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注意事项

1、请远离强磁场、高温、潮湿等环境；



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◆ RGB RGBW

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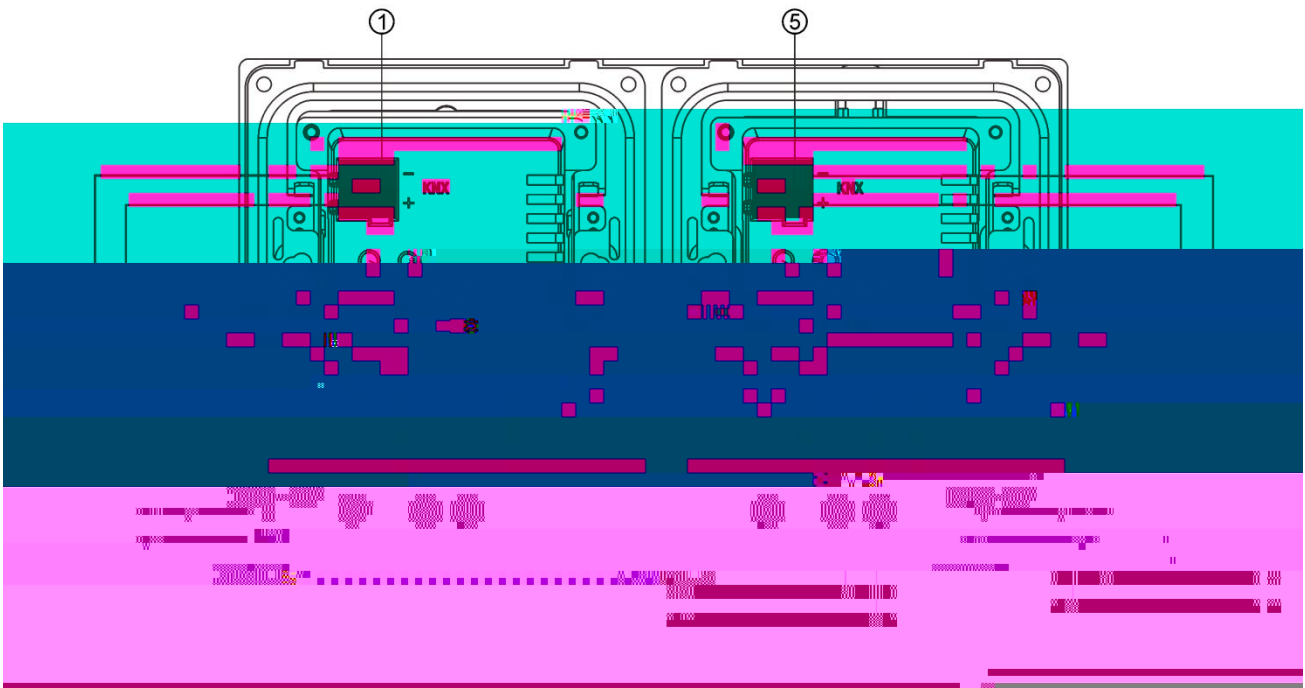
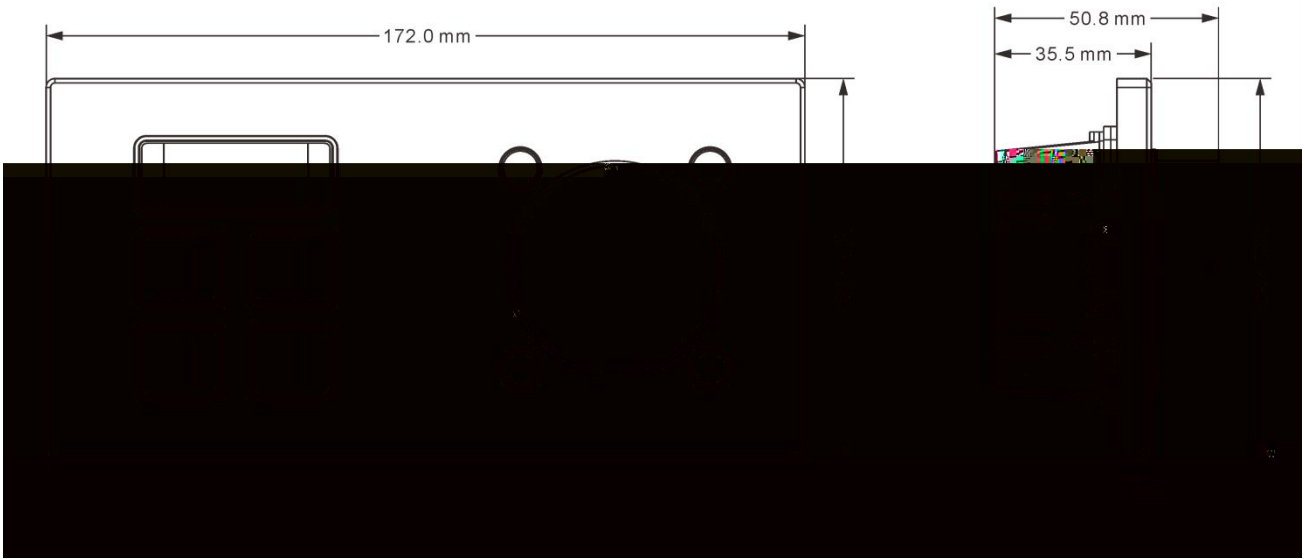
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◆ LED

