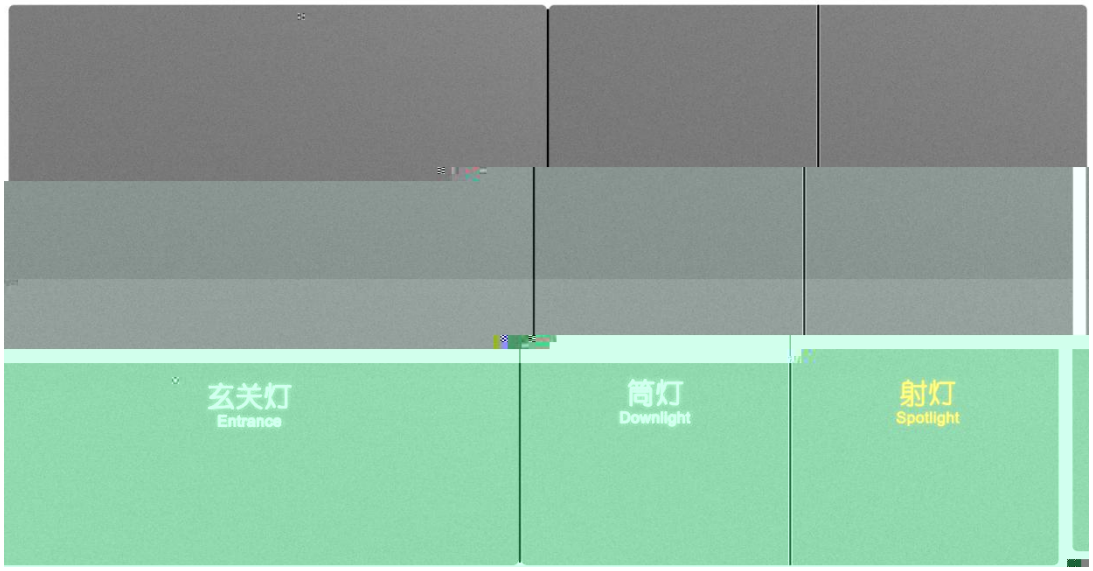
K-BUS

86

P B S _V1.2

CHKPT-01/0 .1.03

=1 2 3 4 6



KNX/EIB

注意事项

2、不要将设备摔落在地上或使之受到强力冲击；

3、不要使用湿布或具挥发性的试剂擦拭设备；

3.1 4
3.2 5
3.3 6
3.4 7
..... 8
ETS 9
5.1 G a 9
5.2 13
5.2.1 B /R X 14
5.2.2.1 S .....! 15
5.2.2.2 S /D ! 17
5.2.2.3 Va /F 20
5.2.2.4 S 21
5.2.2.5 S .:::::..... 23
5.2.2.6 S 24
5.2.2.5!.....

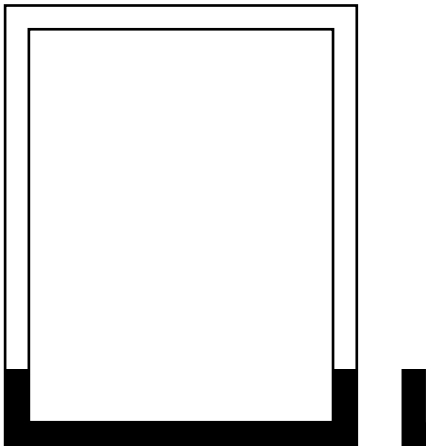
5.6 E G 55
..... 58
6.1 G a 58
6.2 B /R X 58
6.3 LED 64
6.4 65
6.4.1 AND/OR//XOR 65
6.4.2 Ga a ! 66
6.4.3 T a a 67
6.4.3 F a 67
6.5 70

-
-
-
- **LED**

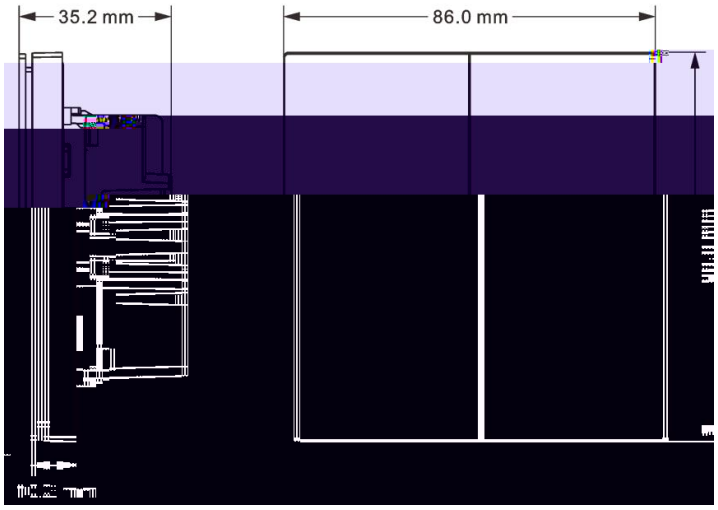
!

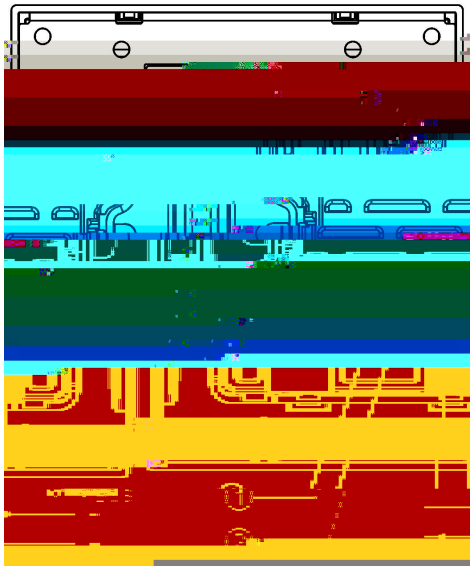
k

GVS



3.1

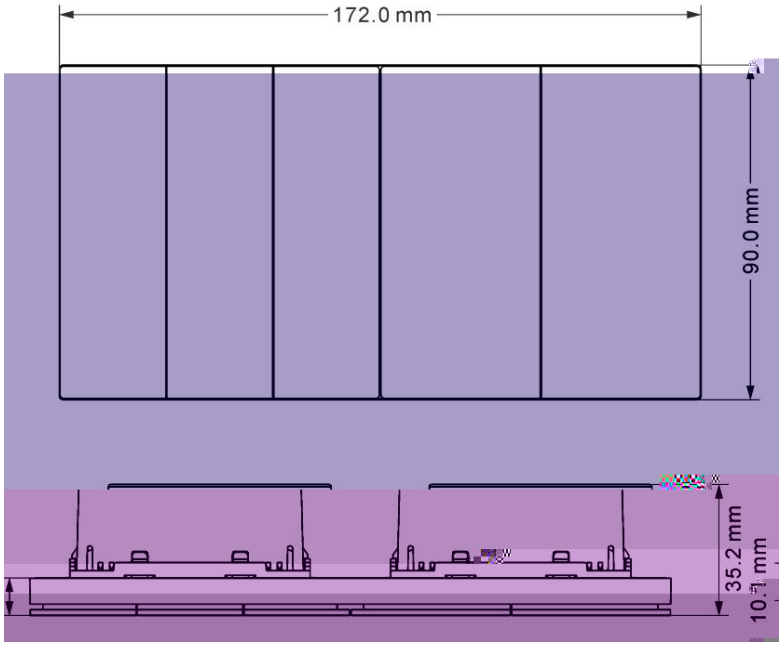


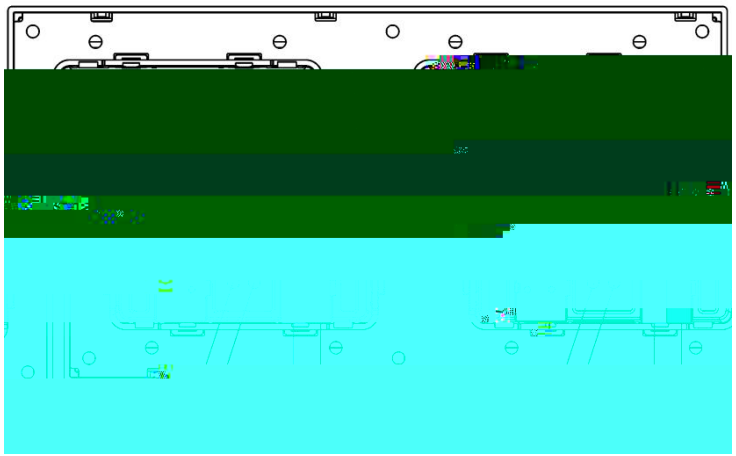


F

F

3.2





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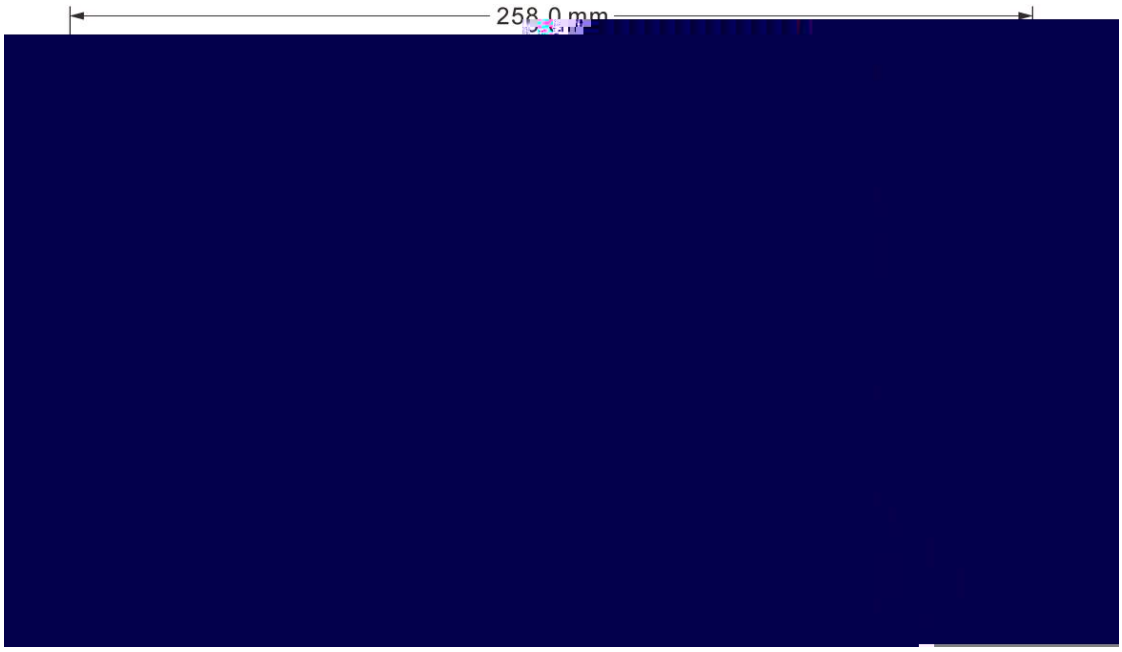
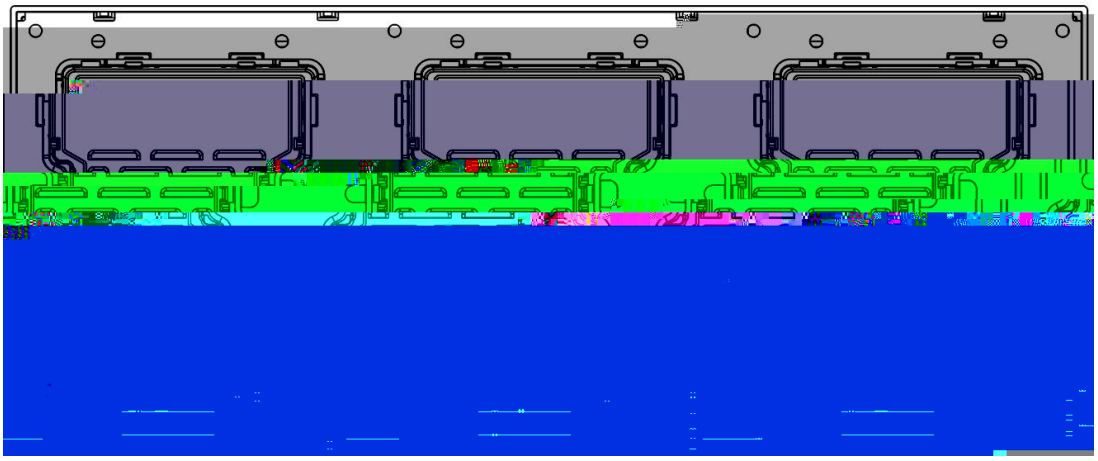
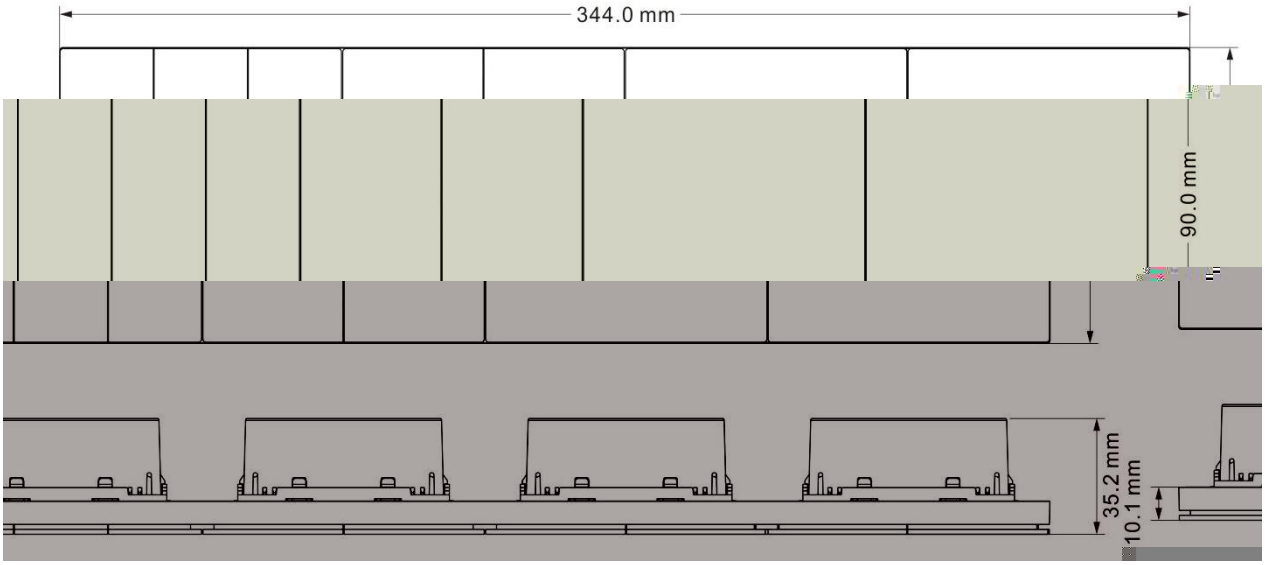




