

CANEO series10 – Firmware V10.x

Revision A | 2024-02-13

Overview

CANEO series10 SENSORswitches can be used in IO-Link and in non-IO-Link environments.

For non-IO-Link usage, the sensor features one standard Digital Output and up to two standard Digital Inputs (E1, E2), which can be used to control the sensor's LED.

The related parameters can be configured before/during deployment via IO-Link:

- Function of the Digital Output – PNP/NPN/PushPull, Normally Open/Closed
- Function of the up to two Digital Inputs (E1, E2)
 - LED control
 - Locking/release of Digital Output
- LED behavior for various states

IO-Link Communication

If the sensor detects IO-Link communication, it automatically switches to the IO-Link communication mode. The IO-Link standard offers different communication mechanisms:

- **Acyclic Data** (Indexed Service Data Units): Used to set the sensor configuration during commissioning.
- **Cyclic Process Data**: Used to receive the sensor's state and influence its behavior during runtime.
- **Events**: The sensor will report events in case of error.

In IO-Link applications the sensor always provides the same information (like actuation state) in its Process Data (PDin), but depending on the configured LED Control Mode, different kind of Process Data to the sensor (PDout) can be used:

- **Automatic Scene Selection** – Use this mode if you don't want to use IO-Link to control the sensor's LED.
- **Scene controlled by IO-Link Process Data** – This control mode is used to control the LED scenes through IO-Link. It covers most applications which use IO-Link, but is limited to eight LED scenes. A LED scene describes the behavior of the LED with a couple of parameters (e.g., color and effect).
- **Advanced Control by IO-Link Process Data** – If you use IO-Link, but the eight LED scenes are not sufficient for your application, it is recommended to use this LED control mode. The advanced control mode lets you control the LED with R-G-B data.

! INFO

Process Data, ISDUs and events of the sensor, their respective numeric indices, offsets, and values, are described in the IODD file of the sensor. It is highly recommended to use this file when integrating the sensor in an application.

Device Variants

| Product ID | Name | Description |
|------------|--------------------------------|--|
| CS10H-MODU | CANEO series10 Hygienic | SENSORswitch hygienic with stainless steel housing and milligrid connector |
| CS10H-MSDT | CANEO series10 Hygienic | SENSORswitch hygienic with stainless steel housing and M12 connector |
| CS10K-MLDT | CANEO series10 Standard | SENSORswitch with connector M12 |
| CS10K-MMDU | CANEO series10 Standard | SENSORswitch with milligrid connector |
| CS10S-MNDU | CANEO series10 Stainless Steel | SENSORswitch with stainless steel housing and milligrid connector |
| CS10S-MTDT | CANEO series10 Stainless Steel | SENSORswitch with stainless steel housing and M12 connector |

LED Control

series10 supports four modes for controlling its LED:

- Automatic Scene Selection
- Scene controlled by IO-Link-Process Data *
- Advanced Control by IO-Link Process Data *
- Classic Two LED Mode

* If the SENSORswitch is not used with IO-Link, it will behave like with "Automatic Scene selection" mode.

The control mode can be selected via IO-Link parameter **LED Control Mode** (see [ISDU Indices](#)).

Automatic Scene Selection

Number of applicable scenes depends on parameter **Active Inputs**:

| Active Inputs | Scenes Used |
|--------------------------------------|-------------|
| None (3 pin mode) | 0, 1 |
| Pin2 (E1) (4 pin mode) | 0 ... 3 |
| Pin2 (E1) and Pin5 (E2) (5 pin mode) | 0 ... 7 |

Scene n is selected depending on the state of touch (sensor actuation) and the state of the input pins E1 and E2:

| LED Scene | Touch | E1 | E2 | None | Pin 2 (E1) | Pin 2 (E1), Pin 5 (E2) |
|-----------|-------|----|----|------|------------|------------------------|
| 0 | 0 | 0 | 0 | ✓ | ✓ | ✓ |
| 1 | 1 | 0 | 0 | ✓ | ✓ | ✓ |
| 2 | 0 | 1 | 0 | | ✓ | ✓ |
| 3 | 1 | 1 | 0 | | ✓ | ✓ |
| 4 | 0 | 0 | 1 | | | ✓ |
| 5 | 1 | 0 | 1 | | | ✓ |
| 6 | 0 | 1 | 1 | | | ✓ |
| 7 | 1 | 1 | 1 | | | ✓ |

Scene Controlled by IO-Link Process Data

The active Scene is set according to the **LED Scene** value in IO-Link process data.

