

SYNERGY Revision V2.11 RS-232 Command set

All commands are expressed as ASCII text. Connect to the Synergy RS-232 port using null modem. Follow all commands with carriage return + line feed. Requested values are returned followed by a carriage return <cr> and a line feed <lf>. All characters are echoed locally.

Synergy Male 9 Pin D-Sub Connector

Pin Description

- 1 DCD (Data Carrier Detect)
- 2 RX (Receive Data)
- 3 TX (Transmit Data)
- 4 DTR (Data Terminal Ready)
- 5 GND (Ground)
- 6 DSR (Data Set Ready)
- 7 RTS (Request to Send)
- 8 CTS (Clear to Send)
- 9 RI (Ring Indicator)

Communication Settings

Bits Per Second = 57,600
 Note: Speed is field set-able via the config.ini file in the system controller.
 Data Bits = 8
 Parity = None
 Stop Bits = 1
 Flow Control = Hardware*
 * Does not require hardware hand-shaking.

Command	Command Syntax	Command Description
Get Time	time	Returns the current local controller time as hh:mm:ss <cr><lf>
Set Time	time <hh:mm:ss>	Sets the time in all controllers
Get Date	date	Returns the current local controller date as mm/dd/yyyy <cr><lf>
Set Date	date <mm/dd/yyyy>	Sets the date in all controllers
Reboot Controller	exit	Restarts the controller
Set Relay Status	[bacnet <id>] relay <#> [val]	Writes a new value to a relay # where <val> is expressed as a percentage, 0 - 100
Get Relay Status	[bacnet <id>] relay <#>	Returns the current value of a relay # expressed as a percentage, 0 - 100, Format; xx<cr><lf>
Set Dimmer Level	[bacnet <id>] dimmer <#> <val>	Writes a new level to a dimmer # where <val> is expressed as a percentage, 0 - 100
Get Dimmer Level	[bacnet <id>] dimmer <#>	Returns the current level of a dimmer # expressed as a percentage, 0 - 100, Format; xx<cr><lf>
Raise Dimmer	[bacnet <id>] dimmer <#> 130	Puts dimmer # in raise level auto-mode
Lower Dimmer	[bacnet <id>] dimmer <#> 129	Puts dimmer # in lower level auto-mode
Stop Raise/Lower	[bacnet <id>] dimmer <#> 128	Stops the above raise or lower actions
Set Group Level	[bacnet <id>] group <#> <val>	Writes a new level to a group # where <val> is expressed as a percentage, 0 - 100
Get Group Level	[bacnet <id>] group <#>	Returns the current level of a group # expressed as a percentage, 0 - 100, Format; xx<cr><lf>
Raise Group	[bacnet <id>] group <#> 130	Puts group # in raise level auto-mode
Lower Group	[bacnet <id>] group <#> 129	Puts group # in lower level auto-mode
Stop Raise/Lower	[bacnet <id>] group <#> 128	Stops the above raise or lower actions
Set Switch Level	[bacnet <id>] group <#> <val>	Writes a new level to a switch # where <val> is expressed as a percentage, 0 - 100
Get Switch Level	[bacnet <id>] switch <#>	Returns the current status of a switch, Format; xx<cr><lf>
Set Analog Input Level	[bacnet <id>] analog <#> <val>	Writes a new level to an analog input # where <val> is expressed as a percentage, 0 - 100
Get Analog Input Level	[bacnet <id>] analog <#>	Returns the current analog level of the analog input # expressed as a percentage, 0 - 100, Format; xx<cr><lf>
Set Button Level * (adjust channel level)	button <#> <val>	Writes a new level to the control station channel # (button) where <val> is expressed as a percentage, 0 - 100
Get Button Level * (return channel level)	[bacnet <id>] button <#>	Returns the current level of a control station channel # (button) expressed as a percentage, 0 - 100, Format; xx<cr><lf>
Raise Button (channel) *	[bacnet <id>] button <#> 130	Puts button (channel) # in raise level auto-mode
Lower Button (channel) *	[bacnet <id>] button <#> 129	Puts button # (channel) in lower level auto-mode
Stop Raise/Lower *	[bacnet <id>] button <#> 128	Stops the above raise or lower actions
Save Preset *	Select <#> <fade>	Saves a control station preset on button # using the present values for the respective channels (buttons) as set above.
Restart Controller	[bacnet] reboot [<id>]	Reboots the controller. This command only works on Synergy devices

Expressions enclosed in [] are not used for non-network (SYSC MLS) controllers.

* These expressions apply directly to use with Sequel dimming control stations.