F ϟ ϯ

F ϟ ϯ

3.4



F ϰ ϯ ш

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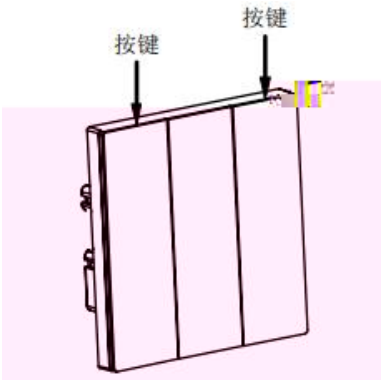
<td> 
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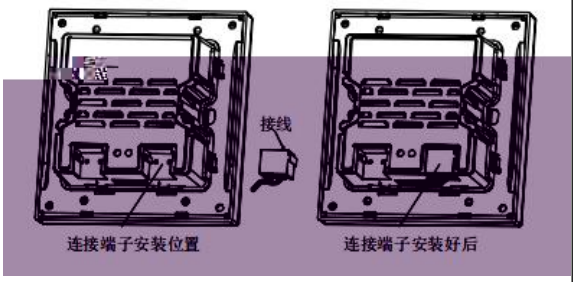
<td> 
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<tr>
<td>k</td>
<td>k
k k</td>
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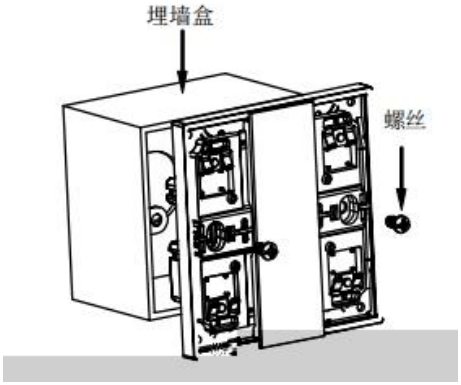
<td> 
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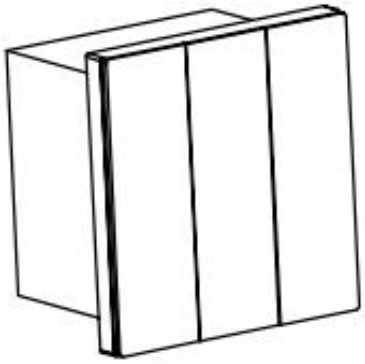
<td>  </td>
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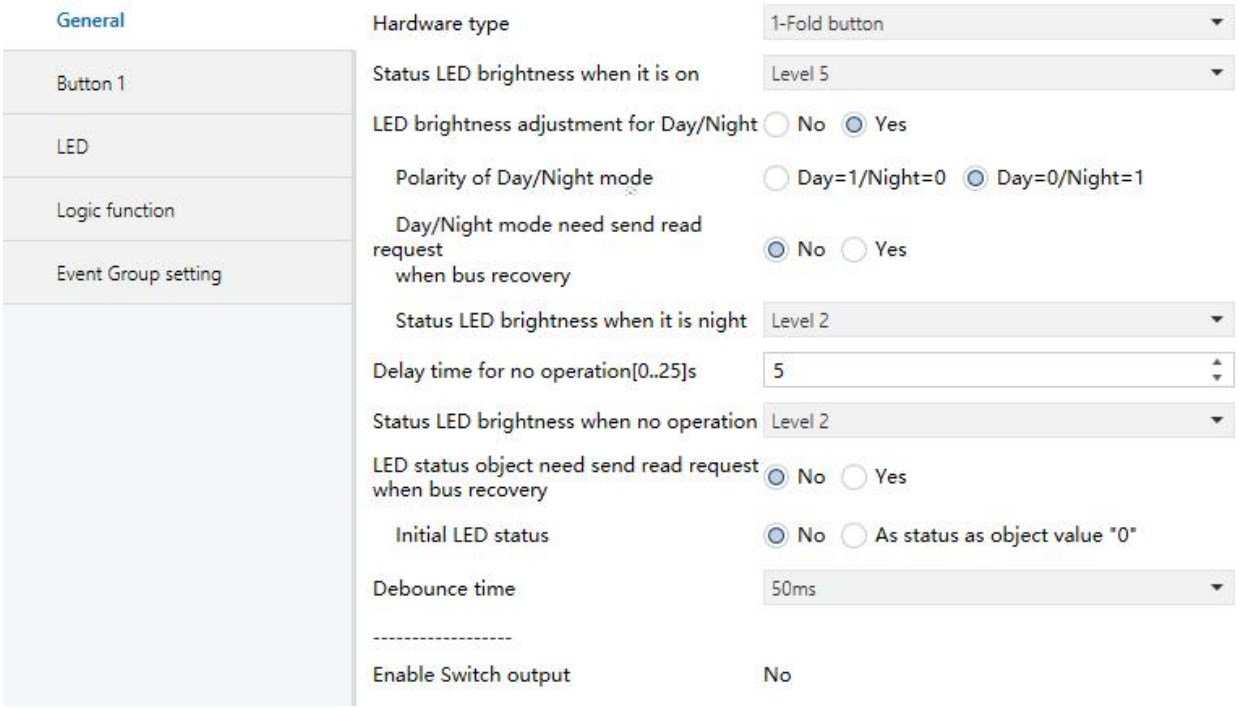
ETS

5.1 G a

k k

k



Ha a !

k

1-F b

2-F b

3-F b

4-F b (2)

6-F b (3)

B 1&2/3&4/5&6 a

k

k

I

L

k

k

/ 0 k

S a LED b !

k

L 1

L 2

L 3

L 4

L 5

k

LED b a Da /N

k

N

Y

k

k

k

P a Da /N

Da =1/N =0

Da =0/N =1

k

k

Da /N a b !

k

Y

N

k

k

k

S a LED b !

k

OFF

L 1

L 2

L 3

L 4

L 5

k

D a a [0..25]

k **0..25**

S a LED b a !

k

OFF

L 1

L 2

L 3

L 4

L 5

k

LED a b a b !

k

N

Y

k k

I a LED a

N

A a a b a 0

k

k

D b

k

10

20

30

50

70

100

150

E ab S N

k

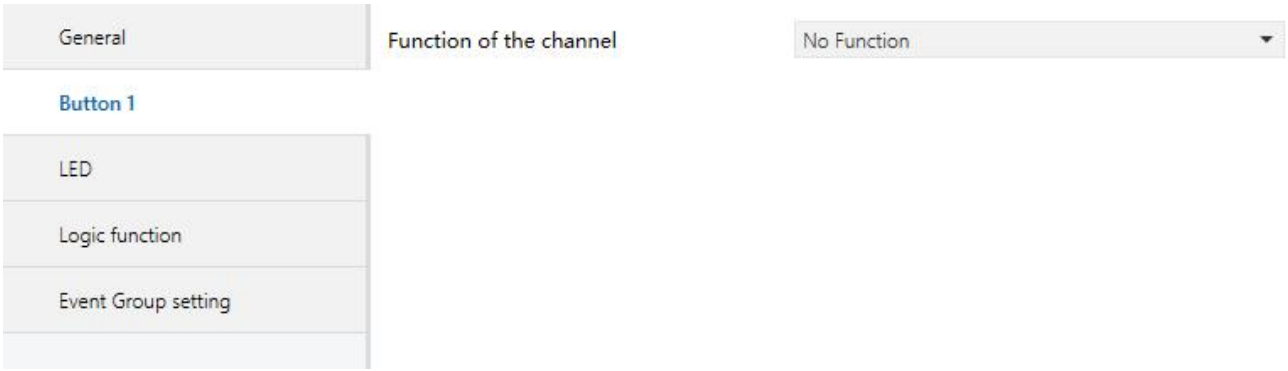
5.2

k

k

5.2.1 B /R X

k



F a

N

S !

S /D !

Va /F /

S

S

S

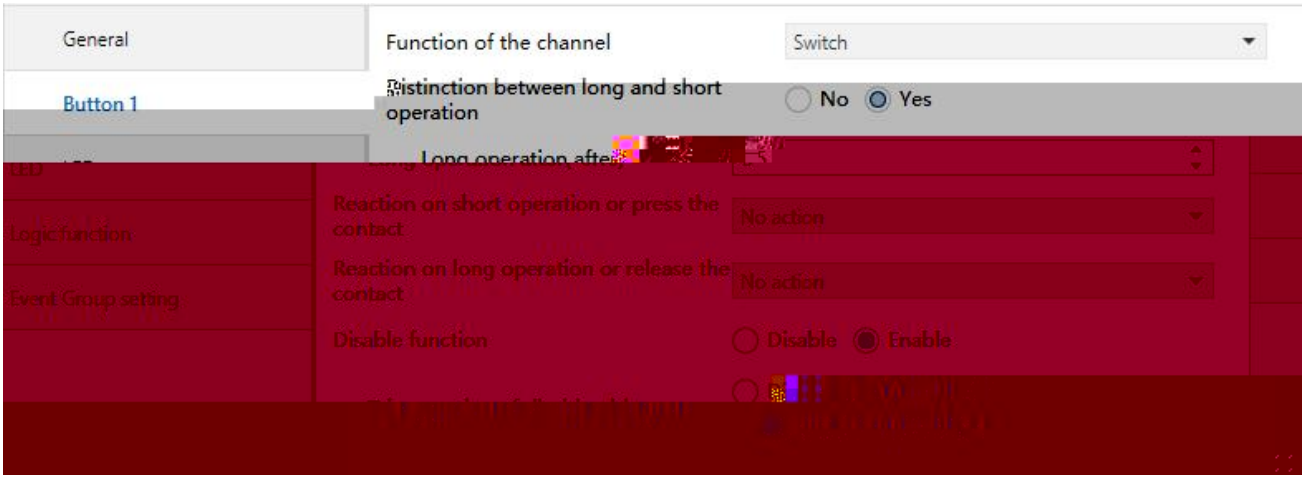
RGB **RGB**

M **a**

D a

5.2.2.1 S !

k

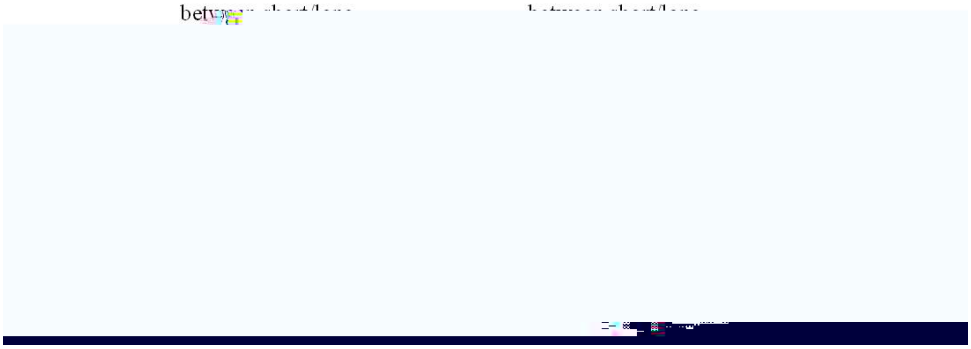


□ □ □ □

D

Without distinction

With distinction



Y

N

k

L a a (*0.1)

