

The logo features the text "Open" in a large, bold, black sans-serif font, with "web↔net" in a smaller, bold, black sans-serif font directly below it. The entire text is enclosed within a thick, orange oval border.

OPEN PROTOCOL FOR ELECTRICAL NETWORKS

Who = 17
SCENES
Version 1.0

My Open Staff

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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 = 17 - SCENES. In particular, the document contains the chapter, "WHO 17", describing the "WHAT" and "WHERE" tables, and finally the chapter 3, "Allowed OPEN messages Session", containing command, event session and status request.

Chapter 2

WHO 17

2.1 WHAT Table

Value	Description
1	Start Scene
2	Stop Scene
3	Enable Scene
4	Disable Scene

2.2 WHERE Table

Description	Value
General	0
Scene num	<ul style="list-style-type: none">• If MH200N → [1-300]• If MH202 → Numeric Value

Chapter 3

Allowed OPEN messages Session

3.1 Command session - Scenes Frames

3.1.1 Start Scene - What = 1

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

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

3.1.2 Stop Scene - What = 2

Command	Open Frame
Client → Server	*17*2*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*17*2*<where>##

3.1.3 Enable Scene - What = 3

Command	Open Frame
Client → Server	*17*3*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*17*3*<where>##

3.1.4 Disable scene - What = 4

Command	Open Frame
Client → Server	*17*4*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*17*4*<where>##

3.2 Status request

3.2.1 Scene status request command

Command	Open Frame
Client → Server	*#17*<where>##
Server → Client	*17*[1-2]*<where>##
Server → Client	*17*[3-4]*<where>##
Server → Client	Ack

Event Session	Open Frame
Server → Client	*17*[1-2]*<where>##
Server → Client	*17*[3-4]*<where>##

3.3 Event session

3.3.1 Start Scene

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

3.3.2 Stop Scene

Event Session	Open Frame
Server → Client	*17*2*<where>##

3.3.3 Enable Scene

Event Session	Open Frame
Server → Client	*17*3*<where>##

3.3.4 Disable Scene

Event Session	Open Frame
Server → Client	*17*4*<where>##

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