



Light Engine Command Reference

Index of standard mode commands implemented on
SPECTRA III, AURA III, CELESTA and ZIVA Light Engines

Command Reference

Lumencor Light Engine

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Command parsing rules

- Each command sent to the Light Engine is a text string.
- A command is a list of tokens (words) separated by whitespace.
- Command contains two or more tokens. Number of tokens is variable.
- The first token for a TX (transmitted) command string is one of the two keywords GET, SET (to query or to set)
- First token for a RX (received) answer string is one of the two keywords A, E (for success or failure)
- Each TX command will cause the Light Engine to respond with a RX string. Depending on the command, typical response times are 1-10ms. If RX string is not received within 50ms, we can assume that the command failed

Communication Protocols

LE Server supports serial communication over RS232, TCP and HTTP (REST interface) over Ethernet. Serial and TCP commands are used in the form presented in this reference. In order to send a command over REST interface additional formatting is required. See [REST Interface](#) for more information.

System Information

Get Version (GET VER)

Returns the Light Engine firmware version.

Command:
GET VER

Answer:
A VER 1.0.6

Get Number Of Channels (GET NUMCH)

Returns the number of channels available in the Light Engine.

Command:

GET NUMCH

Answer:

A NUMCH 4

Get Model (GET MODEL)

Returns model name.

Command:

GET MODEL

Answer:

A MODEL SPECTRAX

Get Serial Number (GET SN)

Returns serial number.

Command:

GET SN

Answer:

A SN 6678

Get Part Number (GET PARTNUM)

Returns part number.

Command:

GET PARTNUM

Answer:

A PARTNUM 90-10496

Get Channel Map (GET CHMAP)

Returns ordered list of color mnemonics, e.g. VIOLET,BLUE,GREEN,RED, separated by spaces. The first channel ID is 0, the next one 1, etc. The list in this example should be interpreted as zero-based mapping of channel numbers to color mnemonics:

0 = VIOLET
1 = BLUE
2 = GREEN
3 = RED

Command:
GET CHMAP

Answer:
A CHMAP VIOLET BLUE GREEN RED

Get Light Engine Status Code (GET STAT)

Returns current status code from the Light Engine. "0" means all OK. Any other number will represent an error ID with a specific meaning:

0 - OK
1 - Fan malfunction
2 - High temperature (over 25 C)
3 - High temperature and fan malfunction
4 - Device safety lock active
5 - Invalid hardware configuration
6 - Standby mode (TECs disabled)
7 - TECs warming up

Command:
GET STAT

Answer:
A STAT 3

Get Light Status Code (GET CHSTAT)

Returns current status code of the individual light, specified by its ID number. Return value of "0" means the normal operation. Any other number will represent an error condition. See [Channel Status Codes](#)

Command:
GET CHSTAT 3

Answer:
A CHSTAT 0

Get Multiple Lights Status Codes (GET MULCHSTAT)

Obtains multiple light channel status codes with a single command. Channel status codes are provided in the order of channel IDs. See [Channel Status Codes](#)

Command:
GET MULCHSTAT

Assuming the following channel order (based on IDs)
VIOLET, BLUE, GREEN, RED

Answer:
A MULCHSTAT 0 0 0 0
if successful or
E MULCHSTAT
if error occurred

Get Light Operating Time (GET OT)

Returns total time in milliseconds that the specified channel was in the ON state. This value accumulates through the entire lifetime of the Light Engine.

Command:
GET OT 2
Returns total operating time for channel 2

Answer:
A OT 1890667

Get Multiple Light Operating Times (GET MULOT)

Obtains multiple light channel operating times (total milliseconds that the channel was in the ON state) with a single command. Operating times are provided in the order of channel IDs.

Command:
GET MULOT

Assuming the following channel order (based on IDs)
VIOLET, BLUE, GREEN, RED

Answer:

A MULOT 1890667 4646464 311585 2213

if successful or

E MULOT

if error occurred

Save Light Operating Time (SET SAVEOT)

Explicitly save operating time for all light channels. Operating times will be persisted on disk.

Command:

SET SAVEOT

Answer:

A SAVEOT

Get System Temperature (GET TEMP)

Returns current temperature in degrees Celsius.

Command:

GET TEMP

Answer:

A TEMP 26.2

Get System Temperature Data (GET TEMPDATA)

Returns current temperature in degrees Celsius, relative humidity (if appropriate sensor available) and dew point in degrees Celsius (if appropriate sensor is available).

