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K-BUS S □ 2/4/6 □ KNX □ □ □ □

S series KNX Push Button Sensor with Display,1/2/3-gang_V1.5

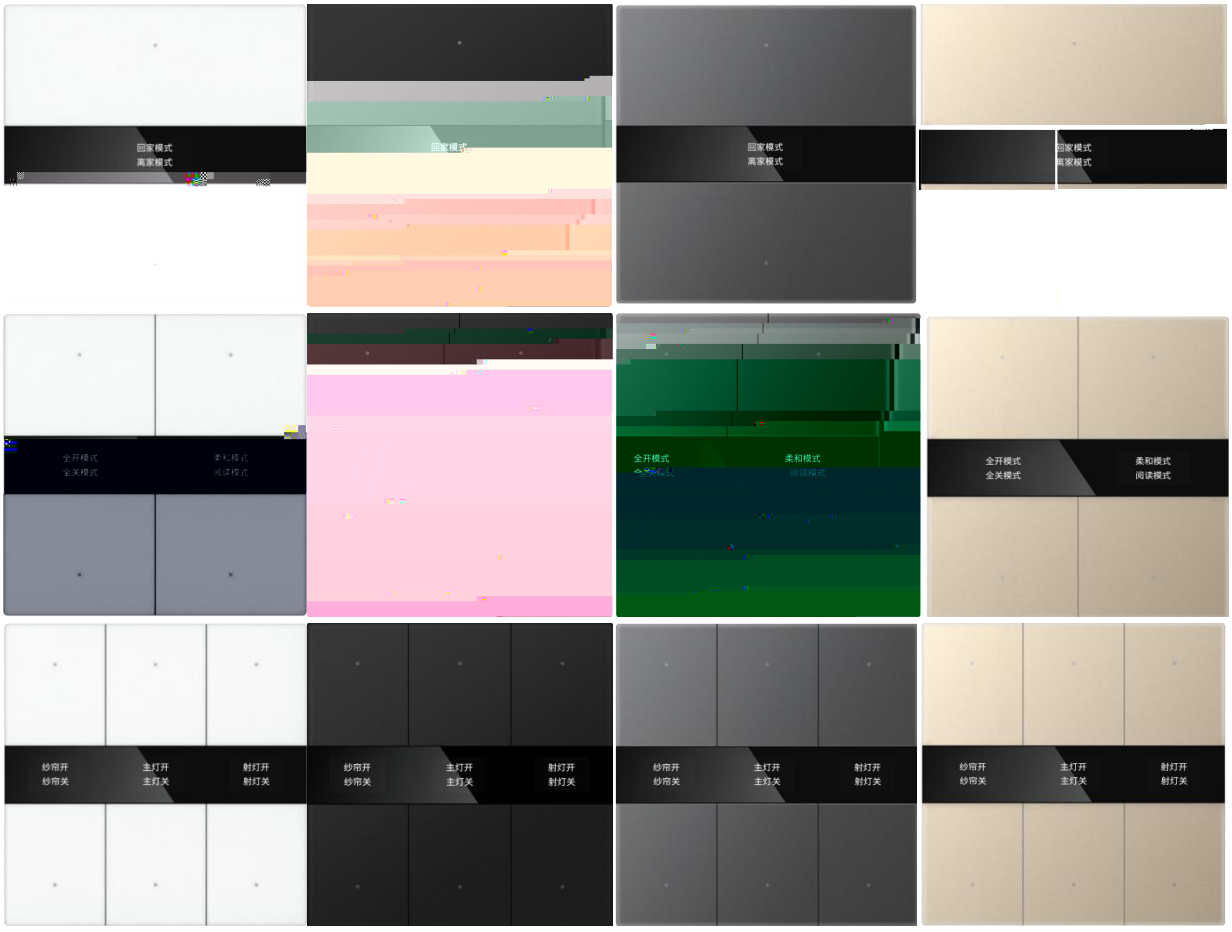
CHPBD-02/12.x.1y

CHPBD-04/24.x.1y

CHPBD-06/36.x.1y

□x=1□ □ □ □ □ □x=2□ □ □ □ □ □

□y=0□ □ □ □y=1□ □ □ □y=3□ □ □ □ □y=4□ □ □ □ □



KNX/EIB □ □ □ □ □

注意事项

1、请远离强磁场、高温、潮湿等环境；

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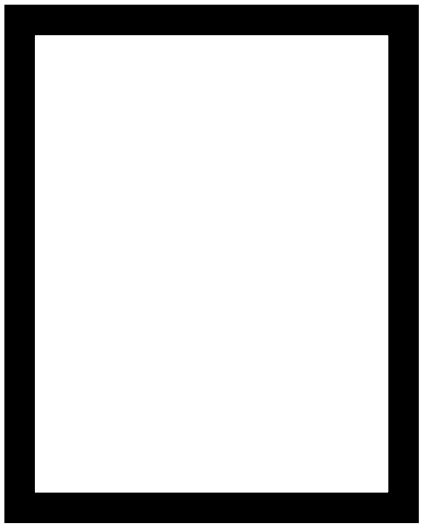

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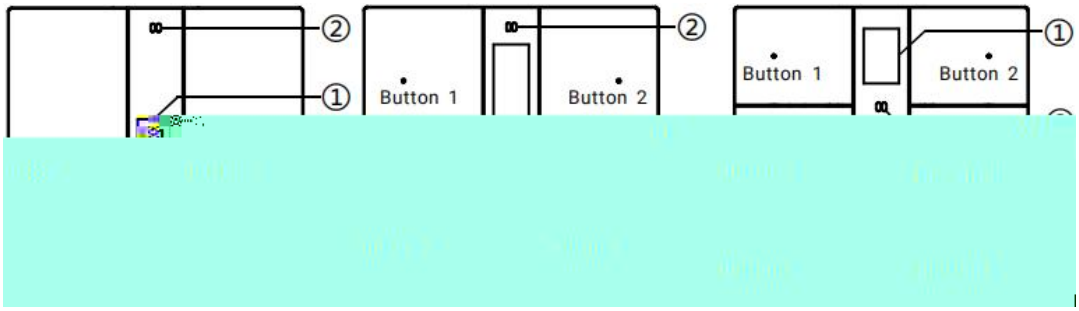

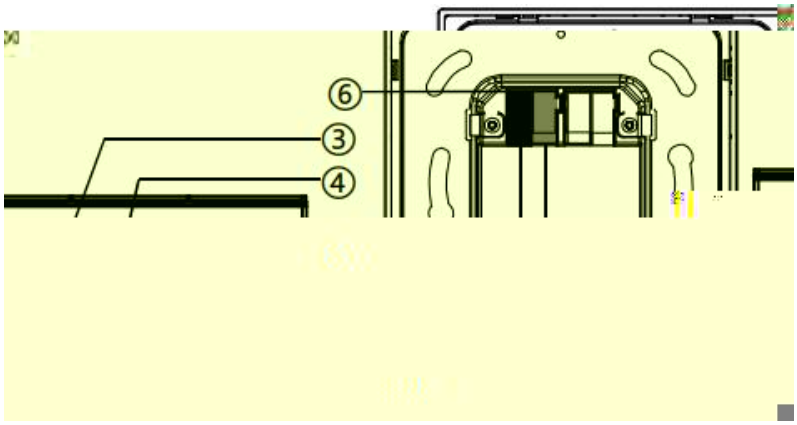

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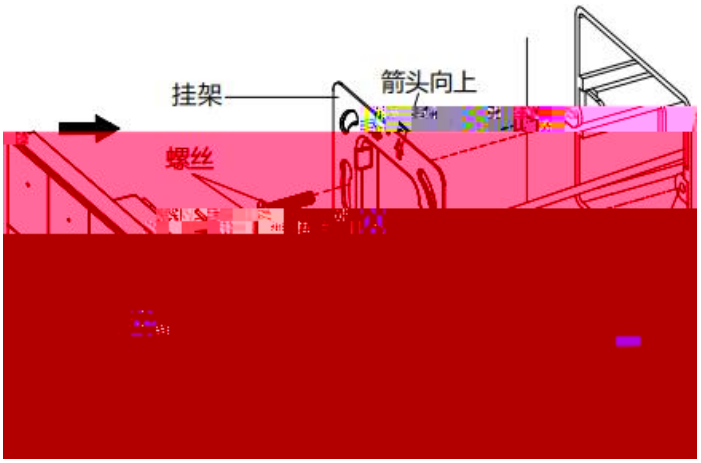

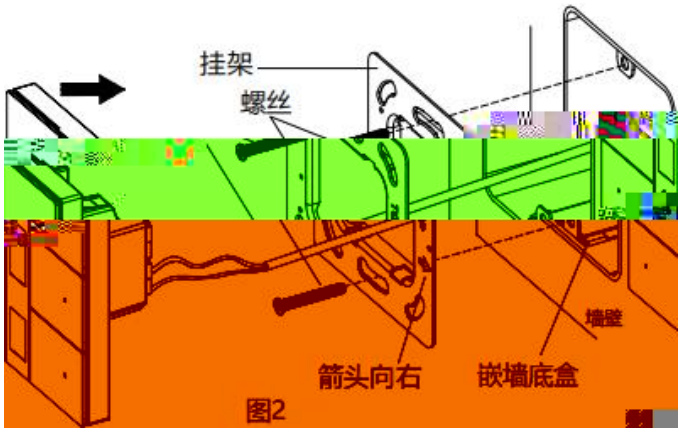

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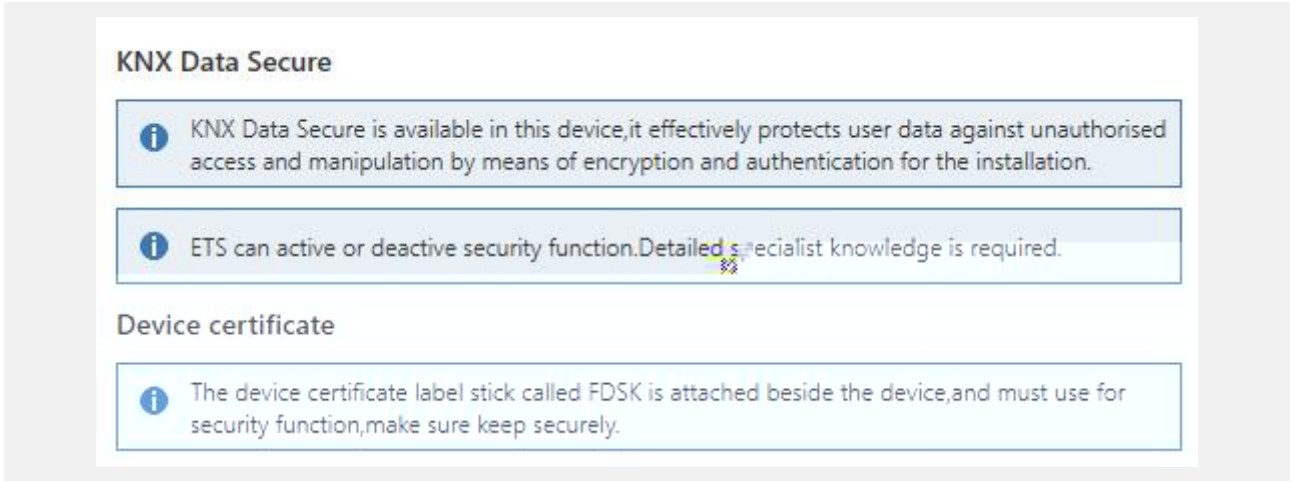

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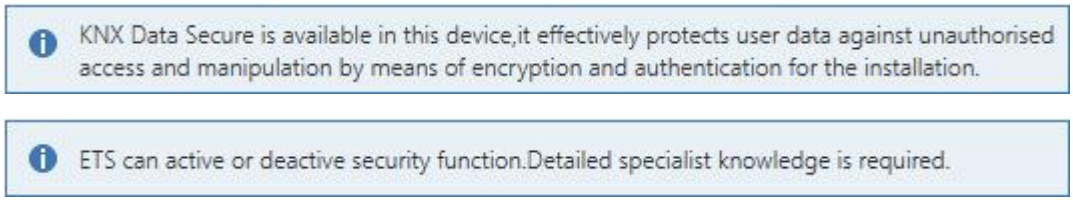

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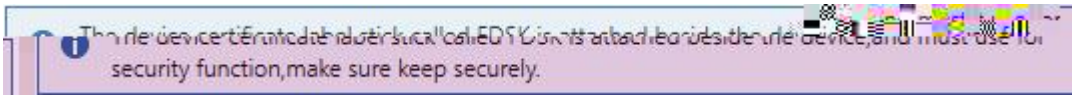

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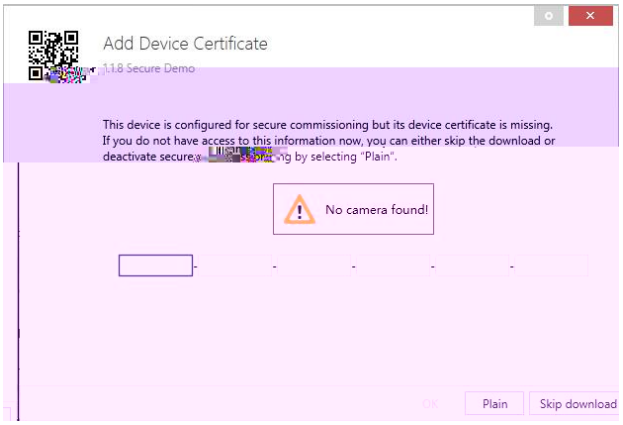

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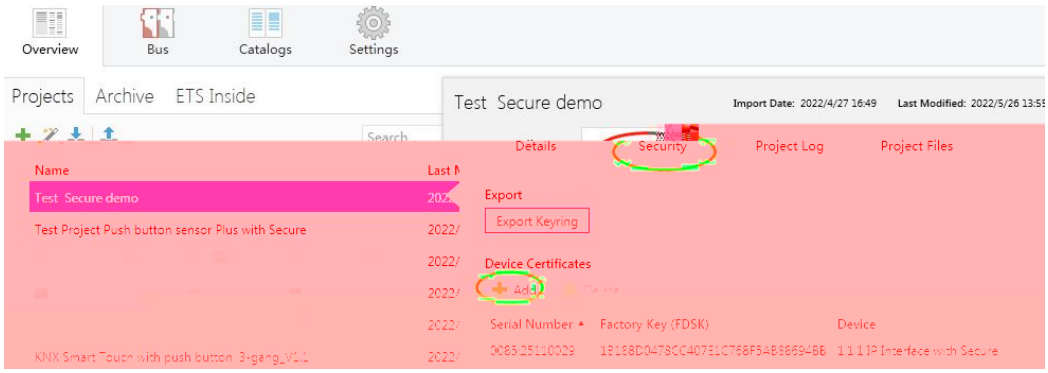

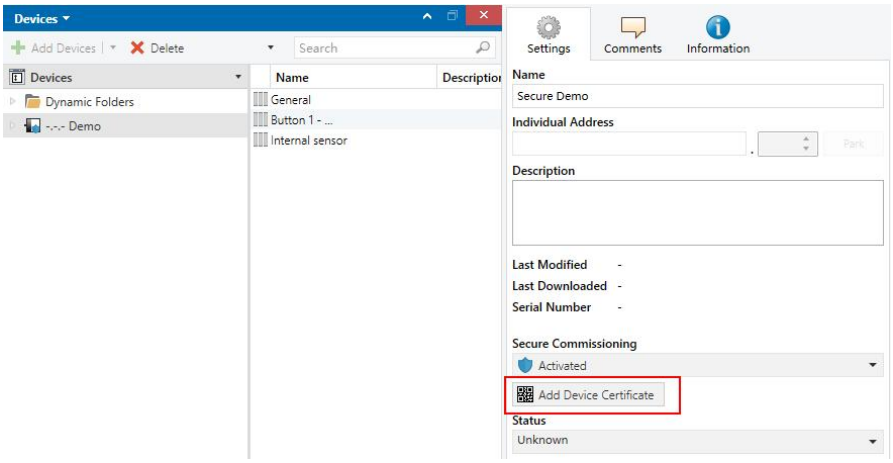

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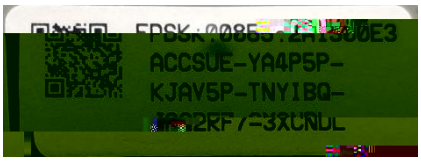

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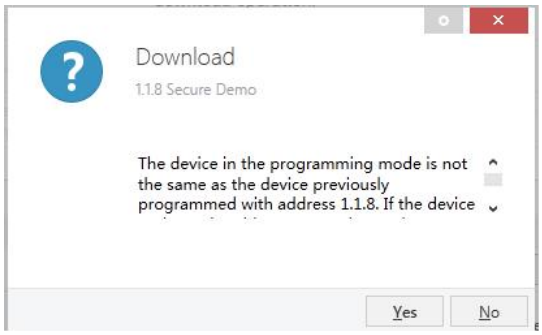
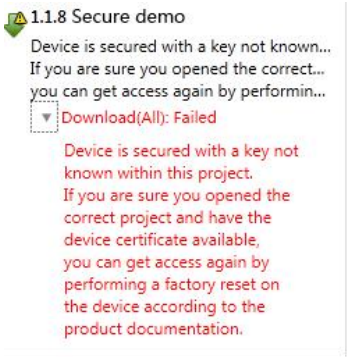
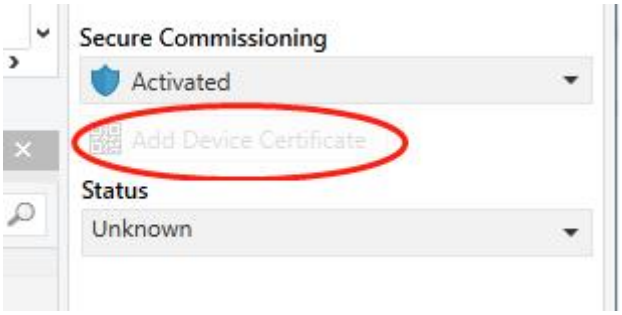
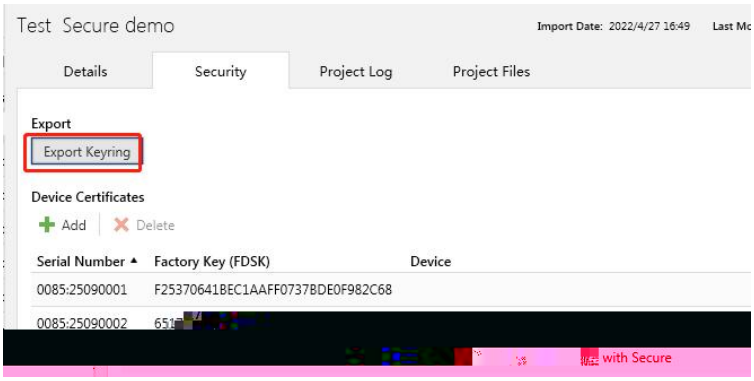

Download
1.1.8 Secure Demo
The device in the programming mode is not the same as the device previously programmed with address 1.1.8. If the device
Yes
No


1.1.8 Secure demo
Device is secured with a key not known...
If you are sure you opened the correct...
you can get access again by performin...
Download(All): Failed
Device is secured with a key not known within this project.
If you are sure you opened the correct project and have the device certificate available, you can get access again by performing a factory reset on the device according to the product documentation.


