



# **System Specifications Networking**

# **Operation Code**

#### **Summary:**

This Chapter specifies the HDL Bus Operation Code and Type for Interworking This Chapter describes the general usable and Functional specific for integration Operation Codes/Types that are to be used as commands for transmission of data on the bus.

Authorized integrator can use this document to integrate HDL Bus Pro products with third system like Security system, Central control system, VRV system, Heating system etc..

# This is confidential documents, it is forbidden to spread without HDL official approving



**Document updates** 

Version	Data	Description		
V1.100	2014.02.11	Create new documents based on old documents		
V1.101	2014.02.20	Add New command to system date and time		
V1.102	2014.04.10	Add New command for floor heating settings		
V1.103	2014.04.18	Add New command for Z-audio Control		
V1.104	2014.05.07	Add New curtain control mode		
V1.105	2014.09.04	Add commands for power meter		
V1.106	2014.09.09	Add Sensors in One auto broadcast command		
V1.107	2014.09.23	Modify Dry Contact commands		
V1.108	2014.10.21	Modify Security commands, Add scene commands		
V1.109	2015.05.05	Add Universial control commands		
V1.110	2015.06.24	Add UV Control Lists		
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#### 1. Introduction

HDL Bus Pro system developed from 2002, It has been improved and updated every day. HDL Bus Pro system designed for two way communications, No master and slaver or centre control in system, All of devices in system interwork by messages, So this system are very stable and flexible also has high expansibility, until now, the system already used for many different applications like building for energy saving, lighting control, AC control, blind and shutter control etc.. Home for lighting control, curtain control, background music control, VRV control, Heating control, AV control, security control etc... Hotel room for energy saving, lighting control, curtain control, door lock control, services control etc...

HDL Bus Pro system use two byte for addressing devices in system, it named SubNet ID and Device ID, it allow more than 60000 devices working in one system, Message can be interworked by point to point and broadcast.

HDL Bus Pro system can communicate over three media, Twisted pair for RS485, Ethernet and Wireless.

This document provide protocol and interworking commands of HDL Bus Pro in detail for integrator to develop application to control and monitor HDL Bus Pro system like Iridium mobile, Tron and other developer. Also third party factory can use this protocol to integrate their system to HDL system like for Lighting, HVAC, Music, Curtain, Heating system, Security etc...

#### 2. Protocol

#### 2.1 Over RS485

Data P	Data Package Over RS485					
Baud F	Baud Rate:9600bps; Start bit:1; Data bits:8; Parity bit: Even; Stop bit:1, Total bits: 11					
Index	Remark	Bits	Scope	Description		
1	Leader Code	16	0xAAAA	Leader code is starting symbol of data package, it		
				fixed to 0xAAAA for each data package.		
2	Size of Data Package	8	11 – 78	This byte indicate the size of data package,		
				calculation of size is include itself and CRC. the		
				minimum size are 11(content=0), the maximum size		
				are 78		
3	Original SubNet ID	8	0 - 254	The SubNet ID of sender, from 0 to 254(0xFE)		
4	Original Device ID	8	0 - 254	The Device ID of sender, from 0 to 254(0xFE)		
5	Original Device Type	16	0 - 65535	The Device type of sender, the two bytes define		
				different TYPE of devices in system. Please contact		
				HDL R&D if need this information in detail.		
6	Command	16	0 - 65535	Define interworking commands for communication		
				between two or more devices, Normal use		
				hexadecimal to express		
7	Target SubNet ID	8	0 - 255	The SubNet ID of receiver, 0 to 254(0xFE) for point		
				to point and 255(0xFF) for broadcast.		
8	Target Device ID	8	0 - 255	The Device ID of receiver, 0 to 254(0xFE) for point		
				to point and 255(0xFF) for broadcast.		
9	Contents	N		Additional contents in package, this field can be		
				changed by different commands, minimum is 0,		
				maximum is 67 bytes		
10	CRC	16	0 - 65535	The results of check sum for the package, using		
				ITU-IEEE 16bit standard CRC, calculations from		
				"Size of Data Package" to "Contents"		



Notice: HDL Bus system designed for two way communication, there are no master and slave device on network, so if third part system want connect to HDL Bus system over RS485, it must support carrier sense(sender need check RS485 Bus busy or idle before sending data package to Bus) and collision detection(sender must receive it's package from Bus check if there are conflict or not) for RS485 Bus. it must support resend mechanism in case the receiver not receive data package correctly, Maximum 3 times for resending if receiver not reply to sender within 500ms each time.

#### 2.2 Over Ethernet

Data package over RS485 can be extend into Ethernet by adding special head package in UDP data package, rest of data package same with RS485

	ckage, rest of data package ackage Over Ethernet	jo san	IC WITH INOTO				
	UDP port: 6000  LAN: Broadcast in network segment						
	et: point to point	ICIIL					
Index	Remark	Bits	Scope	Description			
1	IP address1	8	0-255	IP address of sender, "IP address1" is highest byte,			
2	IP address2	8	0-255	"IP address4" is lowest byte. For example IP			
3	IP address3	8	0-255	192.168.10.250 , the "IP address1" field is 192, "IP			
4	IP address4	8	0-255	address4" field is 250.			
5	Constant character1	8	0x48	Those fields fixed by constant ASCII characters			
6	Constant character2	8	0x44	"HDLMIRACLE", The receiver need check those			
7	Constant character3	8	0x4C	field to filter package if receiver data package from			
8	Constant character4	8	0x4D	port 6000, The sender must fill those field with			
9	Constant character5	8	0x49	ASCII characters "HDLMIRACLE"			
10	Constant character6	8	0x52				
11	Constant character7	8	0x41				
12	Constant character8	8	0x43				
13	Constant character9	8	0x4C				
14							
Below	data format same with Ov	er RS	485				
15	Leader Code	16	0xAAAA	Leader code is starting symbol of data package, it fixed to 0xAAAA for each data package.			
16	Size of Data Package	8	11 – 78	This byte indicate the size of data package, calculation of size is include itself and CRC. the minimum size are 11(content=0), the maximum size are 78			
17	Original SubNet ID	8	0 - 254	The SubNet ID of sender, from 0 to 254(0xFE)			
18	Original Device ID	8	0 - 254	The Device ID of sender, from 0 to 254(0xFE)			
19	Original Device Type	16	0 - 65535	The Device type of sender, the two bytes define different TYPE of devices in system. Please contact HDL R&D if need this information in detail.			
20	Command	16	0 - 65535	Define interworking commands for communication between two or more devices, Normal use hexadecimal to express			
21	Target SubNet ID	8	0 - 255	The SubNet ID of receiver, 0 to 254(0xFE) for point to point and 255(0xFF) for broadcast.			
22	Target Device ID	8	0 - 255	The Device ID of receiver, 0 to 254(0xFE) for point to point and 255(0xFF) for broadcast.			
23	Contents	N		Additional contents in package, this field can be changed by different commands, minimum is 0, maximum is 67 bytes			

24	CRC	16	0 - 65535	The results of check sum for the package, using
				ITU-IEEE 16bit standard CRC, calculations from
				"Size of Data Package" to "Contents"

# 3. Device Type

# 4. Lighting Control

#### 4.1 Scene

#### 4.1.1 Scene Control

Comma	Command Code: 0x0002				
Commu	Communication Mode: Point to Point				
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254				
Addition	al Contents				
Size of A	Size of Additional Contents: 2				
Index	Remark	Value Scope			
1	Area No.	1-255			
2	Scene No.	0-255			

# 4.1.2 Response Scene Control

Commai	Command Code: 0x0003						
Commu	Communication Mode: Broadcast						
Scope c	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)						
Addition	al Contents						
Size of A	Additional Contents: 3+n						
Index	Remark	Value Scope					
1	Area No.	1-255					
2	Scene No.	0-255					
3	Total Channel No.	<mark>1-255</mark>					
4	Channel Status in Bit	Encode	Bit Value				
		Bit 0 = Channel 1	0 = Channel OFF, 1 = Channel ON				
		Bit 1 = Channel 2					
		Bit 2 = Channel 3					
		Bit 3 = Channel 4					
		Bit 4 = Channel 5					
		Bit 5 = Channel 6					
		Bit 6 = Channel 7					
		Bit 7 = Channel 8					
5	Channel Status in Bit	Bit 0 = Channel 9					
		Bit 1 = Channel 10					
		Bit 2 = Channel 11					
		Bit 3 = Channel 12					
		Bit 4 = Channel 13					
		Bit 5 = Channel 14					
		Bit 6 = Channel 15					
		Bit 7 = Channel 16					
n	Channel Status in Bit	Bit 0 = Channel m-7					
		Bit 1 = Channel m-6					
		Bit 2 = Channel m-5					
		Bit 3 = Channel m-4					

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Bit 4	= Channel m-3	
Bit 5	= Channel m-2	
Bit 6	= Channel m-1	
Bit 7	= Channel m	

Notice: 16< m <257, n= (Channel No.) % 8

#### 4.1.3 Read Status of Scene

Comma	Command Code: 0x000C		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Area No.	1-255	

#### 4.1.4 Response Read Status of Scene

Comma	Command Code: 0x000D		
Commu	unication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-255	
2	Running of Scene No.	0-254	

#### 4.1.5 Broadcast Status of Scene

Command Code: 0xEFFF			
Commu	Communication Mode: Broadcast		
Scope of	of SubNet ID: 255(0xFF)	Scope of Device ID: 255(0xFF)	
Addition	al Contents		
Size of A	Additional Contents: 2 + 2N		
Index	Remark	Value Scope	
1	Total Area No.	1-N	
2	Area 1 Running Scene No	0-254	
3	Area 2 Running Scene No	0-254	
4	Area 3 Running Scene No	0-254	
N + 1	Area N Running Scene	0-254	
	No		
N + 2	Total Channel No.	1-255	
N + 3	Channel 1 Level	0-100	
N + 4	Channel 2 Level	0-100	
2N +2	Channel N Level	0-100	

Notice: N= Channel No.

#### 4.1.6 Read Area Information

Command Code: 0x0004		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	



Additional Contents			
Size of A	Size of Additional Contents: 0		
Index	Remark	Value Scope	

#### 4.1.7 Response Read Area Information

•		
Comma	nd Code: 0x0005	
Commu	unication Mode: Point to Point	
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254
Addition	al Contents	
Size of A	Additional Contents: 5 + N	
Index	Remark	Value Scope
1	DeviceType High byte	DeviceType / 256
2	DeviceType Low byte	DeviceType % 256
3	SubNet ID	1-255
4	Device ID	1-255
5	Chn 1 in which area	1-N
6	Chn 2 in which area	1-N
N + 4	Chn N in which area	1-255

#### 4.1.8 Read Scene Information

Comma	Command Code: 0x0000		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents:2		
Index	Remark	Value Scope	
1	Area No.	1-N	
2	Scene No.	1-2N	

# 4.1.9 Response Read Scene Information

Comma	and Code: 0x0001		
Commu	nication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 5 + N		
Index	Remark	Value Scope	
1	Area No.	1-N	
2	Scene No.	1-2N	
3	Running Time High byte	Running Time / 256	
4	Running Time Low byte	Running Time% 256	
5	Chn 1 Level	1-100	
6	Chn 2 Level	1-100	
N + 4	Chn N Level	1-100	

#### 4.1.10 Modify Scene Information

Command Code: 0x0008		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	
Additional Contents		



Size of A	Size of Additional Contents: 5 + N		
Index	Remark	Value Scope	
1	Area No.	1-N	
2	Scene No.	1-2N	
3	Running Time High byte	Running Time / 256	
4	Running Time Low byte	Running Time% 256	
5	Chn 1 Level	1-100	
6	Chn 2 Level	1-100	
N + 4	Chn N Level	1-100	

# 4.1.11 Response Modify Scene Information

Comma	Command Code: 0x0009		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of Additional Contents:1			
Index	Remark	Value Scope	
1	Success or Fail	F8 = success; F5 = fail	

# 4.2 Sequence

#### 4.2.1 Sequence Control

Command Code: 0x001A			
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-255	
2	Sequence No.	0-255	

# 4.2.2 Response Sequence Control

Comma	Command Code: 0x001B		
Commu	Communication Mode: Broadcast		
Scope of	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-255	
2	Sequence No.	0-255	

# 4.2.3 Read Status of Sequence

Command Code: 0xE014	
Communication Mode: Point to Point	
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254
Additional Contents	

Size of Additional Contents: 1		
Index	Remark	Value Scope
1	Area No.	1-255

#### 4.2.4 Response Read Status of Sequence

Command Code: 0xE015			
Commu	nication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of /	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-255	
2	Running of Sequence No.	0-254	

#### 4.2.5 Broadcast Status of Sequence

Comma	Command Code: 0xF036		
Commu	Communication Mode: Broadcast		
Scope of	of SubNet ID: 255(0xFF)	Scope of Device ID: 255(0xFF)	
Addition	al Contents		
Size of A	Additional Contents: N		
Index	Remark	Value Scope	
1	Running of Sequence No.	1-255	
	in Area 1		
2	Running of Sequence No.	1-255	
	in Area 2		
N	Running of Sequence No.	1-255	
	in Area N		

Notice: N= Channel No.