Command:

GET TEMPDATA

Answer:

A TEMPDATA 26.2 30.2 12.5

Get Fan Status Code (GET FAN)

Returns the fan status code:

- 0 - Fan off
- 1 - Fan on / Low speed
- 2 - Fan on / High speed
- 3 - Fan malfunction

Command:

GET FAN

Answer:

A FAN 1

Get Power Supply Current Measurement (GET SUPPLYCURRENT)

Read power supply current measurement (in miliampers [mA]).

Command:

GET SUPPLYCURRENT

Answer:

A SUPPLYCURRENT 350.8

Get Power Supply Power Measurement (GET SUPPLYPOWER)

Read power supply power usage measurement (in Watts [W]).

Command:

GET SUPPLYPOWER

Answer:

A SUPPLYPOWER 8.41

Get Error Description (GET ERRORTXT)

Obtains error description for the specified error code.

Command:

GET ERRORTXT 67

Answer:

A ERRORTXT Invalid system configuration

System Control and Configuration

Get IP Address (GET IP)

Returns the current IP address of the Light Engine.

Command:

```
GET IP
```

Answer:

```
A IP 192.168.1.163
```

SET IP Address (SET IP)

Assigns static IP address to Light Engine. The change will take effect only after reboot. If the newly assigned address clashes with another device on the network, or if an invalid address is entered the unit can become unreachable via TCP.

If we provide only a single parameter (IP address), subnet mask and gateway will be cleared and the light engine will use system defaults.

We can optionally provide two additional parameters to this command: subnet mask and gateway.

Single parameter example

Command:

```
SET IP 192.168.1.180
```

To set dynamic IP assignment (via DHCP) use the following variation of the command:

```
SET IP DHCP
```

or

```
SET IP 0.0.0.0
```

Answer:

```
A IP
```

Multiple parameter example

Command:

```
SET IP 10.32.35.130 255.255.255.0 10.32.35.1
      ip      subnet mask      gateway
```

Answer:

A IP

Set User Variable (SET USERVAR)

Set value of the user variable. Value can be any string or number. On startup/powerup user variable is assigned value "0".

Command:

```
SET USERVAR 1
```

Answer:

A USERVAR

Get User Variable (GET USERVAR)

Returns the current value of the user variable. If not assigned by SET command "0" will be returned by default.

Command:

```
GET USERVAR
```

Answer:

A USERVAR 0

Set Logging Level (SET LOGLVL)

Set current logging level. Valid logging levels are integers between 0 and 5. Value is persisted across sessions. Logging level determines how much information will be written into system log:

- 0 - None (system log turned off)
- 1 - Errors, System Notifications
- 2 - Warnings, Errors, System Notifications
- 3 - App Notifications, Warnings, Errors, System Notifications
- 4 - Debug mode (level 3 plus notification for every command)
- 5 - Complete trace (level 4 plus traces for all hardware (I2C, SPI, GPIO, AIN) communication)

Command:
SET LOGLVL 2

Answer:
A LOGLVL

Get Logging Level (GET LOGLVL)

Returns the current logging level.

Command:
GET LOGLVL

Answer:
A LOGLVL 2

Enable/Disable USB 5V Supply (SET USBPOWER)

Enable/disable 5V power supply for the USB interface.

Command:
SET USBPOWER 1

The above example turns on USB 5V supply (with argument value of “1”). To turn it off use “0” argument.

Answer:
A USBPOWER

Check USB 5V Supply State (GET USBPOWER)

Check if the USB 5V power supply is enabled.

Command:
GET USBPOWER

Answer:
A USBPOWER 1

Enable/Disable TTL Inputs (SET TTLENABLE)

Enable/disable TTL inputs (TTL inputs master switch).

Command:

```
SET TTLENABLE 1
```

The above example turns enables TTL inputs (with argument value of “1”). For disabling use “0” argument.

Answer:

```
A TTLENABLE
```

Check TTL Inputs Master Switch State (GET TTLENABLE)

Check if TTL inputs are enabled (TTL inputs master switch).

Command:

```
GET TTLENABLE
```

Answer:

```
A TTLENABLE 1
```

Set TTL Inputs Polarity (SET TTLPOL)

Set TTL inputs polarity (positive or negative).

