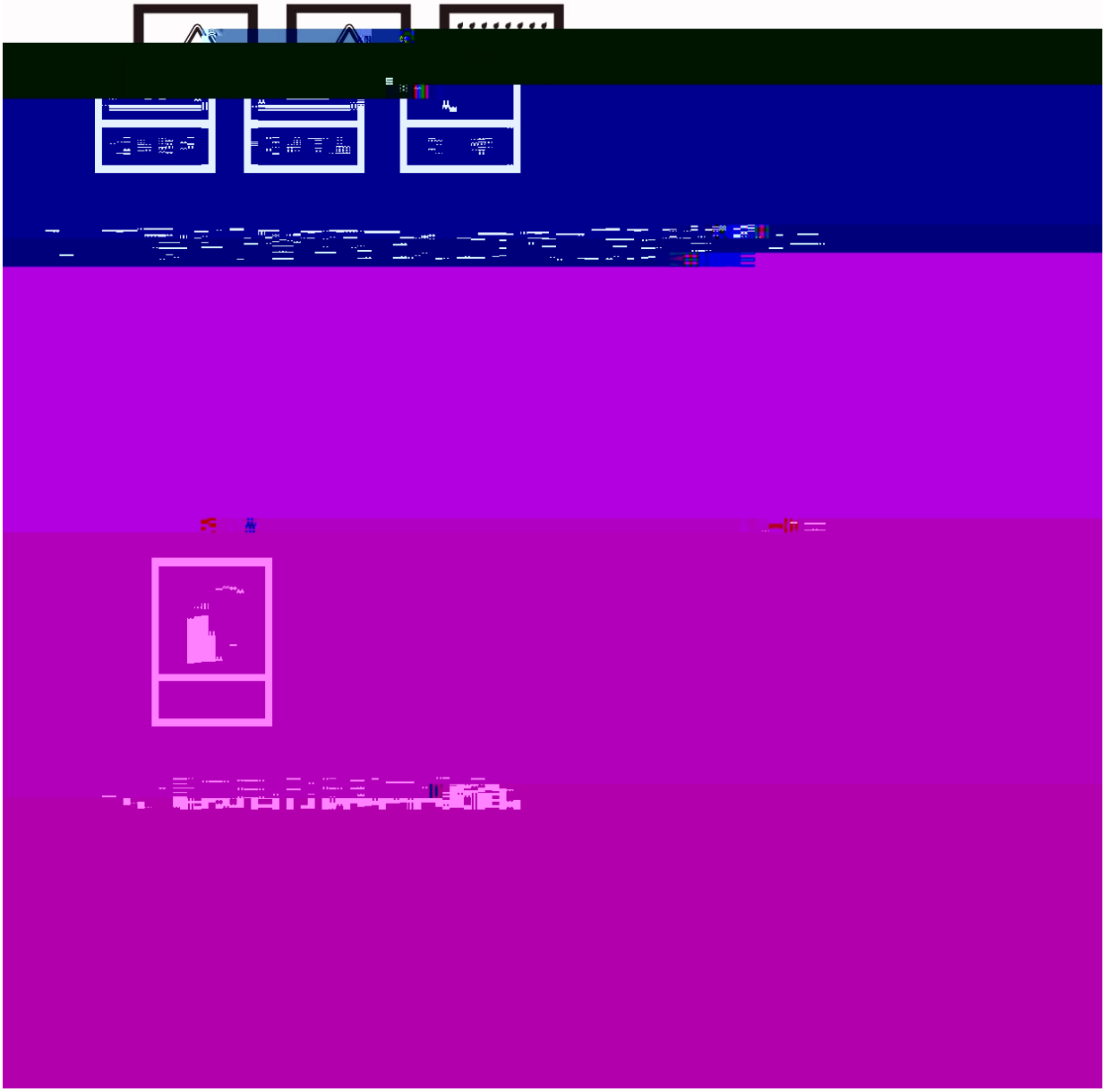
M - P h B Se

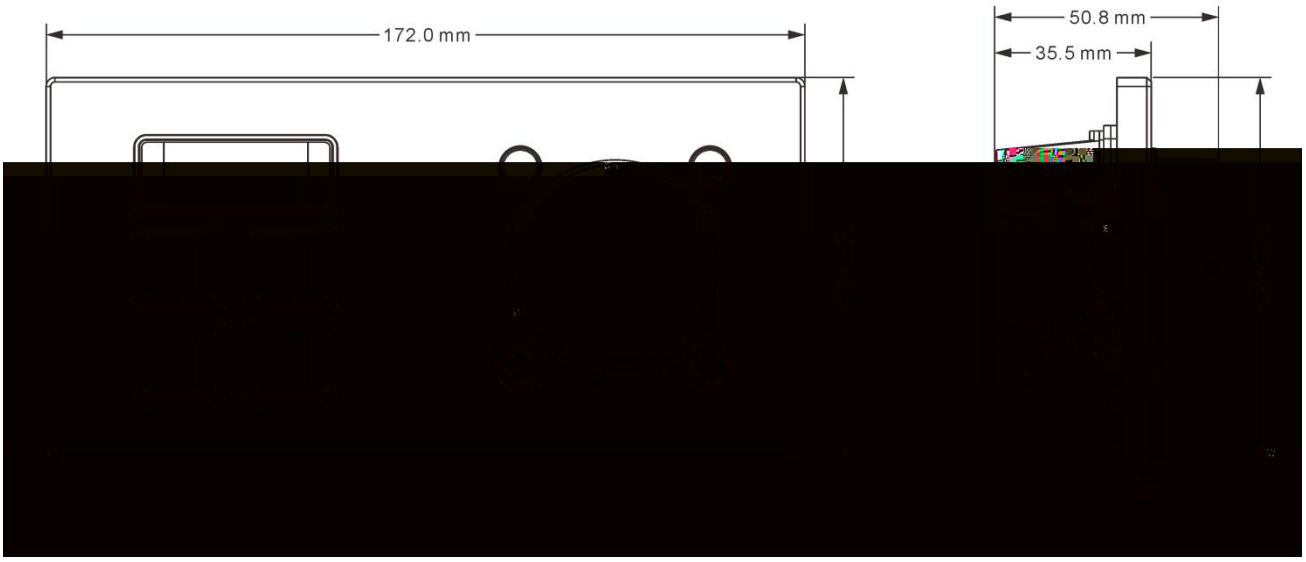
注意事项

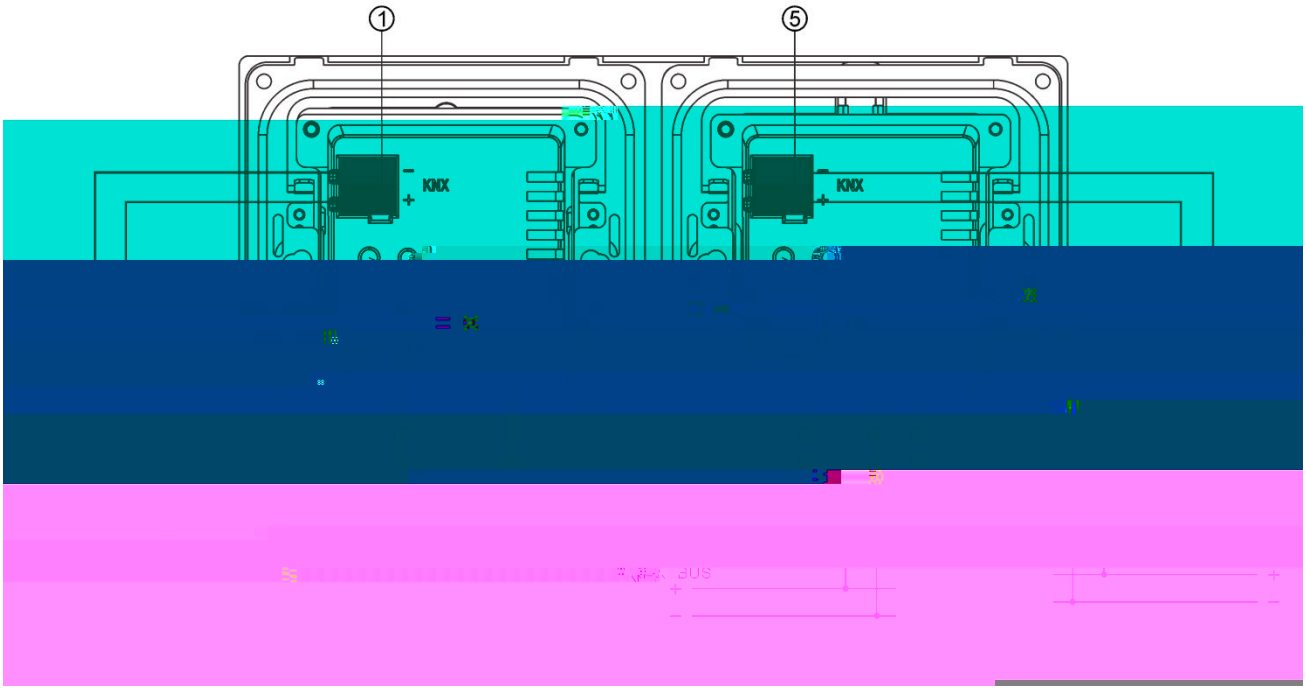
1、请远离强磁场、高温、潮湿等环境；



-
-
-
-
-
- RGB RGBW
-
-
-
-
- LED

3.0mA/24V DC 2.8mA/30V DC <90mW
<1.2W <1.6W <1.8W
KNX 0.8mm²
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( )





