

K-BUS

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

1、请远离强磁场、高温、潮湿等环境，

		1
		3
		4
ETS		5
4.1	G a	5
4.2		11
4.2.1	Ma -B /R X	11
4.2.2.1	S	14
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4.2.2.3	Va /F	19
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4.5	L	

5.3 LED

5.4

5.4.1 AND/OR//XOR

5.4.2 Ga a

5.4.3 T a a

5.4.3 F a

5.5

.....

.....

.....

.....

.....

.....

59

60

60

61

62

63

66

KNX

,

!

k

k

!

!

! RGB !

!

k

!2

2

k

3

6

k

KNX

k

.knxprod

ETS (

ETS4

k

♦

♦

♦

♦

♦

♦ RGB RGBW

♦

♦

- ♦
- ♦
- ♦ LED

k

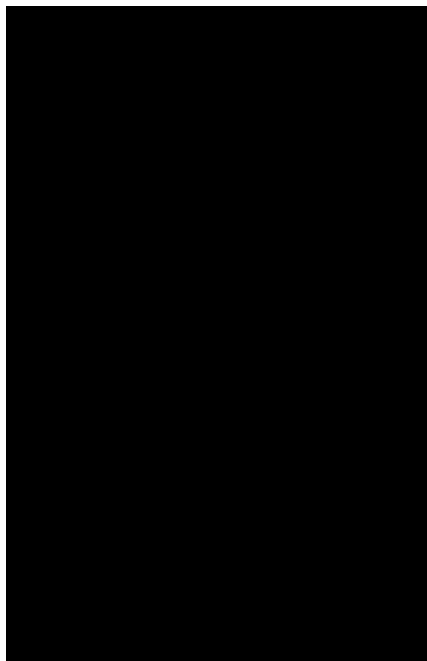
21-30V DC KNX

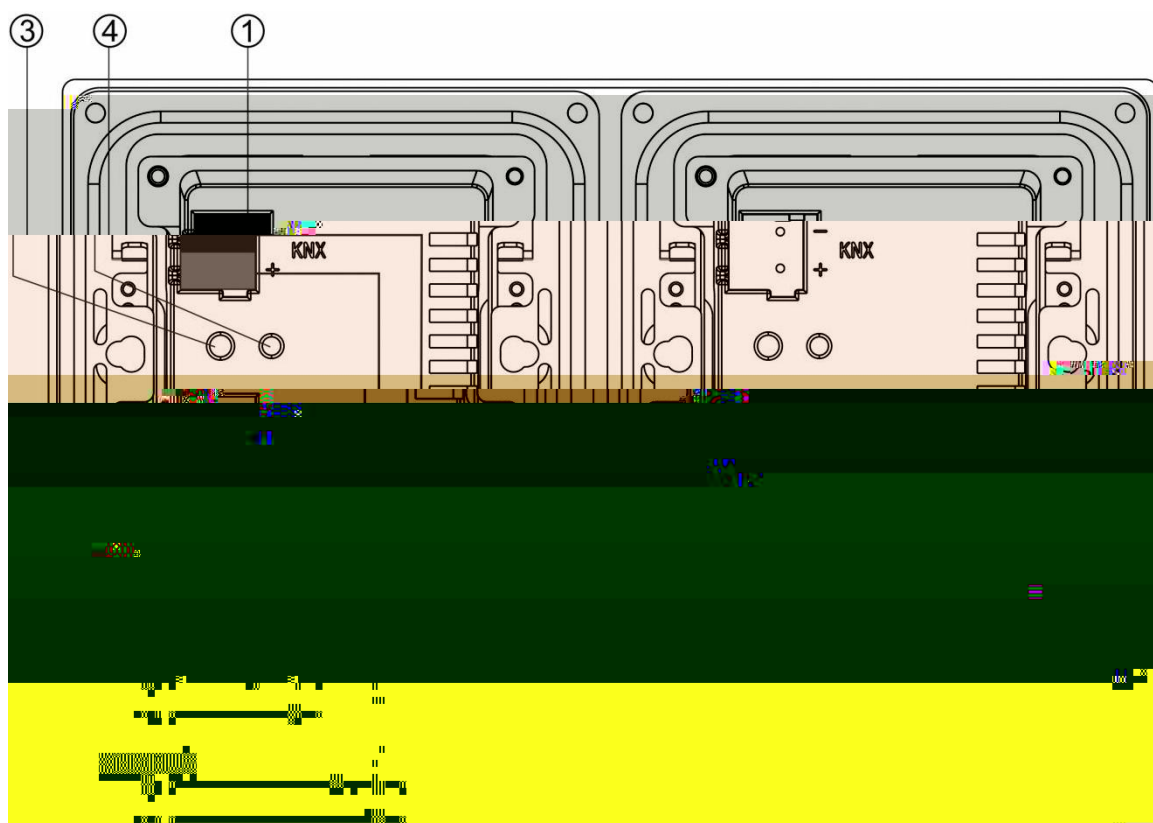
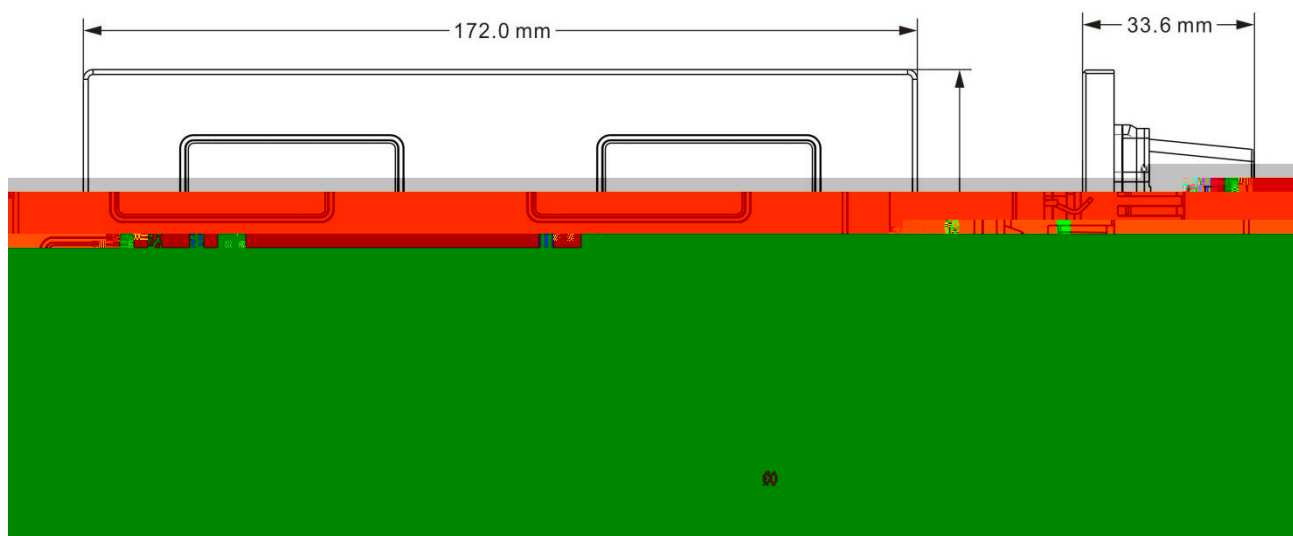
<4.3mA 24V <4.1mA 30V

