M - P B S _V1.3

CHKPM-0 /0 .1.2

CHKPM-0 / .1.2

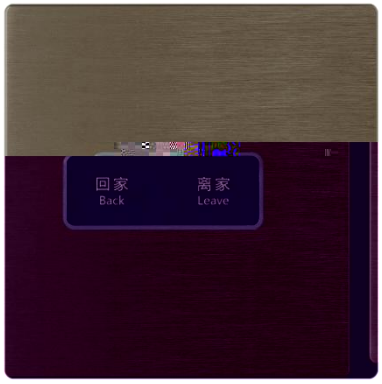
CHKPM-0 / .1.2

=1 3 =1 3

=2 =9



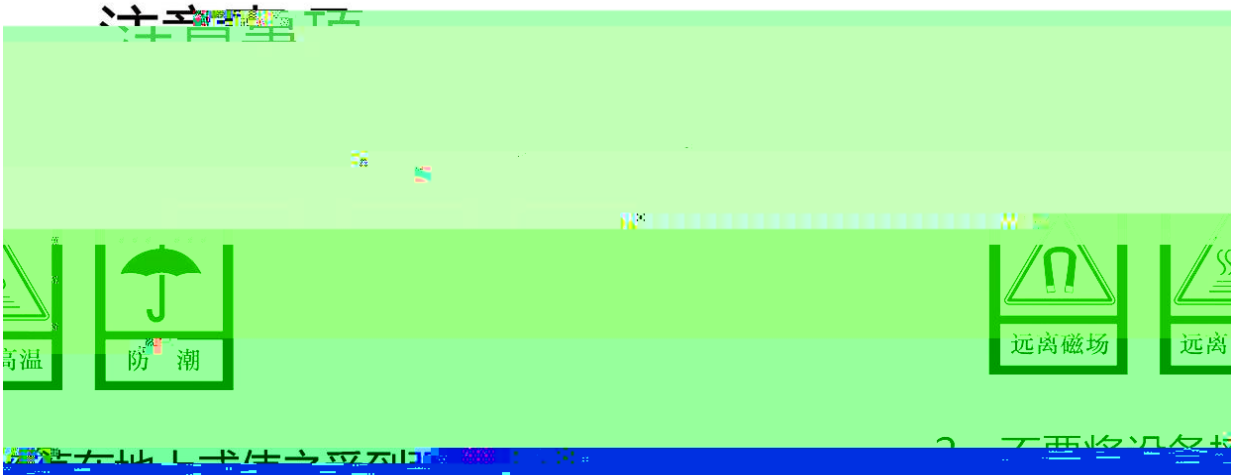








KNX/EIB





3、不要使用湿布或具挥发性的试剂擦拭设备；



.....1

5.3 LED

!

k

k

! ! ! ! ! k

! k

k

k

k

RGB RGBW

LED

k

ETS

4.1 G a B

k

k k k

□ □ □ □

k

a S b

a I b

a L b (R)