○ ○

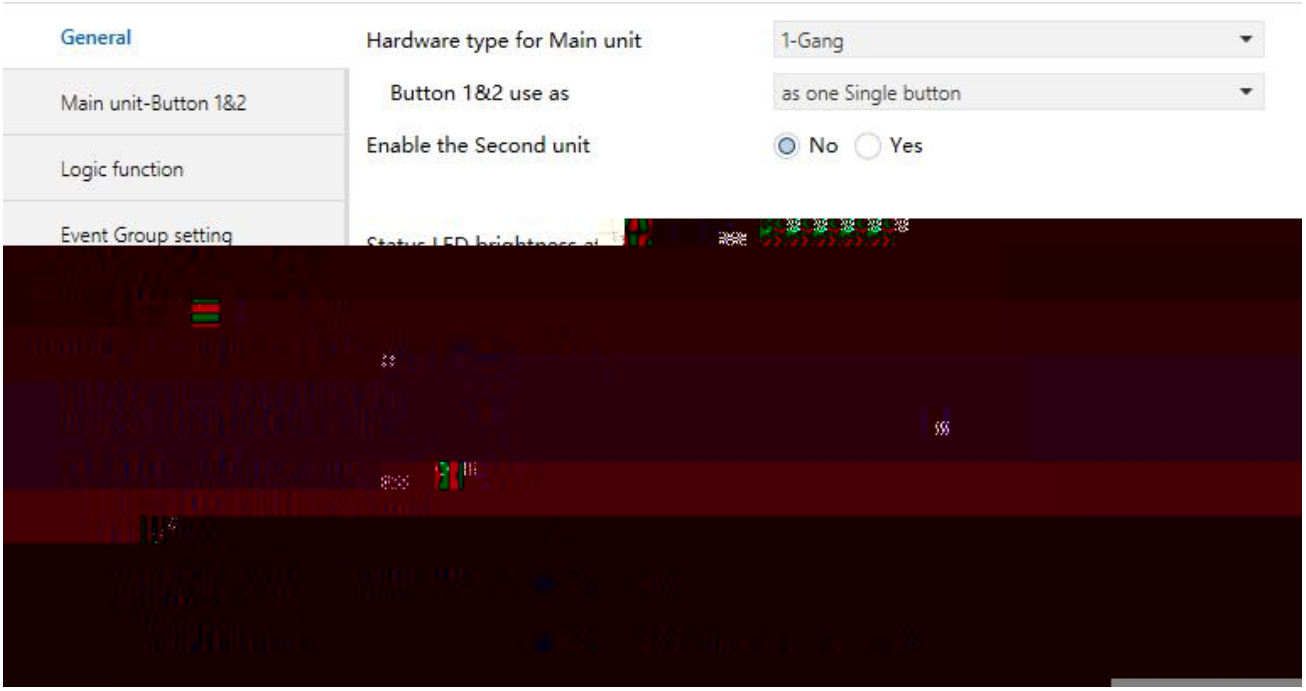
○ ○

○ ○

○ ○ LED LED

“ ”

“ ”



”Hardware type for Main unit”

”Button 1&2/3&4/5&6 use as”

4.2 4.3

/ 0

“Enable the Second unit”

“Enable the Third unit”

“Status LED brightness at day”

“Labelling LED brightness at day”

“LED brightness adjustment for Day/Night”

—— /

—— “ ”

—— “ ”

a

—— “ ”

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bell p

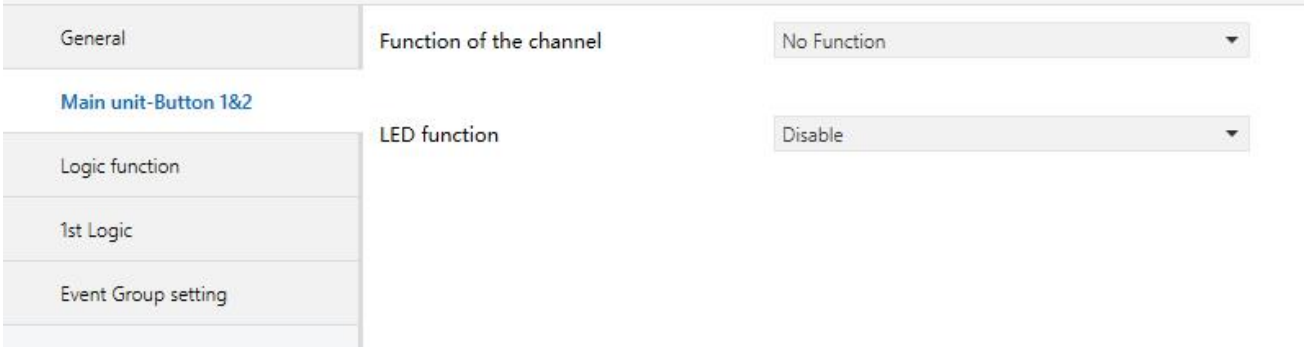
"Labelling LED brightness when no operation"

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

“ ”

“ ”

“ ”



“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"

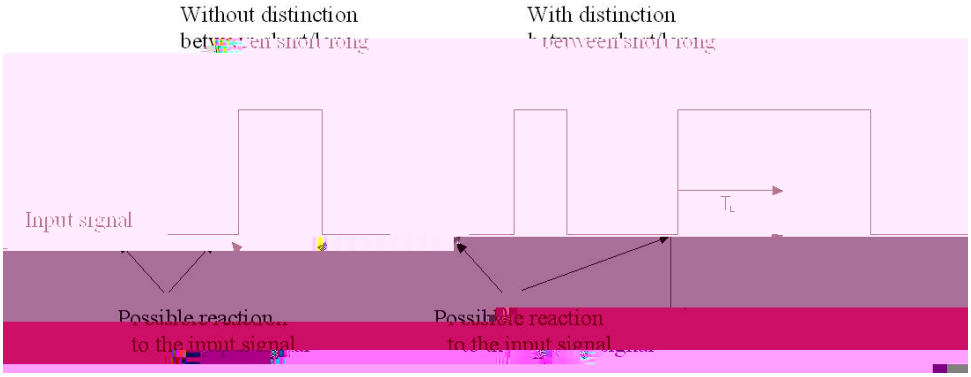
"If object value=threshold value, LED is"

“If object value>threshold value, LED is”

“When press the button, LED flashing time is”

“ ”

"Distinction between long and short operation"



"

"Disable function"

"

"

"Long operation after *0.1s "

“Reaction on short operation”

“Reaction on long operation”

“ TOGGLE ”

“Dimming mode”

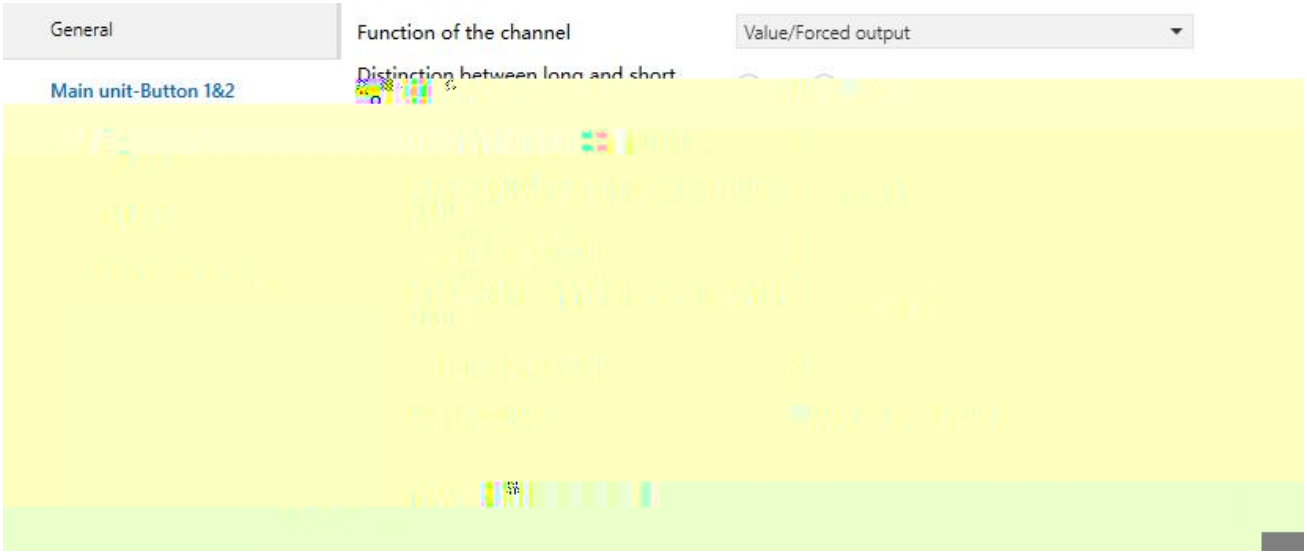
— —　　“Brightness change on every sent”

,

.....