<125mW

21-30V DC

<26mA 24V <21.5mA 30V





° 1 KNX

° 2

° 3

° 4

LED

LED

KNX

k

ETS

4.1

G a

General

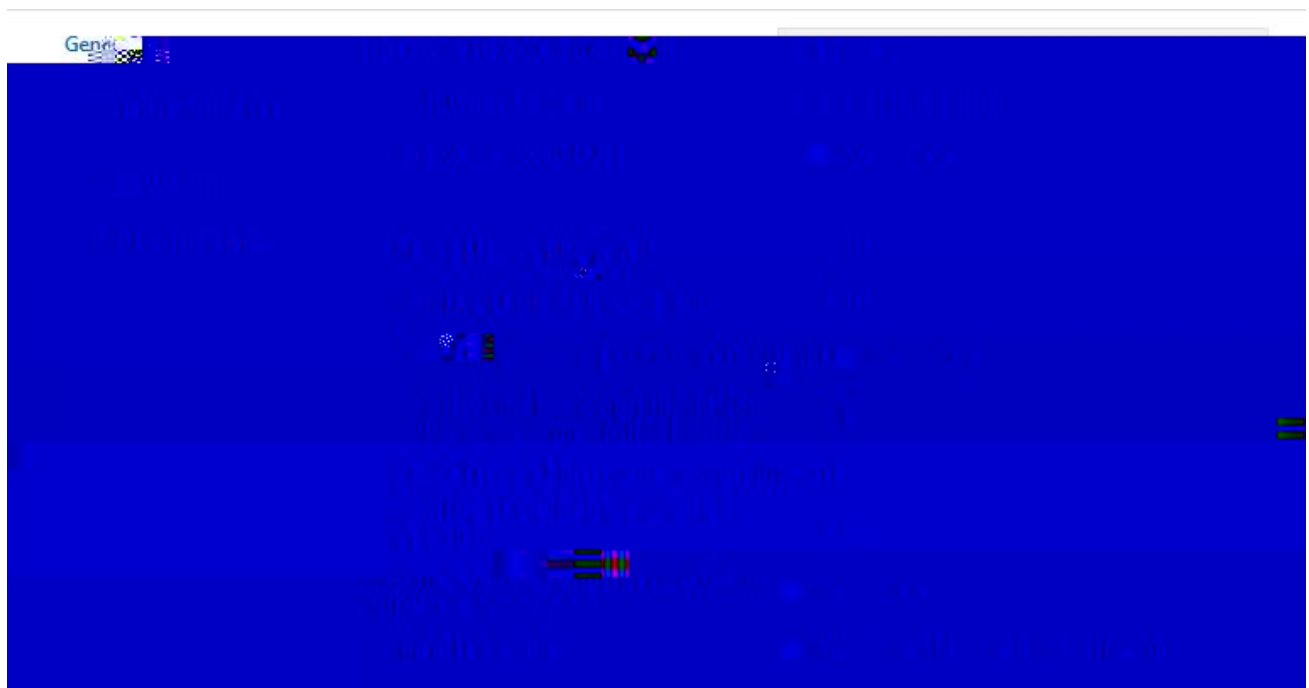
4.1

k

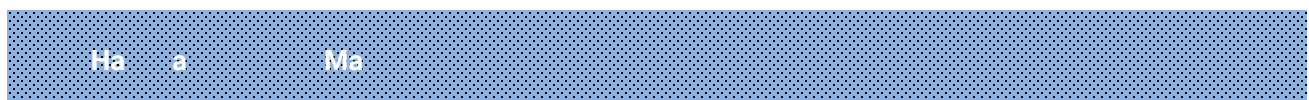
k

k

k



4.1 General



LED

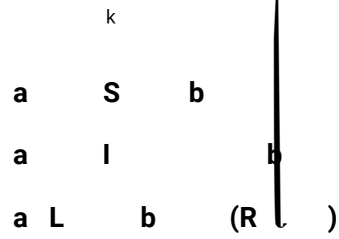
k

1-Ga

2-Ga

3-Ga





as one Single button

as two Independent button

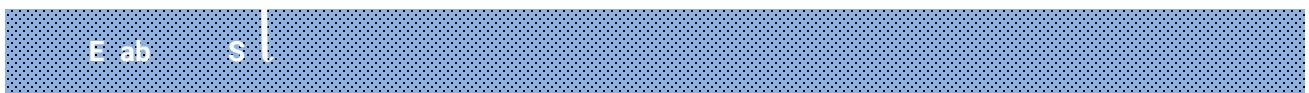
as Linked button (Rocker)

4.2 4.3

k

/

0 k



k

E ab

D ab

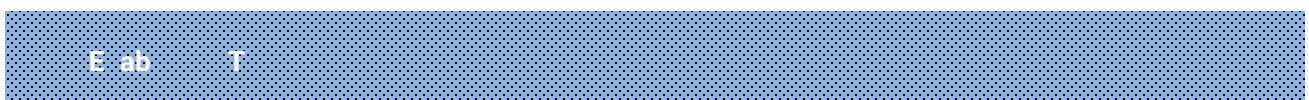
Enable

Hardware Type for Second unit !

Button 1&2 use as

Enable the

Third unit k



k

E ab

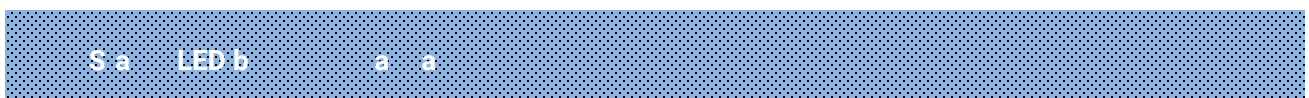
D ab

Enable

Hardware Type for Third unit !

Button 1&2 use as

k



LED

k

L 1
L 2
L 3
L 4
L 5

/ LED k

Lab LED b a a

LED k

L 1
L 2
L 3
L 4
L 5

LED b a Da /N

LED LED / k
N
Y

No: LED 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

LED brightness adjustment for Day/Night

Yes

k

Day/Night mode

k

N

Y

No:

k

LED brightness in day mode after startup

LED

k

Yes

LED

/

k

k

’ ’

S a

LED b

a

LED

k

OFF

L 1

L 2

L 3

L 4

L 5

OFF:

Level 1-5:

1

5

k

’ ’

Lab

LED b

a

LED

k

OFF

L 1

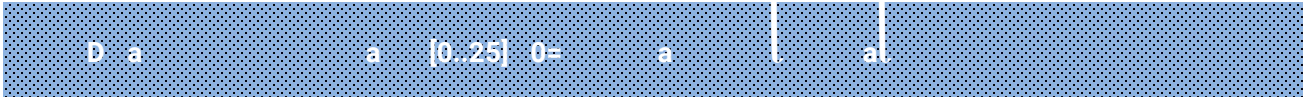
L 2

L 4

L 5

OFF:

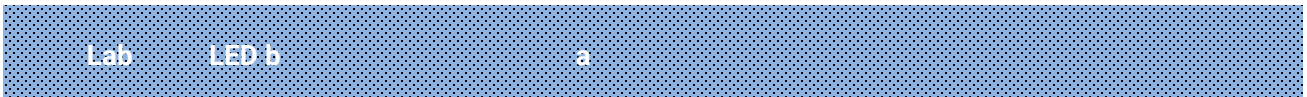
Level 1-5: 1 5 k



k 0..25



LED k



LED k

OFF

L 1

L 2

L 3

L 4

L 5

OFF:

Level 1-5: 1 5 k



LED k

N

Y

No: Initial LED status k

Yes LED k k

’ ’

I a LED a

Yes

LED

N

A a a b a 0

No:

