



# K50 Pro Select Touch with IO-Link Product Manual

Original Instructions

p/n: 246255 Rev. A

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Chapter Contents

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# Chapter 1      Features



- Bright, uniform touch button
- Translucent polycarbonate dome
- Rugged IP66, IP67, IP69K per ISO 20653 and UL Type 4X and UL Type 13 design
- Excellent immunity to false triggering by water spray, detergents, oils, and other foreign materials
- Devices are completely self-contained—no controller needed
- Ergonomically designed to eliminate hand, wrist, and arm stresses associated with repeated switch operation; no physical force required to operate
- Can be actuated with bare hands or gloves; sensitivity can be adjusted

## Models

| Model Name | Style                  | Color and Input | Connector <sup>(1)</sup>                               |
|------------|------------------------|-----------------|--|
| K50        | PST                    | K               | Q  |
|            | PST = Pro Select Touch | K = IO-Link     | Q = Integral 4-pin M12 male quick-disconnect connector |

<sup>(1)</sup> Models with a quick-disconnect connector require a mating cordset.

Chapter 2

Wiring

| Diagram   | Pinout  |
|---|---|
|  |  <p>1 = Brown (bn)<br/>2 = White (wh)<br/>3 = Blue (bu)<br/>4 = Black (bk)</p> |

## Chapter Contents

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## Chapter 3 IO-Link®

IO-Link® is a point-to-point communication link between a master device and a sensor and/or light. It can be used to automatically parameterize sensors or lights and to transmit process data. For the latest IO-Link protocol and specifications, please visit [www.io-link.com](http://www.io-link.com).

For the latest IODD files, please refer to the Banner Engineering Corp website at: [www.bannerengineering.com](http://www.bannerengineering.com).

### IO-Link Process Data In (Device to Master)

Use process data to read the device output state. When the device is in Four State Full Logic mode, use process data to read the device logic state in addition to the output state.

| Name                | Description   |
|---------------------|---|
| <b>Output State</b> | Output state follows touch button input   |
| <b>Device State</b> | Current state (State 1, State 2, State 3, State 4). Only available with Operation Mode set to Four State Full Logic or Multicolor |

### IO-Link Process Data Out (Master to Device)

Use process data out to define device states. Use parameter data to define device modes, states, touch settings, output settings, vibration feedback, and custom colors.

#### Multicolor Mode

Use process data to activate the defined device state. Use parameter data to define output settings, control delays, color, intensity, flash, and other animation types for State 1, State 2, State 3, and State 4.

#### Four State Full Logic Mode

Use process data to define the Job Input state and to read the touch button state and device state (State 1, State 2, State 3, State 4). See below for more information about how to achieve legacy logic types (C, D, E, and H). Use parameter data to change color, intensity, flash, speed, select animation type, and define output settings.

#### Advanced Mode

Use process data to control delays, color, intensity, flash, and other animation types. Process data is also used to control the sequence value dynamically. Use parameter data to create custom colors, intensity, speeds, and to define output and touch settings.

*Definitions for device states in Multicolor Mode, Four State Full Logic Mode, and Advanced Mode*

| Name                  | Description  |
|-----------------------|--|
| <b>Animation Type</b> |  |
| Off                   | Indicator is off   |
| Steady                | Color 1 is solid on at defined intensity   |
| Flash                 | Color 1 flashes at defined speed, color intensity, and pattern   |
| Two Color Flash       | Color 1 and Color 2 flash alternately at defined speed, color intensities, and pattern   |
| 50/50                 | Color 1 is displayed on 50% of the indicator and Color 2 is displayed on the other 50% of the indicator at the defined color intensities   |
| 50/50 Rotate          | Color 1 is displayed on 50% of the indicator and Color 2 is displayed on the other 50% of the indicator while rotating at the defined speed, color intensities, and rotational direction |

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| Name                  | Description   |
|-----------------------|---|
| Chase                 | Color 1 is displayed as a single spot against the background of Color 2 while rotating at the defined speed, color intensities, and rotational direction  |
| Intensity Sweep       | Color 1 repeatedly increases and decreases intensity between 0% to 100% at defined speed and color intensity  |
| Color Sweep           | Color 1 and Color 2 transition alternately at defined speed and color intensities   |
| Sequence              | Color 1 increments against the background of Color 2 at defined Dynamic or Static Sequence Value (Advanced mode and other modes respectively)   |
| Wave                  | Color 2 increments across the background of Color 1   |
| Double Wave           | Color 2 increments across the background of Color 1, and then the reverse occurs  |
| Animation Direction   | Defines the direction of rotation for the 50/50 rotate, chase, and sequence animations (CW or CCW)  |
| Animation Pattern     | Defines the flash pattern for flash and two color flash animations (normal, strobe, three pulse, SOS, or random); also defines the pattern of the vibration feedback  |
| Animation Speed       | Defines the animation speed (slow, medium, fast, or custom); also defines the speed of the vibration feedback pattern   |
| Off Delay Type        | Defines if the Off Delay should be measured from when the conditions for the State began (Leading Edge) or from when the conditions ended (Trailing Edge)   |
| Off Delay (ms)        | The duration of the animation Off Delay. Leading Edge Off Delays can be used to ensure the animation is active for at least a minimum amount of time.   |
| Static Sequence Value | Defines the span of Color 1 in the Sequence animation [0-255]. 0 means no portion of the animation will be Color 1, and it increases in a circular manner to 255 which indicates the full circumference will be Color 1. In Advanced Mode, this is in process data and is called Dynamic Sequence Value. In the other modes, this is in parameter data and is called Static Sequence Value. |
| Sequence Shift        | Shifts the beginning of the sequence animation to the specified LED (LED1 at 12 o'clock continuing in the direction indicated by the Animation Direction parameter)   |
| Color 1               | Defines Color 1 of defined animation  |
| Color 1 Intensity     | Defines the intensity of Color 1 in the animation (high, medium, low, off, or custom)   |
| Color 2               | Defines Color 2 of defined animation  |
| Color 2 Intensity     | Defines the intensity of Color 2 in the animation (high, medium, low, off, or custom)   |

## LED Control Mode

Use process data to define the color and intensity of each individual LED. Use parameter data to define customer colors and intensities. LED1 is oriented at the 12 o'clock position, continuing clockwise through LED8 near 11 o'clock position.

## Four State Full Logic Mode State Descriptions

Use process data job input and the touch button to dictate which one of these states the device should be in. Use parameter data to define the state characteristics.

