

KNUS

86

P B S _V1.2

CHKPT-01/0 .1.03

=1 2 3 4 6



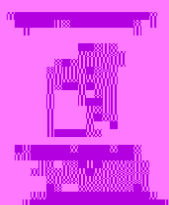
KNX/EIB

注意事项

1、请远离强磁场、高温、潮湿等环境。



2、请勿在强磁场、高温、潮湿等环境中使用。



3、请勿在强磁场、高温、潮湿等环境中存放。

			1
			3
			4
3.1			4
3.2			5
3.3			6
3.4			7
			8
ETS			9
5.1	G a		9
5.2			13
5.2.1	B /R X		14
5.2.2.1	S		15
5.2.2.2	S /D		17
5.2.2.3	Va /F		20
5.2.2.4	S		21
5.2.2.5	S		23
5.2.2.6	S		24
5.2.2.5!	9		

5.6

E G

..... 55

.....58

6.1 G a

..... 58

6.2 B /R X

..... 58

6.3 LED

..... 64

6.4

..... 65

6.4.1 AND/OR//XOR

..... 65

6.4.2 Ga a

.....66

6.4.3 T a a

.....67

6.4.3 F a

.....67

6.5

.....70



KNX/EIB

86



KNX/EIB

86

LED

!

k



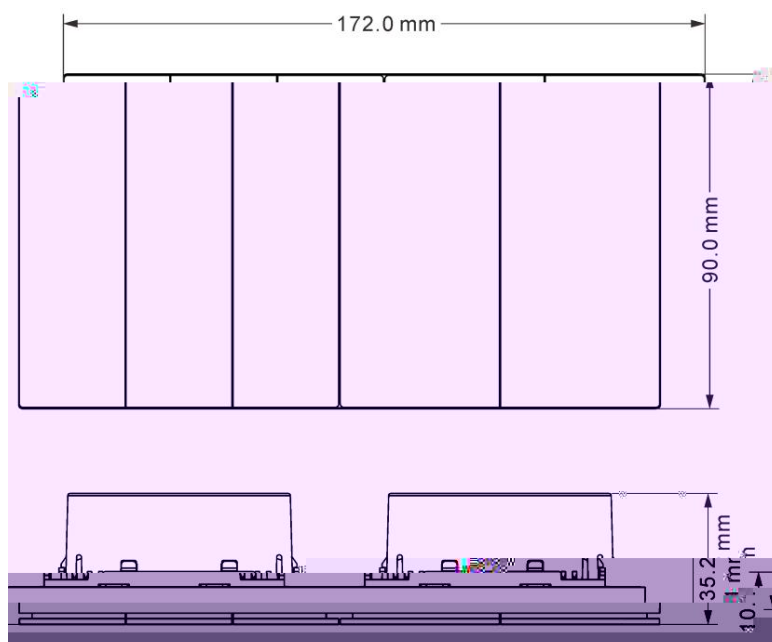
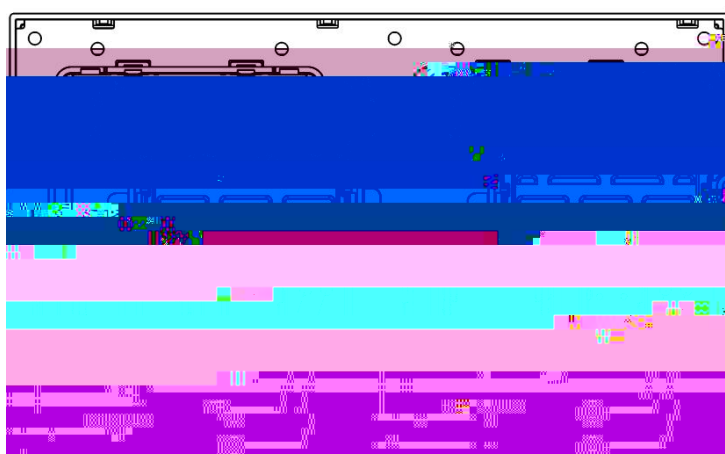
KNX/EIB

86

□ □ □ □ □ □ □

KNX

3.2



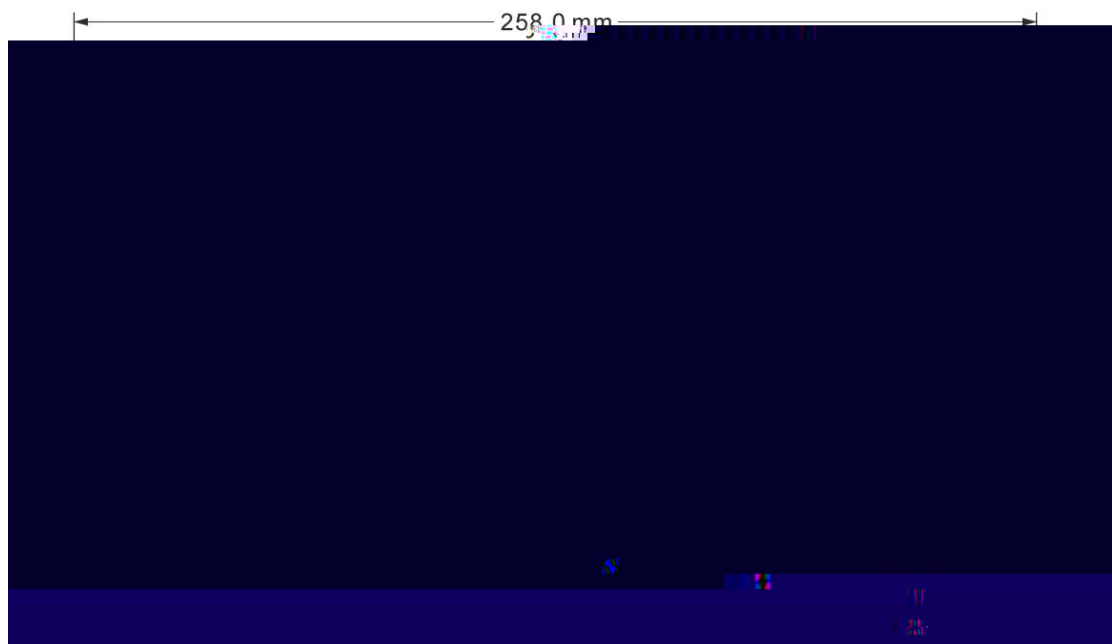
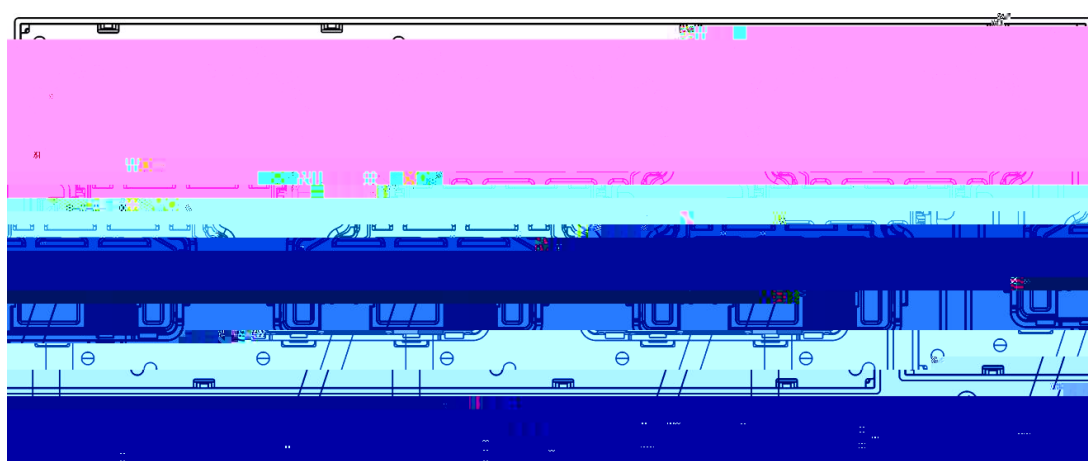
F 4