k

k

/ 0 k

L 1

L 2

L 3

L 4

L 5

k

Lab LED b a a

k

L 1

L 2

L 3

L 4

L 5

LED b a Da /N

k

N

Y

k

k

k

P a Da /N B

Da =1/N =0
Da =0/N =1

k

k

L 4

L 5

k

D a a [0..25] 0= a a

k **0..25**

S a LED b a OFF

k

Lab LED b a

k

OFF

L 1

L 2

L 3

L 4

L 5

k

LED a b a b

k

N

Y

k

k k

I a LED a

N

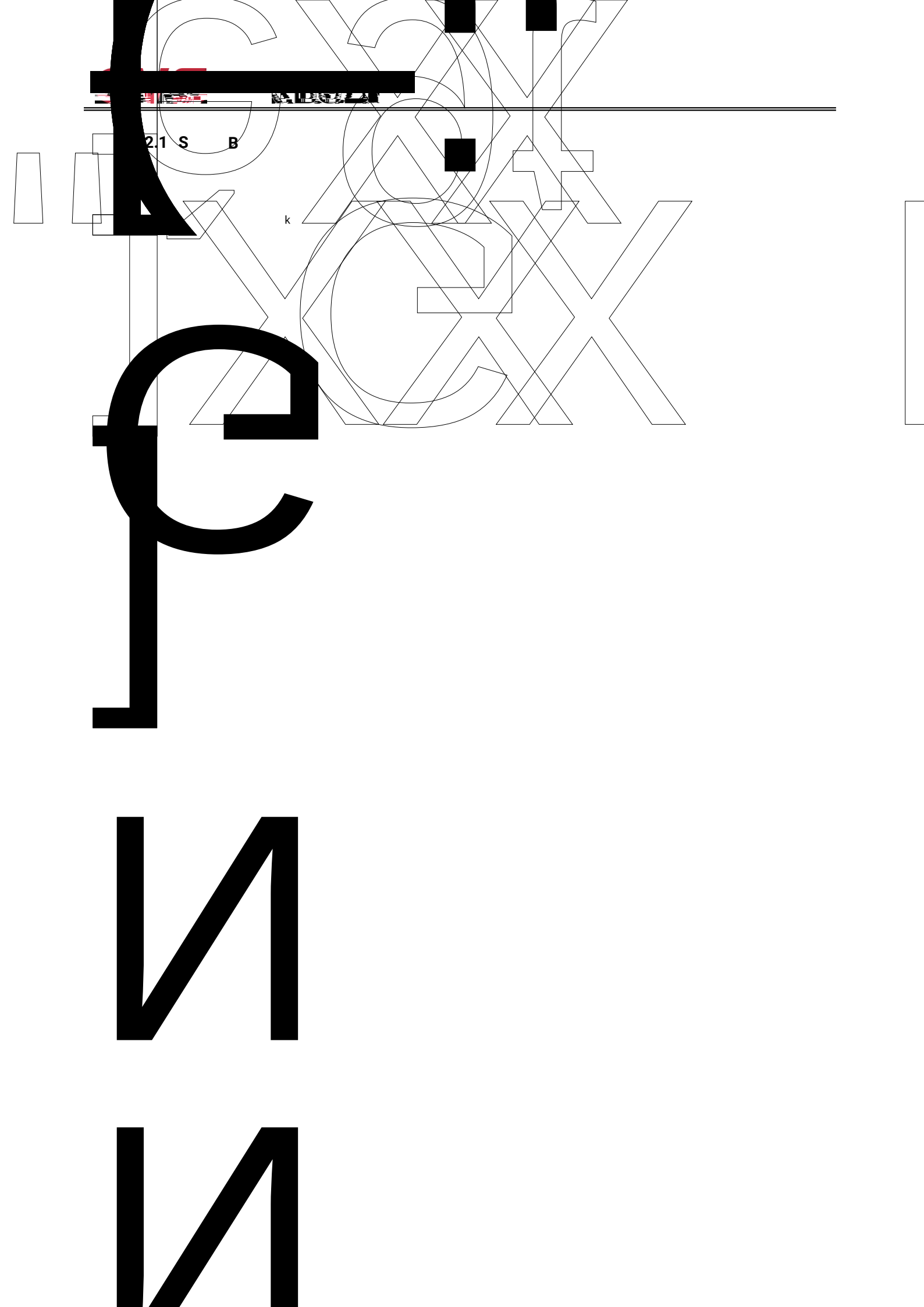
A a a b a 0

k

k

,

LED F



k **3..25**

R a a b /R a a a b

k k

N a

OFF

ON

TOGGLE

k

k

D ab

k

D ab

E ab

k k

k

T a ab b

k

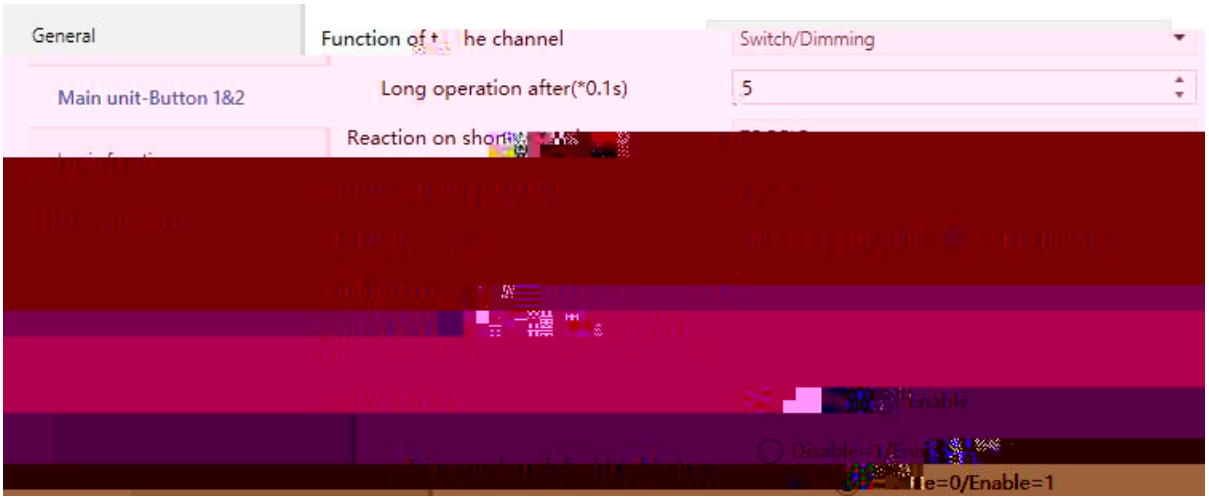
D ab =1/E ab =0

D ab =0/E ab =1

k

4.2.2.2 S /D B

k



L a a *0.1

k

k **3..25**

R a a

k

k

k

k

R a a

k

N a

B

Da

B /Da

k

k

k

k

TOGGLE

k

k

D

k

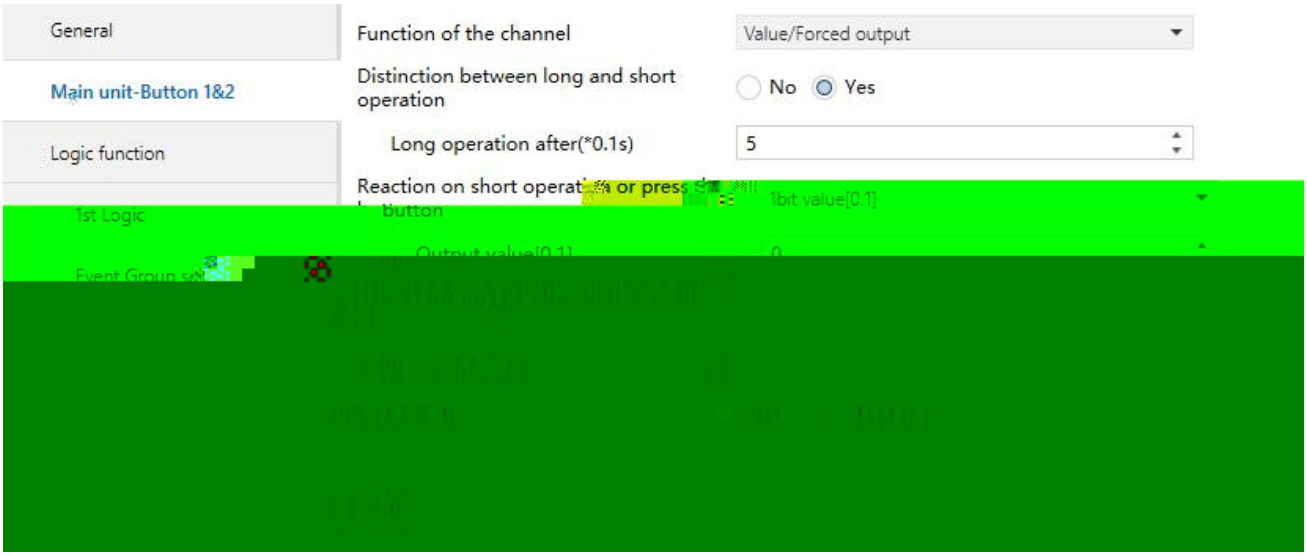
S a - -D

S

k k

4.2.2.3 Va /F B

k



D b a a

k

k

Y

N

L a a *0.1

k

k 3..25

R a a b / R a a a b

k

N a

1b a [0...1]

b

k

N a

R a

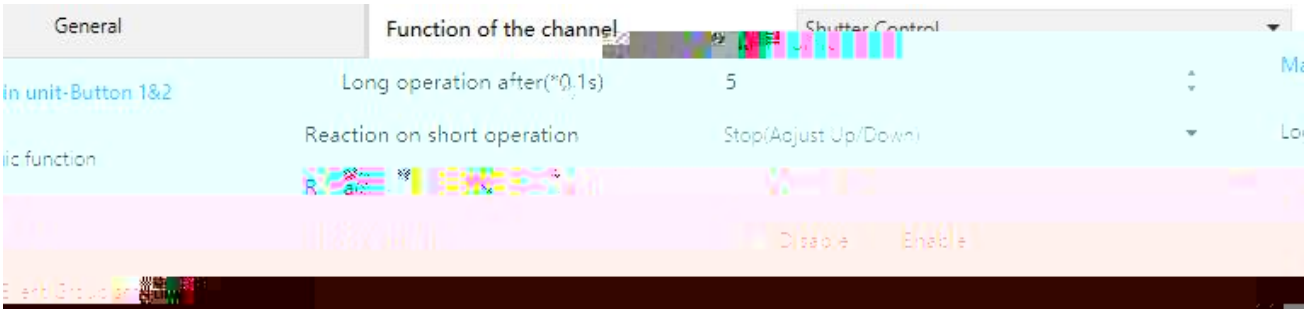
S

S b [1..64]

S NO.1 64 0 63 k

4.2.2.5 S B

k



L a a *0.1

k

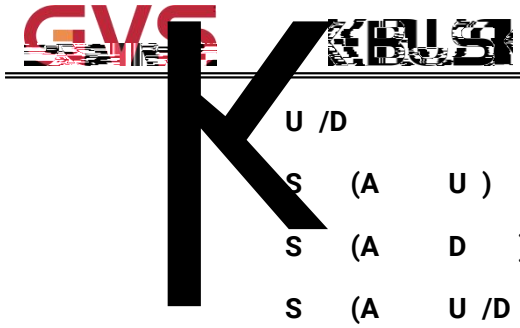
k **3..25** k

R a / a

N a

U

D



U /D

S (A U)

S (A D)

S (A U /D)