**State 1:** Process Data job input off and touch button inactive

**State 2:** Process Data job input on and touch button inactive

**State 3:** Process Data job input off and touch button active

**State 4:** Process Data job input on and touch button active

| Four State Full Logic |              |          |
|-----------------------|--------------|----------|
|                       | Not Actuated | Actuated |
| No Input              | State 1      | State 3  |
| Job Input             | State 2      | State 4  |

| Legacy Logic Definitions (Four State Full Logic) |  |
|--|--|
| <b>C Logic</b>                                   | State 1 is Off. State 2 is Color 1/Job Input. State 3 is Color 2/Acknowledge. State 4 is defined the same as State 3                           |
| <b>D Logic</b>                                   | State 1 is Off. State 2 is Color 1/Job Input. State 3 is Off. State 4 is defined the same as State 2   |
| <b>E Logic</b>                                   | State 1 is Off. State 2 is Color 1/Job Input. State 3 is Color 2/Mispick. State 4 is defined the same as State 2                               |
| <b>H Logic</b>                                   | State 1 is power, defined as Color 1. State 2 is defined the same as State 1. State 3 is Color 2/Sense. State 4 is defined the same as State 3 |

## User Input Settings

Use Parameter Data to define the following settings.

| Setting                  | Description   |
|--------------------------|---|
| <b>Touch Sensitivity</b> | Defines the sensitivity of the touch button as either Standard, High or Low. Low sensitivity resists false activation. High sensitivity can be used for improved touch response (Touch models only) |
| <b>Function</b>          | Latching or Momentary Options. Momentary function toggles output on only during a touch button input. Latching function toggles output on or off for each touch button input                        |
| <b>Mute Enable</b>       | Turning on mute disables the touch button input   |
| <b>On Delay (ms)</b>     | Length of time the button needs to be pressed or the sensor needs to be blocked to trigger an active state.<br>0-60,000 ms  |

## Output Settings

Use Parameter Data to define the following settings.

| Setting               | Description  |
|-----------------------|--|
| <b>Output State</b>   | Normally Open or Normally Closed. Normally Open turns the output on with a touch button input. Normally Closed turns the output off with a touch button input              |
| <b>Off Delay Type</b> | Leading Edge or Trailing Edge. Leading Edge delays will begin once a touch button has been sensed. Trailing edge delays will begin once the touch button has been released |
| <b>Off Delay (ms)</b> | Length of time before the output state returns to a touch button inactive state after the button has been released.<br>0-60,000 ms   |

# IO-Link Data Map

This section refers to the following IODD file: Banner\_Engineering-K50PSTKQ-20250107-IODD1.1-en (3).html. The IODD file and support files can be found on [www.bannerengineering.com](http://www.bannerengineering.com) under the download section of the product family page.

## Communication Parameters

The following communication parameters are used.

| Parameter               | Value     | Parameter              | Value |
|-------------------------|-----------|------------------------|-------|
| IO-Link revision        | V1.1      | Port class             | A     |
| Process data in length  | 32 bits   | SIO mode               | No    |
| Process data out length | 320 bits  | Smart sensor profile   | Yes   |
| Bit rate                | 38400 bps | Block parameterization | Yes   |
| Minimum cycle time      | 5 ms      | Data storage           | Yes   |
| Device ID               | 0×060012  |                        |       |

## Process Data: Multicolor

ProcessData id=V\_Pd\_State (condition V\_OperationMode == 0)

### IO-Link Process Data In (Device to Master)

ProcessDataIn id=V\_Pd\_InState

- Bit Length: 16
- Data Type: 16-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type      | Allowed Values                                     | Name         | Description   |
|----------|------------|----------------|--|--------------|---|
| 1        | 0          | Boolean        | false = Inactive, true = Active                    | Output State | Output State. Related parameters are defined in output and touch settings parameter data. |
| 2        | 8          | 2-bit UInteger | 0 = State 1, 1 = State 2, 2 = State 3, 3 = State 4 | State        | Output State. Related parameters are defined in output and touch settings parameter data. |

| Octet 0    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |

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| Octet 0     |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|
| Subindex    | - | - | - | - | - | - | 2 |   |
| Element bit |   |   |   |   |   |   | 1 | 0 |

| Octet 1    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex   | - | - | - | - | - | - | - | 1 |

**IO-Link Process Data Out (Master to Device)**

ProcessDataOut id=V\_Pd\_OutState

- Bit Length: 64
- Data Type: 64-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type      | Allowed Values                                     | Name  | Description   |
|----------|------------|----------------|--|-------|---|
| 1        | 0          | 2-bit UInteger | 0 = State 1, 1 = State 2, 2 = State 3, 3 = State 4 | State | Animation State. Related parameters are defined in Four State Full Logic/Multicolor parameter data. |

| Octet 0    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 63 | 62 | 61 | 60 | 59 | 58 | 57 | 56 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 1    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 55 | 54 | 53 | 52 | 51 | 50 | 49 | 48 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 2    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 47 | 46 | 45 | 44 | 43 | 42 | 41 | 40 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 3    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 39 | 38 | 37 | 36 | 35 | 34 | 33 | 32 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 4    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 5    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 6    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex   | -  | -  | -  | -  | -  | -  | - | - |

| Octet 7    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

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| Octet 7  |   |   |   |   |   |   |   |   |
|----------|---|---|---|---|---|---|---|---|
| Subindex | - | - | - | - | - | - | - | 1 |

## Process Data: Four State Full Logic

ProcessData id=V\_Pd\_Advanced (condition V\_OperationMode == 1)

### IO-Link Process Data In (Device to Master)

ProcessDataIn id=V\_Pd\_InAdvanced

- Bit Length: 16
- Data Type: 16-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type      | Allowed Values                                     | Name         | Description   |
|----------|------------|----------------|--|--------------|---|
| 1        | 0          | Boolean        | false = Inactive, true = Active                    | Output State | Output State. Related parameters are defined in output and touch settings parameter data.           |
| 2        | 8          | 2-bit UInteger | 0 = State 1, 1 = State 2, 2 = State 3, 3 = State 4 | State        | Animation State. Related parameters are defined in Four State Full Logic/Multicolor parameter data. |

| Octet 0    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex   | -  | -  | -  | -  | -  | -  | - | 2 |

| Octet 1    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex   | - | - | - | - | - | - | - | 1 |

### IO-Link Process Data Out (Master to Device)

ProcessDataOut id=V\_Pd\_OutAdvanced

- Bit Length: 64
- Data Type: 64-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type | Allowed Values         | Name      | Description                               |
|----------|------------|-----------|------------------------|-----------|---|
| 1        | 0          | Boolean   | false = Off, true = On | Job Input | Job Input for Four State Full Logic mode. |

| Octet 0    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 63 | 62 | 61 | 60 | 59 | 58 | 57 | 56 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 1    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 55 | 54 | 53 | 52 | 51 | 50 | 49 | 48 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 2    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 47 | 46 | 45 | 44 | 43 | 42 | 41 | 40 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 3    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 39 | 38 | 37 | 36 | 35 | 34 | 33 | 32 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 4    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 5    |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| Bit offset | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| Subindex   | -  | -  | -  | -  | -  | -  | -  | -  |

| Octet 6    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex   | -  | -  | -  | -  | -  | -  | - | - |

| Octet 7    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex   | - | - | - | - | - | - | - | 1 |