k

k **3..25**

R a a a /R a a a

a

k k

N a

OFF

ON

TOGGLE

k

k

D ab

k

D ab

E ab

k k

k

’ ’ T a ab b

k

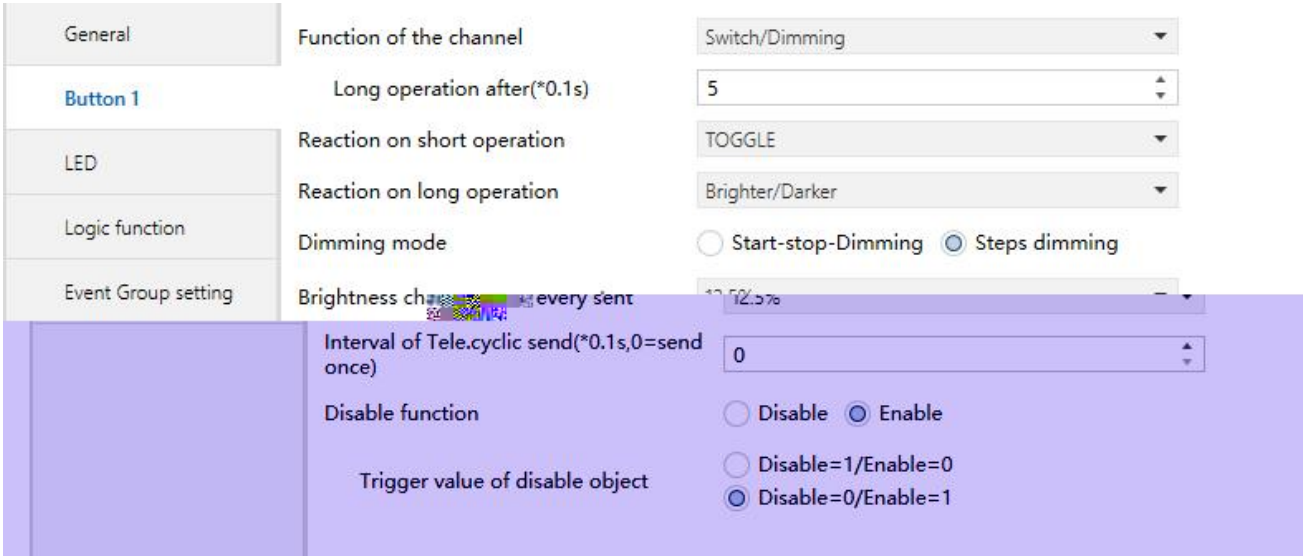
D ab =1/E ab =0

D ab =0/E ab =1

k

5.2.2.2 S /D !

k



L a a *0.1

k

k **3..25**

R a a

N a

ON

OFF

TOGGLE

k

k

k

k

R a a

k

N a

B

Da

B /Da

k

k

k

k

TOGGLE

k

k

D

k

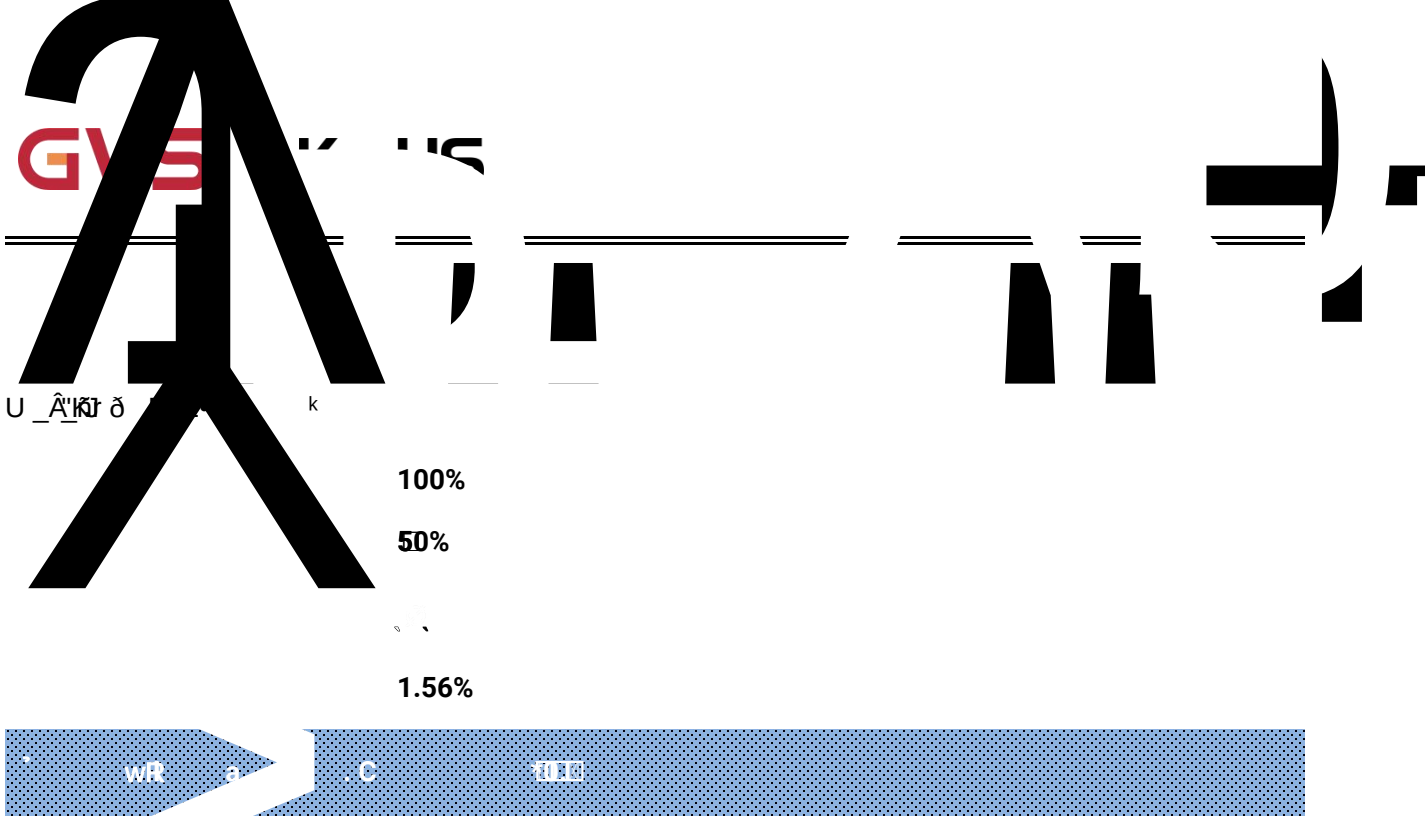
S a - D

S

k k

k

` B a



100%

50%

1.56%

k

Y

N

` L a a *0.1

k

k **3..25**

R a a b / R a a a
b

k

N a

1b a [0...1]

` `

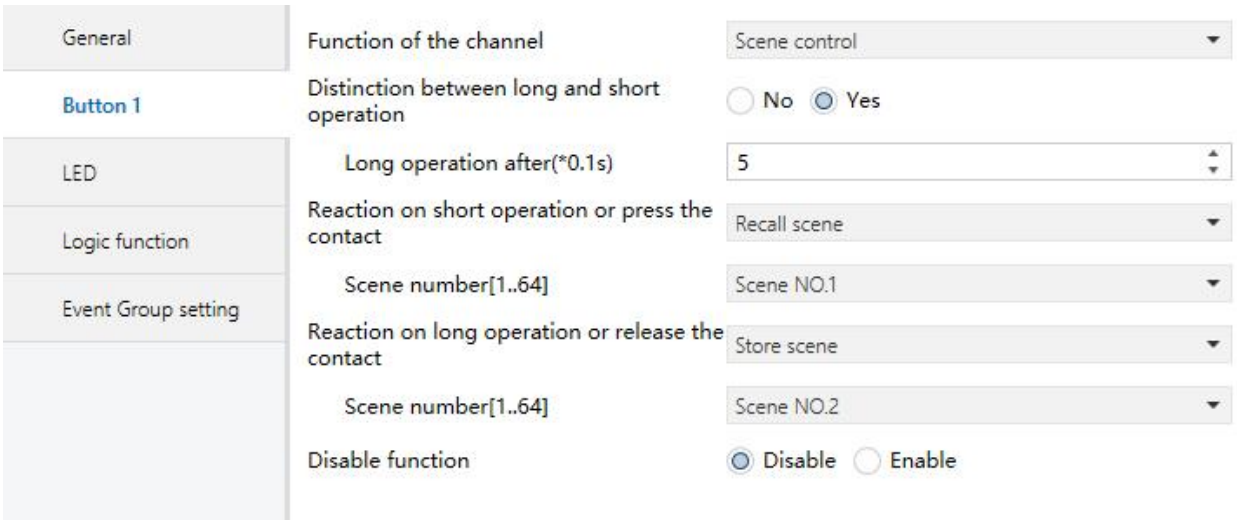
2 b a [0 65535]

` O a [ ]

k k

5.2.2.4 S

k



D b a l a

k

k

N

Y

L a a (*0.1)

k

k **3..25**

R a a b / R a a a b

k

N a

R a

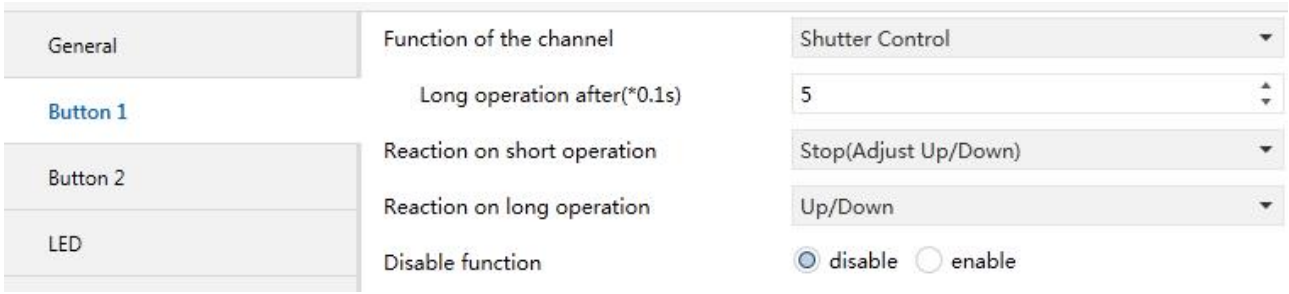
S

S b [1..64]

S NO.1 64 0 63 k

5.2.2.5 S

k



L a a *0.1

k

k 3..25 k

R a / a

N a

U

D !

U /D !

S (A U)

S (A D) !

S (A U /D) !

k

k

k

k

k

k

k

l a T . C *0.1 0

k

0..25 0 k

5.2.2.6 S

k

S

k

S LM b a

S a !

k

□ □ □ □ □

□ □ □ □ □ □ k

a b b !

k 1...250 k

k

S

k 0...240 k

S b

k 1/2/.../10 k

k

Va 1...10

k 0..255 k

D

k

F !

