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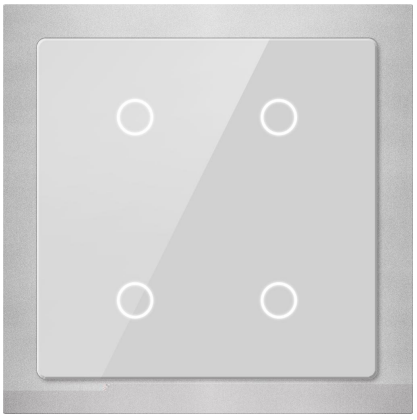
K-BUS □ □ □ □ □ □ □ □

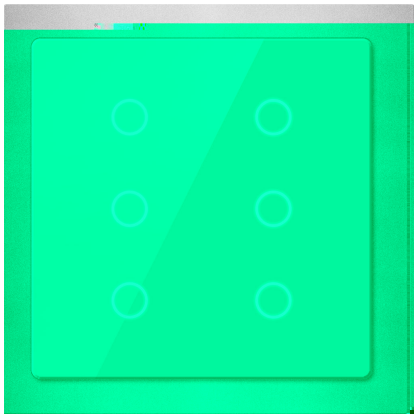
2/4/6 Buttons Touch panel_V2.2

CHTB-02/01.2.21, CHTB-04/01.2.21, CHTB-06/01.2.21 (□ □ □ □)

CHTB-02/01.2.22, CHTB-04/01.2.22, CHTB-06/01.2.22 (□ □ □ □)

CHTB-02/01.2.24, CHTB-04/01.2.24, CHTB-06/01.2.24 (□ □ □ □)





KNX/EIB □ □ □ □ □

注意事项

1、请远离强磁场、高温、潮湿等环境；

布或具挥发性的试剂擦拭设备；

3、不要使用湿

4、请勿自行

拆卸本设备。

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3.1 3

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- **LED** □□ □

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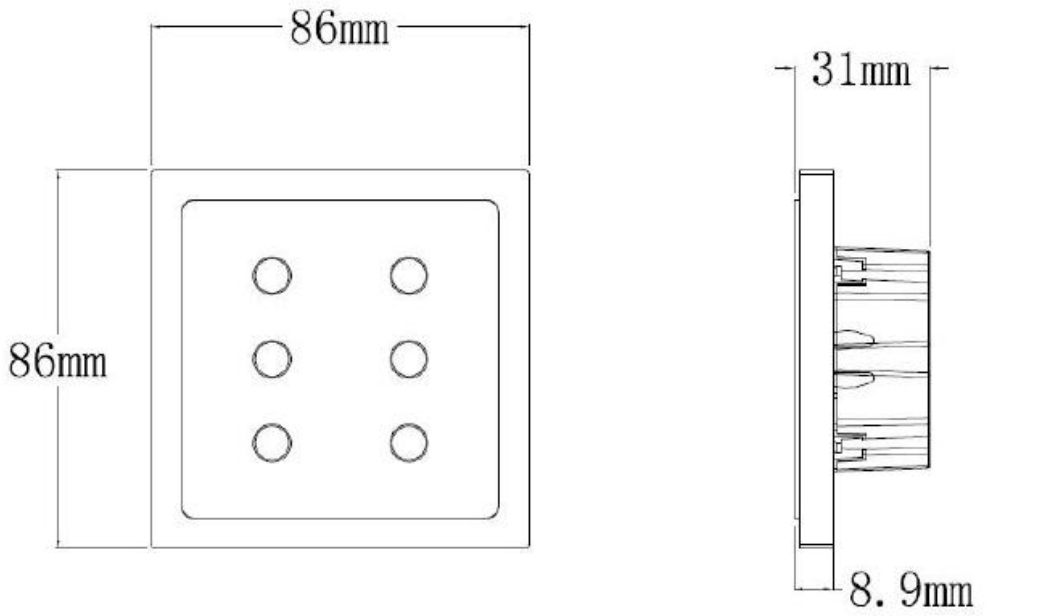