## Process Data: Advanced

ProcessData id=V\_Pd\_Advanced (condition V\_OperationMode == 2)

### IO-Link Process Data In (Device to Master)

ProcessDataIn id=V\_Pd\_InAdvanced

- Bit Length: 16
- Data Type: 16-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type | Allowed Values                  | Name         | Description   |
|----------|------------|-----------|---------------------------------|--------------|---|
| 1        | 0          | Boolean   | false = Inactive, true = Active | Output State | Output State. Related parameters are defined in output and touch settings parameter data. |

| Octet 0    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex   | -  | -  | -  | -  | -  | -  | - | - |

| Octet 1    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex   | - | - | - | - | - | - | - | 1 |

### IO-Link Process Data Out (Master to Device)

ProcessDataOut id=V\_Pd\_OutAdvanced

- Bit Length: 64
- Data Type: 64-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type      | Allowed Values   | Name                | Description                         |
|----------|------------|----------------|--|---------------------|-------------------------------------|
| 1        | 0          | 4-bit UInteger | 0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = 50/50, 5 = 50/50 Rotate, 6 = Chase, 7 = Intensity Sweep, 8 = Color Sweep, 9 = Sequence, 10 = Wave, 11 = Double Wave | Animation Type      | The animation type                  |
| 2        | 4          | Boolean        | false = CW, true = CCW   | Animation Direction | The direction the animation rotates |
| 3        | 5          | 3-bit UInteger | 0 = Flash, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random  | Animation Pattern   | The pattern of the animation        |

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| Subindex | Bit Offset | Data Type       | Allowed Values  | Name                          | Description   |
|----------|------------|-----------------|---|-------------------------------|---|
| 4        | 8          | 2-bit UInteger  | 0 = Slow, 1 = Medium, 2 = Fast, 3 = Custom  | Animation Speed               | The speed of the animation  |
| 5        | 10         | 2-bit UInteger  | 0   | Reserved                      | Reserved  |
| 6        | 12         | Boolean         | false = Leading Edge, true = Trailing Edge  | Off Delay Type                | A leading edge delay is triggered on the rising edge of a user input. A trailing edge delay is triggered on the falling edge of a user input. |
| 7        | 16         | 16-bit UInteger | 0..65535  | Off Delay (ms)                | The length of time before the device returns to an 'inactive' state after user input is released.   |
| 8        | 32         | 8-bit UInteger  | 0..255  | Static Sequence Value (0-255) | The value that describes the LED position of the device. LED state is defined in Parameters Set Using IO-Link.                                |
| 9        | 40         | 3-bit UInteger  | 0 = LED 1, 1 = LED 2, 2 = LED 3, 3 = LED 4, 4 = LED 5, 5 = LED 6, 6 = LED 7, 7 = LED 8  | Sequence Start Location       | Defines the LED location where the sequence animation is initiated.   |
| 10       | 48         | 5-bit UInteger  | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | Color 1                       | The main color of the animation. Custom Colors are defined in Parameters Set Using IO-Link.   |
| 11       | 53         | 3-bit UInteger  | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | Color 1 Intensity             | The intensity of Color 1. Custom Intensity is defined in Parameters Set Using IO-Link.  |
| 12       | 56         | 5-bit UInteger  | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | Color 2                       | The secondary color of the animation. Custom Colors are defined in Parameters Set Using IO-Link.  |
| 13       | 61         | 3-bit UInteger  | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | Color 2 Intensity             | The intensity of Color 2. Custom Intensity is defined in Parameters Set Using IO-Link.  |

| Octet 0     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 63 | 62 | 61 | 60 | 59 | 58 | 57 | 56 |
| Subindex    | 13 |    |    | 12 |    |    |    |    |
| Element Bit | 2  | 1  | 0  | 4  | 3  | 2  | 1  | 0  |

| Octet 1     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 55 | 54 | 53 | 52 | 51 | 50 | 49 | 48 |
| Subindex    | 11 |    |    | 10 |    |    |    |    |
| Element Bit | 2  | 1  | 0  | 4  | 3  | 2  | 1  | 0  |

| Octet 2     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 47 | 46 | 45 | 44 | 43 | 42 | 41 | 40 |
| Subindex    | -  | -  | -  | -  | -  | 9  |    |    |
| Element Bit |    |    |    |    |    | 2  | 1  | 0  |

| Octet 3     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 39 | 38 | 37 | 36 | 35 | 34 | 33 | 32 |
| Subindex    | 8  |    |    |    |    |    |    |    |
| Element Bit | 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |

| Octet 4     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| Subindex    | 7  |    |    |    |    |    |    |    |
| Element Bit | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  |

| Octet 5     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| Subindex    | 7  |    |    |    |    |    |    |    |
| Element Bit | 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |

| Octet 6     |    |    |    |    |    |    |   |   |
|-------------|----|----|----|----|----|----|---|---|
| Bit offset  | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex    | -  | -  | -  | 6  | 5  |    | 4 |   |
| Element Bit |    |    |    |    | 1  | 0  | 1 | 0 |

| Octet 7     |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|
| Bit offset  | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex    | 3 |   |   | 2 | 1 |   |   |   |
| Element Bit | 2 | 1 | 0 |   | 3 | 2 | 1 | 0 |

## Process Data: LED Control

ProcessData id=V\_Pd\_LedControl (condition V\_OperationMode == 3)

### IO-Link Process Data In (Device to Master)

ProcessDataIn id=V\_Pd\_InLedControl

- Bit Length: 16
- Data Type: 16-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type | Allowed Values                  | Name         | Description   |
|----------|------------|-----------|---------------------------------|--------------|---|
| 1        | 0          | Boolean   | false = Inactive, true = Active | Output State | Output State. Related parameters are defined in output and touch settings parameter data. |

| Octet 0    |    |    |    |    |    |    |   |   |
|------------|----|----|----|----|----|----|---|---|
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex   | -  | -  | -  | -  | -  | -  | - | - |

| Octet 1    |   |   |   |   |   |   |   |   |
|------------|---|---|---|---|---|---|---|---|
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex   | - | - | - | - | - | - | - | 1 |