F !

k

k

R

k

D ab

E ab b a

k

R a / a b

k

N a

S a

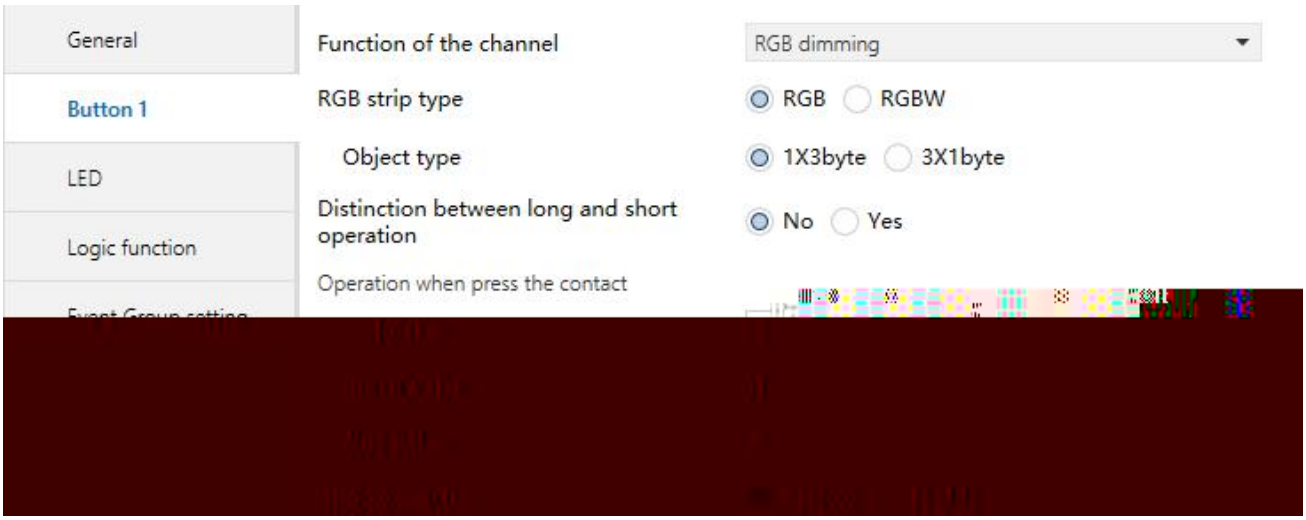
L a a *0.1

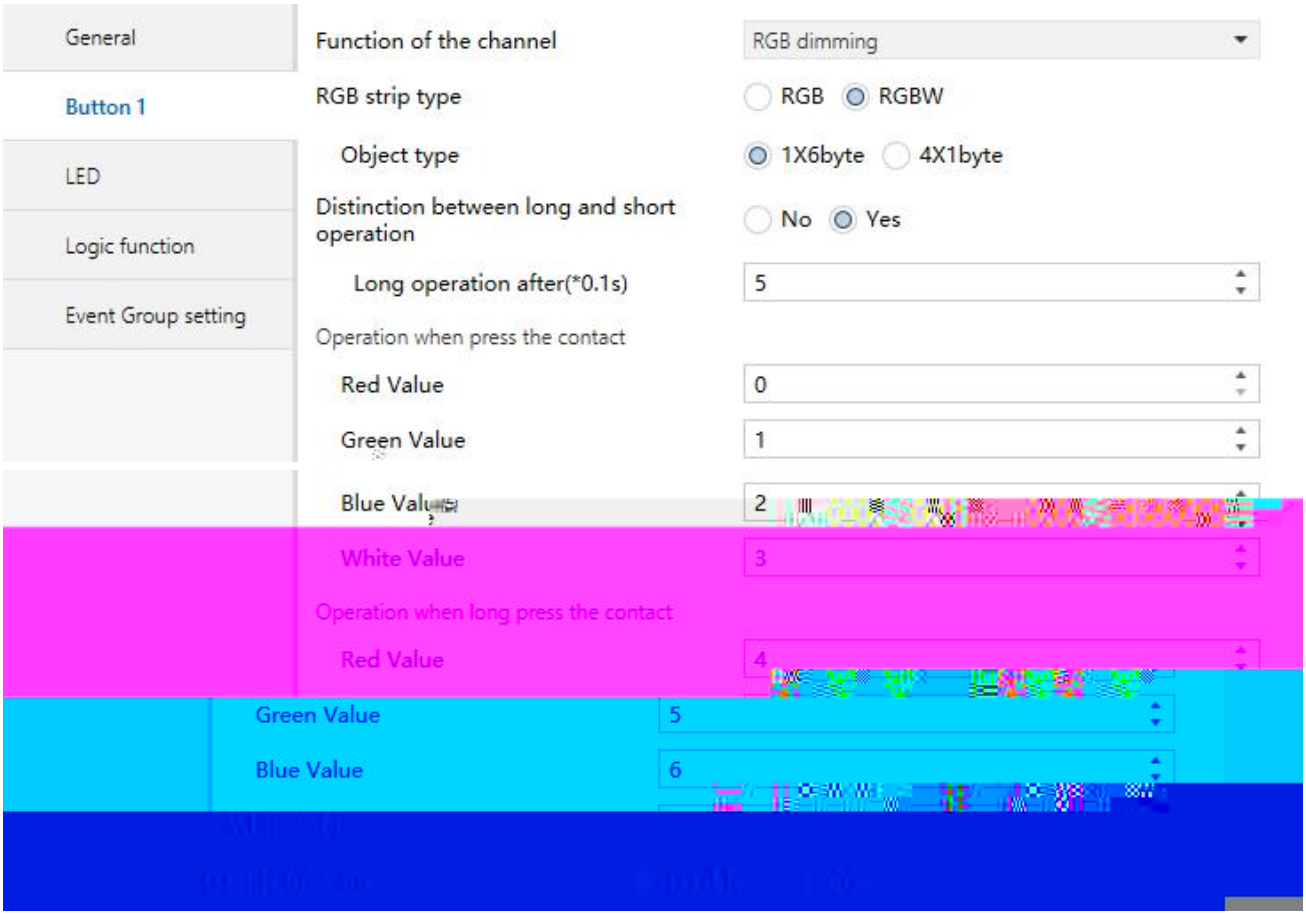
k

k **3..25** k

5.2.2.7 RGB

k


General
Button 1
LED
Logic function
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 contact


General
Button 1
LED
Logic function
Event Group setting
Function of the channel
RGB dimming
RGB strip type
RGB
RGBW
Object type
1X6byte
4X1byte
Distinction between long and short operation
No
Yes
Long operation after(*0.1s)
5
Operation when press the contact
Red Value
0
Green Value
1
Blue Value
2
White Value
3
Operation when long press the contact
Red Value
4
Green Value
5
Blue Value
6

RGB

RGB

RGBW

k

k

Ob

k

1 3b

3 1b

1 6b

4 1b

D b a ! a

k

k

Y

N

L a a *0.1

k

k **3..25** k

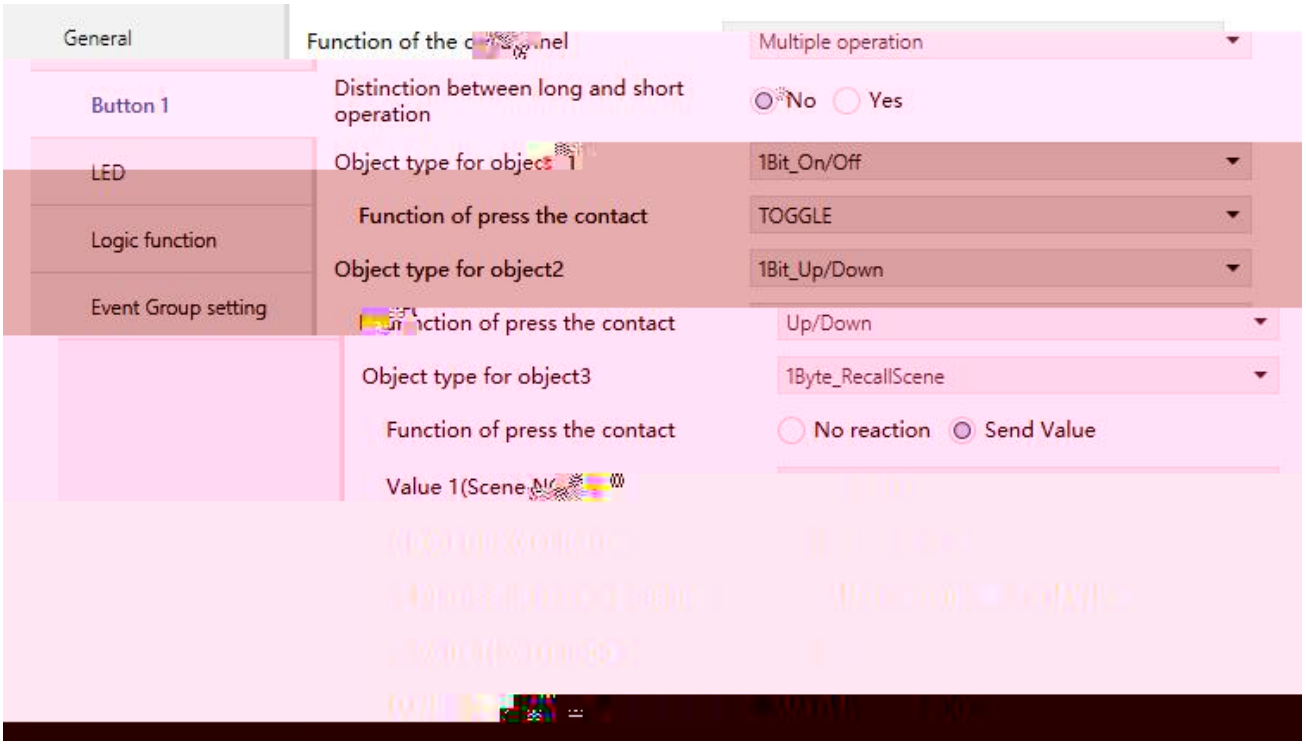
O a / ! b R / G /B /W Va (0..255)

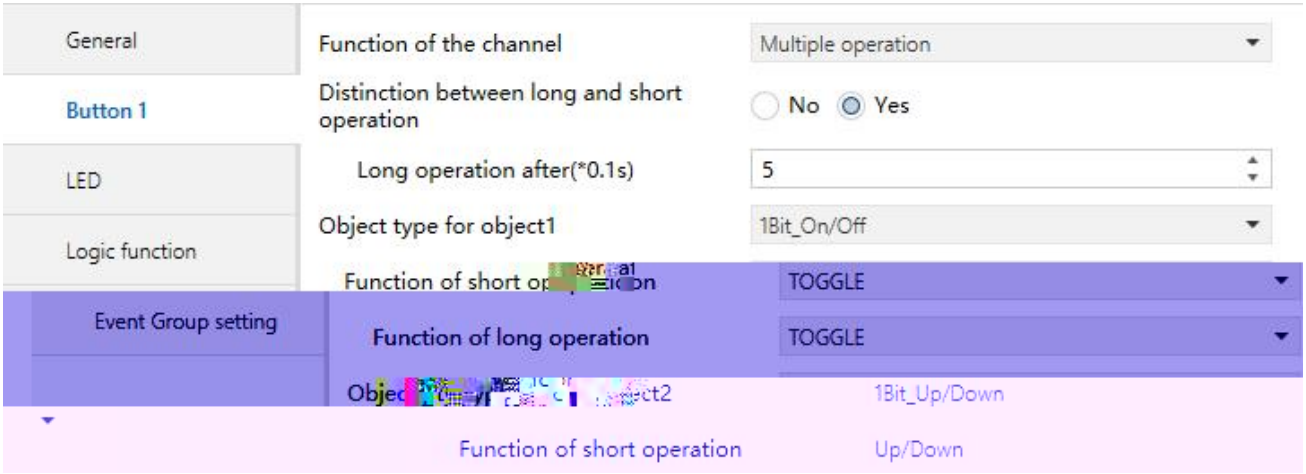
0...255

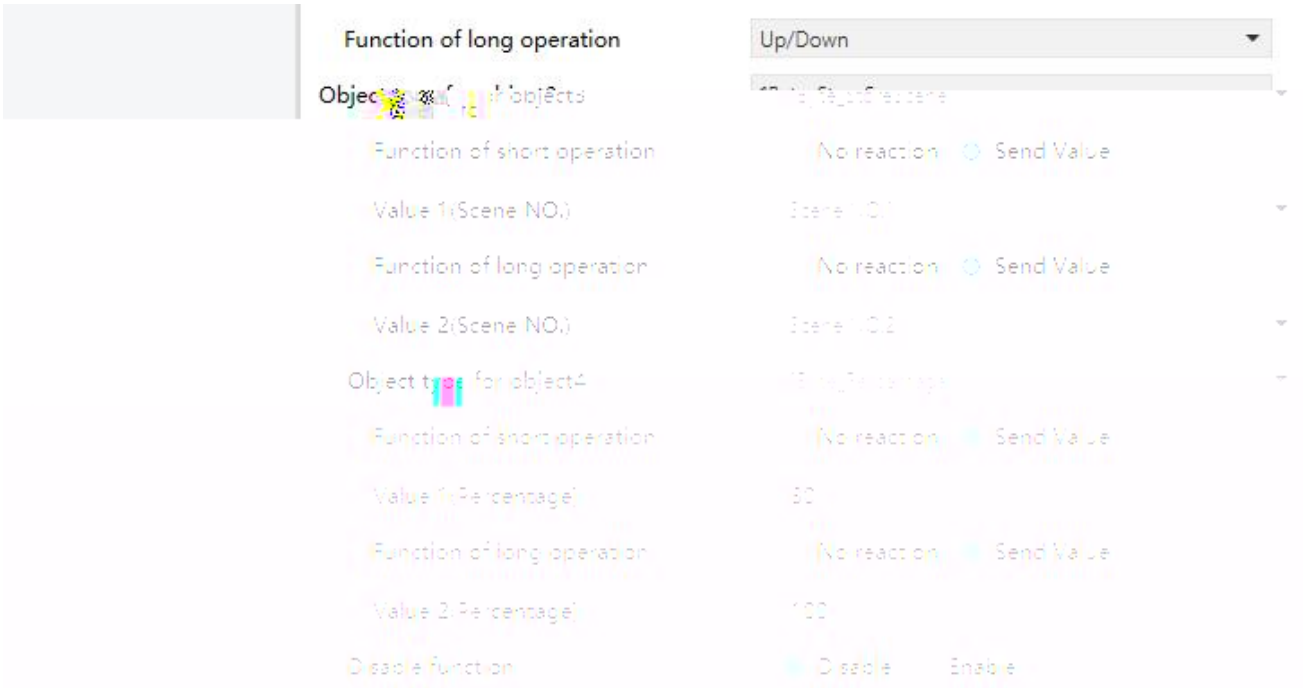
5.2.2.8 M a

k

k k


General
Button 1
LED
Logic function
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 contact
TOGGLE
Object type for object2
1Bit_Up/Down
Function of press the contact
Up/Down
Object type for object3
1Byte_RecallScene
Function of press the contact
No reaction
Send Value
Value 1(Scene


General
Button 1
LED
Logic function
Event Group setting
Function of the channel
Multiple operation
Distinction between long and short operation
No
Yes
Long operation after(*0.1s)
5
Object type for object1
1Bit_On/Off
TOGGLE
Function of long operation
TOGGLE
1Bit_Up/Down
Function of short operation
Up/Down



D b a l a

k

k

Y

N

L a a *0.1

k

k **3..25** k

Ob b (=1..4)

k

D ab

1B _O /O

` `

1B _U a

` F	b / F	a / F	a

k

` Va 1/2 ...			