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

“　　”



“Distinction between long and short operation”

– –　　“Long operation after　*0.1s　”

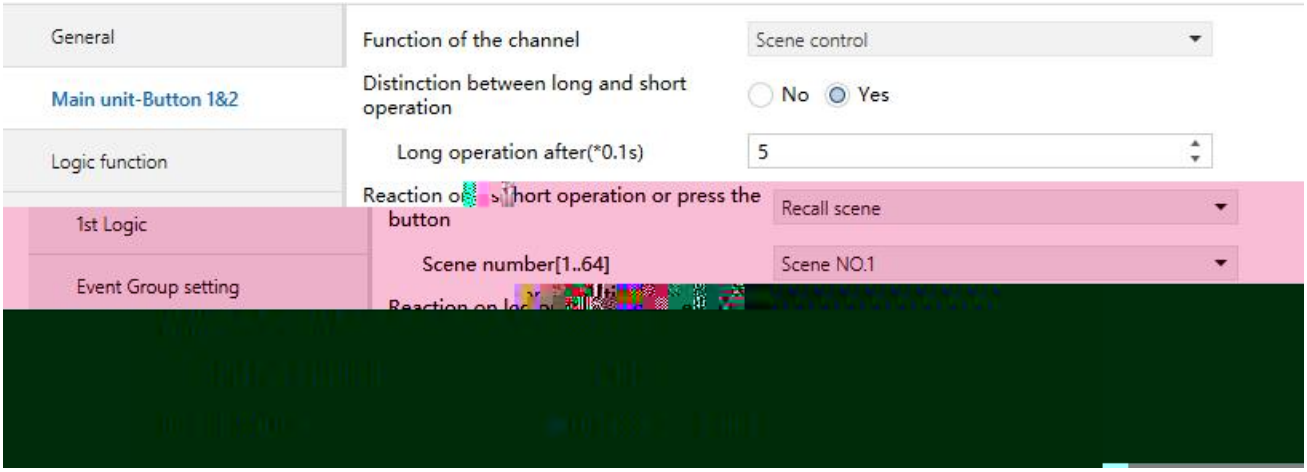
　　“Reaction on short operation or press the button”/ “Reaction on long operation or release the button”

……

…

– –　　“Output value[…]”

“　　”

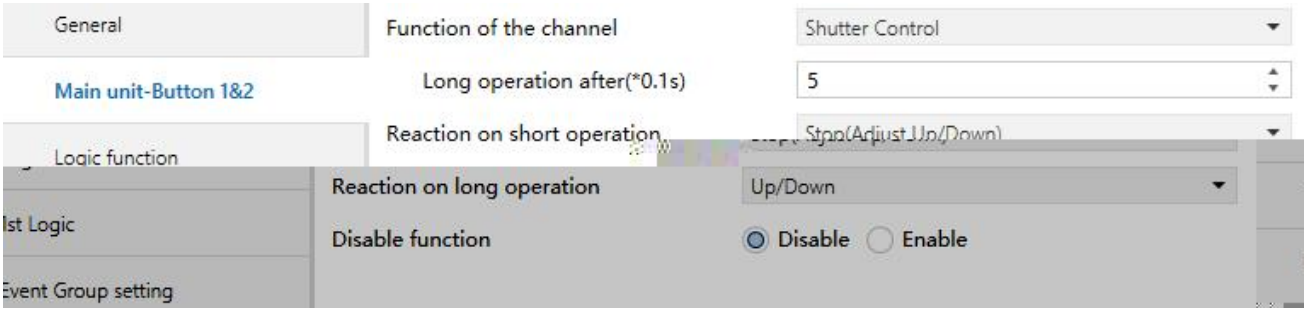


　　“Distinction between long and short operation”

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

“ ”

“ ”



“Long operation after *0.1s ”

“Reaction on short/long operation”

“ ”

“ ”


General

“

“Shift type”

“Value begin with”

“Value end with (must be larger than value begin with)”

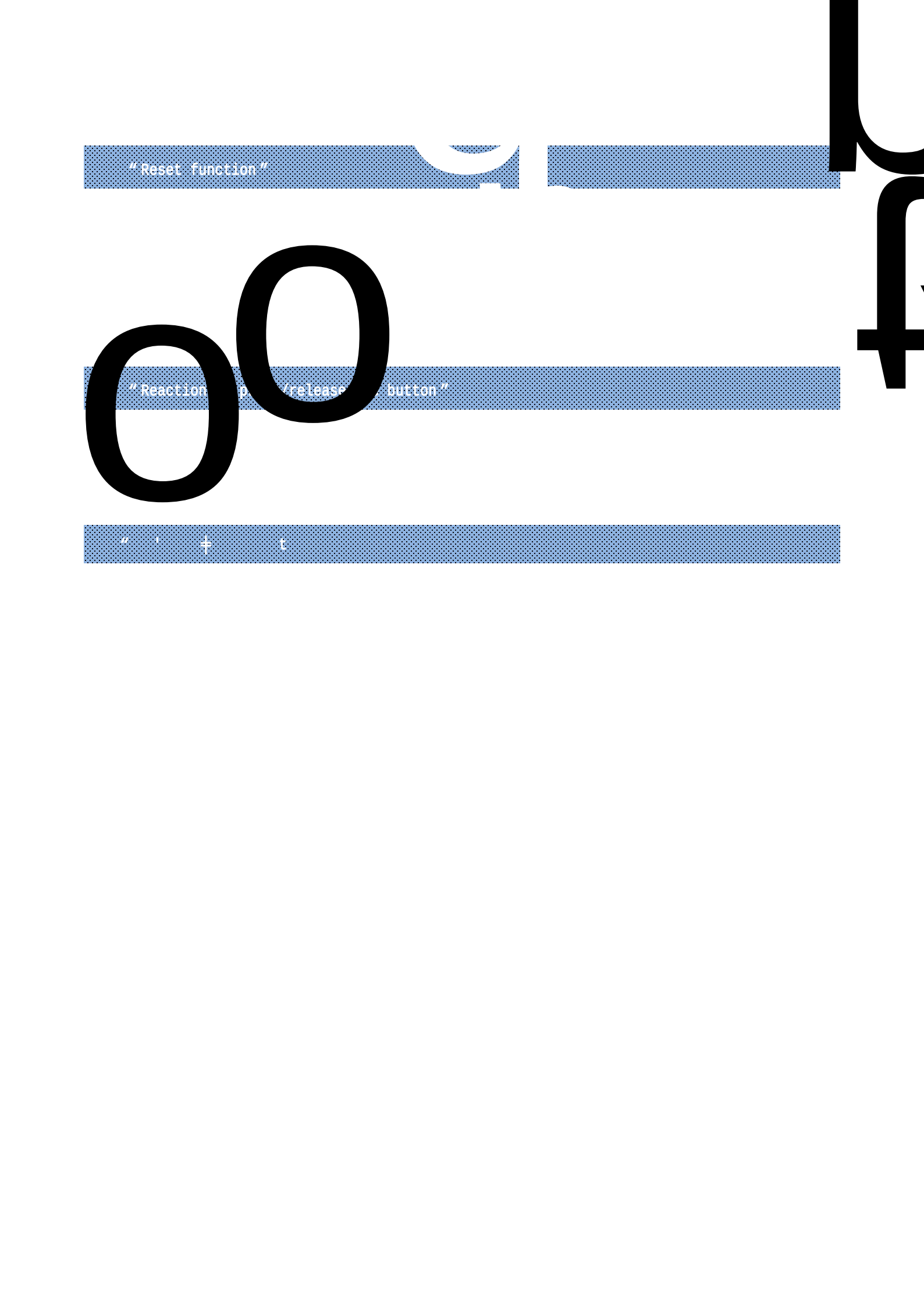
“Step size”