3.0mA/24V DC 2.8mA/30V DC <90mW	
<1.2W <1.6W <1.8W	
KNX	0.8mm ²
LED LED LED	
25 C ... 55 C 25 C ... 70 C	
<93%,	
86	
86*90*35.2mm() 172*90*35.2mm() 258*90*35.2mm()	



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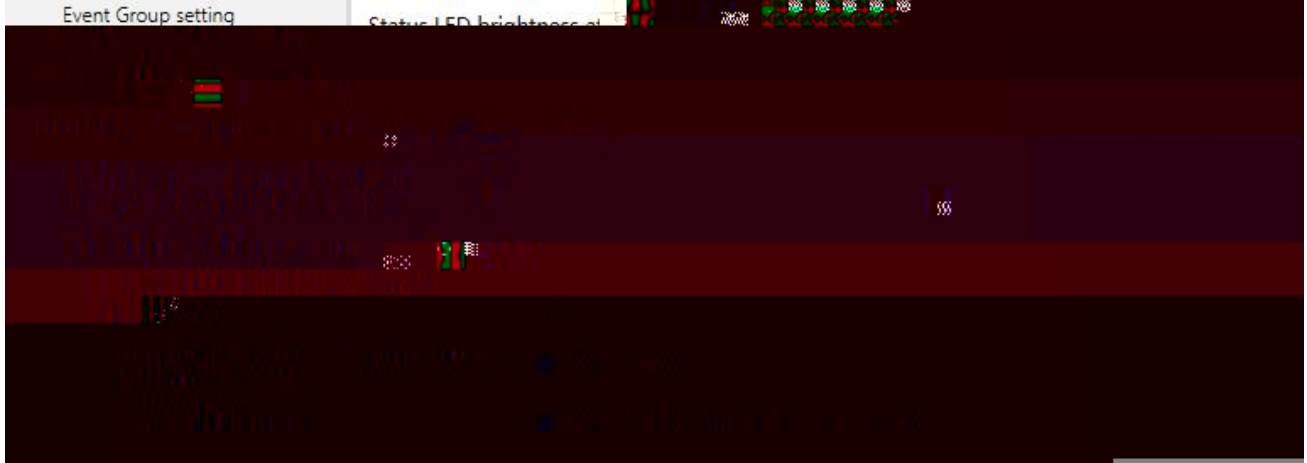
LED

LED

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



“ Hardware type for Main unit ”

“ Button 1&2/3&4/5&6 use as ”

4.2 4.3

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" Enable the Second unit "

" Enable the Third unit "

" Status LED brightness at day "

" Labelling LED brightness at day "

" LED brightness adjustment for Day/Night "

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bell p

" Labelling LED brightness when no operation "

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

— " "

" "

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General	Function of the channel	No Function
Main unit-Button 1&2		
Logic function	LED function	Disable
1st Logic		
Event Group setting		

“ Function of the channel ”

“ LED Function ”

switch switch/Dimming

" External object datatype "

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

" Threshold value is "

" If object value<threshold value, LED is "

" If object value=threshold value, LED is "