Secure Commissioning
Activated
Add Device Certificate
Status
Unknown


Test Secure demo
Import Date: 2022/4/27 16:49
Details
Security
Project Log
Project Files
Export
Export Keyring
Device Certificates
Add
Delete
Serial Number
Factory Key (FDSK)
Device
0085:25090001
F25370641BEC1AAFF0737BDE0F982C68
0085:25090002

□□ □ **KNX** □ □□□□□ **USB** □ □□□□□□□□□, **ETS** □ □ □

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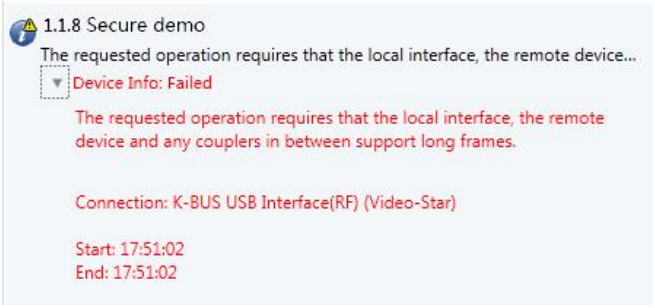
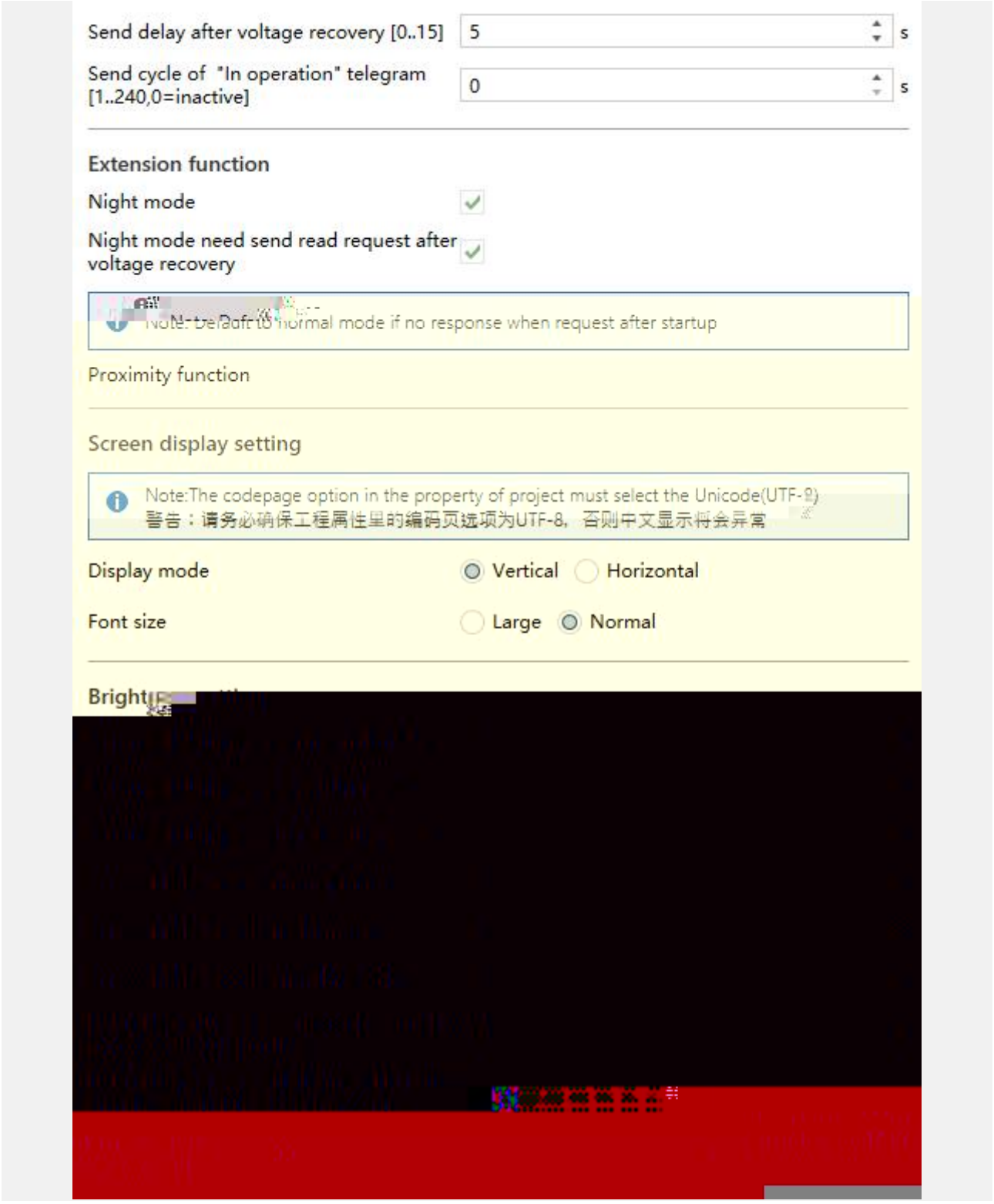

1.1.8 Secure demo
The requested operation requires that the local interface, the remote device...
Device Info: Failed
The requested operation requires that the local interface, the remote device and any couplers in between support long frames.
Connection: K-BUS USB Interface(RF) (Video-Star)
Start: 17:51:02
End: 17:51:02

5.2. □□ □“General”

5.2.1. □□ □“General setting”



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□ "Send delay after voltage recovery [0..15]"

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□ "Send cycle of "Send cycle of "In operation" telegram [1..240,0=inactive]"

□ □□ □□ □□□□□□ □□□ □

□"Proximity function"

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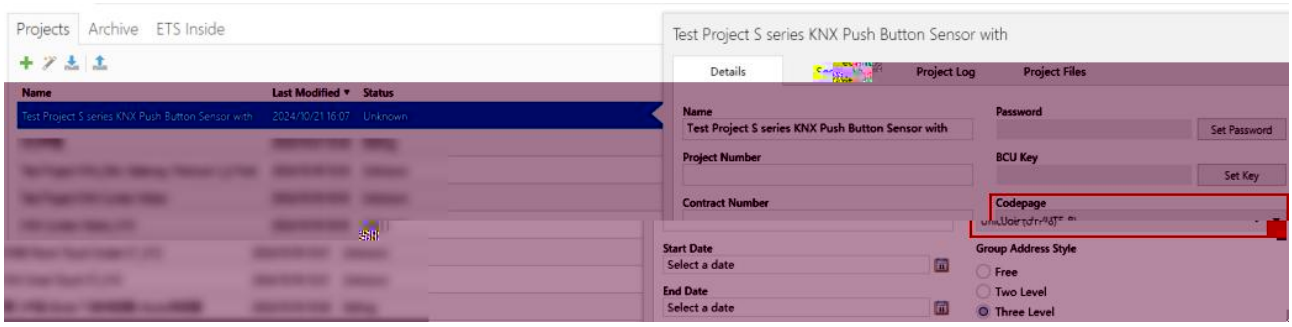
Screen display setting □□□



□"Display mode"

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Vertical □ □□

Horizontal □ □□

□"Font size"

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Large

Normal □

□ □□□ □ □□ □□□□ □ □□□k

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□ "Status LED brightness in night mode"

□ □□□ □□□□ □ □k□ □□□ □ □□□□□ □k

□□□

0%

5%

10%

20%

...

100%

□ "Status LED brightness in standby mode"

□□□□□□ □□□□□□□□□□ □□□ □ □k□ □□□□ □□□ □ □k

□□□

5%

10%

20%

...

100%

□ "Screen brightness in normal mode"

□ □□ □□□□ □□ □k □□□

20%

30%

...

100%

□ "Screen brightness in night mode"

□ □□□ □□□□ □ □k□ □□□ □k □□□

20%

30%

...

100%

□ "Screen brightness in standby mode"

□□□□□□ □□□□□□□□□□ □□□ □ □k□ □□□□ □ □k

□□□

20%

30%

40%

50%

□ "Delay time after no operation for standby mode [0...255,0=inactive]"

□ □□ □□□□□ □□□□□□□□□ □□ □□□□□□k

□□□**0...255 s,0=inactive**

□ "Delay time for turn off all status LED after standby mode[0...255,0=inactive]"

□ "Delay time for turn off Screen after standby mode[0...255,0=inactive]"

□□□□□□ □□□□□□□□□□ □□□ □ □k□ □□□□□ □□□ □

□□□□□k □□ □□□□□ □ k □□□**0...255 s,0=inactive**

□ "Delay time for turn off all status LED [0...255,0=inactive]"

□ "Delay time for turn off Screen [0...255,0=inactive]"

□□□□□□ □□□□□□□□□□ □□□ □ □k□ □□□□□ □□□ □

□□□□□k □□ □□□□□ □ k □□□**0...255 s,0=inactive**

□□□ □□□□□□ **0**□□ □□□ □□□□□□□□□ □ □ □k□ □ □

Note: It is only recommend that this option is used for demonstration purpose,screen may be damaged when permanent on for long time

□"Screen&LED on/off function"

□ □□□□□ □□□□□□□□ □ □□□□□ □□□ □ □k□ □□□

□□□□□ □□ □□ □ □ □ □ □□ □□ □

□k□□ □□□□ □ □ □□□□□□□k

□□□

Only apply to screen □□

Apply to Both Screen and Status LED □□□ **LED** □□

□□□ □□□ □□□ **0** □□ □□□ □ □□ **LED** □□/ □□k

□"Panel orientation indication when turn off status LED"

□□□□ □□□□□ □□□ □ □k□ □□□□ □□ □□□□□ □□ □k

□□□

Disable

Always trigger

Trigger via object

□□□□□ □□ □ □□□□□

LED x reuse as indication LED(x=2/4/6□□ □□ □□)

□**"Work mode"**

□□□□ □□ □ □□ □□ □□ □ □k□ □□□ □□ □□□

□□k □□□

0=trigger/1=no trigger

1=trigger/0=no trigger

0 is trigger,1 is no reaction

1 is trigger,0 is no reaction

□ “Colour of indication LED”

□ □□ □□□ □□□□□□ k

□□□

Red	**□**	**Orange**	**□**
Green	**□**	**Cyan blue**	**□□**
Blue	**□**	**Customized colour 1**	**□ □□ 1**
White	**□**	**Customized colour 2**	**□ □□ 2**
Yellow	**□**	**Customized colour 3**	**□ □□ 3**
Cyan	**□**	**Customized colour 4**	**□ □□ 4**
Magenta	**□□**	**Customized colour 5**	**□ □□ 5**

□ “Indication period time”

□ □□□ □□□□□□ □□□□□□□ □ □□□□ □ □□ □□

□ □ □□ □□□□□□ □□□ □□□ □□□□ □□□□□□□ k □□□

10s

20s

...

60s

□ “Brightness of indication LED”

□ □□ □□□ □□□□ □ k □□□

5%

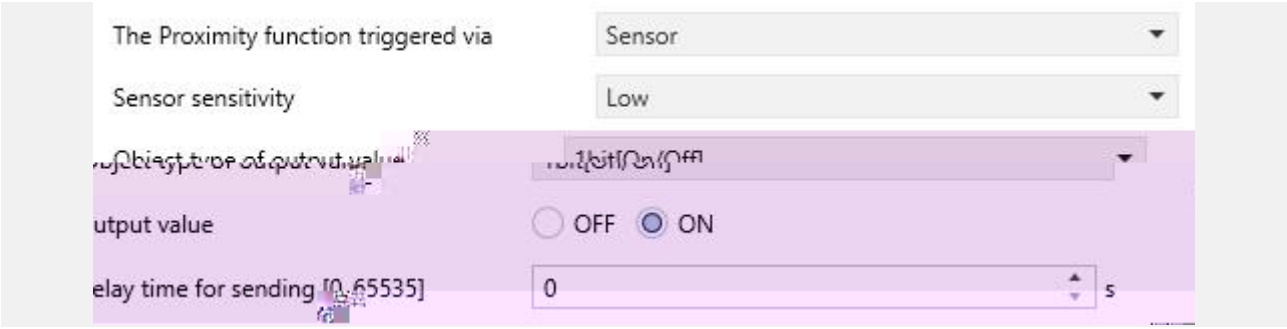
10%

20%

...

50%

5.2.2. □□ □"Proximity setting"



□□ □

□"The Proximity function triggered via"

□ □□ □□□□ □□□ □□k □□□

Sensor □

Proximity object □□□□ □

Sensor or Proximity object □ □□□□□ □

□□ □□□□□□□ □□ □□ □□ k

□□□ □□ □k

□□1.□□□□ □ □ □□"Proximity object"□"Sensor or Proximity object"□□□□□ □ □k

2.□□"Sensor"□□□ □ □□□□□□ □ □k

□"Proximity Sensitivity"

□ □□ □□□□□□□□□k □□□ □ □□□□ □□□ □□ □□ k

□□□

Low □□□

Medium □□□

High □□□□

□□□ □□□ □□□□□□□□□□ □□ **10cm** □□□ □□ □□ □□ □□

□□□ □ □ k

□ "Object type of output value"

□ □□ □□□ □□□□ □□ □□ □□□□□□ □ k □□□

No reaction

1bit[On/Off]

1byte[scene control]

1byte[0..255]

1byte[0..100%]

□ "Output value"

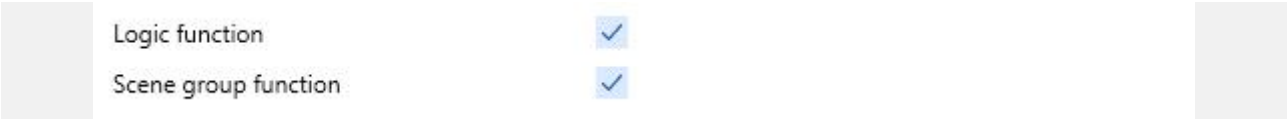
□□ □□ □ □k□ □□ □□ □□ □□ □□□□ □ □□ □□ □□□ □ k

□ "Delay time for sending [0..65535]"

□□ □□ □ □k□ □□ □□□□□□k □□□**0..65535 s**

□□□□ □□□□□□□□□□ □ □□□□ □ □□□k

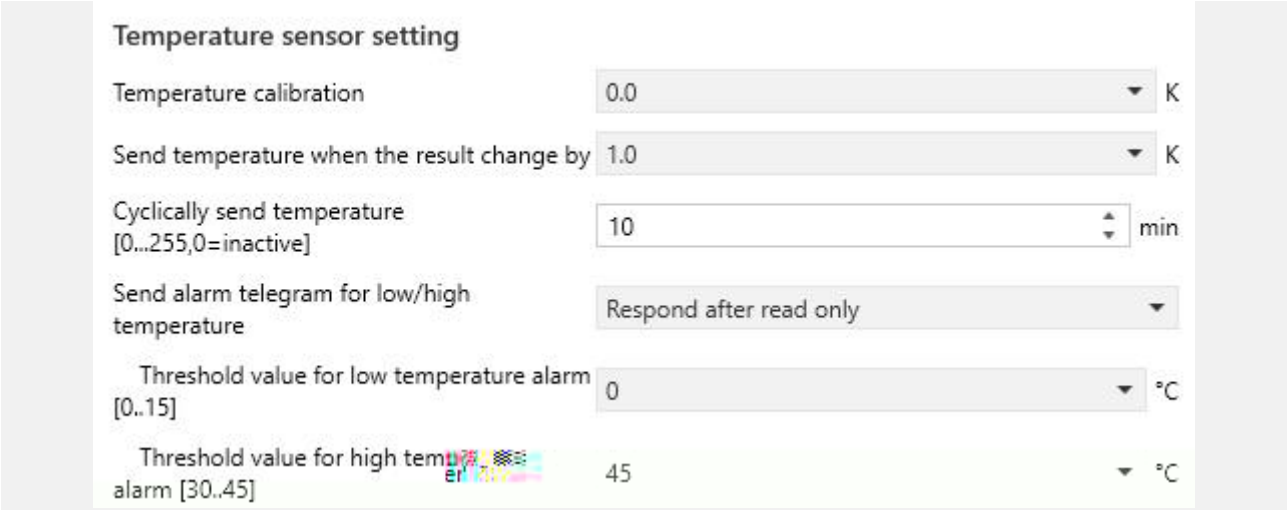
5.2.3. “Advanced setting”



“Logic function”

“Scene group function”

5.3. “Internal temperature measurement”



Temperature sensor setting

“Temperature calibration”

-5.0K

...

0.0K

...

5.0K

□□ □□□ □ □ □ □ □ □□□□ □□□□ **30** □□ □□□ □ □ □

□□□□□ □ □ k

□ "Send temperature when the result change by"

□ □□ □□□□ □□□□ □ □□ □□□□ □□ k □ □ k

□□□

Disable

0.1K

0.2K

0.3K

0.5K

1.0K

...

10K

□ "Cyclically send temperature [0...255,0=inactive]"

□ □□ □□□□ □ □ □□ □□□ k □ □ k □□□ **0..255 min**

□□□ □□□□□□ □□ □□ □ □□□ □ □□□ k

□ "Send alarm telegram for low/high temperature"

□ □□ □ □□□□□□ □□□□□ k □□□

No respond

Respond after read only

Respond after change

□□ □□

□ □□□ □□ □□ □□□ □□□ □ □□□□□□ □

□ □□□□□□ □ □□ □

□ □ □□□□ □□ □□ □ □

□ □□□ □□ □ □□□□ᵏ

□□□ □□ □ □ᵏ

□ “Threshold value for low temperature alarm [0..15]”

□ □□ □□□□ ᵏ□□□ □ □□ □□□ □ □□ᵏ □□□

0°C

1°C

...

15°C

□ “Threshold value for high temperature alarm [30..45]”

□ □□ □□□□□ ᵏ□□□□ □□ □□□□□□ □ □□ᵏ □□□

30°C

31°C

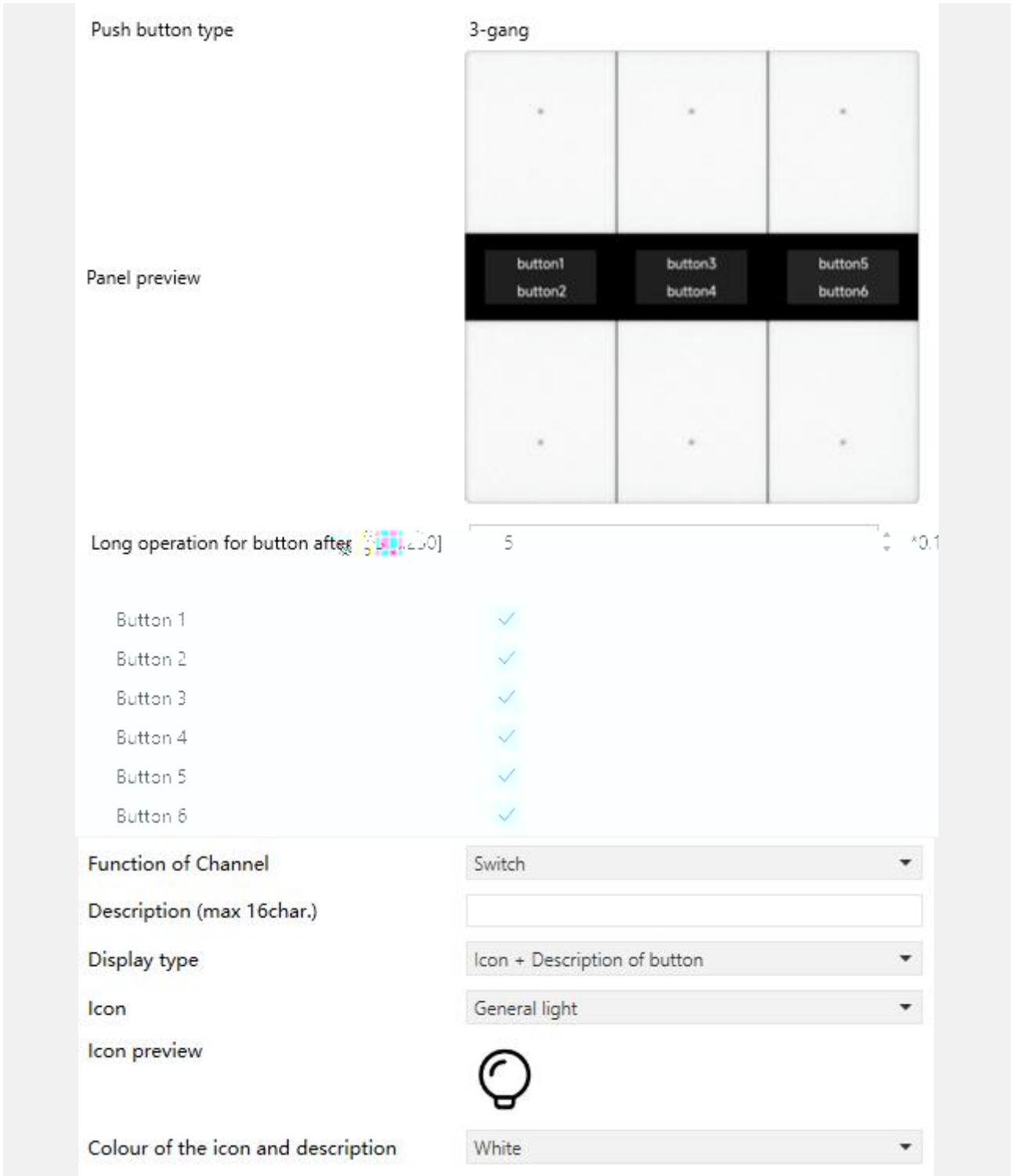
...

