

# Open web↔net

OPEN PROTOCOL FOR ELECTRICAL NETWORKS

**Who = 1**  
**LIGHTING**  
**Version 1.1**

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# Chapter 1

## Introduction

This file is available from <http://www.myopen-legrandgroup.com>. The purpose of this document is to describe the Open Web Net Message for WHO = 1 - LIGHTING. In particular, the document contains the "1.1 Abbreviations" section which describe some terms, with the relative values, used within the open message. The second chapter, "WHO 1", contains the "WHAT", "DIMENSION" and "WHERE" tables, finally the chapter 3, "Allowed OPEN messages Session", contains command and event session, status request, dimension writing and request.

### 1.1 Abbreviations

Name	Description	Range of Values
<dimmerSpeed>	Turn off (or on) the light at a pre-established speed	[0-255]: <ul style="list-style-type: none"> <li>• 0 → Last speed used</li> <li>• from 1 to 254 → Actual speed</li> <li>• 255 → Default speed</li> </ul>
<dimmerLevel10>	Dimmer's level	[2-10]: <ul style="list-style-type: none"> <li>• 2 → 20%</li> <li>• 3 → 30%</li> <li>• 4 → 40%</li> <li>• 5 → 50%</li> <li>• 6 → 60%</li> <li>• 7 → 70%</li> <li>• 8 → 80%</li> <li>• 9 → 90%</li> <li>• 10 → 100%</li> </ul>
<dimmerLevel100>	The increase of the luminosity intensity of the light point; expressed as a percentage value	[100-200]: <ul style="list-style-type: none"> <li>• 100 → Switching off</li> <li>• 200 → Maximum luminosity intensity</li> </ul>
<hour>	It indicate show many hours the actuator has to stay ON	[0-255]

<min>	It indicate show many minutes the actuator has to stay ON	[0-59]
<sec>	It indicate show many seconds the actuator has to stay ON	[0-59]
<status>	It indicates the status of actuator or dimmer	Status [0-1]: <ul style="list-style-type: none"> <li>• 0 → OFF</li> <li>• 1 → ON</li> </ul>
<workingTime>	The working time of the device in hours	[1-100000]

## Chapter 2

# WHO 1

### 2.1 WHAT Table

Value	Description
0	Turn off
0#x	Turn off at x speed for step
1	Turn on
1#x	Turn on at x speed for step
2	20%
3	30%
4	40%
5	50%
6	60%
7	70%
8	80%
9	90%
10	100%
11	ON timed 1 Min
12	ON timed 2 Min
13	ON timed 3 Min
14	ON timed 4 Min
15	ON timed 5 Min
16	ON timed 15 Min
17	ON timed 30 Sec
18	ON timed 0.5 Sec
20	Blinking on 0.5 sec
21	Blinking on 1 sec
22	Blinking on 1.5 sec
23	Blinking on 2 sec
24	Blinking on 2.5 sec
25	Blinking on 3 sec
26	Blinking on 3.5 sec
27	Blinking on 4 sec
28	Blinking on 4.5 sec
29	Blinking on 5 sec
30	Up one level
30#x#y	Up of x levels at y speed for steep
31	Down one level
31#x#y	Down of x levels at y speed for step
1000	It accepts a parameter that is the value of what table

## 2.2 DIMENSION Table

Value	Description
1	Set up the level at X speed
2	Temporization
3	Required Only ON Light
4	Status dimmer 100 levels with ON/OFFspeed
8	Working time lamp
9	Max working time lamp

## 2.3 WHERE Table

Description	Value
Interface	Int = I3I4: <ul style="list-style-type: none"> <li>• I3 = 0; I4 [1 – 9]</li> <li>• I3 = 1; I4 [1 – 5]</li> </ul>
General	<ul style="list-style-type: none"> <li>• 0 → General of system</li> <li>• 0#4#&lt;Int&gt; → General of local bus</li> </ul>
Area	A [00, 1 – 9, 100]: <ul style="list-style-type: none"> <li>• &lt;A&gt; → Area of private riser</li> <li>• &lt;A&gt;#4#&lt;Int&gt; → Area of local bus</li> </ul>
Group	G [1 – 255] <ul style="list-style-type: none"> <li>• #&lt;G&gt; → Group of private riser</li> <li>• #&lt;G&gt;#4#&lt;Int&gt; → Group of local bus</li> </ul>
Point to point	A; PL: <ul style="list-style-type: none"> <li>• A = 00; PL [01 – 15]</li> <li>• A [1 – 9]; PL [1 – 9]</li> <li>• A = 10; PL [01 – 15];</li> <li>• A [01 – 09]; PL [10 – 15]</li> <li>• &lt;A&gt;&lt;PL&gt; → Point to point of private riser</li> <li>• &lt;A&gt;&lt;PL&gt;#4#&lt;Int&gt; → Point to point of local bus</li> </ul>