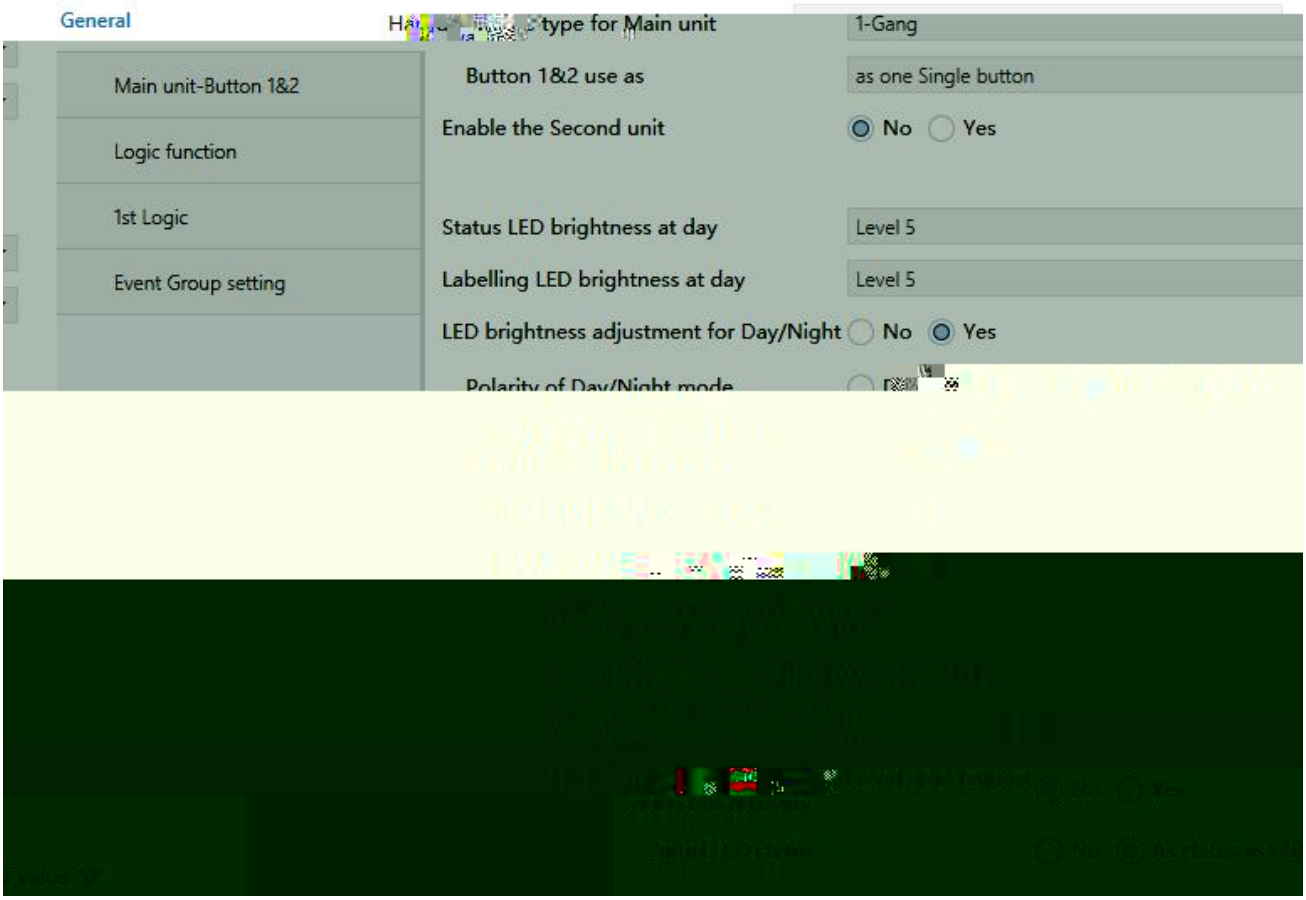
“Shift number”

“

“Value 1...10”

“Direction”


“Reset function”
“Reaction p /release button”
“ ' + t



“RGB strip type”

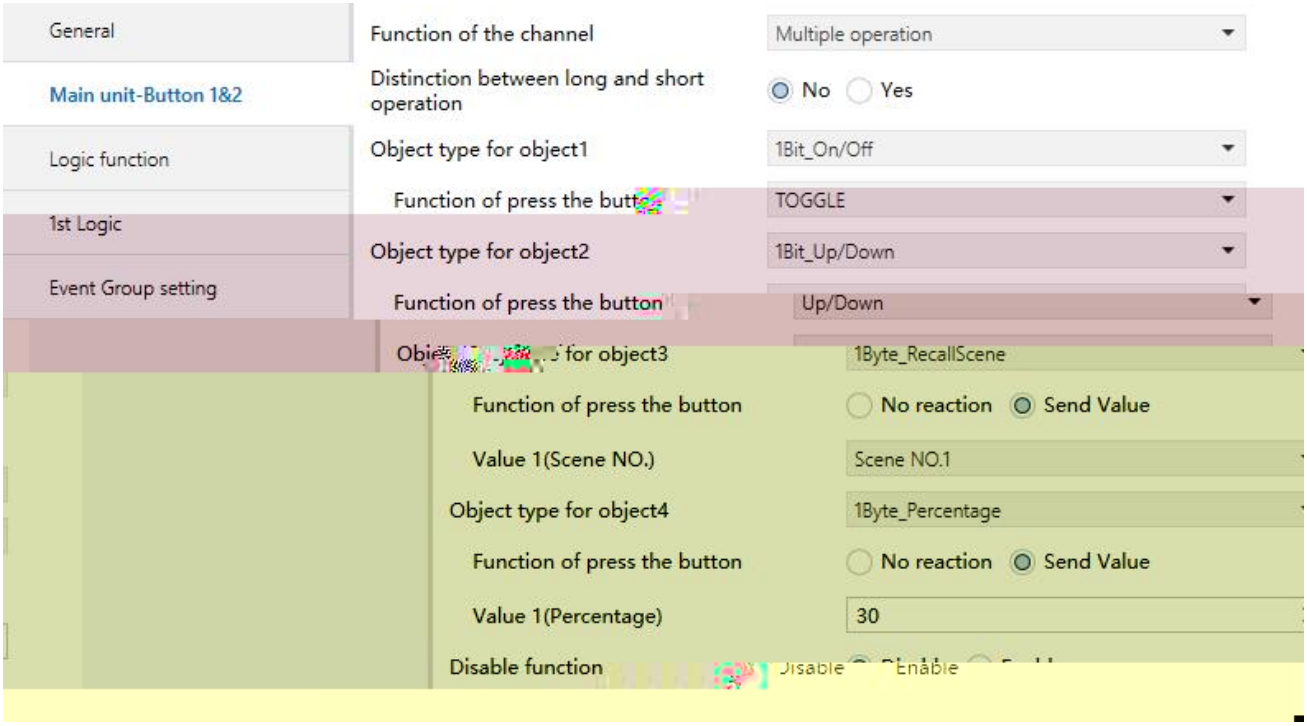
“Object type”

“Distinction between long and short operation”

“ ”

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

“ ”


General
Main unit-Button 1&2
Logic function
1st Logic
Event Group setting
Function of the channel
Multiple operation
Distinction between long and short operation
No
Yes
Object type for object1
1Bit_On/Off
Function of press the butt
TOGGLE
Object type for object2
1Bit_Up/Down
Function of press the button
Up/Down
Obje 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
Main unit-Button 1&2
Long operation after(*0.1s)
5
Object type for object1
1Bit_On/Off
Function of long operation
TOGGLE
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
Scene NO.2
Disable function
Disable
Enable

“Distinction between long and short operation”

——— “ ”

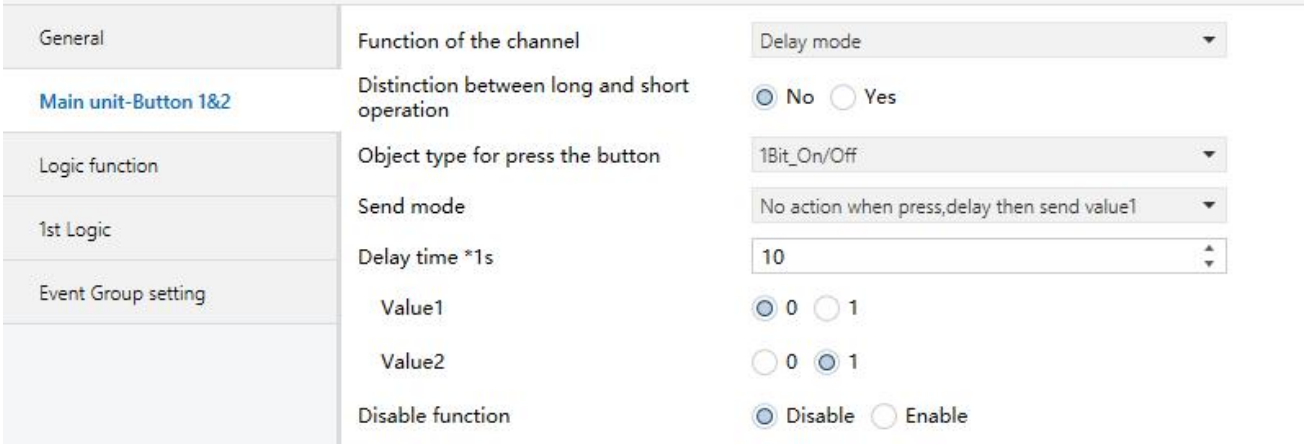
“Object type for object x(x=1..4)”