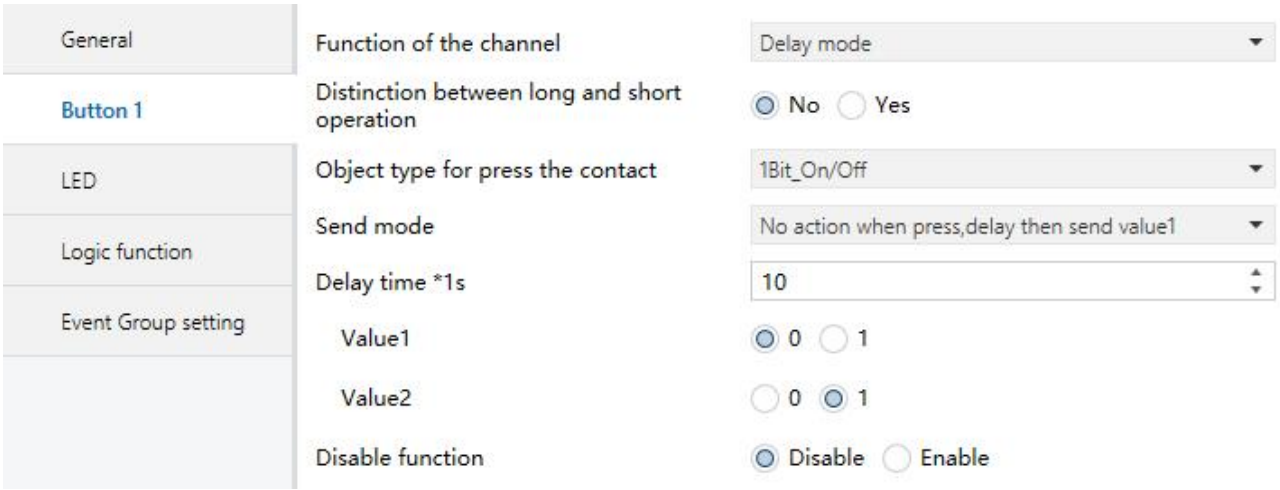
k k

k

5.2.2.9 D a

k

k



General
Button 1
LED
Function of the channel
Delay mode
Distinction between long and short operation
No
Yes
Long operation after(*0.1s)
5
Object type for long operation
1Bit_On/Off

1B _O /O

4B _D

1B _U a

S

k

N a , á a 1

N a , á a 2

S a 1 , á a 2

S a 2 , á a 1

D a *1

k 0..6500

a 1/2[ ]

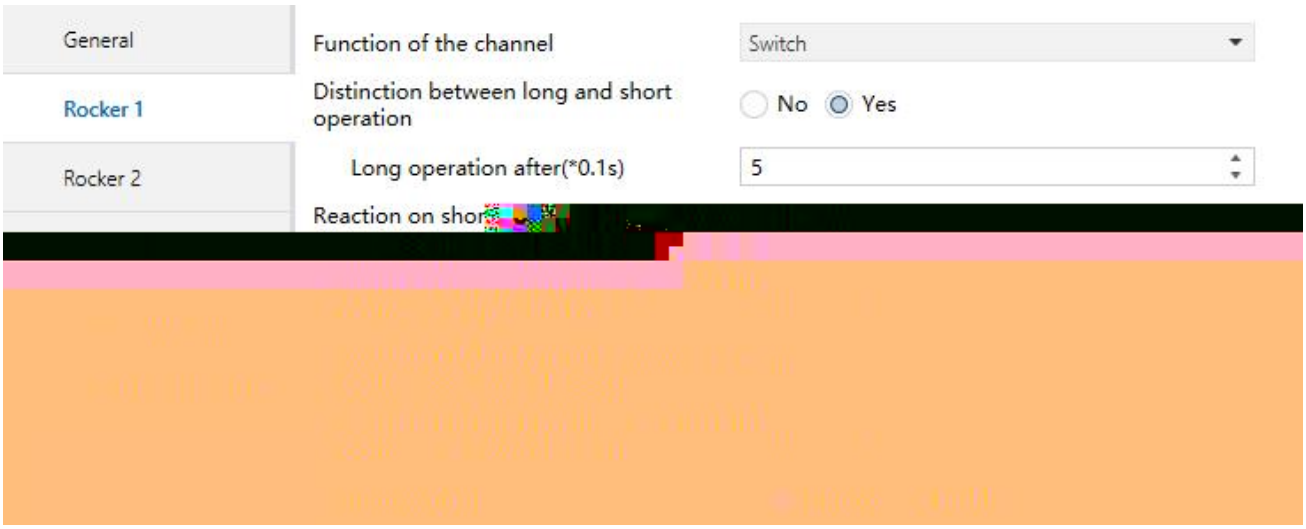
k k

5.3

k

5.3.1 S !

k



D b a ! a

k

k

* L a a *0.1

k

k **3..25** k

R a a b / R a a a

b U /D R !

k k

N a

OFF

ON

TOGGLE

k

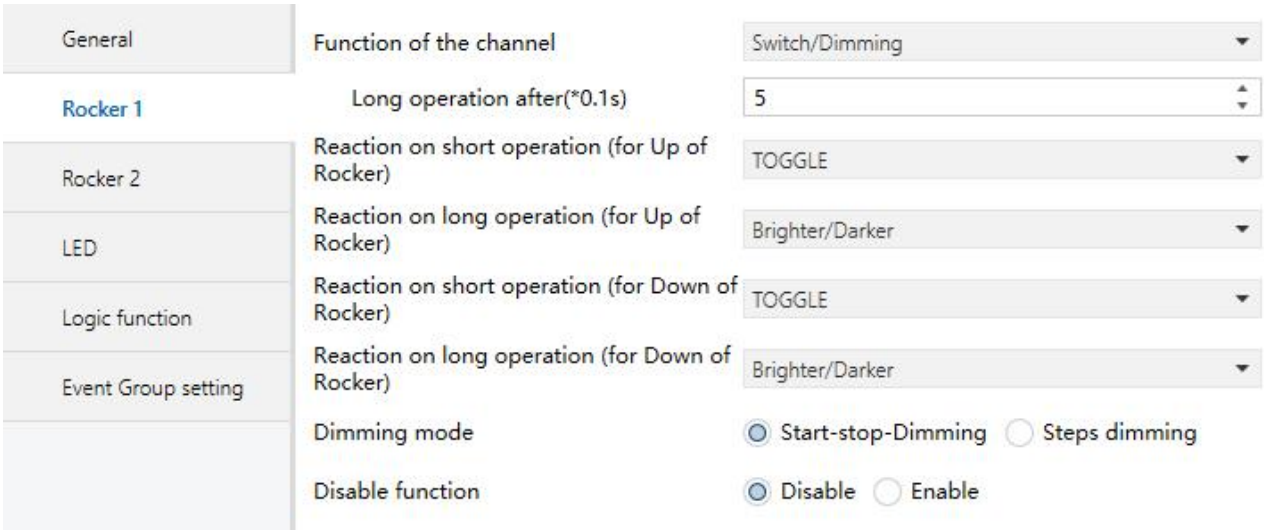
k

k

k

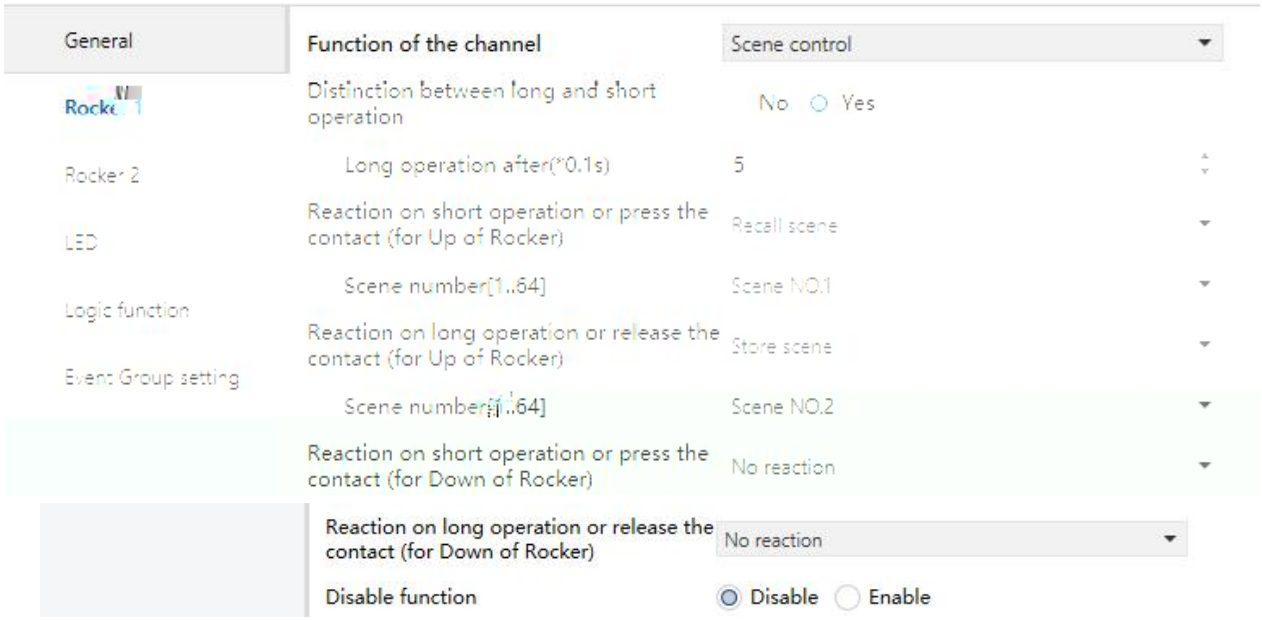
5.3.2 S /D !

k



5.3.3 S

k



D b a ! a

k

k

Y

N

` L a a *0.1

k

k **3..25** k

R a a b / R a a a

b U /D R !

k

N a

R a

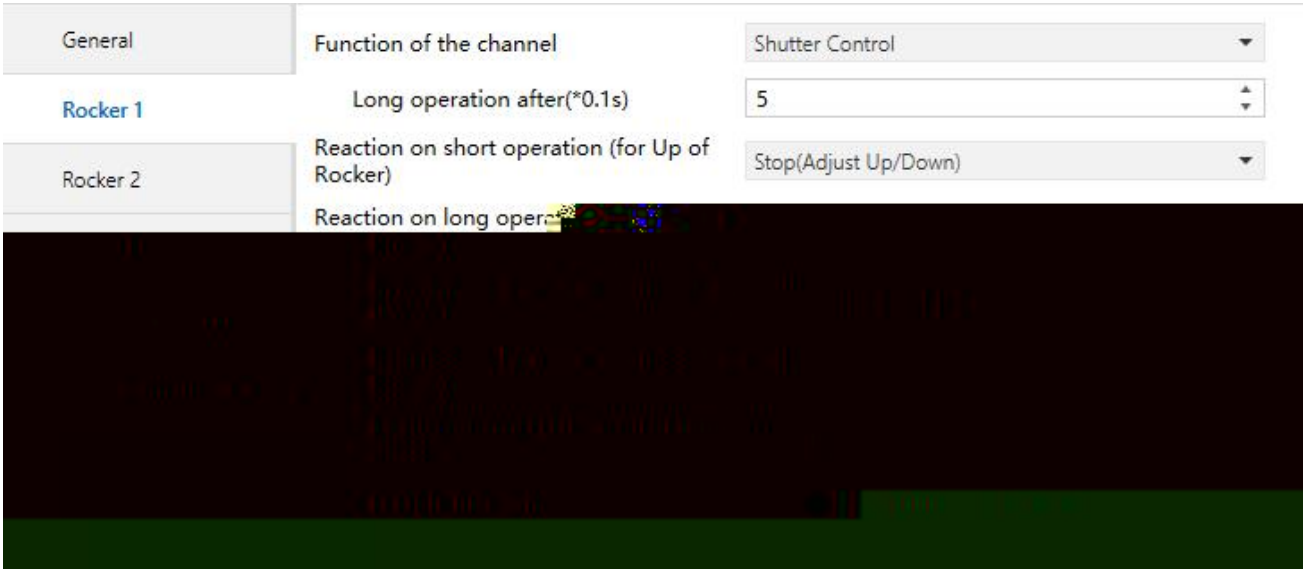
S

S b (1..64)

S NO.1 64 0 63 k

5.3.4 S

k



L a a *0.1

k

k **3..25** k

R a / a U /D R !