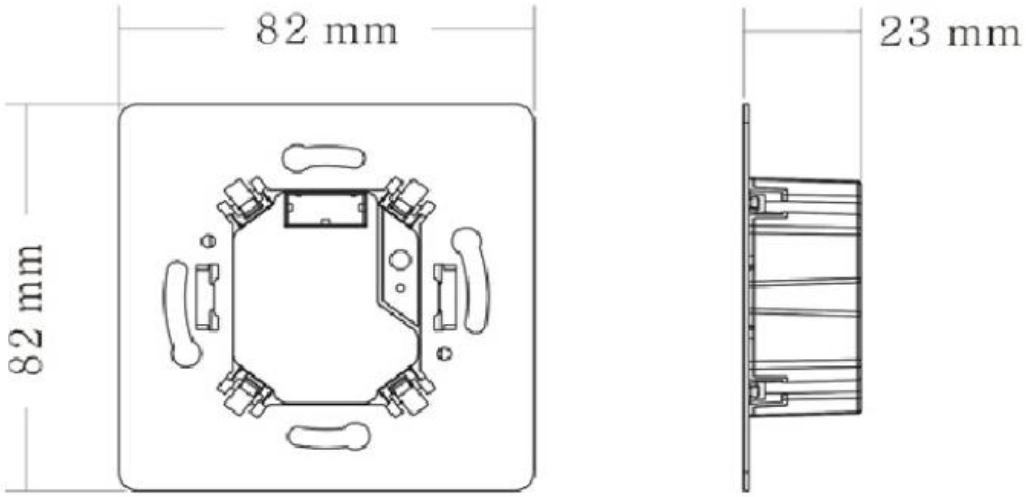

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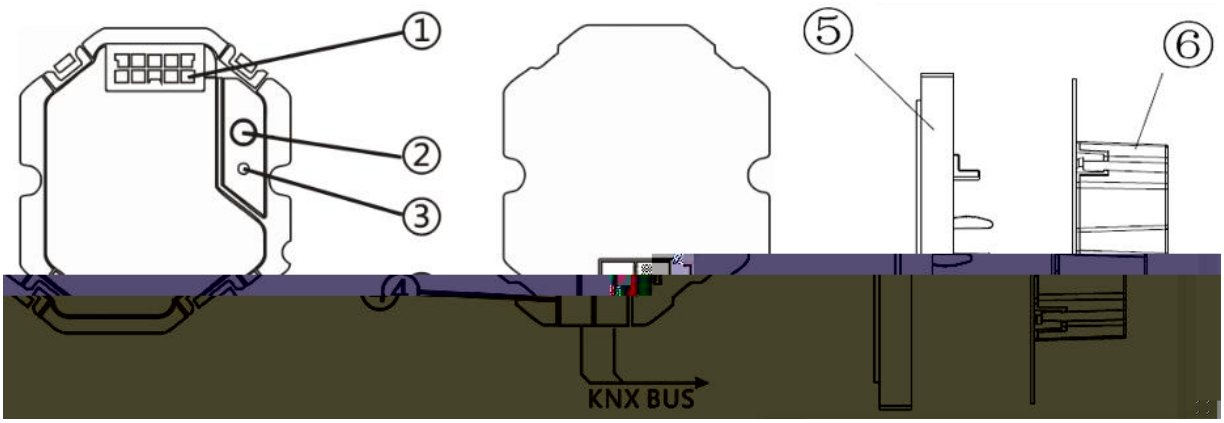
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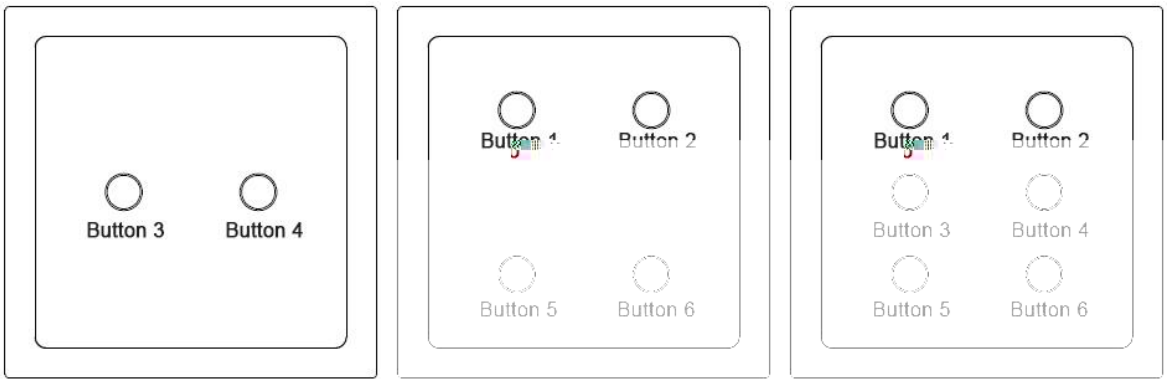
Button 3
Button 4
Button 1
Button 2
Button 5
Button 6
Button 1
Button 2
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Button 4
Button 5
Button 6

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5.1 “General” □□□□□

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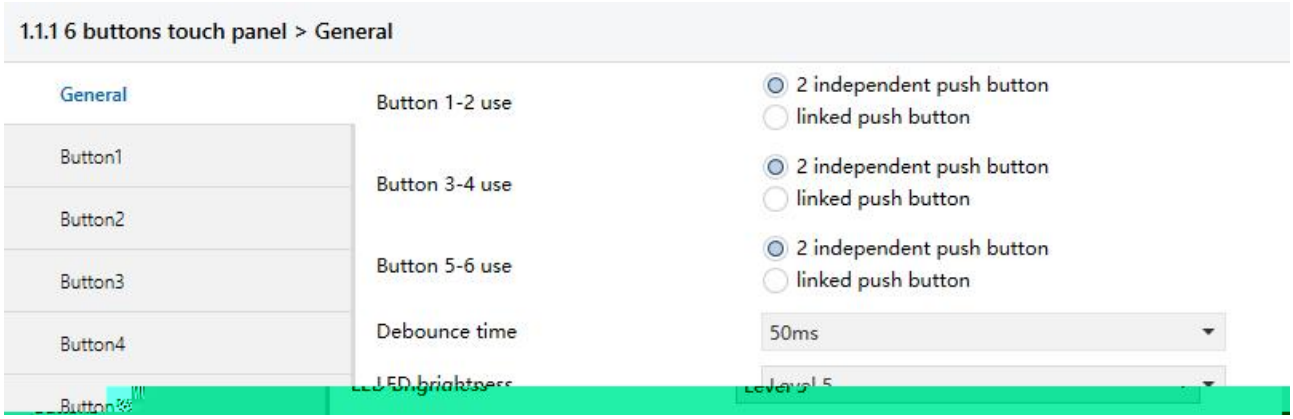

