Configuration

Jump to bottom

tagyoureit edited this page on Feb 18, 2018 · 6 revisions

Configuration

It always seemed that there should be a way for the Main controller to tell the remote controls/wireless/etc what the pool configuration is. Sure enough, if any material changes (change temperature, circuit names, circuit configuration, schedules, egg timers, etc the Screenlogic Wireless unit will re-request all the status (aka it will be rebroadcast to every device).

1. Date/Time

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request Get Date/Time	16	34	197	1	0	1	167						
Response Date/Time	15	16	5	8	19	45	4	31	5	16	0	1	1

Set Date/Time

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Ex	15	16	133	8	15	34	1	10	7	16	0	1	1	47

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	133 = Set Time/Clock

Byte	Known?	Definition	Details
4	Y	Length	Number of bytes in the message after this byte
5	Y	Hour	0=12am -> 23=11pm
6	Y	Min	
7	Y	Day of week	(Sun=1, Mon=2, Tue=4, Wed=8, Thu=16, Fri=32, Sat=64)
8	Y	Day	Day # in month
9	Y	Month	
10	Y	Year	20xx
11	N	Clock Adjust	?
12	Y	DST	(1=Auto, 0=Manual)
13	Y	Checksum High Bit	This bit * 256 + low bit = checksum
14	Y	Checksum Low Bit	

2. Get Pump Configuration

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	216	1	1	1	187						
Response	15	16	24	31	1	128	0	2	0	1	6	2	12
...													
Request	16	34	216	1	2	1	188						
Response	15	16	24	31	2	128	3	2	0	12	3	5	5

3 Request for Software Version

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	253	1	0	1	223						

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Response	15	16	252	17	0	2	90	0	0	1	10	0	0

4 Request for High Speed Circuits for Valves

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	222	1	0	1	192						
Response	15	16	30	16	0	0	0	0	1	72	0	0	0

5 Request for Valve Status

Byte	1	2	3	4	5	6	7	8	9	10	11	12
Request	16	34	221	1	0	1	191					
Response	15	16	29	24	2	0	0	0	128	1	255	255

6 Request for is4/is10 Spa Side Settings

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	224	1	0	1	194						
Response	15	16	32	11	0	7	2	1	8	5	6	7	8

7 Request for Intelliflo Spa Side Control

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	214	1	0	1	184						
Reponse	15	16	22	16	0	2	0	0	0	1	50	10	1

8 Request for Solar/Heat Pump Status

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	226	1	0	1	196						
Response	15	16	34	3	7	128	0	1	122				

9 Request for Intelliflo Spa Side Remote settings

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	225	1	0	1	195						
Response	15	16	33	4	1	2	3	4	0	253			

10 Request for Delay Status

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	227	1	0	1	197						
Response	15	16	35	2	16	0	1	3					

11 Request for Settings/Heat Mode

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	232	1	0	1	202						
Response	15	16	40	10	0	0	0	254	1	0	0	0	0

12 Custom Names 1-10

These are the custom names that can be configured from the screenlogic interface. Bits 6+ are the Ascii characters.

Byte	1	2	3	4	5	6	7	8	9	10	11	12
Request	16	34	202	1	0	1	181					

Byte	1	2	3	4	5	6	7	8	9	10	11	12
Response	15	16	10	12	0	85	83	69	82	78	65	77
Custom Name 1						U	S	E	R	N	A	M
					0..9							
Request	16	34	202	1	9	1	181					
Response	15	16	10	12	9	85	83	69	82	78	65	77
Custom Name 10						U	S	E	R	N	A	M

Request

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	202 = Request Custom Name
4	Y	1	Length of message
5	Y	Number	Index or ID of custom name (0-9)
6	Y	Checksum High Bit	This bit * 256 + low bit = checksum
7	Y	Checksum Low Bit	

Response

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	10 = Send Custom Name
4	Y	Length	Number of bytes in the message after this byte

Byte	Known?	Definition	Details
5	Y	Number	Index or ID of custom name (0-9)
6	Y	Char1	Ascii value of custom name digit 1
7-16	Y	Char2-11	Ascii value of custom name digit 2-11
17	Y	Checksum High Bit	This bit * 256 + low bit = checksum
18	Y	Checksum Low Bit	

13 Circuit Names

The 7th bit refers to the list of circuit names. The ID #'s 200-209 refer to the custom names.

Byte	1	2	3	4	5	6	7	8	9	10	11
Request	16	34	203	1	1	1	174				
Response	15	16	11	5	1	1	72	0	0	1	40
					1..20						
Request	16	34	203	1	20	1	193				
Response	15	16	11	5	20	0	93	0	0	1	79

Request

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	203 = Request Name
4	Y	1	Length
5	Y	Number	Index or ID of name (1-20)
6	Y	Checksum High Bit	This bit * 256 + low bit = checksum
7	Y	Checksum Low Bit	

Response

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	11 = Send Name
4	Y	Length	Number of bytes in the message after this byte
5	Y	Number	Index or ID of custom name (1-20)
6	Y	Function	Circuit Function (eg Feature, color wheel, spa, etc). 128 appears to indicate a macro.
7	Y	Name	ID for a list of names
8	N	Unknown/future?	
9	N	Unknown/future?	
10	Y	Checksum High Bit	This bit * 256 + low bit = checksum
11	Y	Checksum Low Bit	

14 Schedules

Byte	1	2	3	4	5	6	7	8	9	10	
Request	16	34	209	1	1	1	180				
Response	15	16	17	7	1	6	9	29	15	55	
							9:29		15:55		E
					1..12						
Request	16	34	209	1	12	1	191				
Response	15	16	17	7	12	5	13	30	13	40	
						Spa	1:30pm		1:40pm		

Request

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	209 = Get Schedule
4	Y	1	Length
5	Y	Schedule #	Schedule 1-12
6	Y	Checksum High Bit	This bit * 256 + low bit = checksum
7	Y	Checksum Low Bit	

Response

Byte	Known?	Definition	Details
1	Y	Destination	Destination Address of message
2	Y	Source Address	Sender Address of message
3	Y	Action	17 = Schedule (as previously saved)
4	Y	Length	Number of bytes in the message after this byte
5	Y	ID	Schedule ID/# (1-12)
6	Y	Circuit	Which circuit is the schedule on
7	Y	Start Hour	If 25, then egg timer; if 1-24 then Start Hour
8	Y	Start Min	Ignore if egg timer, else minute
9	Y	End Hour	If egg timer, then # of hours. Else end hour of schedule.
10	Y	End Min	If egg timer, then # of minutes. Else end minutes of schedule.

Byte	Known?	Definition	Details
11	Y	Days of week	Bitmask 0x0000000; 181 = Tu,Th,Fri,Sun; 145 = Thu,Sun; 255 = Every day; Need to do more research but it seems like 0x01 is always active and 128=Sun; 16=Thu... need to just do some testing.
12	Y	Checksum High Bit	This bit * 256 + low bit = checksum
13	Y	Checksum Low Bit	

15 Get Heat Set Points

Byte	1	2	3	4	5	6	7	8	9	10	11	12
Request	16	34	200	1	0	1	170					
Response Heat/Temp	15	16	8	13	86	86	84	86	100	7	0	0

16 Request for Light Groups/Positions

Byte	1	2	3	4	5	6	7	8	9	10	11	12	13
Request	16	34	231	1	0	1	201						
Response	15	16	39	32	7	0	0	0	8	0	0	0	9

Clone this wiki locally