# ILC LightLEEDer Protocol Open

Revision 1.0 29-Aug-2011

[ - Start of command cs - Check sum dd - Destination node address (hex) cc - Command code (hex) nnn...n - Data ] - End of command

Check sum is a cylindrical redundancy check of bytes 4 through EOC.

Formula:
cs starts with an \$A5
Each byte from 4 though EOC
cs = cs rotated right 1 bit (bit 0 rolls to bit 7)
cs = cs + next byte
endif
cs = lsbyte of cs

A controller will not respond if the data packet is bad.

Check sum is ignored if cs = "—" (Equates to \$56)

Data returning from controllers contains the same type check sum.

All data is ignored until a [ is received.

Host USB/Ethernet port Baud rate is 38,400, no parity, 8 data bits, 1 stop bit Address 00 is global with response. Panels process command and respond.

Address FF is global with no response. Panels process command, but do not respond.



# OO Send 32 bit panel run time (in seconds)

**Command** [csdd00]

**Response** <cs{32 bit run time}>

4-11 run time in seconds (32 bits/4 bytes/8 chars)

# O1 Set time/date (day of week is calculated from date)

**Command** [csdd01hhmmssMMDDYY]

8,9	hh	hour	(00h-17h)
10,11	mm	minute	(00h-3Bh)
12,13	SS	second	(00h-3Bh)
14,15	MM	month	(01h-0Ch)
16,17	DD	date	(01h-1Fh)
18,19	YY	year	(00h-63h)

**Response** <cs>

# 02 Send time/date

Command [csdd02]

**Response** <cshhmmssMMDDYYd>

4,5	hh	hour	(00h-17h)
6,7	mm	minute	(00h-3Bh)
8,9	SS	second	(00h-3Bh)
10,11	MM	month	(01h-0Ch)
12,13	DD	date	(01h-1Fh)
14,15	YY	year	(00h-63h)
16	d	day of week	(0h-6h)

### 10 Turn on/off relay(s)

Command [csdd10nna]

8,9 nn relay number (00h-3Fh = 01 to 64 or FFh = all)10 a action (0=off 1=on)

**Response** <cs>

# 11 Turn on/off relay(s) (Off based on timer output type)

**Command** [csdd11nna]

8,9 nn relay number (00h-3Fh = 01 to 64 or FFh = all)

10 a action (0=off 1=on)

**Response** <cs>

# 12 Turn on/off a group (panel level)

**Command** [csdd12nna]

8,9 nn group number (00h-FFh = 001 to 256)

10 a action (0=off 1=on)

**Response** <cs>

# 13 Turn on/off a group (panel level) (Off based on timer output type)

**Command** [csdd13nna]

8,9 nn group number (00h-FFh = 001 to 256)

10 a action (0=off 1=on)

**Response** <cs>

# 14 Activate a preset (panel level)

**Command** [csdd14nn]

8,9 nn preset number (00h-FFh = 001 to 256)

Response <cs>



Command	[csdd18dd]		
	8,9	dd	device number $(00-0f = device 01-$
Response	<css1a< td=""><td>1s2a2s3</td><td>3a3s4a4&gt;</td></css1a<>	1s2a2s3	3a3s4a4>
	4,5	s1	output 1 setpoint
	6,7	a1	output 1 actual
	8,9	s2	output 2 setpoint
	10,11	a2	output 2 actual
	12,13	s3	output 3 setpoint
	14,15	a3	output 3 actual
	16,17	s4	output 4 setpoint
	18,19	a4	output 4 actual

#### 19 Force dimmer output status

Command	[csdd19ddospf]		
	8,9	dd	device number $(00-0f = device 01-10)$
	10	O	output number $(0-3 = \text{output } 1-4)$
	11,12	sp	setpoint (00-ff)
	13	f	0=fade 1=jump
Resnonse	<cs></cs>		• •

#### **1A** Send motor output status

Command	[csdd]	l Add]	
	8,9	dd	device number $(00-07 = \text{device } 01-08)$
Response	<csss:< th=""><th>&gt;</th><th></th></csss:<>	>	
	4,5	SS	motor status bits
			bits 1,0 output 1 status (0-off 1-neg 2-pos)
			bits 3,2 output 2 status (0-off 1-neg 2-pos)
			bits 5,4 output 3 status (0-off 1-neg 2-pos)
			bits 7,6 output 4 status (0-off 1-neg 2-pos)

#### 1B Force motor output status

Command	[csdd1Bddopttt]		
	8,9	dd	device number $(00-07 = \text{device } 01-08)$
	10	0	output number $(0-3 = \text{output } 1-4)$
	11	p	0=no change 1=pos 2=neg 4=stop
	12-14	ttt	time (000-fff) $0$ =latched >0=ttt x .1 sec
Response	<cs></cs>		

# Send relay(s) runtime Command [csdd1Crrnn] **1C**

-32(max))
-

#### Clear all relay runtimes 1**D**

Command	[csdd1D]
Response	<cs></cs>



#### 24 Send device input status (hardware/program/current type)

**Command** [csdd24dd]

8,9 dd device (00-ff)

**Response** <cshhhqqqqttttttttpc>

4-7 hhhh hardware off-on input status for 8 inputs (16 bits/4chars)
 8-11 pppp program off-on input status for 8 inputs (16 bits/4chars)

12-19 tttttttt input types (1 char 0-f for each input)

20-21 pc raw pc level

# 25 Send relay status and relay lock status

Command [csdd25]

**Response**  $\langle cs\{16 \text{ chars}\}\{16 \text{ chars}\} \rangle$ 

4-19 relay status (64 bits/8 bytes/16chars)
20-35 relay lock status (64 bits/8 bytes/16chars)

# 26 Send group status (panel level status)

Command [csdd26]
Response <cs{64 chars}>

4-67 group status (256 bits/32 bytes/64chars)

# 27 Send preset status (panel level status)

Command [csdd27]

**Response** <cs{64 chars}>

4-67 preset status (256 bits/32 bytes/64chars)

# 28 Send photocell levels

Command [csdd28]

**Response**  $\langle cs\{128 \text{ chars}\} \rangle$ 

4-131 raw photocell levels (64 bytes/128chars)

### 44 Set external input disable bits

Command [csdd44ddbb]

8,9 dd device 00-3f 10,11 bb disable bits

**Response** <cs>

### 45 Pass command to network and wait up to 2.5 seconds for response (Network controller only)

**Command** [csdd45{command}]

{command} must be entire command without the [cs and ]

**Response** <cs>

Note: C45 is used for host PC commands going into the network from through the NC Example host communications command to get relay status (C25) from node E6 through NC:

[--0045nnE625]

The NC will wait up to 2.5 seconds for a response to the command from the panel.

Any returned data will be sent to the host.

# 48 Pass global command to network with no response (Network controller only)

**Command** [csdd48{command}]

{command} must be entire command without the [cs and ]

**Response** <cs>

Note: C48 is used for global host PC commands going into the network from through the NC Example host communications command to get set preset 001 (C14) through NC:

[--0048FF1400]

No data is returned from the NC