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□□Button 1-2/3-4/5-6 use□

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2 independent push button

Linked push button

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□□Debounce time□

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10ms/.../150ms

□ □LED brightness □

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Level 1/.../Level 5

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5.2

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No reaction

On

Off

Alternating on/off

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Number	Name	Object Function	Len...	C	R	W	T	U
0	Button1,switching	Switching	1 bit	C	-	W	T	-
2	Button2,switching	Switching	1 bit	C	-	W	T	-
4	Button3,switching	Switching	1 bit	C	-	W	T	-
6	Button4,switching	Switching	1 bit	C	-	W	T	-
8	Button5,switching	Switching	1 bit	C	-	W	T	-
10	Button6,switching	Switching	1 bit	C	-	W	T	-

□ □□Button x, switching□ 1bit

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5.2.2 “Dimming” □

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□ □Duration of long operation=entry Ô 0.1s □□ 3 ¸ 30□

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□ □Working mode of the push button for switching□

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Deactivated

Off

On

Alternating on/off

□ □Working mode of the push button for dimming□

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Darker

Bright

Alternating brighter/ darker

□□Step size for dimming□

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1/1 □1/2□1/4□ …□1/32□1/64

□□Dimming stop telegram□

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Dimming stop is send

Dimming stop is not send

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□□Cyclical sending of dimming telegrams□

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Deactivated

Activated

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□□Duration of the telegram repetitions=entry×0.1 s□3, 30□□

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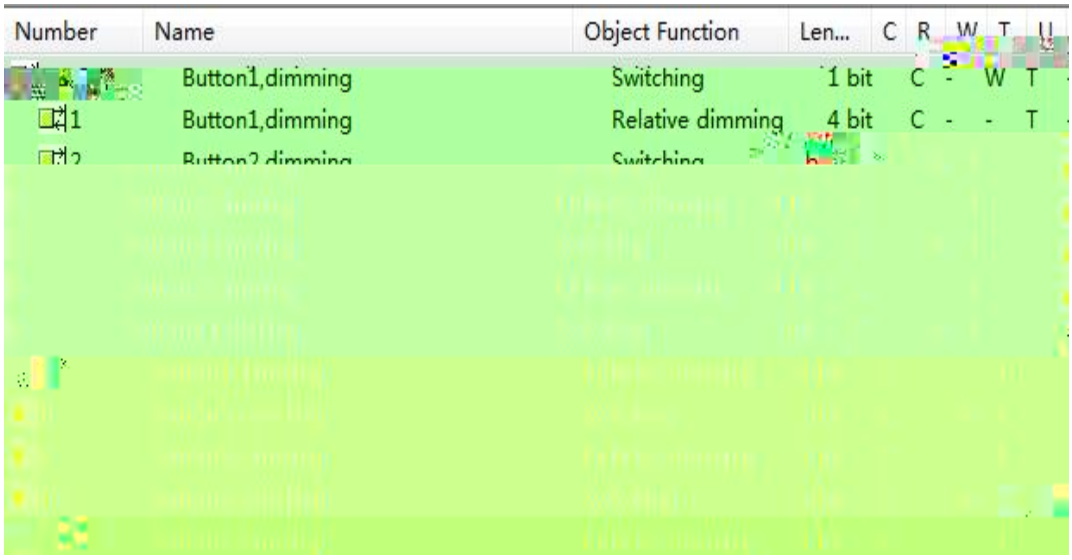

□□ □□**switching**□, **1bit**

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□□ □□**relative dimming**□, **4bit**

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5.2.3 “Blind” □

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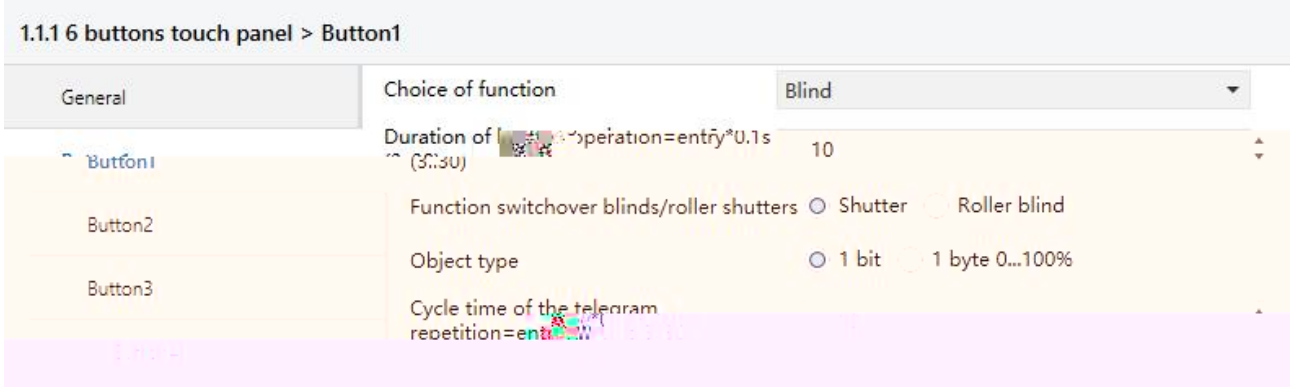

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□□duration of long operation=entry□0.1s(3□ 30)□

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□□cycle time of the telegram repetition= entry□0.1s(3□ 30)□

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□□ □□□ k □□□**3~30**

□□object type□

□ □ □ □□□ □□□ □□ □
□□ k □□□

1bit

1byte

□□Function switchover roller blind/ shutter□

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Shutter

Roller blind

□□value for position down(%)□/□value for position up(%)□

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0~100□ □ □□ □ □□□ □ □□ □ □ᵏ

□□value for stats position down(%)□/□value for stats position up(%)□

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□**0~100**□ □ □□ □□ □ □ □□ □ᵏ