Advanced Control by IO-Link Process Data

The LED color, brightness, effect, and effect frequency is controlled by IO-Link process data.

Classic Two LED Mode

"Idle" and "Touch" parameters of "Classic LED Control" section are used.

The **Active Inputs** parameter controls whether the input pins affect the selection of "Idle" or "Touch" configuration:

Active Inputs = None (3 pin mode)

| Touch | E1 | E2 | LED Configuration |
|-------|--------------|--------------|-------------------|
| 0 | Not relevant | Not relevant | Idle |
| 1 | Not relevant | Not relevant | Touch |

Active Inputs = Pin2 (E1) (4 pin mode)

| Touch | E1 | E2 | LED Configuration |
|-------|--------------|--------------|-------------------|
| 0 | 0 | Not relevant | off |
| 0 | 1 | Not relevant | Idle |
| 1 | Not relevant | Not relevant | Touch |

Active Inputs = Pin2 (E1) and Pin5 (E2) (5 pin mode)

| Touch | E1 | E2 | LED Configuration |
|--------------|----|----|---------------------------|
| Not relevant | 0 | 0 | off |
| Not relevant | 1 | 0 | Idle |
| Not relevant | 0 | 1 | Touch |
| Not relevant | 1 | 1 | Idle & Touch colors mixed |

Output Features

Output Locking

This feature was designed for applications without IO-Link.

When enabled, inputs E1/E2 can lock the sensor from giving an output signal on actuation. To use this function:

- **LED Control Mode** must be set to "Automatic Scene selection"
- Inputs E1 or E1E2 need to be activated by **Active Inputs** parameter

With "Output Locking" enabled, the **Pin 4** output signal is locked, but there is no impact on the **Actuation Flag**.

The "Output Locking" has no influence on the scene or scene change. This means touching and inputs on E1/E2 will change the scene as described in the [LED Control](#) section: The state of Scene 1, for example, is: "Sensor is touched, but output is locked".

Output locking can also be used to interrupt an infinite timer or to terminate an output signal.

Output Snap-In

This feature relates to **Sensor Mode** "Static".

When actuated, the sensor works at first in Static mode. If the sensor is actuated longer than set in **Output Snap Time**, the output 'snaps' (latches), i.e. it works like in "Toggle" mode.

The Timer feature can be used to signal the Static and Snapped Phase:

1. Set **LED Control Mode** to "Automatic Scene selection"
2. Set **LED Scene 1** according to your needs — it holds the LED settings for the Snapped Phase
3. Set **LED Effect** and **LED Color** for the Timer — it holds the LED settings for the Static phase
4. Set **Trigger Timer** to "when entering Scene 1" (1)
5. Set **Timer Timeout** to same time (s) as **Output Snap Time** (ms)

If **Output Snap Time** is set to 0 ms, this feature is disabled.

Output with Soft Start

This feature was designed for motor control applications.

Since the SENSORswitch can provide an output current of max. 200 mA only, the motor is typically controlled via a driver circuit.

- **Output Mode** must be configured to "PushPull"
- The **Output Soft Start Time** defines the time during which a PWM of 5 kHz with constantly increasing duty cycle is output when the output switches on

- A time of 0 ms means the default way of output operation: immediate "hard" change from Pull to Push when the output switches on

Timer

The timer functionality is designed for applications without IO-Link.

The **LED Control Mode** needs to be set to "Automatic Scene Selection", so the timer can be started by activation of the switch or the inputs E1/E2.

NOTE

Timer overwrites the **LED Effect** of the scene; LED Effects with prefix "Timer" are synchronized with the timer.

Example Use Case 1

The output signal shall come in the beginning of the Timer period.

