



M - P B S _V1.3

CHKPM-0 /0 .1.2

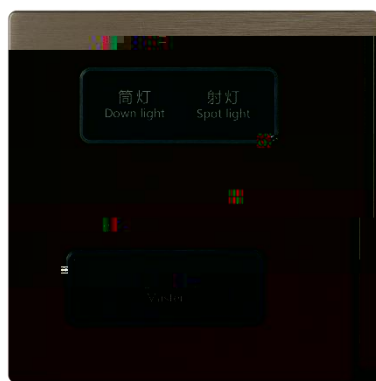
CHKPM-0 / .1.2

CHKPM-0 / .1.2

=1 3 =1 3

=2

=9



KNX/EIB

注意事项



设备在投入使用之前应受到下列保护



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 l 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

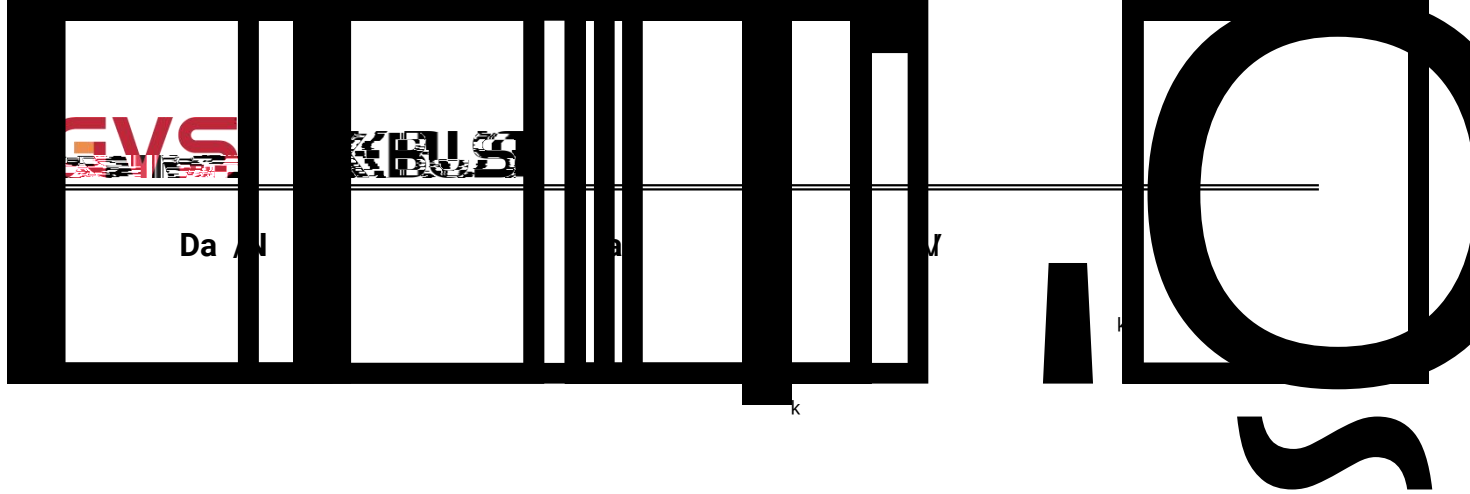
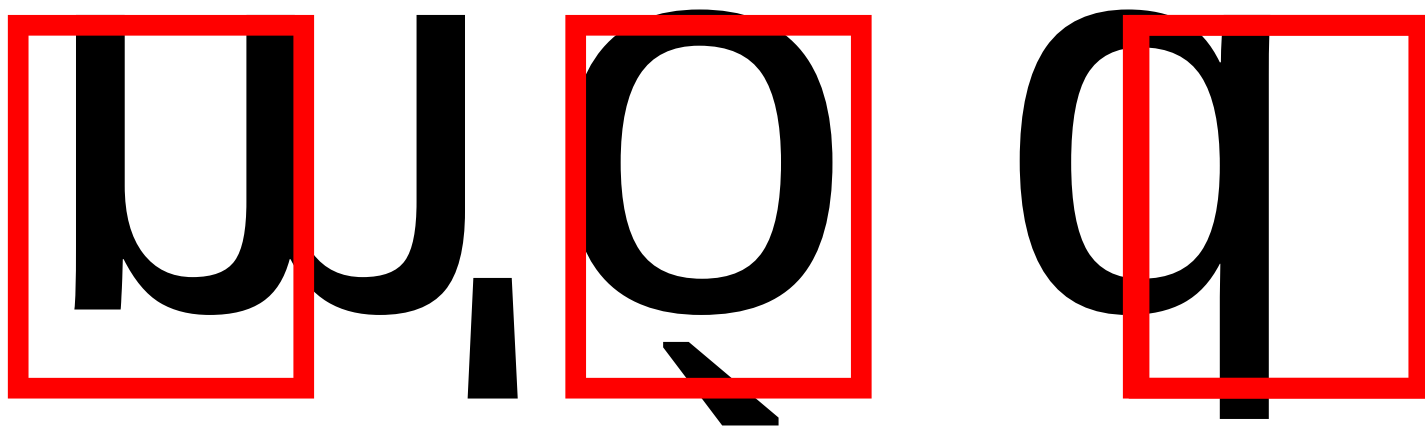
’ ’