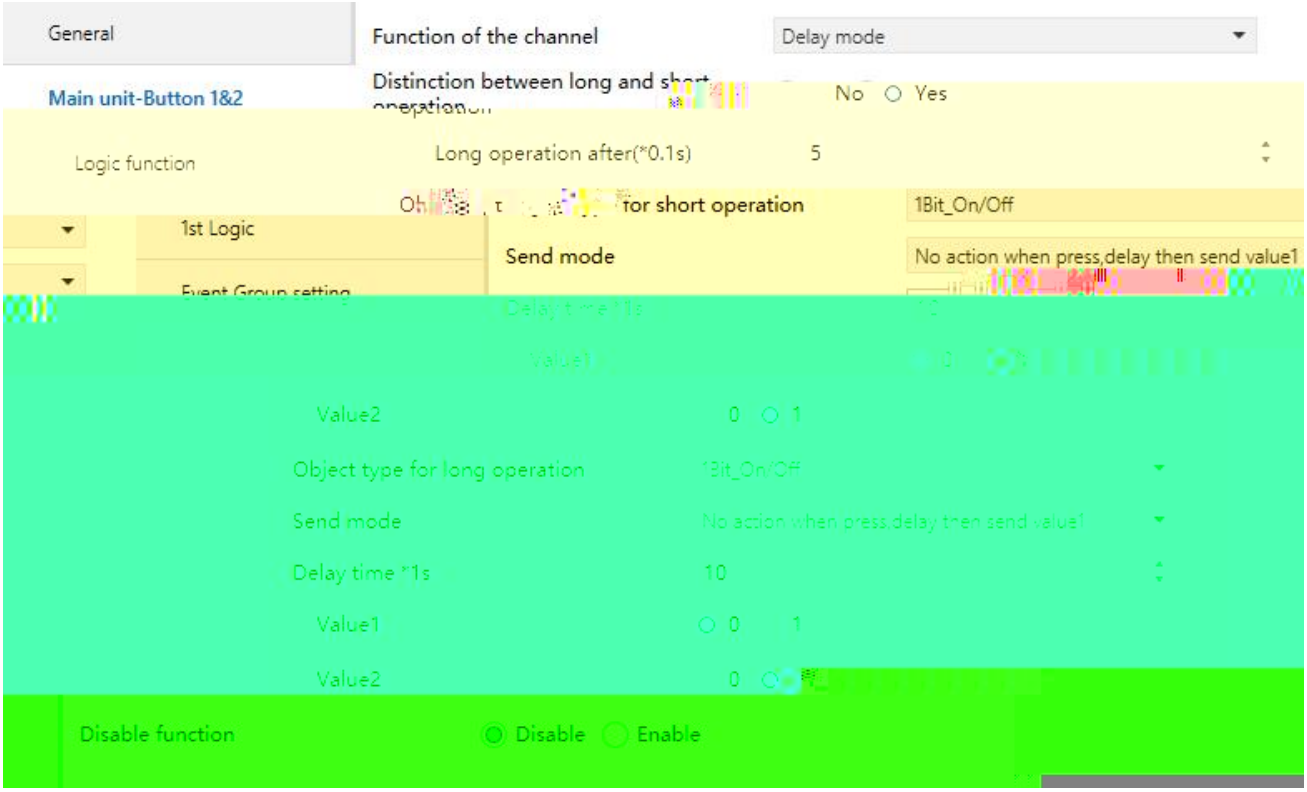
……

— — “Function of press the button/ Function of short operation/ Function of long operation”

— — “Value 1/2 ... ”

“ ”





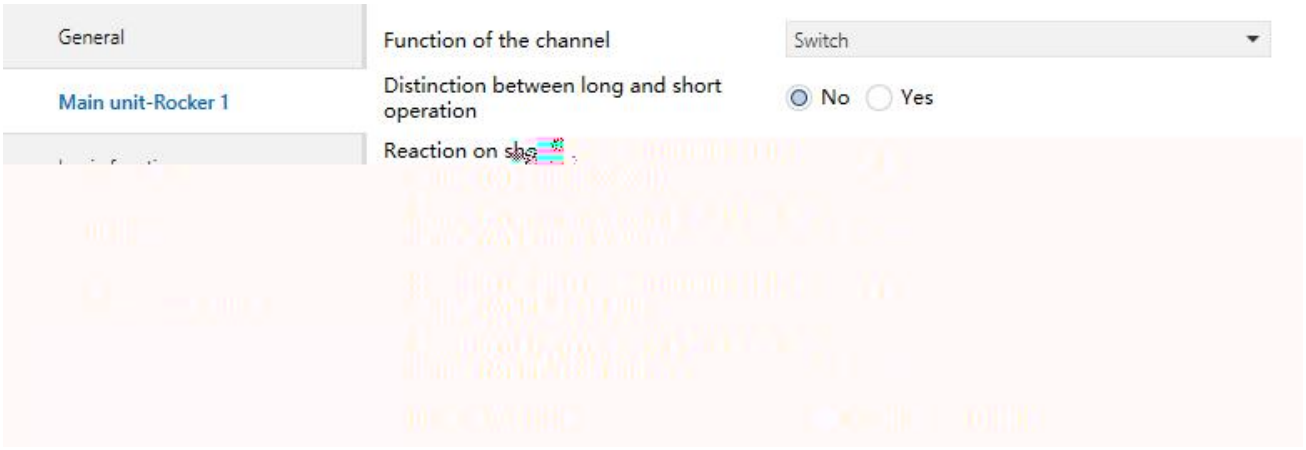
”Distinction between long and short operation”

— — “Long operation after *0.1s ”

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

— — “Send mode”

— — “Del d Ã



“Distinction between long and short operation”

“Long operation after *0.1s ”

“Reaction on m

“Long operation after *0.1s ”

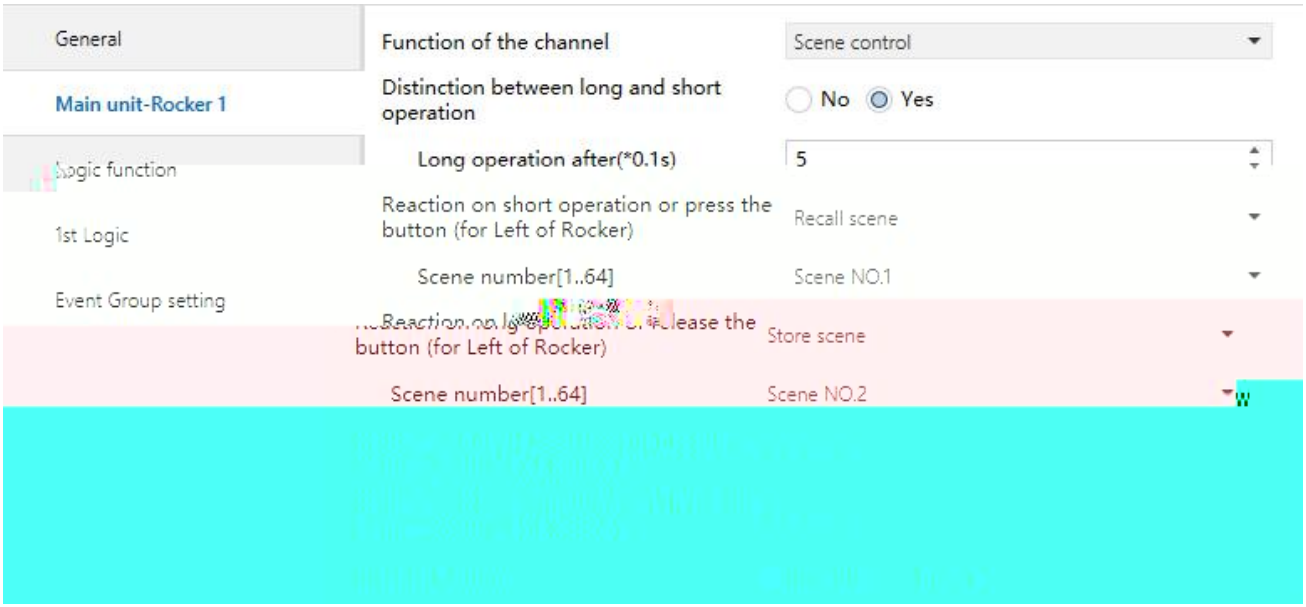
“Reaction on short operation for Left/Right of Rocker ”

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

“Brighter/Darker”

“Dimming mode”

……

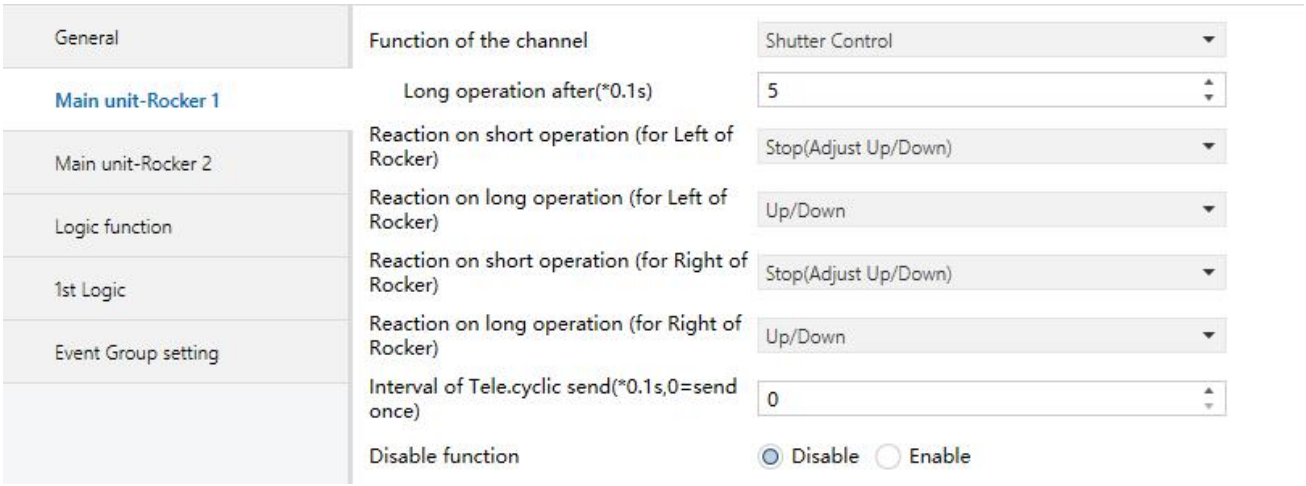


“Distinction between long and short operation”