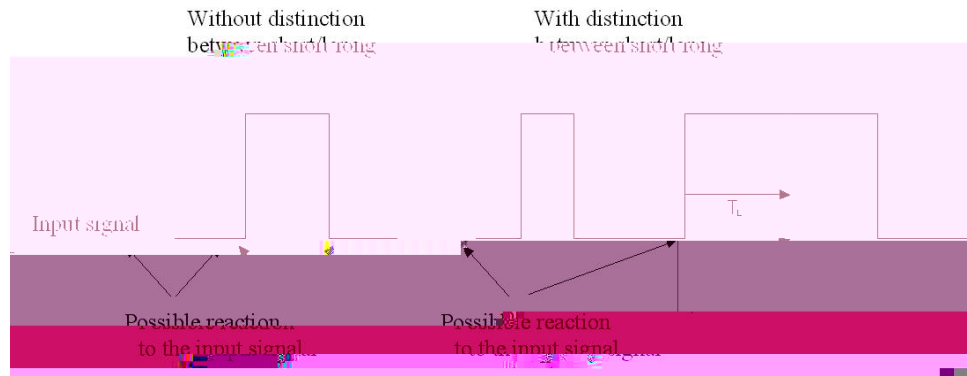
"If object value>threshold value, LED is"

"When press the button, LED flashing time is"

" "



"Distinction between long and short operation"



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"Disable function"

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General

Function of t



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"Long operation after *0.1s"

" Reaction on short operation "

" Reaction on long operation "

" TOGGLE "

" Dimming mode "


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-- "Brightness change on every sent"
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--      "Interval of Tele. Cyclic send  *0.1s  0  send once  "
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"Distinction between long and short operation"

-- "Long operation after *0.1s "

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

.....

...

-- "Output value[..] "

" "

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	Recall scene
Event Group setting	Scene number[1..64]	Scene NO.1
Reaction on long operation		

"Distinction between long and short operation"

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

“ ”

“ ”

General	Function of the channel	Shutter Control
Main unit-Button 1&2	Long operation after(*0.1s)	5
Logic function	Reaction on short operation	Stop(Adjust Up/Down)
1st Logic	Reaction on long operation	Up/Down
Event Group setting	Disable function	☒ Disable ☐ Enable

“ Long operation after *0.1s ”

“ Reaction on short/long operation ”

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" Shift type "

" Value begin with "

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

" Step size "

" Shift number "

"

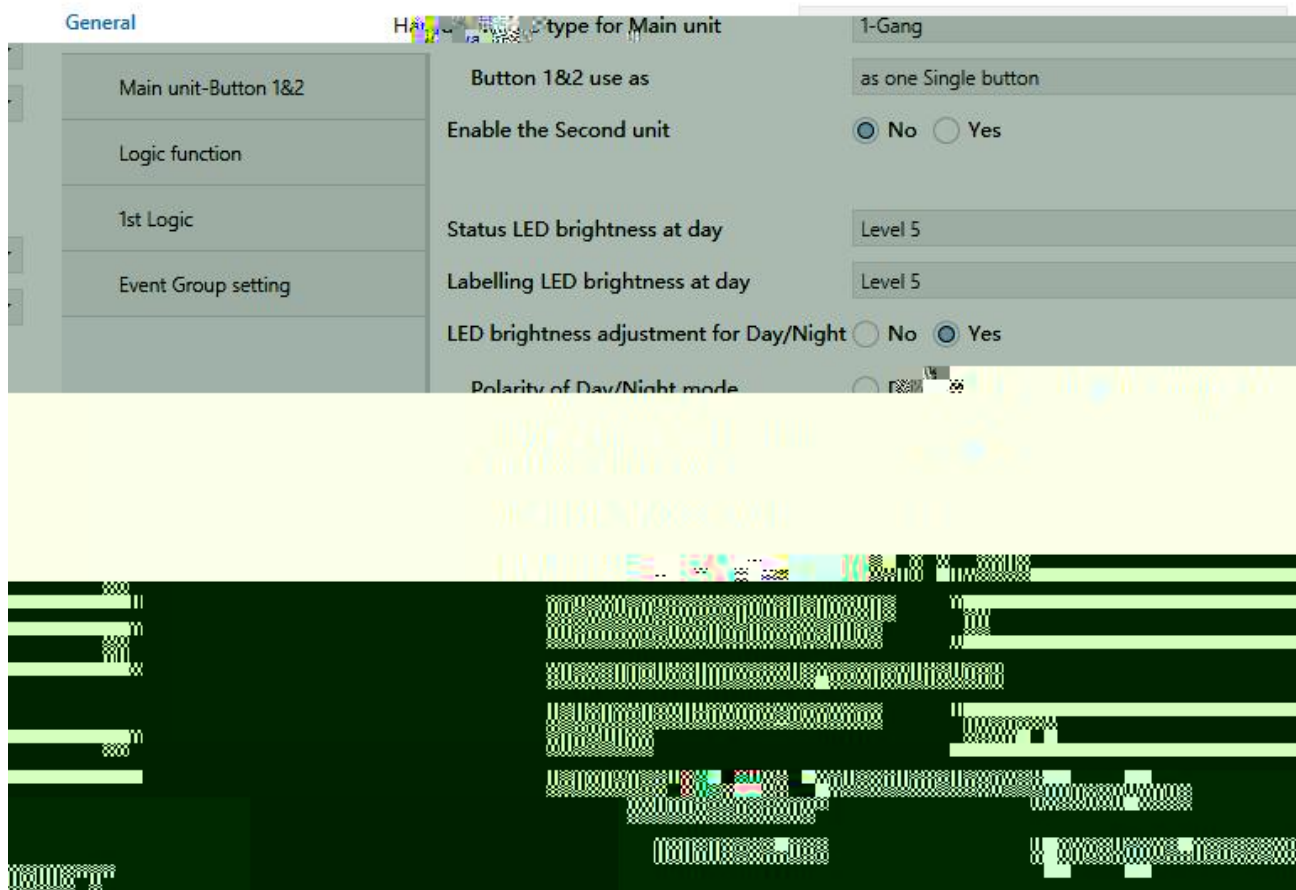
" Value 1...10 "

