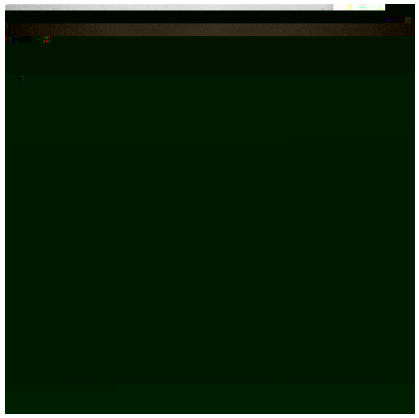
2/4/6 Buttons Touch panel_V2.2

CHTB-02/01.2.21, CHTB-04/01.2.21, CHTB-06/01.2.21 ( )

CHTB-02/01.2.22, CHTB-04/01.2.22, CHTB-06/01.2.22 ( )

CHTB-02/01.2.24, CHTB-04/01.2.24, CHTB-06/01.2.24 ( )


KNX/EIB



5.3.3 “Blind” 23

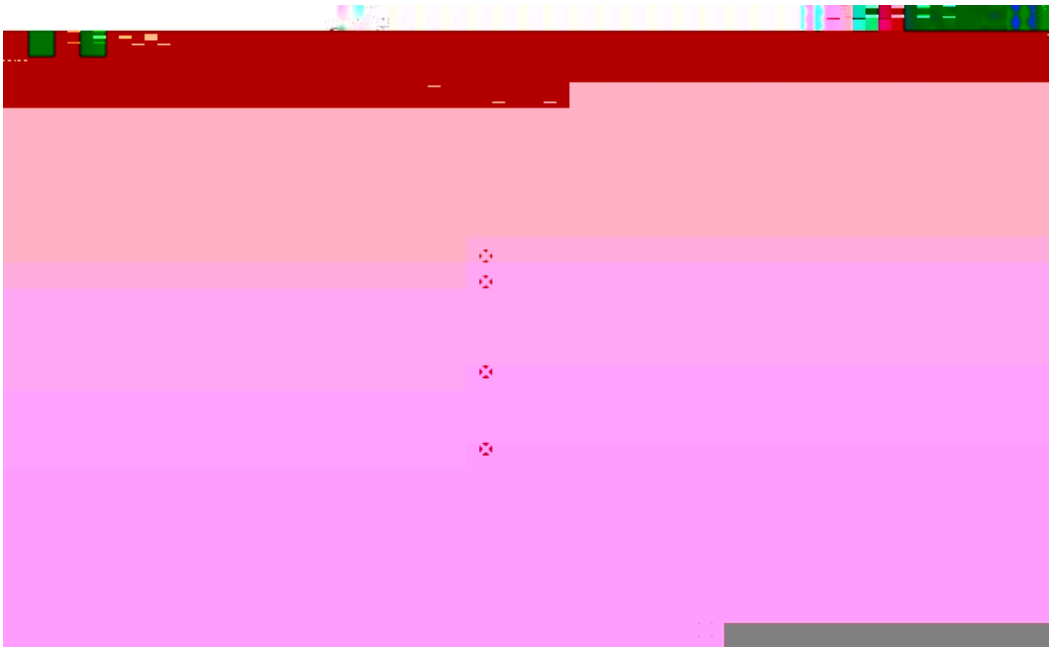
5.3.4 “Value sender” 25

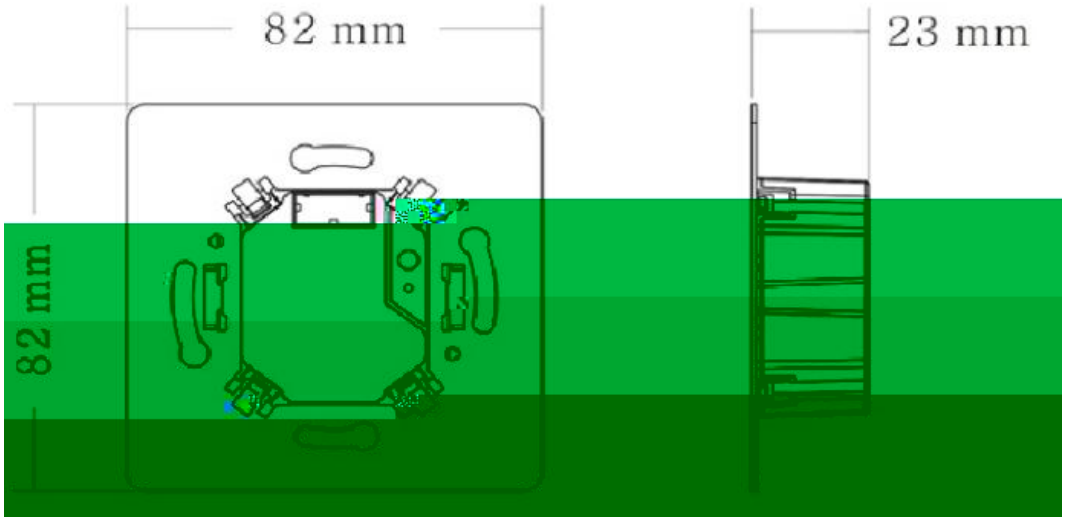