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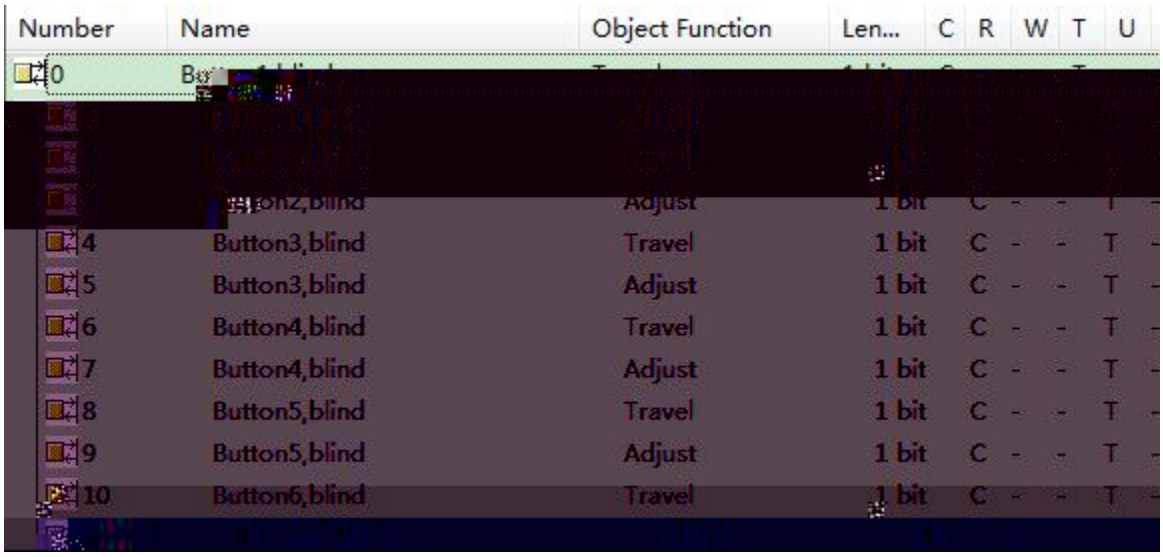

Number	Name	Object Function	Len...	C	R	W	T	U
□□0	B[illegible]							
	[illegible]2,blind	Adjust	1 bit	C	-	-	T	-
□□4	Button3,blind	Travel	1 bit	C	-	-	T	-
□□5	Button3,blind	Adjust	1 bit	C	-	-	T	-
□□6	Button4,blind	Travel	1 bit	C	-	-	T	-
□□7	Button4,blind	Adjust	1 bit	C	-	-	T	-
□□8	Button5,blind	Travel	1 bit	C	-	-	T	-
□□9	Button5,blind	Adjust	1 bit	C	-	-	T	-
□□10	Button6,blind	Travel	1 bit	C	-	-	T	-

□□ □□travel□□1bit (shutter)

□ □□ □□ □ □□□□ □ □ᵏ□□ □□□□□□□□ □□ □ □

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□□ □□adjust□□1bit (shutter)

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5.2.4 “Value sender” □

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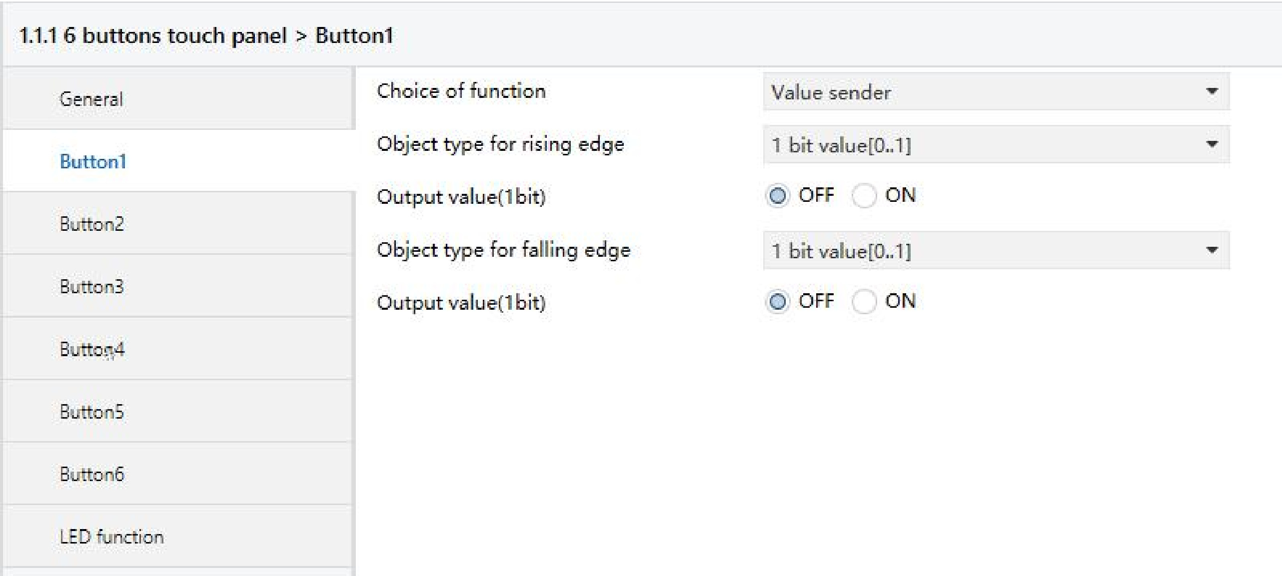

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□ □ Object type for rising/falling edge □

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No reaction

1 bit value [0…1]

2 bit value [0…3]

4 bit value [0…15]

1 byte value [-128...127]

1 byte value [0…255]

2 byte value [-32768...32767]