Command:

```
SET TTLPOL POS
```

The above example sets TTL inputs positive polarity (with argument value of “POS”). For negative polarity use “NEG” argument.

Answer:

```
A TTLPOL
```

Get TTL Inputs Polarity (GET TTLPOL)

Get TTL inputs polarity (positive or negative).

Command:

```
GET TTLPOL
```

Answer:

```
A TTLPOL POS
```

Get TTL Input Connector Pin (GET TTLPIN)

Get TTL input connector pin number (1..15) for a selected light channel. If the channel doesn't support TTL triggering, or the input connector pin is not defined server will respond with -1.

Command:

```
GET TTLPIN 2
```

Answer:

```
A TTLPIN 11
```

Get Multiple TTL Input Connector Pins (GET MULTTLPIN)

Get TTL input connector pin number (1..15) for all light channels. If a channel doesn't support TTL triggering, or the input connector pin is not defined server will respond with -1 (for that channel).

Command:

```
GET MULTTLPIN
```

Answer:

```
A MULTTLPIN 1 3 11 14 12
```

Set USB Port Mode (SET MODEUSB)

Sets communication mode for the USB port. "STD" for Standard and "LEGACY" for Legacy mode.

Command:

```
SET MODEUSB LEGACY
```

Answer:

```
A MODEUSB
```

Set RS232 Port Mode (SET MODECOM)

Sets communication mode for the RS232 port. "STD" for Standard and "LEGACY" for Legacy mode.

Command:

```
SET MODECOM STD
```

Answer:

A MODECOM

Set power reading crosstalk compensation (SET CROSSTALK)

Configure power regulator to compensate for power reading crosstalk.

Command:

SET CROSSTALK 1

Answer:

A CROSSTALK

Get power reading crosstalk compensation (GET CROSSTALK)

Check if the power regulator is configured to compensate for power reading crosstalk.

Command:

GET CROSSTALK

Answer:

A CROSSTALK 1

Reset governor lock (RESET GOVERNOR)

This command returns system to normal operation (after governor has locked the system due to excessive power usage).

Command:

RESET GOVERNOR

Answer:

A GOVERNOR

Reboot (REBOOT)

This command reboots the Light Engine control computer. After issuing this command and receiving answer, the system will be unresponsive during reboot process (about 20 sec).

Command:

REBOOT

Answer:

A REBOOT

Shutdown (SHUTDOWN)

This command shuts down the control computer. After issuing this command and receiving answer, the system will stop responding to commands until next power up.

Command:
SHUTDOWN

Answer:
A SHUTDOWN

Wake up system (WAKEUP)

Wake up system (TECs) from standby, and start TEC warm up. Command will return immediately (won't wait for TECs to warm up). If system is not in standby state when the command is issued, it will return without affecting the engine state (resetting standby timer, changing channel state...).

Command:
WAKEUP

Answer:
A WAKEUP

Light Output Control

Set Light State (ON/OFF) (SET CH)

Turns light ON or OFF for the specified channel.

Command:
SET CH 2 1
The above example sets channel 2 to ON

SET CH 3 0
The above example sets channel 3 to OFF

Answer:
A CH
if successful or
E CH
if error occurred

Get Light State (ON/OFF) (GET CH)

Obtain ON or OFF state for the specified channel.

Command:

GET CH 2

The above example requests state for channel 2

Answer:

A CH 1

or

A CH 0

if successful or

E CH

if error occurred

Get Light TTL State (ON/OFF) (GET CHTTL)

Obtain TTL ON or OFF state for the specified channel.

Command:

GET CHTTL 2

The above example requests state for channel 2

Answer:

A CHTTL 1

or

A CHTTL 0

if successful or

E CH

if error occurred

Get Actual Light State (ON/OFF) (GET CHACT)

Obtain actual ON or OFF state for the specified channel. This command checks both TTL inputs and channel state switches.

Command:

GET CHACT 2

The above example requests state for channel 2

Answer:

A CHACT 1

or

A CHACT 0

if successful or

E CH

if error occurred

Set Multiple Light States (ON/OFF) (SET MULCH)

Turns multiple lights ON or OFF with a single command. Channel ON or OFF settings (1 or 0) are provided in the order of channel IDs.