45°C

5.4. “Button”

k

k


Push button type
3-gang
Panel preview
button1
button2
button3
button4
button5
button6
Long operation for button after
5
Button 1
Button 2
Button 3
Button 4
Button 5
Button 6
Function of Channel
Switch
Description (max 16char.)
Display type
Icon + Description of button
Icon
General light
Icon preview
Colour of the icon and description
White

"Push button type"

"Long operation for button after [3..250]"

3..250 *0.1s

"Button x" (x=1~6)

"Function of Channel"

- **Switch**
- **Dimming**
- **RGB switching/send value**
- **RGBW switching/send value**
- **Colour temperature switching/send value**
- **Value sender**
- **Scene control**
- **Blind**
- **Shift register**
- **Multiple operation**
- **Delay mode**

"Description (max 16char.)"

16 **4**

□□ k

□ "Display type"

□ □□ □□□□□ k □□□

Description of button □ □□

Icon only □

Icon + Description of button □+□ □□

□ "Icon"

□ "Icon preview"

□ □□ □ □ □□ □ □□ k □□□

General light

...

Not Disturb

□ □□□ □□ □□□□□ □ k

□ "Colour of the icon and description"

□ □□ □□□□□ □ □□□□ □ □□□□□ k □□□

Red	□	**Orange**	□		
Green	□	**Cyan blue**	□□		
Blue	□	**Customized colour 1**	□	□□	**1**
White	□	**Customized colour 2**	□	□□	**2**
Yellow	□	**Customized colour 3**	□	□□	**3**
Cyan	□	**Customized colour 4**	□	□□	**4**
Magenta	□□	**Customized colour 5**	□	□□	**5**

□□ □□ □□□ □□ k

5.4.1. □ □

□ □ □□

□ "Distinction between short and long operation"

□ □□ □□□ □ □ □□ k □□□

No

Yes

□□ □□□ □ □□ □□□ □ □□□ □□□□ □□□□□□□ □ k

□ "Reaction on short/press operation"

□ "Reaction on long/release operation"

□ □□ □□ □□□□□ □ □□ □□□□□□ k□□ □□ □□ □ □ □

□□ k □□□

No reaction

OFF

ON

TOGGLE

□□□ □□ □k

□ □□□□□□

□ □ □□□□

□□□□ □ □ □□□□ □ □ □ □□□□□□□□□ □ □□□

□□□ □□□ □ □ □□□ □□□□ □□ □ □ □ □□□□□□□□ □□

□ □□ □ □ □□□□□ □ □□□ k

□ "Number of objects"

□ □ □ □□

□□□ □ □k□ □□ □ □□□ □ □□□ □ □k □□□

1

2

□ "Disable function"

□ □□ □□ □□□ □□□ k □□□

Disable

Disable=1/Enable=0

Disable=0/Enable=1

□ "Status LED indication when button disable"

□□□ □ □□ □ □k□ □□□□□□□□

□□ □□□k □□□

No

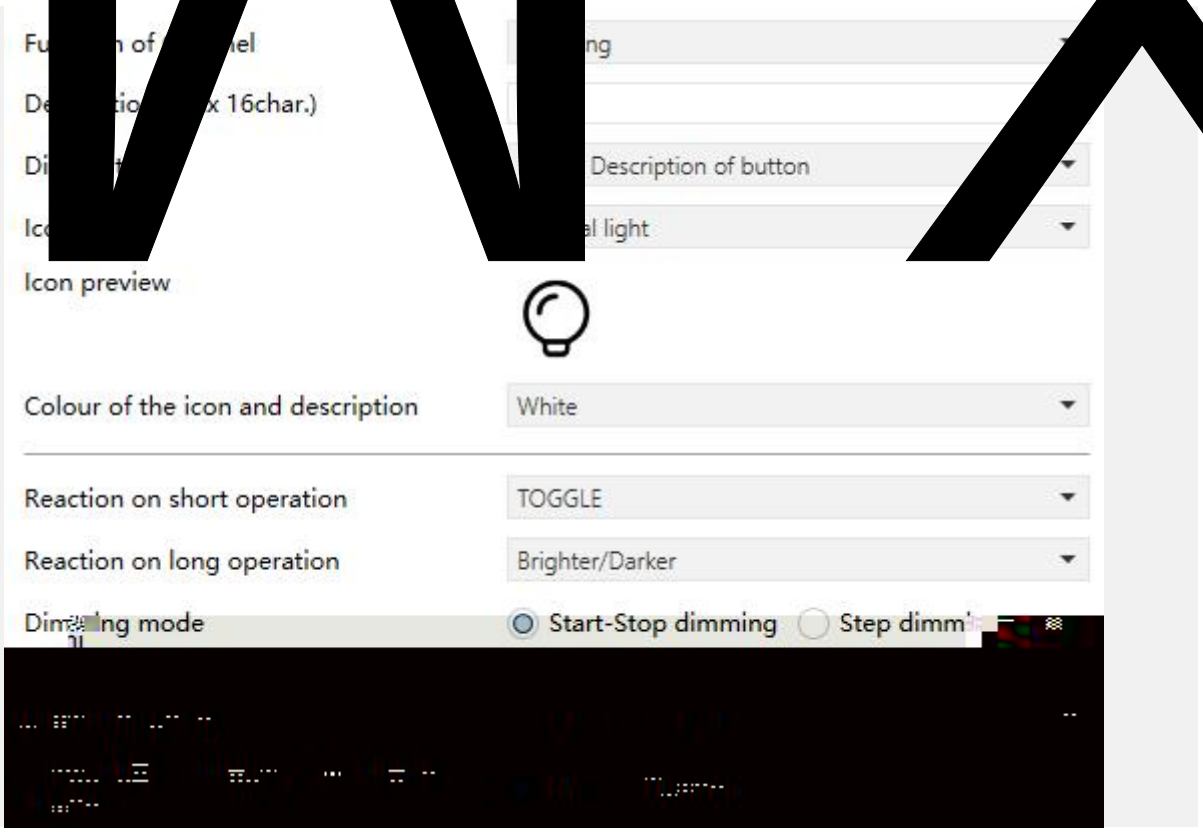
Flashing

□□□□ □□□□□□□□□

“LED indication colour”

Red		**Orange**			
Green		**Cyan blue**			
Blue		**Customized colour 1**			**1**
White		**Customized colour 2**			**2**
Yellow		**Customized colour 3**			**3**
Cyan		**Customized colour 4**			**4**
Magenta		**Customized colour 5**			**5**

5.4.2.


Description of button
Icon preview
Colour of the icon and description
White
Reaction on short operation
TOGGLE
Reaction on long operation
Brighter/Darker
Start-Stop dimming

□ □□ □□□□□ □ □□ □ □ □□ □□□□□□□□□□ □□ k □□□

No reaction

Brighter

Darker

Brighter/Darker

□ □□ □□ □ k

□ □□□□□ □ □□ □□□ k

□ □□□□□□□

□ □□□□ □ □□ □ □ k

□

□□□

100%

50%

...

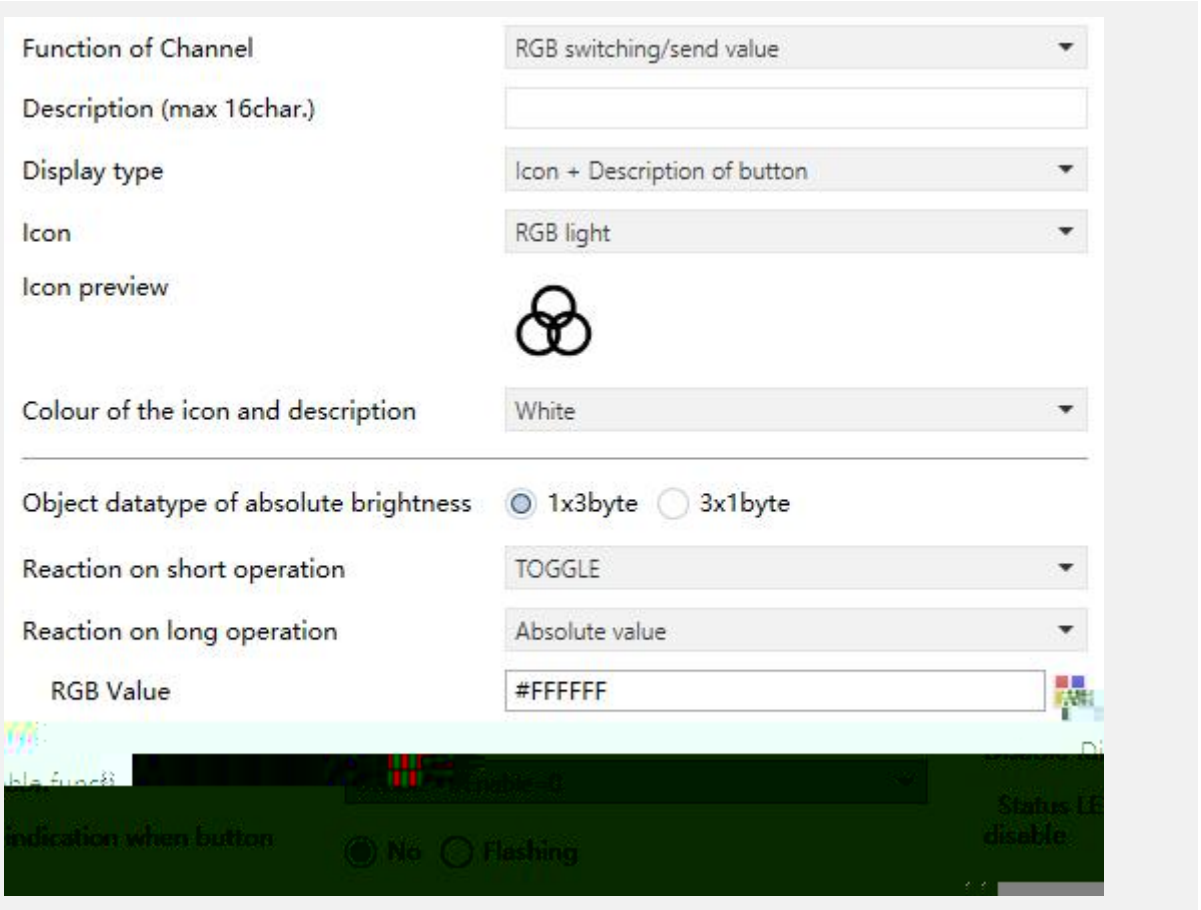
1.56%

□ **“ Interval of tele. cyclic send [0..25,0=send once]”**

□ □□□□ □□ □ □k□ □□ □□ □□□□□□□k

□□□**0..25 *0.1s□0=** □ □

5.4.3. RGB □



□ □ □□

□**”Object datatype of absolute brightness”**

□ □□ □ □ □□ k

□□□

1x3byte □□ 3byte □ □□□ RGB □

3x1byte □□ 1byte □ □□□ RGB □

□ "Reaction on short operation"

□ "Reaction on long operation"

□ □□ □ □□ □□□□□□ k □□□

No reaction

OFF

ON

TOGGLE

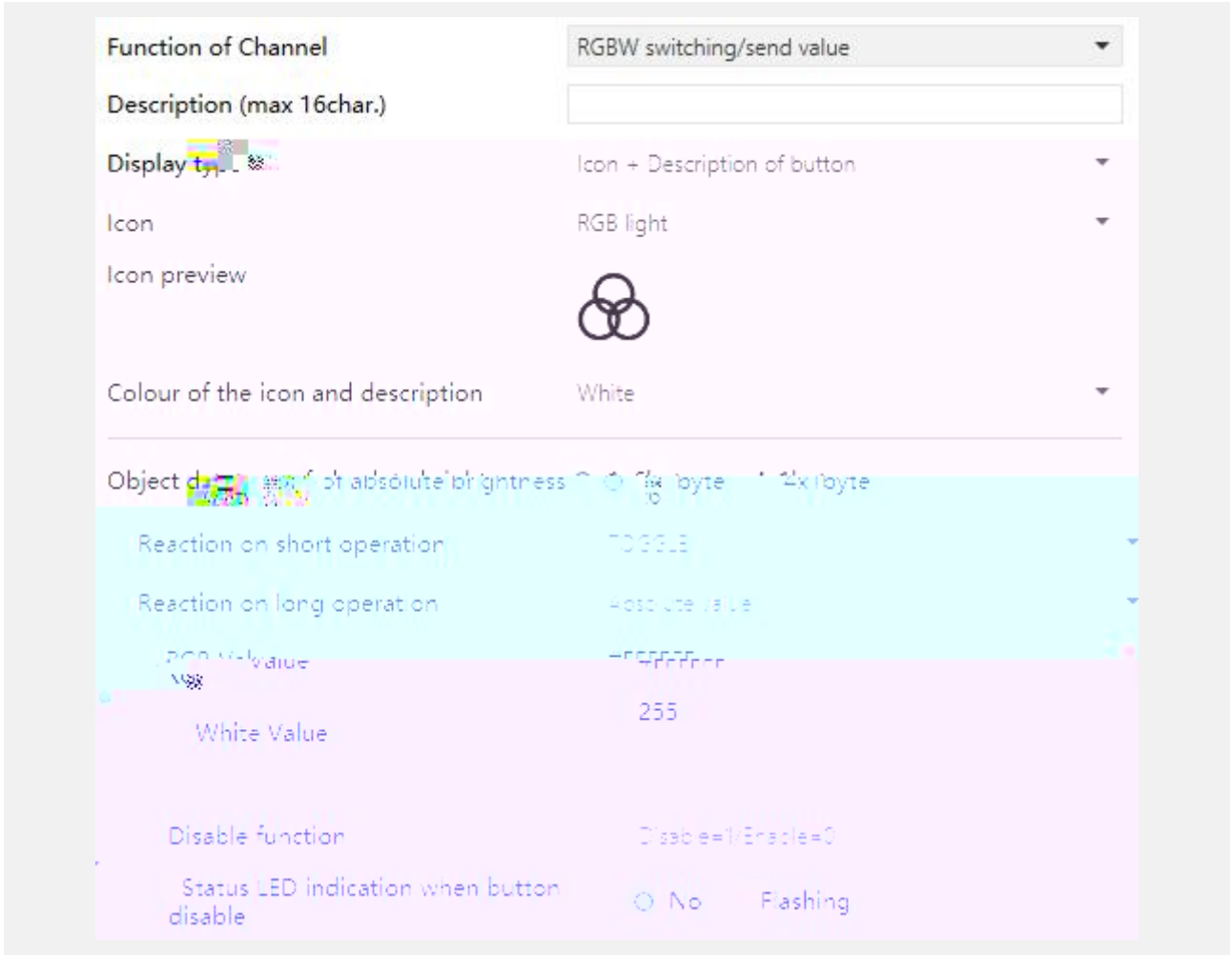
Absolute value

□ "RGB value"

□ □□□ □□□ □ □ k □ □ □□ □□ □□ k

□□□ **#000000..#FFFFFF**

5.4.4. RGBW □



□ □ □□

□ "Object datatype of absolute brightness"

□ □□ □ □ □□ k □□□

1x6byte □□ 6byte □ □□□ RGBW □

4x1byte □□ 1byte □ □□□ RGBW □

□ "Reaction on short operation"

□ "Reaction on long operation"

□ □□ □ □□ □□□□□□ k

□□□

No reaction

OFF

ON

TOGGLE

Absolute value

□"RGB value"

□ □□□ □□□ □ □k□ □ □□ □□ □□ □ k

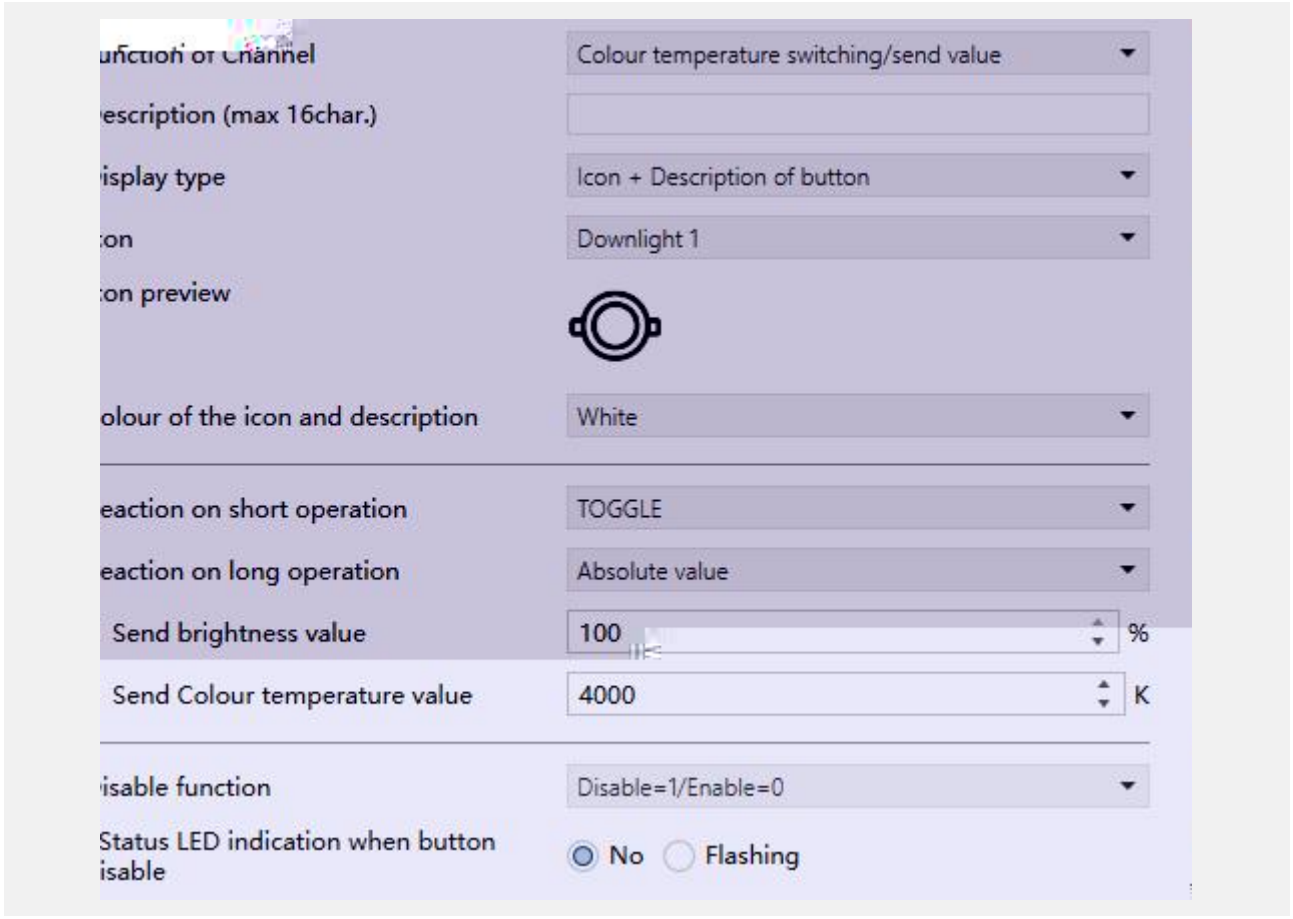
□□□**#000000..#FFFFFF**

□"White Value"