### IO-Link Process Data Out (Master to Device)

ProcessDataOut id=V\_Pd\_OutLedControl

- Bit Length: 64
- Data Type: 64-bit Record (subindex access not supported)

| Subindex | Bit Offset | Data Type      | Allowed Values  | Name                   | Description  |
|----------|------------|----------------|---|------------------------|--|
| 1        | 0          | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 1 Color            | Defines the color of the designated LED. LED 1 is oriented at the 12 o'clock position. |
| 2        | 4          | 4-bit UInteger | 0..10   | LED 1 Intensity (0-10) | Defines the intensity of the designated LED  |
| 3        | 8          | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 2 Color            | Defines the color of the designated LED  |
| 4        | 12         | 4-bit UInteger | 0..10   | LED 2 Intensity (0-10) | Defines the intensity of the designated LED  |
| 5        | 16         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 3 Color            | Defines the color of the designated LED  |
| 6        | 20         | 4-bit UInteger | 0..10   | LED 3 Intensity (0-10) | Defines the intensity of the designated LED  |
| 7        | 24         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 4 Color            | Defines the color of the designated LED  |
| 8        | 28         | 4-bit UInteger | 0..10   | LED 4 Intensity (0-10) | Defines the intensity of the designated LED  |
| 9        | 32         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 5 Color            | Defines the color of the designated LED  |
| 10       | 36         | 4-bit UInteger | 0..10   | LED 5 Intensity (0-10) | Defines the intensity of the designated LED  |
| 11       | 40         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 6 Color            | Defines the color of the designated LED  |
| 12       | 44         | 4-bit UInteger | 0..10   | LED 6 Intensity (0-10) | Defines the intensity of the designated LED  |
| 13       | 48         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 7 Color            | Defines the color of the designated LED  |
| 14       | 52         | 4-bit UInteger | 0..10   | LED 7 Intensity (0-10) | Defines the intensity of the designated LED  |
| 15       | 56         | 4-bit UInteger | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | LED 8 Color            | Defines the color of the designated LED  |
| 16       | 60         | 4-bit UInteger | 0..10   | LED 8 Intensity (0-10) | Defines the intensity of the designated LED  |

| Octet 0     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 63 | 62 | 61 | 60 | 59 | 58 | 57 | 56 |
| Subindex    | 16 |    |    |    | 15 |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 1     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 55 | 54 | 53 | 52 | 51 | 50 | 49 | 48 |
| Subindex    | 14 |    |    |    | 13 |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 2     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 47 | 46 | 45 | 44 | 43 | 42 | 41 | 40 |
| Subindex    | 12 |    |    |    | 11 |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 3     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 39 | 38 | 37 | 36 | 35 | 34 | 33 | 32 |
| Subindex    | 10 |    |    |    | 9  |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 4     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 |
| Subindex    | 8  |    |    |    | 7  |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 5     |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|
| Bit offset  | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 |
| Subindex    | 6  |    |    |    | 5  |    |    |    |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1  | 0  |

| Octet 6     |    |    |    |    |    |    |   |   |
|-------------|----|----|----|----|----|----|---|---|
| Bit offset  | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Subindex    | 4  |    |    |    | 3  |    |   |   |
| Element Bit | 3  | 2  | 1  | 0  | 3  | 2  | 1 | 0 |

| Octet 7     |   |   |   |   |   |   |   |   |
|-------------|---|---|---|---|---|---|---|---|
| Bit offset  | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Subindex    | 2 |   |   |   | 1 |   |   |   |
| Element Bit | 3 | 2 | 1 | 0 | 3 | 2 | 1 | 0 |

## Parameters Set Using IO-Link

| Index | Subindex | Name                | Length | Value Range | Default | Access Rights | Data Storage? |
|-------|----------|---------------------|--------|-------------|---------|---------------|---------------|
| 0     | 1-16     | Direct Parameters 1 | 128    |             |         | rw            |               |
| 1     | 1-16     | Direct Parameters 2 | 128    |             |         | rw            |               |

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| Index | Subindex | Name                              | Length                     | Value Range  | Default | Access Rights | Data Storage? |
|-------|----------|-----------------------------------|----------------------------|--|---------|---------------|---------------|
| 2     |          | Standard Command                  | 8                          | 130 = Restore Factory Settings   |         | wo            |               |
| 3-11  |          |                                   |                            |  |         |               |               |
| 12    |          | <b>Direct Access Locks</b>        | 16                         |  |         |               |               |
|       | 1        | Parameter (write) Access Lock     | 1                          | 0 = Off, 1 = On  | False   | rw            | y             |
|       | 2        | Data Storage Lock                 | 1                          | 0 = Off, 1 = On  | False   | rw            | y             |
|       | 3        | Local Parameterization Lock       | 1                          | 0 = Off, 1 = On  |         | rw            | y             |
|       | 4        | Local User Interface Lock         | 1                          | 0 = Off, 1 = On  |         | rw            | y             |
| 13-15 |          |                                   |                            |  |         |               |               |
| 16    |          | Vendor Name string                | 240                        | Banner Engineering Corporation   |         | ro            |               |
| 17    |          | Vendor Text string                | 232                        | More Sensors. More Solutions.  |         | ro            |               |
| 18    |          | Product Name string               | 256                        | K50  |         | ro            |               |
| 19    |          | Product ID string                 | 256                        | K50PSTKQ   |         | ro            |               |
| 20    |          | Product Text string               | 208                        | K50 Touch with IOL   |         | ro            |               |
| 21    |          | Serial Number                     | 128                        |  |         | ro            |               |
| 22    |          | Hardware Version                  | 512                        |  |         | ro            |               |
| 23    |          | Firmware Version                  | 64                         |  |         | ro            |               |
| 24    |          | App Specific Tag (user defined)   | 256                        |  |         | rw            | y             |
| 25-35 |          |                                   |                            |  |         |               |               |
| 36    |          | Device Status                     | 8                          | 0 = Device is OK<br>1 = Maintenance required<br>2 = Out of specification<br>3 = Functional check<br>4 = Failure<br>5-255 = Reserved  |         | ro            |               |
| 37    |          | Detailed Device Status            | Array[6]<br>of 3-<br>octet |  |         | ro            |               |
| 38-79 |          |                                   |                            |  |         |               |               |
| 80    |          | Operation Mode                    | 3                          | 0 = Multicolor<br>1 = Full State Full Logic<br>2 = Advanced<br>3 = LED Control<br>4 = Demo   | 2       | rw            | y             |
| 81    |          | <b>Setting</b>                    | 24                         |  |         |               |               |
|       | 1        | Custom Intensity (0 - 100%)       | 8                          | 0..100   | 100     | rw            | y             |
|       | 2        | Custom Flash Rate (0.5 - 25.5 Hz) | 8                          | 5..255   | 15      | rw            | y             |
|       | 3        | Restrict To Gamut                 | 8                          | 0 = Off, 1 = On  | 0       | rw            | y             |
| 82    |          | <b>User Input Settings</b>        | 24                         |  |         |               |               |
|       | 1        | Touch Sensitivity                 | 2                          | 0 = Low<br>1 = Standard<br>2 = High  | 1       | rw            |               |
|       | 2        | Function                          | 1                          | false = Momentary, true = Latched  | False   | rw            |               |
|       | 3        | Mute Enable                       | 1                          | false = Off, true = On   | False   | rw            |               |
|       | 4        | On Delay (ms)                     | 16                         | 0..65535   | 0       | rw            |               |
| 83    |          | <b>Output Settings</b>            | 24                         |  |         |               |               |
|       | 1        | Output State                      | 1                          | false = Normally Closed, true = Normally Open  | True    | rw            |               |
|       | 2        | Off Delay Type                    | 1                          | false = Leading Edge, true = Trailing Edge   | False   | rw            |               |
|       | 3        | Off Delay (ms)                    | 16                         | 0..65535   | 0       | rw            |               |
| 84    |          | <b>State 1 Parameters</b>         |                            |  |         |               |               |
|       | 1        | Animation Type                    | 4                          | 0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = 50/50, 5 = 50/50 Rotate, 6 = Chase, 7 = Intensity Sweep, 8 = Color Sweep, 9 = Sequence, 10 = Wave, 11 = Double Wave | 1       | rw            | y             |