As status as object value 0 : LED 0

k LED

Control

by external object 1byte Indicate contact press k

4.2

4.2.1

Ma

-B

/R

X

Main unit-Button/Rocker X

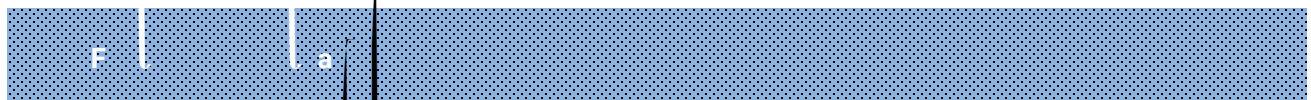
4.2

k

General	Function of the channel	No Function
Main unit-Button 1&2	LED function	Disable

4.2

Main unit-Button/Rocker X



N

S

S

Va

Sl

S

S

S

M

D

a

a

a

a

a

a

a

a

a

a

a

a

RGB

RGB

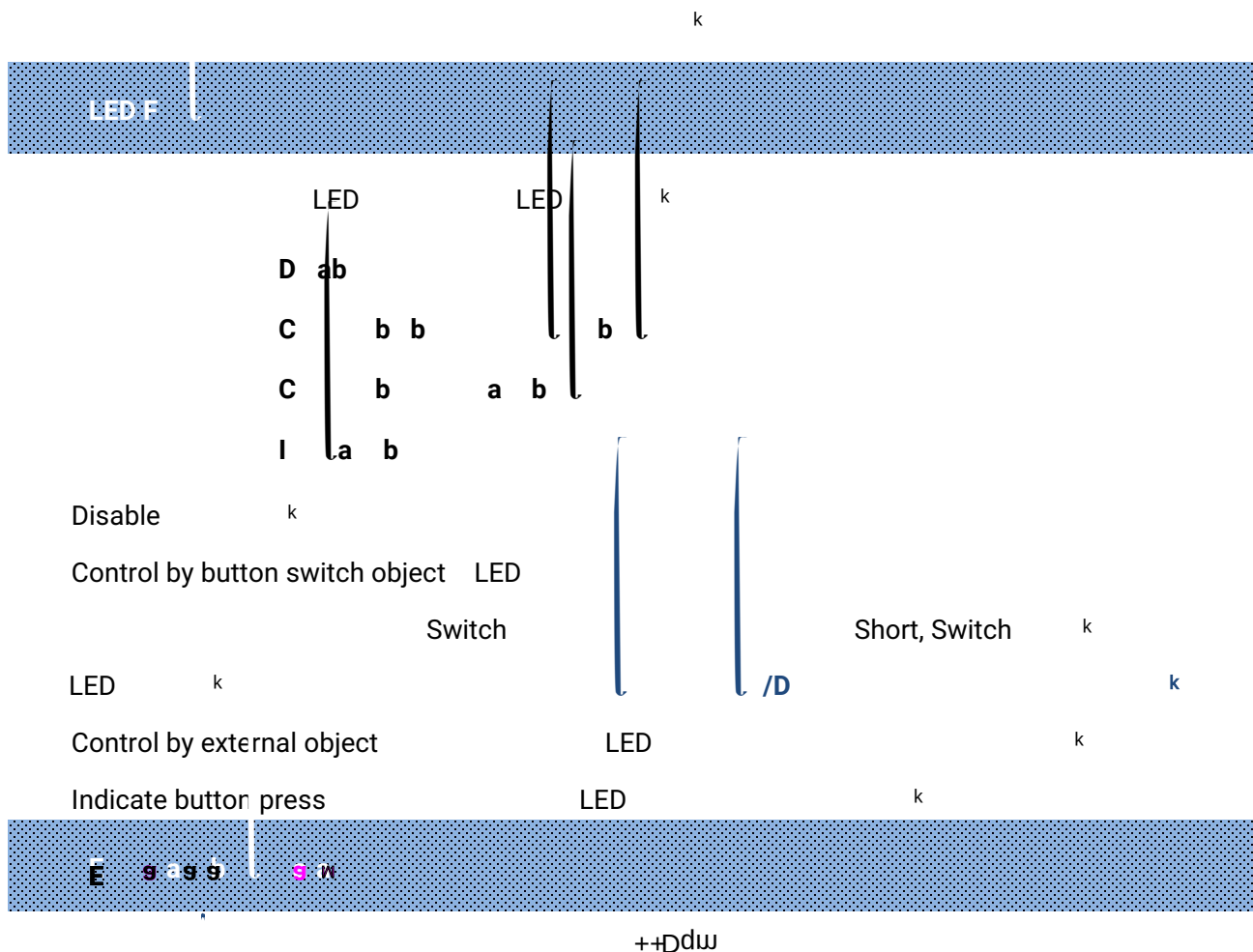


Figure 1: KNX/EIB system wiring diagram

□ □ □



LED

Control by external object

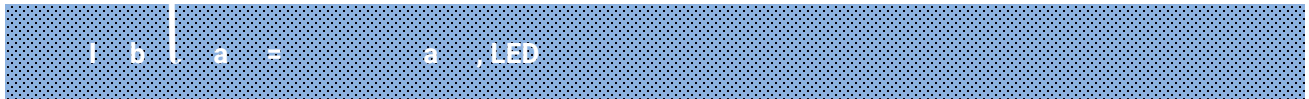
1byte

LED

k

OFF

ON



LED

Control by external object

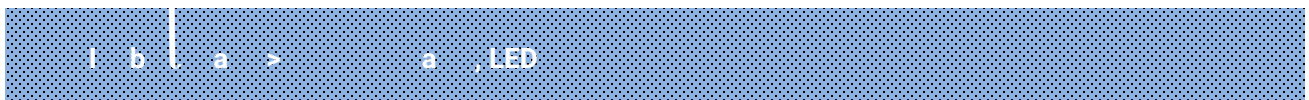
1byte

LED

□ □  □ □ □ □

OFF

ON



LED

D

4.2.2.

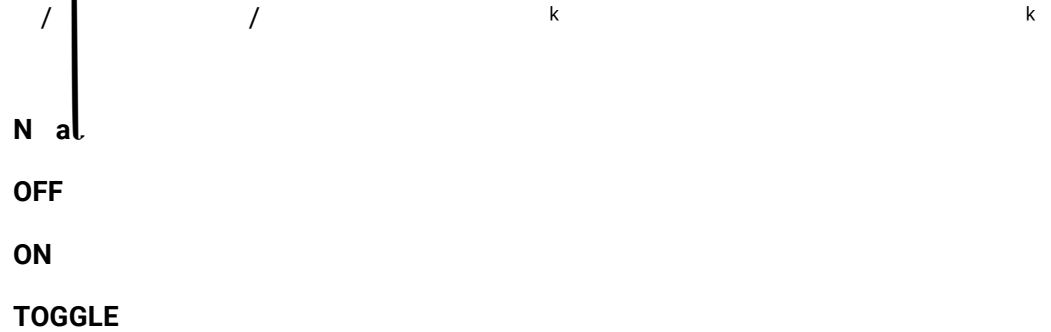
Modul Button X=Switch

4.3



k

k 3..25



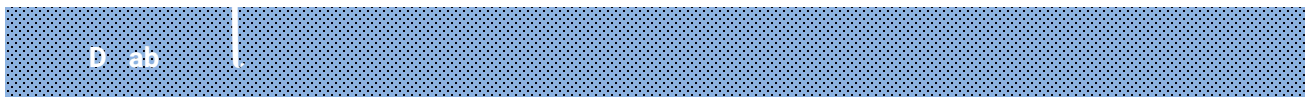
No action k

ON

OFF

TOGGLE

k



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

4.2.2.2 S /D

Main unit-Button X:Switch/Dimming

4.4

k

General	Function of the channel	Switch/Dimming
Main unit-Button 1&2	Long operation after(*0.1s)	5
Logic function	Reaction on short operation	TOGGLE
Event Group setting	Reaction on long operation	Brighter/Darker
	Dimming mode	☐ Start-stop-Dimming ☒ Steps dimming
	Brightness change on every sent	12.5%
	Interval of Tele	