## 4.3 Single Channel

#### 4.3.1 Single Channel Control

Command Code: 0x0031			
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Size of Additional Contents: 4		
Index	Remark	Value Scope	
1	Channel No.	1-255	
2	Channel Level	0-100	
3	Running Time High	3600 / 256	
4	Running Time Low	3600 % 256	

#### 4.3.2 Response Single Channel Control

Command Code: 0x0032			
Communication Mode: Broadcast			
Scope of SubNet ID: 255(0xFF)	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Additional Contents			
Size of Additional Contents: 4 + n / 8			



Index	Remark	Value Scope	
1	Channel No.	1-255	
2	Success or fail	F8 = Success, F5 = Fail	
3	Channel Level	0-100	
4	Total Channel No.	1-255	
5	Channel Status in Bit	Encode	Bit Value
		Bit 0 = Channel 1	0 = Channel OFF, 1 = Channel ON
		Bit 1 = Channel 2	
		Bit 2 = Channel 3	
		Bit 3 = Channel 4	
		Bit 4 = Channel 5	
		Bit 5 = Channel 6	
		Bit 6 = Channel 7	
		Bit 7 = Channel 8	
6	Channel Status in Bit	Bit 0 = Channel 9	
		Bit 1 = Channel 10	
		Bit 2 = Channel 11	
		Bit 3 = Channel 12	
		Bit 4 = Channel 13	
		Bit 5 = Channel 14	
		Bit 6 = Channel 15	
		Bit 7 = Channel 16	
n	Channel Status in Bit	Bit 0 = Channel m-7	
		Bit 1 = Channel m-6	
		Bit 2 = Channel m-5	
		Bit 3 = Channel m-4	
		Bit 4 = Channel m-3	
		Bit 5 = Channel m-2	
		Bit 6 = Channel m-1	
		Bit 7 = Channel m	

Notice: 16< m <257, n= (Channel No.) % 8

#### 4.3.3 Read Status of Channels

Command Code: 0x0033		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Contents		
Size of Additional Contents: 0		

#### 4.3.4 Response Read Status of Channels

Comma	Command Code: 0x0034		
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: N + 1		
Index	Remark	Value Scope	
1	Total Channel No.	1-255	
2	Channel 1 Level	0-100	
3	Channel 2 Level	0-100	
N + 1	Channel N Level	0-100	

Notice: n= Channel No.



#### 4.3.5 Read Current Level of Channels

Command Code: 0x0038		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Contents		
Size of Additional Contents: 0		

#### 4.3.6 Response Read Current Level of Channels

Comma	Command Code: 0x0039		
Commu	nmunication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	onal Contents		
Size of A	of Additional Contents: N + 1		
Index	Remark	Value Scope	
1	Total Channel No.	1-255	
2	Channel 1 Level	0-100	
3	Channel 2 Level	0-100	
N + 1	Channel N Level	0-100	

Notice: n= Channel No.

# 5. Logic Control

# 5.1 Logic

#### 5.1.1 Logic Control

Comma	Command Code: 0xF116		
Commu	nication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Logic Block No.	1-255	
2	Status of Logic Block.	0 = Disable Block, 1 = Enable Block	

#### 5.1.2 Response Logic Control

Comma	Command Code: 0xF117		
Commu	Communication Mode: Broadcast		
Scope of	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Logic Block No.	1-255	
2	Status of Logic Block.	0 = Disable Block, 1 = Enable Block	

#### 5.1.3 Read Status of Logic Control



Comma	Command Code: 0xF112		
Commu	nication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Logic Block No.	1-255	

#### 5.1.4 Response Read Status of Logic Control

Command Code: 0xF113			
Commu	inication Mode: Point to Point		
Scope	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Logic Block No.	1-255	
2	Status of Logic Block.	0 = Disable Block, 1 = Enable Block	

#### 5.1.5 Broadcast Status of Status of Logic Control

Comma	Command Code: 0xF12F		
Commu	Communication Mode: Broadcast		
Scope of	of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Logic Block No.	1-255	
2	Status of Logic Block.	0 = Disable Block, 1 = Enable Block	

Notice: It is used only with Logic module, Enable / Disable the module fully, Logic Block No. default is 1.

#### 5.1.6 Read System Date and Time

Command Code: 0xDA00		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Contents		
Size of Additional Contents: 0		

#### 5.1.7 Response Read System Date and Time

Commai	Command Code: 0xDA01			
Commu	Communication Mode: Point to Point			
Scope c	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	al Contents			
Size of A	Additional Contents: 8			
Index	Remark	Value Scope		
1	Success or fail	F8 = Success, F5 = Fail		
2	Year	Year - 2000		
3	Month	1-12		
4	Day	1-31		
5	Hour	0-23		

HDL Bus Pro Standard Interworking

6	Minute	0-59
7	Second	0-59
8	Week day	0 - 6, $0 = Sunday$ ,

#### 5.1.8 Modify Read System Date and Time

Comma	Command Code: 0xDA02		
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 7		
Index	Remark	Value Scope	
1	Year	Year - 2000	
2	Month	1-12	
3	Day	1-31	
4	Hour	0-23	
5	Minute	0-59	
6	Second	0-59	
7	Week day	0 - 6, $0 = Sunday$ ,	

#### 5.1.9 Response Modify Read System Date and Time

Commai	Command Code: 0xDA03		
Commu	nication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Success or fail	F8 = Success, F5 = Fail	

## 5.1.10 Broadcast System Date and Time(Every Minute)

Comma	nd Code: 0xDA44		
Commu	communication Mode: Broadcast		
Scope of	of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Addition	ional Contents		
Size of A	f Additional Contents: 6		
Index	Remark	Value Scope	
1	Year	Year - 2000	
2	Month	1-12	
3	Day	1-31	
4	Hour	0-23	
5	Minute	0-59	
6	Second	0-59	

# 6. Universal Switch

#### 6.1 UV Switch

#### 6.1.1 UV Switch Control

Comm	Command Code: 0xE01C		
Comm	unication Mode:	Point to Point	



Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	Additional Contents			
Size of A	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	UV Switch No.	1-255		
2	Switch Status	0 = OFF, 255 = ON		

#### 6.1.2 Response UV Switch Control

Comma	Command Code: 0xE01D			
Commu	Communication Mode: Broadcast			
Scope	Scope of SubNet ID: 255(0xFF)   Scope of Device ID: 255(0xFF)			
Addition	Additional Contents			
Size of	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	UV Switch No.	1-255		
2	Switch Status	0 = OFF, 1 = ON		

#### 6.1.3 Read Status of UV Switch

Comma	Command Code: 0xE018		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	UV Switch No.	1-255	

#### 6.1.4 Response Read Status of UV Switch

Comma	Command Code: 0xE019		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	UV Switch No.	1-255	
2	Switch Status	0 = OFF, 1 = ON	

#### 6.1.5 Broadcast Status of Status of UV Switches

Comma	Command Code: 0xE017			
Commu	Communication Mode: Broadcast			
Scope of	of SubNet ID: 255(0xFF)	Scope of Device ID: 255(0xFF)		
Addition	al Contents			
Size of A	ze of Additional Contents: N + 1			
Index	Remark	Value Scope		
1	Total UV Switches No.	1-32		
2	Switch 1 Level	0 = OFF, 1 = ON		
3	Switch 2 Level	0 = OFF, 1 = ON		
N + 1	Switch N Level	0 = OFF, 1 = ON		

Notice: It is used only with Dry contact, whose uv switches no more than 32.



# 7. Curtain Switch

#### 7.1 Curtain Switch

#### 7.1.1 Curtain Switch Control

Commo	Command Code: 0xE3E0			
Commu	inication Mode: Point to Point			
Scope	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	nal Contents			
Size of	Additional Contents: 2			
Index	Remark	Value Scope		
1	Curtain Switch No.	1-255		
	0.11.1.01.1	1-		
2	Switch Status	Curtain no. <17	0 = STOP, 1 = OPEN, 2 =	
			CLOSE	
		Curtain no. = 17	0-100% percent	

#### 7.1.2 Response Curtain Switch Control

Comma	Command Code: 0xE3E1			
Commu	Communication Mode: Broadcast			
Scope of	of SubNet ID: 255(0xFF)	Scope of Device ID: 255(0xFF)		
Addition	al Contents			
Size of	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	Curtain Switch No.	1-255		
2	Switch Status	Curtain no. <17	0 = STOP, 1 = OPEN, 2 =	
			CLOSE	
		Curtain no. = 17	0-100% percent	

Notice: when curtain no. is 17, and the status is 0xEE, it means curtain controller is measuring the length of curtain.

#### 7.1.3 Read Status of Curtain Switch

Comma	Command Code: 0xE3E2		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Curtain Switch No.	1-255	

#### 7.1.4 Response Read Status of Curtain Switch

Comma	Command Code: 0xE3E3			
Commu	Communication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	al Contents			
Size of A	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	Curtain Switch No.	1-255		
2	Switch Status	Curtain no. <17	0 = STOP, 1 = OPEN, 2 =	
			CLOSE	
		Curtain no. = 17	0-100% percent	



#### 7.1.5 Broadcast Status of Status of Curtain Switches

Comma	Command Code: 0xE3E4			
Commu	nication Mode: Broadcast			
Scope of	of SubNet ID: 255(0xFF)	Scope of Device ID: 255(0xFF)		
Addition	al Contents			
Size of A	Additional Contents: 2N			
Index	Remark	Value Scope		
1	Switch 1 Level	0 = STOP, 1 = OPEN, 2 = CLOSE		
2	Switch 2 Level	0 = STOP, 1 = OPEN, 2 = CLOSE		
N	Switch N Level	0 = STOP, 1 = OPEN, 2 = CLOSE		
N + 1	Switch 1 Current Status	0 = STOP, 1 = OPEN, 2 = CLOSE		
N + 2	Switch 2 Current Status	0 = STOP, 1 = OPEN, 2 = CLOSE		
2N	Switch N Current Status	0 = STOP, 1 = OPEN, 2 = CLOSE		

# 8. GPRS Control

#### **8.1 GPRS Control**

#### 8.1.1GPRS Control

Comma	Command Code: 0xE3D4			
Commu	nication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	GPRS Type	0 = Invalie, 1 = Message		
2	Message Group No.	1-24		

#### 8.1.2 Response GPRS Control

Comma	Command Code: 0xE3D5			
Commu	nication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents			
Size of /	Additional Contents: 2			
Index	Remark	Value Scope		
1	GPRS Type	0 = Invalie, 1 = Message		
2	Message Group No.	1-24		

# 9. Panel Control

#### 9.1 Panel Control

#### 9.1.1 Panel Control

Command Code: 0xE3D8			
Communication Mode: Point to Point			
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Additional Contents			



Size of A	Additional Contents:4				
Index	Remark				
1	0 = Invalid	-			
	1 = IR Control	0 = OFF, 1 = ON			
	2 = Lock Panel	0 = OFF, 1 = ON			
	3= AC Power	0 = OFF, 1 = ON			
	4 = Cooling Temp	0-84			
	5 = Fan Speed	0 = Auto, 1 = High, 2 = Medium, 3 = Low			
	6 = AC Mode	0 = Cooling, 1 = Heating, 2 = Fan , 3 = Auto, 4 = Dehumidfy			
	7 = Heat Temp	0-84			
	8 = Auto Temp	0-84			
	9 =Rise Temp	0-5			
	10 = Decrease Temp	0-5			
	11 = BackLight Status	0 = OFF, 1 = ON			
	12 = Lock AC	0 = OFF, 1 = ON			
	13 = BackLight Level	0-100			
	14 =Status Light Level	0-100			
	15 = Shield Button	Remark	Value Scope		
		Key No.	1-255		
		Key Status	0=Invalid, 1 = Valid		
	16 = Shield Page	Remark	Value Scope		
		Page No.	1-255		
		Page Status	0=Invalid, 1 = Valid		
	17 = Control Button LED	Remark	Value Scope		
		Key No.	1-255		
		Key Status	0=Invalid, 1 = Valid		
	18 = Control Button	Remark	Value Scope		
		Key No.	1-255		
		Key Status	0=Invalid, 1 = Valid		
	19 = Dry Temp	0-84	-		
	20 = Temp Status	0 = OFF, 1 = ON			
	21 = Temp Mode	1 = Normal, 2 = Day , 3 =	Night, 4 = Away, 5 = Timer		
	22 =FH Rise Temp	0-5			
	23 = FH Decrease Temp	0-5			
	24 = Lock Setup Page	0 = OFF, 1 = ON			
	25 = Normal Temp	0-84			
	26 = Day Temp	0-84			
	27 = Night Temp	0-84			
	28 = Away Temp	0-84			