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| Index | Subindex                  | Name                          | Length | Value Range   | Default | Access Rights | Data Storage? |
|-------|---------------------------|-------------------------------|--------|---|---------|---------------|---------------|
|       | 2                         | Animation Direction           | 1      | false = CW, true = CCW  | False   | rw            | y             |
|       | 3                         | Animation Pattern             | 3      | 0 = Flash, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random   | 0       | rw            | y             |
|       | 4                         | Animation Speed               | 2      | 0 = Slow, 1 = Medium, 2 = Fast, 3 = Custom  | 1       | rw            | y             |
|       | 5                         | Reserved                      | 2      | 0   | 0       | rw            | y             |
|       | 6                         | Off Delay Type                | 1      | false = Leading Edge, true = Trailing Edge  | False   | rw            | y             |
|       | 7                         | Off Delay (ms)                | 16     | 0..65535  | 0       | rw            | y             |
|       | 8                         | Static Sequence Value (0-255) | 8      | 0..255  | 0       | rw            | y             |
|       | 9                         | Sequence Start Location       | 3      | 0 = LED 1, 1 = LED 2, 2 = LED 3, 3 = LED 4, 4 = LED 5, 5 = LED 6, 6 = LED 7, 7 = LED 8  | 0       | rw            | y             |
|       | 10                        | Color 1                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 11                        | Color 1 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
|       | 12                        | Color 2                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 13                        | Color 2 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
| 85    | <b>State 2 Parameters</b> |                               |        |   |         |               |               |
|       | 1                         | Animation Type                | 4      | 0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = 50/50, 5 = 50/50 Rotate, 6 = Chase, 7 = Intensity Sweep, 8 = Color Sweep, 9 = Sequence, 10 = Wave, 11 = Double Wave                              | 1       | rw            | y             |
|       | 2                         | Animation Direction           | 1      | false = CW, true = CCW  | False   | rw            | y             |
|       | 3                         | Animation Pattern             | 3      | 0 = Flash, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random   | 0       | rw            | y             |
|       | 4                         | Animation Speed               | 2      | 0 = Slow, 1 = Medium, 2 = Fast, 3 = Custom  | 1       | rw            | y             |
|       | 5                         | Reserved                      | 2      | 0   | 0       | rw            | y             |
|       | 6                         | Off Delay Type                | 1      | false = Leading Edge, true = Trailing Edge  | False   | rw            | y             |
|       | 7                         | Off Delay (ms)                | 16     | 0..65535  | 0       | rw            | y             |
|       | 8                         | Static Sequence Value (0-255) | 8      | 0..255  | 0       | rw            | y             |
|       | 9                         | Sequence Start Location       | 3      | 0 = LED 1, 1 = LED 2, 2 = LED 3, 3 = LED 4, 4 = LED 5, 5 = LED 6, 6 = LED 7, 7 = LED 8  | 0       | rw            | y             |
|       | 10                        | Color 1                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 11                        | Color 1 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
|       | 12                        | Color 2                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 13                        | Color 2 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
| 86    | <b>State 3 Parameters</b> |                               |        |   |         |               |               |
|       | 1                         | Animation Type                | 4      | 0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = 50/50, 5 = 50/50 Rotate, 6 = Chase, 7 = Intensity Sweep, 8 = Color Sweep, 9 = Sequence, 10 = Wave, 11 = Double Wave                              | 1       | rw            | y             |
|       | 2                         | Animation Direction           | 1      | false = CW, true = CCW  | False   | rw            | y             |
|       | 3                         | Animation Pattern             | 3      | 0 = Flash, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random   | 0       | rw            | y             |
|       | 4                         | Animation Speed               | 2      | 0 = Slow, 1 = Medium, 2 = Fast, 3 = Custom  | 1       | rw            | y             |
|       | 5                         | Reserved                      | 2      | 0   | 0       | rw            | y             |
|       | 6                         | Off Delay Type                | 1      | false = Leading Edge, true = Trailing Edge  | False   | rw            | y             |