4.4

Main unit-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

R a

a

k

N

a

B

Da

B

/Da

No reaction

k

Brighter

k

Darker

k

Brighter/Darker

k

TOGGLE

k

k

D

k

S a - -D

S

Start-stop-Dimming

k

k

4.2.2.3 Va /F

Value/Force output

4.5

k

General	Function of the channel	Value/Forced output
Main unit	Distinction between long and short operation	☐ No ☒ Yes
Logic function	Long operation after (0.1s)	5
1st Logic	Reaction on short operation or press button	1bit value[0.1]
Event Group set	Output value[0..1]	n

4.5

Main unit-Button x- Value/Forced output

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

/ k Yes

k

Y

N

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

/

k

k

3..25

R	a	a	b	/	R	a	a	a
---	---	---	---	---	---	---	---	---

/

/

k

N

a

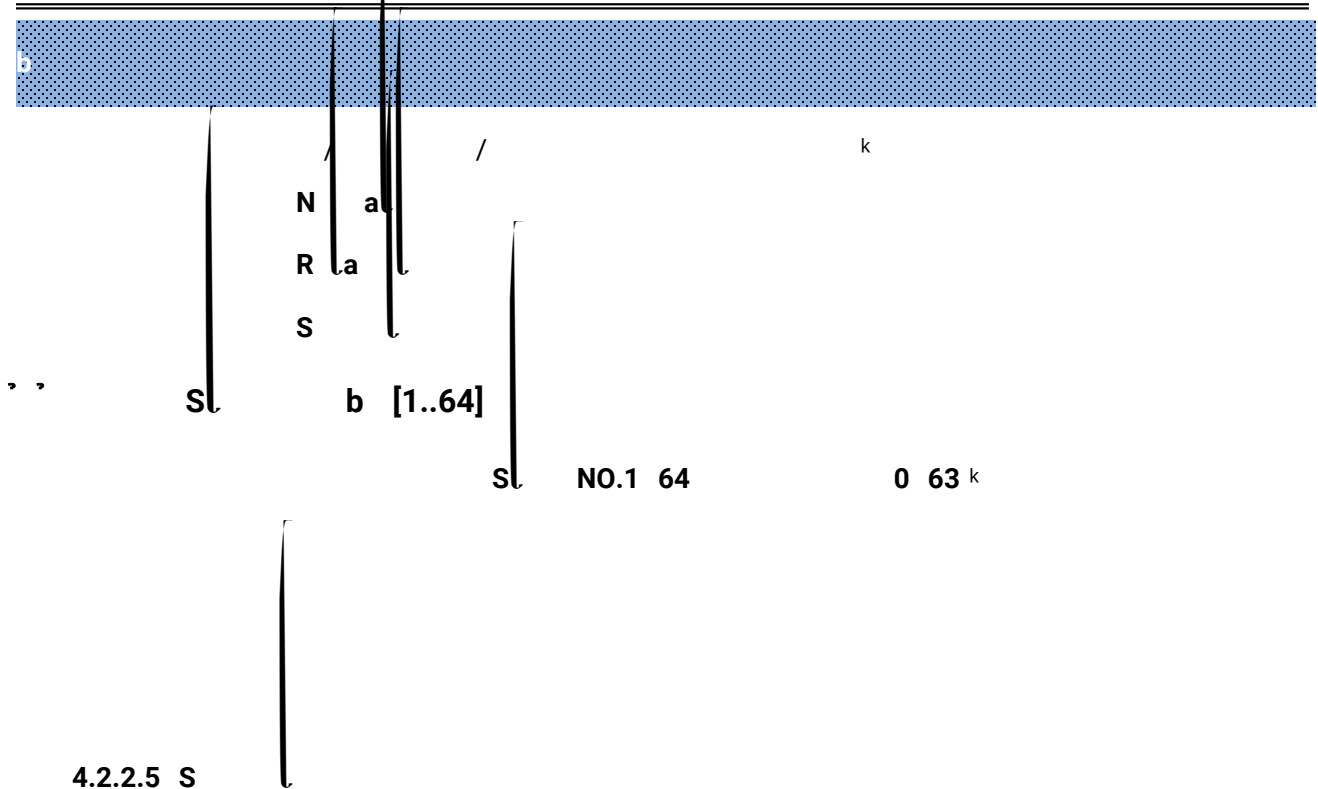
1b

a

[0...1]

KNX/EIB





Main unit-Button x: Shutter control

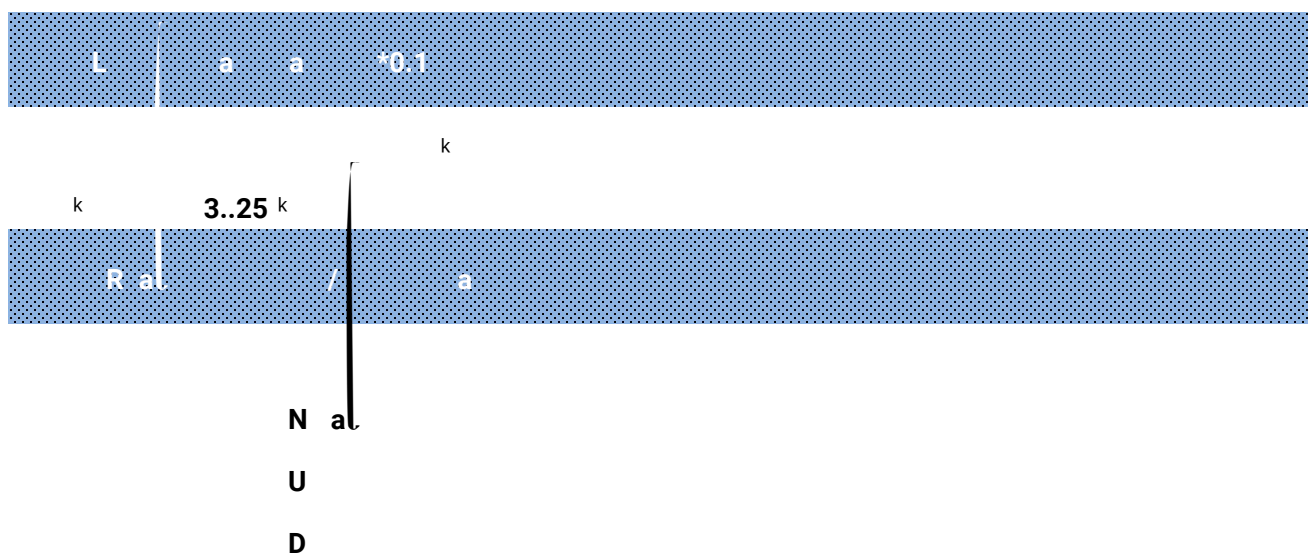
4.7 k

General	Function of the channel	Shutter Control
In unit-Button 1&2	Long operation after(*0.1s)	5
ic function	Reaction on short operation	Stop(Adjust Up/Down)
	Reaction on long operation	Up/Down
	Disable function	Disable Enable

