|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **Data type** | **Start byte** | **Min value** | **Max value** | **Description** |
| Heartbeat | Bool | 0 | 1 | 4 | Heart beat (Sleegers alive) |
| Command | Enumeration | 1 | -2147483648 | 2147483648 | Different commands can be send |

**Sleegers data**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **Data type** | **Start byte** | **Min value** | **Max value** | **Description** |
| Heartbeat | Bool | 0 | 1 | 4 | Heart beat (Sleegers alive) |
| Command | Enumeration | 1 | -2147483648 | 2147483648 | Different commands can be send |

**Command**  
Explain the enumeration

|  |  |  |
| --- | --- | --- |
| **Type** | **Value (udint)** | **Description** |
| NoCommand | 0 | No command -> zero value |
| Reboot | 1 | Reboot the camera |
| Restart | 2 | Restart the camera |
| Trigger | 3 | Trigger for new product (with delay) |
| Lights ON | 4 | Set lights on |
| Lights OFF | 5 | Set light off |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **Data type** | **Start byte** | **Min value** | **Max value** | **Description** |
| Heartbeat | Bool | 0 | 1 | 4 | Heart beat (Sleegers alive) |
| Command | Enumeration | 1 | -2147483648 | 2147483648 | Different commands can be send |

**Datagram**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Byte no** | 0 | 1 | 2 | 3 | 4 |
| **Data** | HeartBeat | Command | Command | Command | Command |