5.3.5 “Scene” 27

5.4 “LED function” 29

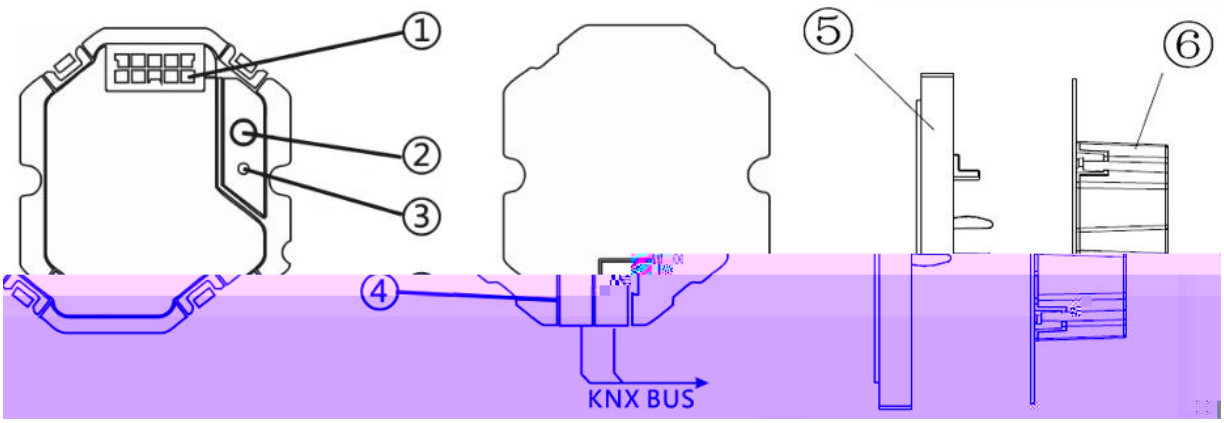
-
-
-
-
-
- **LED**

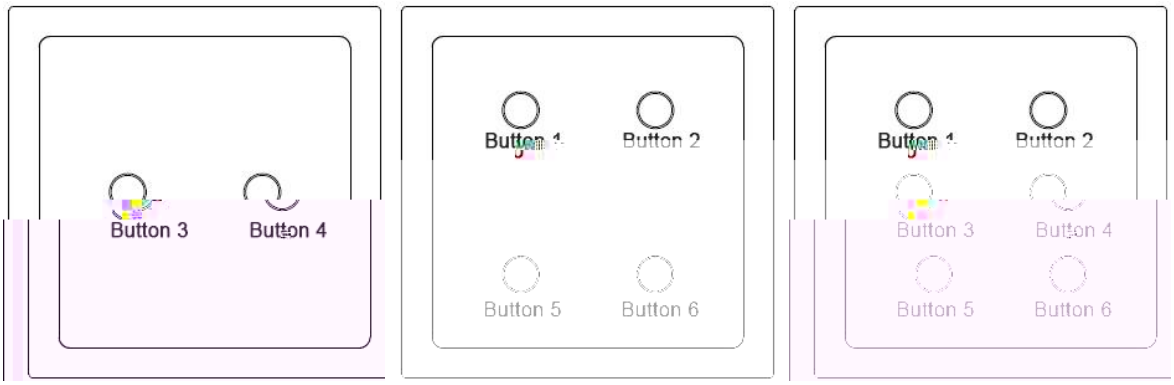
3.1





3.2


1
2
3
4
5
6
KNX BUS


Button 3
Button 4
Button 1
Button 2
Button 5
Button 6
Button 1
Button 2
Button 3
Button 4
Button 5
Button 6

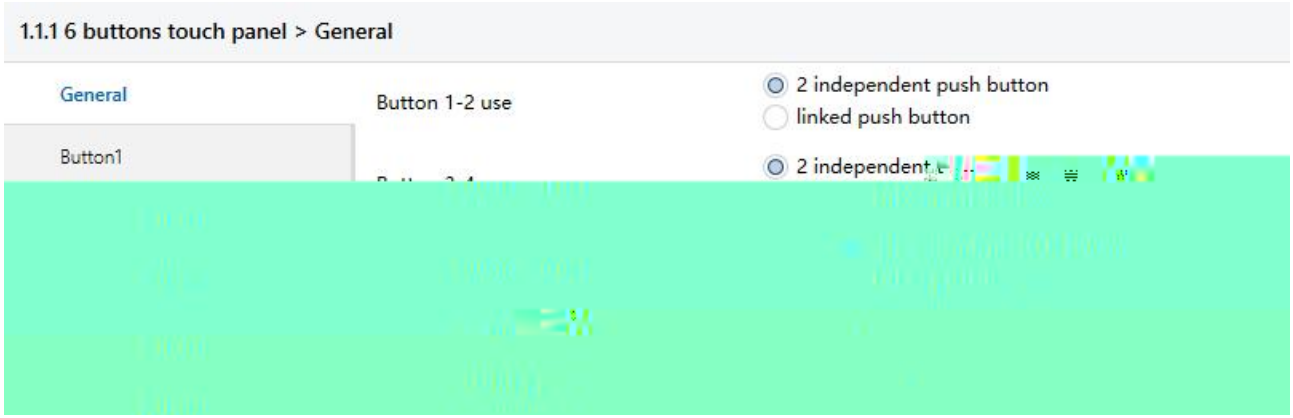
4.1

/

LED

ETS

5.1 “General”