LED

LED

F 4

3.3



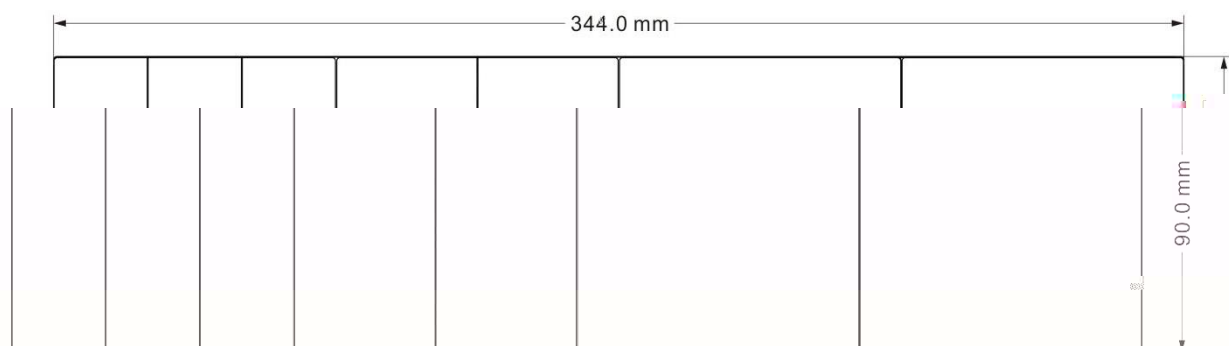
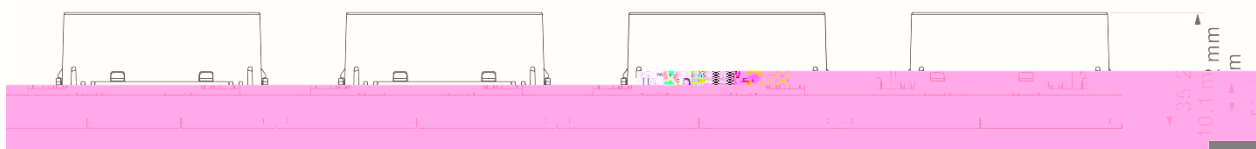
F 4 3

LED

LED

F 4 3

3.4



F 4 3 W

LED

LED

F 4 3 W

ETS

5.1

G a

General

5.1

k

k

k

General		Hardware type	1-Fold button
Button 1	Status LED brightness	Level 5	
LED	LED brightness adjustment for Day/Night	☐ No ☒ Yes	
	Polarity of Day/Night mode	☐ Day=1/Night=0 ☒ Day=0/Night=1	
Logic function	Day/Night mode need send read request when bus recovery	☐ No ☒ Yes	
Event Group setting	Status LED brightness when it is night	Level 2	
	Delay time for no operation[0..25]s	5	
	Status LED brightness when no operation	Level 2	
	LED status object need send read request when bus recovery	☐ No ☒ Yes	
	Initial LED status	☐ No ☒ As status as object value "0"	
	Debounce time	50ms	
	Enable Switch output	No	

5.1 "General"

Hardware

LED

k

1-F b

2-F b



1-1"

2

3

4

5

1-1"

2

3

4

5

5-1"

6

(3

4

)

B

1&2/3&4/5&6

a

4-Fold buttons(2 rockers)

6-Fold buttons(3 rockers)

k

k

|

L

"Independent"

"Linked"

k

5.2

5.3

k

/

0 k

S a

LED b

LED b	a	Da /N
-------	---	-------

LED / k

N

Y

No: LED k

Yes / k

LED k

P a Da /N

/

Da =1/N =0

Da =0/N =1

Day=1/Night=0 Day/Night mode 1 0

k

Day=0/Night=1 Day/Night mode 0 1

k

Da /N a b

Day/Night mode k

Y

N

Yes LED / k

k

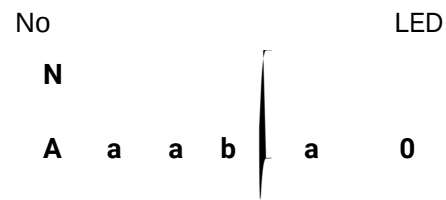
No: k

S a LED b

LED k

OFF

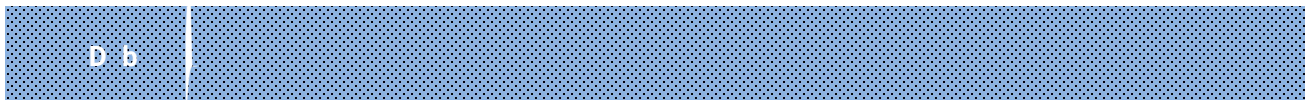
L 1



No:

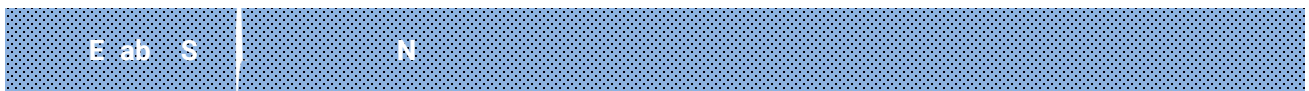
As status as object value "0": LED 0 k LED Control

by external object 1byte Indicate contact press k



k

- 10
- 20
- 30
- 50
- 70
- 100
- 150



k

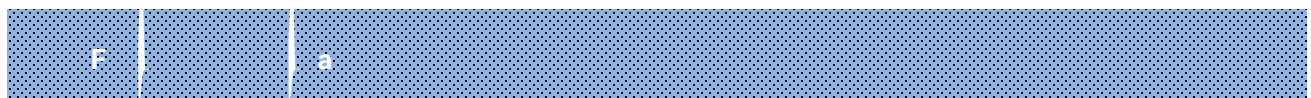
5.2

5.2.1

B /R X
Button/Rocker X 5.2 k

General	Function of the channel	No Function
Button 1		
LED ₁		
Logic function		
Event Group setting		

5.2 Button/Rocker X



N
S
S /D
Va /F
S
S
S

5.2.2.1 S

“Button X: Switch”

5.3

k

General

Function of the channel

Switch

Distinction between long and short operation

☐ No ☒ Yes

Long operation after time

5

Reaction on long operation or release the contact

No action

Reaction on long operation or release the contact

No action

Disable function

Disable ☐ Enable ☐

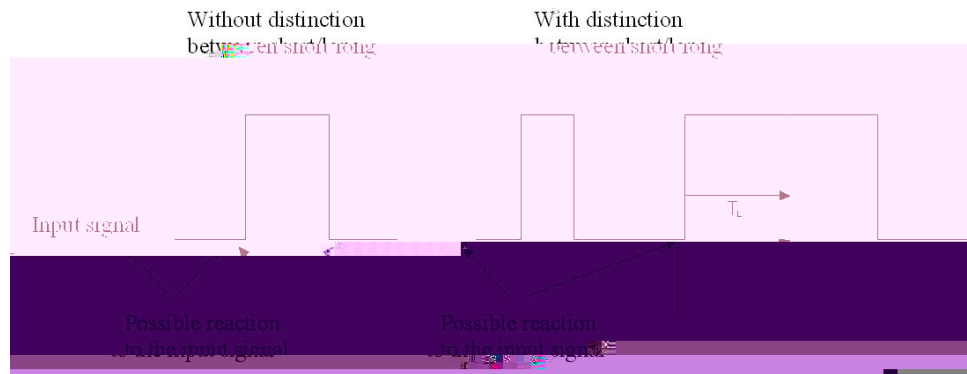
Trigger value of disable object

☒ Disable=1/Enable=0 ☐ Disable=0/Enable=1

5.3

Button X: Switch

D



Y

N

k

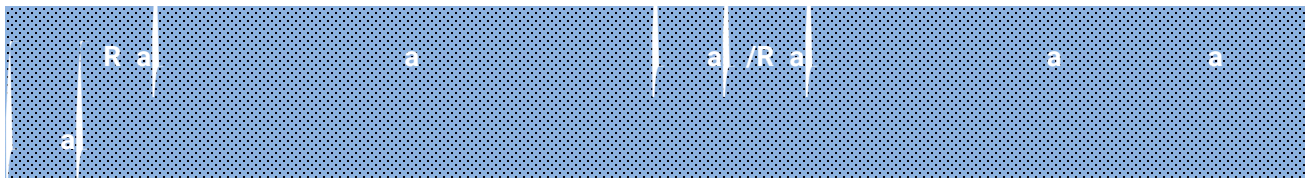
L a a (*0.1)