— — “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]”

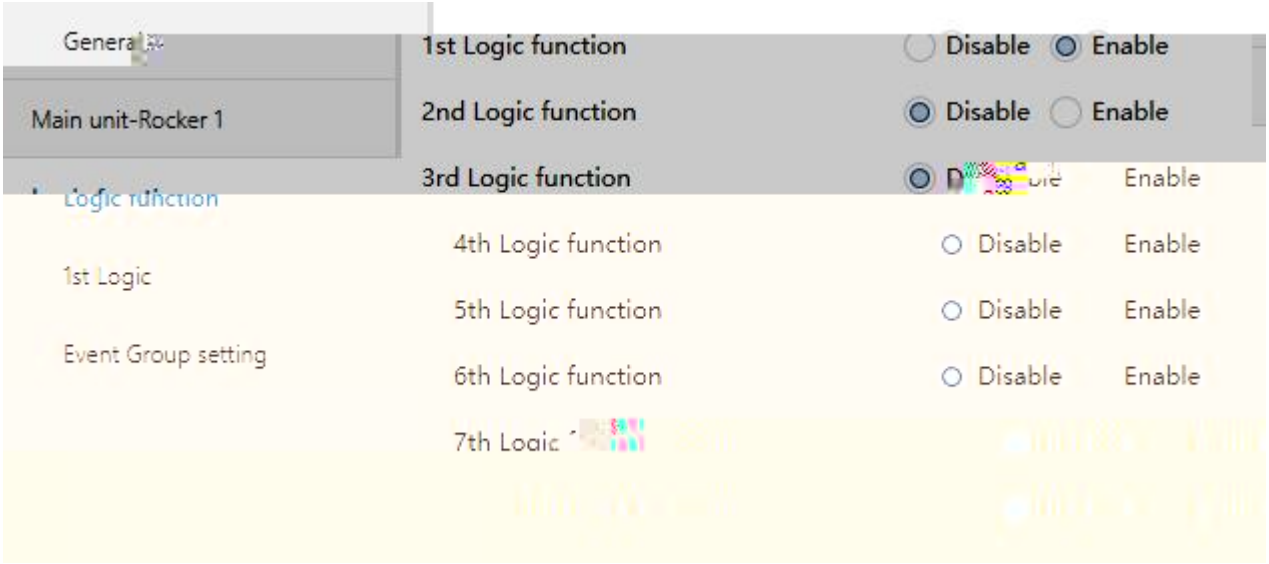


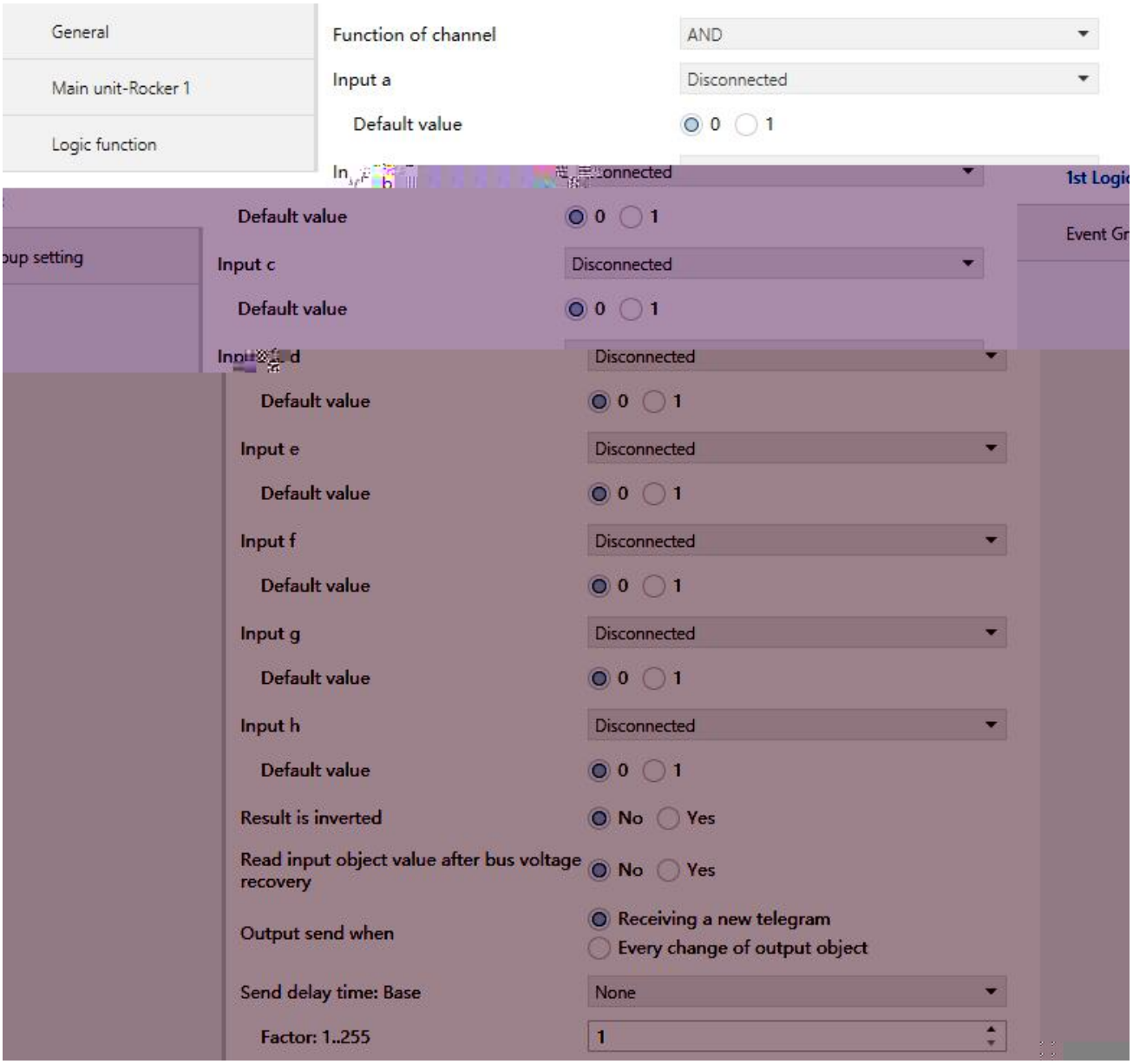
“Long operation after *0.1s ”