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| Index | Subindex                  | Name                          | Length | Value Range   | Default | Access Rights | Data Storage? |
|-------|---------------------------|-------------------------------|--------|---|---------|---------------|---------------|
|       | 7                         | Off Delay (ms)                | 16     | 0..65535  | 0       | rw            | y             |
|       | 8                         | Static Sequence Value (0-255) | 8      | 0..255  | 0       | rw            | y             |
|       | 9                         | Sequence Start Location       | 3      | 0 = LED 1, 1 = LED 2, 2 = LED 3, 3 = LED 4, 4 = LED 5, 5 = LED 6, 6 = LED 7, 7 = LED 8  | 0       | rw            | y             |
|       | 10                        | Color 1                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 11                        | Color 1 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
|       | 12                        | Color 2                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 13                        | Color 2 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
| 87    | <b>State 4 Parameters</b> |                               |        |   |         |               |               |
|       | 1                         | Animation Type                | 4      | 0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = 50/50, 5 = 50/50 Rotate, 6 = Chase, 7 = Intensity Sweep, 8 = Color Sweep, 9 = Sequence, 10 = Wave, 11 = Double Wave                              | 1       | rw            | y             |
|       | 2                         | Animation Direction           | 1      | false = CW, true = CCW  | False   | rw            | y             |
|       | 3                         | Animation Pattern             | 3      | 0 = Flash, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random   | 0       | rw            | y             |
|       | 4                         | Animation Speed               | 2      | 0 = Slow, 1 = Medium, 2 = Fast, 3 = Custom  | 1       | rw            | y             |
|       | 5                         | Reserved                      | 2      | 0   | 0       | rw            | y             |
|       | 6                         | Off Delay Type                | 1      | false = Leading Edge, true = Trailing Edge  | False   | rw            | y             |
|       | 7                         | Off Delay (ms)                | 16     | 0..65535  | 0       | rw            | y             |
|       | 8                         | Static Sequence Value (0-255) | 8      | 0..255  | 0       | rw            | y             |
|       | 9                         | Sequence Start Location       | 3      | 0 = LED 1, 1 = LED 2, 2 = LED 3, 3 = LED 4, 4 = LED 5, 5 = LED 6, 6 = LED 7, 7 = LED 8  | 0       | rw            | y             |
|       | 10                        | Color 1                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 11                        | Color 1 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
|       | 12                        | Color 2                       | 5      | 0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = White, 14 = Custom 1, 15 = Custom 2 | 0       | rw            | y             |
|       | 13                        | Color 2 Intensity             | 3      | 0 = High, 1 = Medium, 2 = Low, 3 = Off, 4 = Custom  | 0       | rw            | y             |
| 88    | <b>Custom Color 1</b>     |                               | 24     |   |         |               |               |
|       | 1                         | Red                           | 8      | 0..255  | 255     | rw            | y             |
|       | 2                         | Green                         | 8      | 0..255  | 255     | rw            | y             |
|       | 3                         | Blue                          | 8      | 0..255  | 255     | rw            | y             |
| 89    | <b>Custom Color 2</b>     |                               | 24     |   |         |               |               |
|       | 1                         | Red                           | 8      | 0..255  | 255     | rw            | y             |
|       | 2                         | Green                         | 8      | 0..255  | 255     | rw            | y             |
|       | 3                         | Blue                          | 8      | 0..255  | 255     | rw            | y             |

## IO-Link Events

Events and Error Types are acyclic transmissions from the IO-Link device to the IO-Link master. Events can be error messages and/or warning or maintenance data.

| Event Types    |              |                                       |
|----------------|--------------|---------------------------------------|
| Code           | Type         | Description                           |
| 0 (0x0000)     | Notification | No malfunction                        |
| 20480 (0x5000) | Error        | Device hardware fault/Device exchange |

| Error Types |                 |                                       |   |
|-------------|-----------------|---------------------------------------|---|
| Code        | Additional Code | Name                                  | Description   |
| 128 (0x80)  | 0 (0x00)        | Device application error - no details | Service has been refused by the device application and no detailed information of the incident is available       |
|             | 17 (0x11)       | Index not available                   | Access occurs to a not existing device  |
|             | 18 (0x12)       | Subindex not available                | Access occurs to a not existing subindex  |
|             | 32 (0x20)       | Service temporarily not available     | Parameter is not accessible because of the current state of the device application                                |
|             | 35 (0x23)       | Access denied                         | Write access on a read-only parameter   |
|             | 48 (0x30)       | Parameter value out of range          | Written parameter value is outside its permitted value range  |
|             | 49 (0x31)       | Parameter value above limit           | Written parameter value is above its specific value limit   |
|             | 51 (0x33)       | Parameter length overrun              | Written parameter length is above its predefined length   |
|             | 52 (0x34)       | Parameter length underrun             | Written parameter length is below its predefined length   |
|             | 53 (0x35)       | Function not available                | Written command is not supported by the device application  |
|             | 54 (0x36)       | Function temporarily unavailable      | Written command is not available because of the current state of the device application                           |
|             | 65 (0x41)       | Inconsistent parameter set            | Parameter inconsistencies were found at the end of the block parameter transfer, device plausibility check failed |

## Chapter Contents

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## Chapter 4 Specifications

### Supply Voltage and Current

10 V DC to 30 V DC

- 220 mA at 10 V DC (exclusive of load)
- 190 mA at 12 V DC (exclusive of load)
- 115 mA at 24 V DC (exclusive of load)
- 100 mA at 30 V DC (exclusive of load)

### Supply Protection Circuitry

Protected against transient voltages and output short-circuit

### Leakage Current Immunity

400  $\mu$ A

### Touch Dwell Time

If touch dwells for longer than 60 seconds, the output will revert to the untouched state

### Vibration and Mechanical Shock

Meets IEC 60068-2-6 requirements (Vibration: 10 Hz to 55 Hz, 1.0 mm amplitude, 5 minutes sweep, 30 minutes dwell)

Meets IEC 60068-2-27 requirements (Shock: 30G 11 ms duration, half sine wave)

### Operating Conditions

–40 °C to +50 °C (–40 °F to +122 °F)

90% at +50 °C maximum relative humidity (non-condensing)

Storage Temperature: –40 °C to +70 °C (–40 °F to +158 °F)

### Environmental Rating

IP66, IP67, IP69K per ISO 20653

### Connections

Integral 4-pin M12 male quick-disconnect connector

### Mounting

M30 by 1.5 threaded base, maximum torque 4.5 N·m (40 inch-lbf)

Mounting nut included

### Construction

Base and Dome: Polycarbonate

Mounting Nut: Polybutylene terephthalate (PBT)

### Required Overcurrent Protection



**WARNING:** Electrical connections must be made by qualified personnel in accordance with local and national electrical codes and regulations.

Overcurrent protection is required to be provided by end product application per the supplied table.

Overcurrent protection may be provided with external fusing or via Current Limiting, Class 2 Power Supply.

Supply wiring leads < 24 AWG shall not be spliced.