/

k

k

3..25



/

/

k

k

N a

OFF

ON

TOGGLE

No action

k

ON

OFF

TOGGLE

k

D ab

k

D ab

E ab

Enable

k

k

k

T

a

ab

b

/

k

D ab =1/E ab =0

D ab =0/E ab =1

k

5.2.2.2 S /D

Button X:Switch/Dimming

5.4

k

General	Function of the button	Switch/Dimming
Button 1	Long operation after(*0.1s)	5
LED	Reaction on short operation	TOGGLE
Logic function	Reaction on long operation	Brighter/Darker
Event Group setting	Dimming mode	Start-stop-Dimming ☐ Steps dimming ☐
	Brightness change every sent	12.5%
	Interval of Telecyclic send(*0.1s)	0.1s

5.4

Button X:Switch/Dimming

L	a	a	*0.1
---	---	---	------

k

k

3..25

R a	a
-----	---

N a

ON

OFF

TOGGLE

No action

k

ON

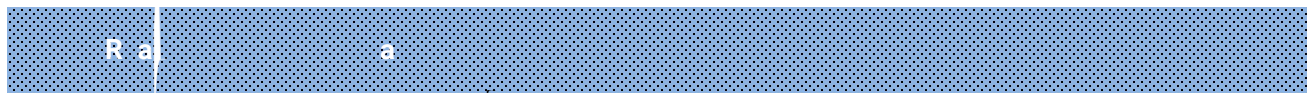
k

OFF

k

TOGGLE

k



N a
B
Da
B /Da

k

No reaction

k

Brighter

k

Darker

k

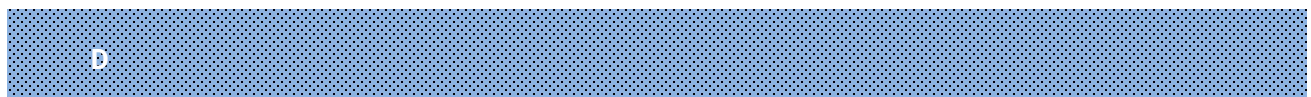
Brighter/Darker

k

TOGGLE

k

k



k

S a - D
S

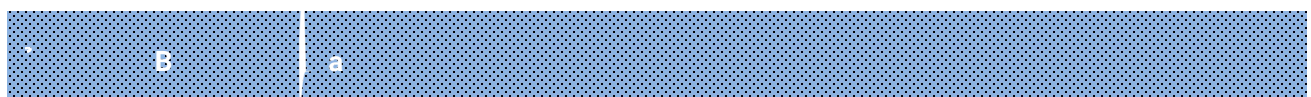
Start-stop Dimming

k

k

Steps dimming

k





NX/E B ξ

☐ Dimming r de

wfEps| f nting< , □ □ □ □ □

U \,96 Ÿ P f) k

100%

50%

□ □

1.56%

wRt'6Sa Qd(B' > C < C

* 10 □ □ □



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]

、 、

2 b

a

[0, 65535]

* O a []

k

k

5.2.2.4

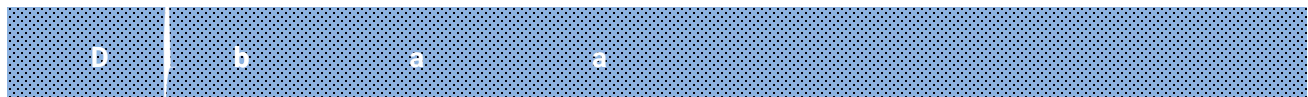
S

Scene control

□ □ □ □ □ □ □ □ □ □

General	Function of the channel	Scene control
Button 1	Distinction between long and short operation	☐ No ☒ Yes
LED	Long operation after(*0.1s)	5
Logic function	Reaction on short operation or press the contact	Recall scene
Event Group setting	Scene number[1..64]	Scene NO.1
	Reaction on long operation or release the contact	Store scene
	Scene number[1..64]	Scene NO.2
	Disable function	☒ Disable ☐ Enable

5.6 "Button x- Scene control"



/ k "Yes"

k

N

Y

' ' L a a (*0.1)

/ k

k 3../.. E

S

NO.1 64

0 63 k

5.2.2.5 S

Shutter control

5.7 k

General	Function of the channel	Shutter Control
Button 1	Long operation after(*0.1s)	5
Button 2	Reaction on short operation	Stop(Adjust Up/Down)
	Reaction on long operation	Up/Down
LED	Disable function	☐ disable ☒ enable

5.7

"Button x- Shutter control"

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)

No action

k

Stop (Adjust

Stop (Adjust Down

Stop (Adjust Up/Down

s

k

/

k

.0

0.1

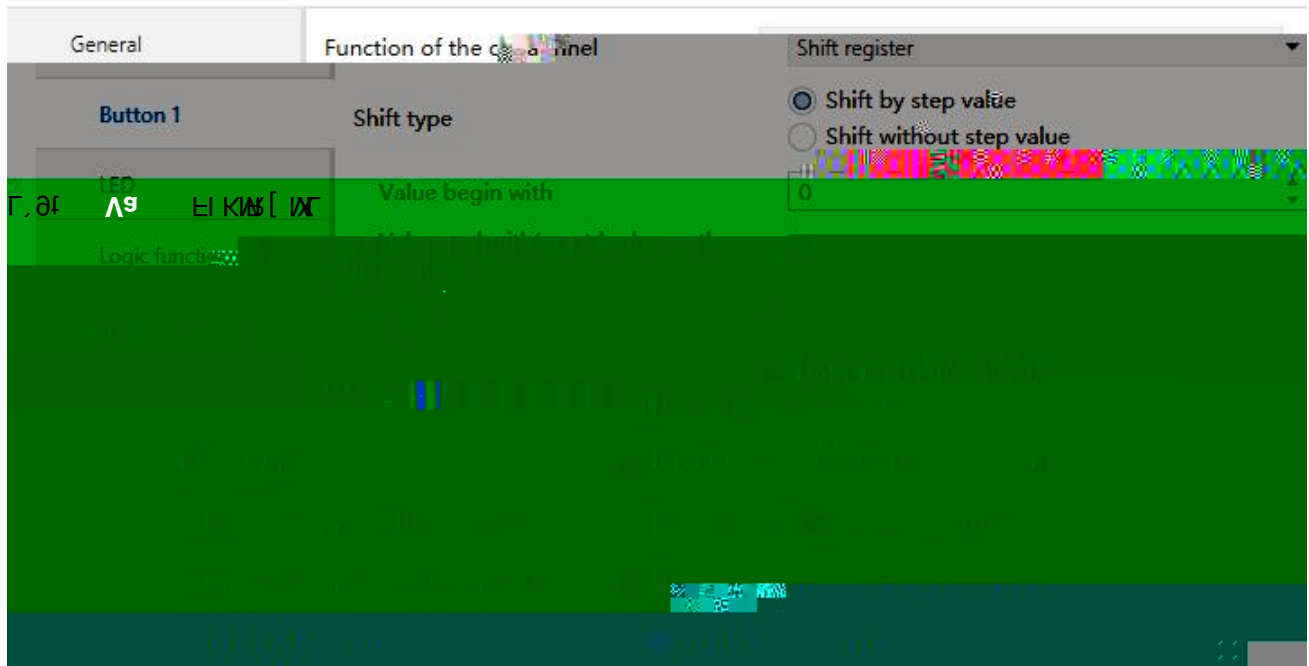
0

*

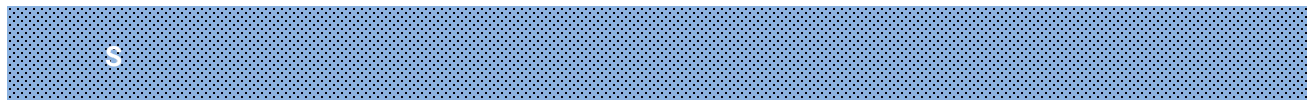
.