Event Group setting

4.7

Main unit-Button x: Shutter control



U /D

S (A U)

S (A D)

S (A U /D)

No ac

4.2.2.6 S

Main unit-Button x:Shift register

4.8

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 funtion	☐ 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

4.8

Main unit-Button x: Shift register

S

k

S b a

S a

Shift by step value

k

Shift without step value

10

k

Va b

Shift by step value

k

0...240 k

Va (b a a a b)

Shift by step value

k

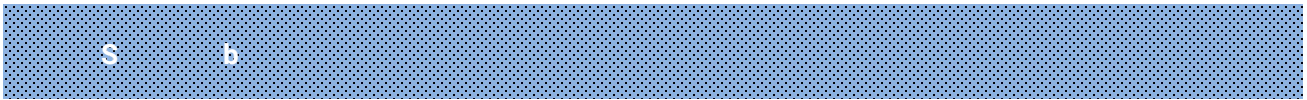
1...250 k

k

S

Shift by step value

k **0...240** k

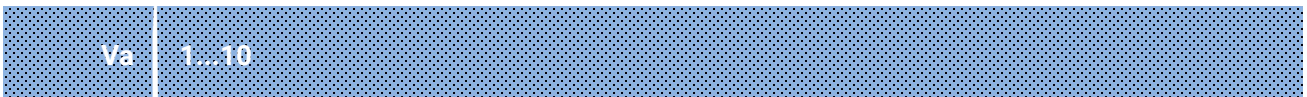


Shift without step value

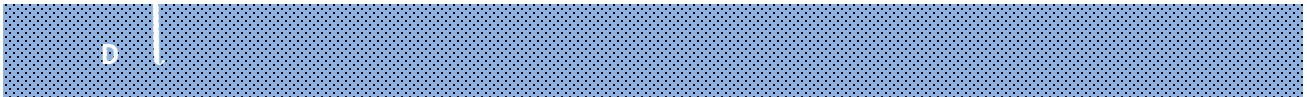
10 k

1/2/.../10 k

k



k **0..255** k



k

F

F

From lowest to highest

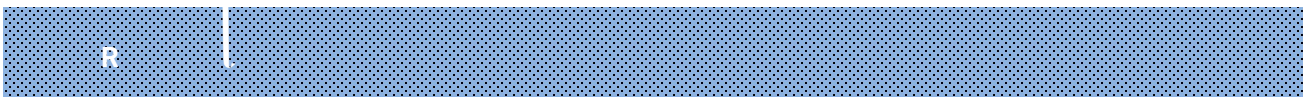
value 1 value 10

value 10 value 1 k

From highest to lowest

value 10 value 1

value 1 value 10 k



k

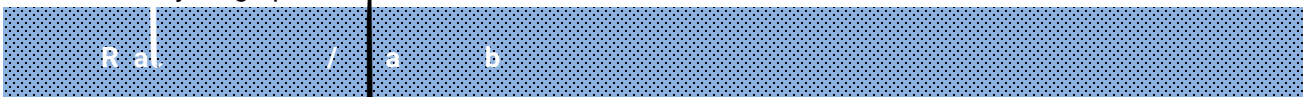
D ab

E ab b a

Disable

Enable by long operation

k



k

N a

S a

L a a *0.1

k

k

3..25 k

4.2.2.7 RGB

Main unit-Button x: RGB dimming

4.9

4.10

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	

4.9 Main unit-Button x: RGB dimming

1

General	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: []
---------	--

4.10 Main unit-Button x:RGBW dimming

2

RGB

RGB

RGB

RGBW

RGB

RGB

k

RGBW

RGBW

k

Ob

k

RGB

1 3b

3byte

RGB

3 1b

1byte

RGB

RGBW

1 6b

6byte

RGBW

4 1b

1byte

RGBW

D

b

a

a

/

k

Yes

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 Main unit-Button 1&2

Multiple operation

4.11

k

k

4

k

General	Function of the channel	Multiple operation
Main unit-Button 1&2	Distinction between long and short operation	☒ No ☐ Yes
Logic function	Object type	1Bit_On/Off
Function of the channel		

4.11

Multiple operation ()

General
Long operation after(*0.1s)
5

Main unit: Button 1	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_On/Down
	Function of short operation	Up/Down
	Function of long operation	Up/Down
	Object type for object3	1Byte_ResetScene
	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_StoreScene
	Function of short operation	No reaction ☐ Send Value ☒
	Value 1(Scene NO.)	Scene NO.1

Function of long operation
Value 2(Scene NO.)
Disable function

☐ No reaction ☒ Send Value
Scene NO.2
☒ Disable ☐ Enable

4.12 Multiple operation ()



/ k Yes

k

N

Y

' '

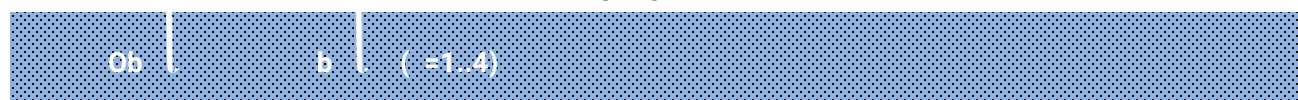
L a a *0.1

/

k

k

3..25 k



/

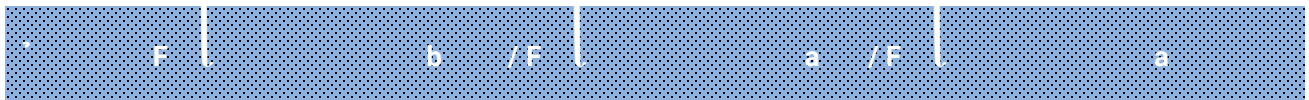
k

D ab

1B _O /O

、 、

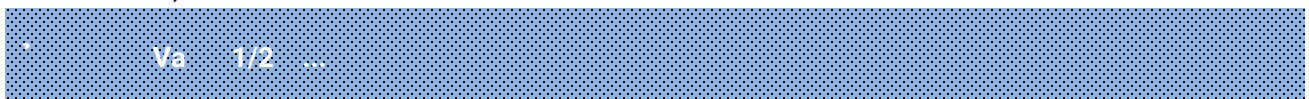
1B _U a



no reaction

(send value,

) k



1byte_Recall Scene 1byte_Store Scene 1byte_Percentage

1byte_Unsigned value

k

k

k

4.2.2.9 D a

Delay mode

4.13

4.14

k

k

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
Group setting	Delay time *1s	10
	Value1	☒ 0 ☐ 1
	Value2	☐ 0 ☒ 1
	Disable function	☒ Disable ☐ Enable

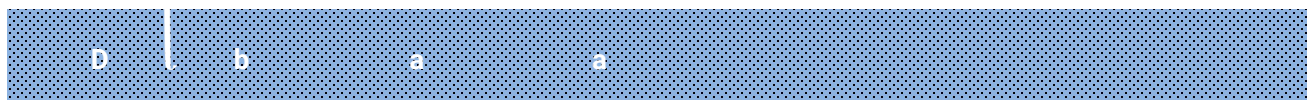
4.13

Button x- Delay mode ()

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
		Disable function	☐ Disable ☒ Enable

4.14

Button x- Delay mode ()