2 byte value [0...65535]

2 byte value [Float]

3 byte value [time of day]

4 Byte value [-2147483648…2147483647]

4 byte value [0...4294967295]

□□ □□ □ □ □ □□□ □□ □□□□□ k

□ □ Output value(1bit..4byte) □

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Number	Name	Object Function	Len...	C	R	W	T	U
0	Button 1,value sender	Switching(rising edge)	1 bit	C	-	-	T	-
1	Button 1,value sender	Switching(falling edge)	1 bit	C	-	-	T	-
2	Button 2,value sender	Switching(rising edge)	1 bit	C	-	-	T	-
3	Button 2,value sender	Switching(falling edge)	1 bit	C	-	-	T	-
4	Button 3,value sender	Switching(rising edge)	1 bit	C	-	-	T	-
5	Button 3,value sender	Switching(f[illegible]ge)	1 bit	C	-	-	T	
6	Button 4,value sender	Switching(rising edge)	1 bit	C	-	-	T	
7	Button 4,value sender	Switching(falling edge)	1 bit	C	-	-	T	
8	Button 5,value sender	Switching(rising edge)	1 bit	C	-	-	T	
9	Button 5,value sender	Switching(falling edge)	1 bit	C	-	-	T	
10	Button 6,value sender	Switching(rising edge)	1 bit	C	-	-	T	
11	Button 6,value sender	Switching(falling edge)	1 bit	C	-	-	T	

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5.2.5 “Scene” □

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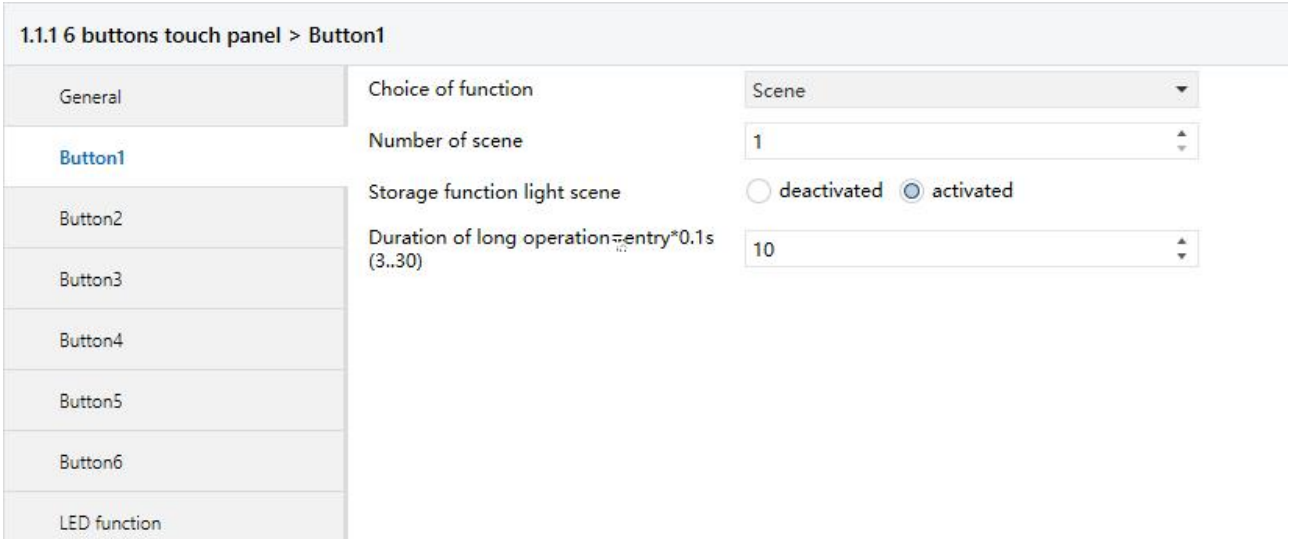

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□ □number of scene (1, 64)□

□□□ □ □ □ □ □**1~64**□ □ □□ □□□ □□□ □

□□ □k

□ □storage function light scenes□

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deactivated

activated

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□ □ □k

□ □Duration of long operation= entry□0.1s□□3, 30□□

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Number	Name	Object Function	Len...	C	R	W	T	U
0	Button 1,scene	Number of scene	1 Byte	C	-	-	T	-
2	2,scene	Number of scene	1 Byte	C	-	-	T	
4	Button 3,scene	Number of scene	1 Byte	C	-	-	T	
6	Button 4,scene	Number of scene	1 Byte	C	-	-	T	
8	Button 5,scene	Number of scene	1 Byte	C	-	-	T	
10	Button 6,scene	Number of scene	1 Byte	C	-	-	T	