□ □□□ □□□ □ □k□ □ □□ □□ □□□□ □ k

□□□**0..255**

5.4.5. □□□



□□□ □ □□

□ "Reaction on short operation"

□ "Reaction on long operation"

□ □□ □ □□ □□□□□□ k □□□

No reaction

OFF

ON

TOGGLE

Absolute value

- □ "Send brightness value"

□ □□□ □□□ □ □ k □ □ □□ □□ □□ □ k

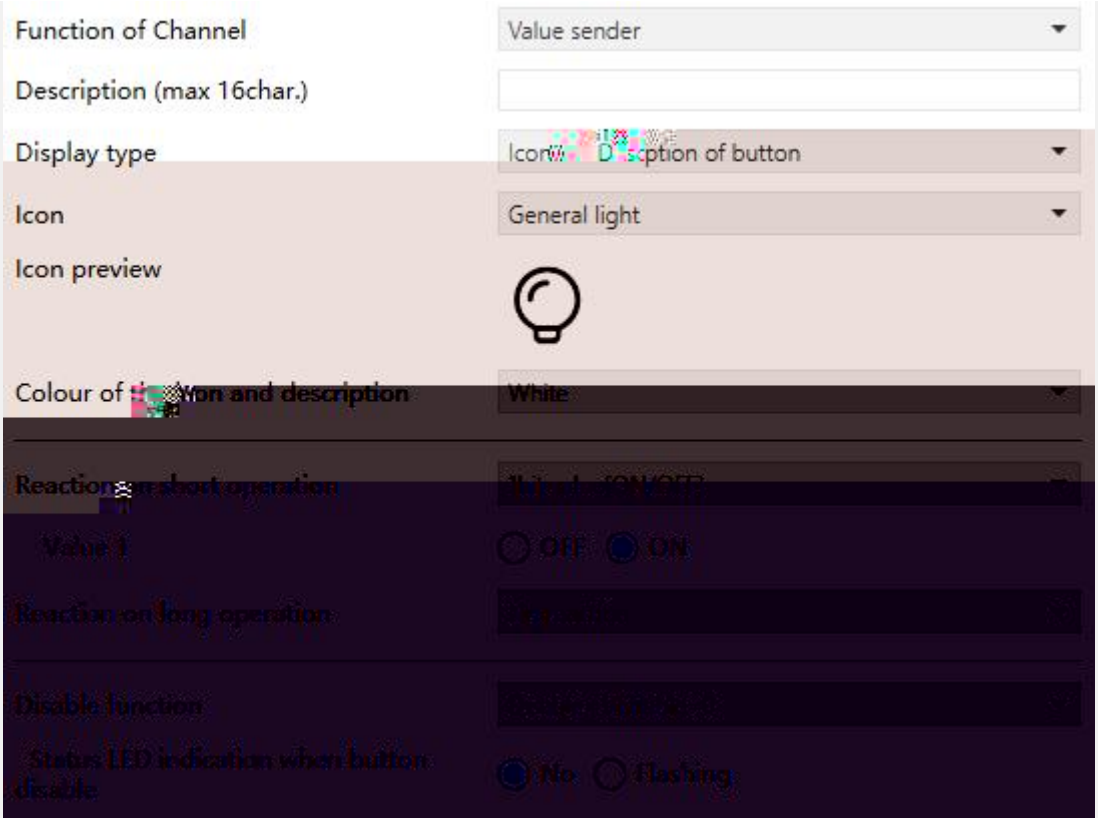
□ □ □ **0..100%**

□ "Send Colour temperature value"

□ □ □ □ □ □ □ □ k □ □ □ □ □ □ □ □ □ k

□ □ □ **1000...10000K**

5.4.6. □ □



□ □ □ □

□ "Reaction on short operation"

□ "Reaction on long operation"

□ □ □ □ □ □ □ □ □ □ □ □ k □ □ □

No reaction

1bit value[On/Off]

2bit value[0..3]

4bit value[0..15]

1byte value[0..255]

2byte value[0..65535]

2byte float value

4byte value[0..4294967295]

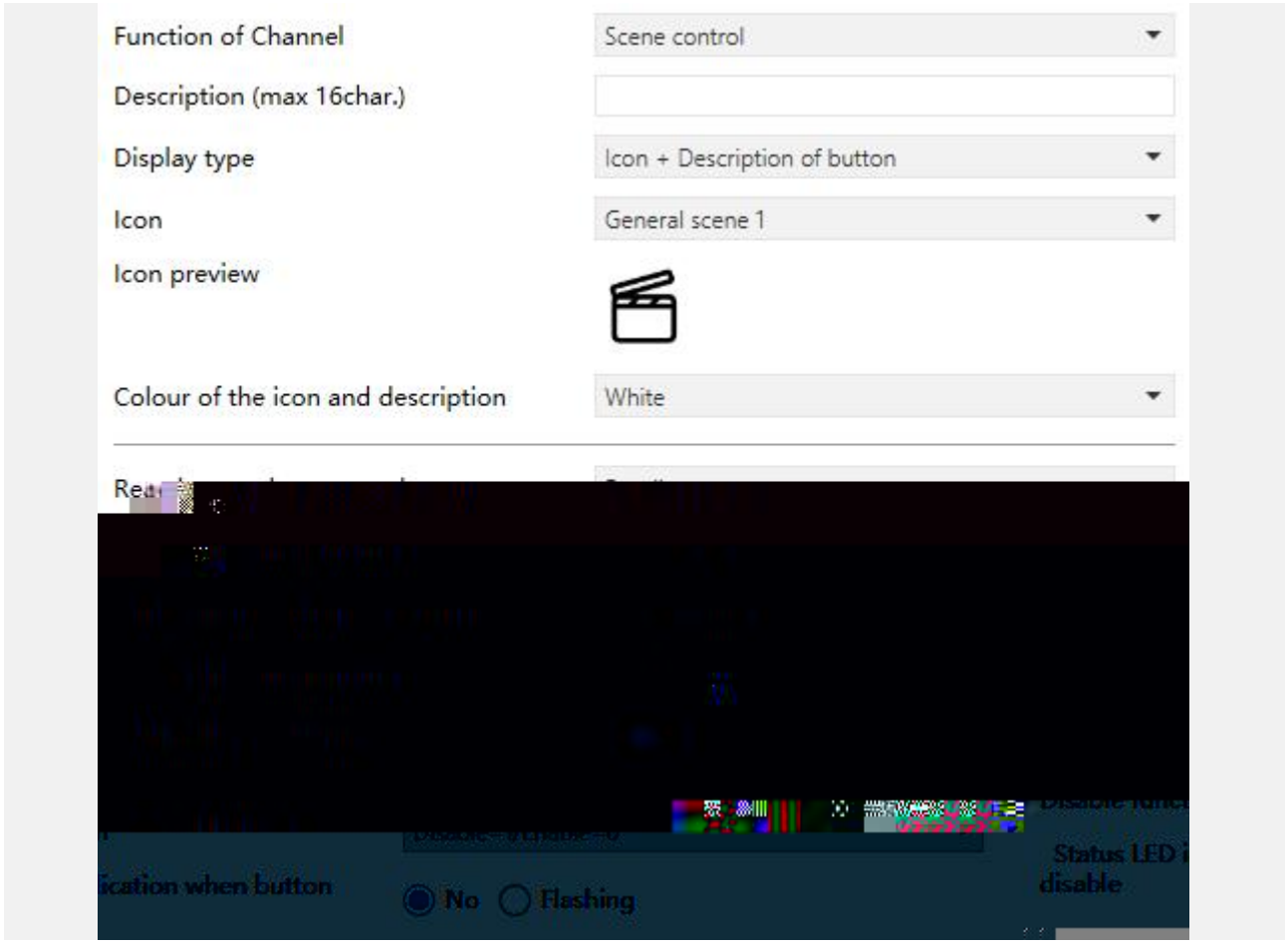
4byte float value

* * □"Value 1/2"

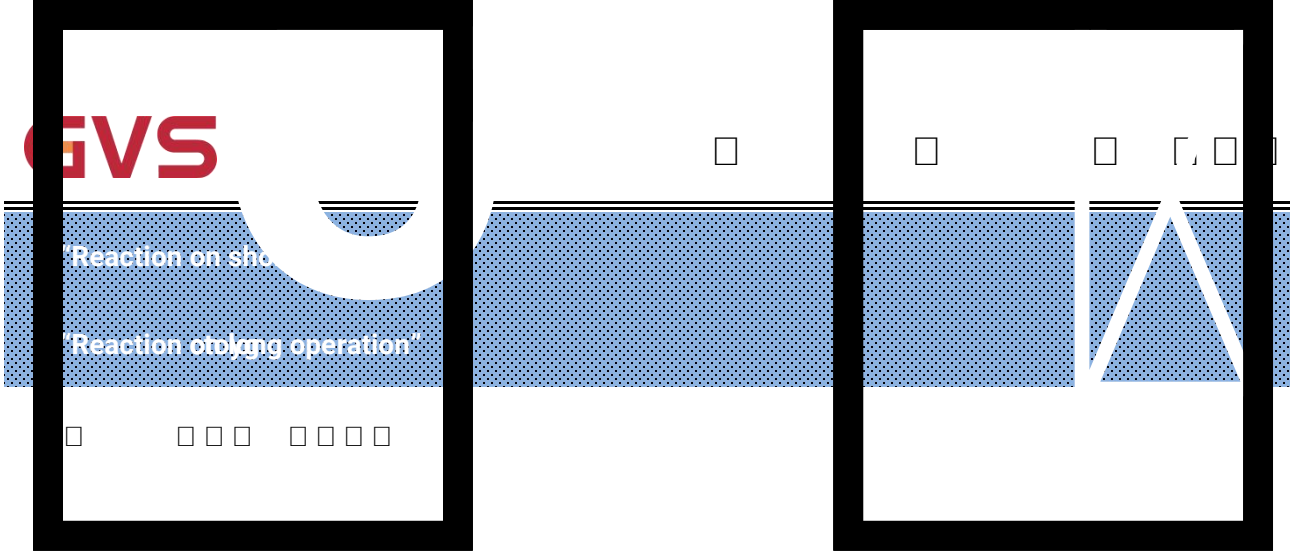
□□□ □□□ □ □k□ □□□ □□ □ □□□ k □□

□□□□□ □ k

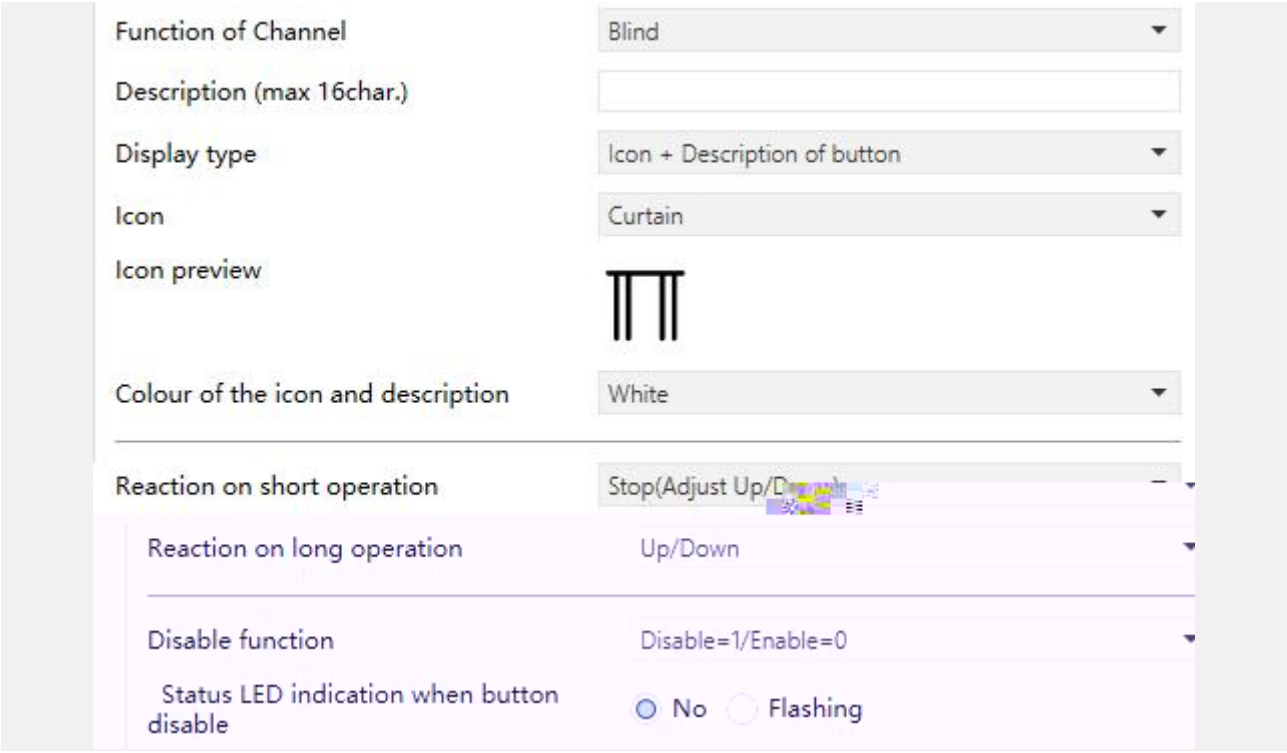
5.4.7. □ □



□ □ □ □□


"Reaction on sho
"Reaction on going operation"

5.4.8. □□ □



□□ □ □□

□ "Reaction on short operation"

□ "Reaction on long operation"

□ □□ □□ □□ □□ □□□ □□□□ k □□□

No reaction

Up

Down

Up/Down

Stop(Adjust Up)

Stop(Adjust Down)

Stop(Adjust Up/Down)

□ □□ k

□ □□□□□□□□□□

□ □□□□ □□□□

□ □□□□□□□ □□ □ □□□ k

□ □□□□□□ □□ □□□

□ □□□□□□ □□ □□□

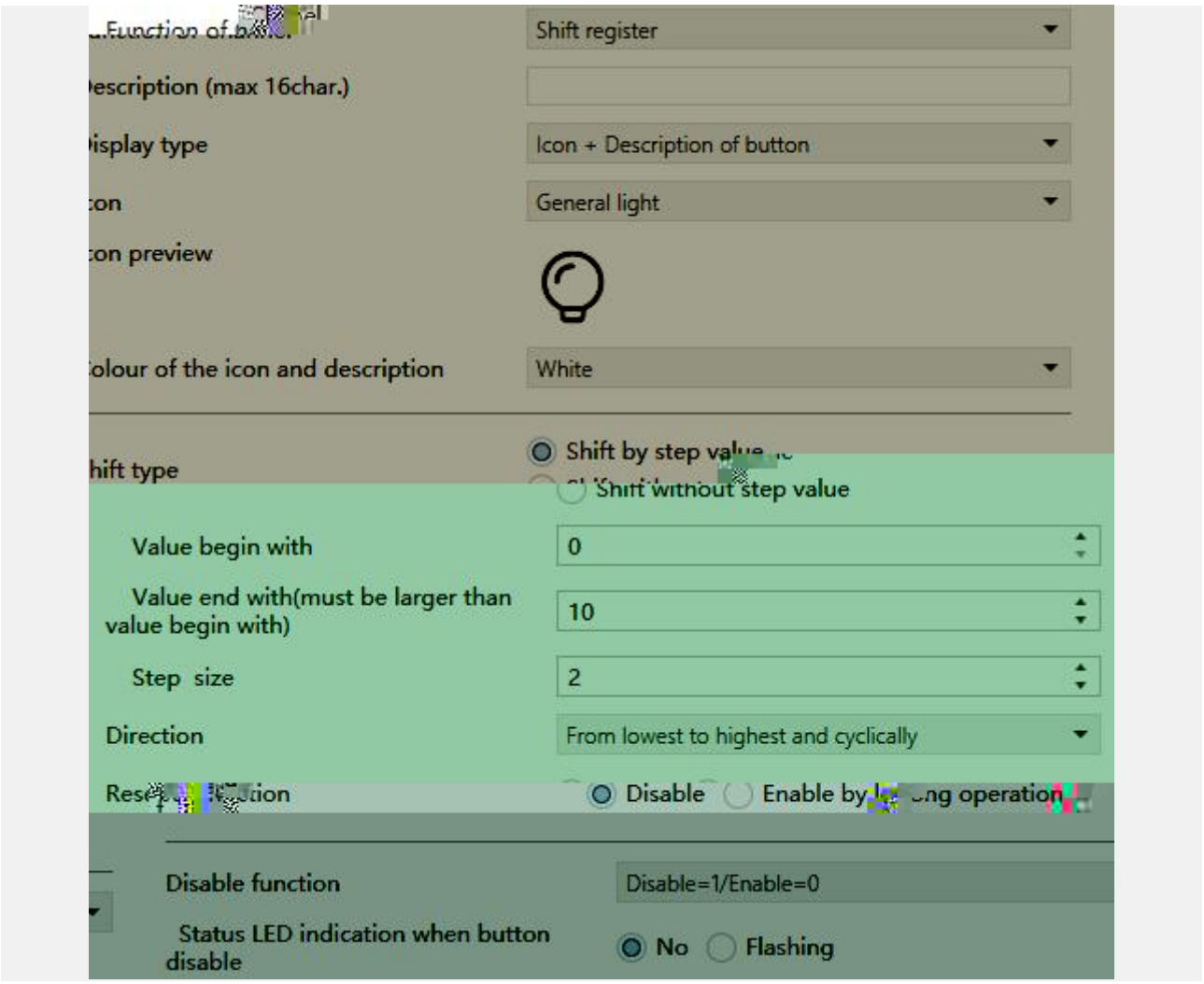
□ □□□□□□ □□□ □ □□ □□ k

□ " Interval of tele. cyclic send [0..25,0=send once] "

□□□ □□□ □ □ k □ □□ □□□□ □□□□□□□□□□ k

□□□0..25 *0.1s□0□ □ □

5.4.9.


