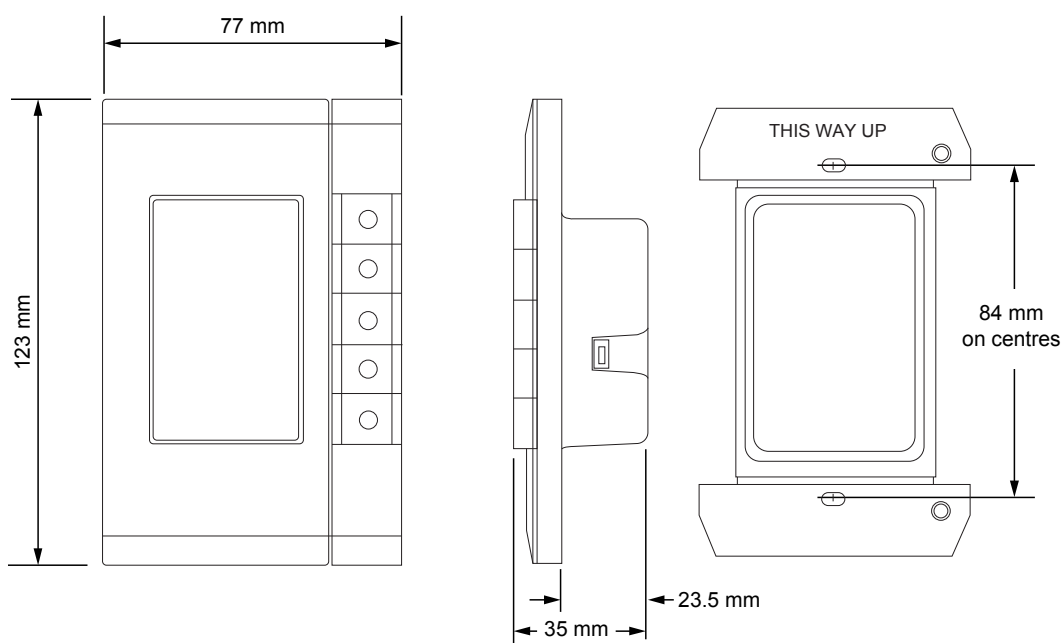
Technical Data

Parameter	Value
Catalogue number (Solis C)	5015EDLx Basic Unit and Fascia (assembled).
Catalogue number (Saturn)	5085EDLx Basic Unit and Fascia (assembled).
Catalogue number (Saturn Zen)	R5045EDLW-ZW C-Bus Saturn Zen eDLT, white grid, Zen white fascia colour. R5045EDLB-ZB C-Bus Saturn Zen eDLT, black grid, Zen black fascia colour.
Operating voltage	20...36 Vdc
Operating current	32 mA, powered by the C-Bus network. Does not supply power to the network.
IP rating	IP20
Electrical and signal connection	C-Bus positive and negative. 2 screw terminals on the supplied quick-connect C-Bus flylead.
Firmware upgrade port	Mini-USB. The cable is not included with product.
Display	2.8 inch, TFT LCD, monochrome with backlight.
Proximity detection	Software selectable.
Backlighting	Brightness is software selectable.
Operating temperature range	5...45 °C, not in direct sunlight.
Operating humidity range	10...90 % RH, non-condensing.
Mounting orientation	Vertical (portrait) only, with buttons on the right.
Application	Indoor use only.
Mounting centres	Mounting plate, 84 mm on centres.
Required clearance	35 mm depth behind the mounting plate.
Terminals capacity	2 x 1.5 mm ² stranded or solid C-Bus cable.
Product compliance	
No user serviceable parts inside.	

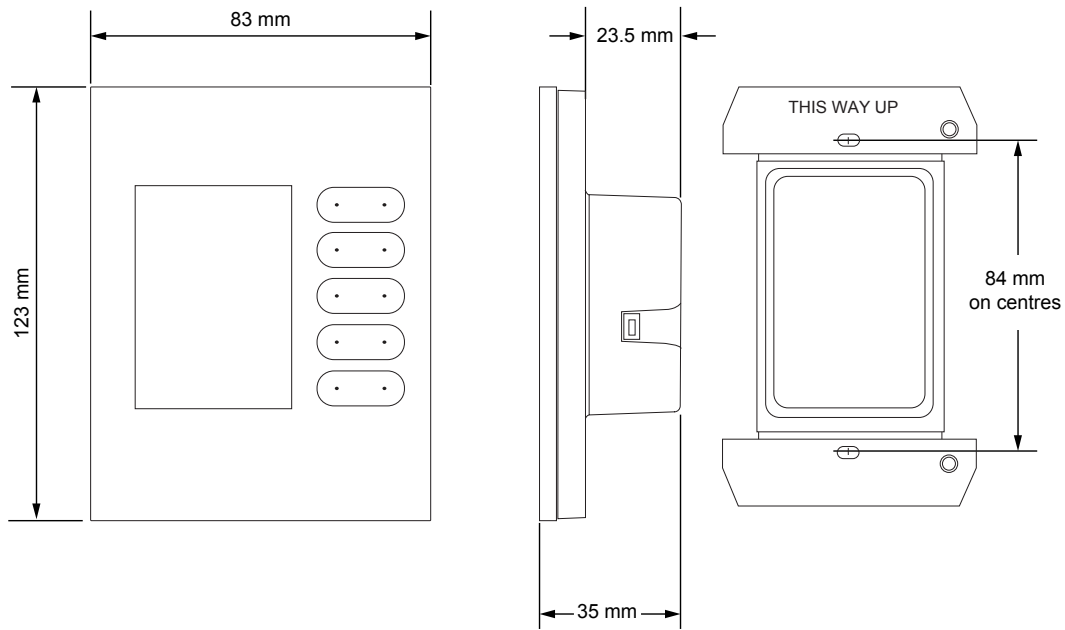
Solis C eDLT Wall Plate



Saturn eDLT Wall Plate



Saturn Zen eDLT Wall Plate



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SpaceLogic C-Bus_eDLT-00