k

k

k

k

k

k

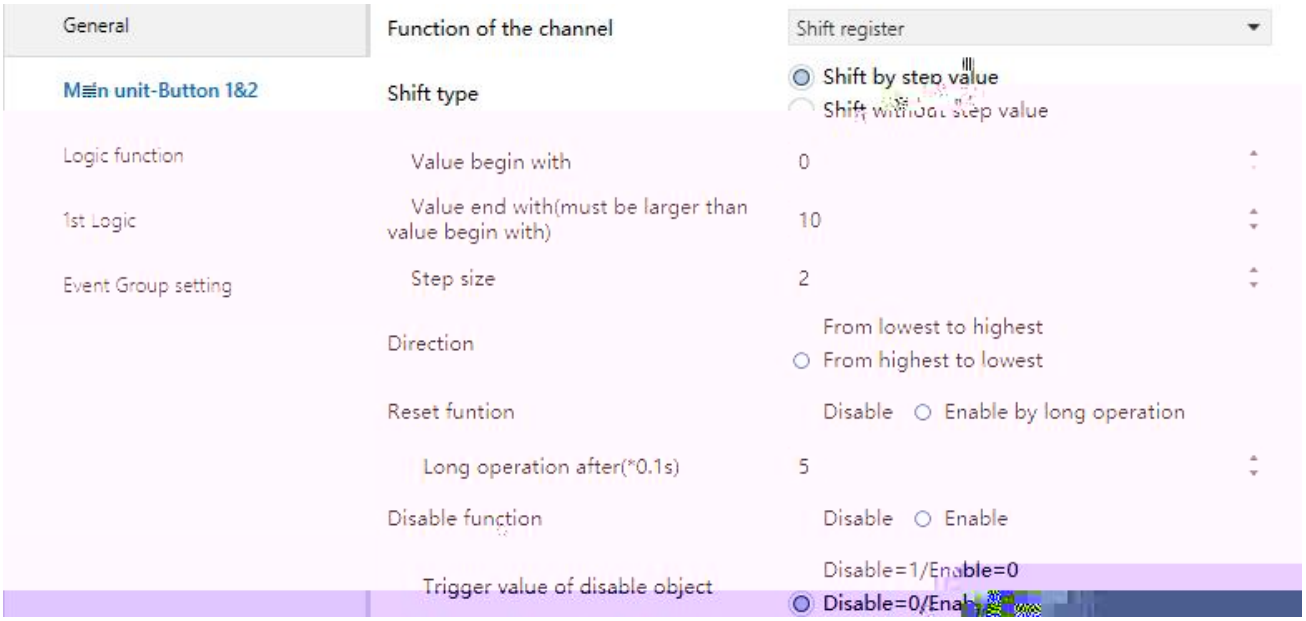
k

I a T .C *0.1 0

□□□□□□□□□□□

4.2.2.6 S B

k



S

k

S b a

S a

k

k

Va b

k **0...240** k

Va (b a a a b)

k **1...250** k

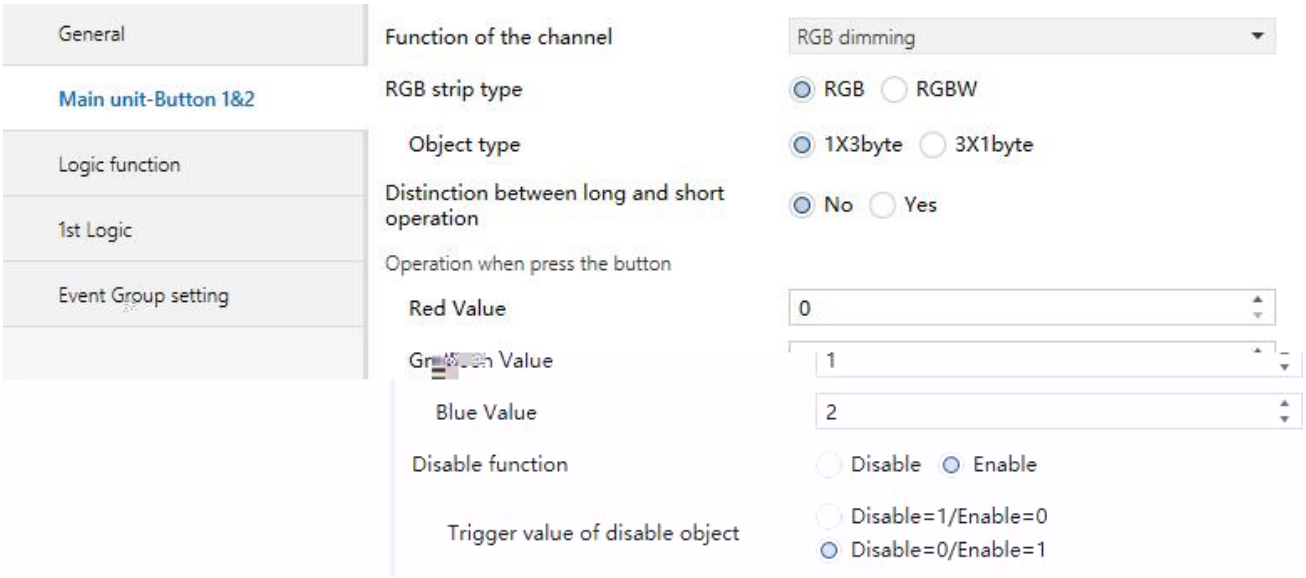
k

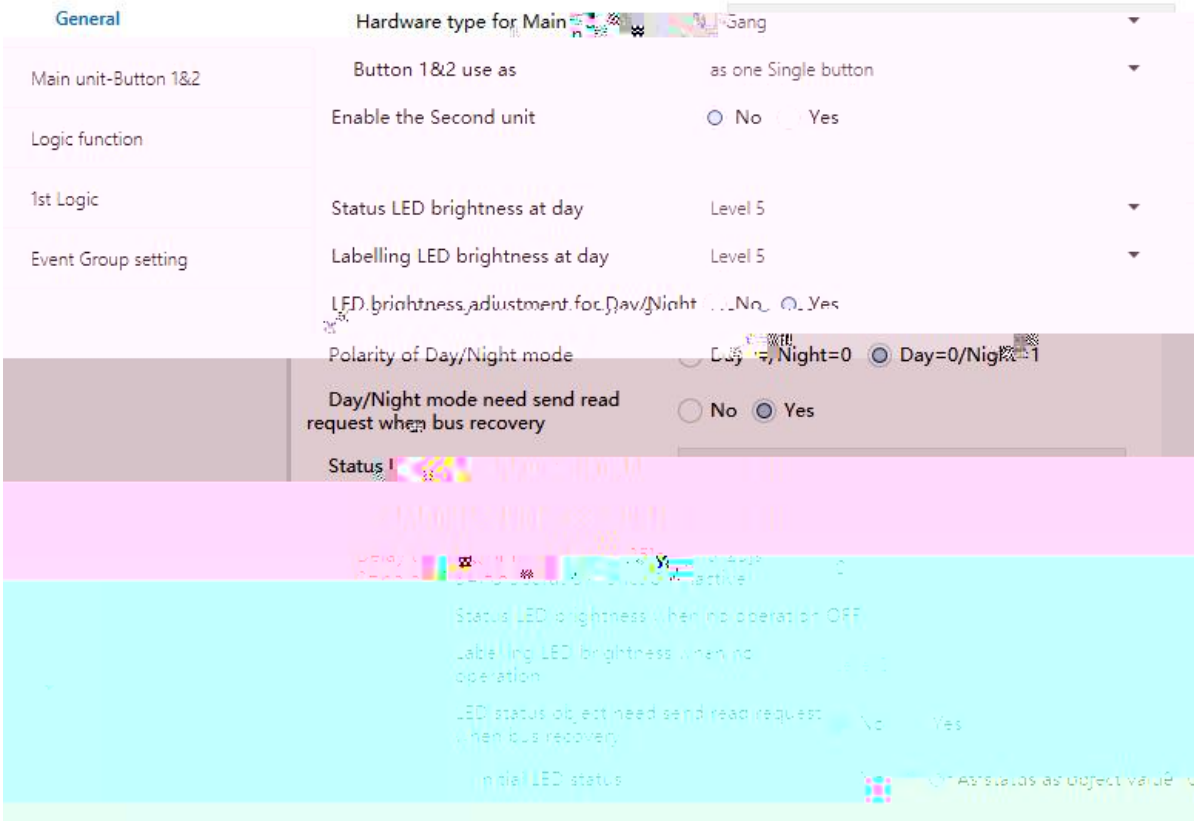
S

□□ □ □ □

4.2.2.7 RGB B

k


General
Main unit-Button 1&2
Logic function
1st Logic
Event Group setting
Function of the channel
RGB dimming
RGB strip type
RGB
RGBW
Object type
1X3byte
3X1byte
Distinction between long and short operation
No
Yes
Operation when press the button
Red Value
0
Green Value
1
Blue Value
2
Disable function
Disable
Enable
Trigger value of disable object
Disable=1/Enable=0
Disable=0/Enable=1


General
Main unit-Button 1&2
Logic function
1st Logic
Event Group setting
Hardware type for Main
Gang
Button 1&2 use as
as one Single button
Enable the Second unit
No
Yes
Status LED brightness at day
Level 5
Labelling LED brightness at day
Level 5
LED brightness adjustment for Day/Night
No
Yes
Polarity of Day/Night mode
Day=1/Night=0
Day=0/Night=1
Day/Night mode need send read request when bus recovery
No
Yes
Status