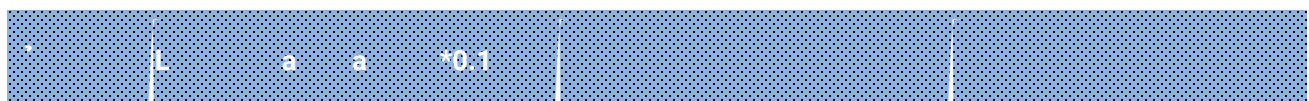


/ k Yes

k

N

Y

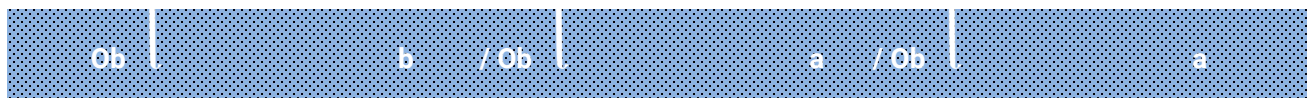


/

k

k

3..25 k



/

k

D ab

1B _O /O

4B _D

1B _U a

* S

k

N a, , a a 1 1

N a, , a a 2 2

S a 1 , a a 2 1 2

S a 2 , a a 1 2 1

* D a *1

k

0..6500

* a 1/2[]

1/2 k

k

4.3

k

4.3.1 S

Switch ☐

TOGGLE

No action

k

OFF

k

ON

k

TOGGLE

k

3.2 S /D

Switch/Binding

4.15

k

General	Function	Switch/Dimming
Main unit-Rocker 1	Long operation after(*0.1s)	5
Logic function	Reaction on short operation (for Left of Rocker)	TOGGLE
1st Logic	Reaction on long operation (for Left of Rocker)	Brighter/Darker
Event Group setting	Reaction on short operation (for Right of Rocker)	TOGGLE
	Reaction on long operation (for Right of Rocker)	Brighter/Darker
	Dimming mode	☒ Soft stop dimming ☐ Steps dimming
	Disable function	☒ Disable ☐ Enable

4.15

Main unit-Rocker x:Switch/Dimming

R a

a

L /R

1.56%

I a T . C *0.1 0

Dimming mode

Steps dimming

0..25, 0=

4.3.3 Sl

Scene control

4.17

General	Function of the channel	Scene control
Main unit-Rocker 1	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 (for Left of Rocker)	Recall scene
Event 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

4.17

Main unit-Rocker x: Scene control

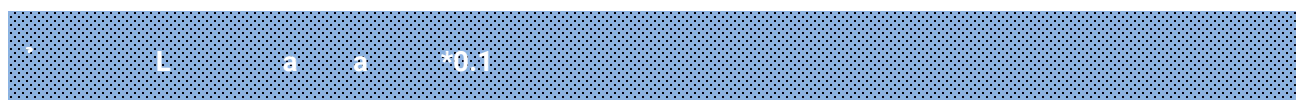


/ k Yes

k

N

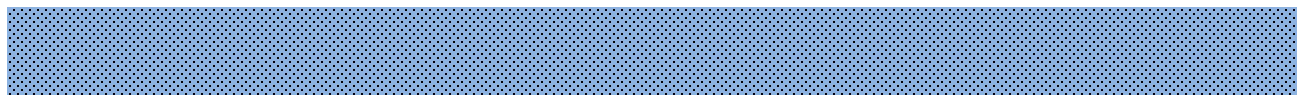
Y

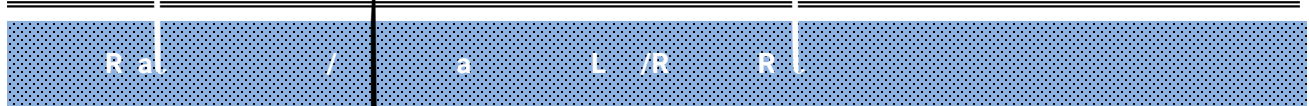


/

k

k

3..25



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

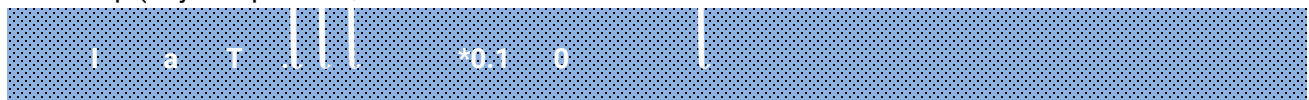
Stop (Adjust Down)

k

Stop (Adjust Up/Down)

/

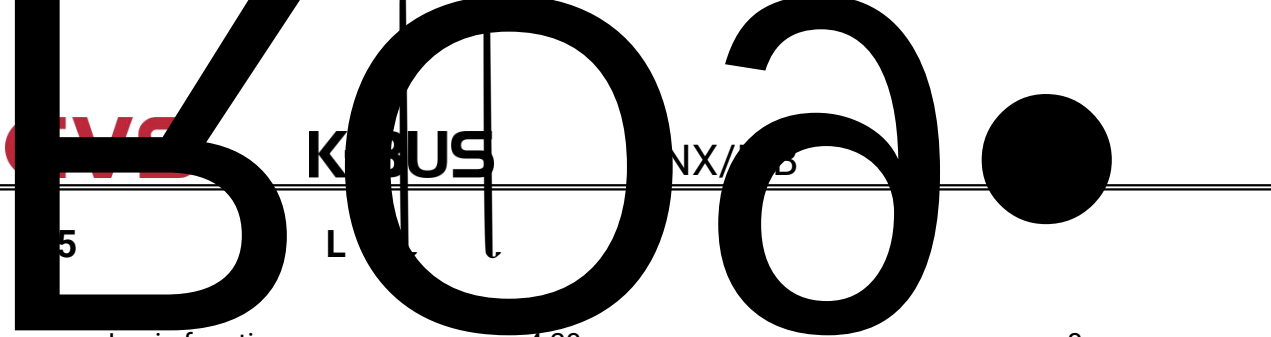
k



k

0..25 0

k



Logic function		4.20	8
k			
General	1st Logic function	☐ Disable ☒ Enable	
Main unit-Rocker 1	2nd Logic function	☒ Disable ☐ Enable	
Logic function	3rd Logic function	☒ Disable ☐ Enable	
1st Logic	4th Logic function	☒ Disable ☐ Enable	
Event Group setting	5th Logic function	☒ Disable ☐ Enable	
	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: Connected

Default value: ☒ 0 ☐ 1

Input b: Disconnected

Logic

Group setting

Input c: Disconnected

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 when: ☒ Receiving a new telegram ☐ Every change of output object