## Chapter 3

# Allowed OPEN messages Session

### 3.1 Command session - Light Frames

#### 3.1.1 Turn OFF - What = 0

Command	Open Frame
Client → Server	*1*0*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*0*<where>##

#### 3.1.2 Turn ON - What = 1

Command	Open Frame
Client → Server	*1*1*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##

#### 3.1.3 ON timed 1 min - What = 11

Command	Open Frame
Client → Server	*1*11*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

#### 3.1.4 ON timed 2 min - What = 12

Command	Open Frame
Client → Server	*1*12*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.5 ON timed 3 min - What = 13

Command	Open Frame
Client → Server	*1*13*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.6 ON timed 4 min - What = 14

Command	Open Frame
Client → Server	*1*14*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.7 ON timed 5 min - What = 15

Command	Open Frame
Client → Server	*1*15*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.8 ON timed 15 min - What = 16

Command	Open Frame
Client → Server	*1*16*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.9 ON timed 30 min - What = 17

Command	Open Frame
Client → Server	*1*17*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.10 ON timed 0.5 sec - What = 18

Command	Open Frame
Client → Server	*1*18*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*1*<where>##
Server → Client	*1*<status>*<where>##

### 3.1.11 Blinking on 0.5 sec - What = 20

Command	Open Frame
Client → Server	*1*20*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*20*<where>##

### 3.1.12 Blinking on 1 sec - What = 21

Command	Open Frame
Client → Server	*1*21*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*21*<where>##

### 3.1.13 Blinking on 1.5 sec - What = 22

Command	Open Frame
Client → Server	*1*22*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*22*<where>##

### 3.1.14 Blinking on 2 sec - What = 23

Command	Open Frame
Client → Server	*1*23*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*23*<where>##

### 3.1.15 Blinking on 2.5 sec - What = 24

Command	Open Frame
Client → Server	*1*24*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*24*<where>##

### 3.1.16 Blinking on 3 sec - What = 25

Command	Open Frame
Client → Server	*1*25*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*25*<where>##

### 3.1.17 Blinking on 3.5 sec - What = 26

Command	Open Frame
Client → Server	*1*26*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*26*<where>##

### 3.1.18 Blinking on 4 sec - What = 27

Command	Open Frame
Client → Server	*1*27*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*27*<where>##

### 3.1.19 Blinking on 4.5 sec - What = 28

Command	Open Frame
Client → Server	*1*28*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*28*<where>##

### 3.1.20 Blinking on 5 sec - What = 29

Command	Open Frame
Client → Server	*1*29*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*29*<where>##

### 3.1.21 Command translation - What = 1000

Command	Open Frame	Note
Client → Server	*1*1000#<what>*<where>##	This command is valid for dimmer too
Server → Client	Ack	

Event Session	Open Frame
Server → Client	*1*1000#<what>*<where>##

## 3.2 Command session - Dimmer Frames

### 3.2.1 Turn OFF - What = 0

Command	Open Frame
Client → Server	*1*0*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*0*<where>##

### 3.2.2 Turn ON - What = 1

Command	Open Frame
Client → Server	*1*1*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<dimmerLevel10>*<where>##

### 3.2.3 Turn OFF at x SPEED for step - What = 0#

Command	Open Frame
Client → Server	*1*0#<dimmerSpeed>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.2.4 Turn ON at x SPEED - What = 1#

Command	Open Frame
Client → Server	*1*1#<dimmerSpeed>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.2.5 20% - What = 2

Command	Open Frame
Client → Server	*1*2*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*2*<where>##

### 3.2.6 30% - What = 3

Command	Open Frame
Client → Server	*1*3*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*3*<where>##

### 3.2.7 40% - What = 4

Command	Open Frame
Client → Server	*1*4*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*4*<where>##

### 3.2.8 50% - What = 5

Command	Open Frame
Client → Server	*1*5*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*5*<where>##

### 3.2.9 60% - What = 6

Command	Open Frame
Client → Server	*1*6*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*6*<where>##

### 3.2.10 70% - What = 7

Command	Open Frame
Client → Server	*1*7*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*7*<where>##

### 3.2.11 80% - What = 8

Command	Open Frame
Client → Server	*1*8*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*8*<where>##

### 3.2.12 90% - What = 9

Command	Open Frame
Client → Server	*1*9*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*9*<where>##

### 3.2.13 100% - What = 10

Command	Open Frame
Client → Server	*1*10*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*10*<where>##

### 3.2.14 ON timed 1 min - What = 11

Command	Open Frame
Client → Server	*1*11*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*11*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##



**3.2.15 ON timed 2 min - What = 12**

Command	Open Frame
Client → Server	*1*12*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*12*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

**3.2.16 ON timed 3 min - What = 13**

Command	Open Frame
Client → Server	*1*13*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*13*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

**3.2.17 ON timed 4 min - What = 14**

Command	Open Frame
Client → Server	*1*14*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*14*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