RGB

RGB

RGBW

k

k

Ob

k

1 3b

3 1b

1 6b

4 1b

D b a a

k

k

N

Y

’ ’ L a a *0.1

k

k 3..25 k

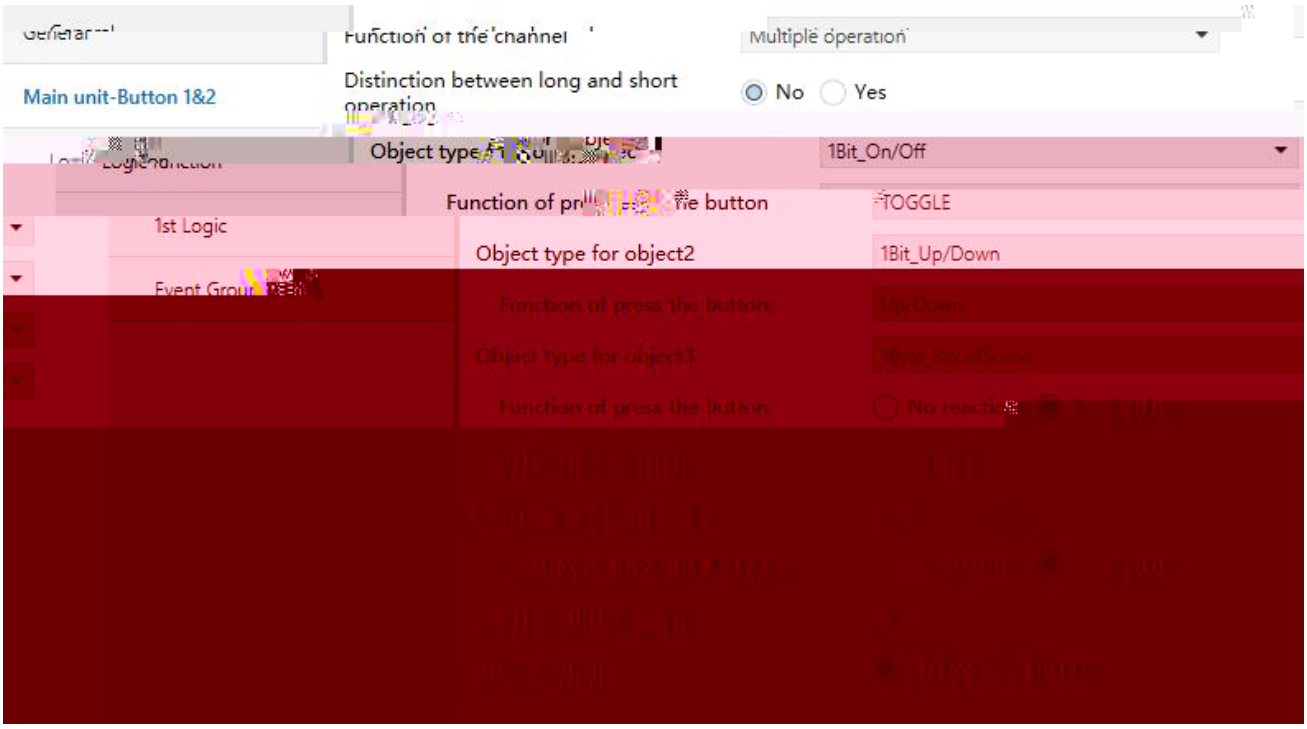
O a b ’ ’ R / G /B /W Va (0..255)

0...255

4.2.2.8 M a B

k

k k


Function of the channel
Multiple operation
Distinction between long and short operation
No
Yes
Main unit-Button 1&2
1Bit_On/Off
TOGGLE
1st Logic
Object type for object2
1Bit_Up/Down
Up/Down
1Byte_RecallScene


Main unit-Button 1
Logic function
Object type for object2
Function of short operation
Function of long operation
Object type for object3
Function of short operation
No reaction
Send Value
Value 1(Scene NO.)
Scene NO.1
Object type for object4
Function of short operation
No reaction
Send Value
Value 1(Scene NO.)


Function of long operation
No reaction
Send Value
Value 2(Scene NO.)
Scene NO.2
Disable function
Disable
Enable

k

k

N

Y

L a a *0.1

D ab

1B _O /O

` `

1B _U a

` F b / F a / F a

k

` Va 1/2 ...