Command:

SET MULCH 1 0 1 1

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

The example above would result in the following light status

VIOLET ON

BLUE OFF

GREEN ON

RED ON

Answer:

A MULCH

if successful or

E MULCH

if error occurred

Get Multiple Light States (ON/OFF) (GET MULCH)

Obtains multiple light channel states with a single command. Channel ON or OFF states (1 or 0) are provided in the order of channel IDs.

Command:

GET MULCH

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

Answer:

A MULCH 1 1 0 1

if successful or

E MULCH

if error occurred

Get Multiple Light TTL States (ON/OFF) (GET MULCHTTL)

Obtains multiple light channel TTL states with a single command. Channel TTL ON or OFF states (1 or 0) are provided in the order of channel IDs.

Command:

GET MULCHTTL

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

Answer:

A MULCHTTL 1 1 0 1

if successful or

E MULCHTTL

if error occurred

Get Multiple Light Actual States (ON/OFF) (GET MULCHACT)

Obtains multiple light channel actual states with a single command. This command checks both TTL inputs and channel state switches. Channel ON or OFF states (1 or 0) are provided in the order of channel IDs.

Command:

GET MULCHACT

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

Answer:

A MULCHACT 1 1 0 1

if successful or

E MULCHACT

if error occurred

Get Maximum Intensity Level (GET MAXINT)

Obtain maximum valid intensity that can be applied to a light channel.

Command:

```
GET MAXINT
```

Answer:

```
A MAXINT 1000
```

Set Light Intensity (SET CHINT)

Sets intensity for a given channel. Allowed values range from 0 to maximum intensity. Maximum intensity can be obtained with the command GET MAXINT, and is typically 1000. This command is independent from ON/OFF commands. We can set intensity regardless of whether the specific light is turned ON or OFF, and this setting will not affect the light state.

For example if GREEN light is OFF and we set its intensity to 50, it will not turn ON. The next time ON command is sent the green light will turn ON with 50 intensity. However, if the light is already ON, CHINT command will instantaneously change its intensity.

If we set light intensity to “0”, this will effectively disable the channel, i.e. the light will be always OFF, regardless of whether it was set to ON or OFF.

Command:

```
SET CHINT 2 120
```

The above example sets channel 2 intensity to 12%

```
SET CHINT 3 800
```

The above example sets channel 3 intensity to 80%

Answer:

```
A CHINT
```

if successful or

```
E CHINT
```

if error occurred

Get Light Intensity (GET CHINT)

Obtains current intensity setting for a given channel. Maximum value for intensities can be obtained with the command “GET MAXINT”.

Command:

```
GET CHINT 2
```

The above example requests channel 2 intensity

Answer:

```
A CHINT 370
```

(for light intensity at 37%)

if successful or

```
E CHINT
```

if error occurred

Set Multiple Light Intensities (SET MULCHINT)

Sets multiple light channel intensities with a single command. Channel intensities (0 to 1000) are provided in the order of channel IDs. If power control is engaged some of the intensity values might be ignored.

Command:

```
SET MULCHINT 100 900 400 850
```

Assuming the following channel order (based on IDs):

VIOLET, BLUE, GREEN, RED

The example above would result in the following light intensities expressed in percents:

VIOLET = 10%

BLUE = 90%

GREEN = 40%

RED = 85%

Answer:

```
A MULCHINT
```

if successful or

```
E MULCHINT
```

if error occurred

Get Multiple Light Intensities (GET MULCHINT)

Obtains multiple light channel current intensities with a single command. Channel intensities (0 to 1000) are provided in the order of channel IDs.

Command:

```
SET MULCHINT
```

Assuming the following channel order (based on IDs)
VIOLET, BLUE, GREEN, RED

Answer:

A MULCHINT 100 310 500 900
if successful or

E MULCHINT
if error occurred

Set Multiple Light States (ON/OFF) & Intensities (SET MULCHPROP)

Turns multiple lights ON or OFF, and sets multiple light channel intensities with a single command. Channel ON or OFF settings (1 or 0), as well as channel intensities (0 to 1000) are provided in the order of channel IDs. Channel state values precede (ON/OFF settings for all channels) light intensity values.

Command:

SET MULCHPROP 1 0 1 1 250 0 124 55

Assuming the following channel order (based on IDs)
VIOLET, BLUE, GREEN, RED

The example above would result in the following light status & intensity

VIOLET ON / INTENSITY 25%

BLUE OFF / INTENSITY 0%

GREEN ON / INTENSITY 12.4%

RED ON / INTENSITY 5.5%

Answer:

A MULCHPROP
if successful or
E MULCHPROP
if error occurred

Get Light Power Level (GET CHPWR)

Obtains estimated power level for a given channel. If the crosstalk compensation is active power level is adjusted to eliminate crosstalk.