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

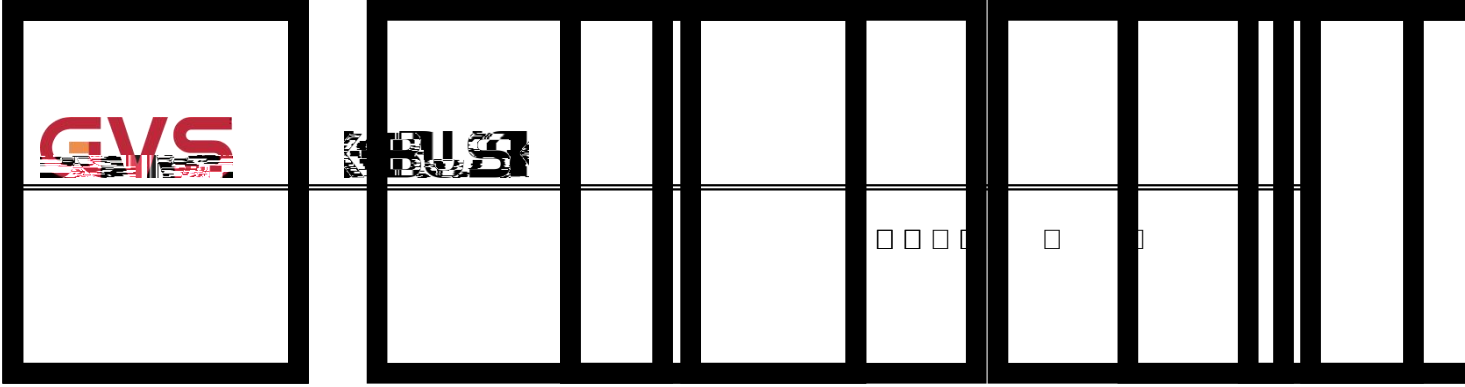


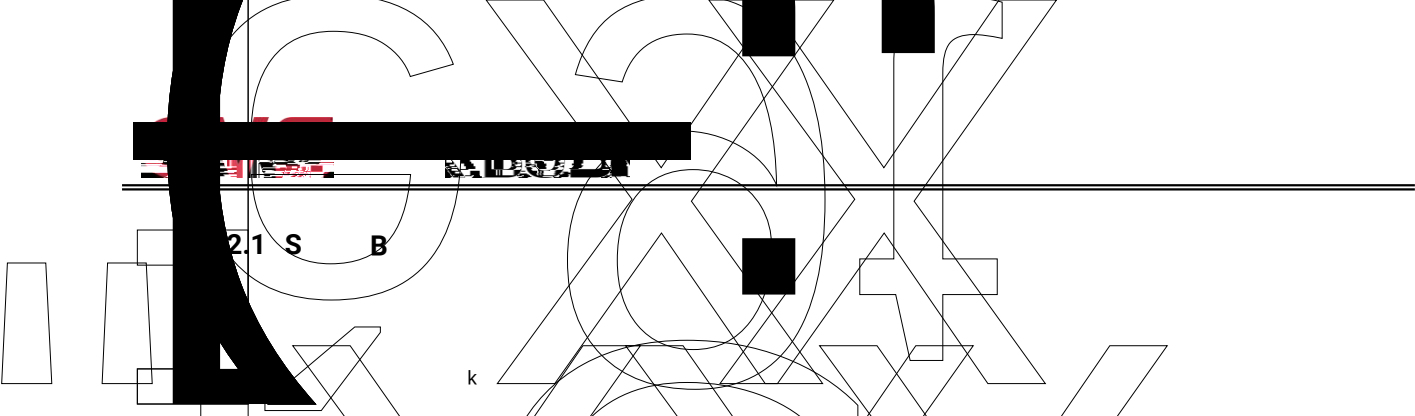
,



k

LED F





ff

И

И



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

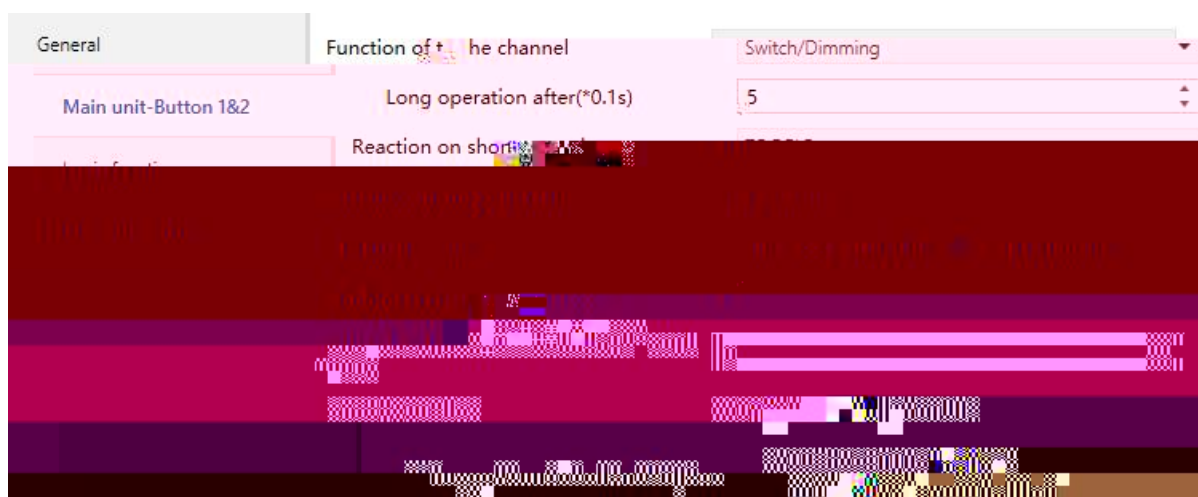
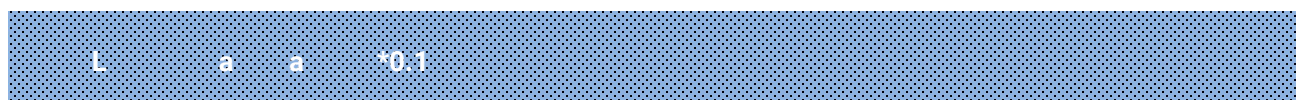
D ab =1/E ab =0

D ab =0/E ab =1

k

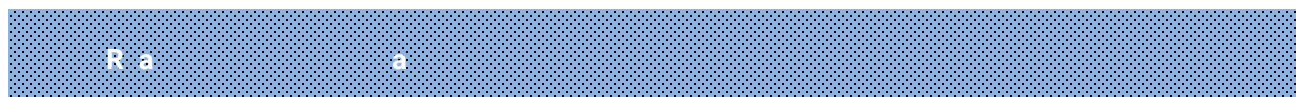
4.2.2.2 S /D B

k



k

k 3..25





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

General	Function of the channel	Value/Forced output
Main unit-Button 1&2	Distinction between long and short operation	☐ No ☒ Yes
Logic function	Long operation after(*0.1s)	5
Reaction on short operation or press		
1bit value[0..1]		

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

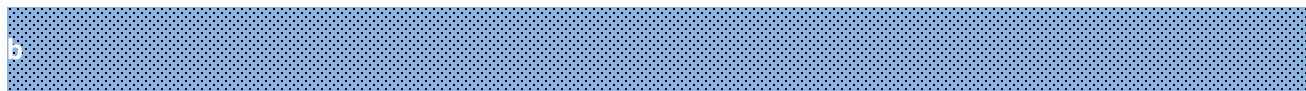
b

k

N a

1b a [0...1]

、 、



k

N a

R a

S

’ ’

S b [1..64]

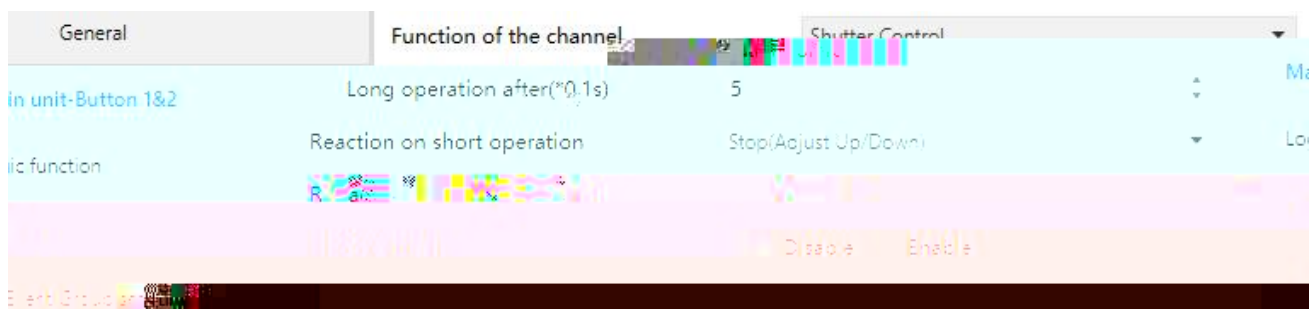
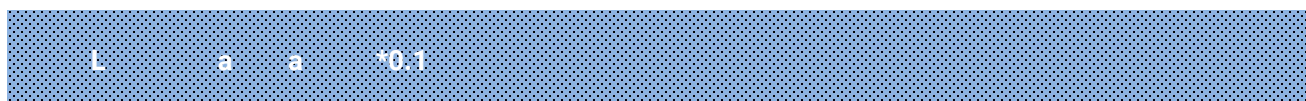
S NO.1 64

0 63 k

4.2.2.5 S

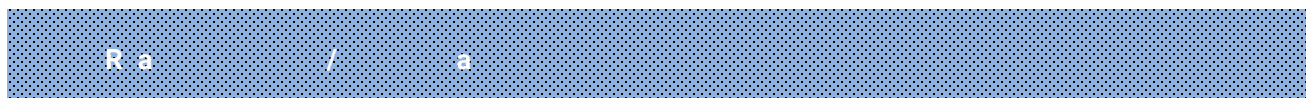
B

k



k

k 3..25 k



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

General	Function of the channel	Shift register
Main unit-Button 1&2	Shift type	☒ Shift by step value ☐ Shift without step value
Logic function	Value begin with	0
1st Logic	Value end with(must be larger than value begin with)	10
Event Group setting	Step size	2
	Direction	☒ From lowest to highest ☐ From highest to lowest
	Reset function	Disable ☐ Enable by long operation
	Long operation after(*0.1s)	5
	Disable function	Disable ☐ Enable
	Trigger value of disable object	Disable=1/Enable=0
		☒ Disable=0/Enable=1

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





L a a *0.1

□ □ □ □

4.2.2.7 RGB

B

k

General	Function of the channel	RGB dimming
Main unit-Button 1&2	RGB strip type	☒ RGB ☐ RGBW
Logic function	Object type	☒ 1X3byte ☐ 3X1byte
1st Logic	Distinction between long and short operation	☒ No ☐ Yes
Event Group setting	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	Hardware type for Main	Gang
Main unit-Button 1&2	Button 1&2 use as	as one Single button
Logic function	Enable the Second unit	☐ No ☐ Yes
1st Logic	Status LED brightness at day	Level 5
Event Group setting	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 LED	On As status as object value
	Status LED brightness when no operation	OFF
	Labelling LED brightness when no operation	Level 0
	LED status object need send read request when bus recovery	☒ No ☐ Yes
	Initial LED status	On As status as object value



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

al	Long (	tion after(10=1s)
----	--------	-------------------



Function of long operation ☒ No reaction ☐ Send Value

Value 2(Scene NO.)

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

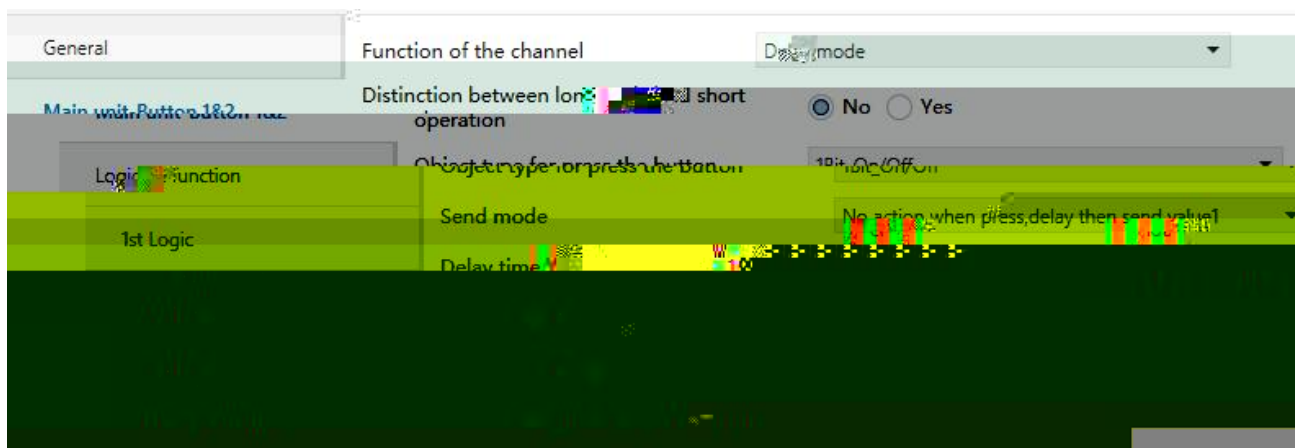
k

k

4.2.2.9 D a B

k

k





General		Full Duplex		... the channel		Delay mode	
Main unit-Button 1&2		Distinction between long and short operation		No		☐ Yes	
Long operation after(*0.1s)		5					
Object type for sl 3bit operation		3B_0H_0H					
Send mode		Broadcast		☐ Manual send		☐ Manual send	
Delay time *1s		10					
Value1		☐ 0 ☒ 1					
Value2		0 ☐ 1					
Object type		☐ 0 ☒ 1					
Value1		☐ 0 ☒ 1					
Value2		☐ 0 ☒ 1					
Disable function		☒ Disable ☐ Enable					

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 _0 /0

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

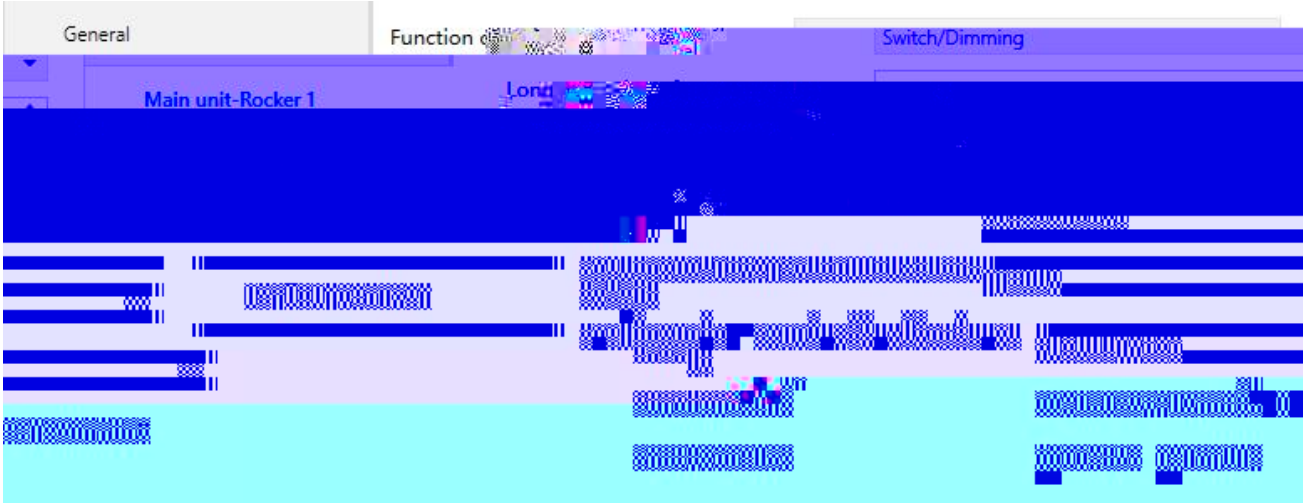
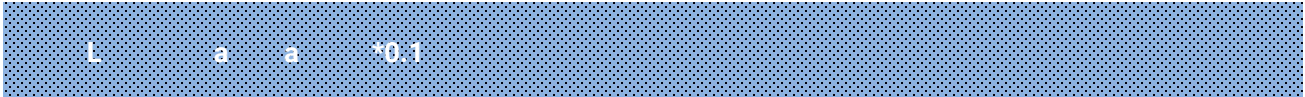
k

k

k

k

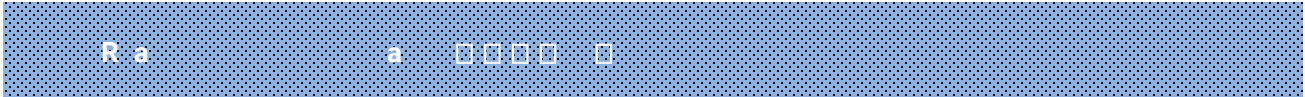
<div data-bbox="156 107 359 181" data-label="Image"> </div> <div data-bbox="218 219 347 264" data-label="Text"> <p>4.3.2 S</p> </div>	<div data-bbox="464 125 654 179" data-label="Image"> </div> <div data-bbox="424 219 456 264" data-label="Text"> <p>D</p> </div> <div data-bbox="555 219 587 264" data-label="Text"> <p>B</p> </div>	<div data-bbox="794 336 813 365" data-label="Text"> <p>k</p> </div>		
---	---	---	--	--



k

k

3..25 k





R a

a

L /R



1.56%

I a T .C *0.1 0 B

0..25 , 0= k

4.3.3 S B

k

General	Function of the channel	Scene
ser 1	Distinction between long and short operation ☐ No ☒ Yes	Main unit-Ro
Long operation after(*0.1s)	5	Logic func
Reaction on short operation or press the button (for Left of Rocker)	Recall scene	1st Logic
Scene number[1..64]	Scene NO.1	Event Grou
Reaction on long o		

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

k

k

N

Y

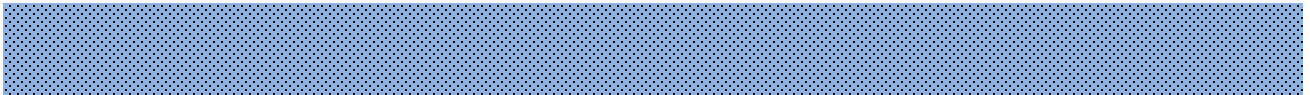
*	L	a	a	*0.1
---	---	---	---	------

k



k

3..25





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

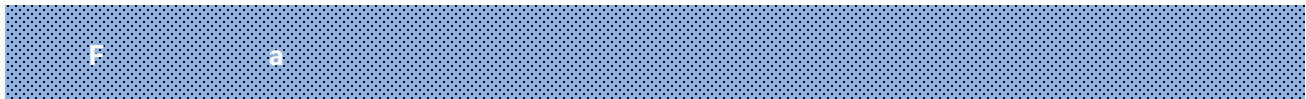
k

					
4.5	L	B			

k					
General		1st Logic function	☐ Disable	☒ Enable	
Maintenance		2nd Logic function	☒ Disable	☐ Enable	
Logic function		3rd Logic function	☒ Disable	☐ Enable	
		4th Logic function	☒ Disable	☐ Enable	
		5th Logic function			

General		Function of channel	AND
Main unit-Rocker 1		Input a	Disconnected
Logic function	Default value	☐ 0 ☐ 1	
1st Logic	Input b	Disconnected	
Event Group setting	Default value	☒ 0 ☐ 1	
	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 ☐ Every change of output object	
	Send delay timer: Base	None	
	Factor: 1..255	1	

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





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

0

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



Ob (:1 8)

k

1b

1b

2b

->0 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

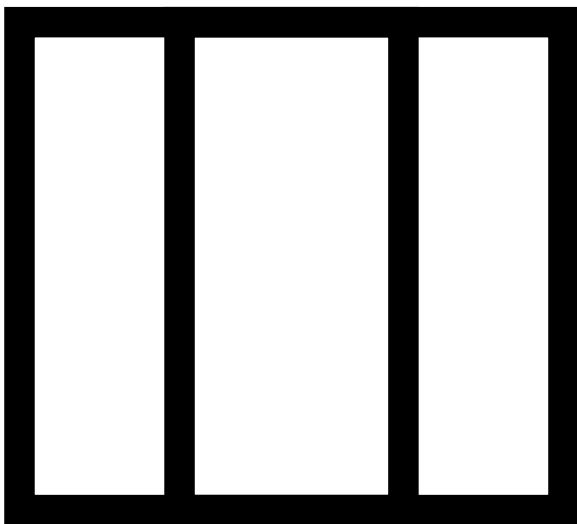
Number	Name	Object	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
246	LED b	0x00000000	LED b	0x00000000	4	0	0	0	0	0	0	0

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	Up/Down,Scene		1 bit	C	-	W	T	-	Up/down	Low
12	Main unit-Button 1&2	Up/Down,Scene		1 bit	C	-	W	T	-	Up/down	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
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	Red dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
12	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-SceneControl		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
11	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

30

	p

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_

— K

s

M

- B

X

C 1.00

• — C 160b 2

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..235)	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

Number	Name	Object	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input a			1 bit	C	-	W	T	U	boolean	Low
109	1st Logic	GR: C, W, T, U select			1 byte	C	-	W	-	-		
109	1st Logic	Threshold value input			1 byte	C	-	W	-	U	counter pulses (0..255)	

					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

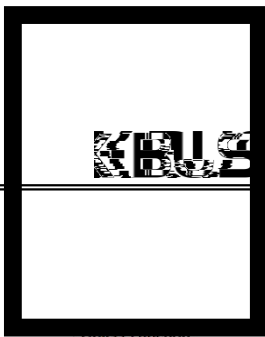
Number ^	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Threshold value input			4 bit	C	-	W	-	U	dimming control	Low
117	1st Logic	Logic result			1 bit			-	-	T	boolean	Low

DPT

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



5.4.3 F a B



Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority	
1109	1st Logic	Input 2byte			2 bytes	C	-	-	W	-	U	pulses	Low
1116	1st Logic	Output 1byte-low			1 byte	C	-	-	-	T	-	counter pulses (0..255)	Low
1117	1st Logic	Output 1byte-high			1 byte	C	-	-	-	T	-	counter pulses (0..255)	Low

Number *	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority	
1109	1st Logic	Input 4byte			4 bytes	C	-	-	W	-	U	counter pulses (unsigned)	Low
1116	1st Logic	Output 2byte-low			2 bytes	C	-	-	-	T	-	pulses	Low
1117	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

Number	Name	Object Function	Description	Gr. Length	C	R	W	T	U	Date

					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					