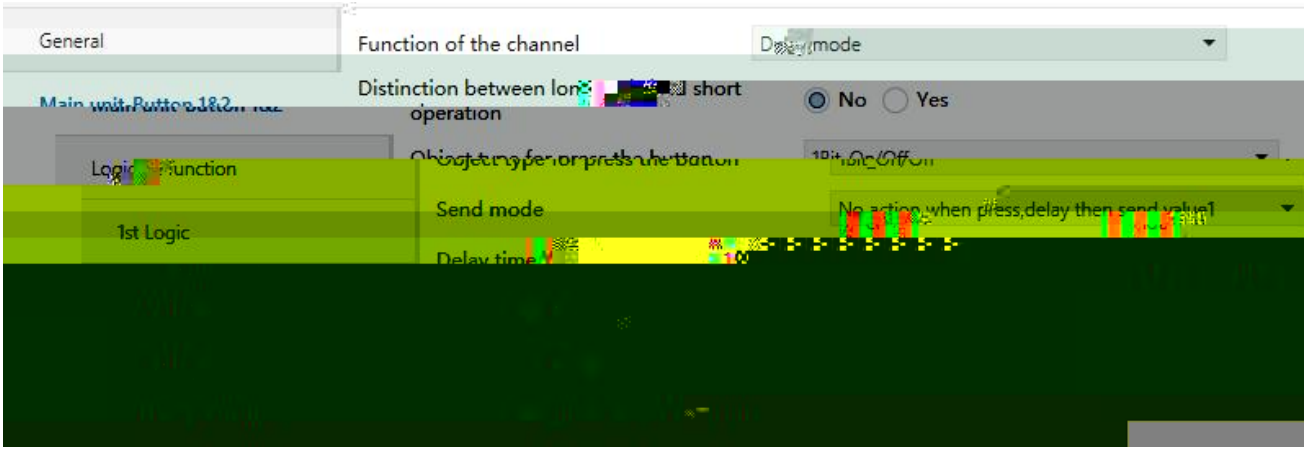
k k

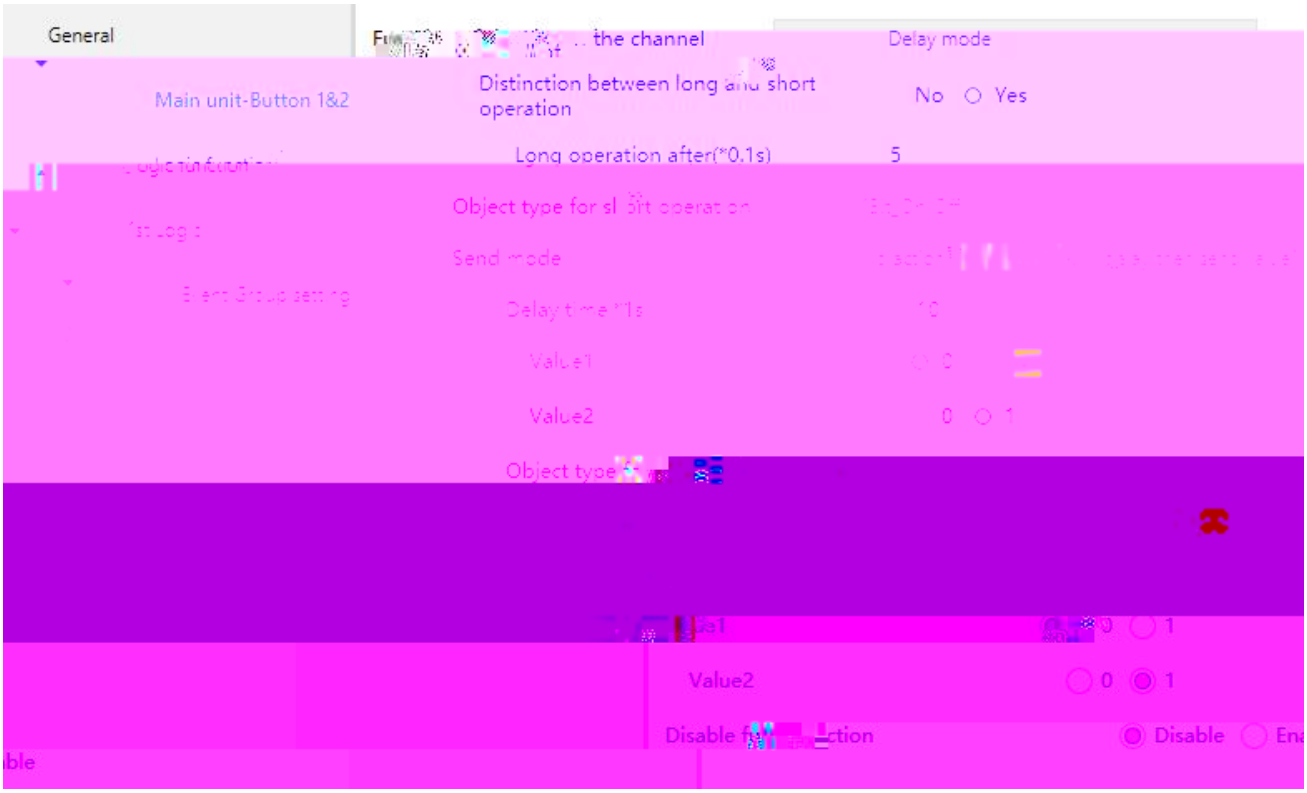
k

4.2.2.9 D a B

k

k





D b a a

k

k

N

Y

L a a *0.1

k

k **3..25** k

Ob b / Ob a / Ob a

k

D ab

1B _O /O

4B _D

1B

· S

k

N a , a a 1

N a , a a 2

S a 1 , a a 2

S a 2 , a a 1

· D a *1

k 0..6500

· a 1/2[ ]

k k

4.3

k

4.3.1 S B

□

TOGGLE

k

k

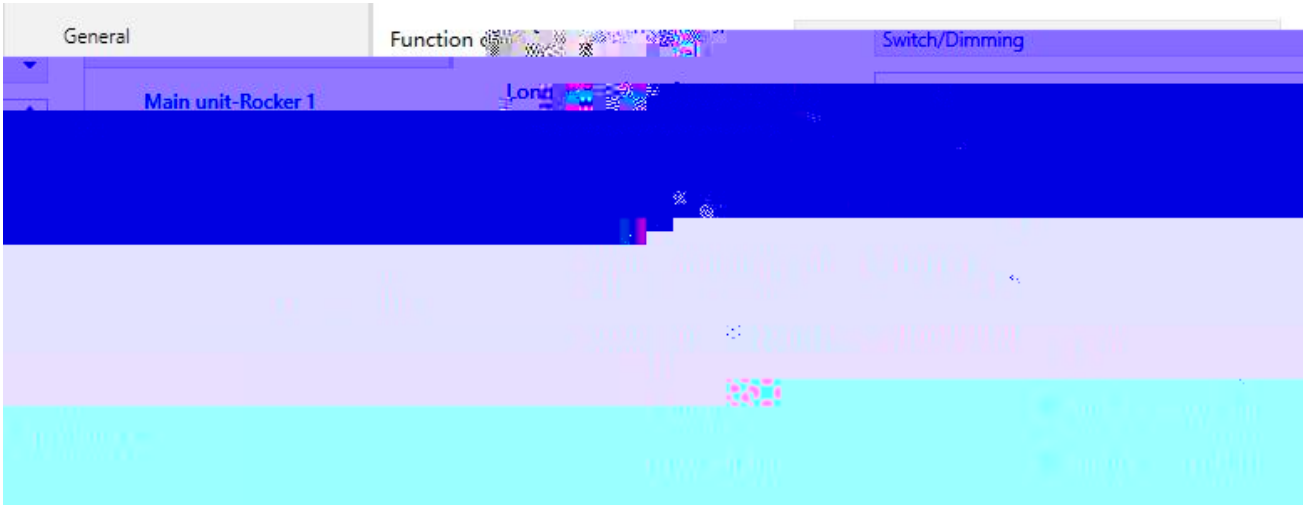
k

k

„ÞΛ⅄ ∩@ Λ

k

4.3.2 S D B



L a a *0.1

k

k 3..25 k

R a a □□□□ □

` `

1.56%

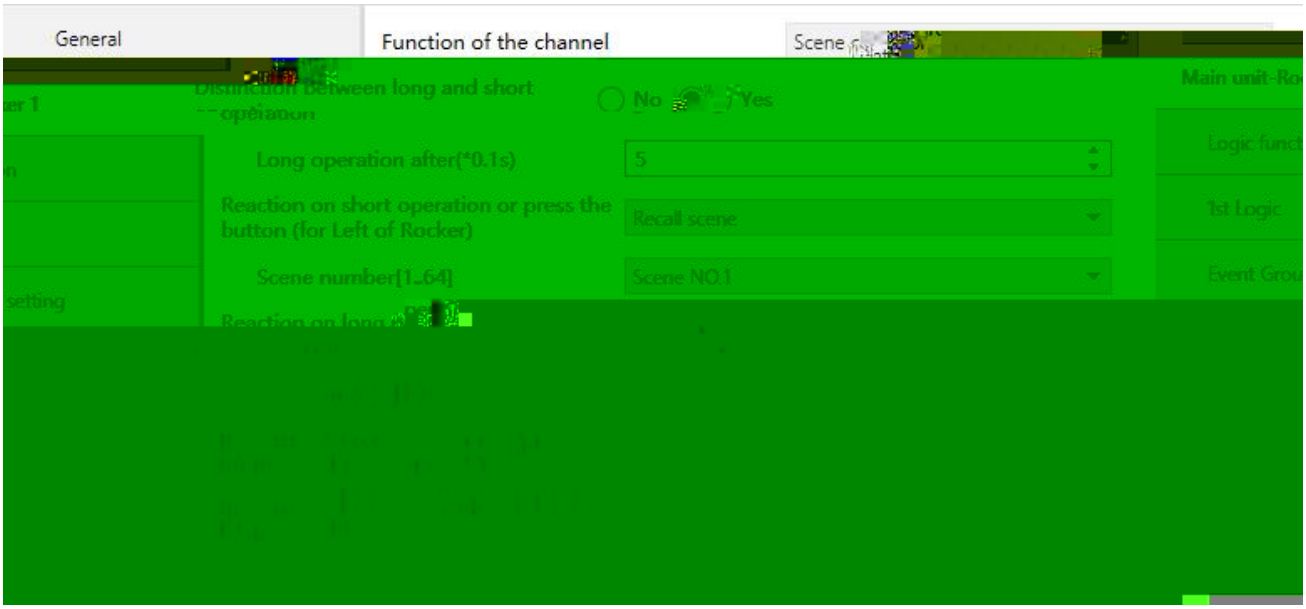
I a T . C *0.1 0 B

k

0..25 , 0= k

4.3.3 S B

k



D b a a

k

k

N

Y

` L a a *0.1

k

R a / a L /R R

N a

U

D

U /D

S (A U)

S (A D)