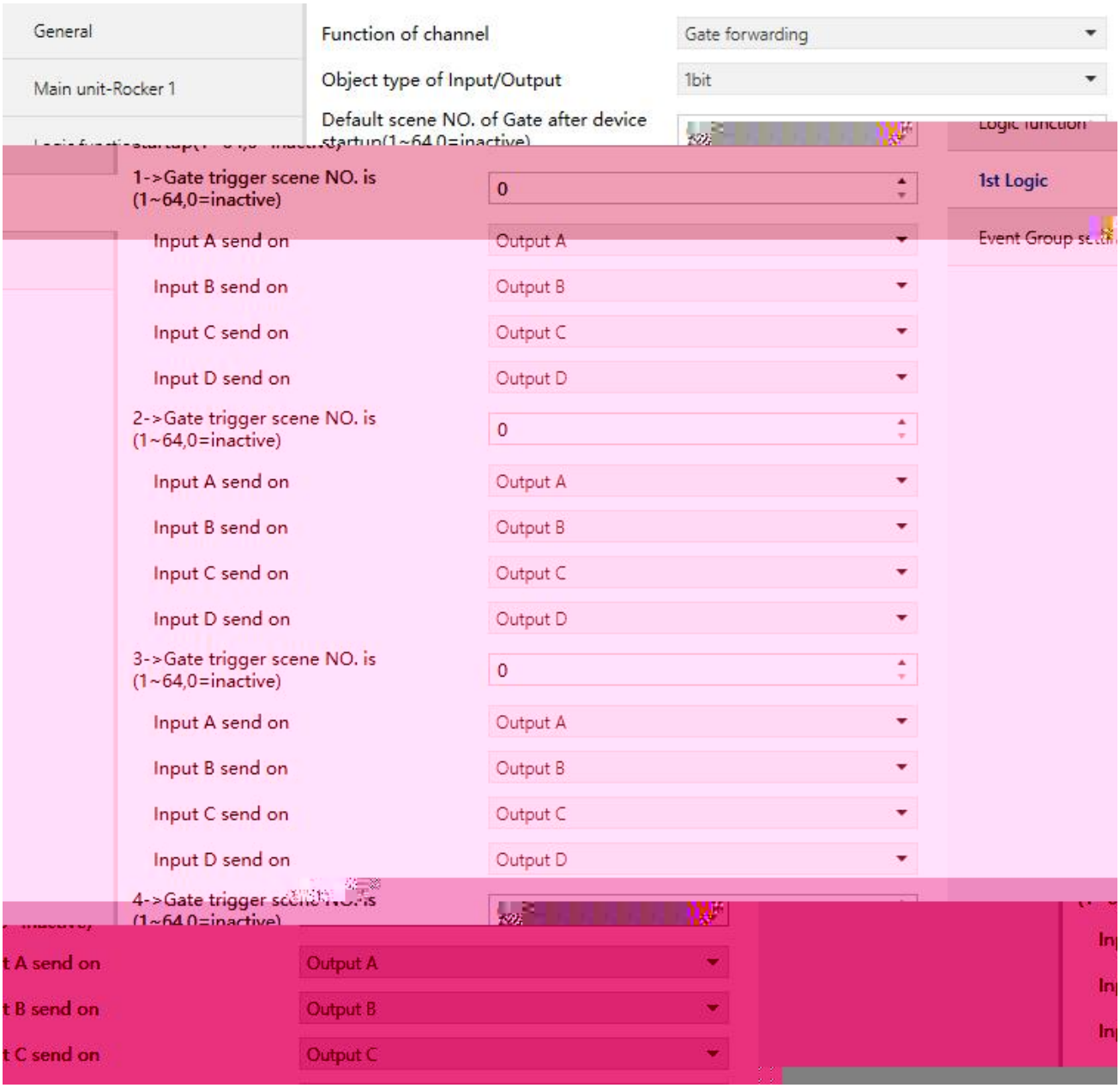
“Reaction on short/long operation for Left/Right of Rocker ”

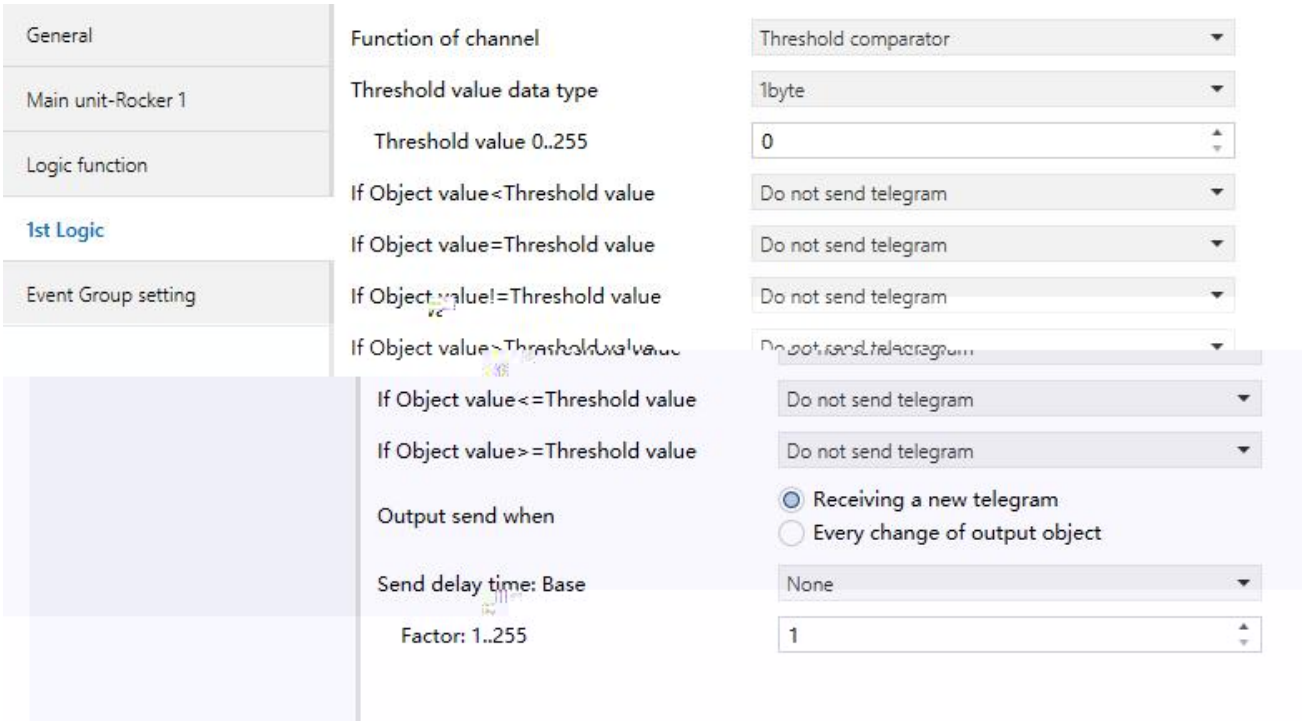
“Interval of Tele.cyclic send *0.1s 0 send once ”

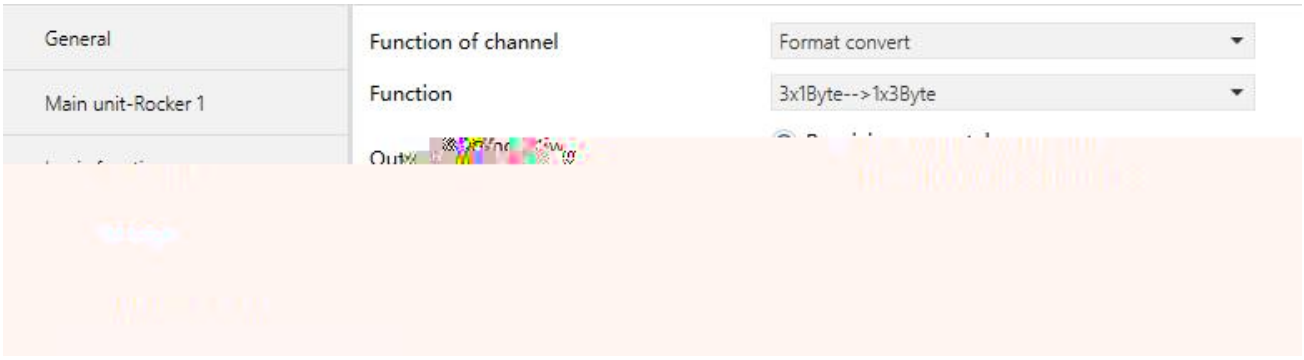
“ ”




General
Main unit-Rocker 1
Logic function
Function of channel
AND
Input a
Disconnected
Default value
0
1
Disconnected
1st Logic
Default value
0
1
Event Gr
oup setting
Input c
Disconnected
Default value
0
1
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
None
Factor: 1..255
1


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





“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)