□□ □□Button 1/2 /6,scene □, 1byte

□ □□□□ □□ □ □ □ □□ □□ □ k □ □

□□ k □ □ □ □□ □

FXNNNNNN

F: "0"□□ □□ "1" □

X□□ □□□ □

NNNNNN□ □ □0...63□

□□□ □ □ □ □ □□ □ □□ □□□ □ **0~63** k □

□□□□□ □ □ □ □□ □ □□ □ k

5.3 □ □

□ □ □ □□□ □□□ □□ k

5.3.1 “Switching” □

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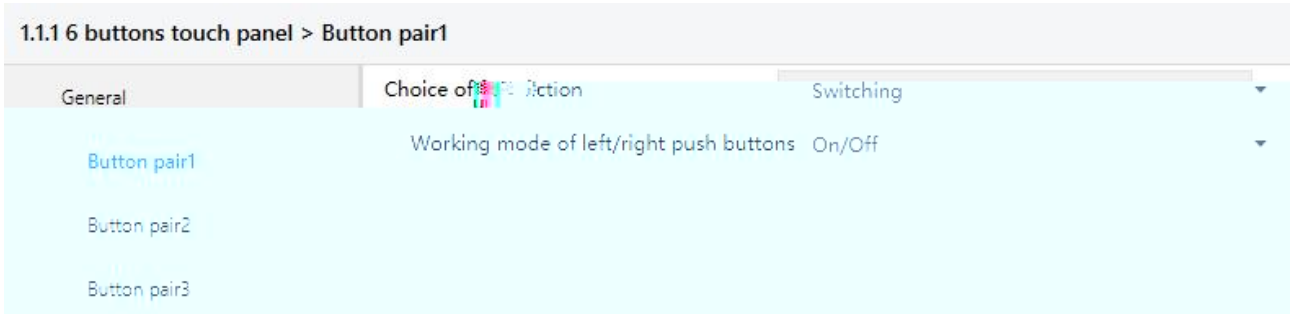
□□ k



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□ □Working model of left/right push buttons□

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On/Off

Off/On

Alternating On/Off

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Number	Name	Object Function	Len...	C	R	W	T	U
0	Button pair1,switching	Switching	1 bit	C	-	W	T	-
4	Button pair2,switch	Switching	1 bit	C	-	W	T	-
8	Button pair3,switch	Switching	1 bit	C	-	W	T	-

□□ □□Button pair x switching□, 1bit

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5.3.2 “Dimming” □

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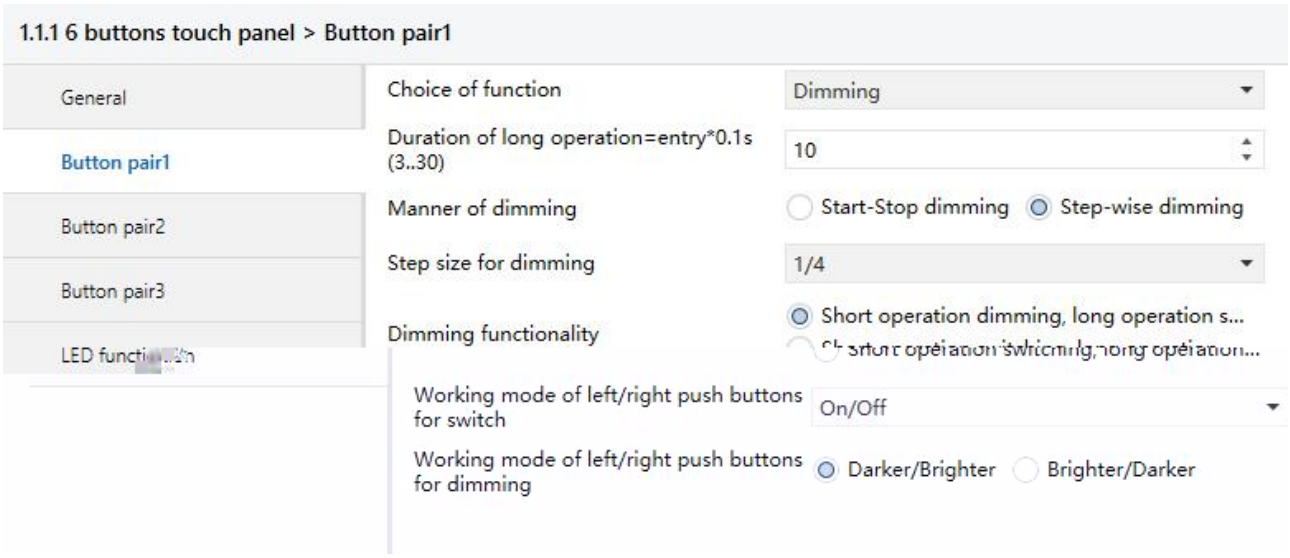

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□□ □□Duration of long operation=entry Ô 0.1s □□ 3 30□

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□□ □□Manner of dimming□

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Start-stop dimming

Step-wise dimming

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□ □Step size for dimming□

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□ □□ □ k □□□1/1 □1/2□1/4□ …□1/32□1/64

□ □Dimming functionality□

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□ □ □□ □ k □□□

Short operation dimming, long operation switching

Short operation switching, long operation dimming

□ □Working mode of left/right push buttons for switching□

□ □□ □□□□ □□□□□ □□ □ □ □ □□□□□□□

□□ □□□ k □□□

On/Off

Off/On

Alternating On/Off

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□ k

□ □Working mode of left/right push buttons for dimming□

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□□□ □ □ □ □□□ k

Darker/ Bright

Bright/ Darker

□ □Dimming stop telegram□

□ □ □ □□

□k □□ □□□□ □□ □ □□ □ k □□□

Dimming stop is send

Dimming stop is not send

□□□ □□□□ □ □□□ □ □ □

□ □ k

□ □Cyclical sending of dimming telegrams□

□ □ □ □□

□k □□ □□□□□□ □□ □□□□□□□ □□ □k □□□

Deactivated

Activated

□□ □ □□ □□□□□□ □ □□□ □ □□ □□

□□□□□□k

□ □Duration of the telegram repetitions=entryÔ0.1 s□3_30□□

□ □ □ □□ □□ □ □□□□

□ □□ □□ □□□k □□□3~30 k

□ □ □ □□□□ □

□□ □ □□□

Number	Name	Object Function	Len...	C	R	W	T	U
0	Bu[illegible]air1,dimming	Switching	1 bit	C	-	W	T	-
1	Button pair1,dimming	Relative [illegible]ig	4 bit	C	-	-	T	
4	Button pair2,dimming	Switching	1 bit	C	-	W	T	
5	Button pair2,dimming	Relative dimming	4 bit	C	-	-	T	
8	Button pair3,dimming	Switching	1 bit	C	-	W	T	
9	Button pair3,dimming	Relative dimming	4 bit	C	-	-	T	