" Direction "

"Reset function"

"Reaction to (release) button"

" + t



"RGB strip type"

"Object type"

"Distinction between long and short operation"

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"

"

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

"

"

General	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_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
	Disable function	☒ Disable ☐ Enable

"Distinction between long and short operation"

_____ " "

"Object type for object $x(x=1..4)$ "

.....

-- "Function of press the button/ Function of short operation/ Function of long operation"

-- "Value $1/2$... "

“ ”

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

“Distinction between long and short operation”

-- "Long operation after *0.1s "

"Object type of press the button/ Object type of short operation/ Object type of long operation "

-- "Send mode "

λ 0 5 5 « » 5 5 5 5

-- "Del d Å

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General	Function of the channel	Switch
Main unit-Rocker 1	Distinction between long and short operation	☒ No ☐ Yes
	Reaction on sh	

"Distinction between long and short operation"

"Long operation after "0.1s "

"Reaction on m

General	Function	*The channel	Switch Dimming
Main unit-Rocker 1	Long operation after(*0.1s)	5	0
Logic function	Reaction on short operation (for Left of Rocker)	TOGGLE	
1st Logic	Reaction on long operation (for Left of Rocker)	Brighten-Darken	
Event Group setting	Reaction on short operation (for Right of Rocker)	TOGGLE	
	Reaction on long operation (for Right of Rocker)	Brighten-Darken	
	Dimming mode	☒ Start-stop-Dimming	Steps dimming
	Disable function	☐ Disable	☐ Enable

" Long operation after *0.1s "

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

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

"Brighter/Darker "

"Dimming mode "

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

“Distinction between long and short operation”

“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

“ Scene number[1..64] ”

General	Function of the channel	Shutter Control
Main unit-Rocker 1	Long operation after(*0.1s)	5
Main unit-Rocker 2	Reaction on short operation (for Left of Rocker)	Stop(Adjust Up/Down)
Logic function	Reaction on long operation (for Left of Rocker)	Up/Down
1st Logic	Reaction on short operation (for Right of Rocker)	Stop(Adjust Up/Down)
Event Group setting	Reaction on long operation (for Right of Rocker)	Up/Down
	Interval of Tele.cyclic send(*0.1s,0=send once)	0
	Disable function	☒ Disable ☐ Enable

“ Long operation after *0.1s ”

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

"Interval of Tele.cyclic send *0.1s 0 send once"

“ ”

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

General	Function of channel	AND
Main unit-Rocker 1	Input a	Disconnected
Logic function	Default value	☒ 0 ☐ 1