Shift register
Description (max 16char.)
Display type
Icon + Description of button
Icon
General light
Icon preview
Colour of the icon and description
White
Shift type
Shift by step value
Shift without step value
Value begin with
0
Value end with(must be larger than value begin with)
10
Step size
2
Direction
From lowest to highest and cyclically
Disable
Disable function
Disable=1/Enable=0
Status LED indication when button disable
No
Flashing

□ □ □ □□□

□ □□ □□“Shift by step value”□□ □□ □k

• • □“Value begin with”

□ □□ □ □ □□ k □□□0..240

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

□ □□ □ □ □□□ k □□□1..250

□□□□ □□ □ k

• • □“Step size”

□ □□ □ □□□ □□ □□□ □□ □ □□ k □□□0..240

□ □□ □□“Shift without step value”□□ □□ □k

□“Object datatype”

□ □□ □ □ □□□ □ k □□□1byte unsigned value/Scene number/HVAC mode

• • □“Shift number”

□ □□ □ □ □□□□□ □ □ □□k□ □ k □□□1/2../10

• • □“Value x”(x=1~10)

□ □□ □□□ □ □ □□ □ □ □ □□k □□□0..255/Scene No.1~64/Comfort mode/Standby mode/Economy mode/Frost/heat protection

□“Direction”

□ □□ □ □ □□ k □□□

From lowest to highest and stop to the end

From highest to lowest and stop to the begin

From lowest to highest and cyclically

From highest to lowest and cyclically

□□ □ □□ □ □ k

□□ □ □□ □ □ k

□□ □□□ □□ □ □□□ □ □□□ □□

□ k

□□ □□ □□ □ □□□ □ □□□ □ □

□ k

□"Reset function"

□ □□ □ □ □□ □ □ k □□□

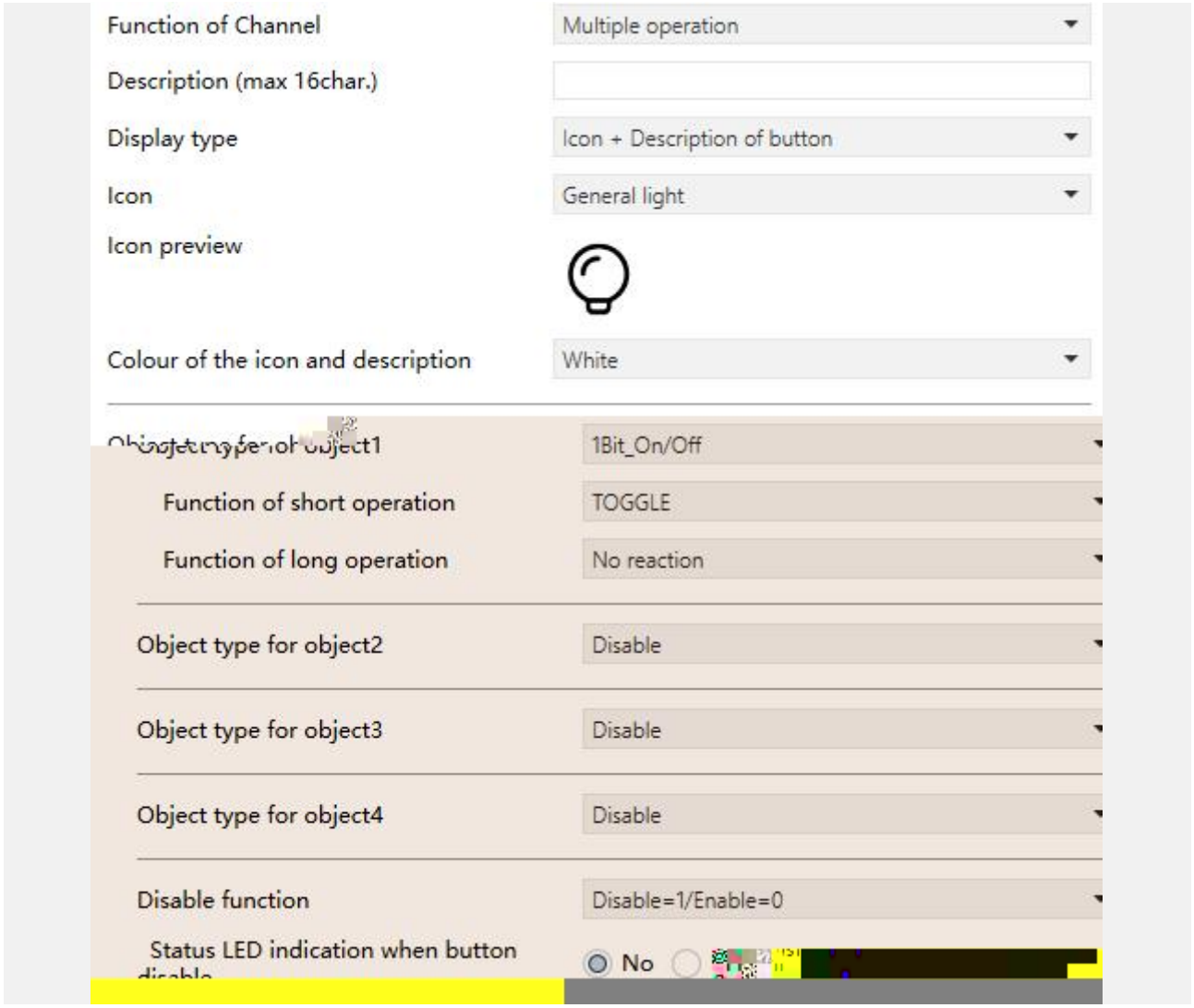
Disable

Enable by long operation

□ □□

□□□□□ □ □□□ □□ □□ □□□ k

5.4.10. □□ □



□□ □ □□

□ "Object type for object x"(x=1~4)

□ □□ □ □ □□ □□ □□□ □ k □□□

Disable

1Bit_On/Off

1Bit_Up/Down

1Byte_RecallScene

1Byte_StoreScene

1Byte_Percentage

1Byte_Unsigned value

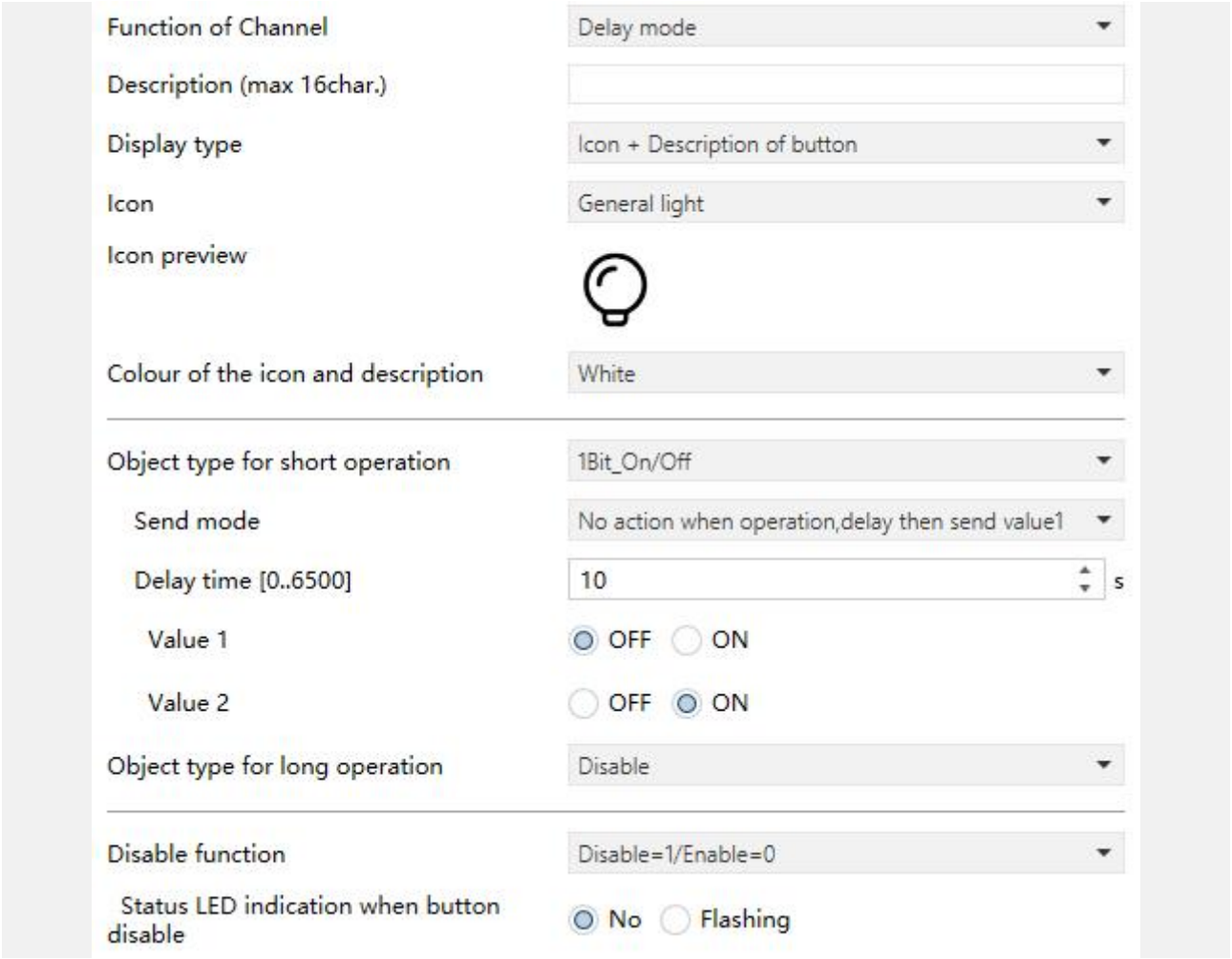
- “Function of short operation”
- “Function of long operation”

k

- **“Value x...”(x=1~2)**

k k k

5.4.11.



□"Object type for short operation"

□"Object type for long operation"

□ □□ □ □□ □□ □□□ □ k □□□

Disable

1Bit_On/Off

4Bit_Dimming

1Byte_Unsigned value

□" Send mode"

□ □□ □ □□□□k □□□

No action when operation,delay then send value1 □ □□ □□□□ □ **1**

No action when operation,delay then send value2 □ □□ □□□□ □ **2**

Send value1 when operation,delay then send value2 □ □ **1**□□□□ □ **2**

Send value2 when operation,delay then send value1 □ □ **2**□□□□ □ **1**

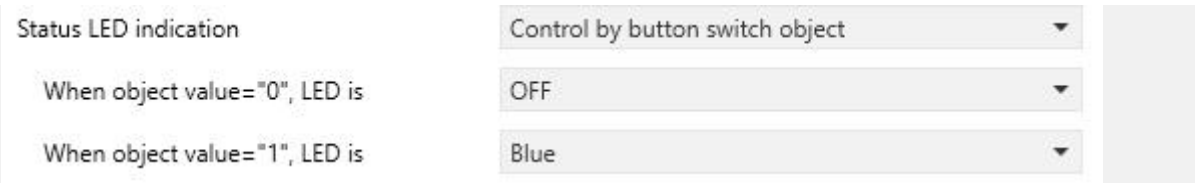
□" Delay time [0..6500]"

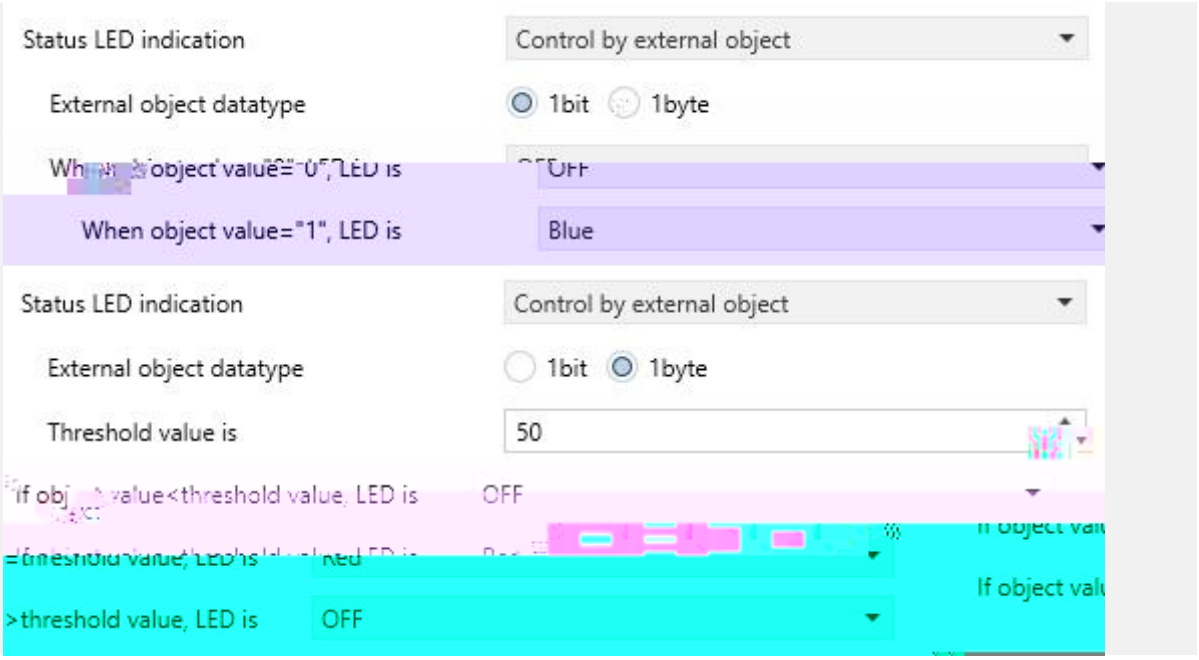
□ □□ □ □□□□k □□□**0..6500 s**

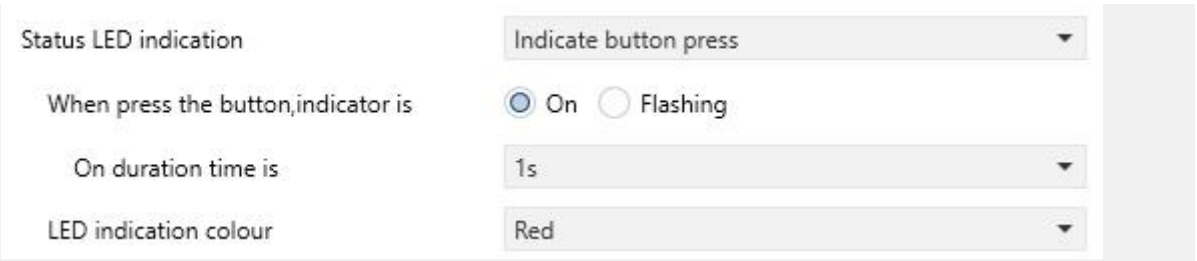
□"Value x"(x=1~2)

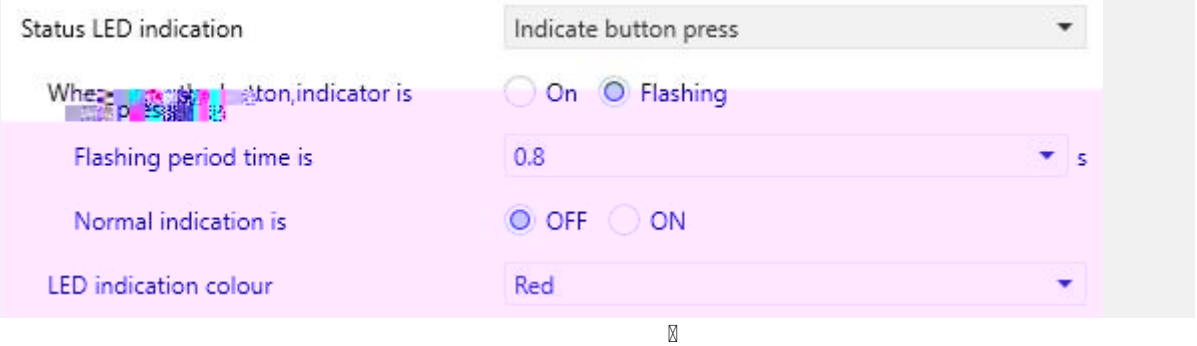
□ □□ □ □ □□□ k □□ □□□□□ □ k

5.4.12. LED


Status LED indication
Control by button switch object
When object value="0", LED is
OFF
When object value="1", LED is
Blue


Status LED indication
Control by external object
External object datatype
1bit
1byte
When object value="1", LED is
Blue
Status LED indication
Control by external object
External object datatype
1bit
1byte
Threshold value is
50
OFF
OFF
Red
OFF


Status LED indication
Indicate button press
When press the button,indicator is
On
Flashing
On duration time is
1s
LED indication colour
Red


Status LED indication
Indicate button press
On
Flashing
Flashing period time is
0.8
s
Normal indication is
OFF
ON
LED indication colour
Red

Status LED indication
Always on
LED indication colour
Red

□ "Status LED indication"

□ □□ □ □□□□□ k □ □ □□ □□ □□□ □ □□ □□ □□□

Disable

Control by button switch object □ □□□ □□□

Control by external object □ □ □□□

Indicate button press □□ □

Always on □□ □

□ □□ □□□□ □□□□□ □ □□□□□ □ □□□□□ □

k

□ LED □□□□□□"Control by button switch object"□□ □□ □ k

□ "When object value="0", LED is"

□ "When object value="1", LED is"

□ □□ □ □ □ □□□ □ □ □□□□□ k □□□

OFF		**Orange**	□
Red	□	**Cyan blue**	□□
Green	□	**Customized colour 1**	□ □□ 1
Blue	□	**Customized colour 2**	□ □□ 2
White	□	**Customized colour 3**	□ □□ 3
Yellow	□	**Customized colour 4**	□ □□ 4
Cyan	□	**Customized colour 5**	□ □□ 5
Magenta	□□		

□ LED □□□□□□“Control by external object”□□ □□ □ k

• • □“External object datatype”

□ □□ □ □ □□ □□ k □□□

1bit

1byte

□□□ □□ □ □□□□□□ □□□□□□□ □□ □ k

□□ □□ □ □ k

• • **□“When object value="0", LED is”**

• • **□“When object value="1", LED is”**

□ □□ □□□□ □ □□ □ □□□□□ k □□□

OFF		**Orange**	□
Red	□	**Cyan blue**	□□
Green	□	**Customized colour 1**	□ □□ 1
Blue	□	**Customized colour 2**	□ □□ 2
White	□	**Customized colour 3**	□ □□ 3
Yellow	□	**Customized colour 4**	□ □□ 4
Cyan	□	**Customized colour 5**	□ □□ 5
Magenta	□□		

□□ □□ □ □k

- □“Threshold value is”

□ □□ □ k □□□1..255

- □“If object value<threshold value, LED is”
- □“ If object value=threshold value, LED is”
- □“ If object value>threshold value, LED is”

□ □□□□ □ □□□□□□ □□□□□k □□□

OFF		Orange	□
Red	□	Cyan blue	□□
Green	□	Customized colour 1	□ □□ 1
Blue	□	Customized colour 2	□ □□ 2
White	□	Customized colour 3	□ □□ 3
Yellow	□	Customized colour 4	□ □□ 4
Cyan	□	Customized colour 5	□ □□ 5
Magenta	□□		

□ LED □□□□□□“Indicate button press”□□ □□ □ k

• • □“When press the button,indicator is”

□ □□ □ □ □ □□ □□□□□ k □□□

On

Flashing

□□ □□ □ □ k

• • □**“On duration time is”**

□ □□ □ □□□ k □□□

500ms

1s

2s

3s

□□ □ □□ □ □ k

• • □**“Flashing period time is”**

□ □□ □□□ □□□ k □□□

0.4s

0.8s

...