____ “ ”

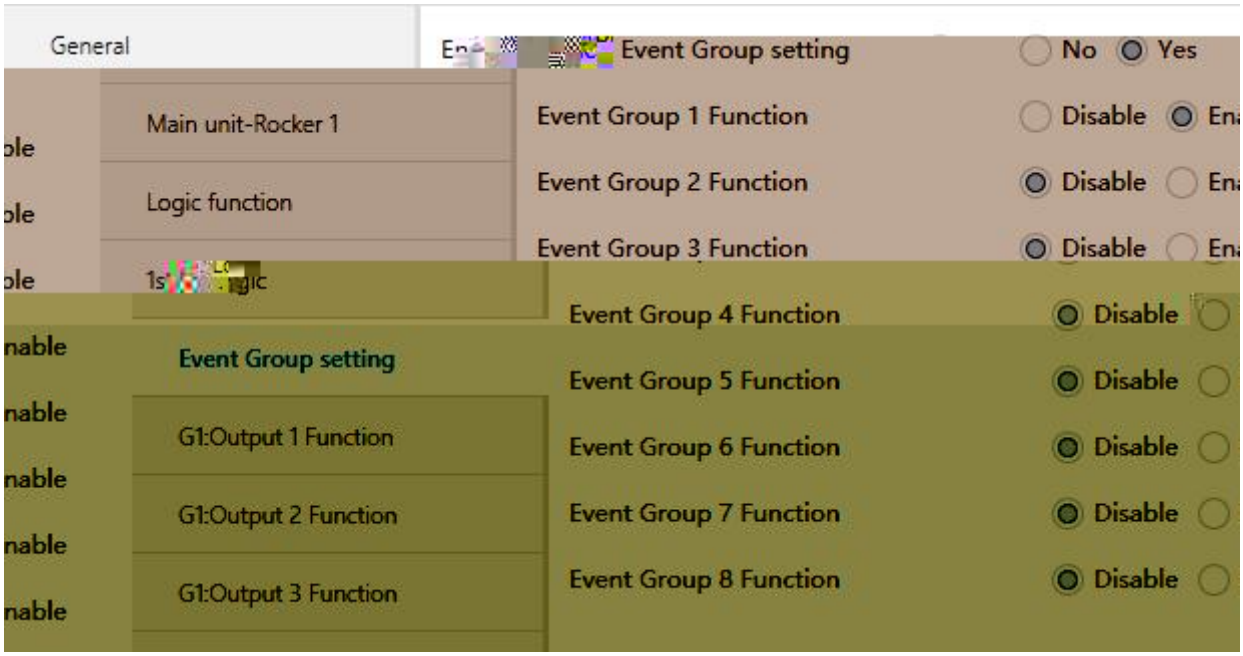
```
"Threshold value data type"
```

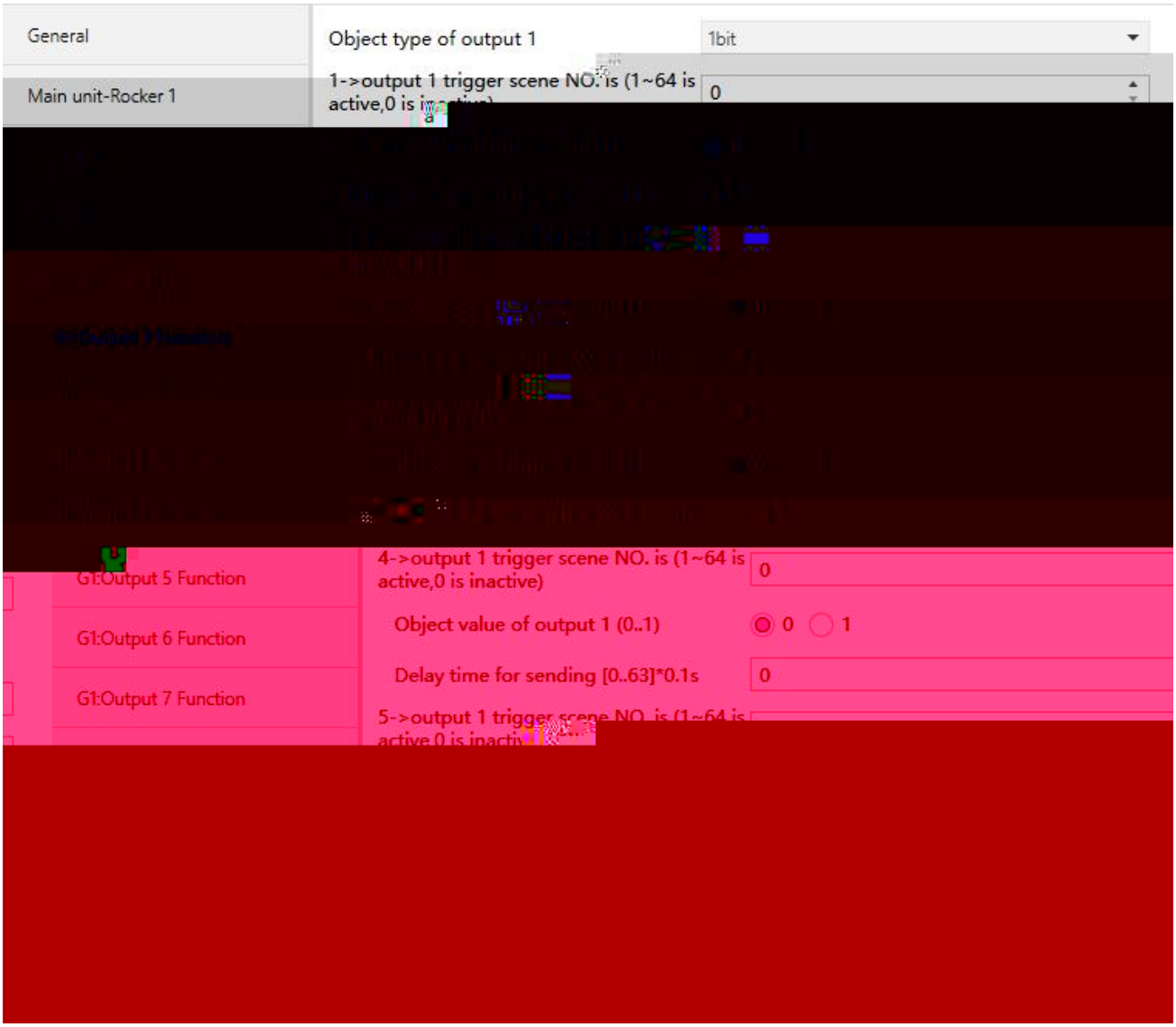
```
"Threshold value"
```

```
"Output s
```

"Output send when"

“ ”





"Enable Event Group setting"

"Event Group x Function x:1~8 "

```
“Object type of output y (y:1~8)”
```

```
“z->Output y trigger scene NO. 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"
```

“C” “W”

“R” “T” “U”

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	[illegible]			[illegible]	[illegible]						
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

Number	Name	Object Function	Description	Gr	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

Nu[illegible]												
											switch control	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/Press,Scene			1 byte	C	-	-	T	-		Low
12	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	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	[illegible]			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
[illegible]												

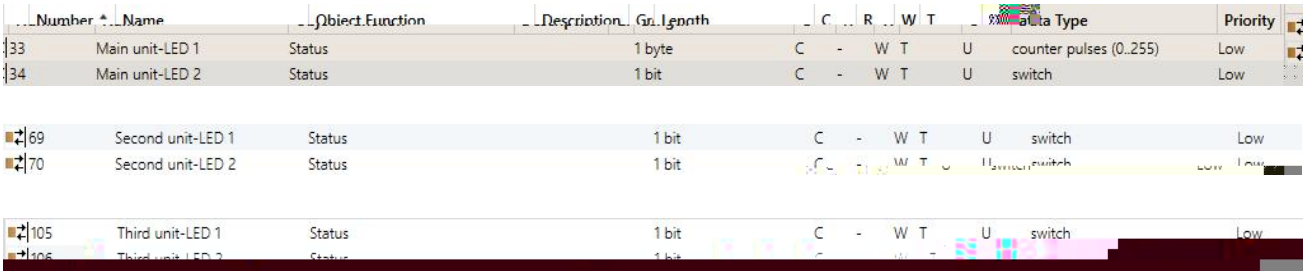
Number	Name	Object Function	Description	Gr	Length	C	R	W	T	U	Data Type	P
[illegible]												
11	Main unit-Button 1&2	Short,Delay mode			1 bit	C	-	-	T	-	switch	Lo
12	Main unit-Button 1&2	Long,Delay mode			1 bit	C	-	-	T	-	switch	Lo
15	Main unit-Button 1&2	Disable			1 bit	C	-	W	-	-	enable	Lo

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

	“	”		“	”
	___	___			

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
106	Third unit-LED 2	Status		1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Description	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	
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

“ ”

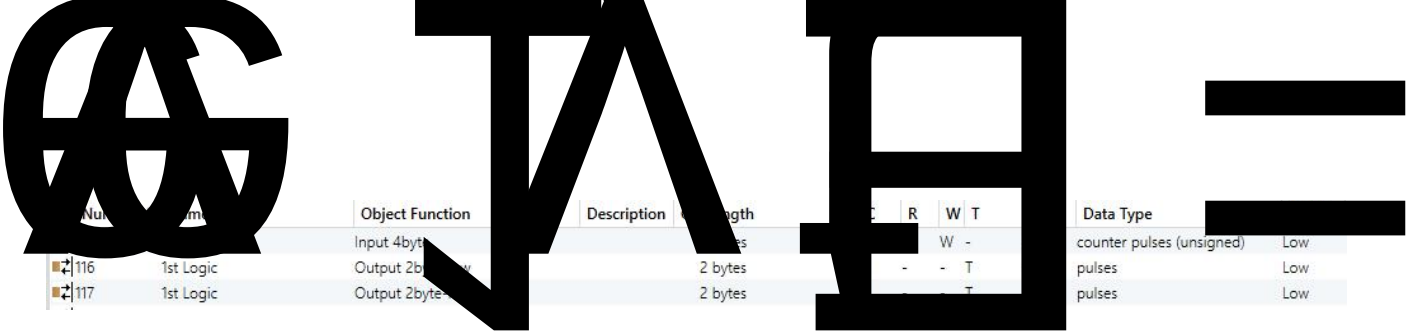
Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte		1 byte	C	-	W	-	U	counter pulses (0..255)	Low
117	1st Logic	Output 2byte		2 bytes	C	-	-	T	-	pulses	Low

Number	Name	Object Function	Description	Length	C	R	W	T	U	Data Type	Priority
109	1st Logic	Input 1byte-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	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

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
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-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



Nu	me	Object Function	Description	ngth	C	R	W	T	Data Type	
		Input 4byt		es			W	-	counter pulses (unsigned)	Low
116	1st Logic	Output 2b		2 bytes		-	-	T	pulses	Low
117	1st Logic	Output 2byte		2 bytes				T	pulses	Low

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6 6 6 6


Number
Name
Object Function