Command:

GET CHPWR 2

The above example requests channel 2 power

Answer:

A CHPWR 337

(returns power level of 337)

if successful or

E CHPWR

if error occurred

Get Multiple Light Power Levels (GET MULCHPWR)

Obtains multiple light channel estimated power levels with a single command. Power levels are provided in the order of channel IDs.

Command:

GET MULCHPWR

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

Answer:

A MULCHPWR 0 310 0 0

if successful or

E MULCHPWR

if error occurred

Get Light Estimated Power Output (GET CHPWRWATTS)

Obtains estimated power output for a given channel (in mW). Power estimation is based on the power output calibration factor, power sensor reading, power sensor exposure, power sensor gain and crosstalk level. Estimation model assumes linear dependency.

Command:

GET CHPWRWATTS 2

The above example requests channel 2 power output

Answer:

A CHPWRWATTS 158.5

if successful or

E CHPWRWATTS

if error occurred

Get Multiple Light Estimated Power Outputs (GET MULCHPWRWATTS)

Obtains multiple light channel estimated power output (in mW) with a single command. Power estimation is based on the power output calibration factor, power sensor reading, power sensor exposure, power sensor gain and crosstalk level. Estimation model assumes linear dependency. Power outputs are provided in the order of channel IDs.

Command:

```
GET MULCHPWRWATTS
```

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

Answer:

```
A MULCHPWRWATTS 0 158.5 256.8 0
```

if successful or

```
E MULCHPWRWATTS
```

if error occurred

Set Light Power Regulation Lock State (SET PWRLOCK)

Activate/deactivate power regulation for a specified light channel. Power regulator adjusts light intensity in order to keep power level at the referent value.

Command:

```
SET PWRLOCK 3 1
```

The above example turns on power regulation for channel 3, with the second argument value of "1". To turn it off use "0" as the second argument.

Answer:

```
A PWRLOCK
```

Get Light Power Regulation Lock State (GET PWRLOCK)

Returns the power regulator state (active = 1 / inactive = 0) for a selected light channel.

Command:

```
GET PWRLOCK 3
```

The above example requests power regulation lock state for channel 3

Answer:

```
A PWRLOCK 1
```


Set Multiple Light Power Regulation Lock States (SET MULPWRLOCK)

Activate/deactivate power regulation for all channels (per channel control) in a single command. Power regulator adjusts light intensity in order to keep power level at the referent value.

Command:

```
SET MULPWRLOCK 1 0 1 1
```

Assuming the following channel order (based on IDs)

VIOLET, BLUE, GREEN, RED

The example above would result in the following power regulation lock states

VIOLET ON

BLUE OFF

GREEN ON

RED ON

Answer:

```
A MULPWRLOCK
```

Get Multiple Light Power Regulation Lock States (GET MULPWRLOCK)

Returns the power regulator state (active = 1 / inactive = 0) for all light channels in a single command.

Command:

```
GET MULPWRLOCK
```

Answer:

```
A MULPWRLOCK 1 0 1 1
```

Set Light Power Reference (SET PWRREF)

Set power reference value (in mW) for the selected light channel. Power reference is independent of the regulation state for the specified channel. We can set power reference regardless of whether the specific light is regulated or not. Power reference value must be a positive number within the power range of the specified channel. If we pass zero or negative value as the power reference, power regulator will ignore the specified light channel.

Example command for setting power reference for channel 2:

Command:

```
SET PWRREF 2 800
```

Answer:

A PWRREF

Get Light Power Reference (GET PWRREF)

Returns the light channel power reference (in mW). Value -1 is returned if the power reference hasn't been defined for a specified light channel.

Command:

```
GET PWRREF 2
```

The above example requests power reference for channel 2

Answer:

A PWRREF 800.0

Set Multiple Light Power References (SET MULPWRREF)

Set power reference values (in mW) for all light channels in a single command. Power reference is independent of the channel regulation state. We can set power reference regardless of whether the specific light is regulated or not. For each light channel power reference value must be a positive number within the power range for the specific channel. If we pass zero or negative value as the power reference, power regulator will ignore the specific light channel.