2.0s

• • □**“Normal indication is”**

□ □□ □□□□ □□□□□ □□□ k □□□

OFF

ON

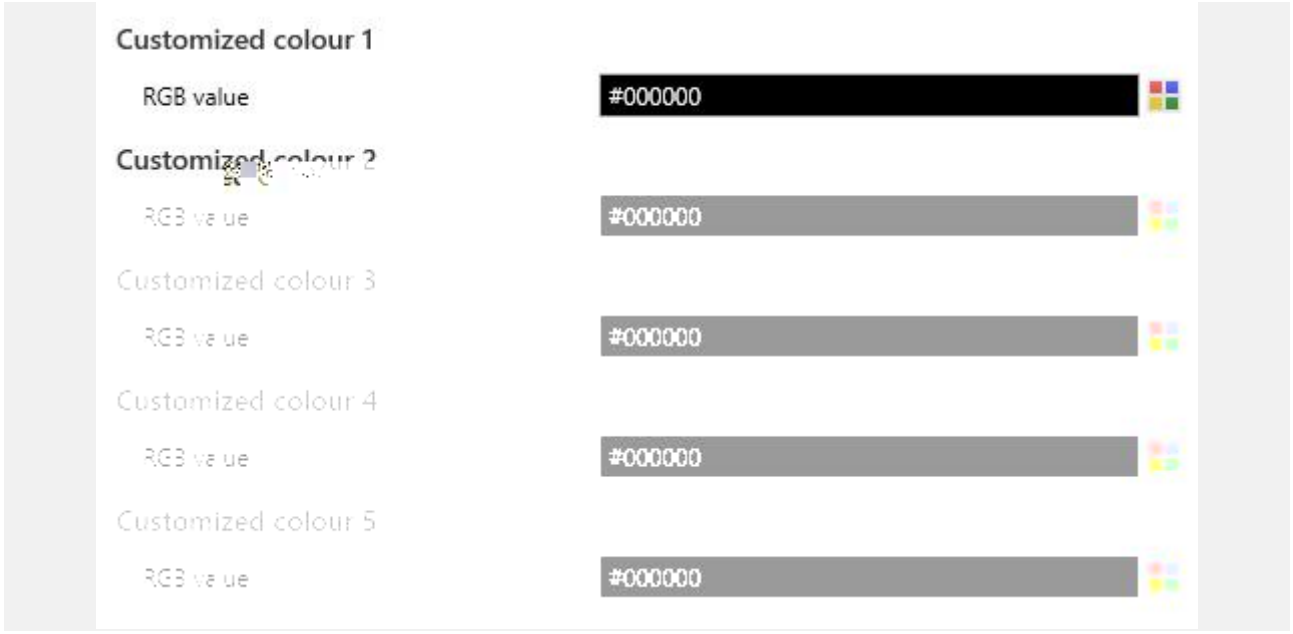
□ LED □ □ □ □ □ □ "Indicate button press" □ "Always on" □ □ □ □ □ k

* * □ "LED indication colour"

□ □ □ □ □ □ □ □ □ k □ □ □

Red	□	**Orange**	□
Green	□	**Cyan blue**	□ □
Blue	□	**Customized colour 1**	□ □ □ 1
White	□	**Customized colour 2**	□ □ □ 2
Yellow	□	**Customized colour 3**	□ □ □ 3
Cyan	□	**Customized colour 4**	□ □ □ 4
Magenta	□ □	**Customized colour 5**	□ □ □ 5

5.4.13. □ □ □ "Customized colour"



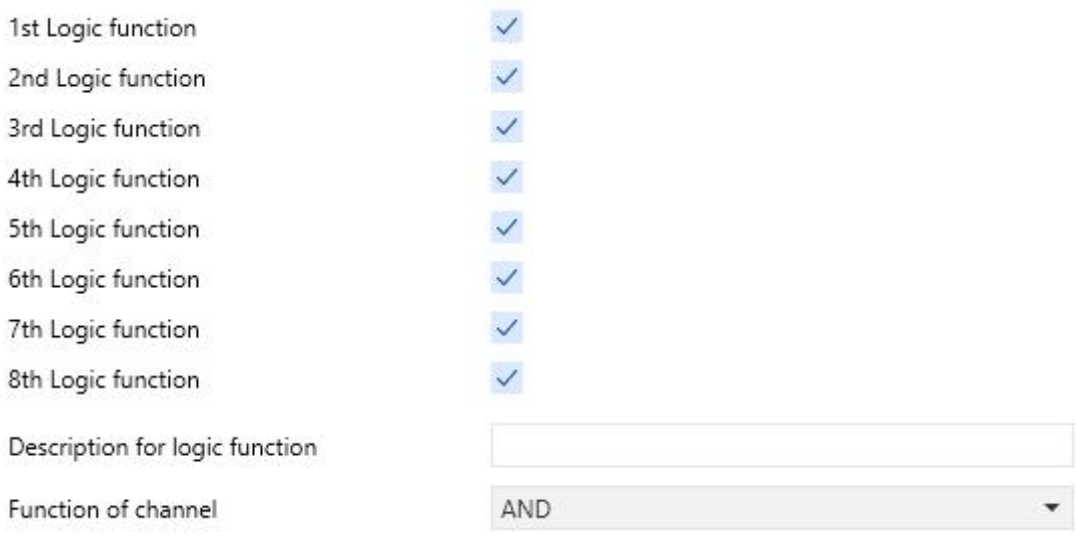
□ □ □

Customized colour x (x=1~5)

□ "RGB value"

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ k □ □ □#000000 ....#FFFFFF

5.5. □□ □"Logic"



□□ □

□"1st/2nd/3rd... Logic function"

□ □□ □ □□ □□□ □□□□ □□ □□□□ □□k□ □ □□ □k

□"Description for logic function"

□ □□ □ □□ □□ □□□k□ □ □k

□"Function of channel"

□ □□ □ □□□□□□ □k □□□

AND □□

OR □□□

XOR □□□□

Gate forwarding □□□□

Threshold comparator □ □□

Format convert □□□□

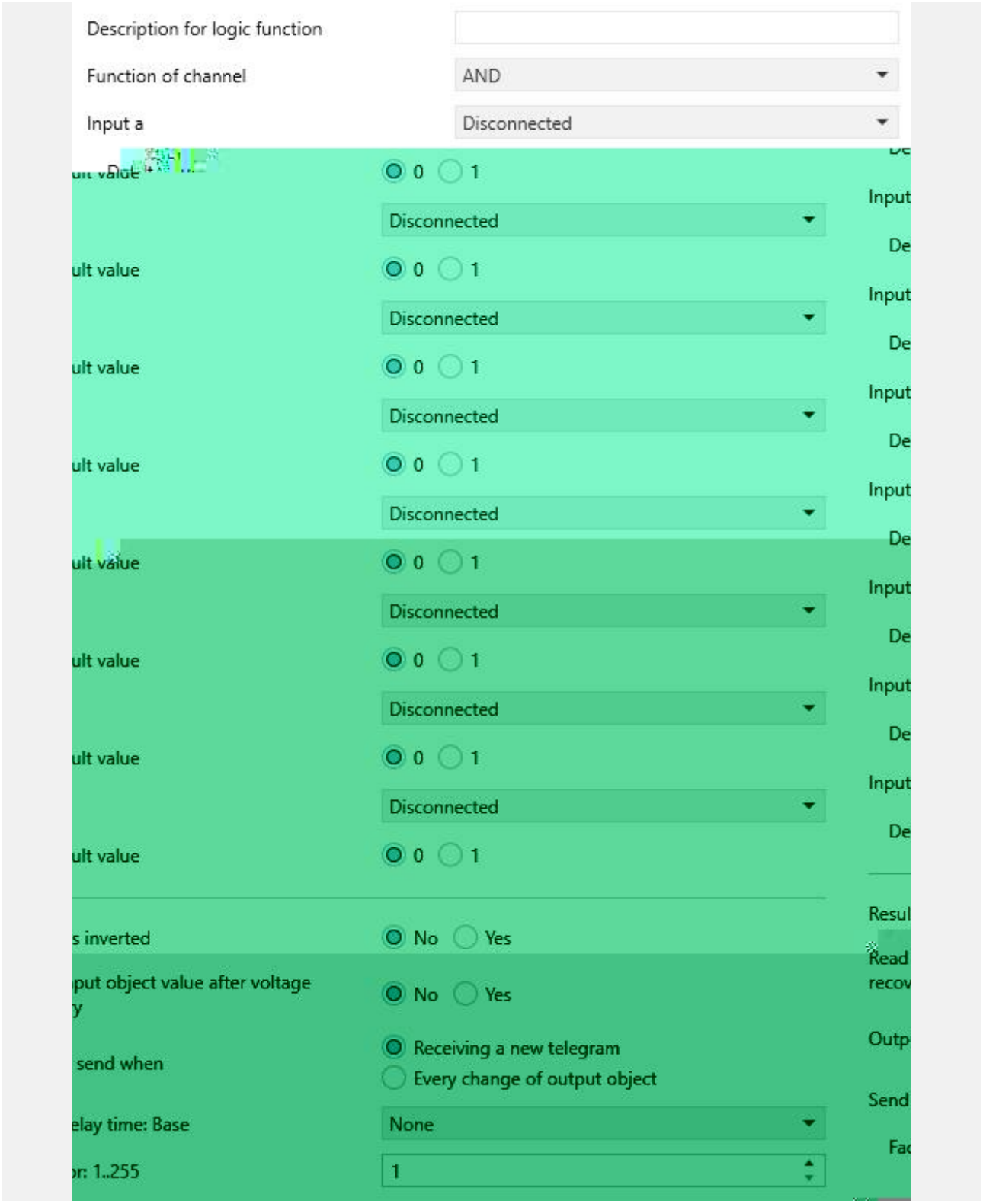
Gate function □ □

Delay function □□ □

Staircase lighting □□□□

□ □ □□ □□ □ □□□□ □ □ □□□ □ □□□□k

5.5.1. “AND/OR/XOR”



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

Disconnected

Normal

Inverted

"Default value"

0

1

"Result is inverted"

No

Yes

"Read input object value after bus voltage recovery"

No

Yes

□ "Output send when"

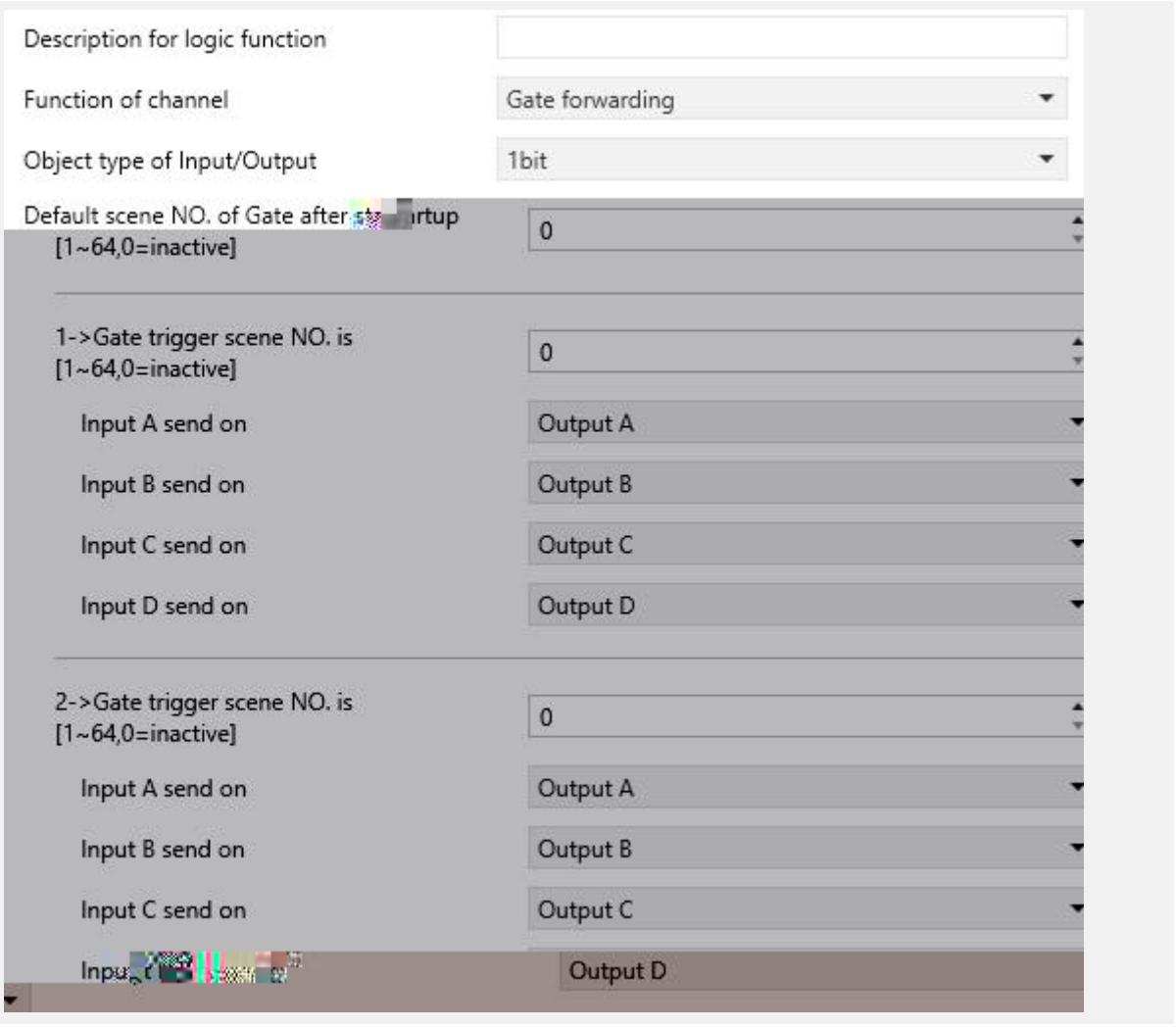
□ □□ □ □□□□□□□□□□ k □□□

Receiving a new telegram

Every change of output object

□□□□ □□□□□ □□□□□□ □ □□ □

5.5.2. “Gate forwarding” □ □



□ □

□ ”Object type of Input/Output”

□ □□ □ □ □ □□□ □ k □□□

1bit

4bit

1byte

□ ”Default scene NO. of Gate after startup [1~64,0=inactive]”

□ □□ □ □ □□□ □□□□□□ □ □□□ □□ □ □□ k

□□□**0..64□0=** □□

□□□ □□ □□□ □□ □□ □ □ k

□"z->Gate trigger scene NO. is [1~64,0=inactive]"(z=1~8)

□ □□ □ □□□□ □ □ k □ □□□ □ □□□ k

□□□0..64□0= □□

□ "Input A/B/C/D send on"

□ □□ □ □ □□□ □□ k □□□

Disable

Output A

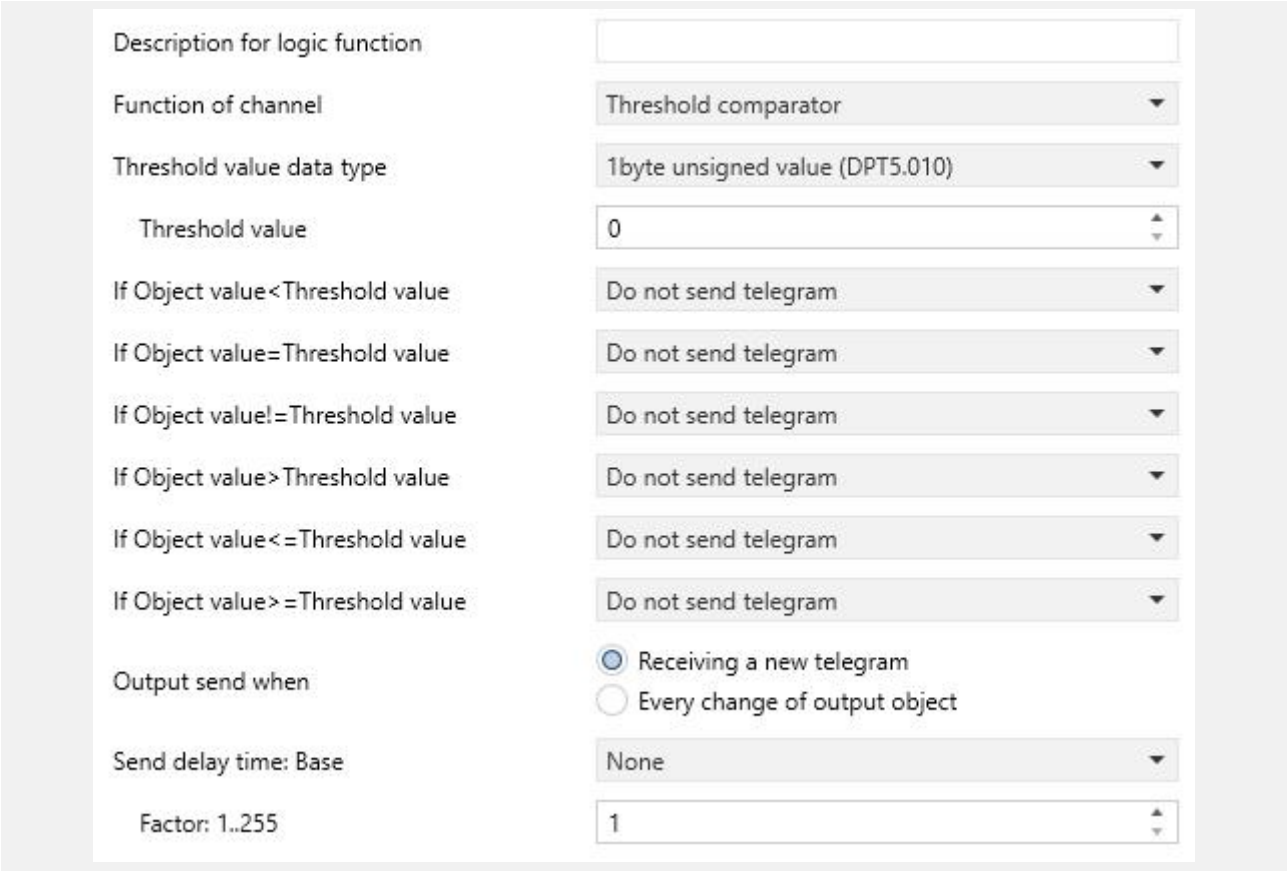
Output B

...

Output B,C,D

□ □□□ □ □ □ □ □ k □ □ □ □ □□ □ k

5.5.3. “Threshold comparator” □ □



□ □ □ □

□ “Threshold value data type”

□ □□ □ □ □□ □ k □□□

4bit value (DPT3.007)
1byte unsigned value (DPT5.010)
2byte unsigned value (DPT7.001)
2byte signed value (DPT8.x)
2byte float value (DPT9.x)
4byte unsigned value[0..4294967295]
Ext. temperature value (DPT 9.001)
Ext. humidity value (DPT 9.007)
Illuminance value (DPT 9.004)

□ “Threshold value”

□ □□ □ □ □□ □□ □□ □ k □□□

4bit value (DPT3.007) 0..15 /1byte unsigned value (DPT5.010) 0..255 /

2byte unsigned value (DPT7.001) 0..65535 / 2byte signed value (DPT8.x) -32768..32767 /

2byte float value (DPT9.x) -670760...670760 /

4byte unsigned value[0..4294967295] 0..4294967295 /

Ext. temperature value (DPT 9.001) -20..95 / Ext. humidity value (DPT 9.007) 0..100% /

Illuminance value (DPT 9.004) 0..65535lux

□ **"Hysteresis threshold value"**

□□ □ ! □□ □ □k□ □

□ □ k □□□**0..500**

□ **"If Object value<Threshold value"**

□ **"If Object value=Threshold value"**

□ **"If Object value!=Threshold value"**

□ **"If Object value>Threshold value"**

□ **"If Object value<=Threshold value"**

□ **"If Object value>=Threshold value"**

□ □□ □ □□ □□ !□ ! □ ! ! □ □ □ □ □□ □□

□ □□□□□□ k□□ □ !