1. Set **Sensor Mode** to "Static" or "Dynamic"
2. Set **Timer Function** to "1 - enabled"
3. Set **Trigger Timer** to "0 - when entering Scene 0"
4. Set **Timer timeout** to e.g. "10" s
5. Set **Output Minimum Impulse Time**
6. Set **LED Effect** for Timer

NOTE

Sensor Mode needs to be "Static" or "Dynamic". If the sensor is in "Toggle" mode, the timer will start when the sensor is touched for a second time since it will be in "Scene 1" after the first touch and goes back to "Scene 0" after the second.

Example Use Case 2

The output signal shall come at the end of the Timer period.

1. Set **Sensor Mode** to "Static" or "Dynamic"
2. Set **Timer Function** to "1 - enabled"
3. Set **Trigger Timer** to "1 - when entering Scene 1"
4. Set **Timer timeout** to e.g. "10" s
5. Set **Output Minimum Impulse Time** to e.g. "300" ms
6. Set **Output Activation Delay** to e.g. "9700" ms
7. Set **LED Effect** for Timer

NOTE

Sensor Mode needs to be "Static" or "Dynamic".

Output Activation Delay = Timer timeout - Output Minimum Impulse Time.

IO-Link Interface

IO-Link Specification: V1.1.2 (July 2013)

| Property | Value |
|---------------|----------------------------|
| Device Family | Capacitive Sensors |
| Device Name | CANEO series10 |
| Device ID | 258 |
| IODD | IODDfinder |

Communication Interface

| Property | Value |
|--------------------------|---------------|
| IO-Link Version | V1.1 |
| Bitrate | COM2 |
| Minimum Cycle Time | 14800 μ s |
| Process Data Input Bits | 80 |
| Process Data Output Bits | 64 |
| SIO Supported | Yes |
| ISDU Supported | Yes |
| Data Storage | Yes |
| Block Parameter | No |

Process Data

NOTE

IO-Link bit offset counts from the last byte of the data array.

Process Data Input

80 bit / 10 bytes

| Byte | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-------------------|--------|------------------------|--------------------|---|-----------------|----|----------------|-------|-------|-------|
| Bit Offset | | 64 | 56 | | 48 | 32 | 24 | 16 | 8 | 0 |
| Data | unused | Surrounding Brightness | Actuation Strength | | Actuation Count | | Actuation Flag | Pin 5 | Pin 4 | Pin 2 |

Field Reference

| Bit Offset | Name | Datatype | Values | Info |
|------------|------------------------|------------------|---|---|
| 0 | Pin 2 | 8-bit UIntegerT | 4 - Input OFF, 5 - Input ON, 8 - Pin unused | E1 input pin state |
| 8 | Pin 4 | 8-bit UIntegerT | 0 - Output OFF, 1 - Output ON | OUT pin state |
| 16 | Pin 5 | 8-bit UIntegerT | 4 - Input OFF, 5 - Input ON, 8 - Pin unused | E2 input pin state |
| 24 | Actuation Flag | 8-bit UIntegerT | 0 - Idle, 1 - Actuated | Sensor actuation state |
| 32 | Actuation Count | 16-bit UIntegerT | 0 ... 65535 | Number of actuation cycles since sensor has been turned on. Counter resets when sensor restarts and after count of 65535. |
| 48 | Actuation Strength | 8-bit UIntegerT | 0 ... 100 [%] | Damping of sensor in percent. |
| 56 | Surrounding Brightness | 8-bit UIntegerT | 0 ... 100 [%] | Ambient brightness in percent. |
| 64 | unused | 16-bit UIntegerT | 0 ... 65535 | |

Process Data Output

64 bit / 8 bytes

LED Control Modes "Automatic Scene Selection" (0) / "Classic Two LED Mode" (3)

Process Data Output is **unused**.

