

EVOLUTION

Standard RS232 Control Commands

The Mode Evolution Control System can be configured to accept *any* incoming RS232 command. However a standard list of commands is built into the system which do not require any specific configuration.

Document Revision History:

| Revision date | Author | Notes |
|---------------|--------|---------------------------------------------------|
| 31/03/05 | SJW | This document written separately from full manual |
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Port Settings and Connections

Commands sent to the RS232 port on the top of an Evolution Power and Processor Unit (the blue box) should be use the following port settings:

9600 baud, 8 data bits, no start bits, 1 stop bit (no handshake is required).

The Evolution pack has a 9w D socket, with pin connections as follows:

- 2 TX (i.e. data out of the Evo pack)
- 3 RX (i.e. data into the Evo pack)
- 5 0v

i.e. if connecting the Evolution system to a PC a standard 9-pin M-F straight-through cable is required.

Standard Control Commands

Commands in the list below shown in **bold type** are also automatically processed by any EVO-INT-232 interface connected to the M-Bus. The EVO-INT-232 may be configured to different baud-rate settings.

Commands are processed immediately, and do not have to be followed by a carriage return or line feed character. Feedback is only rtr

SCENE nn GO Recalls the scene using the scene's fade time and overall level
Where nn is a 1-4 digit scene number

e.g. SCENE01GO or SCENE312GO

SCENE nn UP Raises the levels of all channels in a scene to 100% over 10 seconds.
 nn is a two digit scene number

SCENE nn DN Lowers the levels of all channels in a scene to 0% over 10 seconds.

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| | <i>nn</i> is a two digit scene number |
| SCENEnnST | Stops any fade on this scene which is progress |
| SCENEnnNU | Nudges all channels in the scene up by 5% over ½ second |
| SCENEnnND | Nudges all channels in the scene down by 5% over ½ second |
| SEQnnGO | Starts the sequence number <i>nn</i> <i>nn</i> is a 1 or 2 digit sequence number |
| SEQnnSTOP | Stops the sequence number <i>nn</i> |
| DMXAnSET | Sets the action for incoming DMX 0 = Ignore incoming DMX, apart from use in DMX rules 1 = Put incoming DMX onto DMX output universe 2 = Use incoming DMX to control power channels |
| DMXOnnnSET | Set the start channel address (i.e. offset from zero) for the pack when running from DMX. |
| PppCccLlllGO | Set channel number <i>cc</i> on pack <i>pp</i> (must be the pack to which the RS232 is connected) to level <i>lll</i> . NB the channel numbering is: 1-16 = configurable channel, 17, 18 = relay contacts, 19 onwards = power channels. The level is in the range 0-255. |

Diagnostic Commands

The following commands output diagnostic data from the Evolution system:

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|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| EVODnSET | Set the type/quantity of diagnostic messages output during normal use. When <i>n</i> value 0 switches all messages off, and 5 is verbose. Systems that are not being commissioned should be set to level 0 to maximise response speed. |
| EVOSYS | Prints system information, including the pack's address, current time, current longitude and latitude settings, current firmware revision, current time/date and BST/GMT setting. |
| LEVELS | Prints the levels on all configurable and power channels, along with the number of the current scene for each channel |