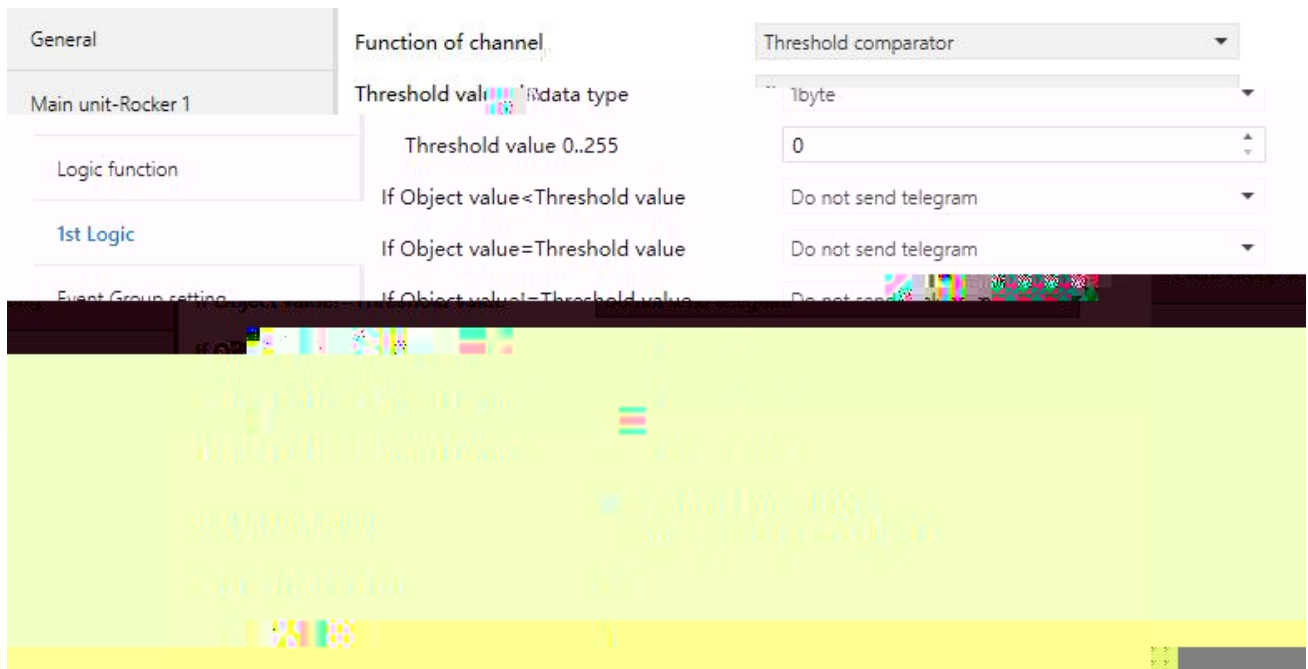
Send delay time: Base

Factor: 1..255: 1

4.21

Logic function -- AND/OR/XOR

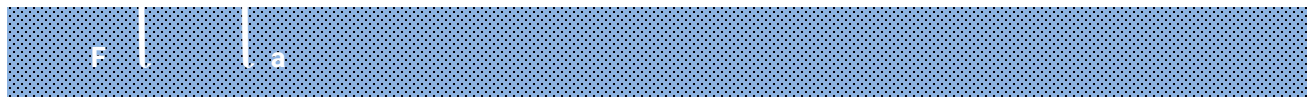
General	Function of channel	Gate forwarding
Main unit-Rocker 1	Object type of Input/Output	1bit
Logic function	Default scene NO. of Gate after device startup(1~64,0=inactive)	0
1st Logic	1->Gate trigger scene NO. is (1~64,0=inactive)	0
Event Group setting	Input A send on	Output A
	Input B send on	Output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



4.23 Logic function – Threshold comparator



4.24 Logic function – Format convert



k

D ab
AND
OR
XOR
Ga
T
F a

AND/OR/XOR

k

GV9

4.5.1 /

AND/OR/

I a/

K

/XOR

/ //

n.

5

KNX/EIB

k

R a a
E a b

Receiving a new telegram

Every change of output object

k

k

S a :

Bar : N
0.1
1
...
10
25
Fal : 1..255

k

Base x Factor

Base

None

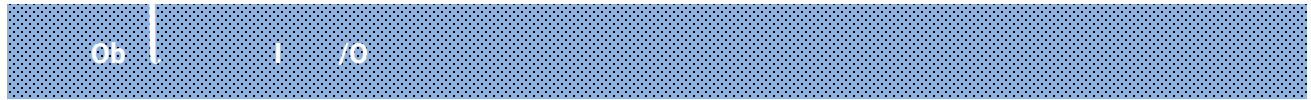
k

4.5.2 Gate forwarding

Gate forwarding

4.22

k



/ k

1b

4b

1b



k 1..64,

0=



x

k

8

1..64 0=

k

' '

I A/B/C/D

k

0 A

0 B

...

0 C,D

0 B,C,D

k

k

4.5.3

Send value 0 / 1

0 1 k

k

If Object value=Threshold value

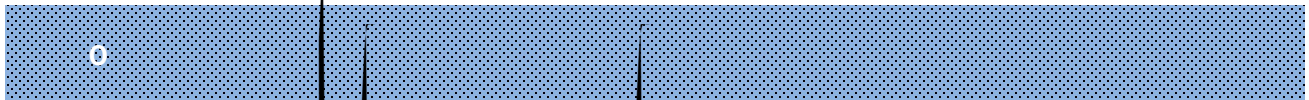
Send value 0

If

Object value<=Threshold value

Send value 1

1 k



k

R

a

a

E

a

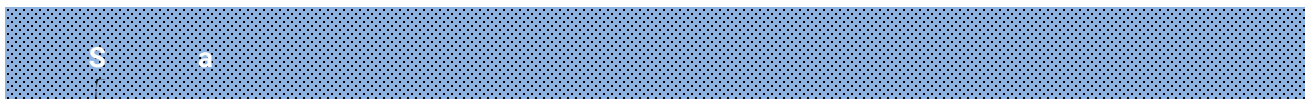
b

Receiving a new telegram

Every change of output object

k

k



Base : N

0.1

1

...

25

Factor : 1..255

k

Base x Factor

Base

None

k

4.5.4 F a

Form at convert

4.24 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

Receiving a new telegram

Everp

4.6

E G

Event Group settings.2p j

4.26

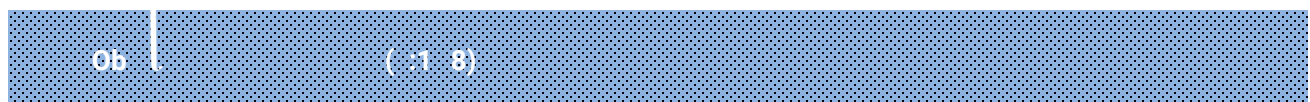
8

8 k

General	Enable Event Group setting	No	Yes
nable	Main unit-Rocker 1	Event Group 1 Function	Disable
nable	Logic function	Event Group 2 Function	Disable
nable	1st Logic	Event Group 3 Function	Disable
nable	Event Group setting	Event Group 4 Function	Disable
nable	G1-Output 1 Function	Event Group 5 Function	Disable
Enable	G1-Output 2 Function	Event Group 6 Function	Disable
Enable	G1-Output 3 Function	Event Group 7 Function	Disable
Enable	G1-Output 4 Function	Event Group 8 Function	Disable

4.26

Event Group settin



y k
1b
1b
2b

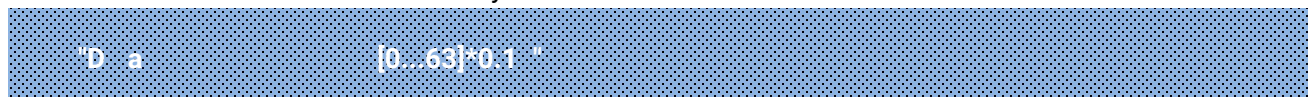


y k 6 0..64 0=

k



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



: 0..63

k

k

C

W

R

T

U

k

5.1 G a

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

5.1 General

					DPT
246	Da /N	LED b	1b	C,W,T,U	1.001 DPT_S l
		LED	LED	k	

5.1 General

5.2 B /R X

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Short operation,Switch			1 bit	C	-	W	T	U	switch	Low
12	Main unit-Button 1&2	Long operation,Switch			1 bit	C	-	W	T	U	switch	Low
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low

11	Main unit-Rocker 1	Press/release,Switch			1 bit	C	-	W	T	U	switch	Low
----	--------------------	----------------------	--	--	-------	---	---	---	---	---	--------	-----