Stop...

□



5.8 "Button x- Shift register"



S b a
S a

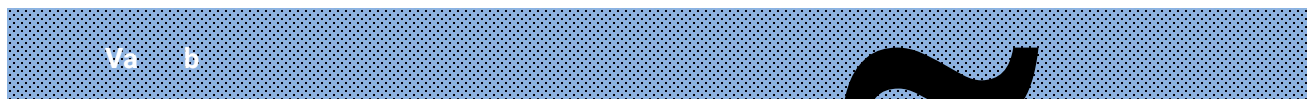
Shift by step value

k

Shift without step value

10

k



Shift by step value



Shift by step value

k

1...250 k

k

S

Shift by step value

k

0...240 k

S

b

Shift without step value

10

k

1/2/.../10 k

k

Va 1...10

k

0..255 k

D

k

F
F

From lowest to highest

value 1 value 10

value 10

value 1

k

From highest to lowest

value 10 value 1

value 1

value 10

k

R

k

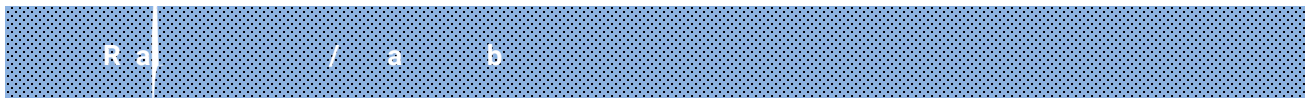
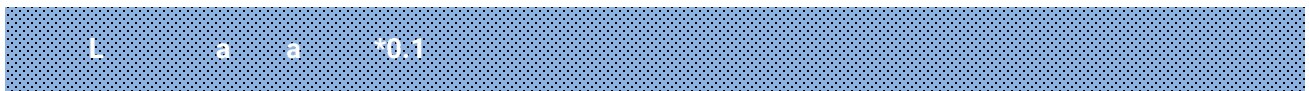
D ab

E ab b a

Disable

Enable by long operation

k



k

k 3..25 k

5.2.2.7 RGB

“RGB dimming”

5.9 5.10 k

General	Function of the channel	RGB dimming
Button 1	RGB strip type	☒ RGB ☐ RGBW
LED	Object type	☒ 1X3byte ☐ 3X1byte
Logic function	Distinction between long and short operation	☒ No ☐ Yes
Operation when press the contact		

5.9 "Button x- RGB dimming"

1

General	Function of the channel	RGB dimming
Button 1	RGB strip type	☐ RGB ☒ RGBW
LED	Object type	☒ 1X6byte ☐ 4X1byte
Logic function	Distinction between long and short operation	☐ No ☒ Yes
Event Group setting	Long operation after(*0.1s)	5
Operation when press the contact		
	Red Value	0
	Green Value	1
	Blue Value	2
	White Value	3
Operation when long press the contact		
	Red Value	4
	Green Value	5
	Blue Value	6
	White Value	7
☒ Disable ☐ Enable		

5.10 "Button x- RGBW dimming"

2

RGB



KNX/EIB

86

RGB

RGB

RGBW

RGB

k

RGBW

k

k

“S & • D” R

B

1 3b

3byte

3 1b

\ □□□□□□□□ 1byte

BW

1 6b

4 1b

D

b

a

a

/

k

“Yes”

“Multiple operation”

5.11

k

k

4

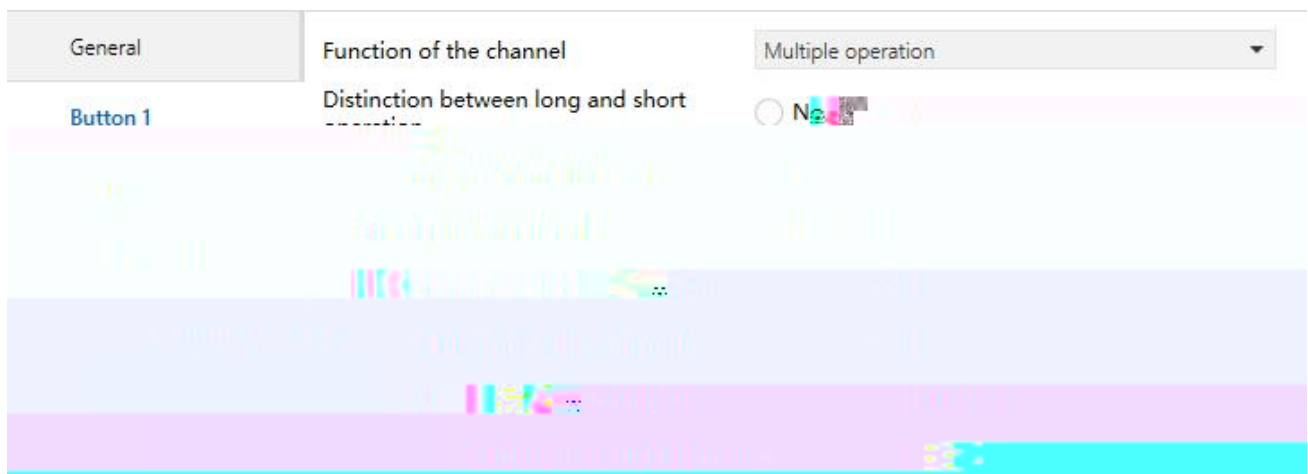
k



5.11

“Button x- Multiple operation”(

)



Function of long operation	Up/Down
Object type for object3	1Byte_StoreScene
Function of short operation	☐ No reaction ☒ Send Value
Value 1(Scene NO.)	Scene NO.1
Function of long operation	☐ No reaction ☒ Send Value
Value 2(Scene NO.)	Scene NO.2
Object type for object4	1Byte_Percentage
Function of short operation	☐ No reaction ☒ Send Value
Value 1(Percentage)	30
Function of long operation	☐ No reaction ☒ Send Value
Value 2(Percentage)	100
Disable function	☒ Disable ☐ Enable

5.12 “Button x- Multiple operation”()

D	b	a	a
---	---	---	---

/ k “Yes”

k

Y

N

” L a a *0.1

/ k

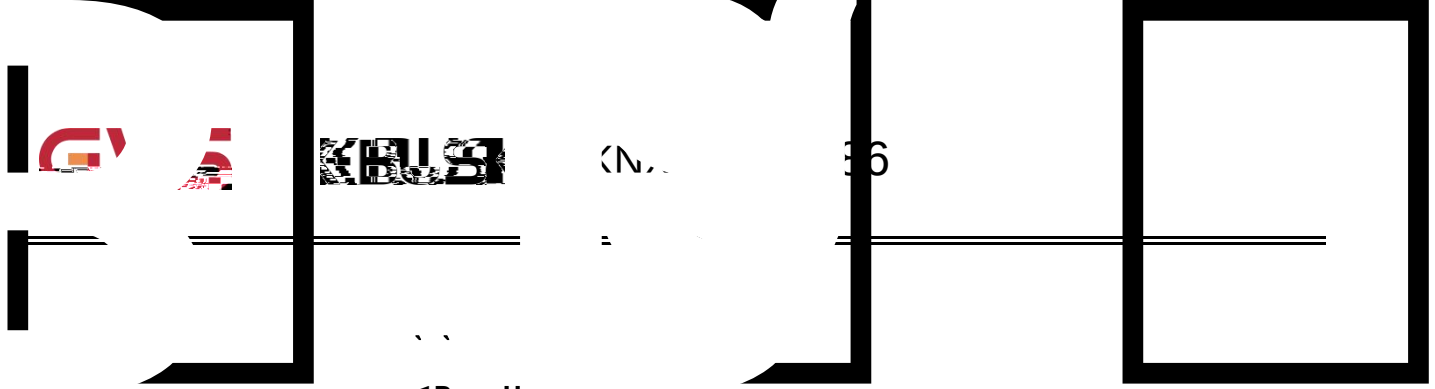
k 3..25 k

Ob	b	(=1..4)
----	---	----------

/ k

D ab

1B _O /O



1B _U

a

F	b / F	a / F	a
---	-------	-------	---

General	Function of the channel	Delay mode
Button 1	Distinction between long and short operation	☐ No ☒ Yes
LED	Long operation after(*0.1s)	5
Object type for long operation		1Bit_On/Off