LED Control Mode "Scene controlled by IO-Link Process Data" (1)

| Byte | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|------|--------|---|---|---|---|---|---|-----------|
| Data | unused | | | | | | | LED Scene |

| Bit Offset | Name | Datatype | Values | Info |
|------------|-----------|-----------------|------------------------|--|
| 0 | LED Scene | 8-bit UIntegerT | 0...7, 255 - Automatic | Switch between LED scenes "0" to "7". For control by activation and input pins set value to "255". |

LED Control Mode "Advanced control by IO-Link Process Data" (2)

| Byte | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|------------|------------------|------------|-------------|-------------|-------------|----------------|---|-------------|
| Bit Offset | 56 | 48 | 40 | 32 | 24 | 16 | | 0 |
| Data | Effect Frequency | LED Effect | LED Color B | LED Color G | LED Color R | LED Brightness | | Active LEDs |

| Bit Offset | Name | Datatype | Values | Info |
|------------|------------------|------------------|---|---|
| 0 | Active LEDs | 16-bit UIntegerT | 0...1 | Bitmask, defining which LEDs are active. |
| 16 | LED Brightness | 8-bit UIntegerT | 0...100, 255 - Automatic Control [%] | Brightness of LED ring in percent. Value of 255 means automatic brightness control by sensor. |
| 24 | LED Color R | 8-bit UIntegerT | 0 ... 255 | Red component of LED color. |
| 32 | LED Color G | 8-bit UIntegerT | 0 ... 255 | Green component of LED color. |
| 40 | LED Color B | 8-bit UIntegerT | 0 ... 255 | Blue component of LED color. |
| 48 | LED Effect | 8-bit UIntegerT | 0 - Static Ring, 1 - Flash Ring, 2 - Pulse Ring | |
| 56 | Effect Frequency | 8-bit UIntegerT | 1...60, 0 - Default Frequency [0.1 Hz] | Frequency of LED effect in 1/10 Hz, range: 0.1 ... 6 Hz. |

Events & Commands

Events

| Event Code | Type | Definition and recommended maintenance action |
|------------|---------|---|
| 6144 | Error | Output Overload – Output current too high – max. 200 mA |
| 16912 | Warning | Device temperature over-run – Clear source of heat |
| 16928 | Warning | Device temperature under-run – Insulate device |
| 20496 | Error | Component malfunction – Repair or exchange |
| 20752 | Warning | Primary supply voltage over-run – Check tolerance |
| 20753 | Warning | Primary supply voltage under-run – Check tolerance |

Commands

ISDU Index 2 – System Command

| Value | Name | Description |
|-------|--------------------------|---|
| 128 | Device Reset | Restart the device |
| 130 | Restore Factory Settings | Restore Factory Settings |
| 160 | Trigger Self-Test | Tests sensor and LED. Any error will be reported in Error Code variable |

ISDU Indices

Access Rights: **ro** – Read Only, **rw** – Read/Write, **wo** – Write Only

System Command

| Name | Index | Bytes | Access | Values | Description |
|----------------|-------|-------|--------|---|-------------|
| System Command | 2 | 1 | wo | see Events & Commands | |

Identification

| Name | Index | Bytes | Access | Values | Description |
|-----------------------------|-------|-------|--------|-------------------------|-------------------------------------|
| Vendor Name | 16 | 23 | ro | CAPTRON Electronic GmbH | |
| Product Name | 18 | 31 | ro | CANEO series10 ... | Standard, Stainless Steel, Hygienic |
| Product ID | 19 | 10 | ro | CS10X-xxxx | |
| Product Text | 20 | 19 | ro | CS10X-xxxx-xxx-xxxx | |
| Symbol | 276 | 3 | ro | | |
| Hardware Identification Key | 17342 | 9 | ro | A000010012 | |
| Serial Number | 21 | 13 | ro | | |
| Firmware Version | 23 | 4 | ro | V10.x | |

