UDP COMMANDS SUMMARY
DINA and SIUDI11

These commands are sent as hexadecimal UDP messages on port 2430. With some systems, each 2 digital bytes may need the prefix 0x to indicate that the values are hexadecimal.

You can use this software to send test commands:
https://packetsender.com/ (Mac & PC)
https://www.hw-group.com/software/hercules-setup-utility (PC)

The IP address of your controller can be found using HardwareManager when it is connected to a network.

Each command starts with a device ID that refers to the controller type:

Product	**Device Identifier (ASCII)**	**Device Identifier (HEX)**
DINA-DR1	Dina__1A	**44 69 6E 61 5F 5F 31 41**
DINA-SR1	Dina__1A	**44 69 6E 61 5F 5F 31 41**
DINA-DR2	Dina__2A	**44 69 6E 61 5F 5F 32 41**
SLESA-U11, DVC-GOLD, SUNLITE-EC, LD Suite	Siudi11A	**53 69 75 64 69 31 31 41**
DVC-GZM, SUNLITE-FC	Siudi11B	**53 69 75 64 69 31 31 42**
SUNLITE-RC	Siudi11D	**53 69 75 64 69 31 31 44**

START/STOP A SCENE

DINA1A

START SCENE 1 : **44 69 6E 61 5F 5F 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **00 00** 64
START SCENE 2 : **44 69 6E 61 5F 5F 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **01 00** 64
START SCENE 3 : **44 69 6E 61 5F 5F 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **02 00** 64

DINA2A

START SCENE 1 : **44 69 6E 61 5F 5F 32 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **00 00** 64
START SCENE 2 : **44 69 6E 61 5F 5F 32 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **01 00** 64
START SCENE 3 : **44 69 6E 61 5F 5F 32 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **02 00** 64

SUIDI11A

STOP SCENE 1 : **53 69 75 64 69 31 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **00** 03 **00 00** 64
STOP SCENE 2 : **53 69 75 64 69 31 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **00** 03 **01 00** 64
START SCENE 3 : **53 69 75 64 69 31 31 41** 0A 01 FF FF FF FF FF FF FF FF 01 00 1B 00 **01** 03 **02 00** 64

SCENE INDEX: 00 00,01 00,02 00 for scenes **1,2,3**
(read here to find out more about the scene index)

COMMAND: 00 to **STOP, 01** to **START**

* To be sent in hexadecimal over UDP on port 2430

DIMMER ADJUSTMENT

DINA1A

SET DIMMER 100% FOR SCENE 1:
44 69 6E 61 5F 5F 31 41 0A 01 FF FF FF FF FF FF FF FF 01 00 1D 00 **05** 05 **00 00** 00 **FF FF**

SET DIMMER 50% FOR SCENE 2:
44 69 6E 61 5F 5F 31 41 0A 01 FF FF FF FF FF FF FF FF 01 00 1D 00 **05** 05 **01 00** 00 **7F FF**

SET DIMMER 50% GLOBAL:
44 69 6E 61 5F 5F 31 41 0A 01 FF FF FF FF FF FF FF FF 01 00 1D 00 **05** 05 **00 00** 02 **7F FF**
(the scene index is not used here)

PACKET SIZE: 1D 00 packet size for dimmer command

COMMAND: 05 to **SET THE DIMMER**

NUMBER OF PARAM: 05 for dimmer control

SCENE MODIFIER: 00 for a specific scene**, 01** for all scenes of a specific zone**, 02** for all scenes