N a

U

D !

U /D !

S (A U)

S (A D) !

S (A U /D) !

k

k

k

k

k

k

k

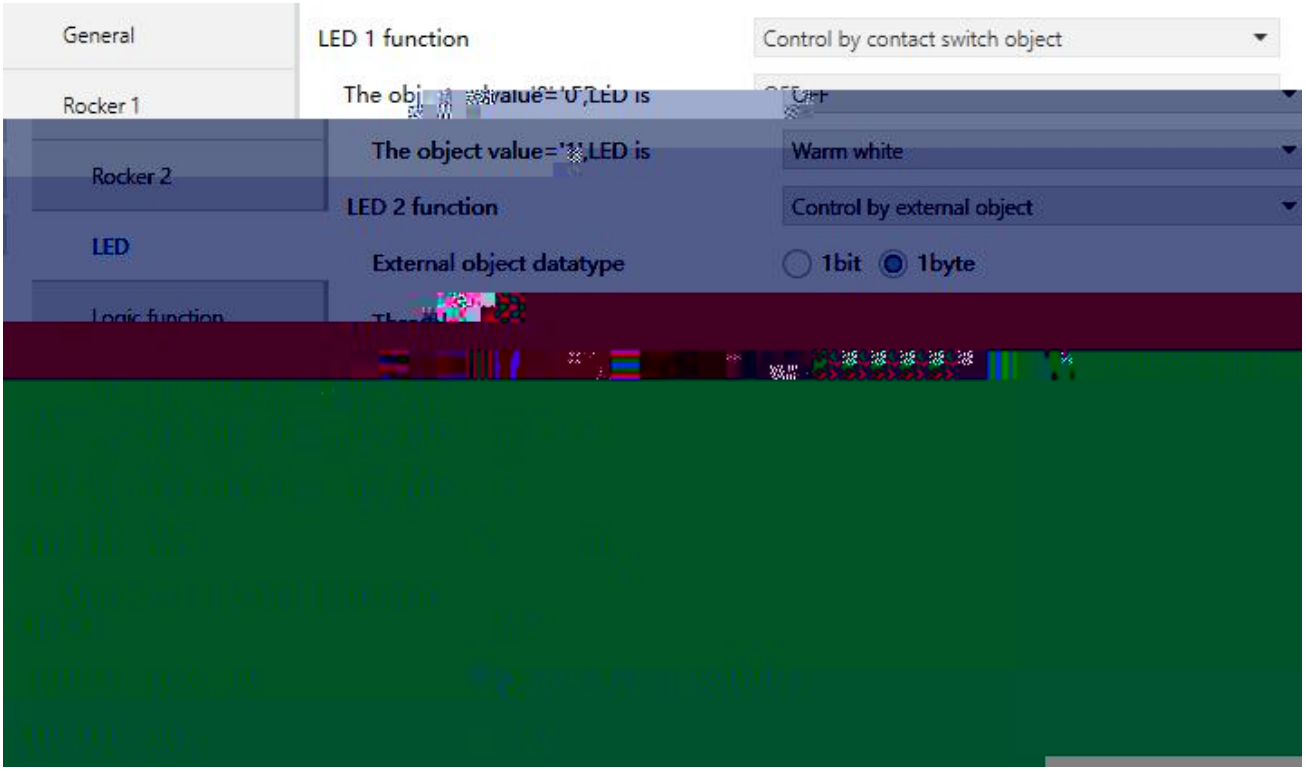
I a T . *0.1 0

k **0..25 0** k

5.4 LED

k

k



LED X

D ab

C b

k

k

E a b a a

k

1b

1b

T b a = 0/1 , LED

k

OFF

Wa !

C !

T a

k

1..255

I b a < a , LED

k

OFF

Wa !

C !

I b a = a ,LED

k

OFF

Wa !

C !

I b a > a ,LED

k

OFF

Wa !

C !

W b ,LED a

k

500

1

2

3

LED a

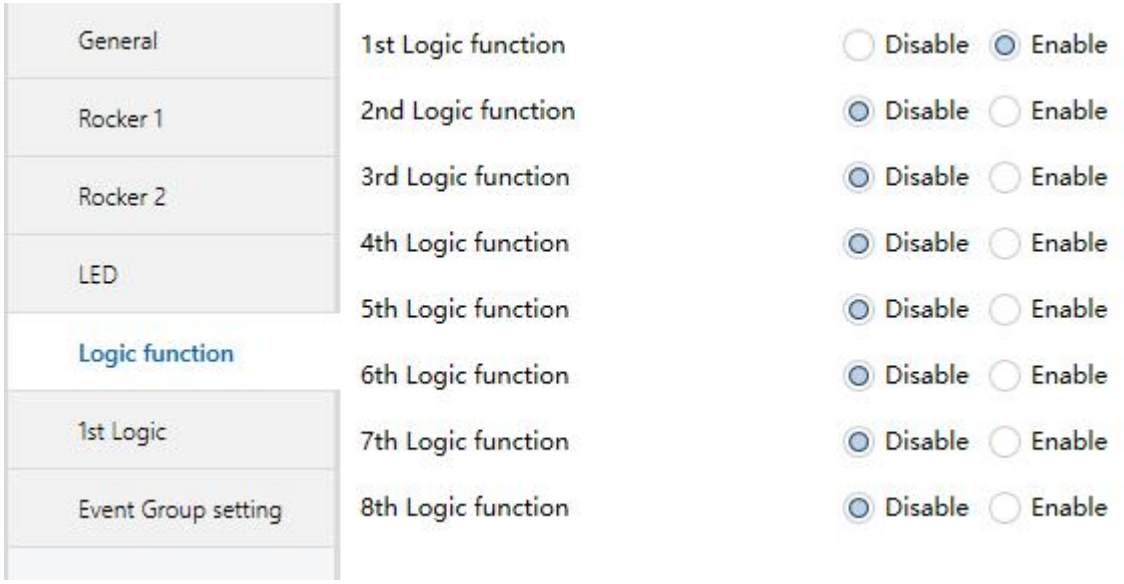
k

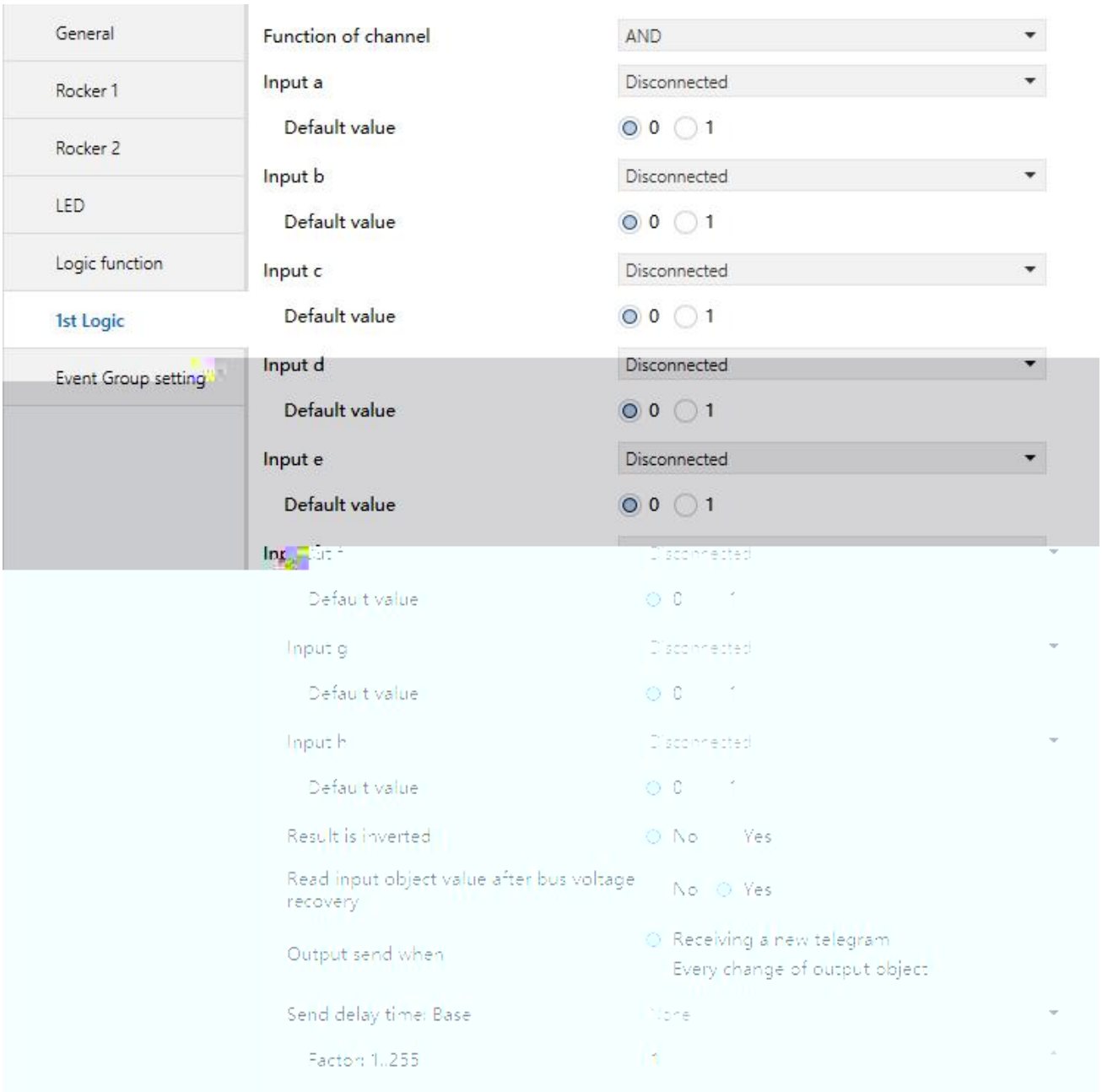
Wa !

