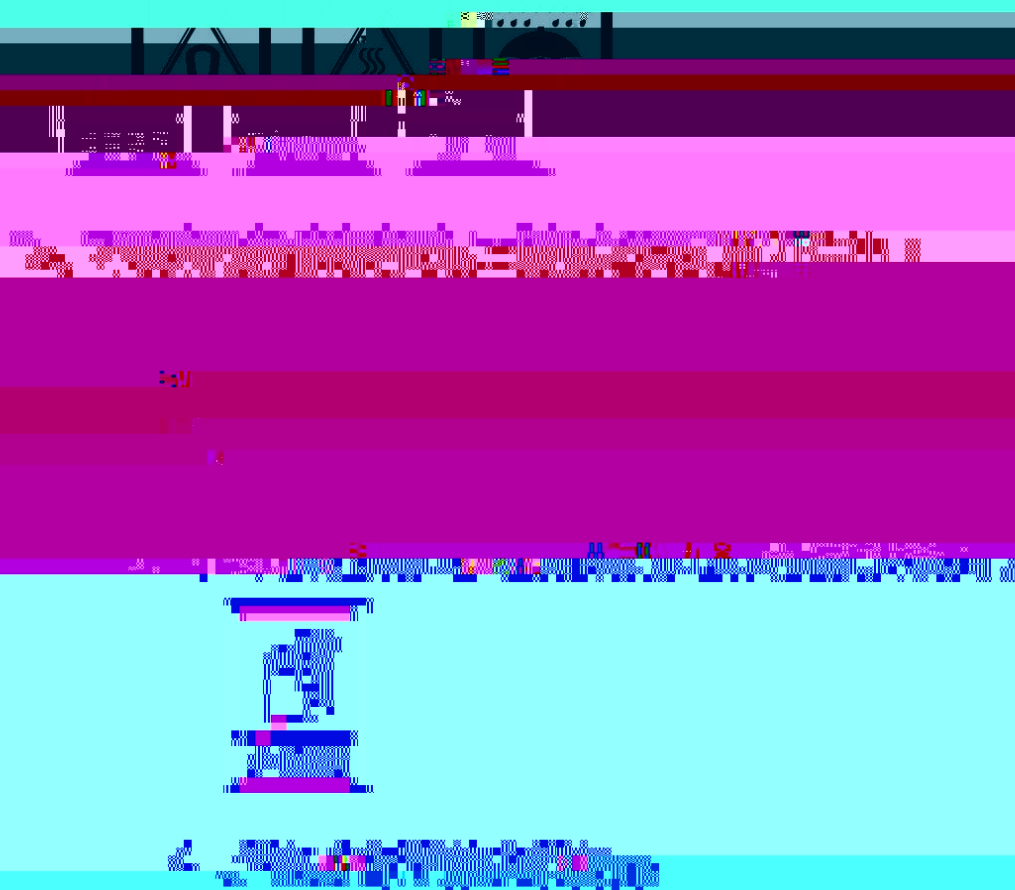




M i i P h B Se

注意事项

1. 请远离强磁场、高温、潮湿等环境。



RGB RGBW

LED

21-30V DC KNX

3.0mA/24V DC 2.8mA/30V DC

<90mW

24V/41.0mA 30V/35mA

24V/61.0mA 30V/51mA

24V/72.0mA 30V/59mA

<1.2W

<1.6W

<1.8W

KNX

0.8mm²

LED

LED

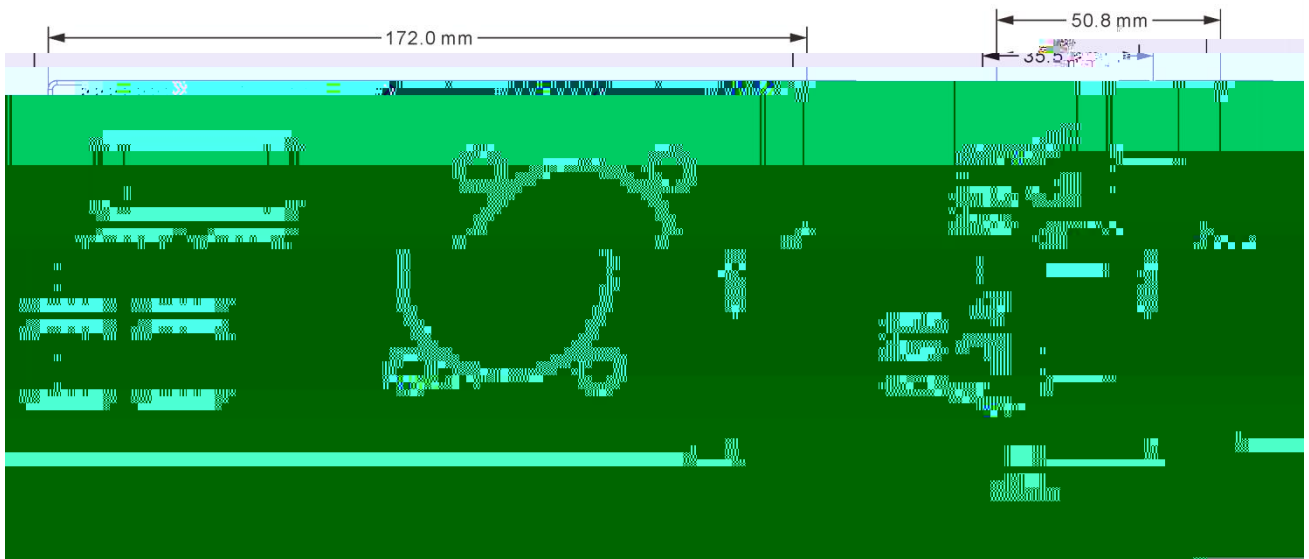
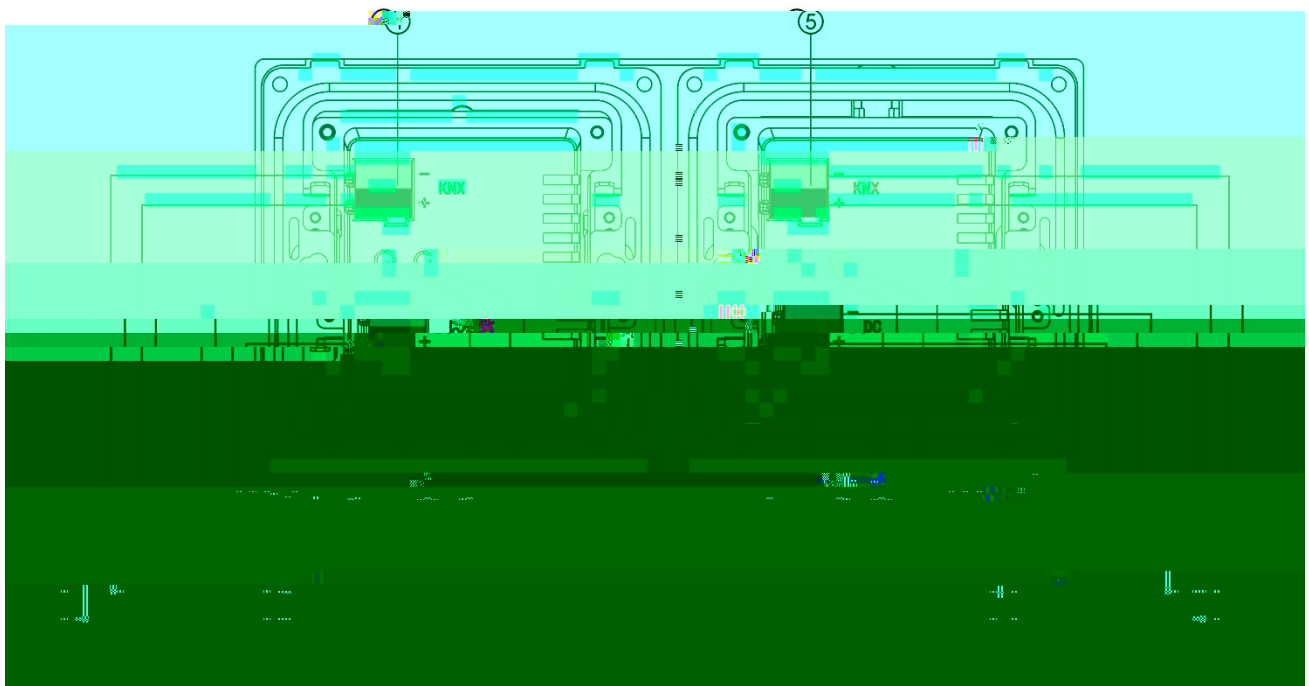
LED

-5 °C ... 45 °C

İ25 ÁC ... 55 ÁC

İ25 ÁC ... 70 ÁC

<93%,



○ ○

○ ○

○ ○

○ ○

LED

LED

ETS

4.1 “ General ”

“ ”

General		
Main unit-Button 1&2	Hardware type for Main unit	1-Gang
Logic function	Button 1&2 use as	as one Single button
Event Group setting	Enable the Second unit	☒ No ☐ Yes
	Status LED brightness at day	Level 5
	Labelling LED brightness at day	Level 5

"Hardware type for Main unit"