5.14

"Button x- Delay mode" ()

D	b
---	---

M C G 2 e

1B _O /O

4B _D

1B _U

a

S

I

T S

Na
OFF
ON
TOGGLE

No action

k

OFF

k

ON

k

TOGGLE

k

5.3.2 S /D

“Switch/Dimming”

5.15

k

General	Function of the channel	Switch/Dimming
Rocker 1	Long operation after(*0.1s)	5
Rocker 2	Reaction on short operation (for Up of Rocker)	TOGGLE
LED	Reaction on long operation (for Up of Rocker)	Brighter/Darker
Logic function	Reaction on short operation (for Down of Rocker)	TOGGLE
Event Group setting	Reaction on long operation (for Down of Rocker)	Brighter/Darker
Dimming mode		Start stop Dimming

5.15

“Rocker x- Switch/Dimming”

KNX/E

5.3.3 S

“Scene control”

5.17

k

General	Function of the channel	Scene control
	Distinction between long and short operation	No ☐ Yes ☐
Rocker 2	Long operation after(*0.1s)	5
LED	Reaction on short operation or press the contact (for Up of Rocker)	Recall scene
Logic function	Scene number[1..64]	Scene 1
Event Group setting	Reaction on long operation or release the contact (for Up of Rocker)	Stop scene
	Reaction on long operation or release the contact (for Down of Rocker)	No reaction
	Disable function	☐ Disable ☐ Enable

5.17

“Button x- Scene control”

D	b	a	a
---	---	---	---

/ k “Yes”

k

Y

N

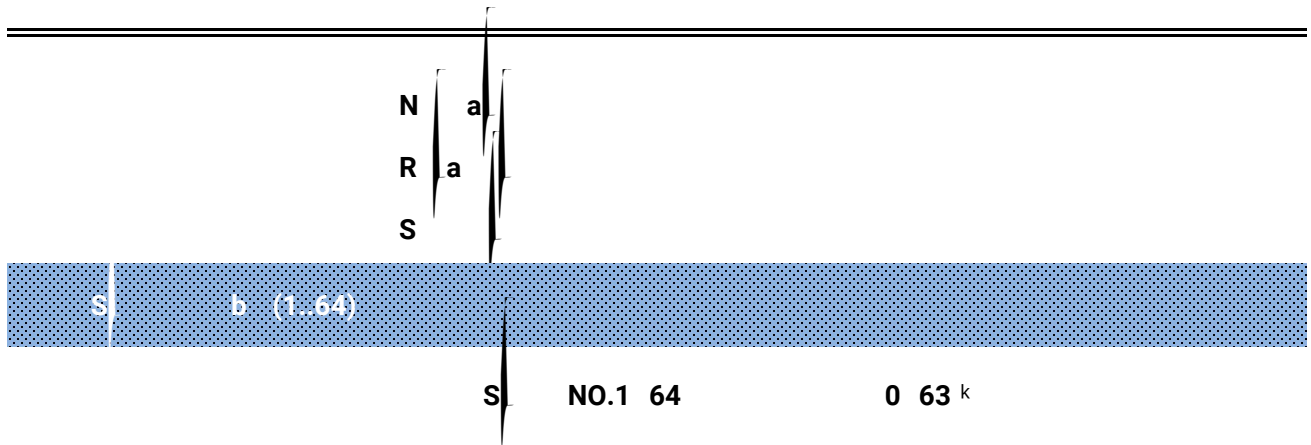
L	a	a	*0.1
---	---	---	------

/ k

k 3..25 k

R a	a	b	/ R a	a	a
b	U /D	R			

/ / k



5.3.4 S

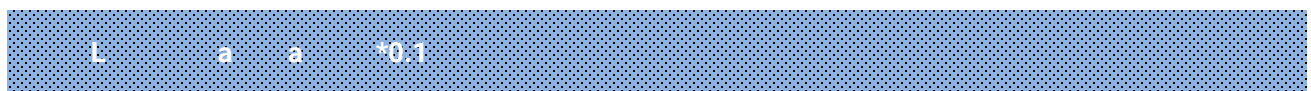
“Shutter control”

5.18 k

General	Function of the channel	Shutter Control
Rocker 1	Long operation after(*0.1s)	5
Rocker 2	Reaction on shutter operation for Up/Down	Stop Adjust Up/Down
	Reaction on long operation	Stop Adjust Up/Down

5.18

“Button x- Shutter control”



k

k

3..25 k

R a	/	a	U /D	R
-----	---	---	------	---

N a

U

D

U /D

S (A U)

S (A D)

S (A U /D)

“No reaction”

k

“Up”

k

“Down”

k

“Up/Down”

/

k

“Stop (Adjust Up)”

k

“Stop (Adjust Down

5.4 LED

LED

k

LED

LED

LED

k



5.19

"LED"