## 9.1.2 Response Panel Control

Command	Command Code: 0xE3D9			
Communic	Communication Mode: Broadcast			
Scope of	Scope of SubNet ID: 255(0xFF)			
Additional	Additional Contents			
Size of Additional Contents:4				
Index	Remark			



1	0 = Invalid	-		
	1 = IR Control	0 = OFF, 1 = ON		
	2 = Lock Panel	0 = OFF, 1 = ON		
	3= AC Power	0 = OFF, 1 = ON 0-84		
	4 = Cooling Temp			
	5 = Fan Speed	0 = Auto, 1 = High, 2 = Mediun	n, 3 = Low	
	6 = AC Mode	0 = Cooling, 1 = Heating, 2 = F	an , 3 = Auto, 4 = Dehumidfy	
	7 = Heat Temp	0-84		
	8 = Auto Temp	0-84		
	9 =Rise Temp	0-5		
	10 = Decrease Temp	0-5		
	11 = BackLight Status	0 = OFF, 1 = ON		
	12 = Lock AC	0 = OFF, 1 = ON		
	13 = BackLight Level	0-100		
	14 =Status Light Level	0-100		
	15 = Shield Button	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
	16 = Shield Page	Remark	Value Scope	
		Page No.	1-255	
		Page Status	0=Invalid, 1 = Valid	
	17 = Control Button LED	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
	18 = Control Button	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
	19 = Dry Temp	0-84		
	20 = Temp Status	0 = OFF, 1 = ON		
	21 = Temp Mode	1 = Normal, 2 = Day, 3 = Nigh	t, 4 = Away, 5 = Timer	
	22 =FH Rise Temp	0-5		
	23 = FH Decrease Temp	0-5		
	24 = Lock Setup Page	0 = OFF, 1 = ON		
25 = Normal Temp 0-84				
	26 = Day Temp	ight Temp 0-84		
	27 = Night Temp			
28 = Away Temp 0-84				

#### 9.1.3 Read Status of Panel Control

Command Code: 0	Command Code: 0xE3DA				
Communication Me	Communication Mode: Point to Point				
Scope of SubNet	of SubNet ID: 0-254 Scope of Device ID: 0-254				
Additional Content	Additional Contents				
Size of Additional (	Size of Additional Contents:1				
Index	Remark				
1	0 = Invalid				
	1 = IR Control				



2 = Lock Panel
3= AC Power
4 = Cooling Temp
5 = Fan Speed
6 = AC Mode
7 = Heat Temp
8 = Auto Temp
9 =Rise Temp
10 = Decrease Temp
11 = BackLight Status
12 = Lock AC
13 = BackLight Level
14 =Status Light Level
15 = Shield Button
16 = Shield Page
17 = Control Button LED
18 = Control Button
19 = Dry Temp
20 = Temp Status
21 = Temp Mode
22 =FH Rise Temp
23 = FH Decrease Temp
24 = Lock Setup Page
25 = Normal Temp
26 = Day Temp
27 = Night Temp
28 = Away Temp

# 9.1.4 Response Read Status of Panel Control

	1				
Command Code: 0xE3DB					
Communi	Communication Mode: Broadcast				
Scope of	SubNet ID: 255(0xFF) Sc	cope of Device ID: 255(0xFF)			
Additional	Contents				
Size of Ac	ditional Contents:4				
Index	Remark				
1	0 = Invalid	-			
	1 = IR Control	0 = OFF, 1 = ON			
	2 = Lock Panel	0 = OFF, 1 = ON			
	3= AC Power	0 = OFF, 1 = ON			
	4 = Cooling Temp	0-84			
	5 = Fan Speed	0 = Auto, 1 = High, 2 = Medium, 3 = Low			
	6 = AC Mode	0 = Cooling, 1 = Heating, 2 = Fan , 3 = Auto, 4 = Dehumidfy			
	7 = Heat Temp	0-84			
	8 = Auto Temp	0-84			
	9 =Rise Temp	0-5			
	10 = Decrease Temp	0-5			
	11 = BackLight Status	0 = OFF, 1 = ON			



1	12 = Lock AC	0 = OFF, 1 = ON		
1	13 = BackLlght Level	0-100		
1	14 =Status Light Level	0-100		
1	15 = Shield Button	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
1	16 = Shield Page	Remark	Value Scope	
		Page No.	1-255	
		Page Status	0=Invalid, 1 = Valid	
1	17 = Control Button LED	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
1	18 = Control Button	Remark	Value Scope	
		Key No.	1-255	
		Key Status	0=Invalid, 1 = Valid	
1	19 = Dry Temp	0-84		
2	20 = Temp Status	0 = OFF, 1 = ON		
2	21 = Temp Mode	1 = Normal, 2 = Day, 3 = Night, 4 = Away, 5 = Timer		
2	22 =FH Rise Temp	0-5		
2	23 = FH Decrease Temp	0-5		
2	24 = Lock Setup Page	0 = OFF, 1 = ON		
2	25 = Normal Temp	0-84		
2	26 = Day Temp	0-84		
2	27 = Night Temp	0-84		
2	28 = Away Temp	0-84		

# 10. AC Control

# 10.1 AC Control

#### 10.1.1 Read AC Status

Comma	Command Code: 0x1938			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 1			
Index	x Remark Value Scope			
1	AC No.	1-128		

# 10.1.2 Response Read AC Status

Comma	Command Code: 0x1939			
Commu	nication Mode: Point to Point			
Scope of	f SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	Additional Contents			
Size of A	Size of Additional Contents: 13			
Index	Remark Value Scope			
1	AC No.	1-128		



2	Temperature Type	0 = C, 1 = F		
3	Current Temperature	0-99		
4	Cooling Temp Point	0-86	0-86	
5	Heating Temp Point	0-86		
6	Auto Temp Point	0-86		
7	Dry Temp Point	0-86		
8	Mode and Fan	Encode	Bit Value	
		Bit 7,6,5,4	0 = Cooling, 1 = Heating, 1 = Fan, 3 = Auto, 4 = Dry	
		Bit 3,2,1,0	0 =Auto, 1 = High, 1 = Medium, 3 = Low	
9	AC Status	0 = OFF, 1 = ON		
10	Setup Mode	0 = Cooling, 1 = Heating, 1 = Fan	, 3 = Auto, 4 = Dry	
11	Setup Speed	0 =Auto, 1 = High, 1 = Medium, 3	s = Low	
12	Current Mode and Fan	Encode	Bit Value	
		Bit 7,6,5,4	0 = Cooling, 1 = Heating, 1 = Fan, 3 = Auto, 4 = Dry	
		Bit 3,2,1,0	0 =Auto, 1 = High, 1 = Medium,	
			3 = Low	
13	Sweep	Encode	Bit Value	
		Bit 7,6,5,4	0 = Enable, 1 = Disable	
		Bit 3,2,1,0	0= No Sweep , 1 = Sweep Now	

#### 10.1.3 Control AC Status

Commai	Command Code: 0x193A			
Commu	nication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	al Contents			
Size of A	Additional Contents: 10			
Index	Remark	Value Scope		
1	AC No.	1-128		
2	Temperature Type	0 = C, 1 = F		
3	Cooling Temp Point	0-86		
4	Heating Temp Point	0-86		
5	Auto Temp Point	0-86		
6	Dry Temp Point	0-86		
7	Mode and Fan	Encode	Bit Value	
		Bit 7,6,5,4	0 = Cooling, 1 = Heating, 1 =	
			Fan, 3 = Auto, 4 = Dry	
		Bit 3,2,1,0	0 =Auto, 1 = High, 1 = Medium,	
			3 = Low	
8	AC Status	0 = OFF, 1 = ON		
9	Setup Mode	0 = Cooling, 1 = Heating, 1 = Fan, 3 = Auto, 4 = Dry		
10	Setup Speed	0 =Auto, 1 = High, 1 = Medium, 3 = Low		

# 10.1.4 Response Control AC Status

Comma	Command Code: 0x193B			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 13			
Index	Remark Value Scope			
1	AC No.	1-128		



2	Temperature Type	0 = C, 1 = F	
3	Current Temperature	0-99	
4	Cooling Temp Point	0-86	
5	Heating Temp Point	0-86	
6	Auto Temp Point	0-86	
7	Dry Temp Point	0-86	
8	Mode and Fan	Encode	Bit Value
		Bit 7,6,5,4	0 = Cooling, 1 = Heating, 1 = Fan, 3 = Auto, 4 = Dry
		Bit 3,2,1,0	0 =Auto, 1 = High, 1 = Medium, 3 = Low
9	AC Status	0 = OFF, 1 = ON	
10	Setup Mode	0 = Cooling, 1 = Heating, 1 = Fan, 3 = Auto, 4 = Dry	
11	Setup Speed	0 = Auto, 1 = High, 1 = Medium, 3	= Low
12	Current Mode and Fan	Encode	Bit Value
		Bit 7,6,5,4	0 = Cooling, 1 = Heating, 1 =
			Fan, 3 = Auto, 4 = Dry
		Bit 3,2,1,0	0 =Auto, 1 = High, 1 = Medium,
			3 = Low
13	Sweep	Encode	Bit Value
		Bit 7,6,5,4	0 = Enable, 1 = Disable
		Bit 3,2,1,0	0= No Sweep , 1 = Sweep Now

# 11. Floor Heating Control

# 11. 1 Floor Heating Control from DLP

## 11.1.1 Read Floor Heating Status

Command Code: 0x1944			
Communication Mode: Point to Point			
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Additional Contents			
Size of Additional Contents: 0			

#### 11.1.2 Response Read Floor Heating Status

Comma	Command Code: 0x1945				
Commu	inication Mode: Point to Point				
Scope	of SubNet ID: 0-254	Scope of Device ID: 0-254			
Addition	nal Contents				
Size of A	Additional Contents: 9				
Index	Remark	Value Scope			
1	Temperature Type	0 = C, 1 = F			
2	Current Temperature	Encode	Bit Value		
	·	Bit 7	0 = Positive, 1 = Negative		
		Bit6,5,4,3,2,1,0	Temperature Value		
3	Status	0 = OFF, 1 = ON			
4	Mode	1 = Normal, 2 = Day, 3 = Night, 4	1 = Normal, 2 = Day, 3 = Night, 4 = Away, 5 = Timer		
5	Normal Temperature	5-95			
6	Day Temperature	5-95			
7	Night Temperature	5-95			
8	Away Temperature	5-95			
9	Timer	0 = Day, 1 = NIght			



#### 11.1.3 Control Floor Heating Status

Comma	Command Code: 0x1946			
Commu	nication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents			
Size of A	Additional Contents: 7			
Index	Remark Value Scope			
1	Temperature Type	0 = C, 1 = F		
2	Status	0 = OFF, 1 = ON		
3	Mode	1 = Normal, 2 = Day, 3 = Night, 4 = Away, 5 = Timer		
4	Normal Temperature	5-95		
5	Day Temperature	5-95		
6	Night Temperature	5-95		
7	Away Temperature	5-95		

# 11.1.4 Response Control Floor Heating Status

Comma	Command Code: 0x1947			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents			
Size of A	Additional Contents: 8			
Index	Remark	Value Scope		
1	Success or Fail	F8 = Success, F5 = Fail		
2	Temperature Type	0 = C, 1 = F		
3	Status	0 = OFF, 1 = ON		
4	Mode	1 = Normal, 2 = Day, 3 = Night, 4 = Away, 5 = Timer		
5	Normal Temperature	5-95		
6	Day Temperature	5-95		
7	Night Temperature	5-95		
8	Away Temperature	5-95		

# 11.2 Floor Heating Control from Floor Heating Module

#### 11.2.1 Read Floor Heating Status

Commar	Command Code: 0x1C5E			
Commun	Communication Mode: Point to Point			
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 1			
Index	Remark Value Scope			
1	Channel No.	1-8		

#### 11.2.2 Response Read Floor Heating Status

Comma	Command Code: 0x1C5F			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 13			
Index	x Remark Value Scope			
1	Channel No.	1-8		



2	Current Work Type	Encode	Bit Value
		Bit 7,6,5,4	0= Heating,
			1= Cooling,
			2= Heating power output,
			3= Cooling power output
		Bit3,2,1,0	0 = OFF, 1 = ON
3	Temperature Type	0 = C, 1 = F	
4	Mode	1 = Normal, 2 = Day, 3 = Night, 4	4 = Away, 5 = Timer
5	Normal Temperature	5-95	
6	Day Temperature	5-95	
7	Night Temperature	5-95	
8	Away Temperature	5-95	
9	Timer	0 = Day, 1 = Night	
10	Vavle Status	0 = OFF, 1 = ON	
11	PWD Value	0-100	
12	Watering Flag	Encode	Bit Value
		Bit 7,6,5,4	0= Auto Running,
			1= Command from outside
		Bit3,2,1,0	0 = OFF, 1 = ON
13	Watering Time	1-30min	