“ Button 1-2/3-4/5-6 use ”

2 independent push button

Linked push button

/ **0**

“ Debounce time ”

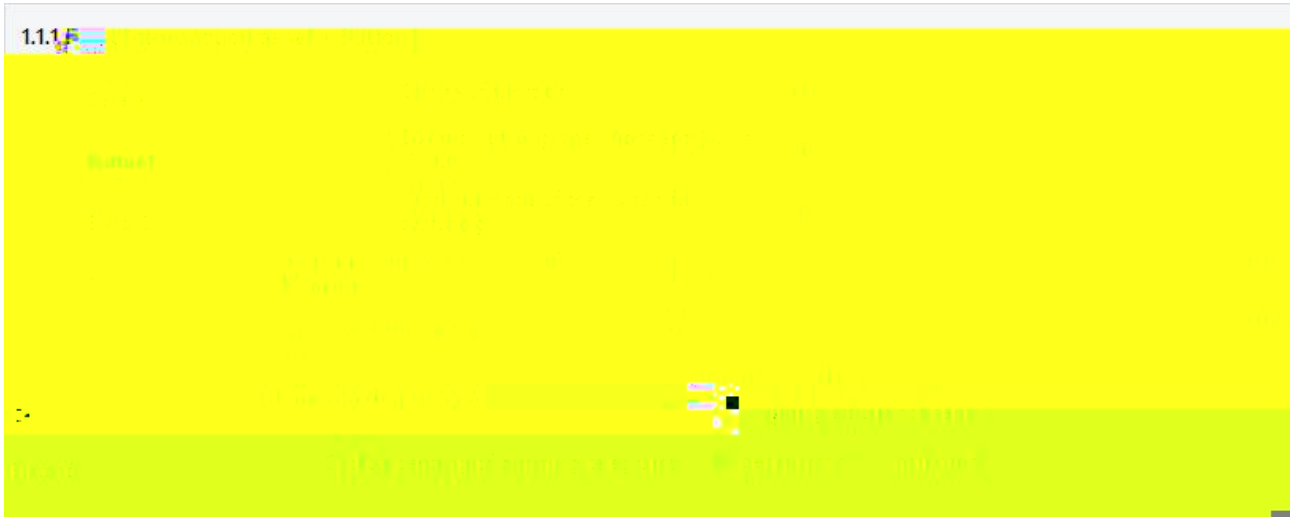
10ms/.../150ms

Level 1/.../Level 5

6

5.2 □

5.2.2 “Dimming”



“ Duration of long operation=entry×0.1s ” 3 30

3~30

“ Working mode of the push button for switching ”

Deactivated

Off

On

Alternating on/off

“ Working mode of the push button for dimming ”

Darker

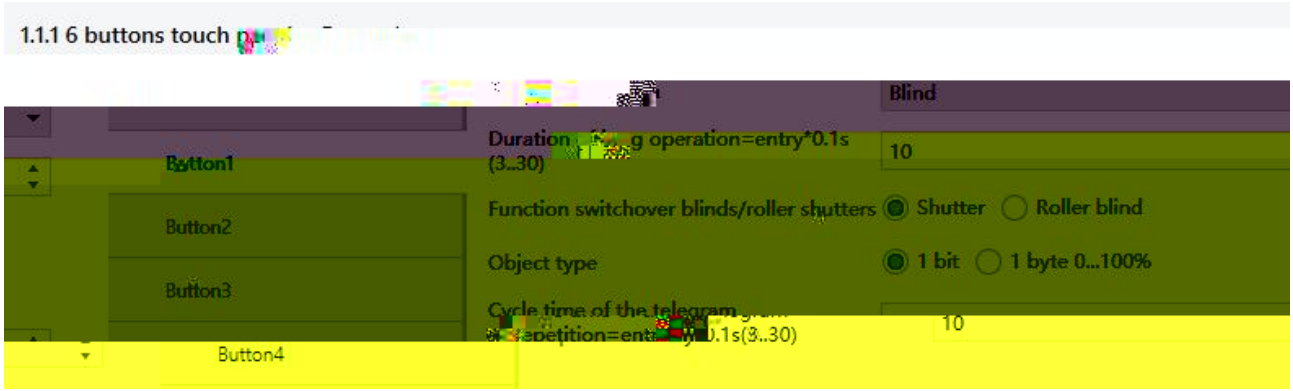
Bright

Alternating brighter/ darker

*** Step size for dimming ***

1/1 1/2 1/4 …

5.2.3 “Blind”



“ duration of long operation=entry×0.1s(3 30) ”

3~30

“ cycle time of the telegram repetition= entry×0.1s(3 30) ”

3~30

“ object type ”

1bit

1byte

“ Function switchover roller blind/ shutter ”