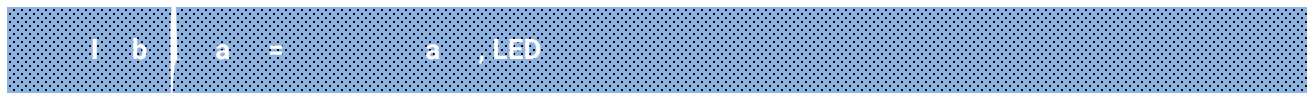
LED

Da ab

C

b

KNX



LED

Control by external object

1byte

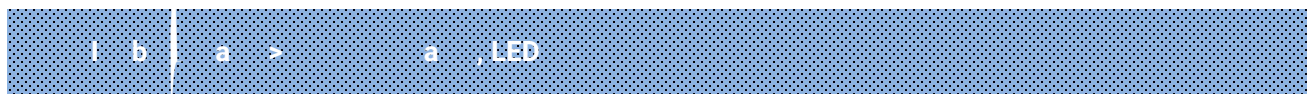
LED

k

OFF

Wa

C



LED

Control by external object

1byte

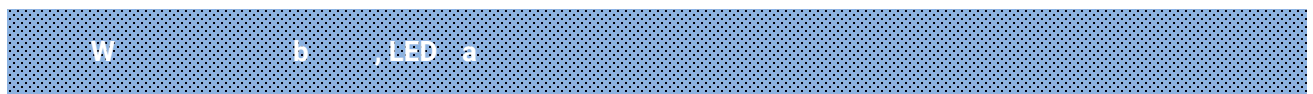
LED

k

OFF

Wa

C



LED

Indicate contact press

LED

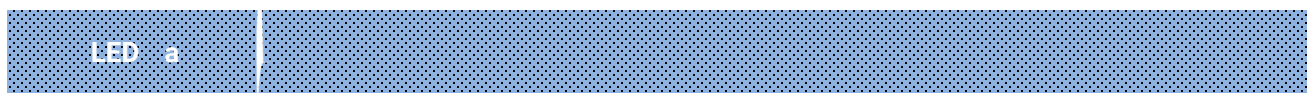
k

500

1

2

3



LED

Indicate contact press

LED

k

Wa

C



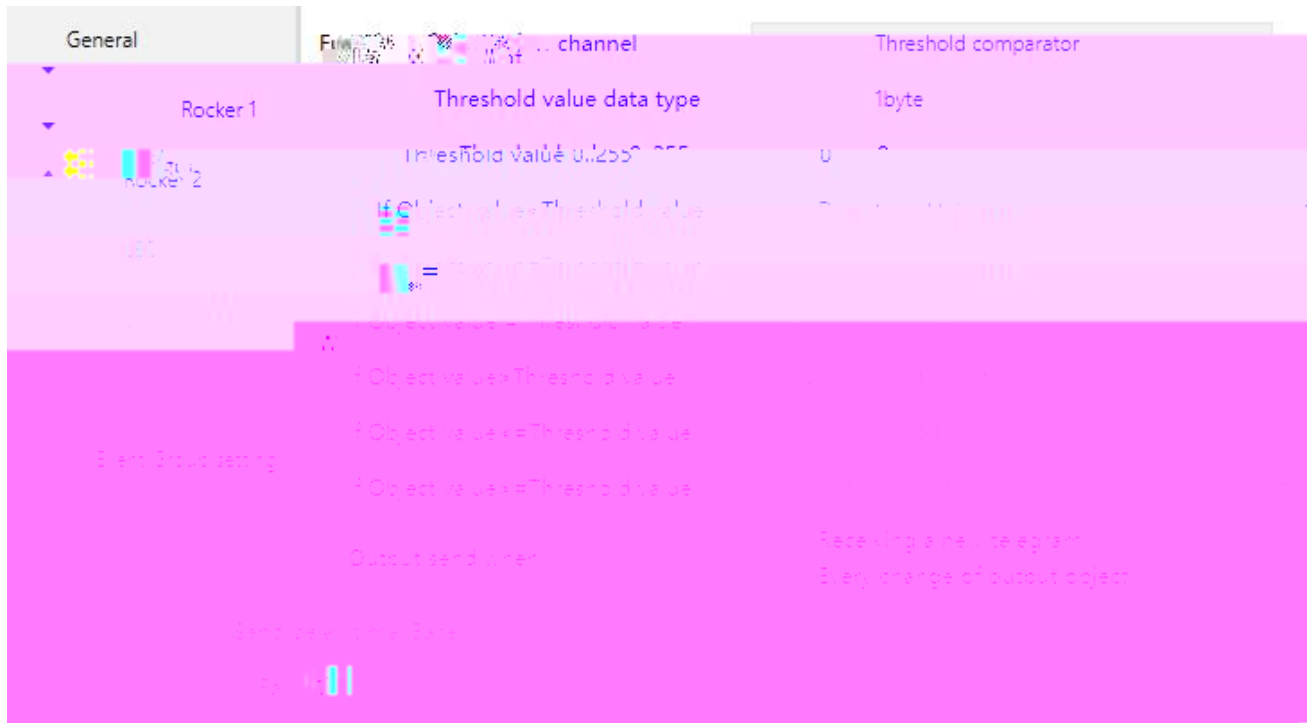
KNX/EIB

86

General	Function of channel	Gate forwarding
Button 1	Object type of Input/Output	1bit
15 Dec	Default scene NO. of Gate after device is started (1~64.0=inactive)	0
Logic function	1-> Gate trigger scene NO. is (1~64.0=inactive)	0
	Input A send on	Output A
	Input B send on	Output B
	Input C send on	Output C
	Input D send on	Output D
	2-> Gate trigger scene NO. is (1~64.0=inactive)	0
	Input A send on	Output A
	Input B send on	Output B
	Input C send on	Output C
	Input D send on	Output D
	3-> Gate trigger scene NO. is (1~64.0=inactive)	0
	Input A send on	Output A
	Input B send on	Output B
	Input C send on	Output C
	Input D send on	Output D
	4-> Gate trigger scene NO. is (1~64.0=inactive)	0
	Input A send on	Output A
	Input B send on	Output B
	Input C send on	Output C
	Input D send on	Output D

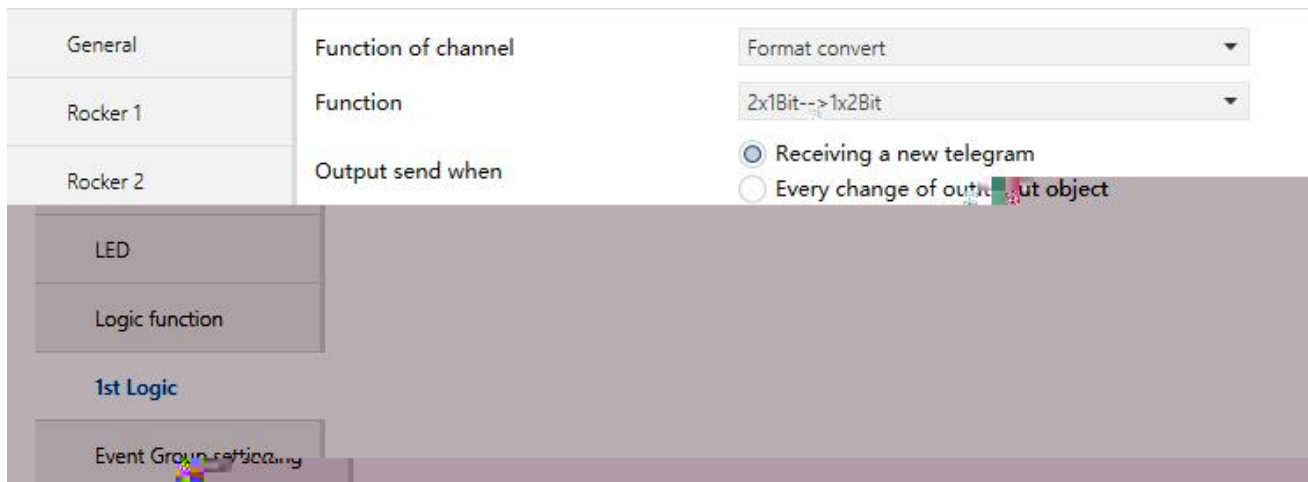
5.22

“Logic function -- Gate forwarding”



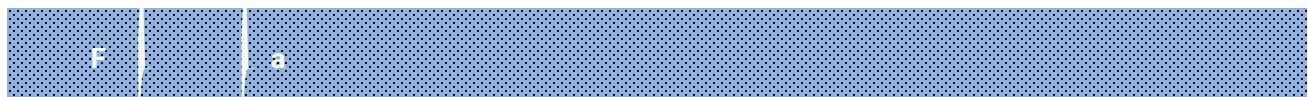
5.23

"Logic function -- Threshold comparator"



5.24

"Logic function -- Format convert"



k

D ab

AND

OR

XOR

Ga

a

T

a a

F

a

AND/OR/XOR

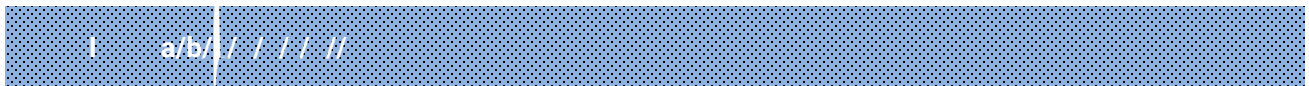
k

5.5.1 AND/OR/XOR

AND/OR/XOR

5.21

k



input x

k

D

N

a

I

Disconnected:

Normal

Inverted

k

D a a

Input x k

0

1

R

k

N

Y

No:

Yes k

R a b a a b a

k

N

Y

O

R a a
E a b

Receiving a new telegram

Every change of output object

k

k

Ba : N

0.1



Fa :

10

25

1..255

k

Base x Factor

None

k

5.5.2 Ga

a

Gate forwarding

5.

I A/B/C/D

k

O A

O B

...

O C,D

O B,C,D

k

k

5.5.3 T



a a

Threshold comparator

5.23 k

T a a a b

k

4b

1b

2b

4b

T a

k 4b

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 0

S a 1

Do not send telegram:

Send value 0 / 1 0 1 k

k

If Object value=Threshold value

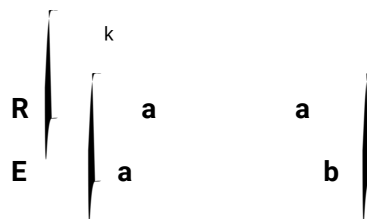
Send value "0"

If Object value<=Threshold value

Send value "1"

1 k

0



Receiving a new telegram

Every change of output object

k

k

S a

Ba : N

0.1

1

...