1-Gang

2-Gang

3-Gang

"Button 1&2/3&4/5&6 use as"

- as one Single button
- as two Independent button
- as Linked button (Rocker)

4.2 4.3

" Enable the Second unit "

Enable

Disable

" Enable the Third unit "

Enable

Disable

" Status LED brightness at day "

Level 1

Level 2

Level 3

Level 4

Level 5

" Labelling LED brightness at day "

Level 1

Level 2

Level 3

Level 4

Level 5

" LED brightness adjustment for Day/Night "

No

Yes

— ñPolarity of Day/Night modeò

/

Day=1/Night=0

Day=0/Night=1

— " Day/Night mode need send read request when bus recovery "

No

Yes



—— “ Status LED brightness at night ”

OFF

Level 1

Level 2

Level 3

Level 4

Level 5

—— “ Labelling LED brightness at night ”

OFF

Level 1

Level 2

Level 3

Level 4

Level 5

"Labelling LED brightness when no operation"

OFF

Level 1

Level 2

Level 3

Level 4

Level 5

"LED status object need send read request when bus recovery"

No

Yes

—

Đ v

Control by button switch object

Control by external object

Indicate button press

" External object datatype "

1bit

1byte

" The object value = ' 0/1 ' , LED is "

OFF

ON

" Threshold value is "

1..255

" If object value<threshold value, LED is "

OFF

ON

" If object value=threshold value, LED is "

U

OFF

ON

"If object value>threshold value, LED is"

OFF

ON

"When press the button, LED flashing time is"

500ms

1s

6 Y

"Distinction between long and short operation"



Yes

No

— "Long operation"

Background

"Reaction on long time

No reaction

Brighter

Darker

Brighter/Darker

— — “Brightness change on every sent”

Yes

No

-- "Long operation after *0.1s "

3..25

" Reaction on short operation or press the button " / " Reaction on long operation or release the button "

No reaction

1bit value [0...1]

.....

2 byte value [0...65535]

-- "Output value[..] "

4.2.2.4 " Scene control "

General	Function of the channel	Scene control
Main unit-Button 1&2	Distinction between long and short operation	☐ No ☒ Yes
Logic function	Long operation after(*0.1s)	5
1st Logic	Reaction on short operation or press the button	Roll scene
Event group setting	Scene number[1..64]	Scene NO.1
Reaction on long operation		

"Distinction between long and short operation"

No

Yes

—— ñLong operation after(*0.1s)ò

3..25

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

No reaction

Recall scene

Store scene

—— “ Scene number[1..64] ”

Scene NO.1~64

0~63

4.2.2.5 “ Shutter control ”

General	Function	Shutter Control
Main unit-Button 1&2	Long operation after(*0.1s)	5
Logic function	Reaction on short operation	Stop/Adjust Up/Down

“ Long operation after *0.1s ”

3..25

“ Reaction on short/long operation ”

No action

Up

Down

Up/Down

Stop (Adjust Up)

Stop (Adjust Down)

Stop (Adjust Up/Down)

—— “ Interval of Tele. Cyclic send *0.1s 0 send once ”

0..25 0

4.2.2.6 “ Shift register ”



" Shift type "

Shift by step value

Shift without step value

" Value begin with "

0...240

" Value end with (must be larger than value begin with) "

1...250

" Step size "

0...240

" Shift number "

"

1/2/.../10

" Value 1...10 "

0..255

" Direction "

From lowest to highest

From highest to lowest

"Reset function"

Disable

Enable by long operation

"Reaction on press/release the button"