□□ □□ □□ □□ □ □□ k □□□

Do not send telegram

Send value "0"

Send value "1"

□ □□□□□□□□□ □□

□□□□□ □□ □□□ □ k

□□□ □□ □□ □ □ □□ □ □□ k □ □ **If Object value=Threshold value** □□ **Send value** □**0** □□ □□ **If Object value<=Threshold value** □□ **Send value**

□1□□□ □ □ □ □□□□□□ □ □1□ k

□ "Output send when"

□ □□ □ □□□□□□□□□ k □□□

Receiving a new telegram

Every change of output object

□□□□ □□□□□ □□□□□□ □ □□ □

□ □□□□□ □□ □□□ □ □□ k

□□□□□□□□□□□□□□□□□□ □ □ □ k

□ "Send delay time"

Base: **None**

0.1s

1s

...

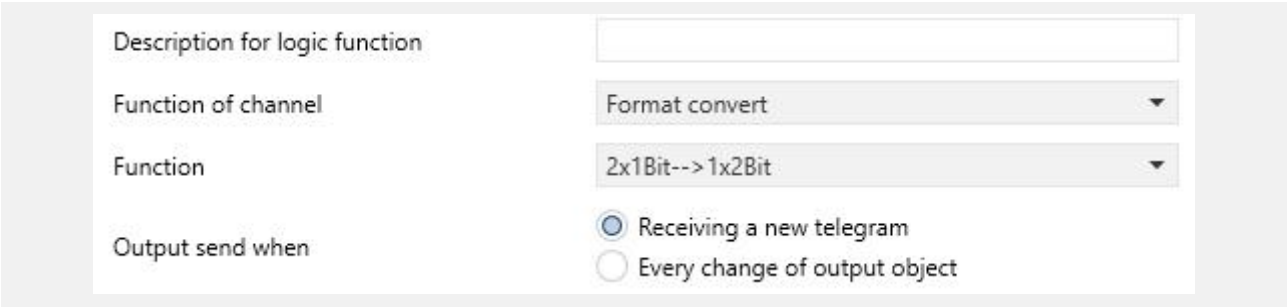
10s

25s

Factor: **1..255**

□ □□□□□□□ □□□□□□□ k□□□ □ □□ □ □□□ k

5.5.4. “Format convert” □ □



□ □

□ ”Function”

□ □□ □ □□□□□□□□□ k □□□

2x1bit-->1x2bit

8x1bit-->1x1byte

1x1byte-->1x2byte

2x1byte-->1x2byte

2x2byte-->1x4byte

1x1byte-->8x1bit

1x2byte-->2x1byte

1x4byte-->2x2byte

1x3byte-->3x1byte

3x1byte-->1x3byte

□ ”Output send when”

□ □□ □ □□□□□□□□□ k □□□

Receiving a new telegram

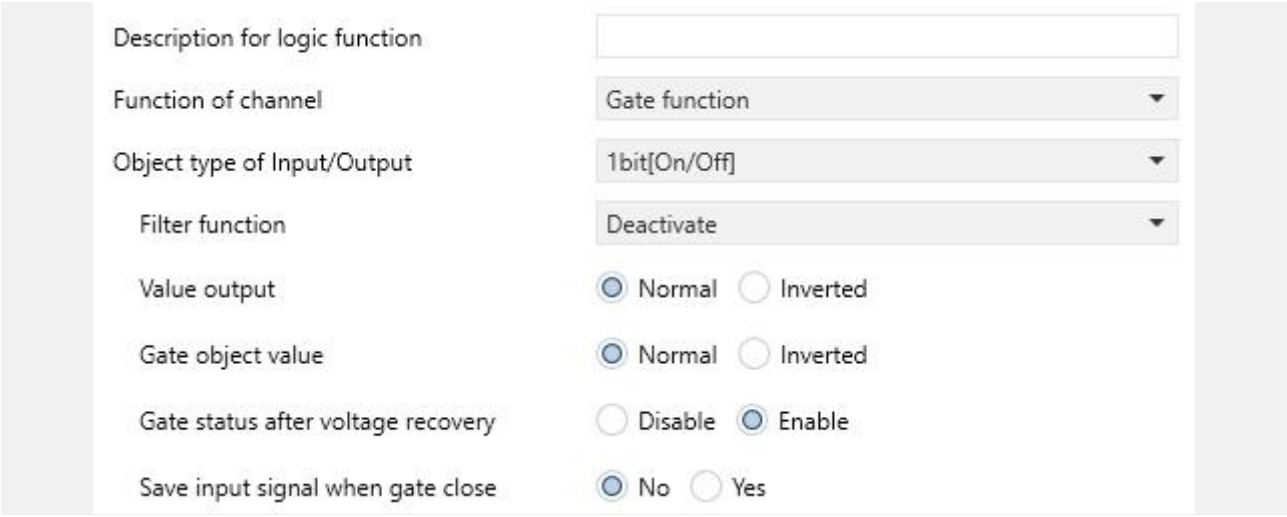
Every change of output object

□□□□ □□□□□ □□□□□□ □ □□ □

□ □□□□□ □□ □□□ □ □□ k

□□□□□□□□□□□□□□□□□□□ □ □ □ k

5.5.5. “Gate function”



“Object type of Input/Output”

1bit[On/Off]

1byte[0..100%]

1byte[0..255]

2byte[Float]

2byte[0..65535]

“Filter function”

Deactivate

On filter out

Off filter out

□ □□□ □□□k

□ "Value output"

□□ □□□ □ □k□ □ □ □□ □ □ k □□□

Normal

Inverted

□ "Gate object value"

□ □□ □ □ □□ □ □□ □ □ k □□□

Normal

Inverted

□ "Gate status after voltage recovery"

□ □□ □ □ □□□□k □□□

Disable

Enable □

□ "Save input signal when gate close"

□ □□ □ □ □□ □ k □□□

No

Yes

□ □ □ □□ □□□ □□ □□□□

□ □ □ □□ □□□□ □□ □ □□□ □□□ □□□□ □ □ □k

5.5.6. “Delay function” □ □

□ □

□ “Object type of Input/Output”

□ □□ □ □ □ □ □□ k □□□

1bit[On/Off]

1byte[0..100%]

1byte[0..255]

2byte[Float]

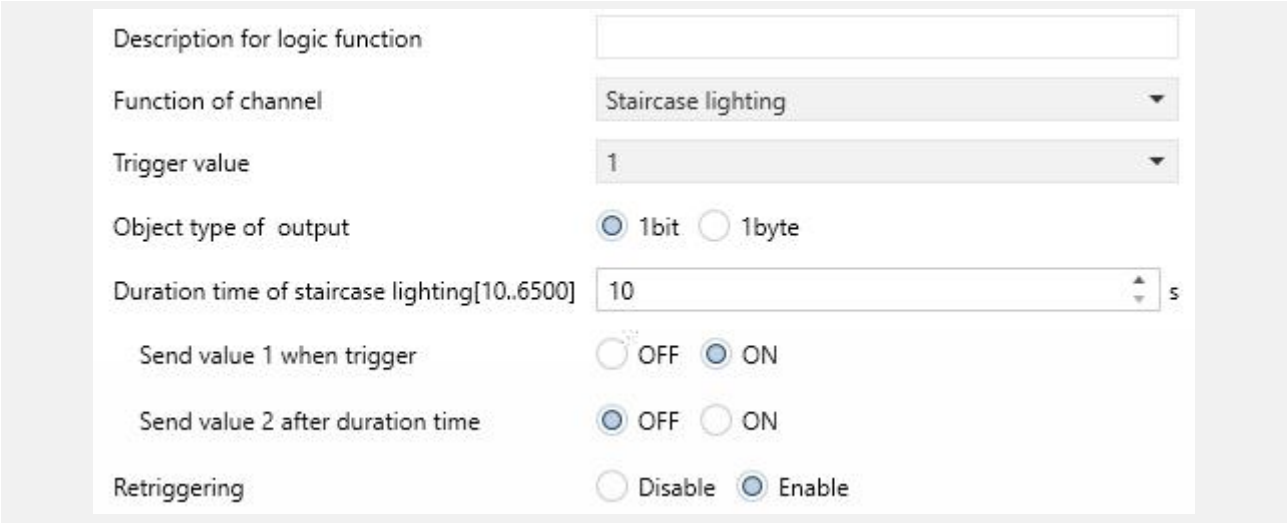
2byte[0..65535]

□ “Delay time [0..6500]s”

□ □□ □ □ □□ □□ □ □ □ □□□□□ k □□□**0..6500**

□□□□□□□ □□ □ □□□□□□ k

5.5.7. “Staircase lighting” □ □



□ □ □ □

□ “Trigger value”

□ □□ □ □ □□□ k □□□

0

1

0 or 1

□ “Object type of output”

□ □□ □ □ □ □□ k □□□

1bit

1byte

□ “Duration time of staircase lighting[10..6500]s”

□ □□ □ □□□□ □□□□□□□□ k □□□**10..6500**

□ “Send value 1 when trigger”

□ “Send value 2 after duration time”

□ □□ □ □□ k□□ □ □ □□□□□ □ k□□□ □ □ □□

□

□□ᵏ

□□ □□□

OFF

ON

□□ □□□**0..255**

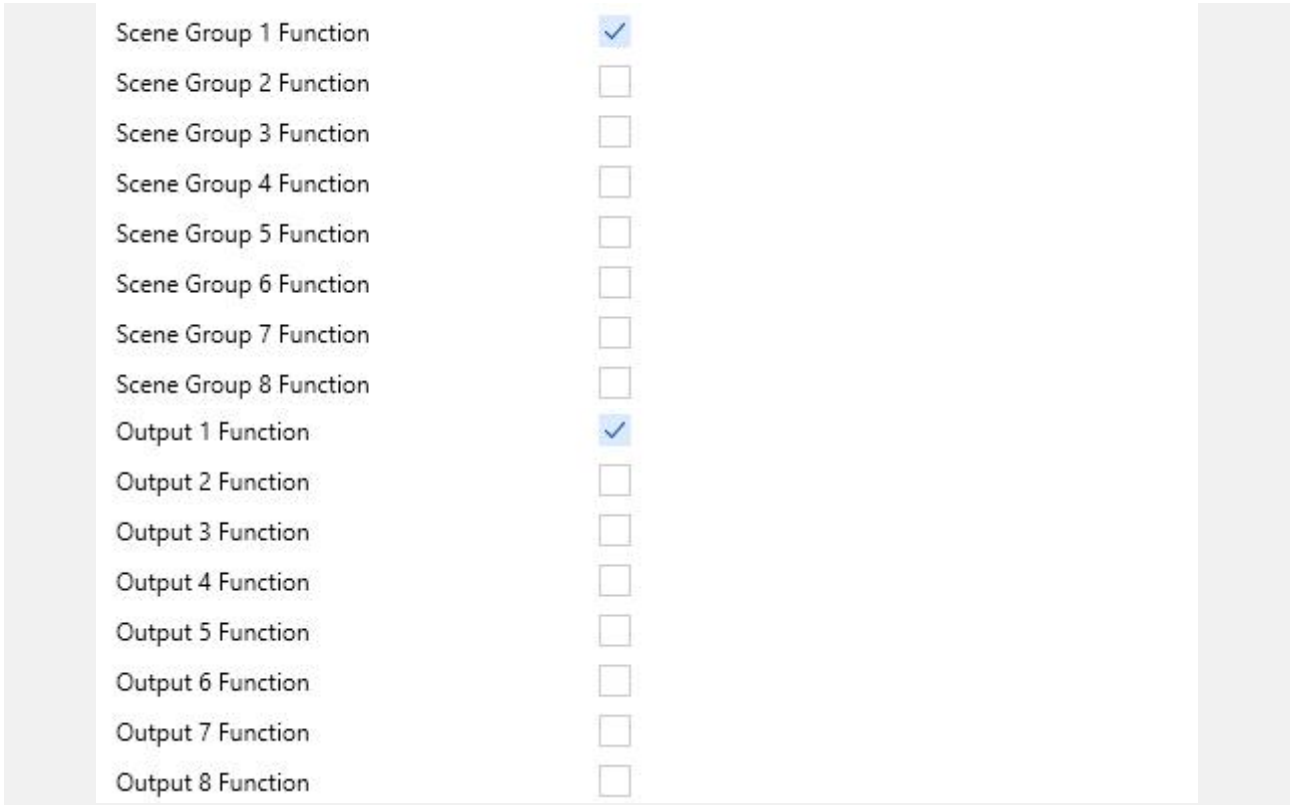
□"Retriggering"

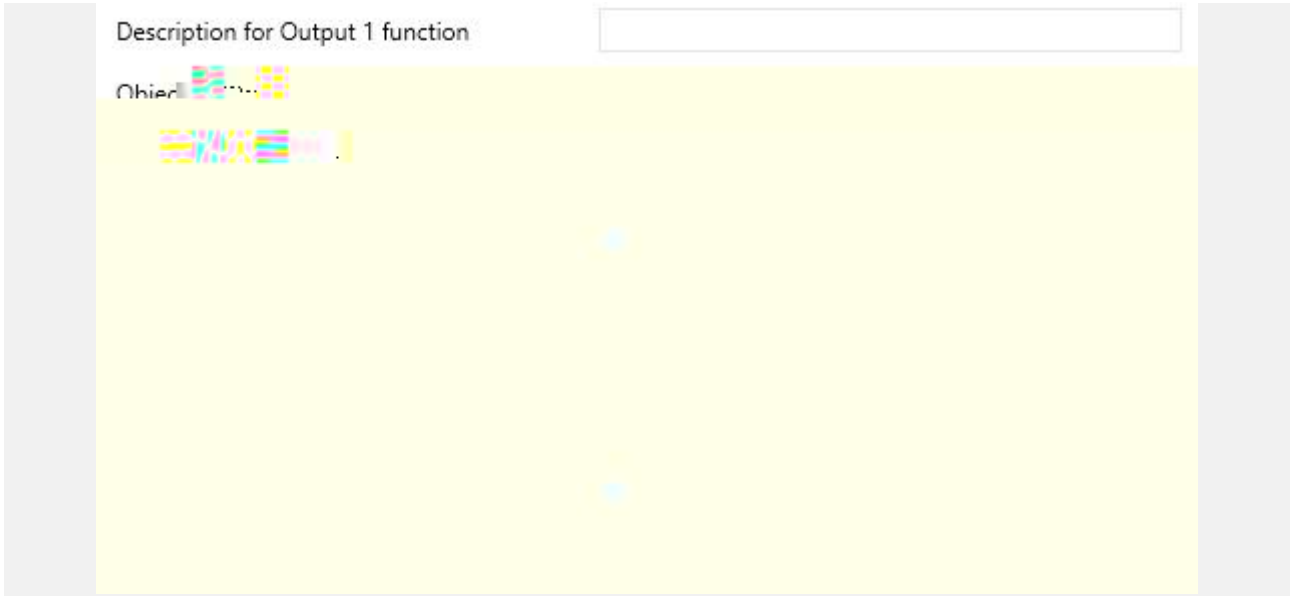
□ □□ □ □□□□□ □□□□ □□ □□□ □□ᵏ □□□

Disable

Enable

5.6. □□ □“Scene Group”





□□ □

□“Scene Group x Function”(x=1~8)

□ □□ □ □ □ □□ □□□ □ □□ k

□ "Object value of Output y"

□ □□ □ □ □ □□ □□ □□ □ □

□□□ □□ □□□**0..1**

□□□ □□ □□□**0..255**

□□□ □□ □□□

Comfort mode □□□□

Standby mode □□□□

Economy mode □□□□

Frost/heat protection □□□

□□□ □□ □□□**0..65535**

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-5°C

-4°C

...

45°C

□ "Delay time for sending [0...255]*0.1s"

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6.1.“General”□□ □

Num	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	I	Data Type	Priority
1	General	In operation			1 bit	C	R	-	T	-	-	switch	Low
184	Extension function	Night mode			1 bit	C	-	W	T	U	-	day/night	Low
185	Extension function	Dis/En Proximity function			1 bit	C	-	W	-	-	-	enable	Low
186	Extension function	Proximity input			1 bit	C	-	W	-	-	-	switch	Low
187	Extension function	Proximity output			1 bit	C	-	-	T	-	-	switch	Low
188	Extension function	Panel orientation indication			1 bit	C	-	W	-	-	-	trigger	Low
189	Extension function	Screen on/off			1 bit	C	-	W	-	-	-	switch	Low

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1	**In operation**	**General**	**1bit**	**C,R,T**	**1.001 switch**
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184	**Night mode**	**Extension function**	**1bit**	**C,W** **C,W,T,U**	**1.024 day/night**
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185	**Dis/En Proximity function**	**Extension function**	**1bit**	**C,W**	**1.003 enable**
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186	**Proximity input**	**Extension function**	**1bit**	**C,W**	**1.001 switch**
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187	**Proximity output**	**Extension function**	**1bit** **1byte**	**C,T**	**1.001 switch** **5.010 counter pulses** **17.001 scene number** **5.001 percentage**
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188	**Panel orientation indication**	**Extension function**	**1bit**	**C,W**	**1.017 trigger**
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189	**Screen on/off** **Screen&LED on/off**	**Extension function**	**1bit**	**C,W**	**1.001 switch**
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6.2.“Internal sensor”□□ □

	Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
	2	Internal sensor	Temperature value			2 bytes	C	R	-	T	-	temperature (°C)	Low
	3	Internal sensor	Low temperature alarm			1 bit	C	R	-	T	-	alarm	Low
	4	Internal sensor	High temperature alarm			1 bit	C	R	-	T	-	alarm	Low

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2	**Temperature value**	**Internal sensor**	**2byte**	**C,R,T**	**9.001 temperature**
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3	**Low temperature alarm**	**Internal sensor**	**1bit**	**C,R,T**	**1.005 alarm**
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4	**High temperature alarm**	**Internal sensor**	**1bit**	**C,R,T**	**1.005 alarm**
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6.3.“Button”□□ □

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Switching	Press, Switch			1 bit	C	-	W	T	U	switch	Low
142	Button 1 - Switching	Short, Switch			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Dimming	Short, Switch			1 bit	C	-	W	T	U	switch	Low
143	Button 1 - Dimming	Long, Dimming			4 bit	C	-	W	T	-	dimming control	Low
	Button 1 - Dimming	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - Dimming	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - RGB	Switch			1 bit	C	-	W	T	U	switch	Low
143	Button 1 - RGB	RGB dimming value			3 bytes	C	-	-	T	-	RGB value 3x(0..255)	Low
143	Button 1 - RGB	Red dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
144	Button 1 - RGB	Green dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
145	Button 1 - RGB	Blue dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
147	Button 1 - RGB	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - RGB	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
143	Button 1 - RGBW	Red dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
144	Button 1 - RGBW	Green dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
145	Button 1 - RGBW	Blue dimming value			1 byte	C	-	-	T	-	percentage (0..100%)	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Colour temperature	Switch			1 bit	C	-	W	T	U	switch	Low
143	Button 1 - Colour temperature	Brightness value			1 byte	C	-	-	T	-	percentage (0..100%)	Low
144	Button 1 - Colour temperature	Colour temperature value			2 bytes	C	-	-	T	-	absolute colour temperature (K)	Low
147	Button 1 - Colour temperature	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - Colour temperature	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Value sender	Short, 1bit value			1 bit	C	-	-	T	-	switch	Low
143	Button 1 - Value sender	Long, 1bit value			1 bit	C	-	-	T	-	switch	Low
142	Button 1 - Value sender	Short, 2bit value			2 bit	C	-	-	T	-	switch control	Low
143	Button 1 - Value sender	Long, 2bit value			2 bit	C	-	-	T	-	switch control	Low
142	Button 1 - Value sender	Short, 4bit value			4 bit	C	-	-	T	-	dimming control	Low
143	Button 1 - Value sender	Long, 4bit value			4 bit	C	-	-	T	-	dimming control	Low
142	Button 1 - Value sender	Short, 1byte value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
142	Button 1 - Value sender	Short, 2byte value			2 bytes	C	-	-	T	-	pulses	Low
142	Button 1 - Value sender	Short, 2byte float value			2 bytes	C	-	-	T	-	2-byte float value	Low
143	Button 1 - Value sender	Long, 2byte float value			2 bytes	C	-	-	T	-	2-byte float value	Low