Group setting

Input a

Default value

Input b

Default value

Input c

Default value

Input d

Default value

Input e

Default value

Input f

Default value

Input g

Default value

Input h

Default value

Result is inverted

Read input object value after bus voltage recovery

Output send when

Send delay time: Base

Factor: 1..255

Connected

☒ 0 ☐ 1

Disconnected

☒ 0 ☐ 1

Disconnected

☒ 0 ☐ 1

Disconnected

☒ 0 ☐ 1

Disconnected

☒ 0 ☐ 1

Disconnected

☒ 0 ☐ 1

No

No

☒ Receiving a new telegram
☐ Every change of output object

None

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1st Logic

Event Gr

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

General	Function of channel	Threshold comparator
Main unit-Rocker 1	Threshold value data type	1byte
Logic function	Threshold value 0..255	0
1st Logic	If Object value<Threshold value	Do not send telegram
Event Group setting	If Object value=Threshold value	Do not send telegram
	If Object value!=Threshold value	Do not send telegram
	If Object value>Threshold value	Do not send telegram
	If Object value<=Threshold value	Do not send telegram
	If Object value>=Threshold value	Do not send telegram
	Output send when	☒ Receiving a new telegram ☐ Every change of output object
	Send delay time: Base	None
	Factor: 1..255	1

General	Function of channel	Format convert
Main unit-Rocker 1	Function	3x1Byte-->1x3Byte
Logic function	Output	☒ On ☐ Off ☐ Invert ☐ Toggle

"Function of channel"

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

" Send delay time: "

" Object type of Input/Output "

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

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

"Threshold value data type"

"Threshold value "

"Output s

“ Output send when ”

“ ”

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

General	Object type of output 1	1bit
Main unit-Rocker 1	1->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
G1:Output 5 Function	4->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
G1:Output 6 Function	Object value of output 1 (0..1)	☒ 0 ☐ 1
G1:Output 7 Function	Delay time for sending [0..63]*0.1s	0
	5->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	

"Enable Event Group setting"

"Event Group x Function x:1-8 "

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

"z->Output y trigger scene N0. is(1-64 is active,0 is inactive)" (z:1-6)

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

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

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

Number ^	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
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

Number ^	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
11	Main unit-Button 1&2	Object1-On/Off			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			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

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LED

Number	Name	Object Function	Description	Gr. Length	C	R	W	T	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
106	Third unit-LED 2	Status		1 bit	C	-	W	T	U	switch	Low

Number ^	Name	Object Function	Description	Size 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
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
117	1st Logic	Logic result		1 bit	C	-	-	T	-	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)	

“ ”

“ ”

“ ”

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	C	-	-	T	-	boolean	Low

“ ”

“ ”

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
117	1st Logic	Output 2bit			2 bit	C	-	-	T	-	switch control	Low

“ ”

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	
110	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	
111	1st Logic	Input 1bit-bit2			1 bit	C	-	W	-	U	boolean	
112	1st Logic	Input 1bit-bit3			1 bit	C	-	W	-	U	boolean	
113	1st Logic	Input 1bit-bit4			1 bit	C	-	W	-	U	boolean	
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 2byte			2 bytes	C	-	-	T	-	pulses	Low

“ ”

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

“ ”

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

“ ”

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
117	1st Logic	Output 4byte			4 bytes	C	-	-	T	-	counter pulses (unsigned)	Low

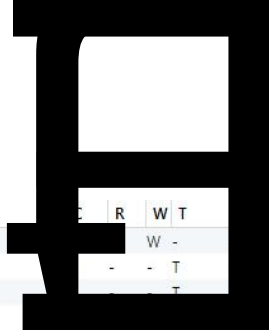
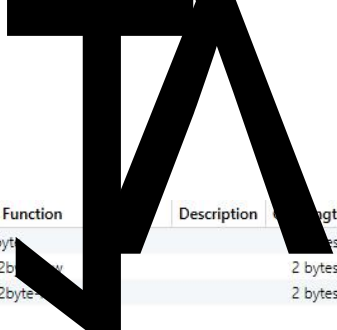
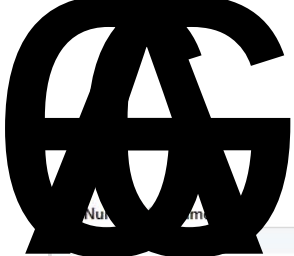
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Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
110	1st Logic	Output 1bit-bit0			1 bit	C	-	-	T	-	boolean	Low
111	1st Logic	Output 1bit-bit1			1 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

“ ”

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

“ ”



Number		Object Function	Description	Length	C	R	W	T	Data Type	
		Input 4bytes		4 bytes			W	-	counter pulses (unsigned)	
116	1st Logic	Output 2bytes		2 bytes			-	T	pulses	
117	1st Logic	Output 2bytes		2 bytes				T	pulses	

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