Activation Parameters

| Name | Index | Bytes | Access | Values | Description |
|-------------------------------------|-------|-------|--------|---------------------------------------|--|
| Sensor Mode | 261 | 1 | rw | 1 - Toggle, 2 - Dynamic, 3 - Static | <p>Toggle : Touch to switch on, touch again to switch off. Can only be set back after "Output Minimum Impulse Time" is over.</p> <p>Dynamic : Output is on as long as "Output Minimum Impulse Time" is set; even though the user continues touching, the output will switch off.</p> <p>Static : Output is on until the user is no longer touching the sensor (but is at least on for the "Output Minimum Impulse Time").</p> |
| Touch Sensitivity | 260 | 1 | rw | 0 - High, 1 - Middle, 2 - Low | <p>High : required "Actuation Strength" > 4%. Middle : required "Actuation Strength" > 14%. Low : required "Actuation Strength" > 24%.</p> |
| Water Resistance | 262 | 1 | rw | 0 - Basic, 1 - Enhanced, 2 - Ultimate | <p>Basic : Activation by e.g. light rain/dripping water unlikely. Enhanced : Activation by water jet/high-pressure cleaner unlikely. No limitation in operability, but activation by water possible in low light conditions. Ultimate : Strongly reduced probability of activation by e.g. water jet/high-pressure cleaner. Possible limitation in operability in low light condition.</p> |
| Minimum Actuation Time | 263 | 2 | rw | 0 ... 65535 [ms] | Time the sensor must be activated before output on Pin 4 switches, "Actuation Flag" is set to "Actuated" and "Actuation Count" goes up. |
| Minimum Actuation Time (Toggle OFF) | 283 | 2 | rw | 0 ... 65535 [ms] | Time the sensor must be touched in "Toggle" mode before output on Pin 4 turns OFF and "Actuation Flag" is set to "Idle". |
| Output Snap Time (Static Mode) | 339 | 2 | rw | 0 ... 65535 [ms] | Time after which the output snaps in (toggles); a value of 0 means no snap-in. For Static Sensor Mode only. |
| Output Activation Delay | 324 | 2 | rw | 0 ... 65535 [ms] | Time the switching of the output is delayed when the sensor has been actuated. |

I/O Parameters

| Name | Index | Bytes | Access | Values | Description |
|--|-------|-------|--------|--|---|
| Active Inputs | 271 | 1 | rw | 3 - None (3 pin mode), 4 - Pin 2 (E1) (4 pin mode), 5 - Pin 2 (E1) and Pin 5 (E2) (5 pin mode) | Controls which input pins are monitored. |
| E1/E2 Mode | 272 | 1 | rw | 0 - Active Low, 1 - Active High, 2 - Active Low/High | Active Low : Accepts a low signal as input to turn on. Active High : Accepts a high signal as input to turn on. |
| Output Locking | 337 | 1 | rw | 0 - No locking, 1 - Release by E1, 2 - Release by E2, 3 - Release by E1 and E2 | Controls whether inputs E1/E2 must be active for the output signal on Pin4 to be ON when the sensor is touched. |
| Output Mode | 273 | 1 | rw | 0 - NPN, 1 - PNP, 2 - PushPull | NPN : Output signal is pulled down to 0V when output is on. PNP : Output signal is pushed up to +VDC when output is on. PushPull : Output signal is pushed up to +VDC when output is on and is pulled down to 0V when it is off. |
| Output NO/NC | 274 | 1 | rw | 0 - NO (Normally Open), 1 - NC (Normally Closed) | |
| Output Minimum Impulse Time | 275 | 4 | rw | 10 ... 86400000 [ms] | The minimal time (ms) of the output signal when the sensor is activated. The output signal cannot be interrupted. In toggle mode the sensor can only be deactivated after the minimal output signal length is over. |
| Output Soft Start Time (PushPull Mode) | 338 | 2 | rw | 0 ... 65535 [ms] | Soft Start means that the output signal ramps up with a PWM for the given time. A value of 0 means "hard" switching without PWM. Available for PushPull Output Mode only. |

LED Parameters

| Name | Index | Bytes | Access | Values | Description |
|-------------------------|-------|-------|--------|---|---|
| LED Control Mode | 293 | 1 | rw | 0 - Automatic Scene selection, 1 - Scene controlled by IO-Link Process Data, 2 - Advanced control by IO-Link Process Data, 3 - Classic Two LED Mode | See LED Control for details on each mode. |
| Adaptive LED Brightness | 270 | 1 | rw | 0 - Off, 1 - On | If turned "On" the sensor automatically adjusts the LED Brightness depending on the "Surrounding Brightness". |
| Brightness of the LED | 285 | 1 | rw | 0 ... 100 [%] | Serves as minimum value with automatic brightness control. |

