

1.1. Answers from Plena to Magic Panel



Start_Byte: Start byte is always 0x02 (STX)

Length: Number of bytes following after the RData1 byte till the Checksum Byte. If no data is used after the RData1 byte, length is 0x00.

RData: Response byte(s) at least one.

Checksum: 8 Bit CRC build of data bytes.

Stop_Byte: Stop byte is always 0x03 (ETX)

EVENT LOG



Command	Data1	Data2	Data3				
0xA0	D1	D2	D3				

D1 Event Type

D2 Event Data 1

D3 Event Data 2

Event Type Define

1. Event_Start D1 0x00
D2 0x00
D3 0x00

It is sent only once when the program execute at first, event data (D2, D3) are always 0x00

2. Event_EMG D1 0x11
D2 0x00
D3 0x00

It is sent when the PLENA goes into EMG state, event data (D2, D3) are always 0x00

3. Event_EMGAck **D1** 0x12
 D2 0x00
 D3 0x00

It is sent when the EMG state is acknowledged, event data (D2, D3) are always 0x00 .

4. Event_EMGReset **D1** 0x13
 D2 0x00
 D3 0x00

It is sent when the EMG state is reset, event data (D2, D3) are always 0x00 .

5. Event_Alert **D1** 0x14
 D2 0x00
 D3 0x00

It is sent when the alert message is announced, event data (D2, D3) are always 0x00 .

6. Event_Alarm **D1** 0x15
 D2 0x00
 D3 0x00

It is sent when the alarm message is announced, event data (D2, D3) are always 0x00 .

7. Event_PTT **D1** 0x16
 D2 0x00
 D3 0x00

It is sent when the EMG microphone is in use, event data (D2, D3) are always 0x00 .

8. Event_Fault **D1** 0x21
 D2 the MSB of Event Data
 D3 the LSB of Event Data

Message fault	bit0 of event data
EMG Mic. Fault	bit1 of event data
RCP fault	bit2 of event data
ROUTER fault	bit3 of event data
Alarm Message	bit4 of event data
Alert Message	bit5 of event data
PTT	bit6 of event data
EMG Button Led	bit7 of event data
CD/Tuner Led	bit8 of event data
AUX Led	bit9 of event data
Disable Supervision Led	bit10 of event data
Network Fault	bit11 of event data
Not used	bit12 of event data

Not used	bit13 of event data
Input Fault	bit14 of event data
Not used	bit15 of event data

It is sent when a fault occurs.

9. Event_FaultAck **D1** 0x22
 D2 0x00
 D3 0x00

It is sent when the fault is acknowledged, event data (D2, D3) are always 0x00 .

10. Event_FaultReset **D1** 0x23
 D2 0x00
 D3 0x00

It is sent when the fault is reset, event data (D2, D3) are always 0x00 .

11. Event_TRG **D1** 0x30 ~ 0x39 (Main Controller = 0x30, Router = 0x30+Router number)
 D2 MSB of Event Data
 D3 LSB of Event Data

Trigger 1	bit0 of event data
Trigger 2	bit1 of event data
Trigger 3	bit2 of event data
Trigger 4	bit3 of event data
Trigger 5	bit4 of event data
Trigger 6	bit5 of event data
Trigger 7	bit6 of event data
Trigger 8	bit7 of event data
Trigger 9	bit8 of event data
Trigger 10	bit9 of event data
Trigger 11	bit10 of event data
Trigger 12	bit11 of event data
Not used	bit12...15 of event data

It is sent when the trigger happens.

12. Event_BGM **D1** 0x40 ~ 0x49 (Main Controller = 0x40, Router = 0x40+Router number)
 D2 MSB of Event Data
 D3 LSB of Event Data

Zone 1	bit0 of event data
Zone 2	bit1 of event data
Zone 3	bit2 of event data
Zone 4	bit3 of event data
Zone 5	bit4 of event data
Zone 6	bit5 of event data
Not used	bit6...15 of event data

It is sent when the zone of BGM is changed.

13. Event_LEDChange **D1** 0x50
 D2 MSB of Event Data
 D3 LSB of Event Data

Battery	bit0 of event data
Mains	bit1 of event data
Call/EMG	bit2 of event data
Music/Spare	bit3 of event data
Ground Short	bit4 of event data
Not used	bit5 of event data
Not used	bit6 of event data
Not used	bit7 of event data
Message	bit8 of event data
EMG Mic	bit9 of event data
RCP	bit10 of event data
Router	bit11 of event data
Network	bit12 of event data
Input	bit13 of event data
Processor reset	bit14 of event data
Not used	bit15 of event data

It is sent when the system leds are changed.