□□ □□□switching□, 1bit

□□ □□□□□ □□ □ □□k

□□ □□relative dimming□, 4bit

□□ □□□□□ □□ □□□□□ □□□□ □□ □□k

5.3.3 “Blind” □

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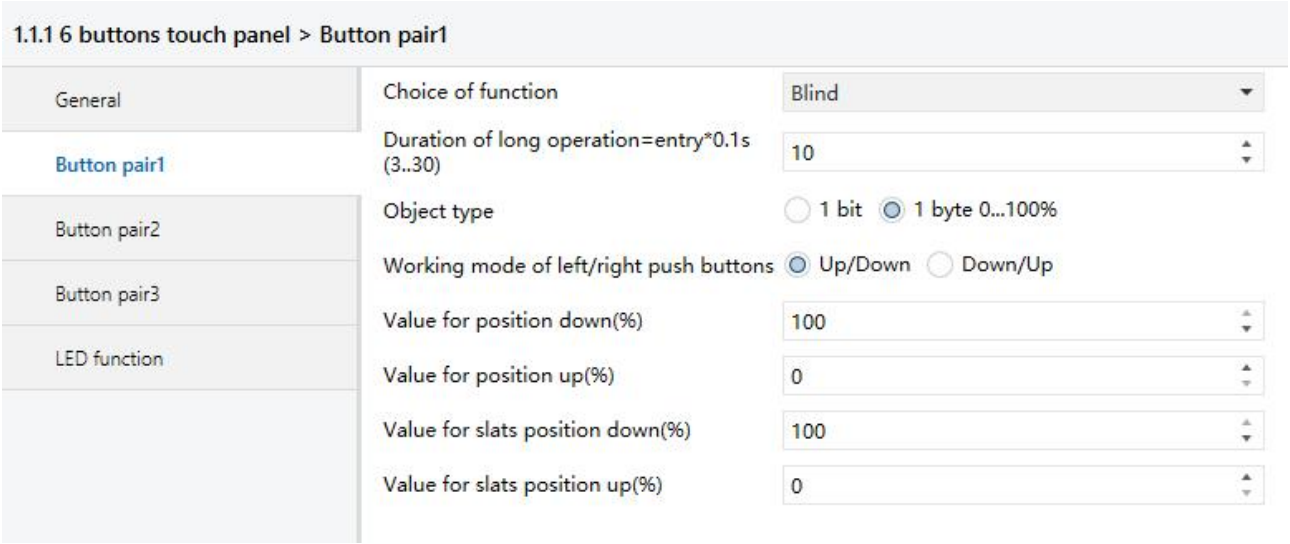
□ □ □□ k□□□□ □□□ □ □ □□□ □□□ □ □□ □

□ □ □□ □□□ □□□ □□□ □ □ k



□□□□□

□□ □□duration of long operation=entryÔ0.1s(3¸ 30)□

□ □□□□□ □□ □□□□ □k □□□3~30

□□object type□

□ □□ □□ □ □□ k □□□

1bit

1byte

□□working mode of left/right push buttons□

□ □□ □□□□ □□□□□ □□ □□ □□ k□□□□ □

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□ □□□ □ □ k □□□

Up/Down

Down/Up

□□value for position down(%)□/□value for position up(%)□

□ □ □□ □□ □□□ □□□□ □ □□ □□□ □□k □ □

0~100□ □ □□ □ □□□ □ □□ □ □ k

□□value for stats position down(%)□/□value for stats position up(%)□

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

□ □ □ □□ □□ □ □ □□ □ k

□ □

□ □Object type□

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

1 bit value [0…1]

2 bit value [0...3]

4 bit value [0…15]

1 byte value [-128...127]

1 byte value [0...255]

2 byte value [-32768...32767]

2 byte value [0...65535]

2 byte value [Float]

3 byte value [time of day]

4 byte value [-2147483648...2147483647]

4 byte value [0...4294967295]

□ □Value1 □/ □value2 □

□ □ □ □ □ □ □□ k □□ □ □□ □□□□
k

□ □ □ □□□□ □

□□ □ □□□

Number	Name	Object Function	Len...	C	R	W	T	U
0	Button pair 1,value sender	Switching	1 bit	C	-	-	T	-
4	Button pair 2,value sender	Switching	1 bit	C	-	-	T	-
8	Button pair 3,value sender	Switching	1 bit	C	-	-	T	-