No reaction

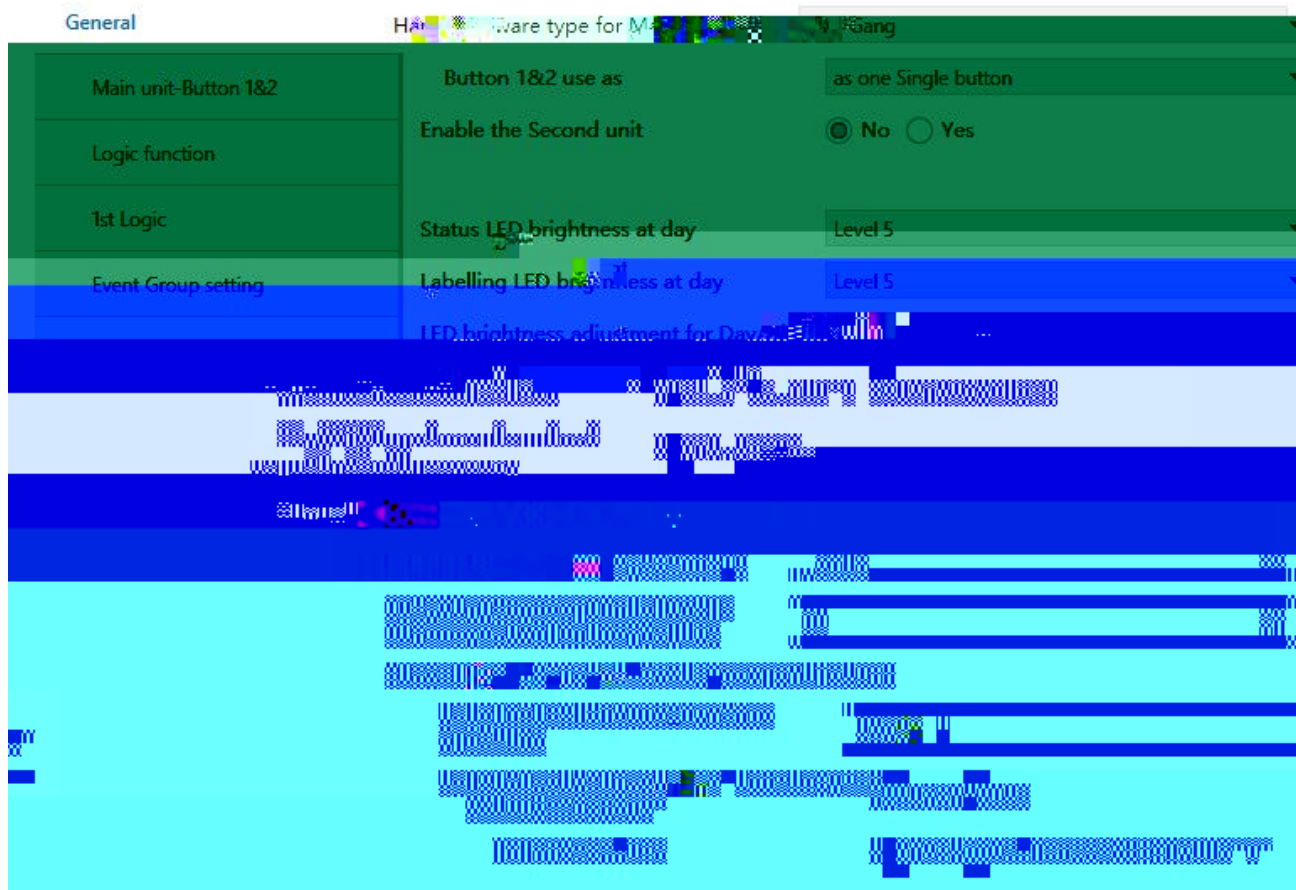
Send shift value

"Long operation after *0.1s "

3.25

4.2.2.7 " RGB dimming "

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



"RGB strip type"

RGB

RGBW

"Object type"

1x3byte

3x1byte

1x6byte

4x1byte

B

" Distinction between long and short operation "

No

Yes

—— " Long operation after *0.1s "

3..25

" Operation when press the button— — Red/ Green/Blue/White Value (0..255) "

0...255

4.2.2.8 " Multiple operation "

Verification	Function of the channel	Multiple operation
Main unit-Button 1&2	Distinction between long and short operation	☒ No ☐ Yes
Logic function	Object type for object1	1Bit_On/Off
1st Logic	Function of press the button	TOGGLE
Event Group setting	Object type for object2	1Bit_Up/Down
	Function of press the button	Up/Down
	Object type for object3	1Byte_RecallScene
	Function of press the button	☐ No reaction ☒ Send Value
	Value 1(Scene NO.)	Scene NO.1
	Object type for object4	1Byte_Percentage
	Function of press the button	☐ No reaction ☒ Send Value
	Value 1(Percentage)	30
	Disable function	☒ Disable ☐ Enable

General	Long operation after(*0.1s)	5
Main unit-Button 1&2	Object type for object1	1Bit_On/Off
Logic function	Function of short operation	TOGGLE
1st Logic	Function of long operation	TOGGLE
Event Group setting	Object type for object2	1Bit_Up/Down
	Function of short operation	Up/Down
	Function of long operation	Up/Down
	Object type for object3	1Byte_RecallScene
	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_ScoreScene
	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.2
	Disable function	☐ Disable ☒ Enable

"Distinction between long and short operation"

4.2.2.9 “ Delay mode ”

General	Function of the channel	Delay mode
Main unit-Button 1&2	Distinction between long and short operation	☒ No ☐ Yes
Logic function	Object type for press the button	1Bit_On/Off
1st Logic	Send mode	No action when press, delay then send value1
Event Group setting	Delay time *1s	10
	Value1	☐ 0 ☐ 1
	Value2	0 ☐ 1
	Disable function	☐ Disable ☐ Enable

General	Function of the channel	Delay mode
Main unit-Button 1&2	Distinction between long and short operation	☐ No ☒ Yes
Logic function	Long operation after(*0.1s)	5
1st Logic	Object type for short operation	1Bit_On/Off
Event Group setting	Send mode	No action when press, delay then send value1
	Delay time *1s	10
	Value1	☐ 0 ☐ 1
	Value2	0 ☐ 1
	Object type for long operation	1Bit_On/Off
	Send mode	No action when press, delay then send value1
	Delay time *1s	10
	Value1	☐ 0 ☐ 1
	Value2	0 ☐ 1

“ Distinction between long and short operation ”

No

Yes

3..25

“Object type of press the button/ Object type of short operation/ Object type of long operation”

- Disable
- 1Bit_On/Off
- 4Bit_Dimming
- 1Byte_Unsigned value

“Send mode”

- No action when press, delay then send value 1
- No action when press, delay then send value 2
- Send value 1 when press, delay then send value 2
- Send value 2 when press, delay then send value 1

“Del W”

4.3

4.3.1 ñSwitchò

General

Main unit-Rocker 1

Function of the channel

Distinction between long and short operation

Reaction on she

Switch

☒ No ☐ Yes



"Distinction between long and short operation"

"Distinction between long and short operation"

"Reaction on long operation for Left/Right of Rocker"

No reaction

Brighter

Darker

Brighter/Darker

"Dimming mode"

Start-stop-Dimming

Steps dimming

ð ð ñBrightness change on every sentò

100%

50%

.....

1.56%

Interval of Tele. Cyclic send *0.1s 0 send once

0..25 , 0=

4.3.3 Scene control

General	Function of the channel	Scene
t-Rocker 1	Distinction between long and short operation ☐ No ☒ Yes	
Reaction	Long operation after 0.1s	5
Logic	Reaction on short operation or press the button (for Left of Rocker)	Recall scene
Scene Group setting	Scene number[1..64]	Scene NO.1
	Reaction on long operation or release the button (for Left of Rocker)	Store scene
	Scene number[1..64]	Scene NO.2
	Reaction on short operation or press the button (for Right of Rocker)	No reaction
	Reaction on long operation or release the button (for Right of Rocker)	No reaction
	Disable function ☒ Disable ☐ Enable	

"Distinction between long and short operation"

No

Yes

"Long operation after *0.1s"

“ Reaction on short operation or press the button ” / “ Reaction on long operation or release the button ” for Left/Right of Rocker

- No reaction
- Recall scene
- Store scene

“ Scene number[1..64] ”

Scene NO.1~64 0~63

4.3.4 ñShutter controlò

General

Main unit-Rocker 1

Main unit-Rocker 2

Logic function

1st Logic

Function of the channel

Long operation after(*0.1s)

Reaction on short operation (for Left of Rocker)

Reaction on long operation (for Left of Rocker)

Reaction on short operation (for Right of Rocker)

Reaction on long operation (for Right of Rocker)

Shutter Control

5

Stop(Adjust Up/Down)

Up/Down

Stop(Adjust Up/Down)

“ Long operation after *0.1s ”

3..25

“ Reaction on short/long operation for Left/Right of Rocker ”

- No reaction
- Up
- Down
- Up/Down

Stop (Adjust Up)

Stop (Adjust Down)

Stop (Adjust Up/Down)

“Interval of Tele.cyclic send *0.1s 0 send once ”

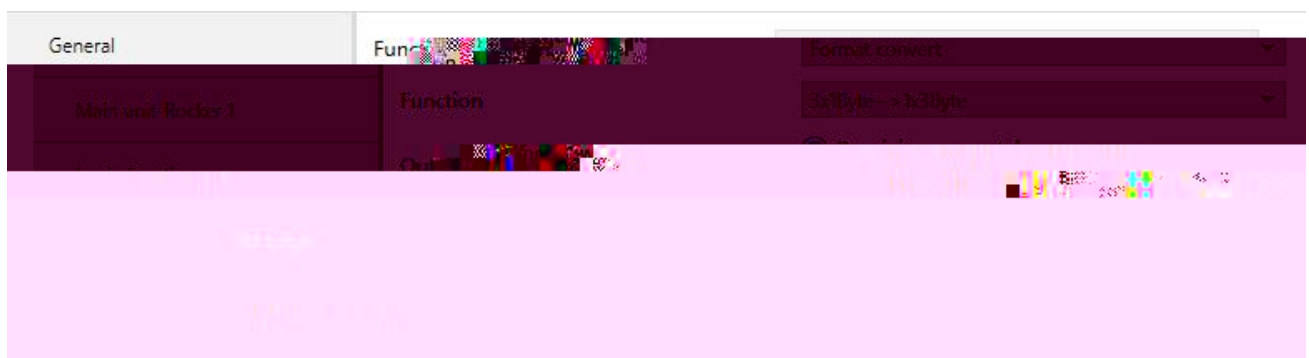
0..25 0

4.5 “ Logic function ”

General	1st Logic function	☐ Disable ☒ Enable
Main unit-Rocker 1	2nd Logic function	☒ Disable ☐ Enable
	3rd Logic function	☐ Disable ☒ Enable
	4th Logic function	☒ Disable ☐ Enable
1st Log :	5th Logic function	☒ Disable ☐ Enable
2nd Log :	6th Logic function	☒ Disable ☐ Enable
	7th Logic function	☒ Disable ☐ Enable
	8th Logic function	☒ Disable ☐ Enable

General		Function of channel	AND
Main unit-Rocker 1		Input a	Disconnected
Log of function		Default value	0 1
gic		Connected	1st Lc
Group setting		Default value	0 1
Input c		Disconnected	Event
Default value		0 1	
Input d		Disconnected	
Default value		0 1	
Input e		Disconnected	
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 power		Reduced to 50% in the event of a line segment	
Send delay time Base		Every change of output object	
Pattern 1 255			

General	Function of channel	Gate forwarding
Main unit-Rocker 1	Object type of Input/Output	1bit
Default scene NO. 		
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* Function of channel *

Disable

AND

OR

XOR

Gate forwarding

Threshold comparator

Format convert

4.5.1AND/OR/XOR

Input a/b/c/d/e/f/g/h

Disconnected

Normal

Inverted

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 time: "

- Base:
- None
- 0.1s
- 1s
- ...
- 10s
- 25s
- Factor:
- 1..255

4.5.2Gate forwarding

" Object type of Input/Output "

- 1bit
- 4bit
- 1byte

" Default scene NO. Of Gate after device startup 1-64 0=inactive "

1..64, 0=

" x-> Gate trigger scene NO. is (1-64,0=inactive) " (X=1-8)

1..64 0= 0x

Output A
Output B
...
Output C,D
Output B,C,D

4.5.3 Threshold comparator

"Threshold value data type"

4bit
1byte
2byte
4byte

"Threshold value"

4bit 0..15/1byte 0..255/ 2byte 0..65535 /4byte

0..4294967295

"If Object value<Threshold value"
"If Object value=Threshold value"
"If Object value!=Threshold value"
"If Object value>Threshold value"
"If Object value<=Threshold value"
"If Object value>=Threshold value"

Do not send telegram

μ

Send value $\tilde{n}_0$

Send value $\tilde{n}_1$

“Output s

“ Output send when ”

Receiving a new telegram

Every change of output object

4.6 “ Event Group setting ”

General	Event Group setting	☐ No ☒ Yes
Main unit-Rocker 1	Event Group 1 Function	☐ Disable ☒ Enable
Log function	Event Group 2 Function	☒ Disable ☐ Enable
1st Log :	Event Group 3 Function	☒ Disable ☐ Enable
Event Group setting	Event Group 4 Function	☒ Disable ☐ Enable
2nd Log :	Event Group 5 Function	☒ Disable ☐ Enable
3rd Log :	Event Group 6 Function	☒ Disable ☐ Enable
4th Log :	Event Group 7 Function	☐ Disable ☒ Enable
5th Log :	Event Group 8 Function	☐ Disable ☒ Enable

General	Object type of output	1bit
1->Rocker 1	1->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	
2->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0	
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	
3->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0	
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	
4->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0	
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	
5->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0	
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	
6->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0	
Object value of output 1 (0..1)	☒ 0 ☐ 1	
Delay time for sending [0..63]*0.1s	0	

"Enable Event Group setting"

No

Yes

"Event Group x Function x:1-8"

Disable

Enable

"Object type of output y (y:1-8)"

1bit

1byte

2byte

"z->Output y trigger scene NO. is(1-64 is active,0 is inactive)" (z:1-6)

0..64 0=

"Object value of output y (0..1/0..255/0..65535)"

1bit 0..1/1byte 0..255/ 2byte 0..65535

"Delay time for sending [0...63]*0.1s"

0..63

5.1 General

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
246	LED brightness	Day/Night mode			1 bit	C	-	W	T	U	switch	Low

246	Day/Night mode	LED brightness	1bit	C,W,T,U	1.001 DPT_Switch
-----	----------------	----------------	------	---------	------------------

5.2 “ But gh

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



Number	Name	Object Function	Description	Gr Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Up/Down,Blind		1 bit	C	-	W	T	-	up/down	Low
12	Main unit-Button 1&2	Stop/Adjust,Blind		1 bit	C	-	-	T	-		Low
15	Main unit-Button 1&2			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
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low

[illegible]

11	Main unit-Button 1&2	RGB dimming value	3 bytes	C - - T -	RGB value 3x(0.255)	Low
11	Main unit-Button 1&2	RGBW dimming value	6 bytes	C - - T -	RGBW value 6x(0.255)	Low

Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	File
1	Main Unit-Button 101	Object1-On-Off		float		C	-	✓	-	-	switch	101
2	Main Unit-Button 102	Object1-Up-Down		float		C	-	✓	-	-	up-down	102
3	Main Unit-Button 103	Object3-Scene-Controll		float		C	-	✓	-	-	scene controll	103
4	Main Unit-Button 104	Object3-Percentage		float		C	-	✓	-	-	percentage On/Off	104
5	Main Unit-Button 105	Object5-Enable		float		C	-	✓	-	-	enable	105

Number	Name	Object Function	Description	Cn Length	P	D	T	S	F
10	Main unit-Button 1&2	Short,Delay mode	4 bit	C	-	-	T	-	dimming control
12	Main unit-Button 1&2	Long,Delay mode	1 byte	C	-	-	T	-	counter value (0-255)
11	Main unit-Button 1&2	Press,Delay mode	1 bit	C	-	-	T	-	switch

11	Press/release, Switch	Main unit-Button/Rocker X	1bit	C,W, T,U	1.001 DPT_Switch
12	Short operation, Switch	Main unit-Button/Rocker X	1bit	C,W, T,U	1.001 DPT_Switch
12	Long operation, Switch	Main unit-Button/Rocker X	1bit	C,W, T,U	1.001 DPT_Switch
“ ” “ ”					
11	Short, Switch	Main unit-Button/Rocker X	1bit	C,W, T,U	1.001 DPT_Switch
— —					
12	Long, Dimming	Main unit-Button/Rocker X	4bit	C,W,T	3.007 DPT_Dimming control

11	Short/Press,1bit/2bit/4bit/1 byte/2byte value	Main unit-Button X	1bit/2bit/4b it/ 1byte/2byte	C,T	1.001 DPT_Switch/ 2.001 DPT_Switch control/ 3.007DPT_Dimming control/ 5.010 DPT_counter pulses/ 7.001 DPT_pulses
12	Long/Release,1bit/2bit/4bit /1byte/2byte value	Main unit-Button X	1bit/2bit/4b it/ 1byte/2byte	C,T	
11	Short/Press, scene	Main unit-Button/Rocker X	1byte	C,T	18.001 DPT_Scene Control
12	Long/Release, scene	Main unit-Button/Rocker X	1byte	C,T	18.001 DPT_Scene Control

12	Stop/Adjust,Blind	Main unit-Button/Rocker X	1bit	C,T	1.007 DPT_Step
11	Register value	Main unit-Button X	1bit	C,T	5.010 DPT_counter pulses
11	Red dimming value	Main unit-Button X	1byte	C,T	5.010 DPT_counter pulses
12	Greem a				

11	Object x-On/Off		1bit	C,W,T	1.001 DPT_Switch
	Object x-Up/Down		1bit	C,W,T	1.008 DPT_up/down
	Object x-SceneControl	Main unit-Button X	1byte	C,T	18.001 DPT_SceneControl
	Object x-Percentage		1byte	C,T	5.001 DPT_Scaling
	Object x-Unsigned value		1byte	C,T	5.010 DPT_counter pulses
11	Short/Long, Delay mode	Main unit-Button X	1bit	C,T	1.001 DPT_Switch

5.4

5.4.1 AND/OR/XOR

No.	Name	Object Function	Description	Resolution	C	W	T	U	Unit	Default Value	Priority
109	1st Logic	Input a		1 bit	C	-	W	T	U	boolean	Low
110	1st Logic	Input b		1 bit	C	-	W	T	U	boolean	Low
111	1st Logic	Input c		1 bit	C	-	W	T	U	boolean	Low
112	1st Logic	Input d		1 bit	C	-	W	T	U	boolean	Low
113	1st Logic	Input e		1 bit	C	-	W	T	U	boolean	Low
114	1st Logic	Input f		1 bit	C	-	W	T	U	boolean	Low
115	1st Logic	Input g		1 bit	C	-	W	T	U	boolean	Low
116	1st Logic	Input h		1 bit	C	-	W	T	U	boolean	Low
109	1st Logic	Gate value select		1 byte	C	-	W	-	-	-	-
109	1st Logic	Threshold value input		1 byte	C	-	W	-	U	counter pulses (0..255)	-

109/..116	Input x	1st /.../8th Logic	1bit	C,W,T,U	1.002 DPT_Bool
117	Logic result	1st /.../8th Logic	1bit	C,T	

5.4.2 Gate forwarding

114..117	Output y	1st /.../8th Logic	1bit/4bit/ 1byte	C,T	1.001 DPT_switch /3.007 DPT_dimming control /5.010 DPT_counter pulses

“ ”

5.4.3 Threshold comparatorò

Number	Name	Object	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	C	-	-	T	-	boolean	Low

“ ”

109	Threshold value input	1st/.../8th Logic	4bit/1byte/2byte/ 4byte	C,W,U	3.007 DPT_Dimming control/ 5.010 DPT_counter pulses/ 7.001 DPT_pulses/ 12.001 DPT_counter pulses
117	Logic result	1st /.../8th Logic	1bit	C,T	1.002 DPT_boolean

“ ”

5.4.3 Format convertò

Number	Name	Object	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1bit-bit0			1 bit	C	-	W	-	U	boolean	Low
110	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	Low

“ ”

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1bit-bit0		1 bit	C	-	W	-	U	boolean	Low
110	1st Logic	Input 1bit-bit1		1 bit	C	-	W	-	U	boolean	Low
111	1st Logic	Input 1bit-bit2		1 bit	C	-	W	-	U	boolean	Low
112	1st Logic	Input 1bit-bit3		1 bit	C	-	W	-	U	boolean	Low
113	1st Logic	Input 1bit-bit4		1 bit	C	-	W	-	U	boolean	Low

“ ”

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte		1 byte	C	-	W	-	U	counter pulses (0.255)	Low
117	1st Logic	Output 2byte		2 bytes	C	-	-	T	-	pulses	Low

“ ”

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte		1 byte	C	-	W	-	U	counter pulses (0.255)	Low

“ ”

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte		1 byte	C	-	W	-	U	counter pulses (0.255)	Low

“ ”

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
110	1st Logic	Output 1bit-bit0		1 bit	C	-	-	T	-	boolean	Low
111	1st Logic	Output 1bit-bit1		1 bit	C	-	-	T	-	boolean	Low
112	1st Logic	Output 1bit-bit2		1 bit	C	-	-	T	-	boolean	Low
113	1st Logic	Output 1bit-bit3		1 bit	C	-	-	T	-	boolean	Low
114	1st Logic	Output 1bit-bit4		1 bit	C	-	-	T	-	boolean	Low
115	1st Logic	Output 1bit-bit5		1 bit	C	-	-	T	-	boolean	Low
116	1st Logic	Output 1bit-bit6		1 bit	C	-	-	T	-	boolean	Low
117	1st Logic	Output 1bit-bit7		1 bit	C	-	-	T	-	boolean	Low

“ ”

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	Low
116	1st Logic	Output 1byte		1 byte	C	-	-	T	-	counter pulses (0.255)	Low
117	1st Logic	Output 2byte		2 bytes	C	-	-	T	-	counter pulses (0.255)	Low

“ ”

Object	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Access
1st Counter	1st Counter	Input 4byte	4 bytes		4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
1st Logic	1st Logic	Output 2byte-low	2 bytes		2 bytes	C	-	-	T	-	pulses	Low
1st Logic	1st Logic	Output 2byte-high	2 bytes		2 bytes	C	-	-	T	-	pulses	Low

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5.5

Number	Name	Object Function	Description	Gr. 1	Gr. 2	Gr. 3	Gr. 4	C	R	W	T	U	Data Type	Priority
181	Event	Main event trigger		1 byte				C	-	W	-	-	scene number	Low
182	1st Event Group	Sub event output 1		1 bit				C	-	-	T	-	switch	Low
183	1st Event Group	Sub event output 2		1 bit				C	-	-	T	-	switch	Low
184	1st Event Group	Sub event output 3		1 bit				C	-	-	T	-	switch	Low
185	1st Event Group	Sub event output 4		1 bit				C	-	-	T	-	switch	Low
186	1st Event Group	Sub event output 5		1 bit				C	-	-	T	-	switch	Low
187	1st Event Group	Sub event output 6		1 bit				C	-	-	T	-	switch	Low
188	1st Event Group	Sub event output 7		1 bit				C	-	-	T	-	switch	Low
189	1st Event Group	Sub event output 8		1 bit				C	-	-	T	-	switch	Low

181	Main event trigger	Event	1byte	C,W	17.001 DPT_scene number
182/.../189	Sub event output 1..8	1st/.../8th Event Group	1bit/1byte/ 2byte	C,T	1.001 DPT_Switch/ 5.010 DPT_counter pulses/ 7.001 DPT_pulses/