S (A U /D)

k

k

k

k

k

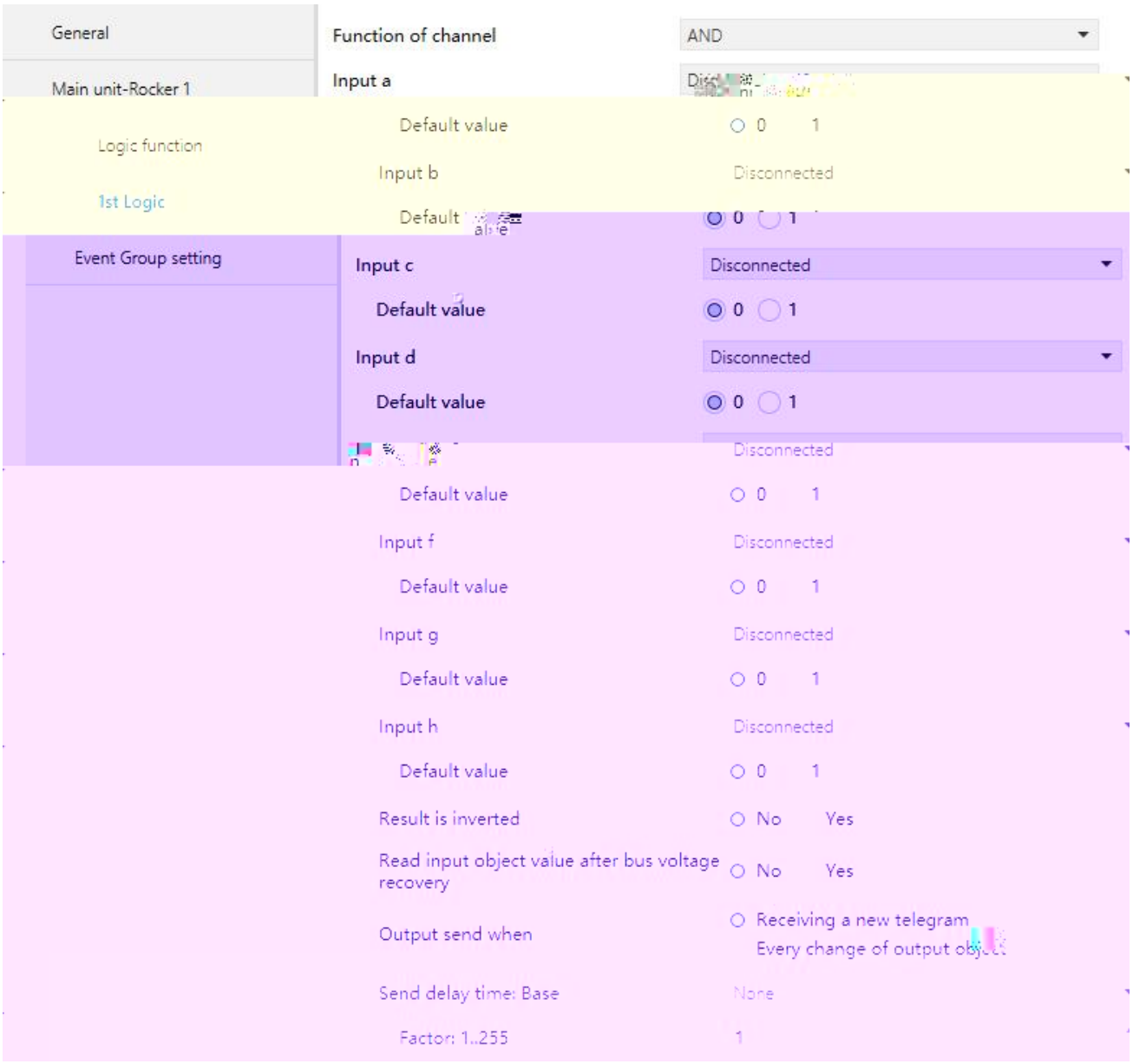
k

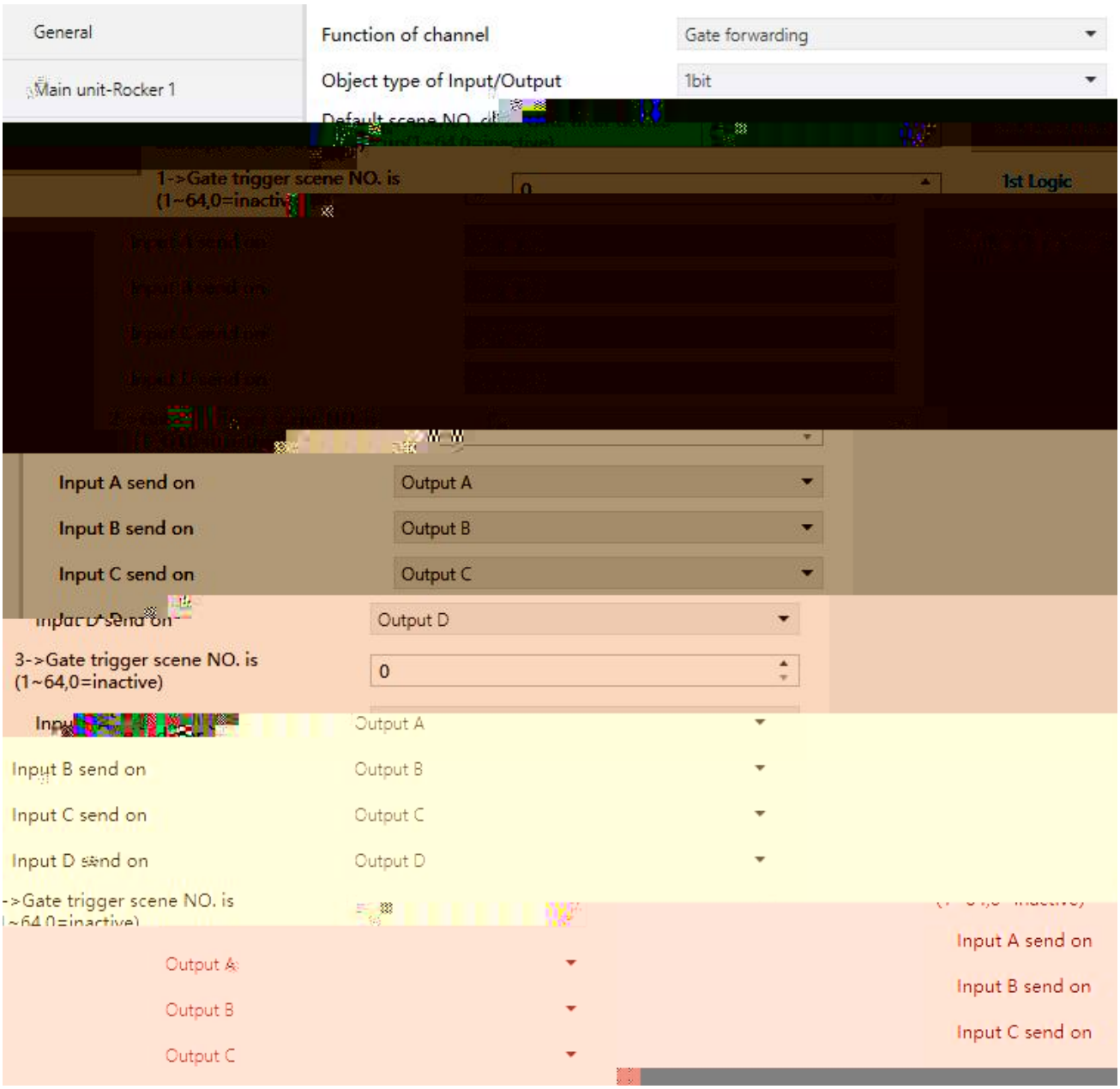
k

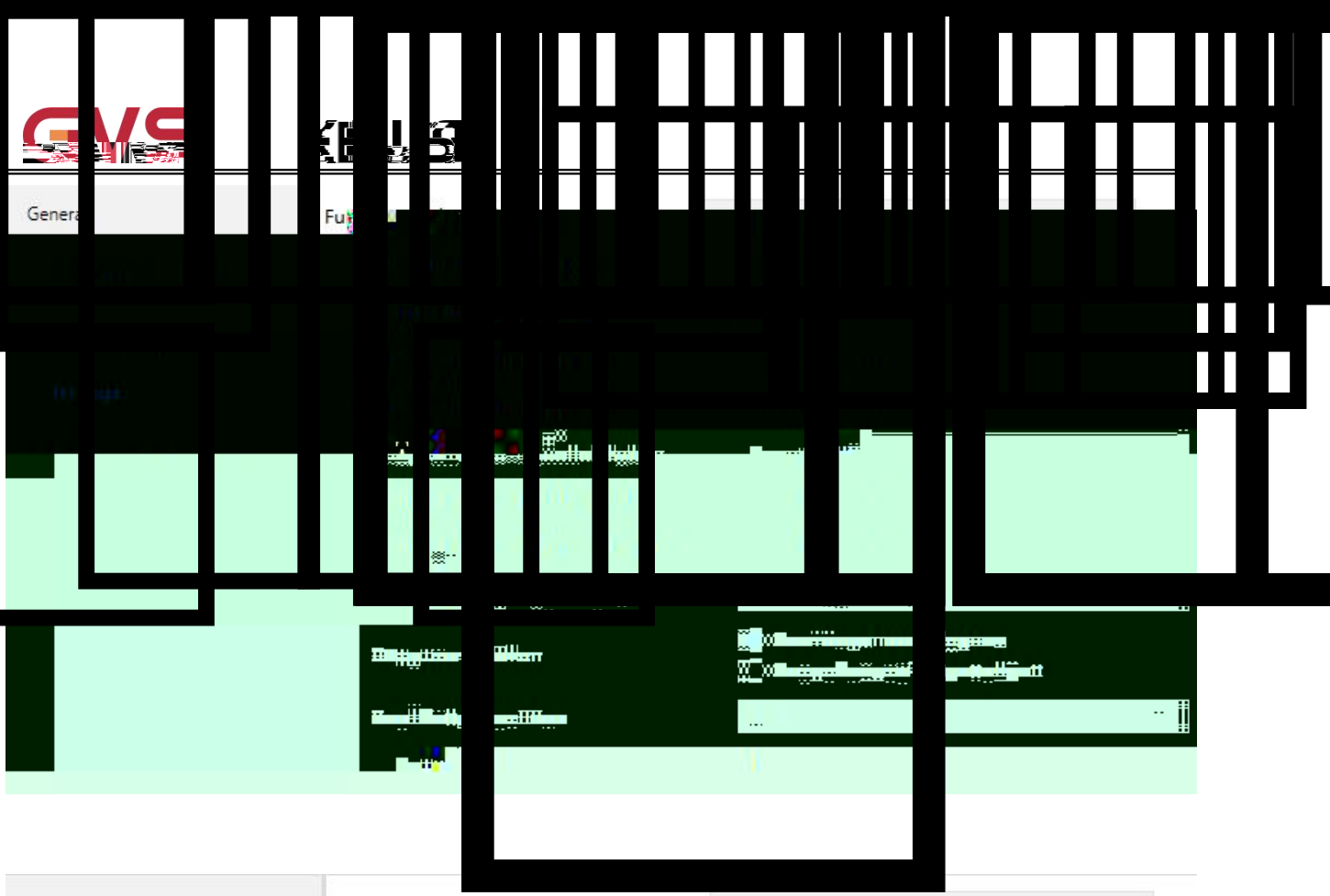
I a T . *0.1 0

k **0..25 0** k


k
1st Logic function
Disable
Enable
2nd Logic function
Disable
Enable
3rd Logic function
Disable
Enable
4th Logic function
Disable
Enable


General
Main unit-Rocker 1
Logic function
1st Logic
Event Group setting
Function of channel
AND
Input a
Default value
0
1
Input b
Disconnected
Input c
Disconnected
Default value
0
1
Input d
Disconnected
Default value
0
1
Default value
0
1
Input f
Disconnected
Default value
0
1
Input g
Disconnected
Default value
0
1
Input h
Disconnected
Default value
0
1
Result is inverted
No
Yes
Read input object value after bus voltage recovery
No
Yes
Output send when
Receiving a new telegram
Send delay time: Base
None
Factor: 1..255
1


General
Main unit-Rocker 1
Function of channel
Gate forwarding
Object type of Input/Output
1bit
1->Gate trigger scene NO. is (1~64,0=inactive)
0
1st Logic
Input A send on
Output A
Input B send on
Output B
Input C send on
Output C
Output D
3->Gate trigger scene NO. is (1~64,0=inactive)
0
Output A
Input B send on
Output B
Input C send on
Output C
Input D send on
Output D
Output A
Output B
Output C
Input A send on
Input B send on
Input C send on


General
Function of channel
Function
Main unit-Rocker 1
Logic function
Output send when
Receiving a new telegra
Every change of

4.5.1 AND/OR/XORB

k

l a/b/ / / / / //

4.5.2 Ga a B

k

Ob I /O

k

1b

4b

1b

D a NO. O Ga a a 1 64 0= a

k 1..64,

0=

-> Ga NO. (1 64,0= a) (X=1 8)

k 1..64 0=

k

I A/B/C/D

k

O A

O B

...

O C,D

O B,C,D

k

k

4.5.3 T a a B

k

T a a a

k

4b

1b

2b

4b

T a B

k 4b 0..15/1b 0..255/ 2b 0..65535 /4b 0..4294967295

I Ob a <T a

I Ob a =T a

I Ob a !=T a

I Ob a >T a

I Ob a <=T a

I Ob a >=T a

! ! ! !

k

D a

S a 0B

S a 1B

k

k

k

O

k

R a a

E a b

k

k

S a

Ba : N

0.1

1

...

25

Fa : 1..255

k

k

4.5.4 F a B

k

F

k

2 1b -->1 2b

8 1b -->1 1b

...

1 3b -->3 1b

3 1b -->1 3b

O

k

R a a

E a b

4.6 E G B



E ab E G

k

N

Y

E G F :1 8

k

D ab

E ab

k

Ob (:1 8)

k

1b

1b

2b

->O NO. (1 64 a ,0 a) (:1 6)

k 0..64 0=

k

Ob a (0..1/0..255/0..65535)

1b 0..1/1b 0..255/ 2b 0..65535

'D a [0...63]*0.1 "

0..63

k

k

C W

R T U

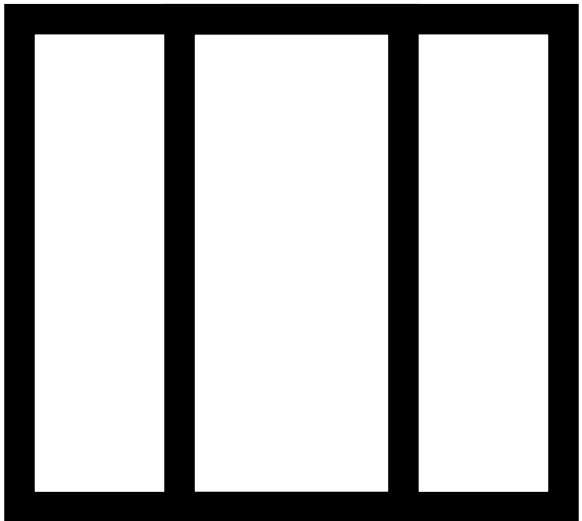
k

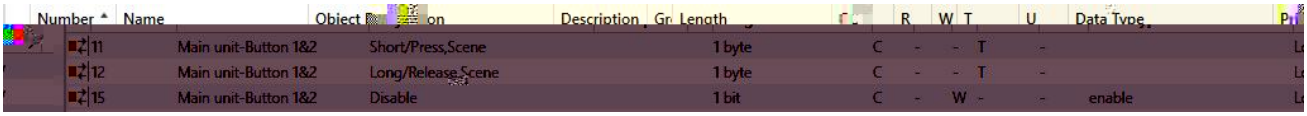
5.1 G a B

Number	Name	Object	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority

DPT

246 Da /N LED b





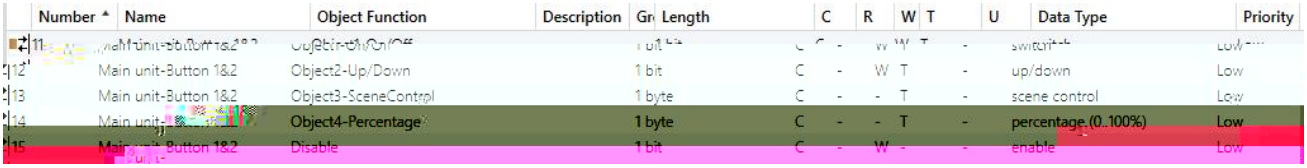
Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Short/Press,Scene			1 byte	C	-	-	T	-		Low
12	Main unit-Button 1&2	Long/Release,Scene			1 byte	C	-	-	T	-		Low
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low



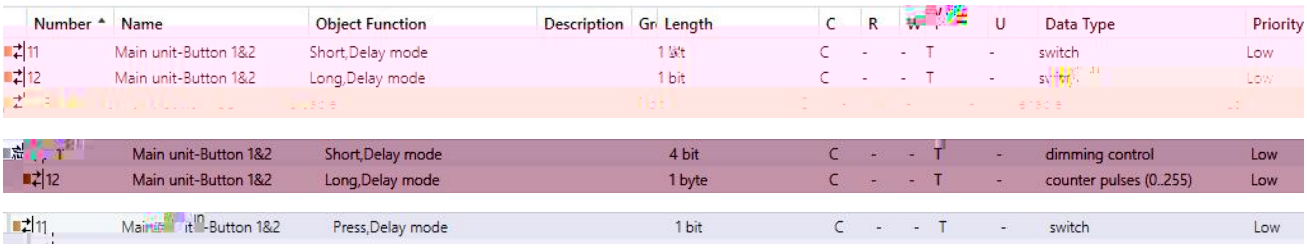
Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Register value			1 byte	C	-	W	T	-	counter pulses (0..255)	Low
	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low



Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Red dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
	Main unit-Button 1&2	Green dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
11	Main unit-Button 1&2											
11	Main unit-Button 1&2											



Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Object1-On/Off			1 bit	C	-	W	T	-	switch	Low
12	Main unit-Button 1&2	Object2-Up/Down			1 bit	C	-	W	T	-	up/down	Low
13	Main unit-Button 1&2	Object3-SceneControl			1 byte	C	-	-	T	-	scene control	Low
14	Main unit-Button 1&2	Object4-Percentage			1 byte	C	-	-	T	-	percentage (0..100%)	Low
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low



Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Short,Delay mode			1 bit	C	-	-	T	-	switch	Low
12	Main unit-Button 1&2	Long,Delay mode			1 bit	C	-	-	T	-	switch	Low
	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low
	Main unit-Button 1&2	Short,Delay mode			4 bit	C	-	-	T	-	dimming control	Low
12	Main unit-Button 1&2	Long,Delay mode			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
11	Main unit-Button 1&2	Press,Delay mode			1 bit	C	-	-	T	-	switch	Low

k k

k

k

k

11 U /D , B Ma –B /R X 1b C,T 1.008 DPT_ /

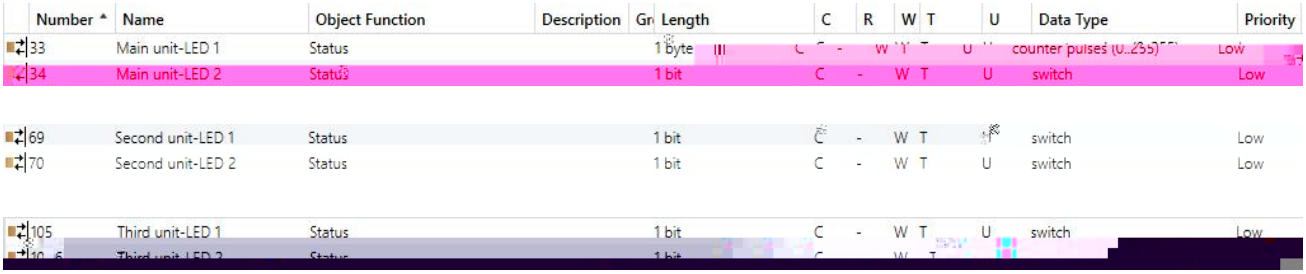
k

12 S /D !

R

11	R		a	Ma	-B	X	1b	C,T	5.010	DPT_

5.3 LED

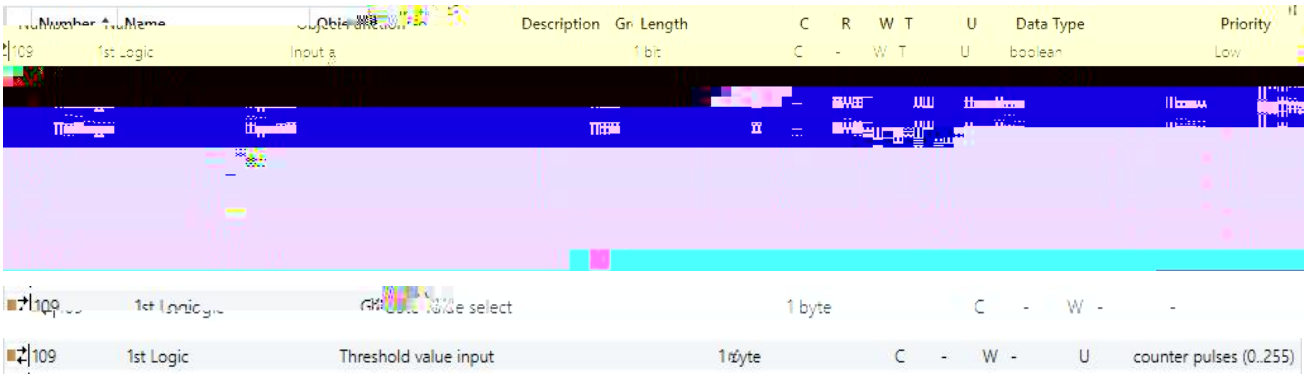


Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
33	Main unit-LED 1	Status			1 byte	C	-	W	T	U	counter pulses (0..255)	Low
34	Main unit-LED 2	Status			1 bit	C	-	W	T	U	switch	Low
69	Second unit-LED 1	Status			1 bit	C	-	W	T	U	switch	Low
70	Second unit-LED 2	Status			1 bit	C	-	W	T	U	switch	Low
105	Third unit-LED 1	Status			1 bit	C	-	W	T	U	switch	Low
106	Third unit-LED 2	Status			1 bit	C	-	W	T	U	switch	Low

					DPT
33/34/69/70/105/106	**S a**	**Ma -LED X**	**1b /1b**	**C,W,T,U**	**1.001 DPT_S /5.010 DPT_**
					k

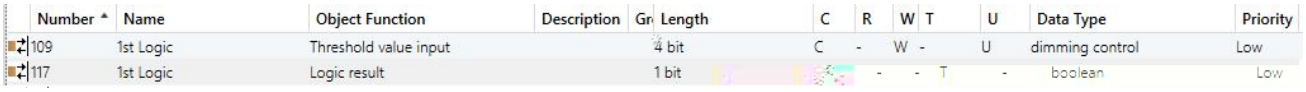
5.4

5.4.1 AND/OR//XORB



					DPT
109/../116	**I**	**1 /.../8 L**	**1b**	**C,W,T,U**	**1.002 DPT_B**
k					
117	**L**	**1 /.../8 L**	**1b**	**C,T**	**1.002 DPT_B**
k					

5.4.3 T a a B



Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Threshold value input			4 bit	C	-	W	-	U	dimming control	Low
117	1st Logic	Logic result			1 bit		-	-	T	-	boolean	Low

DPT

109	T	a	1	/.../8	L	4b /1b /2b / 4b	C,W,U	3.007 DPT_D / 5.010 DPT_ / 7.001 DPT_ / 12.001 DPT_	
117	L		1	/.../8	1b		C,T	1.002 DPT_b	a L

k

5.4.3 F a B

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 2byte		2 bytes	C	-	W	-	U	pulses	
116	1st Logic	Output 1byte-low		1 byte	C	-	-	T	-	counter pulses (0..255)	
117	1st Logic	Output 1byte-high		1 byte	C	-	-	T	-	counter pulses (0..255)	

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 4byte		4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
116	1st Logic	Output 2byte-low		2 bytes	C	-	-	T	-	pulses	Low
117	1st Logic	Output 2byte-high		2 bytes	C	-	-	T	-	pulses	Low

117	**O ...**	**L**	**2b /1b /2b /4b**	**C,T**	**7.001 DPT_ / 232.600 RGB a 3 (0..255)/ 12.001 DPT_**
		k			

5.5



					DPT
181	Ma	E	1b	C,W	17.001 DPT_ b
				k	
182/../ 189	S b 1..8	1 /.../8 E G	1b /1b / 2b	C,T	1.001 DPT_S / 5.010 DPT_ / 7.001 DPT_ /
			k		k