#### 11.2.3 Control Floor Heating Status

_					
Comma	Command Code: 0x1C5C				
Commu	nication Mode: Point to Point				
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254			
Addition	al Contents				
Size of A	Additional Contents: 10				
Index	Remark	Value Scope			
1	Channel No.	1-8			
2	Current Work Type	Encode	Bit Value		
		Bit 7,6,5,4	0= Heating,		
			1= Cooling,		
			2= Heating power output,		
			3= Cooling power output		
		Bit3,2,1,0	0 = OFF, 1 = ON		
3	Temperature Type	0 = C, 1 = F			
4	Mode	1 = Normal, 2 = Day, 3 = Night,	4 = Away, 5 = Timer		
5	Normal Temperature	5-95	5-95		
6	Day Temperature	5-95			
7	Night Temperature	5-95			
8	Away Temperature	5-95			
9	Vavle Status	0 = OFF, 1 = ON			
10	Watering Time	1-30min			

# 11.2.4 Response Control Floor Heating Status

Command Code: 0x1C5D					
Commu	Communication Mode: Broadcast				
Scope of	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)				
Addition	Additional Contents				
Size of A	Size of Additional Contents: 10				
Index	Remark Value Scope				
1	1 Channel No. 1-8				
2	Current Work Type	Encode	Bit Value		
		Bit 7,6,5,4	0= Heating,		



			1= Cooling,
			2= Heating power output,
			3= Cooling power output
		Bit3,2,1,0	0 = OFF, 1 = ON
3	Temperature Type	0 = C, 1 = F	
4	Mode	1 = Normal, 2 = Day, 3 = Night, 4	4 = Away, 5 = Timer
5	Normal Temperature	5-95	
6	Day Temperature	5-95	
7	Night Temperature	5-95	
8	Away Temperature	5-95	
9	Vavle Status	0 = OFF, 1 = ON	
10	Watering Time	1-30min	

# 11.3 Floor Heating Settings (DLP Works as Master)

# 11.3.1 Read Floor Heating Settings

Command Code: 0x1940			
Communication Mode: Point to Point			
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Additional Contents			
Size of Additional Contents: 0			

#### 11.3.2 Response Read Floor Heating Settings

Comma	Command Code: 0x1941		
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 36		
Index	Remark	Value Scope	
1	Working Mode	0 = Disable, 1 = Heating, 2 = Cooling	
2	Temperature Source	0 = Internal, 1 = External, 3 = Average	
3	Temperature Source 1	0 = Disable, 1 = Receive Broadcast, 2 = Auto Read	
4	Temperature Source 1	Subnet ID 0-254	
5	Temperature Source 1	Device ID 0-254	
6	Temperature Source 1	Channel No. 0-254	
7	Temperature Source 2	0 = Disable, 1 = Receive Broadcast, 2 = Auto Read	
8	Temperature Source 2	Subnet ID 0-254	
9	Temperature Source 2	Device ID 0-254	
10	Temperature Source 2	Channel No. 0-254	
11	High Limit Sensor	0 = Disable, 1 = Receive Broadcast, 2 = Auto Read	
12	High Limit Sensor	Subnet ID 0-254	
13	High Limit Sensor	Device ID 0-254	
14	High Limit Sensor	Channel No. 0-254	
15	Outside Sensor	0 = Disable, 1 = Receive Broadcast, 2 = Auto Read	
16	Outside Sensor	Subnet ID 0-254	
17	Outside Sensor	Device ID 0-254	
18	Outside Sensor	Channel No. 0-254	
19	Enable PID	0 = Disable, 1 = Enable	
20	Output Mode	0 = Relay , 1 = PWM Value	
21	Min PWM	0 – 100 %	
22	Max PWM	0 – 100 %	
23	Speed	0 = Lower, 1 = Low, 2 = Mid, 3 = High, 4 = Higher	
24	Cycle	0 = 1 min, 1 = 2 min, 2 = 3 min, 3 = 5 min, 4 = 7 min, 5 = 10 min, 6	
		= 15 min, 7 = 20 min	
25	Current Work Type	Encode Bit Value	



		Bit 7,6,5,	Unused
		Bit4	1 = Timer Mode
		Bit3	1 = Away Mode
		Bit2	1 = Night
		Bit1	1 = Day
		Bit0	1 = Normal
26	Always ON	0 = OFF, 1 = ON	
27	Day Time Begins (Hour)	0 - 23	
28	Day Time Begins (Minute)	0 - 59	
29	Night Time Begins (Hour)	0 - 23	
30	Night Time Begins	0 - 59	
	(Minute)		
31	Protect Temperature	5-80 C, 41 – 176 F	
32	NULL	NULL	
33	Running Mode	0 = Outside command, 1 = Cacu	ulate
34	Working Mode	0 = Heating, 1 = Cooling	
35	Send SYN	0 = Enable, 1 = Disable	
36	Receive SYN	Encode	Bit Value
		Bit2	Temperature
		Bit1	Mode
		Bit0	ON OFF status

# 11.3.3 Modify Floor Heating Settings

Command Code: 0x1942				
Communication Mode: Point to Point				
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
	al Contents			
	Additional Contents: 36			
Index	Remark	Value Scope		
1	Working Mode	0 = Disable, 1 = Heating, 2 = Coo	oling	
2	Temperature Source	0 = Internal, 1 = External, 3 = Av	rerage	
3	Temperature Source 1	0 = Disable, 1 = Receive Broadca	ast, 2 = Auto Read	
4	Temperature Source 1	Subnet ID 0-254		
5	Temperature Source 1	Device ID 0-254		
6	Temperature Source 1	Channel No. 0-254		
7	Temperature Source 2	0 = Disable, 1 = Receive Broadca	ast, 2 = Auto Read	
8	Temperature Source 2	Subnet ID 0-254		
9	Temperature Source 2	Device ID 0-254		
10	Temperature Source 2	Channel No. 0-254		
11	High Limit Sensor	0 = Disable, 1 = Receive Broadcast, 2 = Auto Read		
12	High Limit Sensor	Subnet ID 0-254		
13	High Limit Sensor	Device ID 0-254		
14	High Limit Sensor	Channel No. 0-254		
15	Outside Sensor	0 = Disable, 1 = Receive Broadca	ast, 2 = Auto Read	
16	Outside Sensor	Subnet ID 0-254		
17	Outside Sensor	Device ID 0-254		
18	Outside Sensor	Channel No. 0-254		
19	Enable PID		0 = Disable, 1 = Enable	
20	Output Mode	0 = Relay , 1 = PWM Value		
21	Min PWM	0 – 100 %		
22	Max PWM	0 – 100 %		
23	Speed	0 = Lower, 1 = Low, 2 = Mid, 3 = High, 4 = Higher		
24	Cycle		3 = 5  min, 4 = 7  min, 5 = 10  min, 6	
		= 15 min, 7 = 20 min		
25	Current Work Type	Encode	Bit Value	
		Bit 7,6,5,	Unused	
		Bit4	1 = Timer Mode	



		Bit3	1 = Away Mode
		Bit2	1 = Night
		Bit1	1 = Day
		Bit0	1 = Normal
26	Always ON	0 = OFF, 1 = ON	
27	Day Time Begins (Hour)	0 - 23	
28	Day Time Begins (Minute)	0 - 59	
29	Night Time Begins (Hour)	0 - 23	
30	Night Time Begins	0 - 59	
	(Minute)		
31	Protect Temperature	5-80 C, 41 – 176 F	
32	NULL	NULL	
33	Running Mode	0 = Outside command, 1 = Cac	ulate
34	Working Mode	0 = Heating, 1 = Cooling	
35	Send SYN	0 = Enable, 1 = Disable	
36	Receive SYN	Encode	Bit Value
		Bit2	Temperature
		Bit1	Mode
		Bit0	ON OFF status

#### 11.3.4 Response Modify Floor Heating Settings

Comma	Command Code: 0x1943		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Success or fail	F8 = Success, F5 = Fail	

# 11.4 Floor Heating Settings (Floor Heating module Works as Master)

#### 11.4.1 Read Floor Heating Day Night Time Setting

	o .		
Comma	Command Code: 0x1D1E		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Channel No.	1 – 6	

#### 11.4.2 Response Read Floor Heating Day Night Time Setting

Commai	Command Code: 0x1D1F		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 7		
Index	Remark	Value Scope	
1	Channel No.	1 – 6	
2	Day Time Begins (Hour)	0 - 23	
3	Day Time Begins (Minute)	0 - 59	
4	Night Time Begins (Hour)	0 - 23	
5	Night Time Begins	0 - 59	
	(Minute)		
6	NULL	NULL	
7	NULL	NULL	



#### 11.4.3 Modify Floor Heating Day Night Time Setting

	•			
Comma	Command Code: 0x1D1D			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents			
Size of A	Additional Contents: 7			
Index	Remark	Value Scope		
1	Channel No.	1 – 6		
2	Day Time Begins (Hour)	0 - 23		
3	Day Time Begins (Minute)	0 - 59		
4	Night Time Begins (Hour)	0 - 23		
5	Night Time Begins	0 - 59		
	(Minute)			
6	NULL	NULL		
7	NULL	NULL		

#### 11.4.4 Response Modify Floor Heating Day Night Time Setting

Commai	Command Code: 0x1D1F		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark Value Scope		
1	Channel No.	1 – 6	

# 12. Sensors In One

# 12.1 Read Sensors Status (8in1 DeviceType315)

#### 12.1.1 Read Sensors Status

Commai	Command Code: 0xDB00		
Commu	Communication Mode: Point to Point		
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Logic No.	1-24	

#### 12.1.2 Response Read Sensors Status

Command Code: 0xDB01			
Communication Mode: Point to Point			
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 8		
Index	Remark	Value Scope	
1	Dry Contact 1 Status	0 = OFF, 1 = ON	
2	Dry Contact 2 Status	0 = OFF, 1 = ON	
3	-		
4	Motion Snesor	0 = No movement, 1 = Movement	
5	-		
6	-		
7	Delay Time High	(0-3600) div 256	

_			
	8	Delay Time Low	(0-3600) mod 256

# 12.2 Read Sensors Status(8in1 DeviceType314)

#### 12.2.1 Read Sensors Status

Command Code: 0x1645		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	
Additional Contents		
Size of Additional Contents: 0		

#### 12.2.2 Response Read Sensors Status

Command Code: 0x1646			
Commu	Communication Mode: Point to Point		
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Additional Contents: 7		
Index	Remark	Value Scope	
1	Success or Fail	F8 = Success, F5 = Fail	
2	Current Temperature	0-80 (-20C – 60C)	
3	Brightness High	(0-5000) div 256	
4	Brightness Low	(0-5000) mod 256	
5	Motion Snesor	0 = No movement, 1 = Movement	
6	Dry Contact 1 Status	0 = OFF, 1 = ON	
7	Dry Contact 2 Status	0 = OFF, 1 = ON	

# 12.3 Read Sensors Status(12in1)

#### 12.3.1 Read Sensors Status

Command Code: 0x1645		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	
Additional Contents		
Size of Additional Contents: 0		

#### 12.3.2 Response Read Sensors Status

Command Code: 0x1646			
Communication Mode: Point to Point			
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of Additional Contents: 8			
Index	Remark	Value Scope	
1	Success or Fail	F8 = Success, F5 = Fail	
2	Current Temperature	0-80 (-20C – 60C)	
3	Brightness High	(0-5000) div 256	
4	Brightness Low	(0-5000) mod 256	
5	Motion Sensor	0 = No movement, 1 = Movement	
6	Sonic	0 = No movement, 1 = Movement	
7	Dry Contact 1 Status	0 = OFF, 1 = ON	
8	Dry Contact 2 Status	0 = OFF, 1 = ON	



#### 12.3.3 Broadcast Sensors Status Automatically

Command Code: 0x1647			
Commu	Communication Mode: Broadcast		
Scope c	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 8		
Index	Remark	Value Scope	
1	Current Temperature	0-80 (-20C – 60C)	
2	Brightness High	(0-5000) div 256	
3	Brightness Low	(0-5000) mod 256	
4	Motion Sensor	0 = No movement, 1 = Movement	
5	Sonic	0 = No movement, 1 = Movement	
6	Dry Contact 1 Status	0 = OFF, 1 = ON	
7	Dry Contact 2 Status	0 = OFF, 1 = ON	