Shutter

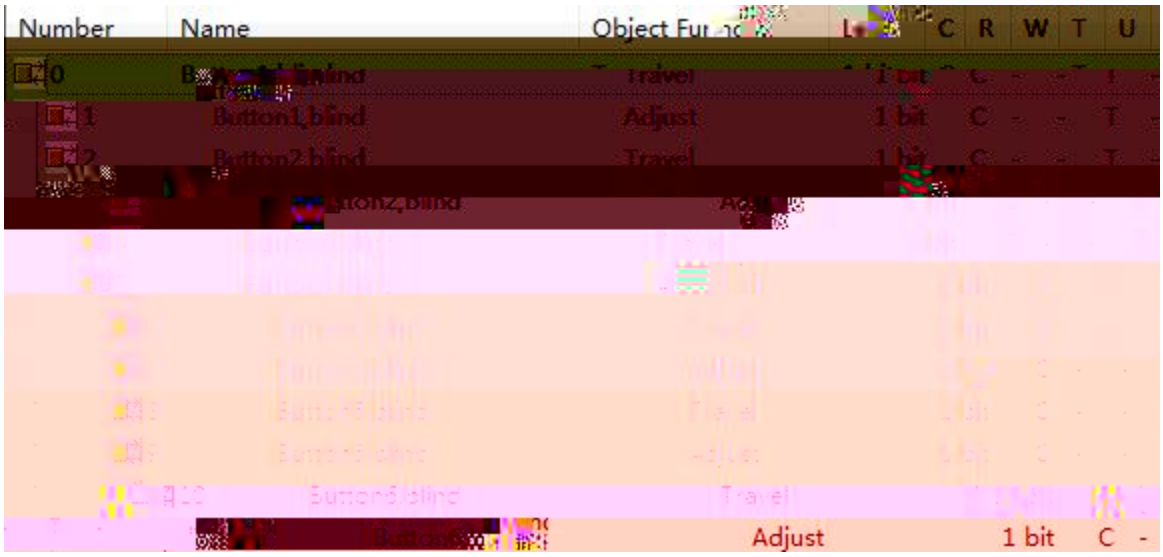
Roller blind

" value for position down(%) " / " value for position up(%) "

0~100

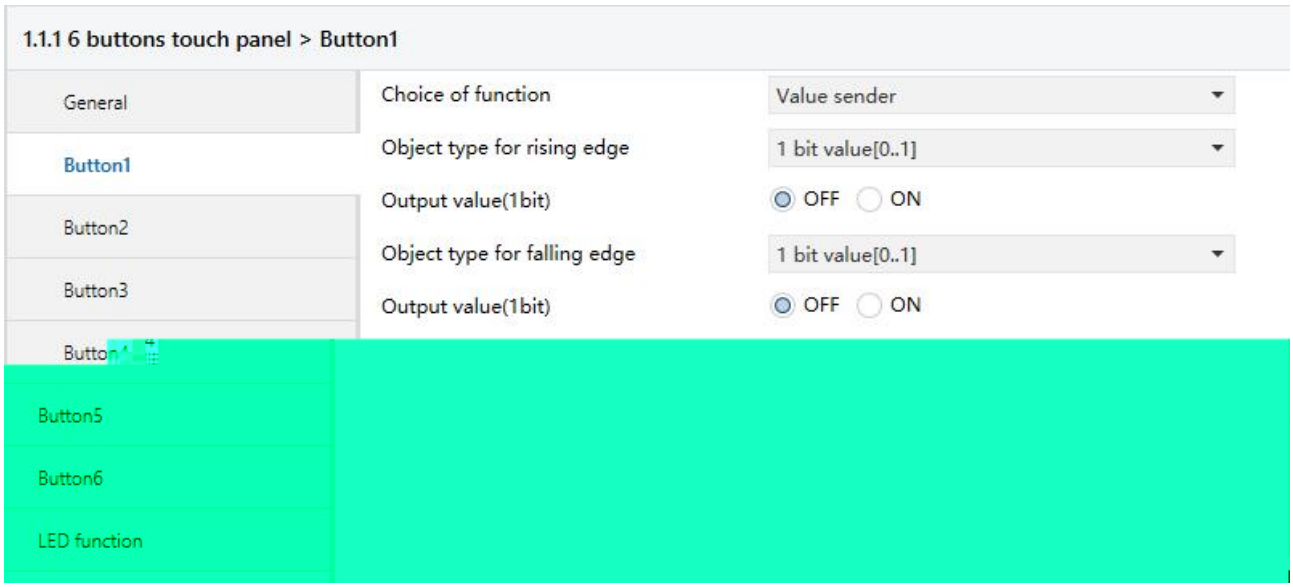
" value for stats position down(%) " / " value for stats position up(%) "

0~100



" travel " 1bit (shutter)

5.2.4 “Value sender”



“ Object type for rising/falling edge ”

No reaction

1 bit value [0…1]

2 bit value [0…3]

4 bit value [0…15]

1 byte value [-128...127]

1 byte value [0…255]

2 byte value [-32768...32767]

2 byte value [0...65535]