For additional product support, go to [www.bannerengineering.com](http://www.bannerengineering.com).

| Supply Wiring (AWG) | Required Overcurrent Protection (A) | Supply Wiring (AWG) | Required Overcurrent Protection (A) |
|---------------------|-------------------------------------|---------------------|-------------------------------------|
| 20                  | 5.0                                 | 26                  | 1.0                                 |
| 22                  | 3.0                                 | 28                  | 0.8                                 |
| 24                  | 1.0                                 | 30                  | 0.5                                 |

### Certifications



Banner Engineering BV  
Park Lane, Culliganlaan 2F bus 3  
1831 Diegem, BELGIUM



### Output Ratings

**Maximum Load:** 150 mA

**ON-State Saturation Voltage:**

< 2 V DC at 10 mA

< 2.5 V DC at 150 mA

**OFF-State Leakage Current:** < 10  $\mu$ A at 30 V DC

### Output Response Time

Power-Up Delay: 500 milliseconds maximum

Input Response: 40 milliseconds maximum

Output Response: 300 milliseconds maximum

## Default Indicator Characteristics

| Color        | Dominant Wavelength (nm) or Color Temperature (CCT) | Color Coordinates <sup>(2)</sup> |       | Lumen Output Per Segment<br>(Typical at 25 °C) |
|--------------|---|----------------------------------|-------|--|
|              |   | X                                | Y     |  |
| Green        | 522   | 0.154                            | 0.7   | 19.5   |
| Red          | 620   | 0.689                            | 0.309 | 10.3   |
| Yellow       | 576   | 0.477                            | 0.493 | 25.8   |
| Blue         | 466   | 0.14                             | 0.054 | 3.7  |
| White        | 5700K   | 0.328                            | 0.337 | 30.5   |
| Cyan         | 493   | 0.17                             | 0.34  | 22.1   |
| Magenta      | -   | 0.379                            | 0.172 | 12.7   |
| Amber        | 589   | 0.556                            | 0.42  | 17.9   |
| Rose         | -   | 0.515                            | 0.22  | 10.6   |
| Lime Green   | 562   | 0.388                            | 0.561 | 25.3   |
| Sky Blue     | 486   | 0.155                            | 0.247 | 17.8   |
| Orange       | 599   | 0.616                            | 0.37  | 14.3   |
| Violet       | -   | 0.217                            | 0.089 | 7.1  |
| Spring Green | 508   | 0.177                            | 0.536 | 20   |

## FCC Part 15 Class B for Unintentional Radiators

(Part 15.105(b)) This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

(Part 15.21) Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

## Industry Canada ICES-003(B)

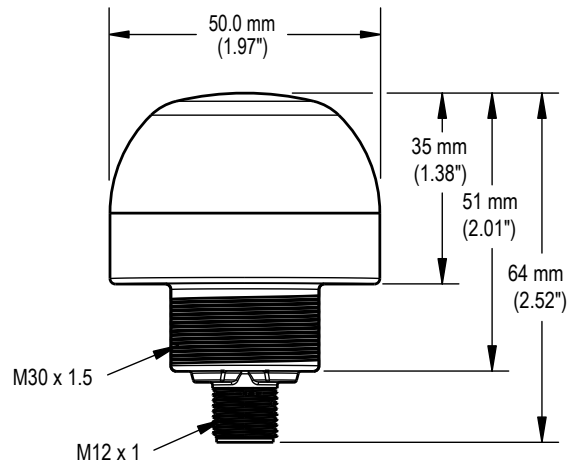
This device complies with CAN ICES-3 (B)/NMB-3(B). Operation is subject to the following two conditions: 1) This device may not cause harmful interference; and 2) This device must accept any interference received, including interference that may cause undesired operation.

Cet appareil est conforme à la norme NMB-3(B). Le fonctionnement est soumis aux deux conditions suivantes : (1) ce dispositif ne peut pas occasionner d'interférences, et (2) il doit tolérer toute interférence, y compris celles susceptibles de provoquer un fonctionnement non souhaité du dispositif.

<sup>(2)</sup> Refer to CIE 1931 chromaticity diagram or color chart to show equivalent color with indicated color coordinates. Actual coordinates may differ by 10%.

## Dimensions

All measurements are listed in millimeters [inches], unless noted otherwise. The measurements provided are subject to change.



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## Chapter 5 Accessories

### Cordsets

| 4-pin A-Code Double-Ended M12 Female to M12 Male Cordsets |                 |                 |         |   |
|---|-----------------|-----------------|---------|---|
| Model   | Length          | Dimensions (mm) | Pinouts |   |
| BC-M12F4-M12M4-22-1                                       | 1 m (3.28 ft)   |                 | Female  | 1 = Brown<br>2 = White<br>3 = Blue<br>4 = Black |
| BC-M12F4-M12M4-22-2                                       | 2 m (6.56 ft)   |                 |         |   |
| BC-M12F4-M12M4-22-3                                       | 3 m (9.84 ft)   |                 | Male    |   |
| BC-M12F4-M12M4-22-4                                       | 4 m (13.12 ft)  |                 |         |   |
| BC-M12F4-M12M4-22-5                                       | 5 m (16.4 ft)   |                 |         |   |
| BC-M12F4-M12M4-22-10                                      | 10 m (30.81 ft) |                 |         |   |
| BC-M12F4-M12M4-22-15                                      | 15 m (49.2 ft)  |                 |         |   |

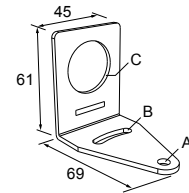
### Brackets

#### SMB30A

- Right-angle bracket with curved slot for versatile orientation
- Clearance for M6 (1/4 in) hardware
- Mounting hole for 30 mm sensor
- 12-gauge stainless steel

**Hole center spacing:** A to B=40

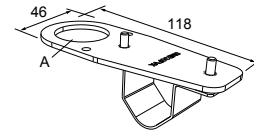
**Hole size:** A=ø 6.3, B= 27.1 × 6.3, C=ø 30.5



#### SMB30FVK

- V-clamp, flat bracket and fasteners for mounting to pipe or extensions
- Clamp accommodates 28 mm dia. tubing or 1 in. square extrusions
- 30 mm hole for mounting sensors

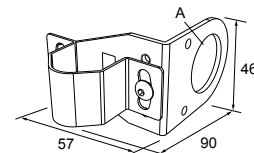
**Hole size:** A= ø 31



#### SMB30RAVK

- V-clamp, right-angle bracket and fasteners for mounting sensors to pipe or extrusion
- Clamp accommodates 28 mm dia. tubing or 1 in. square extrusions
- 30 mm hole for mounting sensors

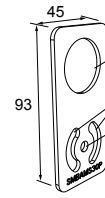
**Hole size:** A = ø 30.5



**SMBAMS30P**

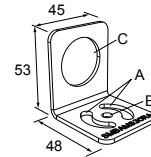
- Flat SMBAMS series bracket
- 30 mm hole for mounting sensors
- Articulation slots for 90°+ rotation
- 12-gauge 300 series stainless steel

**Hole center spacing:** A=26.0, A to B=13.0  
**Hole size:** A=26.8 × 7.0, B=∅ 6.5, C=∅ 31.0

**SMBAMS30RA**

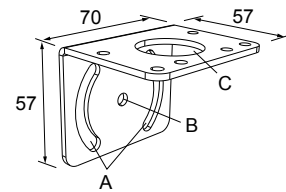
- Right-angle SMBAMS series bracket
- 30 mm hole for mounting sensors
- Articulation slots for 90°+ rotation
- 12-gauge (2.6 mm) cold-rolled steel