# 12.4 Read Sensors Status(SensorsInOne)

#### 12.4.1 Read Sensors Status

Command Code: 0x1604		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	
Additional Contents		
Size of Additional Contents: 0		

#### 12.4.2 Response Read Sensors Status

Command Code: 0x1605				
	Communication Mode: Point to Point			
Scope c	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	Additional Contents			
Size of A	Additional Contents: 9			
Index	Remark	Value Scope		
1	Success or Fail	F8 = Success, F5 = Fail		
2	Current Temperature	0-80 (-20C – 60C)		
3	Brightness High	(0-5000) div 256		
4	Brightness Low	(0-5000) mod 256		
5	Air	0 = Clean, 1 = Mild, 2 = moderate, 3 = Servere		
6	Gas	0-100%		
7	Motion Sensor	0 = No movement, 1 = Movement		
8	Dry Contact 1 Status	0 = OFF, 1 = ON		
9	Dry Contact 2 Status	0 = OFF, 1 = ON		

#### 12.4.3 Broadcast Sensors Status

Command Code: 0x1630			
Commu	Communication Mode: Broadcast		
Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		Scope of Device ID: 255(0xFF)	
Addition	Additional Contents		
Size of Additional Contents: 9			
Index	Remark	Value Scope	
1	Success or Fail	F8 = Success, F5 = Fail	
2	Current Temperature	0-80 (-20C – 60C)	
3	Brightness High	(0-5000) div 256	



4	Brightness Low	(0-5000) mod 256
5	Air	0 = Clean, 1 = Mild, 2 = moderate, 3 = Servere
6	Gas	0-100%
7	Motion Sensor	0 = No movement, 1 = Movement
8	Dry Contact 1 Status	0 = OFF, 1 = ON
9	Dry Contact 2 Status	0 = OFF, 1 = ON

# 13. Read Temperature

### 13.1 Read Temperature

### 13.1.1 Read Temperature

Comma	Command Code: 0xE3E7		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Channel No.	1-255	

### 13.1.2 Response Read Temperature

Comma	Command Code: 0xE3E8		
Commu	inication Mode: Point to Point		
Scope	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	nal Contents		
Size of	Size of Additional Contents: 2		
Index	Remark	Value Scope	
1	Channel No.	1-255	
2	Temperature	Encode	Bit Value
		Bit 7	0 = Positive, 1 = Negative
		Bit6,5,4,3,2,1,0	Temperature Value

### 13.1.3 Broadcast Temperature

Comma	Command Code: 0xE3E5		
Commu	Communication Mode:Broadcast		
Scope of	of SubNet ID: 255	Scope of Device ID: 255	
Addition	al Contents		
Size of A	Additional Contents: 5		
Index	Remark	Value Scope	
1	Channel No.	1-255	
2	Temperature Float 1	1-255	
3	Temperature Float 2	1-255	
4	Temperature Float 3	1-255	
5	Temperature Float 4	1-255	

### **13.2 Read Temperature New**

#### 13.2.1 Read Temperature New

Command Code: 0x1948
Communa Codo. Ox 10-10



Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Channel No.	1-255	

#### 13.2.2 Response Temperature

	• •		
Comma	Command Code: 0x1949		
Commu	Communication Mode:Broadcast		
Scope of	of SubNet ID: 255	Scope of Device ID: 255	
Addition	al Contents		
Size of A	Additional Contents: 5		
Index	Remark	Value Scope	
1	Channel No.	1-255	
2	Temperature Float 1	1-255	
3	Temperature Float 2	1-255	
4	Temperature Float 3	1-255	
5	Temperature Float 4	1-255	

# 14. Security Module

### 14.1 Read Security Module Status

### 14.1.1 Read Security Module

Comma	Command Code: 0x011E		
Commu	nication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 1		
Index	Remark	Value Scope	
1	Area No.	1-8	

#### 14.1.2 Response Read Security Module

Comma	Command Code: 0x011F		
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-8	
2	Arm Type	6= Disarm	
		5= Day Arm	
		4= Night with Guest Arm	
		3= Night Arm	
		2= Away Arm	
		1= Vacation Arm	

#### 14.1.3 Arm Security Module



Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-8	
2	Arm Type	6= Disarm	
		5= Day Arm	
		4= Night with Guest Arm	
		3= Night Arm	
		2= Away Arm	
		1= Vacation Arm	

### 14.1.4 Response Arm Security Module

Command Code: 0x0105			
Commu	Communication Mode: Broadcast		
Scope of	of SubNet ID: 255	Scope of Device ID: 255	
Addition	al Contents		
Size of A	Additional Contents: 2		
Index	Remark	Value Scope	
1	Area No.	1-8	
2	Arm Type	5 = Disarm	
		4 = Day Arm	
		3 = Night with Guest Arm	
		2 = Night Arm	
		1 = Away Arm	
		0 = Vacation Arm	

### 14.1.5 Alarm Security Module

Comma	Command Code: 0x010C				
Commu	Communication Mode: Point to Point				
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254					
Addition	al Contents				
Size of A	Additional Contents: 3				
Index	Remark	Value Scope			
1	Area No.	1-8			
2	Encode	Bit Value			
	Bit 7	-			
	Bit 6	-			
	Bit 5	-			
	Bit 4	0 = Normal, 1 = Current Alarm			
	Bit 3	0 = Normal , 1 = Emergency Alarm			
	Bit 2	0 = Normal , 1 = Panic Alarm			
	Bit 1	0 = Normal , 1 = Gas Alarm			
	Bit 0	0 = Normal , 1 = Fire Alarm			
3	Encode	Bit Value			
	Bit 7	0 = Normal , 1 = Temperature Alarm			
	Bit 6	0 = Normal , 1 = Power Alarm			
	Bit 5	0 = Normal , 1 = Silence Alarm			
	Bit 4	-			
	Bit 3	-			
	Bit 2	-			
	Bit 1	-			
	Bit 0	-			



### 14.1.6 Response Alarm Security Module

	Command Code: 0x010D			
Commu	Communication Mode: Broadcast			
Scope of SubNet ID:255 Scope of Device ID: 255				
Addition	al Contents			
Size of A	Additional Contents: 3			
Index	Remark	Value Scope		
1	Area No.	1-8		
2	Encode	Bit Value		
	Bit 7	-		
	Bit 6	-		
	Bit 5	-		
	Bit 4	0 = Normal , 1 = Current Alarm		
	Bit 3	0 = Normal , 1 = Emergency Alarm		
	Bit 2	0 = Normal , 1 = Panic Alarm		
	Bit 1	0 = Normal , 1 = Gas Alarm		
	Bit 0	0 = Normal , 1 = Fire Alarm		
3	Encode	Bit Value		
	Bit 7	0 = Normal , 1 = Temperature Alarm		
	Bit 6	0 = Normal , 1 = Power Alarm		
	Bit 5	0 = Normal , 1 = Silence Alarm		
	Bit 4	-		
	Bit 3	-		
	Bit 2	-		
	Bit 1	-		
	Bit 0	-		

## 15. Music Control

### **15.1 Music Control**

#### 15.1.1 Music Control

0	. 00040		
Command Code	· · · · · ·		
Communication	Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			:54
Additional Conte	ents		
Size of Addition	al Contents:4		
Index	1		
Remark	1 = Audio	1 = SD, 2 = External Input, 3 = FTP, 4 = Radio	
	2= Play Mode	1 = Single Play, 2 = Single Cycle, 3 = List order, 4 = List Cycle	
	3= List / Channel	Encode	Param 3
		1 = Previous List,	-
		2 = Next List,	-
		3 = List No.	1-255
		4 = Previous Chn	-
		5 = Next Chn	-
		6 = Chn Choose	1-255
	4= Play Control	1= Previous, 2 = Next, 3 = Play, 4 = Stop	0-79



5	5 = Volume	0 = Auto, 1 = High, 2 = Medium, 3 = Low	-
6	S = Play	List No. 0-255, Song No.(0-999) div 256, Song No.	(0-999)
		mod 256	

### 15.1.2 Response Music Control

Command Code				
Communication	Mode: Point to Point			
Scope of SubN	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			254
Additional Conte	ents			
Size of Additiona	al Contents:4			
Index	1			
Remark	2 = Audio	1 = SD, 2 = External Inp	out, 3 = FTP, 4 = Radio	
	2= Play Mode	1 = Single Play, 2 = Single Cycle, 3 = List order, 4 = List Cycle		
	3= List / Channel	Encode		Param 3
		1 = Previous List,		-
		2 = Next List,		-
		3 = List No.		1-255
		4 = Previous Chn		-
		5 = Next Chn		-
		6 = Chn Choose		1-255
	4= Play Control	1= Previous, 2 = Next, 3 = Play, 4 = Stop		0-79
	5 = Volume	0 = Auto, 1 = High, 2 = N	Medium, 3 = Low	-
	6 = Play	List No. 0-255, Song No mod 256	.(0-999) div 256, Song No	o.(0-999)

### 15.1.3 Read Read Music Control Status

Command Cod	le: 0x021A	
Communication	n Mode: Point to Point	
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Con	tents	
Size of Addition	nal Contents:1	
Index	1	
Remark	1 = Audio	3 = SD, 2 = External Input, 3 = FTP, 4 = Radio
	2= Play Mode	1 = Single Play, 2 = Single Cycle, 3 = List order, 4 = List Cycle
	3= List / Channel	Encode
		1 = Previous List,
		2 = Next List,
		3 = List No.
		4 = Previous Chn
		5 = Next Chn
		6 = Chn Choose
	4= Play Control	1= Previous, 2 = Next,
		3 = Play , 4 = Stop
	5 = Volume	0 = Auto, 1 = High, 2 = Medium, 3 = Low
	6 = Play	List No. 0-255, Song No.(0-999) div 256, Song No.(0-999) mod 256



#### 15.1.4 Response Music Control

Command Code: 0x021B				
Communication	Mode: Point to Point			
Scope of SubNe	et ID: 0-254		Scope of Device ID: 0-2	54
Additional Conte	ents			
Size of Additiona	al Contents:4			
Index	1			
Remark	1 = Audio	4 = SD, 2 = External Ir	nput, 3 = FTP, 4 = Radio	
	2= Play Mode	1 = Single Play, 2 = Sing 3 = List order, 4 = List Cy		
	3= List / Channel	Encode		Param 3
		1 = Previous List,		-
		2 = Next List,		-
		3 = List No.		1-255
		4 = Previous Chn		-
		5 = Next Chn		-
		6 = Chn Choose		1-255
	4= Play Control	1= Previous, 2 = Next, 3 = Play, 4 = Stop		0-79
	5 = Volume	0 = Auto, 1 = High, 2 = M	Medium, 3 = Low	-
	6 = Play	List No. 0-255, Song No. mod 256	.(0-999) div 256, Song No	.(0-999)

Interworking

# 16. Dry Contact

### **16.1 Dry Contact**

### 16.1.1 Auto broadcast Dry Contact Status

Comma	Command Code: 0x15D0			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents			
Size of A	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	Area No.	1-255		
2	Switch No.	1-255		

#### 16.1.2 Response Auto broadcast Dry Contact Status

Comma	Command Code: 0x15D1		
Commu	Communication Mode: Broadcast		
Scope of	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 3		
Index	Remark	Value Scope	
1	Area No.	1-255	
2	Switch No.	1-255	
3	Switch Status	0 = OFF, 1 = ON	

Notice:15D1, only when you have security module in the system, and the sensor in its alarm lists, would repond to it as above.

16.1.3 Read Dry Contact Status



Commai	Command Code: 0x15CE			
Commu	Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 2			
Index	Remark	Value Scope		
1	Area No.	1		
2	Switch No.	1-255		

#### 16.1.4 Response Read Dry Contact Status

Comma	Command Code: 0x15CF			
Commu	Communication Mode: Broadcast			
Scope of	Scope of SubNet ID: 255(0xFF) Scope of Device ID: 255(0xFF)			
Addition	Additional Contents			
Size of A	Size of Additional Contents: 3			
Index	Remark	Value Scope		
1	Area No.	1		
2	Switch No.	1-255		
3	Switch Status	0 = OFF, 1 = ON		

# 17. DLP Music Play Control Command

## 17.1 Operation code

#### 17.1.1 Read Z-audio Current Status

Comma	Command Code: 0x192E			
Commu	Communication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	al Contents			
Size of A	Additional Contents: 11			
Index	Remark	Value Scope		
1	Fixed flag when reading	* (ASCII)		
2	Zone	Z (ASCII)		
3	Zone No.	1 – 9 (ASCII)		
4	Fixed Letter	S(ASCII)		
5	Fixed Letter	T(ASCII)		
6	Fixed Letter	A(ASCII)		
7	Fixed Letter	T(ASCII)		
8	Fixed Letter	U(ASCII)		
9	Fixed Letter	S(ASCII)		
10	Fixed Letter	?(ASCII)		
11	Fixed Letter	<cr> (ASCII)</cr>		

#### 17.1.2 Response Read Z-audio Current Status (1) Play or Stop

Commai	Command Code: 0x192F		
Commu	Communication Mode: Point to Point		
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 12		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Source	S (ASCII)	



3	Source No.	1 – 9 (ASCII)
4	Fixed Letter	P(ASCII)
5	Fixed Letter	L(ASCII)
6	Fixed Letter	A(ASCII)
7	Fixed Letter	Y(ASCII)
8	Fixed Letter	S(ASCII)
9	Fixed Letter	T(ASCII)
10	Fixed Letter	O(ASCII)
11	Fixed Letter	P(ASCII)
12	Fixed Letter	<cr> (ASCII)</cr>

#### 17.1.3 Response Read Z-audio Current Status (2) Play or Pause

17.110 Nesponse Neda 2 dadio carrene status (2) 1 lay of 1 dase			
Comma	Command Code: 0x192F		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 13		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	P(ASCII)	
5	Fixed Letter	L(ASCII)	
6	Fixed Letter	A(ASCII)	
7	Fixed Letter	Y(ASCII)	
8	Fixed Letter	P(ASCII)	
9	Fixed Letter	A(ASCII)	
10	Fixed Letter	U(ASCII)	
11	Fixed Letter	S(ASCII)	
12	Fixed Letter	E (ASCII)	
13	Fixed Letter	<cr> (ASCII)</cr>	

### 17.1.4 Response Read Z-audio Current Status (3) Play

	-		
Comma	Command Code: 0x192F		
Commu	nication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	P(ASCII)	
5	Fixed Letter	L(ASCII)	
6	Fixed Letter	A(ASCII)	
7	Fixed Letter	Y(ASCII)	
8	Fixed Letter	<cr> (ASCII)</cr>	

### 17.1.5 Response Read Z-audio Current Status (4) Stop

Command Code: 0x192F		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	
Additional Contents		
Size of Additional Contents: 8		



Index	Remark	Value Scope
1	Fixed flag when reading	* (ASCII)
2	Source	S (ASCII)
3	Source No.	1 – 9 (ASCII)
4	Fixed Letter	S(ASCII)
5	Fixed Letter	T(ASCII)
6	Fixed Letter	O(ASCII)
7	Fixed Letter	P(ASCII)
8	Fixed Letter	<cr> (ASCII)</cr>

### 17.1.6 Response Read Z-audio Current Status (5) further information

Comma	Command Code: 0x192F		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
	al Contents		
	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	# (ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	D(ASCII)	
5	Fixed Letter	I(ASCII)	
6	Fixed Letter	S(ASCII)	
7	Fixed Letter	P(ASCII)	
8	Fixed Letter	I(ASCII)	
9	Fixed Letter	N(ASCII)	
10	Fixed Letter	F(ASCII)	
11	Fixed Letter	O(ASCII)	
12	Fixed Letter	,(ASCII)	
13	Fixed Letter	D(ASCII)	
14	Fixed Letter	U(ASCII)	
15	Fixed Letter	R(ASCII)	
16 + N	Fixed Letter	0000- 999.9s (ASCII)	
17 + N	Fixed Letter	,(ASCII)	
18 + N	Fixed Letter	P(ASCII)	
19 + N	Fixed Letter	O(ASCII)	
20 + N	Fixed Letter	S(ASCII)	
21 + N	Fixed Letter	0000- 999.9s (ASCII)	
22 + N	Fixed Letter	,(ASCII)	
23 + N	Fixed Letter	S(ASCII)	
24 + N	Fixed Letter	T(ASCII)	
25 + N	Fixed Letter	A(ASCII)	
26 + N	Fixed Letter	T(ASCII)	
27 + N	Fixed Letter	U(ASCII)	
28 + N	Fixed Letter	S(ASCII)	
29 + N	Status	1 = STOP, 2 = PLAY, 3 = PAUSE	
30+ N	Fixed Letter	<cr> (ASCII)</cr>	

### 17.1.7 Change Source(1) Normal way

Comma	Command Code: 0x192E		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Zone	Z (ASCII)	



3	Zone No.	1 – 9 (ASCII)
4	Fixed Letter	S(ASCII)
5	Fixed Letter	R(ASCII)
6	Fixed Letter	C(ASCII)
7	Source No.	1 – 9 (ASCII)
8	Fixed Letter	<cr> (ASCII)</cr>

## 17.1.8 Change Source(1) Next Source

Comma	Command Code: 0x192E		
Commu	Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254			
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Zone	Z (ASCII)	
3	Zone No.	1 – 9 (ASCII)	
4	Fixed Letter	S(ASCII)	
5	Fixed Letter	R(ASCII)	
6	Fixed Letter	C(ASCII)	
7	Next Source	+ (ASCII)	
8	Fixed Letter	<cr> (ASCII)</cr>	

### 17.1.9 Response Change Source

Comma	Command Code: 0x192F		
Communication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	#(ASCII)	
2	Zone	Z (ASCII)	
3	Zone No.	1 – 9 (ASCII)	
4	Fixed Letter	,(ASCII)	
5	Fixed Letter	O(ASCII)	
6	Fixed Letter	N(ASCII)	
7	Fixed Letter	,(ASCII)	
8	Fixed Letter	S(ASCII)	
9	Fixed Letter	R(ASCII)	
10	Fixed Letter	C(ASCII)	
11	Source No.	1 – 9 (ASCII)	
12	Fixed Letter	,(ASCII)	
13	Fixed Letter	V(ASCII)	
14	Fixed Letter	O(ASCII)	
15	Fixed Letter	L(ASCII)	
16	Volume	Value(ASCII)	
17	Fixed Letter	<cr> (ASCII)</cr>	
18	Fixed Letter	<lf> (ASCII)</lf>	

### 17.1.10 Previous List

Commai	Command Code: 0x192E		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 8		
Index	Remark	Value Scope	



1	Fixed flag when reading	* (ASCII)
2	Fixed Letter	S (ASCII)
3	Source No.	1 – 9 (ASCII)
4	Fixed Letter	P(ASCII)
5	Fixed Letter	R(ASCII)
6	Fixed Letter	E(ASCII)
7	Next Source	L (ASCII)
8	Fixed Letter	I(ASCII)
9	Fixed Letter	S(ASCII)
10	Next Source	T (ASCII)
11	Fixed Letter	<cr> (ASCII)</cr>

#### 17.1.11 Next List

Command Code: 0x192E			
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	* (ASCII)	
2	Fixed Letter	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	N(ASCII)	
5	Fixed Letter	E(ASCII)	
6	Fixed Letter	X(ASCII)	
7	Next Source	T (ASCII)	
8	Next Source	L (ASCII)	
9	Fixed Letter	I(ASCII)	
10	Fixed Letter	S(ASCII)	
11	Next Source	T (ASCII)	
12	Fixed Letter	<cr> (ASCII)</cr>	

### 17.1.12 Response Total Play Lists

Comma	and Code: 0x192F	
Commu	nication Mode: Point to Point	
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254
Addition	al Contents	
Size of A	Additional Contents: 8	
Index	Remark	Value Scope
1	Fixed flag when reading	#(ASCII)
2	Source	S (ASCII)
3	Source No.	1 – 9 (ASCII)
4	Fixed Letter	D(ASCII)
5	Fixed Letter	I(ASCII)
6	Fixed Letter	S(ASCII)
7	Fixed Letter	P(ASCII)
8	Fixed Letter	L(ASCII)
9	Fixed Letter	I(ASCII)
10	Fixed Letter	N(ASCII)
11	Fixed Letter	E (ASCII)
12	Fixed Letter	1 (ASCII)
12	Fixed Letter	,(ASCII)
13	Fixed Letter	<stx>(ASCII)</stx>
14	Fixed Letter	L(ASCII)
15	Fixed Letter	:(ASCII)
16 + N	Play Lists Sum	000- 48 (ASCII)
17	Fixed Letter	/(ASCII)



18 + N	Play Lists Sum	000- 48 (ASCII)
19 + N	Play Lists Sum	<etx>(ASCII)</etx>
20 + N	Fixed Letter	<cr> (ASCII)</cr>
21 + N	Fixed Letter	<lf> (ASCII)</lf>

## 17.1.13 Response the Name of Play List

Command Code: 0x192F			
Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	#(ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	D(ASCII)	
5	Fixed Letter	I(ASCII)	
6	Fixed Letter	S(ASCII)	
7	Fixed Letter	P(ASCII)	
8	Fixed Letter	L(ASCII)	
9	Fixed Letter	I(ASCII)	
10	Fixed Letter	N(ASCII)	
11	Fixed Letter	E (ASCII)	
12	Fixed Letter	2 (ASCII)	
12	Fixed Letter	,(ASCII)	
13	Fixed Letter	<stx>(ASCII)</stx>	
14 + N	Play list name		
15 + N	Fixed Letter	<cr> (ASCII)</cr>	
16 + N	Fixed Letter	<lf> (ASCII)</lf>	

### 17.1.14 Response Total Songs

Command Code: 0x192F			
Communication Mode: Point to Point			
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	#(ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	D(ASCII)	
5	Fixed Letter	I(ASCII)	
6	Fixed Letter	S(ASCII)	
7	Fixed Letter	P(ASCII)	
8	Fixed Letter	L(ASCII)	
9	Fixed Letter	I(ASCII)	
10	Fixed Letter	N(ASCII)	
11	Fixed Letter	E (ASCII)	
12	Fixed Letter	3 (ASCII)	
12	Fixed Letter	,(ASCII)	
13	Fixed Letter	<stx>(ASCII)</stx>	
14	Fixed Letter	S(ASCII)	
15	Fixed Letter	:(ASCII)	
16 + N	Play Lists Sum	000- 48 (ASCII)	
17	Fixed Letter	/(ASCII)	
18 + N	Play Lists Sum	000- 48 (ASCII)	
19 + N	Play Lists Sum	<etx>(ASCII)</etx>	



20 + N	Fixed Letter	<cr> (ASCII)</cr>
21 + N	Fixed Letter	<lf> (ASCII)</lf>

### 17.1.15 Response the Name of Song

Camara = -			
	nd Code: 0x192F		
	mmunication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	al Contents		
Size of A	Additional Contents: 8		
Index	Remark	Value Scope	
1	Fixed flag when reading	#(ASCII)	
2	Source	S (ASCII)	
3	Source No.	1 – 9 (ASCII)	
4	Fixed Letter	D(ASCII)	
5	Fixed Letter	I(ASCII)	
6	Fixed Letter	S(ASCII)	
7	Fixed Letter	P(ASCII)	
8	Fixed Letter	L(ASCII)	
9	Fixed Letter	I(ASCII)	
10	Fixed Letter	N(ASCII)	
11	Fixed Letter	E (ASCII)	
12	Fixed Letter	4 (ASCII)	
12	Fixed Letter	,(ASCII)	
13	Fixed Letter	<stx>(ASCII)</stx>	
14 + N	Song name		
15 + N	Fixed Letter	<cr> (ASCII)</cr>	
16 + N	Fixed Letter	<lf> (ASCII)</lf>	

## 18. Z-audio Command

# **18.1 Read Play Lists**

### 18.1.1 Read Play Lists

Comma	Command Code: 0x1364		
Commu	Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Size of Additional Contents: 9		
Index	Remark	Value Scope	
1	Data Length High byte	0	
2	Data Length Low byte	7	
3	Read Play lists	13	
4	Play lists Source	0 = SD , 1 = FTP	
5	Type	0 = Folders , 1 = Play lists , 2 = Songs	
6	Folder No.	1 - 48 (Only works when reading folders)	
7	Play lists No	1 - 48(Only works when reading Play lists)	
8	Songs No, High byte	(1 - 999) / 256	
9	Songs No, Low byte	(1 - 999) % 256	

### 18.1.2 Response Read Play Lists

Command Code: 0x1365		
Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Contents		



Size of A	Size of Additional Contents: 13 + N		
Index	Remark	Value Scope	
1	Data Length High byte	Packet size / 256	
2	Data Length Low byte	Packet size % 256	
3	Read Play lists	13	
4	Play lists Source	0 = SD , 1 = FTP	
5	Туре	0 = Folders , 1 = Play lists , 2 = Songs	
6	Folder No.	1 - 48 (Only works when reading folders)	
7	Play lists No	1 - 48(Only works when reading Play lists)	
8	Songs No, High byte	(1 - 999) / 256	
9	Songs No, Low byte	(1 - 999) % 256	
10	Total Number	(1 - 999) % 256	
11	Amount A in this packet	1-48	
	First name (Unicode)	Begins with number like "001_", and end with 0x0D, 0x0A	
	Second name (Unicode)	Begins with number like "002_", and end with 0x0D, 0x0A	
	Ath name (Unicode)	Begins with number like "048_", and end with 0x0D, 0x0A	

## 19. Power meter Command

### 19.1 Read Voltage

### 19.1.1 Read Voltage

Commar	Command Code: 0xD902		
Commur	Communication Mode: Point to Point		
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Additional Contents			
Size of Additional Contents: 0			
Index	Remark	Value Scope	

#### 19.1.2 Response Read Voltage

	•	
Comma	nd Code: 0xD903	
Communication Mode: Point to Point		
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254
Addition	al Contents	·
Size of A	Additional Contents:12	
Index	Remark	Value Scope
1	Chn 1 voltage	value / 256 integer part
2	_	value % 256 integer part
3		Decimal part(0-9)
4		Decimal part(0-9)
5	Chn 2 voltage	value / 256 integer part
6	_	value % 256 integer part
7		Decimal part(0-9)
8		Decimal part(0-9)
9	Chn 3 voltage	value / 256 integer part
10		value % 256 integer part
11		Decimal part(0-9)
12		Decimal part(0-9)

For example, if you get data like this:00 01 02 03 04 05 06 07 08 09 01 02, the channel 1 voltage should be: 01.23v; channel 2 voltage should be (4\*256 + 5).67v; channel 3 voltage should be (8\*256 + 9).12v.

#### 19.2 Read Current



#### 19.2.1 Read Current

Commai	Command Code: 0xD908		
Commu	Communication Mode: Point to Point		
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 0		
Index	Remark	Value Scope	

Interworking

#### 19.2.2 Response Read Current

Commai	and Code: 0xD909		
Commu	Communication Mode: Point to Point		
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254	
Addition	al Contents		
Size of A	Additional Contents:12		
Index	Remark	Value Scope	
1	Chn 1 current	value integer part(0-256)	
2		Decimal part(0-9)	
3		Decimal part(0-9)	
4		Decimal part(0-9)	
5	Chn 2 current	value integer part(0-256)	
6		Decimal part(0-9)	
7		Decimal part(0-9)	
8		Decimal part(0-9)	
9	Chn 3 current	value integer part(0-256)	
10		Decimal part(0-9)	
11		Decimal part(0-9)	
12		Decimal part(0-9)	

For example, if you get data like this:00 01 02 03 04 05 06 07 08 09 01 02, the channel 1 current should be: 0.123A; channel 2 current should be 4.567A; channel 3 voltage should be 8.912A.

#### 19.3 Read Power

#### 19.3.1 Read Power

Comma	ommand Code: 0xD90A		
Commu	Communication Mode: Point to Point		
Scope of	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of A	Size of Additional Contents: 0		
Index	Remark	Value Scope	

#### 19.3.2 Response Read Power

Comma	nd Code: 0xD90B		
Commu	Communication Mode: Point to Point		
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents:24		
Index	Remark	Value Scope	
1	Active Power Chn 1	Value (0-65535) / 256	
2		Value (0-65535)% 256	
3	Active Power Chn 2	Value (0-65535) / 256	
4		Value (0-65535)% 256	
5	Active Power Chn 3	Value (0-65535) / 256	

6		Value (0-65535)% 256
7	Active Power Total 3	Value (0-65535) / 256
8		Value (0-65535)% 256
9	Reactive Power Chn 1	Value (0-65535) / 256
10		Value (0-65535)% 256
11	Reactive Power Chn 2	Value (0-65535) / 256
12		Value (0-65535)% 256
13	Reactive Power Chn 3	Value (0-65535) / 256
14		Value (0-65535)% 256
15	Reactive Power Total 3	Value (0-65535) / 256
16		Value (0-65535)% 256
17	Apparent Power Chn 1	Value (0-65535) / 256
18		Value (0-65535)% 256
19	Apparent Power Chn 2	Value (0-65535) / 256
20		Value (0-65535)% 256
21	Apparent Power Chn 3	Value (0-65535) / 256
22		Value (0-65535)% 256
23	Apparent Power Total 3	Value (0-65535) / 256
24		Value (0-65535)% 256

### 19.4 Read Power Factor

#### 19.4.1 Read Power Factor

Commar	Command Code: 0xD904		
Commur	Communication Mode: Point to Point		
Scope c	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		
Addition	Additional Contents		
Size of Additional Contents: 0			
Index	Remark	Value Scope	

## 19.4.2 Response Read Power Factor

Command Code: 0xD905		
	Communication Mode: Point to Point	
Scope of SubNet ID: 0-254		Scope of Device ID: 0-254
	al Contents	1
Size of A	Additional Contents:12	
Index	Remark	Value Scope
1	Chn 1 Power Factor	value integer part(0-256)
2		Decimal part(0-9)
3		Decimal part(0-9)
4		Decimal part(0-9)
5	Chn 2 Power Factor	value integer part(0-256)
6		Decimal part(0-9)
7		Decimal part(0-9)
8		Decimal part(0-9)
9	Chn 3 Power Factor	value integer part(0-256)
10		Decimal part(0-9)
11		Decimal part(0-9)
12		Decimal part(0-9)

## 19.5 Read Electricity

### 19.5.1 Read Electricity

Command Code: 0xD91A		
Communication Mode: Point t	o Point	

Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254
Addition	al Contents	
Size of A	Size of Additional Contents: 0	
Index	Remark	Value Scope

### 19.5.2 Response Read Electricity

17.5.2 Response Read Electricity		
Command Code: 0xD91B		
<mark>nt</mark>		
Scope of Device ID: 0-254		
Value Scope		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		
Value (0-65535) / 256		
Value (0-65535)% 256		

## 20. Universal Control

### 20.1 Read universal control

### 20.1.1 Read UV Control Setup

Commai	Command Code: 0x16A4		
Commu	Communication Mode: Point to Point		
Scope of SubNet ID: 0-254 Scope of Device ID: 0-254		Scope of Device ID: 0-254	
Addition	Additional Contents		
Size of A	Size of Additional Contents: 0		
Index	Remark		Value Scope

### 20.1.2 Response Read UV Control Setup

Command Code: 0x16A5			
	Communication Mode: Point to Point		
	Scope of SubNet ID: 0-254	Scope of Device ID: 0-254	



Addition	Additional Contents		
Size of	Size of Additional Contents: 4		
Index	ex Remark Value Scope		
1	Function ID High byte	0-255	
2	Function ID Low byte	0-255	
3	Paramter High byte	0-255	
4	Paramter Low byte	0-255	

20.2 Universal control

#### 20.2.1 Universal control

Comma	mand Code: 0x16A6			
Commu	ommunication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	Additional Contents			
Size of A	Size of Additional Contents: 0			
Index	Remark	Value Scope		
1	Function ID High byte	0-255		
2	Function ID Low byte	0-255		
3	Paramter High byte	0-255		
4	Paramter Low byte	0-255		

### 20.2.2 Response Universal Cotrol

Comma	mmand Code: 0x16A7			
Commu	ommunication Mode: Point to Point			
Scope of	of SubNet ID: 0-254	Scope of Device ID: 0-254		
Addition	dditional Contents			
Size of A	Size of Additional Contents: 4			
Index	Remark	Value Scope		
1	Function ID High byte	0-255		
2	Function ID Low byte	0-255		
3	Paramter High byte	0-255		
4	Paramter Low byte	0-255		

# 21 . Analog Value

### 21.1 Read Analog Value

## 21.1.1 Read Analog Value

Command Code: 0xE440					
Communication Mode: Point to Point					
Scope of Su	Scope of SubNet ID: 0-254 Scope of Device ID: 0-254				
Additional Co	ontents				
Size of Addit	ional Contents: 2				
Index	Index Remark Value				
1	Туре		Encode	Value	Remark
			6,7bit	0.3	0=2bytes;1=1
					byte ;2=4bytes;3=float
			0.5bit	Lux	0
				Temperature	1
				Power	2
				current	3
				pressure	4
2	channel no.		0-255		•



#### 21.1.2 Response Read Analog Value

Command Co	Command Code: 0xE441				
Communicati	Communication Mode: Point to Point				
Scope of Su	Scope of SubNet ID: 0-254 Scope of D			0-254	
Additional Co	ntents				
Size of Additi	onal Contents: N				
Index	Remark		Value		
1	Туре		Encode	Value	Remark
			6,7bit	0.3	0=2bytes;1=1
					byte ;2=4bytes;3=float
			0.5bit	Lux	0
				Temperature	1
				Power	2
				current	3
				pressure	4
2	channel no.		0-255		
3	Analog Value 1		0-255		
4	Analog Value 2		0-255		
5	Analog Value 3		0-255		
N	Analog Value N - 3		0-255		

Interworking

### 22. Additional code explain

#### 1. Additional code explain

```
Data: <STX>????<ETX> and <ETX> is Unicode Double-byte data, the other for the ASC single-byte data.
                              <ETX>: 0x0003 ( unicode )
<STX>: 0x02 ( ASC ) ,
*ZzSTATUS?<CR>
                               z is area No( from 1-24)
                                                                          //reading status after panel on
Return to present working status
  *SSPLAYSTOP<CR>
                                      //play/stop
                                                   s is source No
Return #SsDISPINFO,DUR1945,POSO,STATUS2 <CR><LF> s is source No
   DUR After numerical : total playing time ( Second \times 10 , 10 times of real time )
   POS After numerical : total played time ( Second \times 10 , 10 times of real time )
   STATUS After numerical: 1 stop, 2 play, 3 pause
*SsPLAY<CR> //play //s is source No //
Return #SsDISPINFO,DUR1945,POS0,STATUS2 <CR><LF> s is source No
   DUR After numerical : total playing time ( Second \times 10 , 10 times of real time )
   POS After numerical : total played time \, ( Second×10 , 10 times of real time )
   STATUS After numerical: 1 stop, 2 play, 3 pause
*SsSTOP<CR> //stop // s is source No
Return #SsDISPINFO,DUR1945,POS0,STATUS2 <CR><LF>
  *SsSTOP<CR>
                                                           s is source No
   DUR After numerical: total playing time (Second×10, 10 times of real time)
   POS After numerical : total playing time ( Second \times 10 , 10 times of real time )
   STATUS After numerical: 1 stop, 2 play, 3 pause
```



```
*ZzSRCs<CR>
                                        //Source
                                                       z is area No(From1-24) , s is area No(from1-7) , do not use panel
  *ZzSRC+<CR>
                                        //Source
                                                       z is area No(From1-24)
  Return #Zz,ON,SRC1,VOL38<CR><LF>
                                        (ON)
  Returns the current audio source other information.
  Source explain:
      1-----SD-CARD
      2-----NAS-HDD
      3-----SERVER
           -----WEB-RADIO
         -----RADIO
         -----AUDIO-IN
            -----INTERCOM
     *SsPREVLIST<CR>
                                            //pre list
                                                             s is sourse No
     *SsNEXTLIST<CR>
                                            //next list
                                                             s is sourse No
   Return #SsDISPLINE1, <STX>L:??? / ???<ETX> <CR><LF> // list N/ List the total number //<STX> <ETX> maximum 20bytes //s is
 source No
  Return#SsDISPLINE2, <STX> ? ? ....<ETX> <CR><LF> //list name //<STX><ETX> maximum 50bytes , if over 50 <ETX> <CR><LF>, panel deal with
maximum 52bytes // s is sourse No
 Return #SsDISPLINE3, <STX>S:001 / ???<ETX> <CR><LF> //Song no/total song //<STX> <ETX> s is sourse No //s is source No
                             Or //FM Radio No C : ??? / total chan //<STX><ETX> maximum 20bytes // s is source No
  Return #SsDISPLINE4, <STX> ? ? ? ....<ETX> <CR><LF> // song name //<STX><ETX> maximum 50bytes , if over 50 <ETX> <CR><LF> panel deal
with maximum 52bytes // s is sourse No\
Return #SsDISPINFO, DUR1945, POSO, STATUS2 < CR > < LF >
     *SsPREV<CR>
                                        Previous
                                                         s is sourse No
      *SSNEXT<CR>
                                                     s is sourse No
                                        Next
  Return #SsDISPLINE3, <STX>S:??? / ???<ETX> <CR><LF> //song No/total songs //<STX><ETX> maximum 20bytes // s is sourse
  Return #SsDISPLINE4, <STX> ? ? ....<ETX> <CR><LF> //song name //<STX><ETX> maximum 50bytes , if over 50 <ETX> <CR><LF> panel deal
with maximum 52bytes // s is sourse No\
  Return #SsDISPINFO, DUR1945, POS0, STATUS2 < CR > < LF >

    *ZzVOLx <CR>

                                      //volume adjust z is area No( from1-24) x value of volume(79 small----0 big)
  Return #Zz,ON,SRC1,VOL38<CR><LF>
  Adjust the volume using the following: changes in unit value of continuous adjustment panel 1, to adjust the volume changes slowly did not
adopt, while the use of the above assignment
  //Z<mark>z</mark>VOL+
  //ZzVOL-
  * ZzMUTEON<CR>
                                             //Mute z is area No(From1-24)
 Return # Zz,ON,SRC1,MUTE<CR><LF>
     *SsPREVCHADJ<CR>
                                                // Adjusted upwards channel s is sourse No
     *SsNEXTCHADJ<CR>
                                                // Down-regulation channel s is sourse No
     *SsPREVCHANNELSCAN<CR>
                                                     // Search forward channel s is sourse No
     *SsNEXTCHANNELSCAN<CR>
                                                     // Search backward channel s is sourse No
  Return #SsDISPLINE1, <STX> FM<ETX> <CR><LF>
                                                    //FM//<STX><ETX> maximum 20bytese// s is sourse No
                                                    System specifications
                                                                                                                      AS v1.1
```



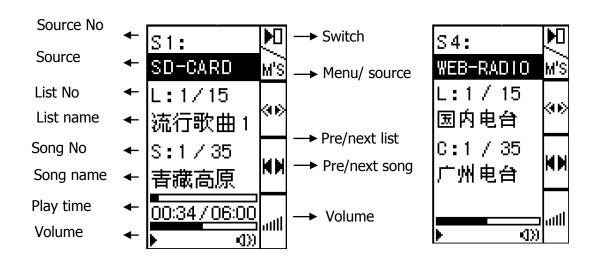
Return #SsDISPLINE2, <STX> ????<ETX><CR><LF> //channel Value , //<STX><ETX> maximum 50bytese if over 50 <ETX> <CR><LF> panel deal with maximum 52bytes // s is sourse No\ \*SsPREVCHANNEL<CR> // choose previous channel s is sourse No \*SsNEXTCHANNEL<CR> //choose next channel s is sourse No Return #SsDISPLINE1. <STX> FM?<FTX> <CR><LE> // FM //<STX><ETX> maximum 20bytese // s is sourse No Return #SsDISPLINE2, <STX> ???<ETX><CR><LF> // chanel value //<STX><ETX> maximum 50bytese if over 50 <ETX> <CR><LF> panel deal with maximum 52bytes // s is sourse No\ Return #SsDISPLINE3, <STX> CHANNEL6<ETX> <CR><LF> //channel no //<STX><ETX> maximum 20bytese // s is sourse No Return #SsDISPLINE4, <STX> ??????????ETX> <CR><LF> // channel value //<STX> <ETX> maximum 50bytese if over 50 <ETX> <CR><LF> panel deal with maximum 52bytes // s is sourse No\ \*SsSAVE<CR> // This channel value stored in the current channel number s is sourse No Return #SsDISPLINE3, <STX> CHANNEL6<ETX> <CR><LF> // chan No //<STX> <ETX> maximum 20bytese // s is sourse No Return #SsDISPLINE4, <STX> ?????????<ETX> <CR><LF> //Chan No //<STX> eTX> maximum 50bytese if over 50 50 <ETX> <CR><LF> panel deal with maximum 52bytes // s is sourse No\ \*SsTALK<CR> //talk status s is sourse No \*SsMONITOR<CR> //monitor status s is sourse No Return #SsDISPTALK, MODE1, KEY1 < CR > < LF > // s is sourse No MODE ? Talk mode : 1 ( MONITOR ) , 2 ( TALK ) KEY ? Speech key state : 0 ( stop )  $\,$  , 1 ( press the key to talk )  $\,$  , 2 ( click the key to talk ) \*SSPREVOBJECT<CR> //pre target s is sourse No \*SSNEXTOBJECT<CR> //next target s is sourse No Return #SsDISPLINE3, <STX>OBJECT <ETX><CR><LF> // title // <STX><ETX> maximum 20bytese , and now fix OBJECT // s is sourse No //previous cannot be returned Return #SsDISPLINE4, <STX> ALL<ETX><CR><LF> // Call target name //<STX> eTX> maximum 50bytese // s is sourse No • \*SsLATCH<CR> // lock switch to talk ( on- talk , off-disable to talk ) s is sourse No \*SsPRESS<CR> //press to talk s is sourse No \*SsUnPRESS<CR> //press to release s is sourse No //\*SsPRESS 和\*SsUnPRESS is a combined code //\*SsLATCH和\*SsPRESS(\*SsUnPRESS) Return #SsDISPTALK,MODE1, KEY1<CR><LF> // s is sourse No MODE ? Talk mode : 1 ( MONITOR ) , 2 ( TALK ) KEY ? Speech key state : 0 ( stop )  $\,$  , 1 ( press the key to talk )  $\,$  , 2 ( click the key to talk ) \*ZZTONE?<CR> //read volume z is area no( from1-24) \*ZzBASS+<CR> // hass+ z is area no( from1-24) \*ZZBASS-<CR> //bass z is area no( from1-24) \*ZZTREBLE+<CR> // treble + z is area no( from1-24) \* ZzTREBLE-<CR> // treble z is area no( from1-24) Return #Ss DISPTONE,BASS-1,TREB+1<CR><LF> // s is sourse No // BASS? : bass value  $(0 + 0, \text{ from } -9 \sim -9)$ TREB?: treble value (0+0, 高音升-9~-9)

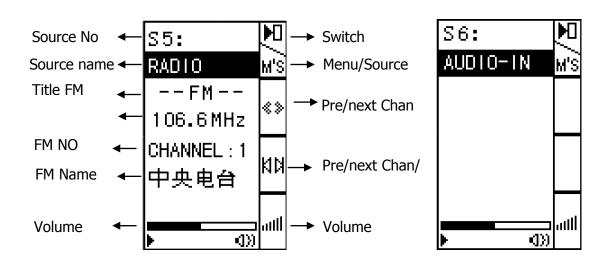
STATUS?: 0NULL,1single play,2single cycle,3order,4cycle

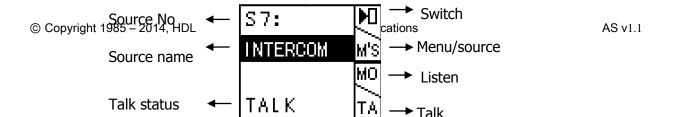


```
*SSUPDATESTATUS?<CR>
                                          //reading update
                                                               // s is sourse No
 *SSUPDATELIST<CR>
                                         //renew list
                                                           // s is sourse No
Return 1 #SsDISPUPDATE, STATUS1<CR><LF>
         STATUS?: 0 NULL,1updating,2finish
Return 2 #SsDISPLINE1, <STX> updating <ETX> <CR><LF>
                                                       //<STX><ETX>maximum 20bytes
  After finished
Return 3 #SsDISPLINE1, <STX>finished ! <ETX> <CR><LF>
                                                               //<STX><ETX> maximum 20bytes // s is sourse No
  And then recovery
*SSPLAYMODE?<CR>
                                                           //s is sourse No
                                    //read play mode
 *SsMODE+<CR>
                                    //mode +
                                                     // s is sourse No
 *SsMODE-<CR>
                                   // mode-
                                                  // s is sourse No
Return #SsDISPMODE, STATUS1<CR><LF>
```

### Refer to panel







### 2. UV Control Lists

12in1 UV Control lists; It also works with sensors in one.			
Size of Additional Contents: 4			
1st & 2nd Value	1st & 2nd Remark	3 <sup>rd</sup> & 4 <sup>th</sup> Value	
1	PIR Sensitivity	1-100	
2	Ultrasonic Sensitivity	1-100	
3	Enable Temperature Sensor	0 disable / 1 enable	
4	Enable Lux Sensor	0 disable / 1 enable	
5	Enable Humidity Sensor	0 disable / 1 enable	
6	Enable Air detect Sensor	0 disable / 1 enable	
7	Enable PIR Sensor	0 disable / 1 enable	
8	Enable Ultrasonic	0 disable / 1 enable	
9	Enable Dry Contact 1	0 disable / 1 enable	
10	Enable Dry Contact 2	0 disable / 1 enable	
11	Enable UV Switch 1 in logic	0 disable / 1 enable	
12	Enable UV Switch 2 in logic	0 disable / 1 enable	
13	Enable Logic Function in logic	0 disable / 1 enable	
14	Enable Constant Lux	0 disable / 1 enable	
	no 1	used	
31	Modify Logic 1 Relation	0 OR / 1 AND	
32	Modify Logic 2 Relation	0 OR / 1 AND	
33	Modify Logic 3 Relation	0 OR / 1 AND	
34	Modify Logic 4 Relation	0 OR / 1 AND	
35	Modify Logic 5 Relation	0 OR / 1 AND	
36	Modify Logic 6 Relation	0 OR / 1 AND	
37	Modify Logic 7 Relation	0 OR / 1 AND	
38	Modify Logic 8 Relation	0 OR / 1 AND	
39	Modify Logic 9 Relation	0 OR / 1 AND	
40	Modify Logic 10 Relation	0 OR / 1 AND	
41	Modify Logic 11 Relation	0 OR / 1 AND	
42	Modify Logic 12 Relation	0 OR / 1 AND	

П	U	

43	Modify Logic 13 Relation	0 OR / 1 AND
44	Modify Logic 14 Relation	0 OR / 1 AND
45	Modify Logic 15 Relation	0 OR / 1 AND
46	Modify Logic 16 Relation	0 OR / 1 AND
47	Modify Logic 17 Relation	0 OR / 1 AND
48	Modify Logic 18 Relation	0 OR / 1 AND
49	Modify Logic 19 Relation	0 OR / 1 AND
50	Modify Logic 20 Relation	0 OR / 1 AND
51	Modify Logic 21 Relation	0 OR / 1 AND
52	Modify Logic 22 Relation	0 OR / 1 AND
53	Modify Logic 23 Relation	0 OR / 1 AND
54	Modify Logic 24 Relation	0 OR / 1 AND
55	Logic 1 False Delay	0-36000s
56	Logic 2 False Delay	0-36000s
57	Logic 3 False Delay	0-36000s
58	Logic 4 False Delay	0-36000s
59	Logic 5 False Delay	0-36000s
60	Logic 6 False Delay	0-36000s
61	Logic 7 False Delay	0-36000s
62	Logic 8 False Delay	0-36000s
63	Logic 9 False Delay	0-36000s
64	Logic 10 False Delay	0-36000s
65	Logic 11 False Delay	0-36000s
66	Logic 12 False Delay	0-36000s
67	Logic 13 False Delay	0-36000s
68	Logic 14 False Delay	0-36000s
69	Logic 15 False Delay	0-36000s
70	Logic 16 False Delay	0-36000s
71	Logic 17 False Delay	0-36000s
72	Logic 18 False Delay	0-36000s
73	Logic 19 False Delay	0-36000s
74	Logic 20 False Delay	0-36000s
75	Logic 21 False Delay	0-36000s
76	Logic 22 False Delay	0-36000s
77	Logic 23 False Delay	0-36000s
78	Logic 24 False Delay	0-36000s
79	Modify Logic 1 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
80	Modify Logic 2 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
81	Modify Logic 3 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
82	Modify Logic 4 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
83	Modify Logic 5 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
84	Modify Logic 6 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
85	Modify Logic 7 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
86	Modify Logic 8 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
87	Modify Logic 9 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
88	Modify Logic 10 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
89	Modify Logic 11 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)



90	Modify Logic 12 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
91	Modify Logic 13 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
92	Modify Logic 14 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
93	Modify Logic 15 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
94	Modify Logic 16 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
95	Modify Logic 17 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
96	Modify Logic 18 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
97	Modify Logic 19 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
98	Modify Logic 20 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
99	Modify Logic 21 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
100	Modify Logic 22 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
101	Modify Logic 23 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
102	Modify Logic 24 Temperature Range	3rd: 0-80; 4th: 0-80 (-20 to degree to 60 degree)
103	Modify Logic 1 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
104	Modify Logic 2 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
105	Modify Logic 3 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
106	Modify Logic 4 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
107	Modify Logic 5 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
108	Modify Logic 6 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
109	Modify Logic 7 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
110	Modify Logic 8 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
111	Modify Logic 9 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
112	Modify Logic 10 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
113	Modify Logic 11 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
114	Modify Logic 12 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
115	Modify Logic 13 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
116	Modify Logic 14 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
117	Modify Logic 15 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
118	Modify Logic 16 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
119	Modify Logic 17 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
120	Modify Logic 18 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)

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121	Modify Logic 19 Lux Range	3rd:0-X; $4th:0-X$ ( the lux value is $X*20$ , $X$ no more than 250)
122	Modify Logic 20 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
123	Modify Logic 21 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
124	Modify Logic 22 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
125	Modify Logic 23 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
126	Modify Logic 24 Lux Range	3rd : 0-X; 4th : 0- X ( the lux value is X * 20, X no more than 250)
127	Modify Constant Lux Value	0-5000