25

Fa : 1..255

k

Base x Factor

Base

None

k

5.5.4 F a

Format convert

5.24

k

F

k

2 1b -->1 2b

8 1b -->1 1b

1 1b -->1 2b

2 1b -->1 2b

1 1b -->8 1b

1 2b -->2 1b

1 4b -->2 2b

1 3b -->3 1b

3 1b -->1 3b

0



5.27

“G x: Output y Function”

E	G	F	:1 8
---	---	---	------

k

D ab

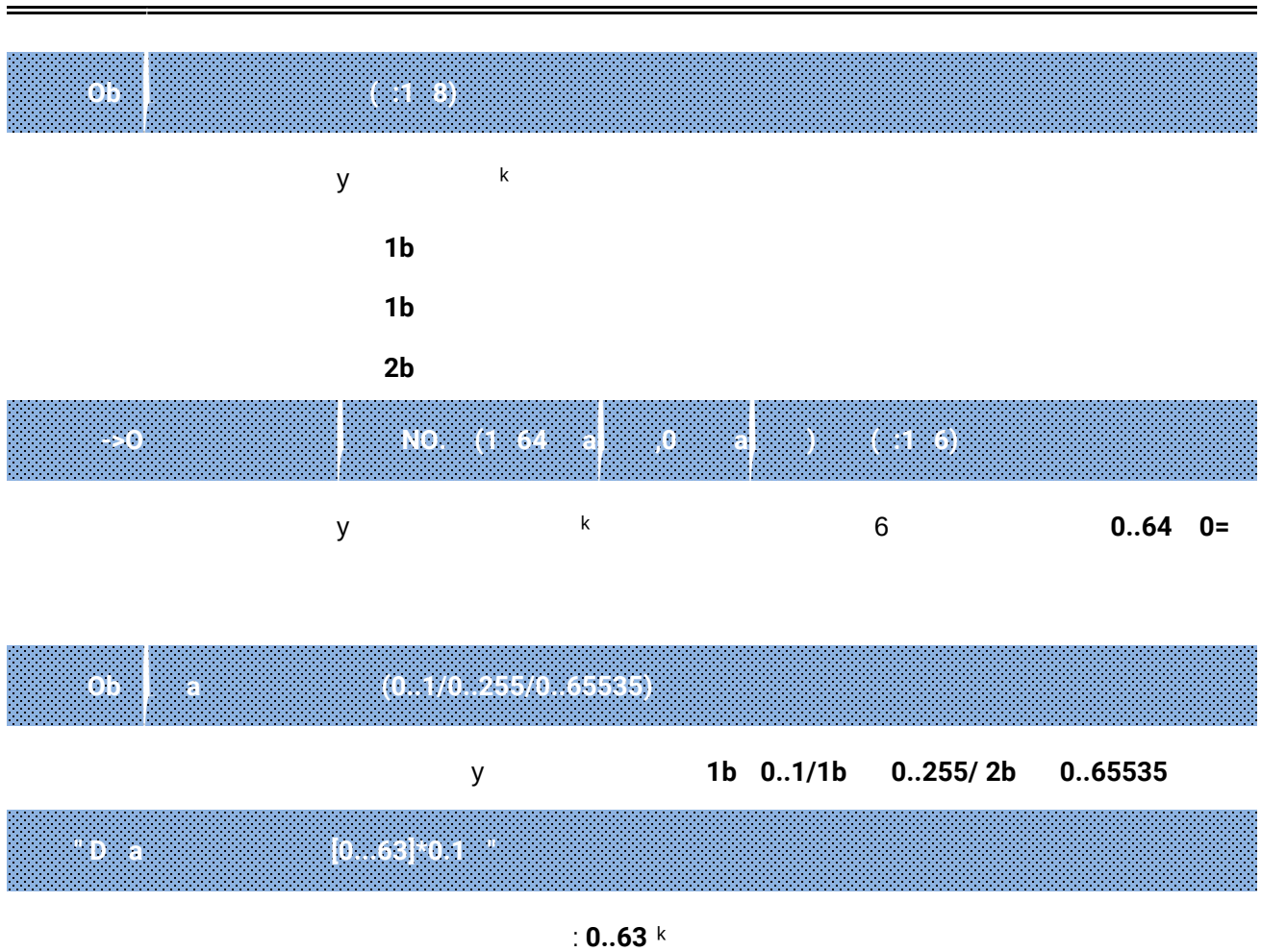
E ab

8

k

8

8



k

k

C

W

R

T

U

k

6.1 General

Number	Name	Object Function	Des Group	Length	C	R	W	T	U	Data Type	Priority
49	LED Day/night mode	Day/night mode	1b	1b	C	-	W	T	U	1.001 DPT_S	Low

6.1 "General"

Number	Name	Object Function	Des Group	Length	C	R	W	T	U	Data Type	Priority
49	Da /N	LED b	1b	1b	C,W,T,U					1.001 DPT_S	
		LED	LED	k							

6.1 "General"

6.2 B /R X

Number	Name	Object Function	Des Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short operation, Switch	1 bit	1 bit	C	-	W	T	U	switch	Low
2	Button 1	Long operation, Switch	1 bit	1 bit	C	-	W	T	U	switch	Low
5	Button 1	Disable	1 bit	1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Des Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short operation, Switch	1 bit	1 bit	C	-	W	T	U	switch	Low
2	Button 1	Long operation, Switch	1 bit	1 bit	C	-	W	T	U	switch	Low
5	Button 1	Disable	1 bit	1 bit	C	-	W	-	-	enable	Low

"Switch"

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short/Press		1 bit	C	-	W	T	-	switch	Low
2	Button 1	Long/Dimming		4 bit	C	-	W	T	-	dimming control	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low

“Switch/dimming”

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short/Press, 1bit value		1 bit	C	-	-	T	-	switch	Low
2	Button 1	Long/Release, 2bit value		2 bit	C	-	-	-	-	switch	Low

“ Value/Force output”

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Up/Down, Blind		1 bit	C	-	-	T	-	up/down	Low
2	Button 1	Stop/Adjust, Blind		1 bit	C	-	-	T	-	step	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low

“Scene control”

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Up/Down, Blind		1 bit	C	-	-	T	-	up/down	Low
2	Button 1	Stop/Adjust, Blind		1 bit	C	-	-	T	-	step	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low

“Shutter control”

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Register value		1 byte	C	-	W	T	-	counter pulses (0..255)	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low

“Shift register”

Number	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Red dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
2	Button 1	Green dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
3	Button 1	Blue dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
4	Button 1	White dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low
1	Button 1	RGB dimming value		3 bytes	C	-	-	T	-	RGB value 3x(0..255)	Low
1	Button 1	RGBW dimming value		6 bytes	C	-	-	T	-	RGB value 4x(0..255)	Low

“RGB dimming”

Number *	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Object1-On/Off		1 bit	C	-	W	T	-	switch	Low
2	Button 1	Object2-Up/Down		1 bit	C	-	W	T	-	up/down	Low
3	Button 1	Object3-Enable/Disable		1 bit	C	-	W	T	-	enable/disable	Low

“Multiple operation”

Number *	Name	Object Function	Des. Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short,Delay mode		1 bit	C	-	-	T	-	switch	Low
2	Button 1	Long,Delay mode		1 bit	C	-	-	T	-	switch	Low
5	Button 1	Disable		1 bit	C	-	W	-	-	enable	Low
1	Button 1	Short,Delay mode		4 bit	C	-	-	T	-	dimming control	Low
2	Button 1	Long,Delay mode		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
1	Button 1	Press,Delay mode		1 bit	C	-	-	T	-	switch	Low

“Delay mode”

6.2 “Button/Rocker X”

						DPT
1	P / a , S	B /R	X	1b	C,W, T,U	1.001 DPT_S
1	S a , S	B /R	X	1b	C,W, T,U	1.001 DPT_S
2	L a , S	B /R	X	1b	C,W, T,U	1.001 DPT_S
<div> <div>k Press/release,Switch</div> <div>k Short/Long operation</div> <div>k</div> </div>						
1	S , S	B /R	X	1b	C,W, T,U	1.001 DPT_S
<div> <div>k 0 ' ' 1 ' '</div> </div>						
2	L , D	B /R	X	4b	C,W,T	3.007 DPT_D
<div> <div>k</div> <div>1~7 1 7 0</div> <div>9~15 9</div> <div>15 8 k</div> </div>						

1	S /P ,1b /2b /4b / 1b /2b a	B /R X	1b /2b /4b / 1b /2b	C,T	1.001 DPT_S 2.001 DPT_S 3.007DPT_D 5.010 DPT_ 7.001 DPT_
2	L /R a , 1b /2b /4b /1b / 2b a	B /R X	1b /2b /4b / 1b /2b	C,T	

“Reaction on short operation or press
the button”/ “Reaction on long operation or release the button”^k

1	S /P ,	B /R X	1b	C,T	18.001 DPT_S	C
2	L /R a ,	B /R X	1b	C,T	18.001 DPT_S	C

8bit^k8bit^k

8bit () FXNNNNNN

F: ‘0’ ‘1’

X 0

NNNNNN 0...63^k

1~64 “Scene” 0~63^k 1

“Scene” 0^k

0	1
1	2
2	3
...	...
63	64

128	1
129	
130	2
...	
191	3
	...
	64

1 U /D ,B B /R X 1b C,T 1.008 DPT_ /
/ k

0 ' ' /

1 ' ' /

2 S /A ,B B /R X 1b C,T 1.007 DPT_S
k

1 R a B X 1b C,T 5.010 DPT_
k

1 R a B X 1b C,T -



1	RGBW	a	B	X	6b	C,T	251.600 RGB a 4 (0..255)
RGBWkR()k							
6	RGBW	U8 U8 U8 U8 R8 R4 B4					
6MSB	5	4	3	2	1LSB		
R	G	B	W		R G B W		
UUUUUUUU	UUUUUUUU	UUUUUUUU	UUUUUUUU	00000000	0000BBBB		
R: G: B: W: mR: , 0= , 1= mG: , 0= , 1= mB: , 0= , 1= mW: , 0= , 1= k							
1	Ob	-O /O		1b	C,W,T	1.001 DPT_S	
	Ob	-U /D		1b	C,W,T	1.008 DPT_	
	Ob	-S C	B X	1b	C,T	18.001 DPT_S	C
	Ob	-P a		1b	C,T	5.001 DPT_S	a
	Ob	-U a		1b	C,T	5.010 DPT_	
4 x=1,2,3,4 4							
k							
1	S /L , D a	B X	1b	C,T	1.001 DPT_S		
, / k							



KNX/EIB

86

6.4

6.4.1 AND/OR//XOR

6.4.2 Ga a

Number	Name	Object Function	Flags	Gr	Length	C	R	W	T	U	Data Type	Priority
50	Ga a	1	/.../8	L	1b	C,W					17.001 DPT_S	N b
k												
51..54	I	1	/.../8	L	1b 4b 1b	C,W					1.001 DPT_ 3.007 DPT_ 5.010 DPT_	
Input x k												
55..58	O	1	/.../8	L	1b 4b 1b	C,T					1.001 DPT_ 3.007 DPT_ 5.010 DPT_	
k k												

6.4 Gate forwarding

						DPT
50	Ga a	1	/.../8	L	1b	C,W 17.001 DPT_S N b
k						
51..54	I	1	/.../8	L	1b 4b 1b	C,W 1.001 DPT_ 3.007 DPT_ 5.010 DPT_
Input x k						
55..58	O	1	/.../8	L	1b 4b 1b	C,T 1.001 DPT_ 3.007 DPT_ 5.010 DPT_
k k						

6.4 Gate forwarding

6.4.3 T

a a

	Number ^	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
	50	1st Logic	Threshold value input			4 bit	C	-	W	-	U	dimming control	Low
	58	1st Logic	Logic result			1 bit	C	-	-	-	-	boolean	Low

6.5 Threshold comparator

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulses (0..255)	Low

1x1byte --> 1x2byte

1byte

2byte

Input 1byte=125--> Output 2byte=125,

k

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
51	2nd Logic	Input 2byte-low			2 bytes	C	-	W	-	U	counter pulses (0..65535)	Low

2x1byte --> 1x2byte

2 1byte

2byte

Input 1byte-low = 255 (\$FF), Input 1byte-high =

100 (\$64) --> Output 2byte = 25855 (\$64 FF) k

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
52	3rd Logic	Input 2byte-high			2 bytes	C	-	W	-	U	counter pulses (0..65535)	Low

2x2byte --> 1x4byte

2 2byte

4byte

Input 2byte-low = 65530 (\$FF FA), Input 2byte-high

= 32768 (\$80 00)--> Output 2byte = 2147549178 (\$80 00 FF FA) k

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
53	4th Logic	Output 1bit-bit0			1 bit	C	-	-	T	-	boolean	Low
54	5th Logic	Output 1bit-bit1			1 bit	C	-	-	T	-	boolean	Low
55	6th Logic	Output 1bit-bit2			1 bit	C	-	-	T	-	boolean	Low
56	7th Logic	Output 1bit-bit3			1 bit	C	-	-	T	-	boolean	Low
57	8th Logic	Output 1bit-bit4			1 bit	C	-	-	T	-	boolean	Low
58	9th Logic	Output 1bit-bit5			1 bit	C	-	-	T	-	boolean	Low
59	10th Logic	Output 1bit-bit6			1 bit	C	-	-	T	-	boolean	Low
60	11th Logic	Output 1bit-bit7			1 bit	C	-	-	T	-	boolean	Low

1x1byte --> 8x1bit

1 1byte

8 1bit

Input 1byte=200 --> Output bit0=0, bit1=0, bit2=0,

bit3=1, bit4=0, bit5=0, bit6=1, bit7=1

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 2byte			2 bytes	C	-	W	-	U	pulses	Low
57	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
58	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulses (0..255)	Low

1x2byte --> 2x1byte

1 2byte

2 1byte

Input 2byte = 55500 (\$D8 CC) --> Output 1byte-low

= 204 (\$CC), Output 1byte-high =216 (\$D8)

Number	Name	Object Function	Des. Gr.	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 4byte		4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
57	1st Logic	Output 2byte-low		2 bytes	C	-	-	T	-	pu	Low
58	1st Logic	Output 2byte-high		2 bytes	C	-	-	T	-	pu	Low

1x4byte --> 2x2byte

1 4byte

2 2byte

Input 4byte = 78



Number	Name	Object Function	Desc	Gr	Length	C	R	W	T	U	Data Type	Priority
122	Event	Master trigger			8 bits	C	-	W	-	-	scene number	Low
123	1st Event Group	Sub event output 1			1 bit	C	-	-	-	-	switch	Low
124	1st Event Group	Sub event output 2			1 bit	C	-	-	T	-	switch	Low
125	1st Event Group	Sub event output 3			1 bit	C	-	-	T	-	switch	Low
126	1st Event Group	Sub event output 4			1 bit	C	-	-	T	-	switch	Low
127	1st Event Group	Sub event output 5			1 bit	C	-	-	T	-	switch	Low
128	1st Event Group	Sub event output 6			1 bit	C	-	-	T	-	switch	Low
129	1st Event Group	Sub event output 7			1 bit	C	-	-	T	-	switch	Low
130	1st Event Group	Sub event output 8			1 bit	C	-	-	T	-	switch	Low

6.7

DPT

122	Ma	E			1b	C,W	17.001 DPT_	b
							0..63	
123/..	S b	1..8	1	/.../8	E G	C,T	1.001 DPT_S	
/130					1b		5.010 DPT_	
					2b		7.001 DPT_	

□ □ □ □ □