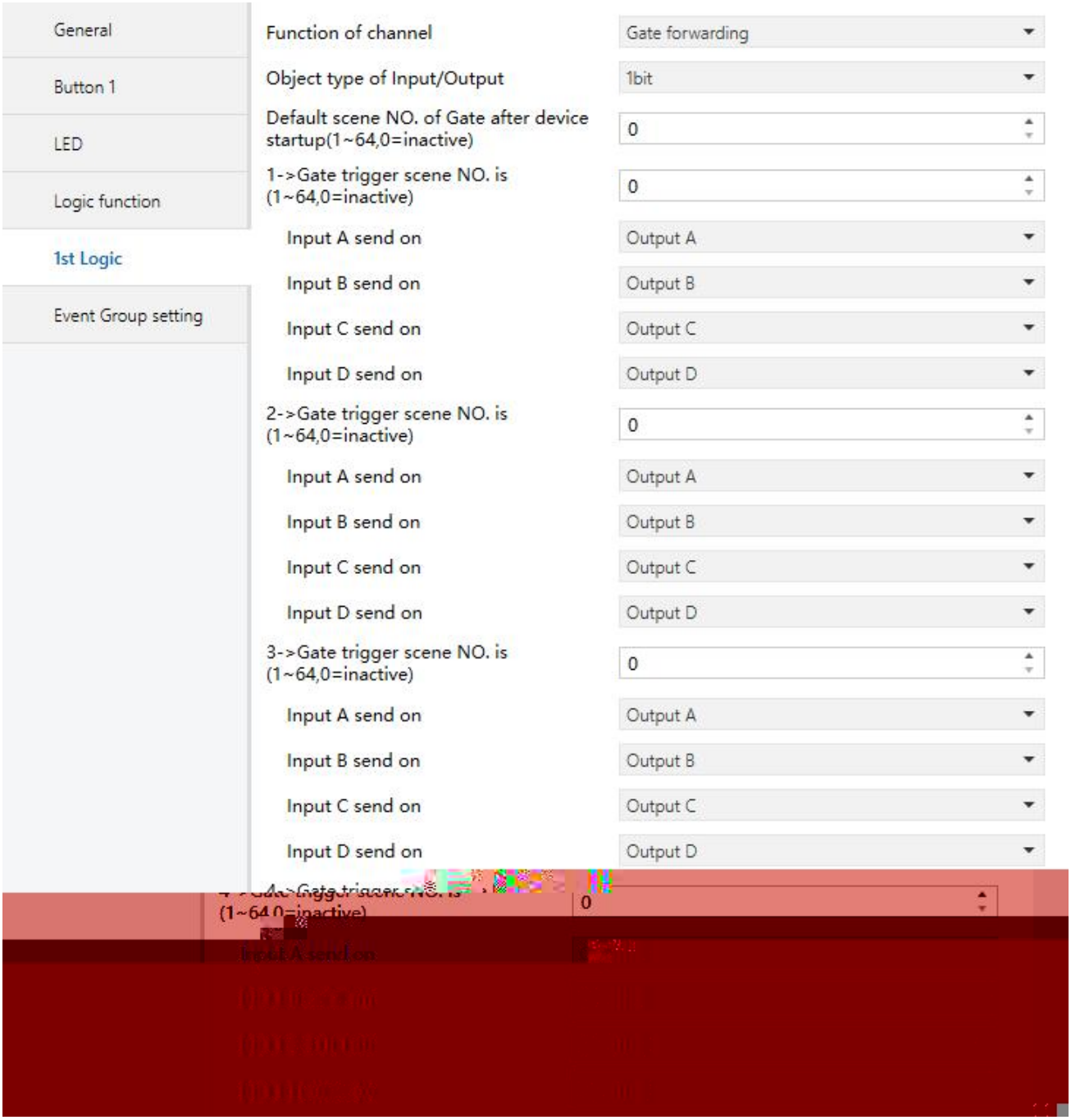
C !

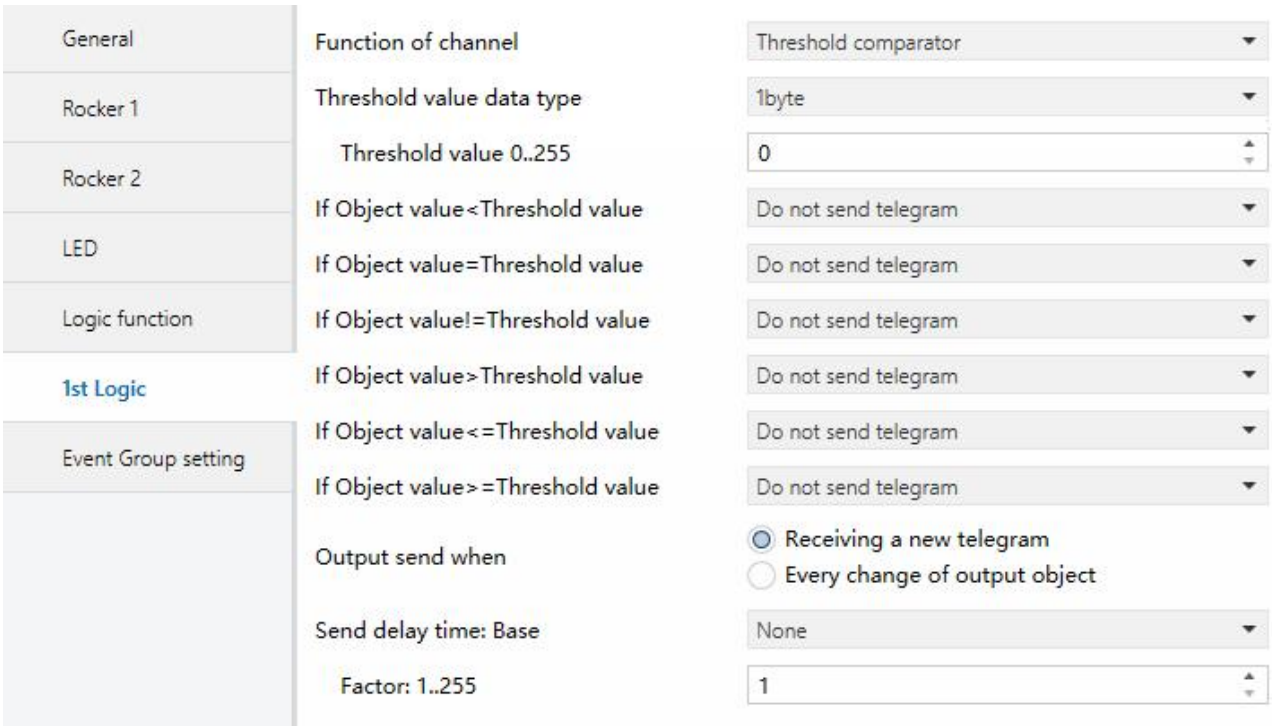
5.5 L

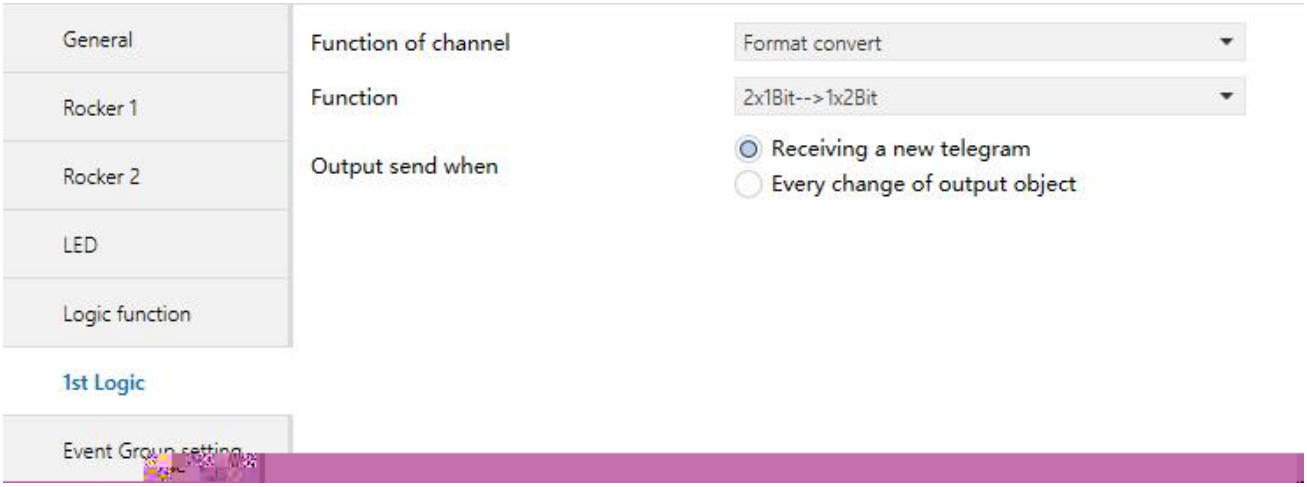
k


General
Rocker 1
Rocker 2
LED
Logic function
1st Logic
Event Group setting
1st Logic function
Disable
Enable
2nd Logic function
Disable
Enable
3rd Logic function
Disable
Enable
4th Logic function
Disable
Enable
5th Logic function
Disable
Enable
6th Logic function
Disable
Enable
7th Logic function
Disable
Enable
8th Logic function
Disable
Enable


General
Rocker 1
Rocker 2
LED
Logic function
1st Logic
Event Group setting
Function of channel
AND
Input a
Disconnected
Default value
0
1
Input b
Disconnected
Default value
0
1
Input c
Disconnected
Default value
0
1
Input d
Disconnected
Default value
0
1
Input e
Disconnected
Default value
0
1


General
Button 1
LED
Logic function
1st Logic
Event Group setting
Function of channel
Gate forwarding
Object type of Input/Output
1bit
Default scene NO. of Gate after device startup(1~64,0=inactive)
0
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


General
Rocker 1
Rocker 2
LED
Logic function
1st Logic
Event Group setting
Function of channel
Threshold comparator
Threshold value data type
1byte
Threshold value 0..255
0
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
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
Rocker 1
Rocker 2
LED
Logic function
1st Logic
Event Group setting
Function of channel
Format convert
Function
2x1Bit-->1x2Bit
Output send when
Receiving a new telegram
Every change of output object

F a

k

D ab

AND

OR

XOR

Ga a !

T a a

F a

k

5.5.1 AND/OR/XOR

k

l a/b/ / / / //

k

D

N a

I

k

D a a

k

0

1

R

k

N

Y

k

R a b a a b a

k

N

Y

O !

k

R a a !

E a b

k

k

Ba : N

0.1

1

...

10

25

Fa : 1..255

k

k

5.5.2 Ga a !

I A/B/C/D

k

O A

O B

...

O C,D

O B,C,D

k

k

5.5.3 T a a

k

T a a a b

k

4b

1b

2b

4b

T a ---

k 4b 0..15/1b 0..255/ 2b 0..65535 /4b

0..4294967295

I Ob a <T a

I Ob a =T a

I Ob a !=T a

I Ob a >T a

I Ob a <=T a

I Ob a >=T a

! ! ! !

k

D a

S a 0

S a 1

k

k

k

O !

k

R a a !

E a b

k

k

S a

Ba : N

0.1

1

...

25

Fa : 1..255

k

k

5.5.4 F a

k

F

k

2 1b -->1 2b

8 1b -->1 1b

1 1b -->1 2b

2 1b -->1 2b

1 1b -->8 1b

1 2b -->2 1b

1 4b -->2 2b

1 3b -->3 1b

3 1b -->1 3b

O !

k

R a a !

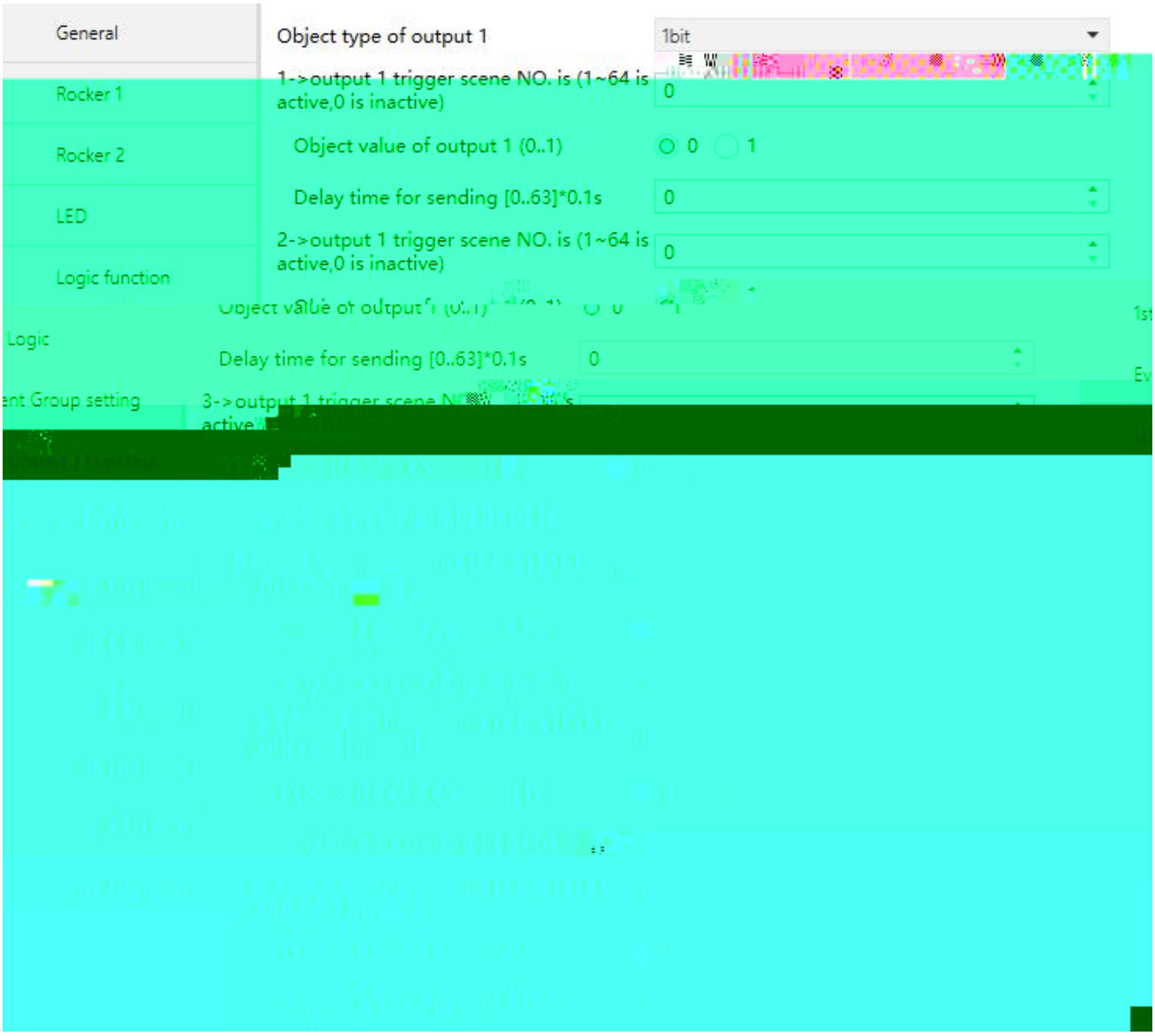
E a b

k

k

5.6 E G

k



E G F :1 8

k

D ab

E ab

k

Ob (:1 8)

k

1b

1b

2b

->O NO. (1 64 a ,0 a) (:1 6)

k 0..64 0=

Ob a (0..1/0..255/0 .65535)

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

° D a [0...63]*0.1 °

0..63 k

k

k

C **W**

R **T** **U**

k

6.1 G a

Numb	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
49	LED brightness	Day/Night mode			1 bit	C	-	W	T	U	switch	Low

49	**Da /N**	**LED b**	**1b**	**C,W,T,U**	**1.001 DPT_S !**
k					

6.2 B /R X

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short operation, Switch			1 bit	C	-	W	T	U	switch	Low
2	Button 1	Long operation, Switch			1 bit	C	-	W	T	U	switch	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short,Switch			1 bit	C	-	W	T	-	switch	Low
2	Button 1	Long,Dimming			4 bit	C	-	W	T	-	dimming control	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short/Press,1bit value			1 bit	C	-	-	T	-	switch	Low
2	Button 1	Long/Release,2bit value										

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short/Press										

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Up/Down,Blind			1 bit	C	-	-	T	-	up/down	Low
2	Button 1	Stop/Adjust,Blind										

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Register value			1 byte	C	-	W	T	-	counter pulses (0..255)	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Red dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
2	Button 1	Green dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
3	Button 1	Blue dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
4	Button 1	White dimming value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low
1	Button 1	RGB dimming value			3 bytes	C	-	-	T	-	RGB value 3x(0..255)	Low
1	Button 1											

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Object1-On/Off			1 bit	C	-	W	T	-	switch	Low
2	Button 1	Object2-Up/Down			1 bit	C	-	W	T	-	up/down	Low
3	Button 1	Object3-SceneControl			1 byte	C	-	-	T	-	scene control	Low
4	Button 1	Object4-Percentage			1 byte	C	-	-	T	-	percentage (0..100%)	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
1	Button 1	Short,Delay mode			1 bit	C	-	-	T	-	switch	Low
2	Button 1	Long,Delay mode			1 bit	C	-	-	T	-	switch	Low
5	Button 1	Disable			1 bit	C	-	W	-	-	enable	Low
1	Button 1	Short,Delay m				C	-	-	T	-		
1	Button 1	Press,Delay mode			1 bit	C	-	-	T	-	switch	Low

1	**P / a , S**	**B /R X**	**1b**	**C,W, T,U**	**1.001 DPT_S !**
1	**S a , S**	**B /R X**	**1b**	**C,W, T,U**	**1.001 DPT_S !**
2	**L a , S**	**B /R X**	**1b**	**C,W, T,U**	**1.001 DPT_S !**
k k k					
1	**S , S !**	**B /R X**	**1b**	**C,W, T,U**	**1.001 DPT_S !**
k					
2	**L , D**	**B /R X**	**4b**	**C,W,T**	**3.007 DPT_D**
k k					

1	S /P ,1b /2b /4b / 1b /2b a	B /R X	1b /2b /4b / 1b /2b	C,T	1.001 DPT_S ! 2.001 DPT_S !
2	L /R a , 1b /2b /4b /1b / 2b a	B /R X	1b /2b /4b / 1b /2b	C,T	3.007DPT_D 5.010 DPT_ 7.001 DPT_

k

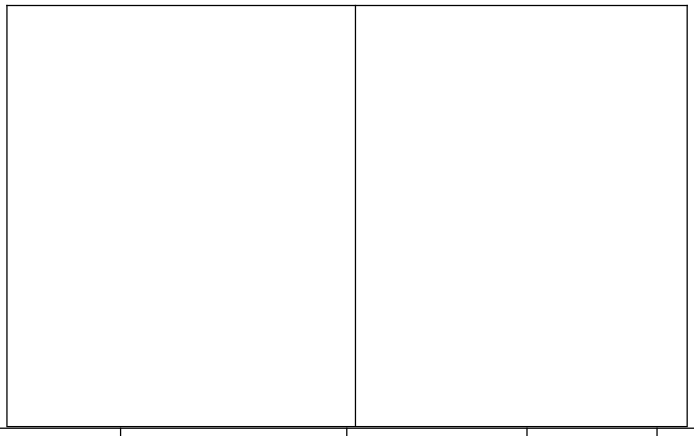
1	S /P ,	B /R X	1b	C,T	18.001 DPT_S C
2	L /R a ,	B /R X	1b	C,T	18.001 DPT_S C

k k

k

k

k



1	U /D , B !	B /R X	1b	C,T	1.008 DPT_ /
	k ¸ ¸ ¸ ¸				
2	S /A ,B	B /R X	1b	C,T	1.007 DPT_S
	k				
1	R a	B X	1b	C,T	5.010 DPT_
	k				
1	R a	B X	1b	C,T	5.010 DPT_
	k				
2	G a	B X	1b	C,T	5.010 DPT_
	k				
3	B a	B X	1b	C,T	5.010 DPT_
	k				
4	W a	B X	1b	C,T	5.010 DPT_
	k				
1	RGB a	B X	3b	C,T	232.600 RGB a 3 (0..255)
	k k				

1	RGBW a	B X	6b	C,T	251.600 RGB a 4 (0..255)

k k

6MSB	5	4	3	2	1LSB
R	G	B	W		R G B W
UUUUUUUU	UUUUUUUU	UUUUUUUU	UUUUUUUU	00000000	0000BBBB

k

1	Ob -O /O Ob -U /D Ob -S C Ob -P a Ob -U a	B X	1b 1b 1b 1b 1b	C,W,T C,W,T C,T C,T C,T	1.001 DPT_S ! 1.008 DPT_ / 18.001 DPT_S C 5.001 DPT_S a 5.010 DPT_

k

1	S /L , D a	B X	1b	C,T	1.001 DPT_S !

k

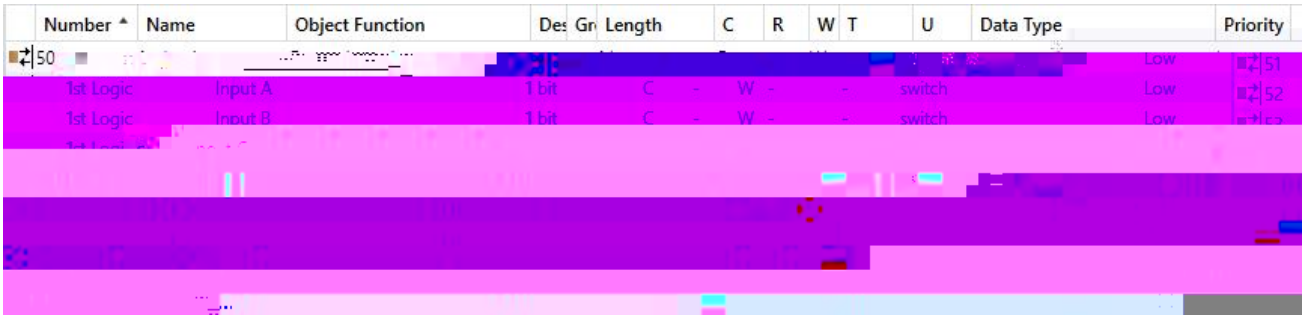
6.4

6.4.1 AND/OR//XOR

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input a			1 bit	C	-	W	T	U	boolean	Low
51	1st Logic	Input b			1 bit	C	-	W	T	U	boolean	Low
52	1st Logic	Input c			1 bit	C	-	W	T	U	boolean	Low
53	1st Logic	Input d			1 bit	C	-	W	T	U	boolean	Low
54	1st Logic	Input e			1 bit	C	-	W	T	U	boolean	Low
55	1st Logic	Input f			1 bit	C	-	W	T	U	boolean	Low
56	1st Logic	Input g			1 bit	C	-	W	T	U	boolean	Low
57	1st Logic	Input h			1 bit	C	-	W	T	U	boolean	Low
58	1st Logic	Logic result			1 bit	C	-	-	T	-	boolean	Low

50/../121	**I**	**1 /.../8 L**	**1b**	**C,W,T,U**	**1.002 DPT_B**
k					
58	**L**	**1 /.../8 L**	**1b**	**C,T**	**1.002 DPT_B**
k					

6.4.2 Ga a !



50	**Ga a**	**1 /.../8 L**	**1b**	**C,W**	**17.001 DPT_S N b**
k					
51..54	**I**	**1 /.../8 L**	**1b** **4b** **1b**	**C,W**	**1.001 DPT_ !** **3.007 DPT_** **5.010 DPT_**
k					
55..58	**O**	**1 /.../8 L**	**1b** **4b** **1b**	**C,T**	**1.001 DPT_ !** **3.007 DPT_** **5.010 DPT_**
k					k

6.4.3 T a a

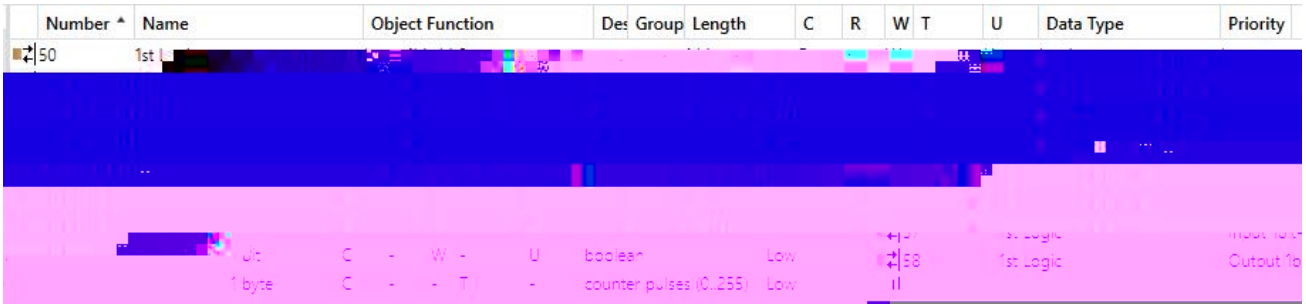
Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Threshold value input			4 bit	C	-	W	-	U	dimming control	Low
58	1st Logic	Logic result			1 bit	C	-	-	T	-	boolean	Low

50	**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					
58	**L**	**1 /.../8 L**	**1b**	**C,T**	**1.002 DPT_b a**
k				k	

6.4.3 F a

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1bit-bit0			1 bit	C	-	W	-	U	boolean	Low
51	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	Low
58	1st Logic	Output 2bit			2 bit	C	-	-	T		switch control	Low

k



k

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
58	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

k

Number	Name	Object Function	Des	Group	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte-low			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
51	1st Logic	Input 1byte-high			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
58	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

k

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50												

k

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 2byte			2 bytes	C	-	W	-	U	pulses	Low
57	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
58	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulses (0..255)	Low

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 4byte			4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
57	1st Logic	Output 2byte-low			2 bytes	C	-	-	T	-	pulses	Low
58	1st Logic	Output 2byte-high			2 bytes	C	-	-	T	-	pulses	Low

6.5

Number	Name	Object Function	Des	Gr	Length	C	R	W	T	U	Data Type	Priority
122	Event	Main event trigger			1 byte	C	-	W	-	-	scene number	Low
123	1st Event Group	Sub event output 1			1 bit	C	-	-	T	-	switch	Low
124	1st Event Group	Sub event output 2			1 bit	C	-	-	T	-	switch	Low
125	1st Event Group	Sub event output 3			1 bit	C	-	-	T	-	switch	Low
126	1st Event Group	Sub event output 4			1 bit	C	-	-	T	-	switch	Low
127	1st Event Group	Sub event output 5			1 bit	C	-	-	T	-	switch	Low
128	1st Event Group	Sub event output 6			1 bit	C	-	-	T	-	switch	Low
129	1st Event Group	Sub event output 7			1 bit	C	-	-	T	-	switch	Low
130	1st Event Group	Sub event output 8			1 bit	C	-	-	T	-	switch	Low

122	**Ma**	**E**	**1b**	**C,W**	**17.001 DPT_ b**
				k	
123/.. /130	**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