□ □ □ □Button pair 1/2/3,value sender □, 1bit//3bit/4bit/1byte/2byte/3byte/4byte

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

5.3.5 “Scene” □

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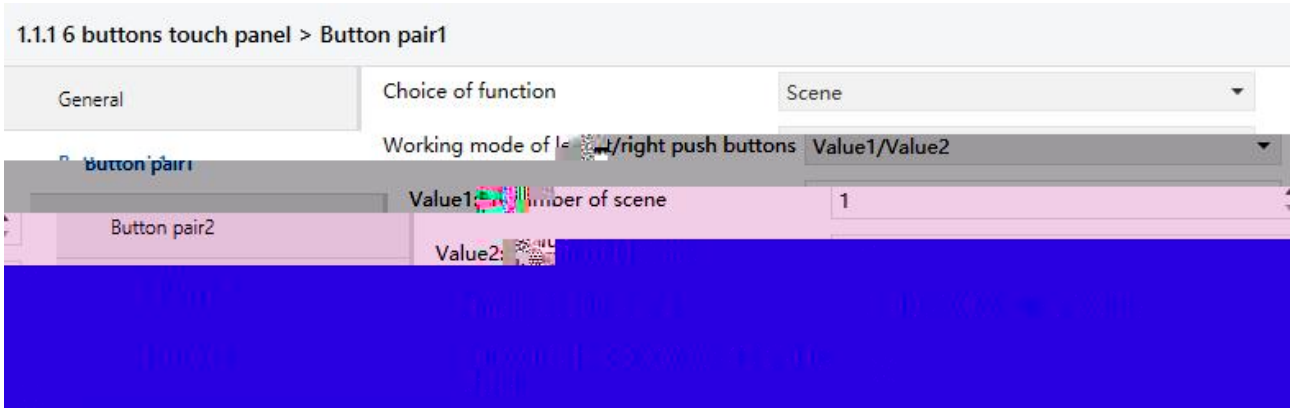
□□□ k



□□□□□

□□Working mode of left/right push buttons□

□ □ □□□ □ □□□□□ □□□□□ □□□ □ □ □ k

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Value 1/value 2

Value 2/value 1

Alternating value 1/value 2

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□□ □ □ □□ □ □ □□ k □□□□□□ □ □ □

□□□ □ □□ k

□□Value1□/□value2 Number of scene□

□ □ □ □□ □ □ □□ □ k □□ □**1-64** k

□□ □□□□ k

□□Storage function scene□

□□□□ □ □ □ k □□□

deactivated

activated

□□ □□□□ □□□□ □□ □□ □□□□ □ □□

□ □ □ k

□□Duration of long operation= entry□0.1s□□3 30□□

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□□ □ □□□

Number	Name	Object Function	Len...	C	R	W	T	U
0	Button pair 1,scene	Number of scene	1 Byte	C	-	-	T	-
4	Button pair 2,scene	Number of scene	1 Byte	C	-	-	T	-
8	Button pair 3,scene	Number of scene	1 Byte	C	-	-	T	-

□□ □□Button pair 1/2/3,scene□, 1byte

□ □□□□ □□ □ □ □ □□ □□ □ k □ □

□□ k

□ □ □ □□ □

FXNNNNNN

F: "0"□□ □□ "1" □

X□□ □□□ □

NNNNNN□ □ □0...63□

□□□ □ □ □ □ □□ □ □□ □□□ □ k □

□□□□□ □ □ □ □□ □ □□ □ k

5.4 “LED function” □□□□□

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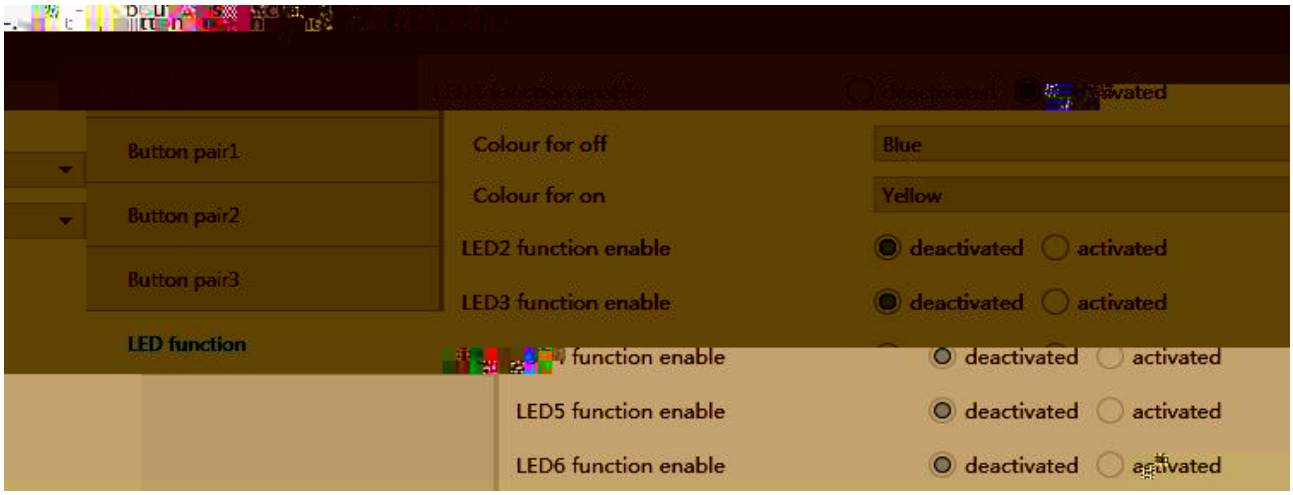

□□□□□

□□LED x function enable□

□□□□ □□□ □□ □k □□□

deactivated

activated

□□ □□□ □ □ □k

□□colour for off /on□

□□□□□ □ □□ □□ □ □□□□□□□□ □□□

Off

Blue

Yellow

□□□ □□ □□□ □□k

LED □ □ □ □ □

□ □ □ □ □ □

Number	Name	Object Function	Len...	C	R	W	T	U
12	LED1 function	Status	1 bit	C	-	W	-	-
14	LED2 function	Status	1 bit	C	-	W	-	-
16	LED3 function	Status	1 bit	C	-	W	-	-
18	LED4 function	Status	1 bit	C	-	W	-	-
[illegible]	[illegible] function	Status	1 bit	C	-	W	-	-
22	LED6 function	Status	1 bit	C	-	W	-	-

□ □ □ □ **Status** □ , **1bit**

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ k