OPEN PROTOCOL FOR ELECTRICAL NETWORKS

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INDEX

1. Sound system (WHO = 16)

1.1. WHAT table:

0	ON amplifier / source “base band”
3	ON amplifier / source stereo channel
10	OFF amplifier / source “base band”
13	OFF amplifier / source stereo channel
20	source cycle (“base band”)
23	source cycle (channel stereo)
30	Sleep on “base band”
33	Sleep on channel stereo
40	Sleep OFF
50	Follow me “base band”
53	Follow me channel stereo
100	source Busy
101	Start send RDS
102	Stop send RDS
1001	Delta volume: +1
1002	Delta volume: +2
…	…
1014	Delta volume: +14
1015	Delta volume: +15
1101	Delta volume: -1
1102	Delta volume: -2
…	…
1114	Delta volume: -14
1115	Delta volume: -15
2001	Delta high tones: +1
2002	Delta high tones: +2
…	…
2014	Delta high tones: +14
2015	Delta high tones: +15
2101	Delta high tones: -1
2102	Delta high tones: -2
…	…
2114	Delta high tones: -14
2115	Delta high tones: -15

5000	Find the first free frequency greater than the selected one
5001	Delta frequency: +0.05Mhz
5002	Delta frequency: +0.1Mhz
…	…
5014	Delta frequency: +0.7Mhz
5015	Delta frequency: +0.75Mhz
5100	Find the first free frequency less than the selected one
5101	Delta frequency: -0.05Mhz
5102	Delta frequency: -0.1Mhz
…	…
5114	Delta frequency: -0.7Mhz
5115	Delta frequency: -0.75Mhz
6001	Delta radio station or track: +1
6002	Delta radio station or track: +2
…	…
6014	Delta radio station or track: +14
6015	Delta radio station or track: +15
6101	Delta radio station or track: -1
6102	Delta radio station or track: -2
…	…
6114	Delta radio station or track: -14
6115	Delta radio station or track: -15

1.2. WHERE table:

0	General amplifiers
#0	0 Environment amplifiers
#1	1 Environment amplifiers
#2	2 Environment amplifiers
#3	3 Environment amplifiers
#4	4 Environment amplifiers
#5	5 Environment amplifiers
#6	6 Environment amplifiers
#7	7 Environment amplifiers
#8	8 Environment amplifiers
#9	9 Environment amplifiers
01	01 Amplifier
….	….
99	99 Amplifier
100	General source
101	1 Source
102	2 Source
103	3 Source
104	4 Source
105	5 Source
106	6 Source
107	7 Source
108	8 Source
109	9 Source

1.3. DIMENSIONS table:

1	Volume
2	High Tones
3	Low Tones
4	Balance
5	State
6	Frequency
7	Radio station / track
8	RDS
9	Frequency + Radio station / track
10	Radio station

1.4. Allowed OPEN messages Command session: Amplifiers and sources set in

1.4.1. *AMPLIFIERS/SOURCES ON Command*

<table>
<tr><th>Command Session</th><th>Open Frame</th><th colspan="2">Note</th></tr>
<tr><td rowspan="5">Tcp/Ip:
Client → Server</td><td rowspan="5">*16*what*where##</td><td colspan="2">what = 0, 3
where =</td></tr>
<tr><td>0</td><td>Amplifiers general command</td></tr>
<tr><td>#0 - #9</td><td>Amplifiers environment command</td></tr>
<tr><td>01 - 99</td><td>Amplifiers point to point command</td></tr>
<tr><td>101 - 109</td><td>Sources point to point command</td></tr>
<tr><td>Tcp/Ip:
Client←Server</td><td>*#*1## or *#*0##</td><td colspan="2">ACK if command is sent to Bus.
NACK if command is not sent to Bus.</td></tr>
<tr><th>Monitor Session</th><th>Open Frame</th><th colspan="2">Note</th></tr>
<tr><td>Tcp/Ip
Client monitor ← Server</td><td>*16*what*where$_1$##
…
*16*what* where$_n$##

*#16*where*1*parameter##

*#16*where*8*parameter##</td><td colspan="2">It is sent the activate amplifiers and sources status.
where = point to point amplifiers or commanded source address.
what = 0, 3

where = [01 – 99]
parameter = [0 – 31] it indicates the amplifier volume’s.

where = [101 - 109]
parameter = it indicates the RDS string and it includes 8 ASCII characters.
Example: enabled RDS on 101 source.
*#16*101*8*32*67*65*80*73*84*65*76##</td></tr>
</table>

1.4.2. *AMPLIFIERS/SOURCES OFF Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where##	**what** = 10, 13 **where** =
		0 — Amplifiers general command
		#0 - #9 — Amplifiers environment command
		01 - 99 — Amplifiers point to point command
		100 — Sources general command
		101 - 109 — Sources point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*16*[10-15]*where$_1$## … *16*[10-15]* where$_n$##	It is sent the deactivate amplifiers and sources status. **where** = point to point amplifiers or commanded source address.

1.4.3. *SOURCES CYCLE Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*100##	**what** = 20, 23
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*16*what*where##	If activated source: **what** = 0, 3 **where** = [101 – 109]
	*16*what*where$_1$## … *16*what*where$_n$##	If deactivated source: **what** = 10, 13 **where** = [101 -109] (preceding source compared with the actual source)
	*#16*where*6*0*parameter##	These 2 frames are optional and they depend from activated source: **where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000##
	*#16*where*7*0*parameter##	If the radio station is memorized then: **where** = [101 – 109]

		parameter = it indicates the memory number that the actual radio station is saved.

1.4.4. *SLEEP ACTIVATION Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where##	**what** = 30 → "base band" Sleep activation 33 → "stereo channel" Sleep activation **where** =
		0 — Amplifiers general command
		#0 - #9 — Amplifiers environment command
		01 - 99 — Amplifiers point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*16*what*where$_1$## … *16*what*where$_n$##	**where** = Commanded amplifier address **what** = 30 (sent) → 0 (response) 33 (sent) → 3 (response)
	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	**where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier volume's.

1.4.5. *SLEEP DEACTIVATION Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*40*where##	**where** =
		0 — Amplifiers general command
		#0 - #9 — Amplifiers environment command
		01 - 99 — Amplifiers point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*16*13*where##	**where** = Commanded amplifier address

1.4.6. *FOLLOW ME Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*53*100##	
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*16*what*where##	**what** = 0 → Base band ON 3 → Stereo channel ON 13 → OFF **where** = [101 – 109]

1.4.7. *RDS START-SEND Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*101*where##	**where** = [101 – 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*8*0*parameter##	**where** = [101 - 109] **parameter** = it indicates the RDS string and it includes 8 ASCII characters. Example: enabled RDS on 101 source. *#16*101*8*32*67*65*80*73*84*65*76##

1.4.8. *RDS STOP-SEND Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*102*where##	**where** = [101 - 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server		

1.4.9. *VOLUME UP Command*

Command Session	Open Frame	Note	
Tcp/Ip: Client → Server	*16*what*where##	**what** = [1001 – 1015] **where** =	
		0	Amplifiers general command
		#0 - #9	Amplifiers environment command
		01 - 99	Amplifiers point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.	

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	**where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier volume's.

1.4.10. *VOLUME DOWN Command*

Command Session	Open Frame	Note	
Tcp/Ip: Client → Server	*16*what*where##	**what** = [1101 – 1115] **where** =	
		0	Amplifiers general command
		#0 - #9	Amplifiers environment command
		01 - 99	Amplifiers point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.	
Monitor Session	**Open Frame**	**Note**	
Tcp/Ip Client monitor ← Server	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	**where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier volume's.	

1.4.11. *FREQUENCY UP Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where ##	**what** = [5000 – 5015] **where** = [101 - 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter ## *#16*where*7*0*parameter ##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: 107.00 frequency *#16*where*6*0*107000## If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.4.12. *FREQUENCY DOWN Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where##	**what** = [5100 – 5115] **where** = [101 - 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter## *#16*where*7*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: 107.00 frequency *#16*where*6*0*107000## If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.4.13. *STATION UP Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where##	**what** = [6001 – 6015] **where** = [101 - 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter## *#16*where*7*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: 107.00 frequency *#16*where*6*0*107000## If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.4.14. *STATION DOWN Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*16*what*where##	**what** = [6101 – 6115] **where** = [101 - 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter## *#16*where*7*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: 107.00 frequency *#16*where*6*0*107000## If the radio station is memorized then: **where** = [101 – 109]

		parameter = it indicates the memory number that the actual radio station is saved.

1.5. Allowed OPEN messages Command session: Dimensions and status request and dimensions written

1.5.1. *VOLUME REQUEST Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*1##	**where** =
		0 — Amplifiers general command
		#0 - #9 — Amplifiers environment command
		01 - 99 — Amplifiers point to point command
Tcp/Ip Client ← Server	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	If environment or general request, we get as a lot of frames as the active amplifiers are available: **where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier volume's.
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	See upper comment.

1.5.2. *STATUS REQUEST Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*5##	**where** =
		0 — Amplifiers general command
		#0 - #9 — Amplifiers environment command
		01 - 99 — Amplifiers point to point command
		100 — Sources general command
		101 - 109 — Sources point to point command
Tcp/Ip Client ← Server	*16*what*where##	If environment or general request, we get as a lot of frames as the active amplifiers are available: **what** = 0 → Base band ON 3 → Stereo channel ON 13 → OFF **where** = [01 – 99] and [101 – 109]
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*16*what*where##	See upper comment.

1.5.3. *FREQUENCY REQUEST Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*6##	Se where: 100 Sources general command 101 - 109 Sources point to point command
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000##
	*#16*where*7*0*parameter##	If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.5.4. *STATION REQUEST Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*7##	Se where: 100 Sources general command 101 - 109 Sources point to point command
Tcp/Ip Client ← Server	*#16*where*7*0*parameter##	If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000##
	*#16*where*7*0*parameter##	If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.5.5. *RDS REQUEST Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*8##	**where** = [101 – 109]
Tcp/Ip Client ← Server	*#16*where*8*parameter##	**where** = [101 - 109] **parameter** = it indicates the RDS string and it includes 8 ASCII characters. Example: enabled RDS on 101 source. *#16*101*8*32*67*65*80*73*84*65*76##
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*8*parameter2##	See upper comment.

1.5.6. *VOLUME WRITE Command*

Command Session	Open Frame	Note	
Tcp/Ip: Client → Server	*#16*where*#1*parameter*##	**where** =	
		0	Amplifiers general command
		#0 - #9	Amplifiers environment command
		01 - 99	Amplifiers point to point command
		parameter = [0 – 31] it indicates the amplifier volume's that we want to set in	
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.	
Monitor Session	**Open Frame**	**Note**	
Tcp/Ip Client monitor ← Server	*#16*where$_1$*1*parameter## … *#16*where$_n$*1*parameter##	**where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier volume.	

1.5.7. *FREQUENCY WRITE Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*#6*0*parameter##	**where** = [101 – 109] **parameter** = it indicates the frequency that we want to set in and it is expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000##
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip	*#16*where*6*0*parameter	**where** = [101 – 109]

Client monitor ← Server	## *#16*where*8*parameter##	**parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000## If available: **where** = [101 - 109] **parameter** = it indicates the RDS string and it includes 8 ASCII. Example: enabled RDS on 101 source. *#16*101*8*32*67*65*80*73*84*65*76##

1.5.8. *STATION WRITE Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*#7*parameter##	**where** = [101 – 109] **parameter** = [1 – 5] it indicates the radio station that we want to listen.
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter## *#16*where*7*0*parameter## *#16*where*8*parameter##	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000## **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved. If available: **where** = [101 - 109] **parameter** = it indicates the RDS string and it includes 8 ASCII characters. Example: enabled RDS on 101 source. *#16*101*8*32*67*65*80*73*84*65*76##

1.5.9. *STATION MEMORIZED Command*

Command Session	Open Frame	Note
Tcp/Ip: Client → Server	*#16*where*#10*parameter##	**where** = [101 – 109] **parameter** = [1 – 5] it indicates the radio station that we want to listen.
Tcp/Ip: Client←Server	*#*1## or *#*0##	**ACK** if command is sent to Bus. **NACK** if command is not sent to Bus.
Monitor Session	**Open Frame**	**Note**
Tcp/Ip	*#16*where*6*0*parameter	**where** = [101 – 109]

Client monitor ← Server	## *#16*where*7*0*parameter## 	**parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000## **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.6. Allowed OPEN messages Monitor Session

1.6.1. *VOLUME INFORMATION*

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*#16*where*1*parameter##	**where** = [01 – 99] **parameter** = [0 – 31] it indicates the amplifier's volume that we want to set in.

1.6.2. *STATUS INFORMATION*

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*16*what*where##	**what** = 0 → Base band ON 3 → Stereo channel ON 13 → OFF **where** = [01 – 99] e [101 – 109]

1.6.3. *STATUS AND FREQUENCY INFORMATION*

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*#16*where*6*0*parameter## *#16*where*7*0*parameter## 	**where** = [101 – 109] **parameter** = it indicates the listen frequency expressed in Hz. It is composed by 6 digits: Example: set 107.00 frequency *#16*where*#6*0*107000## If the radio station is memorized then: **where** = [101 – 109] **parameter** = it indicates the memory number that the actual radio station is saved.

1.6.4. *RDS INFORMATION*

Monitor Session	Open Frame	Note
Tcp/Ip Client monitor ← Server	*#16*where*8*0*parameter	**where** = [101 - 109] **parameter** = it indicates the RDS string and it includes 8 ASCII characters. Example: enabled RDS on 101 source. *#16*101*8*32*67*65*80*73*84*65*76##

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