142	Button 1 - Value sender	Short, 4byte value		4 bytes	C	-	-	T	-	counter pulses (unsig...	Low
143	Button 1 - Value sender	Long, 4byte value		4 bytes	C	-	-	T	-	counter pulses (unsig...	Low
142	Button 1 - Value sender	Short, 4byte float value		4 bytes	C	-	-	T	-	4-byte float value	Low
143	Button 1 - Value sender	Long, 4byte float value		4 bytes	C	-	-	T	-	4-byte float value	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
	Button 1 - Scene	Scene			1 byte	C	-	-	T	-	scene control	Low
142	Button 1 - Scene	Short, Scene			1 byte	C	-	-	T	-	scene control	Low
143	Button 1 - Scene	Long, Scene			1 byte	C	-	-	T	-	scene control	Low
147	Button 1 - Scene	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - Scene	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Shift register	Register value			1 byte	C	-	W	T	-	counter pulses (0..255)	Low
147	Button 1 - Shift register	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - Shift register	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Multiple operation	Object1-On/Off			1 bit	C	-	W	T	-	switch	Low
142	Button 1 - Multiple operation	Object1-Up/Down			1 bit	C	-	W	T	-	up/down	Low
142	Button 1 - Multiple operation	Object1-SceneControl			1 byte	C	-	-	T	-	scene control	Low
142	Button 1 - Multiple operation	Object1-Percentage			1 byte	C	-	-	T	-	percentage (0..100%)	Low
142	Button 1 - Multiple operation	Object1-Unsigned value			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
147	Button 1 - Multiple operation	Disable			1 bit	C	-	W	T	-	enable	Low
148	Button 1 - Multiple operation	LED status			1 bit	C	-	W	T	U	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
142	Button 1 - Delay mode											
142	Button 1 - Delay mode	Short, Delay mode			4 bit	C	-	-	T	-	dimming control	Low
143	Button 1 - Delay mode	Long, Delay mode			4 bit	C	-	-	T	-	dimming control	Low
142	Button 1 - Delay mode	Short, Delay mode			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
143	Button 1 - Delay mode	Long, Delay mode			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
147	Button 1 - Delay mode	Disable			1 bit	C	-	W	-	-	enable	Low
148	Button 1 - Delay mode	LED status			1 bit	C	-	W	T	U	switch	Low

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142	**Switch**	**Button 1 - {{...}}**	**1bit**	**C,W,T,U**	**1.001 switch**
142	**Press/Short, Switch**	**Button 1 - {{...}}**	**1bit**	**C,W,T,U**	**1.001 switch**
143	**Release/Long, Switch**	**Button 1 - {{...}}**	**1bit**	**C,W,T,U**	**1.001 switch**

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142	**Switch**	**Button 1 - {{...}}**	**1bit**	**C,W,T,U**	**1.001 switch**
143	**Brightness value**	**Button 1 - {{...}}**	**1byte**	**C,T**	**5.001 percentage(0..100%)**
144	**Colour temperature value**	**Button 1 - {{...}}**	**2byte**	**C,T**	**7.600 absolute colour temperature**

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142	Short, 1bit value Short, 2bit value Short, 4bit value Short, 1byte value Short, 2byte value Short, 2byte float value Short, 4byte value Short, 4byte float value	Button 1 - {{...}}	1bit 2bit 4bit 1byte 2byte	C,T	1.001 switch 2.001 switch control 3.007 dimming 5.010 counter pulses 7.001 pulses 9.x float value 12.001 counter pulses 14.x float value
143	Long, 1bit value Long, 2bit value Long, 4bit value Long, 1byte value Long, 2byte value Short, 2byte float value Short, 4byte value Short, 4byte float value	Button 1 - {{...}}	1bit 2bit 4bit 1byte 2byte	C,T	1.001 switch 2.001 switch control 3.007 dimming 5.010 counter pulses 7.001 pulses 9.x float value 12.001 counter pulses 14.x float value

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142	Scene	Button 1 - {{...}}	1byte	C,T	18.001 scene control
142	Short, Scene	Button 1 - {{...}}	1byte	C,T	18.001 scene control
143	Long, Scene	Button 1 - {{...}}	1byte	C,T	18.001 scene control

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142	**Up/Down, Blind**	**Button 1 - {{...}}**	**1bit**	**C,W,T**	**1.008 up/down**
143	**Stop/Adjust, Blind**	**Button 1 - {{...}}**	**1bit**	**C,W,T**	**1.007 step**

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142	**Register value**	**Button 1 - {{...}}**	**1byte**	**C,W,T**	**5.010 counter pulses**

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142	Object1-On/Off Object1-Up/Down Object1-SceneControl Object1-Percentage Object1-Unsigned value	Button 1 - {{...}}	1bit 1bit 1byte 1byte 1byte	C,W,T C,W,T C,T C,T C,T	1.001 switch 1.008 up/down 18.001 scene control 5.001 percentage(0..100%) 5.010 counter pulses
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142	Short, Delay mode	Button 1 - {{...}}	1bit 4bit 1byte	C,T	1.001 switch 3.007 dimming 5.010 counter pulses
143	Long, Delay mode	Button 1 - {{...}}	1bit 4bit 1byte	C,T	1.001 switch 3.007 dimming 5.010 counter pulses
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147	Disable	Button 1 - {{...}}	1bit	C,W	1.003 enable
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148	LED status	Button 1 - {{...}}	1bit 1byte	C,W,T,U	1.001 switch 5.010 counter pulses
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6.4.“Logic”

6.4.1. “AND/OR/XOR”

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6/.../9	**Input x**	**{{1st Logic}}**	**1bit** **4bit** **1byte**	**C,W**	**1.001 switch** **3.007 dimming control** **5.010 counter pulses(0..255)**
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10/../13	**Output x**	**{{1st Logic}}**	**1bit** **4bit** **1byte**	**C,T**	**1.001 switch** **3.007 dimming control** **5.010 counter pulses(0..255)**
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6.4.3. “Threshold comparator”□□□ □

	Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
	5	1st Logic	Threshold value input			4 bit	C	-	W	-	U	dimming control	Low
	5	1st Logic	Threshold value input			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
	5	1st Logic	Threshold value input			2 bytes	C	-	W	-	U	pulses	Low
	5	1st Logic	Threshold value input			2 bytes	C	-	W	-	U	2-byte signed value	Low
	5	1st Logic	Threshold value input			2 bytes	C	-	W	-	U	2-byte float value	Low
	5	1st Logic	Threshold value input			4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
	5	1st Logic	Threshold value input			2 bytes	C	-	W	-	U	temperature (°C)	Low
	5	1st Logic	Threshold value input			2 bytes	C	-	W	-	U	lux (Lux)	Low
	13	1st Logic	Logic result			1 bit	C	-	-	T	-	boolean	Low

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5	**Threshold value input**	**{{1st Logic}}**	**4bit** **1byte** **2byte** **4byte**	**C,W, U**	**3.007 dimming** **5.010 counter pulses** **7.001 pulses** **12.001 counter pulses** **8.x signed value** **9.x float value** **9.001 temperature** **9.007 humidity** **9.004 lux**

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13	Logic result	{{1st Logic}}	1bit	C,T	1.002 boolean

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6.4.4. “Format convert”□□□ □

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 1bit-bit0			1 bit	C	-	W	-	U	boolean	Low
6	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	Low
13	1st Logic	Output 2bit			2 bit	C	-	-	T	-	switch control	Low

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Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter puls	Low
13	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

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Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulses (0..255)	Low
13	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

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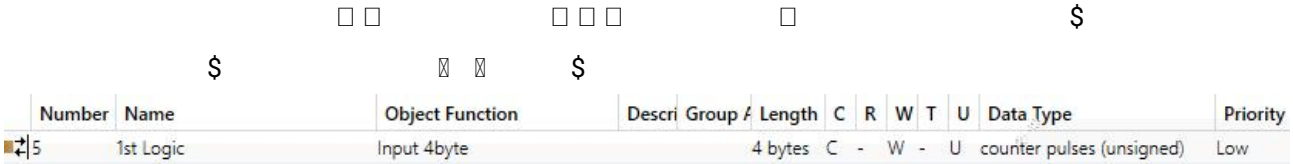
Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 2byte-low			2 bytes	C	-	W	-	U	pulses	Low
6	1st Logic	Input 2byte-high			2 bytes	C	-	W	-	U	pulses	Low
13	1st Logic	Output 4byte			4 bytes	C	-	-	T	-	counter pulses (unsigned)	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st											

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 2byte			2 bytes	C	-	W	-	U	puls	



Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 4byte			4 bytes	C	-	W	-	U	counter pulses (unsigned)	Low
12	1st Logic	Output 2byte-low			2 bytes	C	-	-	T	-	pulses	Low
13	1st Logic	Output 2byte-high			2 bytes	C	-	-	T	-	pulses	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input 3byte			3 bytes	C	-	W	-	U	RGB value 3x(0..255)	Low
11	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
12	1st Logic	Output 1byte-middle			1 byte	C	-	-	T	-	counter pulses (0..255)	Low
13	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulses (0..255)	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority

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5	**Input ...**	**{{1st Logic}}**	**1bit** **1byte** **2byte** **3byte** **4byte**	**C,W,U**	**1.001 switch** **5.010 counter pulses(0..255)** **7.001 pulses** **232.600 RGB value 3x(0..255)** **12.001 counter pulses**
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13	**Output ...**	**{{1st Logic}}**	**1bit** **2bit** **1byte** **2byte** **3byte** **4byte**	**C,T**	**1.001 switch** **2.001 switch control** **5.010 counter pulses(0..255)** **7.001 pulses** **232.600 RGB value 3x(0..255)** **12.001 counter pulses**
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6.4.5. “Gate function”□□□ □

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input			1 bit	C	-	W	-	-	switch	Low
6	1st Logic	Gate input			1 bit	C	-	W	-	-	boole	Low
13	1st Logic	Output			1 bit	C	-	-	T	-	switch	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input			1 byte	C	-	W	-	-	percentage (0..100%)	Low
6	1st Logic	Gate input			1 bit	C	-	W				

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input			1 byte	C	-	W	-	-	cou	

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input			2 bytes	C	-	W	-	-	temperature (°C)	Low
6	1st Logic	Gate input			1 bit	C	-	W	-	-	boolean	Low
13	1st Logic	Output			2 bytes	C	-	-	T	-	temperature (°C)	Low

Number	Name	Object Function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Input			2 bytes	C	-	W	-	-	pulses	Low
6	1st Logic	Gate input			1 bit	C	-	W	-	-	boolean	Low
13	1st Logic	Output			2 bytes	C	-	-	T	-	pulses	Low

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5	**Input**	**{{1st Logic}}**	**1bit 1byte 2byte**	**C,W**	**1.001 switch 5.001 percentage 5.010 counter pulses 9.001 temperature 7.001 pulses**
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6	**Gate input**	**{{1st Logic}}**	**1bit**	**C,W**	**1.002 boolean**
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13	**Output**	**{{1st Logic}}**	**bit 1byte 2byte**	**C,T**	**1.001 switch 5.001 percentage 5.010 counter pulses 9.001 temperature 7.001 pulses**
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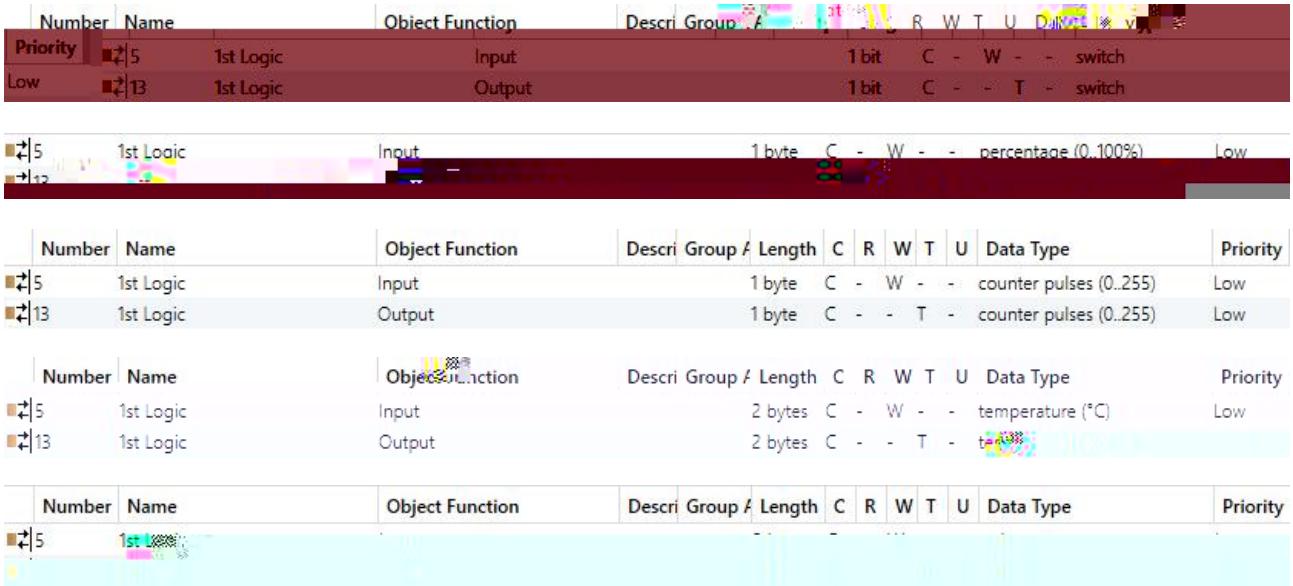
6.4.6. “Delay function”□□□ □



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5	**Input**	**{{1st Logic}}**	**1bit** **1byte** **2byte**	**C,W**	**1.001 switch** **5.001 percentage** **5.010 counter pulses** **9.001 temperature** **7.001 pulses**
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13	**Output**	**{{1st Logic}}**	**1bit** **1byte** **2byte**	**C,T**	**1.001 switch** **5.001 percentage** **5.010 counter pulses** **9.001 temperature** **7.001 pulses**
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6.4.7. “Staircase lighting”□□□ □

Number	Name	Object function	Descri	Group A	Length	C	R	W	T	U	Data Type	Priority
5	1st Logic	Trigger value			1 bit	C	-	W	-	-	trigger	Low
6	1st Logic	Light-on duration time			2 bytes	C	-	W	-	-	time (s)	Low
13	1st Logic	Output			1 bit	C	-	-	T	-	switch	Low
13	1st Logic	Output			1 byte	C	-	-	T	-	counter pulses (0..255)	Low

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5	**Trigger value**	**{{1st Logic}}**	**1bit**	**C,W**	**1.017 trigger**
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6	**Light-on duration time**	**{{1st Logic}}**	**2byte**	**C,W**	**7.005 time(s)**
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13	**Output**	**{{1st Logic}}**	**1bit** **1byte**	**C,T**	**1.001 switch** **5.010 counter pulses**

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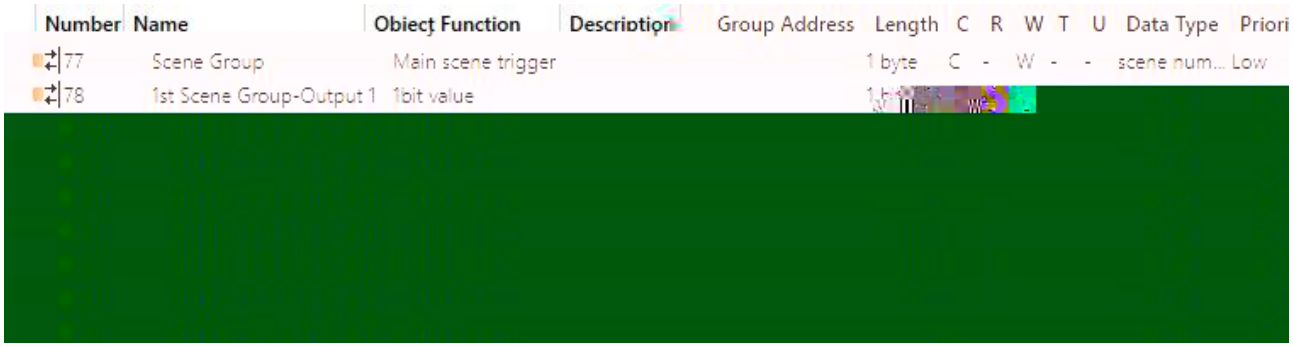
6.5.“Scene Group”□□ □



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□	□ □	□	□	□	
77	**Main scene trigger**	**Scene Group**	**1byte**	**C,W**	**17.001 scene number**
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78/../	**1bit value** **1byte unsigned value** **HVAC mode** **2byte unsigned value** **Temperature**	**1st Scene Group-{{Output x}}**	**1bit** **1byte** **2byte**	**C,T**	**1.001 switch** **5.010 counter pulses** **20.102 HVAC mode** **7.001 pulses** **9.001 temperature**
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7.1. □ □

□□	□
General light	
Ceiling light 1	
Ceiling light 2	
Downlight 1	
Downlight 2	
Wall light	
Spotlight	
Chandelier 1	
Chandelier 2	
Floor light	

□□	□
LED strip	
RGB light	
Curtain	
Roller blind	
Venetian blind	
TV	
Audio	
Socket(CHN)	
Socket(EU)	
Fan	

Lock 1	
Lock 2	
Power 1	
Power 2	
Window 1	
Window 2	
Alarm	
Projector	
Multimedia	
Presence	
Infrared Sensor	
Door Sensor	

VESDA	
FIRE	
Water Sensor	
Gas Sensors	
Sensor 1	
Sensor 2	
Temperature 1	
Temperature 2	
Humidity	
PM2.5	
PM10	
CO2	

VOC	
Brightness	
Wind speed	
Rain	
Energy	
I/O signal	
Electronic heating	
Water heating	
Air conditioner 1	
Air conditioner 2	

Air conditioner 3	
Heating	
Cooling	
Heating/Cooling	
Music 1	
Music 2	
Ventilation	
AQI	
Not Disturb	

7.2. □ □

□□	□
General scene 1	
General scene 2	
General scene 3	
General scene 4	
General scene 5	
All on	
All off	
Leave home 1	

□□	□
Go home 1	
Go home 2	
Leave home 2	
Welcome 1	
Welcome 2	
Dinner	
Party	
Sleeping	

Wake up		**Security**	
Reading		**Conference**	
Media		**Relax**	
Cleaning 1		**Romantic 1**	
Cleaning 2		**Romantic 2**	
Economy		**Play**	