Switch

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Short,Switch			1 bit	C	-	W	T	U	switch	Low
12	Main unit-Button 1&2	Long,Dimming			4 bit	C	-	W	T	-	dimming control	Low
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low

Switch/dimming

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Short,Switch			1 bit	C	-	W	T	U	switch	Low
12	Main unit-Button 1&2	Long/Release,2bit value			2 bit	C	-	-	T	-	switch control	Low
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Low

Value/Force output

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

Scene control

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	Disable		1 bit	C	-	W	-	-	enable	Low

Shutter control

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
12	Main unit-Button 1&2	Disable		1 bit	C	-	W	-	-	enable	Low
15	Main unit-Button 1&2	Disable		1 bit	C	-	W	-	-	enable	Low

Shift register

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
13	Main unit-Button 1&2	Blue dimming value		1 byte	C	-	-	T	-	counter pulses (0..255)	Low
15	Main unit-Button 1&2	Disable		1 bit	C	-	W	-	-	enable	Low
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	-	RGB value 4x(0..255)	Low

RGB dimming

Number *	Name	Object Function	Description	Gr. Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Object On/Off		1 bit	C	-	-	T	-	switch	Low
11	Main unit-Button 1&2	Object Up/Down		1 bit	C	-	-	T	-	up/down	Low
11	Main unit-Button 1&2	Object Scene Control		1 byte	C	-	-	T	-	scene control	Low
11	Main unit-Button 1&2	Object Percentage		1 byte	C	-	-	T	-	percentage (0..100%)	Low
11	Main unit-Button 1&2	Disable		1 bit	C	-	-	T	-	enable	Low

Multiple operation

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
15	Main unit-Button 1&2	Disable		1 bit	C	-	W	-	-	enable	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

Delay mode

5.2 Button/Rocker X

DPT

11	P / a , S l	Ma	-B	/R l	X	1b	C,W, T,U	1.001 DPT_S	l
12	S l	a , Ma	-B	/R l	X	1b	C,W, T,U	1.001 DPT_S	l
12	L a , S l	Ma	-B	/R l	X	1b	C,W, T,U	1.001 DPT_S	l

k Press/release,Switch

k Short/Long operation

k

11	S , S l	Ma	-B	/R l	X	1b	C,W, T,U	1.001 DPT_S	l
----	---------	----	----	------	---	----	----------	-------------	---

k 0 ' ' 1 ' '

12	L , D	Ma	-B	/R l	X	4b	C,W,T	3.007	DPT_D
----	-------	----	----	------	---	----	-------	-------	-------

k

1~7

1

7

0

9~15

9

15 8 k

11	S /P ,1b /2b /4b	Ma ,!	/2b
	/1b /2b a		

8bit () FXNNNNNNN
 F: 0 1
 X 0
 NNNNNN 0 63 k
 1~64 Scene 0~63 k 1
 Scene 0 k

0	1
1	
2	2
63	3
	64
128	1
129	
130	2
191	3
	64

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

/ k

0 ' ' /

1 ' ' /

12 S /D /D

11	R	a	Ma	-B	X	1b	C,T	5.010	DPT_1
R() k									
12	G	a	Ma	-B	X	1b	C,T	5.010	DPT_1
G() k									
13	B	a	Ma	-B	X	1b	C,T	5.010	DPT_1
B() k									
14	W	a	Ma	-B	X	1b	C,T	5.010	DPT_1
W() k									
11	RGB	a	Ma	-B	X	3b	C,T	232.600 3 (0..255)	RGB a
RGB k R() k									
11	RGBW	a	Ma	-B	X	6b	C,T	251.600 4 (0..255)	RGB a
RGBW k R() 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:									

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

5.3 LED

					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_L
1bit/1byte					LED			
					k			

5.3 LED

5.4

5.4.1 AND/OR//XOR

Number ^	Name	Object Function	Description	Gr.	Length	C	R	W	T	U	Data Type	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
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)	-

5.4 AND/OR/XOR

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

5.4 AND/OR/XOR

KNX/EIB



5.4.3 T

a a

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

5.5 Threshold comparator

					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_
k					
117	L	1 /.../8 L	1b	C,T	1.002 DPT_b a
k k					

5.5 Threshold comparator

5.4.3 Functional



2x1bit --> 1x2bit

2 1bit

2bit

Input bit1=1, bit0=0--> Output 2bit=2^k

Number	Name	Object Function	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
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
114	1st Logic	Input 1bit-bit5		1 bit	C	-	W	-	U	boolean	Low
115	1st Logic	Input 1bit-bit6		1 bit	C	-	W	-	U	boolean	Low
116	1st Logic	Input 1bit-bit7		1 bit	C	-	W	-	U	boolean	Low
117	1st Logic	Output 1byte		1 byte	C	-	-	T	-	counter pulses (0..255)	Low

8x1bit --> 1x1byte

: 8 1bit

1byte

Input bit2=1, bit1=1, bit0=1,

0--> Output

1byte=7^k

Number	Name	Object Function	Description	Gr 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

1x1byte --> 1x2byte

1byte

2byte

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

k

Number	Name	Object Function	Description	Gr Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte-low		1 byte	C	-	W	-	U	counter pulses (0..255)	Low
110	1st Logic	Input 1byte-high		1 byte	C	-	W	-	U	counter pulses (0..255)	Low
117	1st Logic	Output 2byte		2 bytes	C	-	-	T	-	pulses	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	Description	Gr Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 2byte-low		2 bytes	C	-	W	-	U	pulses	Low
110	1st Logic	Input 2byte-high		2 bytes	C	-	W	-	U	pulses	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	Description	Gr Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte		1 byte	C	-	W	-	U	counter pulses (0..255)	Low
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

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	Description	Gr	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-low			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
117	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	Description	Gr	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

1x4byte --> 2x2byte

1 4byte

2 2byte

Input 4byte = 78009500 (\$04 A6 54 9C) --> Output

2byte-low = 21660 (\$54 9C), Output 2byte-high =1190 (\$04 A6)

Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 3byte			3 bytes	C	-	W	-	U		Low
115	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
116	1st Logic	Output 1byte-middle			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
117	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulses (0..255)	Low

1x3byte --> 3x1byte

1 3byte

3 1byte

Input 3byte = \$78 64 C8--> Output 1byte-low = 200

(\$C8) , Output 1byte-middle = 100 (\$64) , Output 1byte-high =120 (\$78)

Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte-low			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
110	1st Logic	Input 1byte-middle			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
111	1st Logic	Input 1byte-high			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
117	1st Logic	Output 3byte			3 bytes	C	-	-	T	-	RGB value 3x(0..255)	Low

3x1byte --> 1x3byte

3 1byte

1 3byte

Input 1byte-low = 150 (\$96), Input 1byte-middle

= 100 (\$64), Input 1byte-high = 50 (\$32)--> Output 3byte = \$32 64 96

5.6 Format convert

					DPT
109	I	...	1	/.../8	1b /1b /2b /3b /4b
			L		C,W,U
					1.002 DPT_b a /
					5.010 DPT_L /
					7.001 DPT_ /
					232.600 RGB a 3 (0..255)/
					12.001 DPT_L
k					
			1	/.../8	2.001 DPT_S l l l /
					5.010 DPT_L /

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

5.6 Format convert

5.5

Number	Name	Object Function	Description	Group	Length	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

5.5

					DPT
181	Ma	E	1b	C,W	17.001 DPT_1 b
					k 0..63
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

5.5