Classic LED Control (LED Control Mode = 3)

| Name | Index | Bytes | Access | Values | Description |
|-----------------|-------|-------|--------|--|--|
| LED Color Idle | 264 | 1 | rw | 0 - CANEO, 1 - Red, 2 - Green, 3 - Blue, 4 - Yellow, 5 - Magenta, 6 - Cyan, 10 - Orange, 11 • Violet, 13 - Off, 14 - Clean Blue, 254 - Manual | Color of LED when sensor is not touched / E1 is on. |
| LED Color Touch | 265 | 1 | rw | 0 - CANEO, 1 - Red, 2 - Green, 3 - Blue, 4 - Yellow, 5 - Magenta, 6 - Cyan, 10 - Orange, 11 • Violet, 13 - Off, 14 - Clean Blue, 254 - Manual | Color of LED when sensor is touched / E2 is on. |
| LED Mode Idle | 266 | 1 | rw | 0 - Static Ring, 1 - Flash Ring, 2 - Pulse Ring | Behavior of LED when sensor is not touched / E1 is on. |
| LED Mode Touch | 267 | 1 | rw | 0 - Static Ring, 1 - Flash Ring, 2 - Pulse Ring | Behavior of LED when sensor is touched / E2 is on. |

LED Manual Color Idle

| Name | Index - Subindex | Bytes | Access | Values | Description |
|------|------------------|-------|--------|-----------|--------------------------|
| R | 268 - 1 | 1 | rw | 0 ... 255 | Red component of color |
| G | 268 - 2 | 1 | rw | 0 ... 255 | Green component of color |
| B | 268 - 3 | 1 | rw | 0 ... 255 | Blue component of color |

LED Manual Color Touch

| Name | Index - Subindex | Bytes | Access | Values | Description |
|------|------------------|-------|--------|-----------|--------------------------|
| R | 269 - 1 | 1 | rw | 0 ... 255 | Red component of color |
| G | 269 - 2 | 1 | rw | 0 ... 255 | Green component of color |
| B | 269 - 3 | 1 | rw | 0 ... 255 | Blue component of color |

Observation & Diagnosis

| Name | Index | Bytes | Access | Values | Description |
|---------------------|-------|-------|--------|---------------------------|-------------|
| Sensor Temperature | 257 | 2 | ro | -32768 ... 32767 [0.1 °C] | |
| Supply Voltage | 256 | 2 | ro | 0 ... 65535 [0.001 V] | |
| Input E1 voltage | 277 | 2 | ro | 0 ... 65535 [0.001 V] | |
| Input E2 voltage | 278 | 2 | ro | 0 ... 65535 [0.001 V] | |
| MCU Voltage | 279 | 2 | ro | 0 ... 65535 [0.001 V] | |
| Charge Code | 280 | 4 | ro | 0 ... 4294967295 | |
| Error Code | 282 | 2 | ro | 0 ... 65535 | |
| Flash Erase Count | 259 | 2 | ro | 0 ... 65535 | |
| Device Access Locks | 12 | | rw | | |

LED Scenes

LED scenes are available for **LED Control Mode 0** (Automatic Scene Selection) and **LED Control Mode 1** (Scene controlled by IO-Link Process Data).

Each scene is configured with three parameters:

- **LED Color** – The color of the LED
- **LED Effect** – The behavior (Static Ring, Flash Ring, Pulse Ring)
- **Effect Frequency** – Frequency of animated effects in 1/10 Hz (range: 0.1 ... 6 Hz)

Available LED Colors

| Value | Color |
|-------|----------------|
| 0 | CANEO |
| 1 | Red |
| 2 | Green |
| 3 | Blue |
| 4 | Yellow |
| 5 | Magenta |
| 10 | Orange |
| 11 | Violet |
| 13 | Off |
| 14 | Clean Blue |
| 128 | Custom Color 1 |
| 129 | Custom Color 2 |