**Hole center spacing:** A=26.0, A to B=13.0  
**Hole size:** A=26.8 × 7.0, B=∅ 6.5, C=∅ 31.0

**SMB30MM**

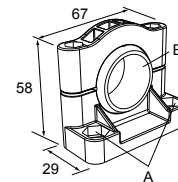
- 12-gauge stainless steel bracket with curved mounting slots for versatile orientation
- Clearance for M6 (1/4 in) hardware
- Mounting hole for 30 mm sensor

**Hole center spacing:** A = 51, A to B = 25.4  
**Hole size:** A = 42.6 × 7, B = ∅ 6.4, C = ∅ 30.1

**SMB30SC**

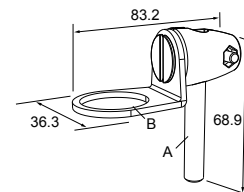
- Swivel bracket with 30 mm mounting hole for sensor
- Black reinforced thermoplastic polyester
- Stainless steel mounting and swivel locking hardware included

**Hole center spacing:** A=∅ 50.8  
**Hole size:** A=∅ 7.0, B=∅ 30.0

**SMB30FA**

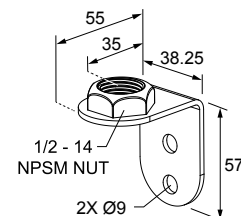
- Swivel bracket with tilt and pan movement for precise adjustment
- Mounting hole for 30 mm sensor
- 12-gauge 304 stainless steel
- Easy sensor mounting to extrude rail T-slot
- Metric- and inch-size bolt available

**Bolt thread:** SMB30FA, A= 3/8 - 16 × 2 in; SMB30FAM10, A= M10 - 1.5 × 50  
**Hole size:** B= ∅ 30.1

**LMBE12RA35**

- Direct mounting of stand-off pipe, with common bracket type
- Zinc-plated steel
- 1/2-14 NPSM nut
- Mounting distance from the wall to the center of the 1/2-14 NPSM nut is 35 mm

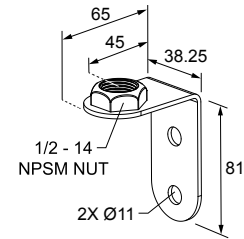
**Hole center spacing:** 20.0



**LMBE12RA45**

- Direct mounting of stand-off pipe, with common bracket type
- Zinc-plated steel
- 1/2-14 NPSM nut
- Mounting distance from the wall to the center of the 1/2-14 NPSM nut is 45 mm

**Hole center spacing:** 35.0

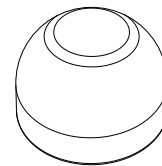


All measurements are listed in millimeters [inches], unless noted otherwise. The measurements provided are subject to change.

## Wash-Down Cover

**WC-K50T** Washdown Cover

- FDA-grade silicone
- Fits K50 touch buttons
- IP67 and IP69K rated



## Elevated Mount System

| Model                            |                                | Description  | Components |
|----------------------------------|--------------------------------|--|------------|
| <b>SA-M30E12P</b> - Black Acetal |                                | <ul style="list-style-type: none"> <li>• Streamlined black acetal stand-off pipe adapter/cover</li> <li>• Connects between 30 mm light base and ½ in. NPSM/DN15 pipe</li> <li>• Mounting hardware included</li> </ul>  |            |
| <b>Black Anodized Aluminum</b>   | <b>Clear Anodized Aluminum</b> | <ul style="list-style-type: none"> <li>• Elevated-use stand-off pipe (½ in. NPSM/DN15)</li> <li>• Polished 304 stainless steel, black anodized aluminum, or clear anodized aluminum surface</li> <li>• ½ in. NPT thread at both ends: one end screws into the internal threads of the light's base, and one end screws into the mounting base adapter/cover</li> <li>• Compatible with most industrial environments</li> </ul> |            |
| <b>SOP-E12-150A</b>              | <b>SOP-E12-150AC</b>           |  |            |
| 150 mm (6 in) long               | 150 mm (6 in) long             |  |            |
| <b>SOP-E12-300A</b>              | <b>SOP-E12-300AC</b>           |  |            |
| 300 mm (12 in) long              | 300 mm (12 in) long            |  |            |
| <b>SOP-E12-600A</b>              | <b>SOP-E12-600AC</b>           |  |            |
| 600 mm (24 in) long              | 600 mm (24 in) long            |  |            |
| <b>SOP-E12-900A</b>              | <b>SOP-E12-900AC</b>           |  |            |
| 900 mm (36 in) long              | 900 mm (36 in) long            |  |            |



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# Chapter 6      Product Support and Maintenance

## Clean with Mild Detergent and Water

Wipe down the device with a soft cloth that has been dampened with a mild detergent and warm water solution.

## Repairs

Contact Banner Engineering for troubleshooting of this device. **Do not attempt any repairs to this Banner device; it contains no field-replaceable parts or components.** If the device, device part, or device component is determined to be defective by a Banner Applications Engineer, they will advise you of Banner's RMA (Return Merchandise Authorization) procedure.

**IMPORTANT:** If instructed to return the device, pack it with care. Damage that occurs in return shipping is not covered by warranty.

## Contact Us

Banner Engineering Corp. headquarters is located at: 9714 Tenth Avenue North | Plymouth, MN 55441, USA | Phone: + 1 888 373 6767

For worldwide locations and local representatives, visit [www.bannerengineering.com](http://www.bannerengineering.com).

## Banner Engineering Corp Limited Warranty

Banner Engineering Corp. warrants its products to be free from defects in material and workmanship for one year following the date of shipment. Banner Engineering Corp. will repair or replace, free of charge, any product of its manufacture which, at the time it is returned to the factory, is found to have been defective during the warranty period. This warranty does not cover damage or liability for misuse, abuse, or the improper application or installation of the Banner product.

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This Warranty is exclusive and limited to repair or, at the discretion of Banner Engineering Corp., replacement. **IN NO EVENT SHALL BANNER ENGINEERING CORP. BE LIABLE TO BUYER OR ANY OTHER PERSON OR ENTITY FOR ANY EXTRA COSTS, EXPENSES, LOSSES, LOSS OF PROFITS, OR ANY INCIDENTAL, CONSEQUENTIAL OR SPECIAL DAMAGES RESULTING FROM ANY PRODUCT DEFECT OR FROM THE USE OR INABILITY TO USE THE PRODUCT, WHETHER ARISING IN CONTRACT OR WARRANTY, STATUTE, TORT, STRICT LIABILITY, NEGLIGENCE, OR OTHERWISE.**

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