DIMMER VALUE (16 bits): FF FF for 100%, **7F FF** for 50%

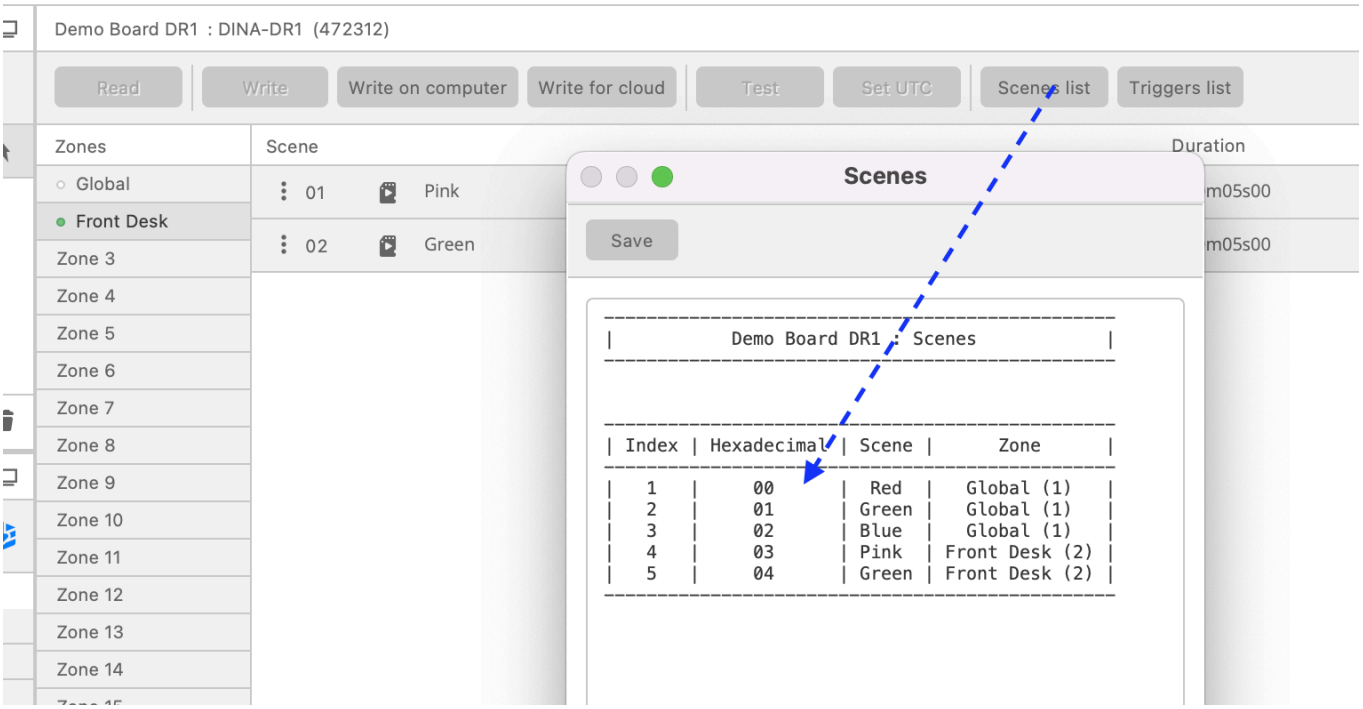
Byte Order

The bytes are written in Big Endian (ABCD) order. You can use this online tool. https://www.scadacore.com/tools/programming-calculators/online-hex-converter/

Scene Index Numbers

To change to any scene, in any zone, you only need to know one number; the *scene index.* You do not need to know the zone number as this is not used in the command.

This can be found in ESA Pro 2.x using the *Scene List* button on the Standalone Screen. The Hexidecimal scene index value is shown ready to use in your command.



You can also find the scene index in the /Show1/show_map.xml file stored in SD memory. If using ESA Pro 2, use the 'Write on Computer' button, on the Standalone screen to write a copy of the /Show1/ data folder to your computer.

XML Example

You can see the highlighted **scene index** numbers listed in the XML example below.

Notice that scene index numbers are 1 less than the scene number ..

scene index 0 = scene 1
scene index 1 = scene 2
scene index 2 = scene 3

... because computers start at 0. The 12 scenes below have indexes from 0 - 11.

```
<Scenes count="12">
    <item index="0">
        <Scene affectedZone="0" name="light blue"/>
    </item>
    <item index="1">
        <Scene affectedZone="0" name="yellow"/>
    </item>
    <item index="2">
        <Scene affectedZone="0" name="green"/>
    </item>
    <item index="3">
        <Scene affectedZone="1" name="red pulse"/>
    </item>
    <item index="4">
        <Scene affectedZone="1" name="blue pulse"/>
    </item>
    <item index="5">
        <Scene affectedZone="1" name="green yellow"/>
    </item>
    <item index="6">
        <Scene affectedZone="2" name="yellow red"/>
    </item>
    <item index="7">
        <Scene affectedZone="2" name="rainbow"/>
    </item>
    <item index="8">
        <Scene affectedZone="2" name="blue flash"/>
    </item>
```

```
        <item index="9">
            <Scene affectedZone="3" name="red"/>
        </item>
        <item index="10">
            <Scene affectedZone="3" name="green"/>
        </item>
        <item index="11">
            <Scene affectedZone="3" name="blue"/>
        </item>
    </Scenes>
```

Troubleshooting:

If you are sending commands but nothing is happening, here are some things to check:

- Are you sending the message as UDP and port 2430?
- Are you sending to the correct IP address? You can check the IP by loading HardwareManager, connecting to the device by Ethernet, and checking the Ethernet page. Note: you cannot see the IP while connected by USB; it will show an error.
- Can you ping the controller's IP and receive a response by TCP?
- If you are looking at the display on either the SIUDI-11A (SLESA-U11) or DINA1 (DINA-DR1), make sure you are looking at the correct zone when changing scenes.