Scene ISDU Indices

| Scene | Condition | LED Color Index | LED Effect Index | Effect Frequency Index |
|---------|--------------------------|-----------------|------------------|------------------------|
| Scene 0 | no Touch, E1 off, E2 off | 295 - 1 | 295 - 2 | 295 - 3 |
| Scene 1 | Touch, E1 off, E2 off | 296 - 1 | 296 - 2 | 296 - 3 |
| Scene 2 | no Touch, E1 on, E2 off | 297 - 1 | 297 - 2 | 297 - 3 |
| Scene 3 | Touch, E1 on, E2 off | 298 - 1 | 298 - 2 | 298 - 3 |
| Scene 4 | no Touch, E1 off, E2 on | 299 - 1 | 299 - 2 | 299 - 3 |
| Scene 5 | Touch, E1 off, E2 on | 300 - 1 | 300 - 2 | 300 - 3 |
| Scene 6 | no Touch, E1 on, E2 on | 301 - 1 | 301 - 2 | 301 - 3 |
| Scene 7 | Touch, E1 on, E2 on | 302 - 1 | 302 - 2 | 302 - 3 |

Custom Scene Colors

Custom colors allow you to define arbitrary RGB values for use in scenes.

Custom Color 1 (Index 306)

| Subindex | Component | Values |
|----------|-----------|-----------|
| 1 | R | 0 ... 255 |
| 2 | G | 0 ... 255 |
| 3 | B | 0 ... 255 |

Custom Color 2 (Index 307)

| Subindex | Component | Values |
|----------|-----------|-----------|
| 1 | R | 0 ... 255 |
| 2 | G | 0 ... 255 |
| 3 | B | 0 ... 255 |

Timer LED Settings

When the timer is active, it can override the LED scene with its own settings:

| Name | Index - Subindex | Bytes | Access | Values | Description |
|------------------|------------------|-------|--------|---|----------------------------------|
| Timer Function | 322 - 1 | 1 | rw | 0 - disabled, 1 - enabled | Enable/disable timer |
| Trigger Timer | 322 - 2 | 1 | rw | 0...7 - when entering Scene n | Trigger to start timer |
| Timer Timeout | 322 - 3 | 2 | rw | 0 ... 9999 [s] | Time after which the timer stops |
| LED Color | 323 - 1 | 1 | rw | 0 - CANEO, 1 - Red, 2 - Green, 3 - Blue, 4 - Yellow, 5 - Magenta, 10 - Orange, 11 - Violet, 13 - Off, 14 - Clean Blue, 128 - Custom Color 1, 129 - Custom Color 2 | LED color during timer |
| LED Effect | 323 - 2 | 1 | rw | 0 - Static Ring, 1 - Flash Ring, 2 - Pulse Ring | LED behavior during timer |
| Effect Frequency | 323 - 3 | 1 | rw | 1...60, 0 - Default Frequency [0.1 Hz] | Frequency of LED effect |

Self-Diagnosis and Error Codes

The SENSORswitch includes the following diagnosis features:

- **Self-Test:** When triggered by the respective IO-Link System Command:
 - The capacitive measurement circuit is checked (duration: 200 ms)
 - The RGB LED is checked electrically
- **Monitoring** of Supply Voltage and MCU Temperature
- **Output Overload Detection**

Detected errors are indicated via IO-Link Events and/or in the **Error Code** IO-Link Parameter, as well as by blinking patterns of the LED.

Error Codes

| Blink Code | IO-Link Error Code | Description |
|------------|--------------------|----------------------------------|
| 1 | 0x0001 | Internal error |
| 5 | 0x0010 | Sensor error (self-test) |
| 8 | 0x0080 | Memory error |
| 12 | 0x0800 | LED error (self-test) |
| 13 | 0x1000 | Overload error on digital output |

Revision History

Rev. A – 2024-02-13

- Based on Technical Reference Manual CANEO series10 – Firmware V9.x, revision B
- Added tables to illustrate order of Process Data
- Added parameter size in bytes to IO-Link ISDU table
- Changed description of self-test