**3.2.18 ON timed 5 min - What = 15**

Command	Open Frame
Client → Server	*1*15*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*15*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

**3.2.19 ON timed 15 min - What = 16**

Command	Open Frame
Client → Server	*1*16*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*16*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

### 3.2.20 ON timed 30 sec - What = 17

Command	Open Frame
Client → Server	*1*17*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*17*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

### 3.2.21 ON timed 0.5 sec - What = 18

Command	Open Frame
Client → Server	*1*18*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*18*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	*1*<status>*<where>##

### 3.2.22 Up one level - What = 30

Command	Open Frame
Client → Server	*1*30*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<dimmerLevel10 + 1>*<where>##

### 3.2.23 Up of x levels at y SPEED for step - What = 30#x#y

Command	Open Frame
Client → Server	*1*30#<dimmerLevel10>#<dimmerSpeed>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.2.24 Down one level - What = 31

Command	Open Frame
Client → Server	*1*31*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<dimmerLevel10 - 1>*<where>##

### 3.2.25 Down of x levels at y SPEED for step - What = 31#x#y

Command	Open Frame
Client → Server	*1*31#<dimmerLevel10>#<dimmerSpeed>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

## 3.3 Status request

### 3.3.1 Light status request command

Command	Open Frame
Client → Server	*#1*<where>##
Server → Client	*1*<status>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<status>*<where>##

### 3.3.2 Dimmer status request command

Command	Open Frame
Client → Server	*#1*<where>##
Server → Client	*1*<dimmerLevel10>*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<dimmerLevel10>*<where>##

## 3.4 Dimension writing

### 3.4.1 Set up the level at X speed - Dimension = 1

Command	Open Frame
Client → Server	*#1*<where>#1*<dimmerLevel100><dimmerSpeed>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.4.2 Temporization command - Dimension = 2

Command	Open Frame
Client → Server	*#1*<where>*#2*<hour>*<min>*<sec>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*1*<state>*<where>##
Server → Client	*#1*<where>*#2*<dimmerLevel100>*<dimmerSpeed>## (only for dimmer)

### 3.4.3 Max working time lamp - Dimension = 9

Command	Open Frame
Client → Server	*#1*<where>*#9*<workingTime>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*#9*<workingTime>##

## 3.5 Dimension request

### 3.5.1 Set up the level at X speed - Dimension = 1

Command	Open Frame
Client → Server	*#1*<where>*1##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.5.2 Temporization request - Dimension = 2

Command	Open Frame
Client → Server	*#1*<where>*2##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*2*<hour>*<min>*<sec>##

### 3.5.3 Required Only ON Light - Dimension = 3

Command	Open Frame
Client → Server	*#1*<where>*3##
Server → Client	*1*<dimmerLevel10>*<where>## (only if some dimmer is ON)
Server → Client	*1*<status>*12<where>## (only if some lights is ON, status=1)
Server → Client	Ack

### 3.5.4 Working time lamp - Dimension = 8

Command	Open Frame
Client → Server	*#1*<where>*8##
Server → Client	*#1*<where>*8*<workingTime>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*8*<workingTime>##

### 3.5.5 Max working time lamp - Dimension = 9

Command	Open Frame
Client → Server	*#1*<where>*9##
Server → Client	*#1*<where>*9*<workingTime>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*#1*<where>*9*<workingTime>##

## 3.6 Event session

### 3.6.1 Light status

Event Session	Open Frame
Server → Client	*1*<what>*<where>##

### 3.6.2 Luminous intensity change

Event Session	Open Frame
Server → Client	*#1*<where>*1*<dimmerLevel100>*<dimmerSpeed>##

### 3.6.3 Light temporization

Event Session	Open Frame
Server → Client	*#1*<where>*2*<hour>*<min>*<sec>##

## Chapter 4

# WHO 14

### 4.1 WHAT Table

Value	Description
0	Disable
1	Enable

### 4.2 WHERE Table

Description	Value
General	<ul style="list-style-type: none"> <li>• 0 → General of system</li> </ul>
Area	A [00, 1 – 9, 100]: <ul style="list-style-type: none"> <li>• &lt;A&gt; → Area</li> </ul>
Point to point	A; PL: <ul style="list-style-type: none"> <li>• &lt;A&gt;&lt;PL&gt; → Point to point</li> </ul>

## Chapter 5

# Allowed OPEN messages Session

### 5.1 Command session - Special Commands

#### 5.1.1 Disable - What = 0

Command	Open Frame
Client → Server	*14*0*<where>##
Server → Client	Ack

Event Session	Open Frame	Note
Server → Client	*14*0*<where>##	if the command is addressed to APL there won't be any answer in the monitor session.

#### 5.1.2 Enable - What = 1

Command	Open Frame
Client → Server	*14*1*<where>##
Server → Client	Ack

Event Session	Open Frame	Note
Server → Client	*14*1*<where>##	if the command is addressed to APL there won't be any answer in the monitor session.

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