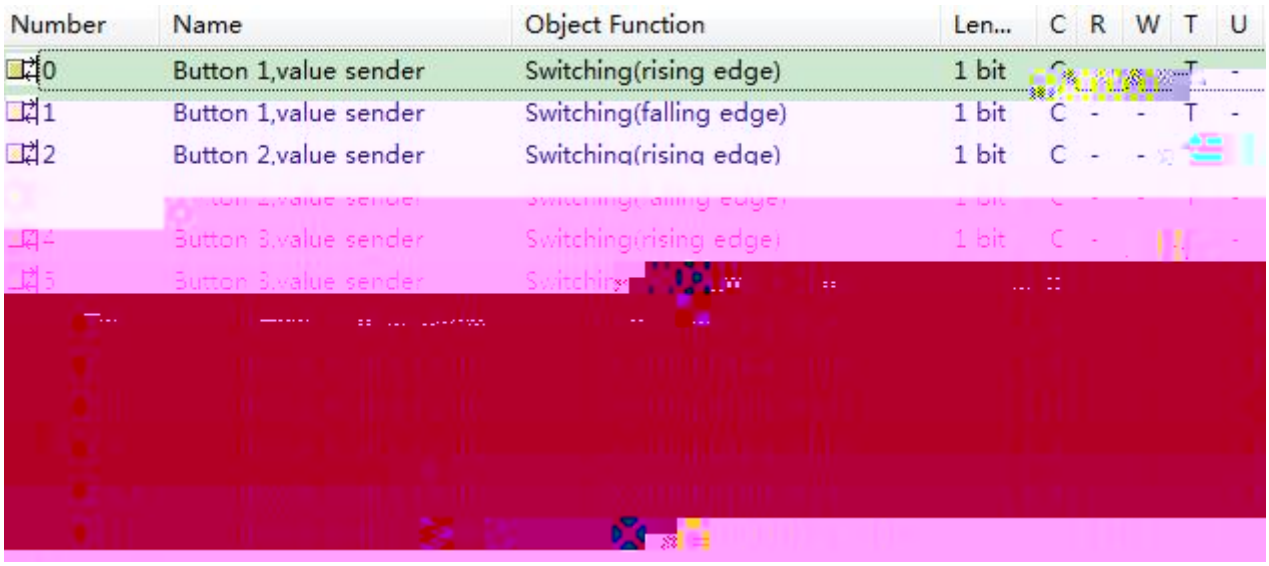
2 byte value [Float]

3 byte value [time of day]

4 Byte value [-2147483648…2147483647]

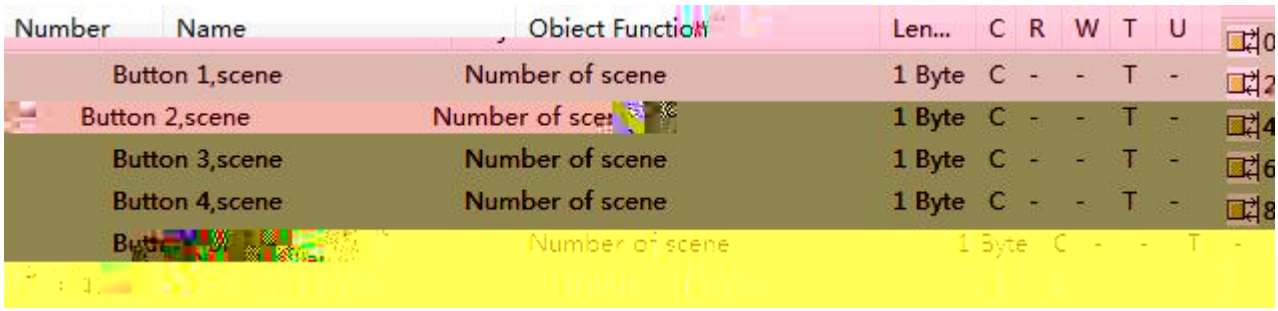
4 byte value [0…4294967295]

" Output value(1bit..4byte) "



Number	Name	Object Function	Len...	C	R	W	T	U
0	Button 1,value sender	Switching(rising edge)	1 bit	C	-	-	T	-
1	Button 1,value sender	Switching(falling edge)	1 bit	C	-	-	T	-
2	Button 2,value sender	Switching(rising edge)	1 bit	C	-	-	T	-
4	Button 3,value sender	Switching(rising edge)	1 bit	C	-	-	T	-

5.2.5 “Scene”



Number	Name	Object Function	Len...	C	R	W	T	U
	Button 1,scene	Number of scene	1 Byte	C	-	-	T	-
	Button 2,scene	Number of scene	1 Byte	C	-	-	T	-
	Button 3,scene	Number of scene	1 Byte	C	-	-	T	-
	Button 4,scene	Number of scene	1 Byte	C	-	-	T	-
	Button	Number of scene	1 Byte	C	-	-	T	-

* Button 1/2 /6,scene * , 1byte

FXNNNNNN

F: "0" "1"

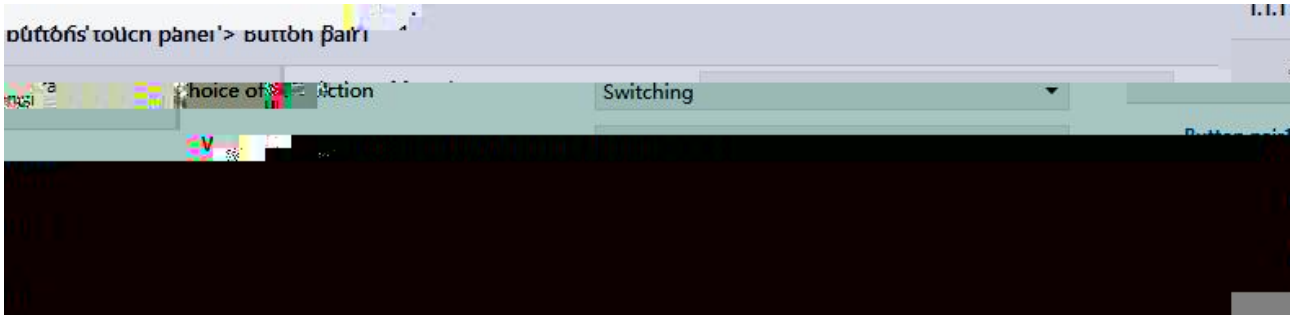
X

NNNNNN 0…63

0~63

5.3

5.3.1 “Switching”



“ Working model of left/right push buttons ”

On/Off

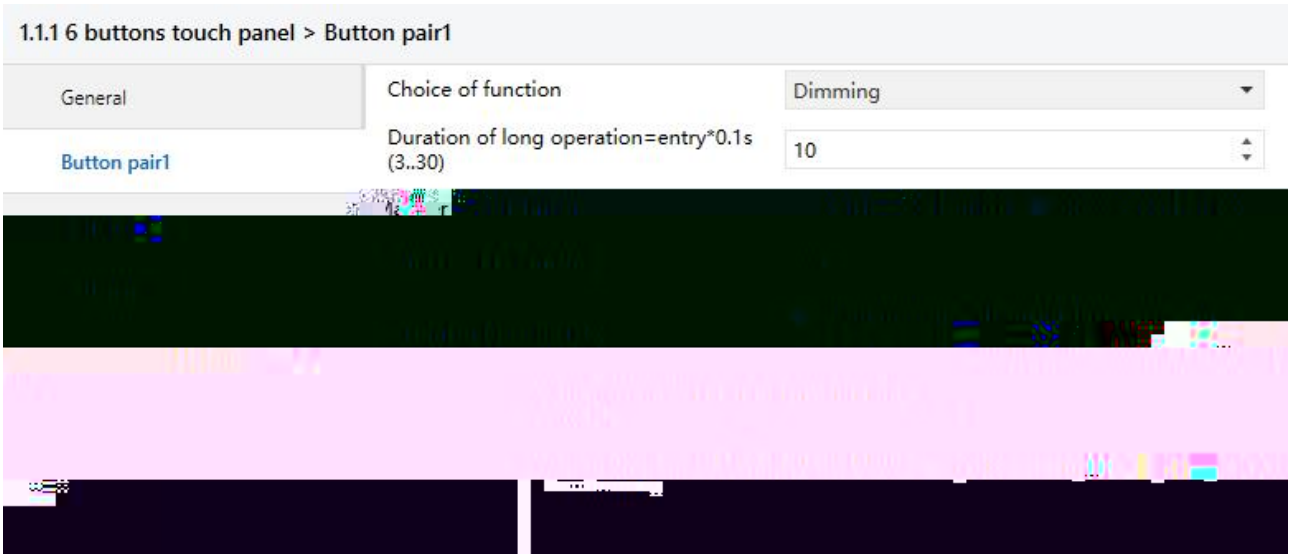
Off/On

Alternating On/Off

Number	Name	Object Function	Len...	C	R	W	T	U
0	Button pair1,switching	Switching	1 bit	C	-	W	T	-
4	Button	Switching	1 bit	C	-	W	T	-
8			1 bit	C				

" Button pair x switching " , 1bit

5.3.2 “Dimming”



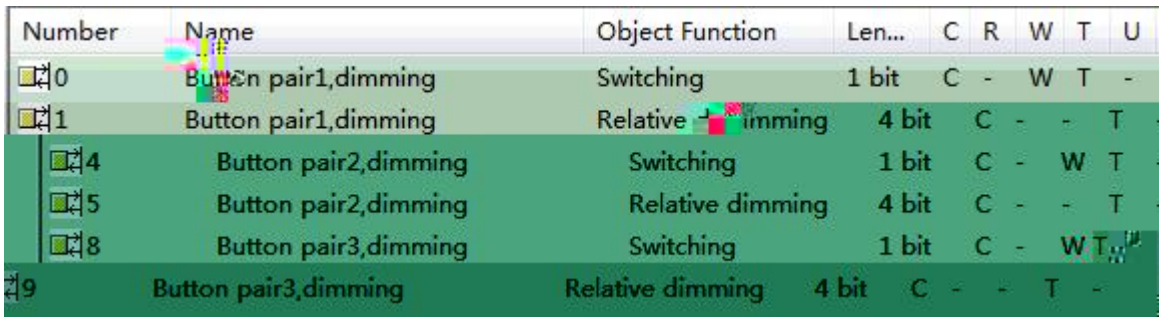
" Duration of long operation=entry Ô 0.1s " 3 30

3~30

" Manner of dimming "

Start-stop dimming

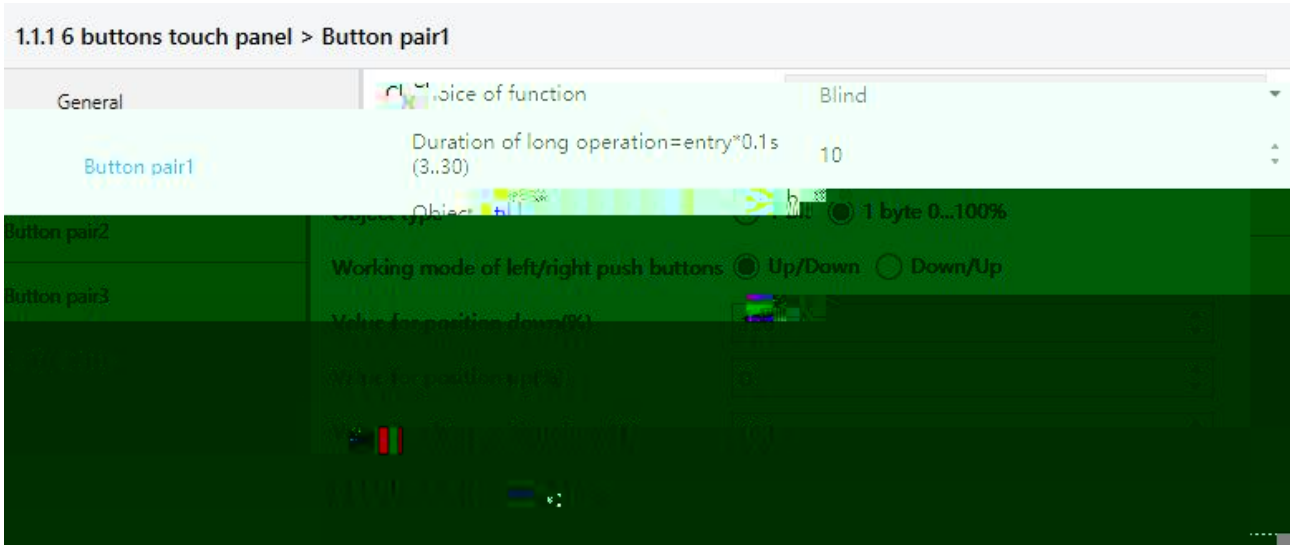
Step-wise dimming



Number	Name	Object Function	Len...	C	R	W	T	U
0	Button pair1,dimming	Switching	1 bit	C	-	W	T	-
1	Button pair1,dimming	Relative dimming	4 bit	C	-	-	T	-
4	Button pair2,dimming	Switching	1 bit	C	-	W	T	-
5	Button pair2,dimming	Relative dimming	4 bit	C	-	-	T	-
8	Button pair3,dimming	Switching	1 bit	C	-	W	T	-
9	Button pair3,dimming	Relative dimming	4 bit	C	-	-	T	-

" relative dimming " , 4bit

5.3.3 “Blind”



" duration of long operation=entryÔ0.1s(3 30) "

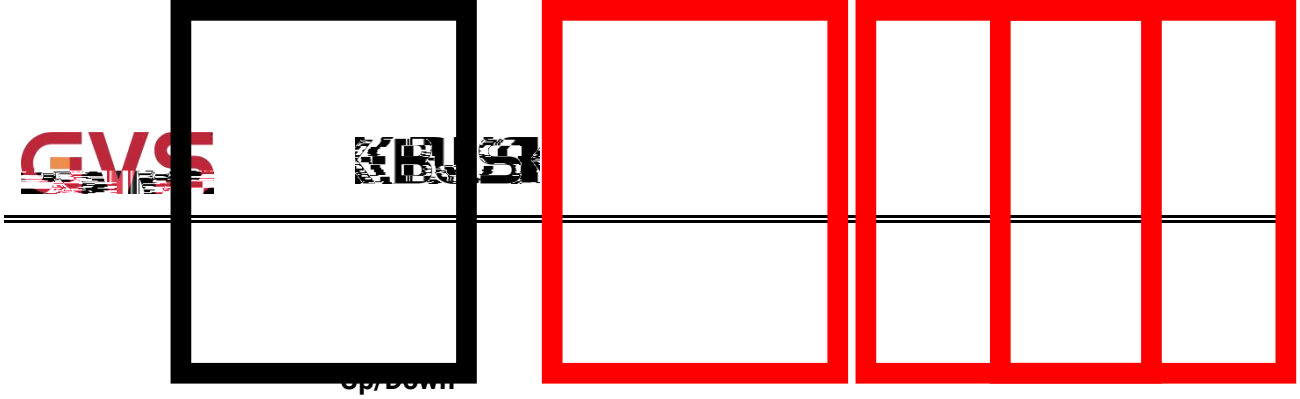
3~30

" object type "

1bit

1byte

" working mode of left/right push buttons "



Up/Down

Down/Up

" value for position down(%) " / " value for position up(%) "

9•»Ÿ P "ÉC M9ÿ9t^ 9t _· (p

0~100

" value for stats position down(%) " / " value for stats position up(%) wÃMSRð P „"•· @

ì9ðâ ð UfC2E*÷(z

(w/ü `ì 'Õ

*÷ (p C‘ _(B \VrYeH 1.õ(• ± ñ ò ˜‡ P Vd"'|`

□

* Object type *

1 bit value [0…1]

2 bit value [0...3]

4 bit value [0…15]

1 byte value [-128...127]

1 byte value [0...255]

2 byte value [-32768...32767]

2 byte value [0...65535]

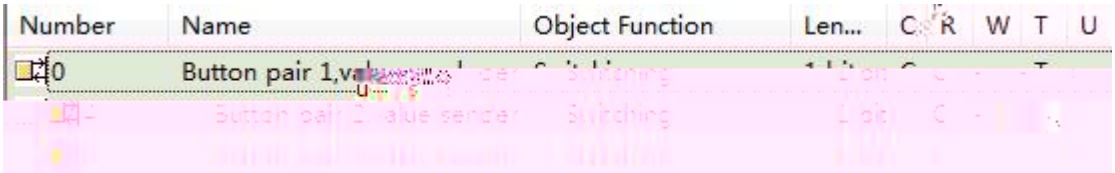
2 byte value [Float]

3 byte value [time of day]

4 byte value [-2147483648...2147483647]

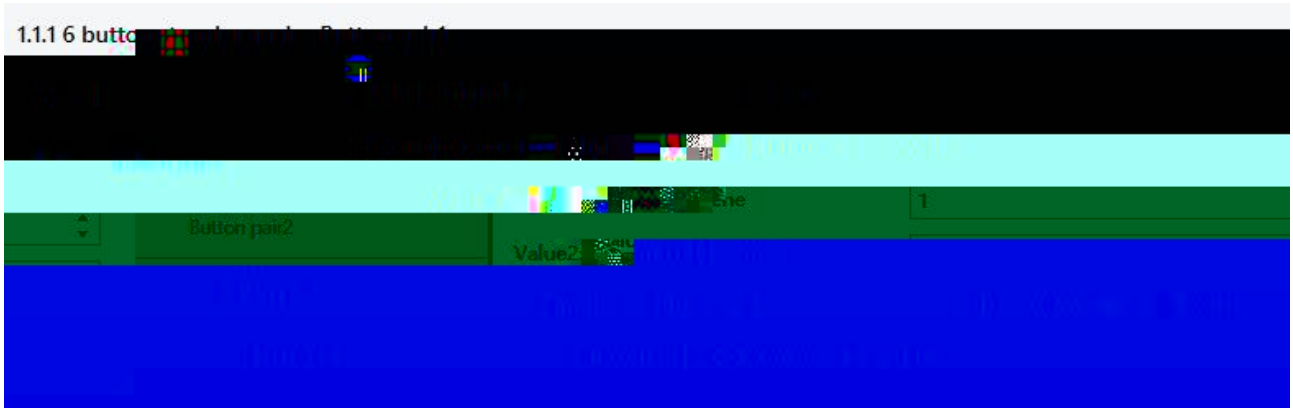
4 byte value [0...4294967295]

* Value1 * / * value2 *



* Button pair 1/2/3,value sender * , 1bit/3bit/4bit/1byte/2byte/3byte/4byte

5.3.5 “Scene”



“ Working mode of left/right push buttons ”

Value 1/value 2

Value 2/value 1

Alternating value 1/value 2

“ Value1 ” / “ value2 Number of scene ”

1-64

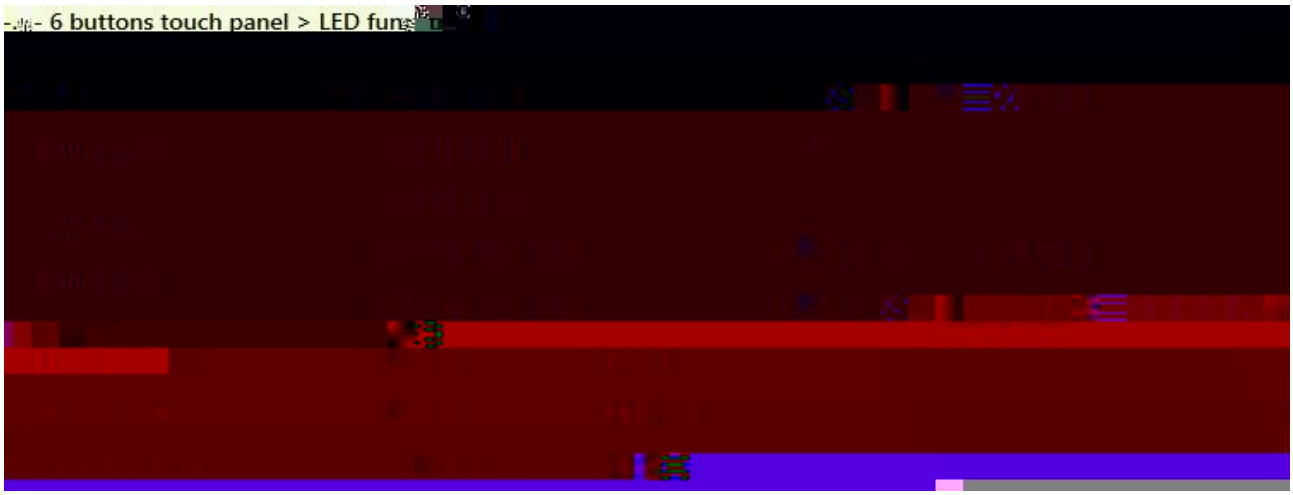
“ Storage function scene ”

ated

activated

* Duration

5.4 “LED function”



“ LED x function enable ”

deactivated

activated

“ colour for off /on ”

Off

Blue

Yellow

LED

‘ S