Example command for setting reference for a three channel system (Green, Red, Blue). It is important to observe correct ordering of channels. If in doubt, use GET CHMAP command to obtain correct channel order.

Command:

```
SET MULPWRREF 800 -1 750
```

Answer:

A MULPWRREF

Get Multiple Light Power References (GET MULPWRREF)

Returns power reference values (in mW) for all light channels in a single command. Value -1 is returned if the power reference hasn't been defined for a specific light channel.

Command:

```
GET MULPWRREF
```

Answer:

A MULPWRREF 800.0 -1 750.0

Get Average Power During Power Regulation (GET PWRAVG)

Returns the average power (in mW) for each channel during power regulation. If the channel is not regulated return value will be -1.

Command:
GET PWRAVG

Answer:
A PWRAVG 125.0 -1 64.5

Get Standard Deviation During Power Regulation (GET PWRDEV)

Returns the standard deviation for each channel during power regulation. If the channel is not regulated return value will be -1.

Command:
GET PWRDEV

Answer:
A PWRDEV 1.2 -1 3.1

Get Maximum Error Value During Power Regulation (GET PWRMAXERR)

Returns the maximum absolute error value (in mW) for each channel during power regulation. If the channel is not regulated return value will be -1.

Command:
GET PWRMAXERR

Answer:
A PWRMAXERR 3.2 -1 0.4

Error codes

CODE	DESCRIPTION
0	OK (no error)

41	Invalid I ² C bus
42	Invalid I ² C slave (device) address
43	I ² C bus write error
44	I ² C bus read error
45	SPI bus write error
46	SPI bus read error
47	GPIO set state error
48	GPIO get state error
49	Analog input sampling error
51	Invalid light channel index
52	Invalid command format (syntax)
53	Unknown command
55	Invalid command argument (invalid argument value or type)
56	Hardware component unavailable / Hardware configuration error
57 / 57x	Channel locked, because one of the following occurred: <ul style="list-style-type: none"> ● Fan malfunction (572) ● Max temperature was exceeded (571) ● Interlock activated (573) ● Power supply current limit exceeded (574)
58	System is busy (long running operation)
59	Set intensity command failed because one of the channels is under PID control
60	Interlock active
61	Feature unavailable
62	Governor lock acquired (permanent)
63	Governor prediction lock acquired
64	TEC lock active
65	TEC temperature out of range (temperature control error)

66	Permanent storage error (eMMC)
67	Invalid system configuration
68	Invalid app configuration
69	Invalid serial interface configuration (both ports in legacy mode)
70	Unauthorized access
71	Power level exceeds the power limit (power reference clipped)
72	Power regulation unavailable for multiple channels on the same power sensor
73	Light engine no longer supports the specified command
74	TEC warming up

Channel status codes

CODE	DESCRIPTION
0	Channel OK
51	Invalid channel index
56	Invalid hardware configuration
57	Channel locked, because one of the following occurred: <ul style="list-style-type: none"> ● Fan malfunction ● Max temperature was exceeded ● Interlock activated ● Power supply current limit exceeded
58	Channel busy (long running operation)
60	Interlock active
64	TEC lock active
65	TEC temperature out of range (temperature control error)

REST Interface

Light Engine REST interface follows the following format:

```
http://[SERVERIP]/service/?command=[COMMANDEXT]
```

SERVERIP - ip address

COMMANDEXT - command text, as defined in above in command reference

Engine responds with [JSON](#) encoded string containing two fields "status" and "message". Status will be always empty (its value is reserved for future use and should be ignored), and the message will contain the answer as defined in the command reference above.

Here are a couple of examples that we can simply type in your browser URL field to test how Light Engine responds to commands. The same can be done from any program capable of addressing URL interface.

Example: GET IP

Trivial example of confirming the IP address `http://192.168.3.9/service/?command=GET IP`

```
http://192.168.3.9/service/?command=GET IP
```

response:

```
{ "status": "", "message": "A IP 192.168.3.9" }
```

Example: GET CHMAP

Obtain channel names as shown and ordered in the GUI

```
http://192.168.3.9/service/?command=GET CHMAP
```

response:

```
{ "status": "", "message": "A CHMAP 6-CYAN 5-TEAL 1-YELLOW 4-RED 3-GREEN  
7-BLUE 8-VIOLET 2-NIR" }
```

When we type commands as shown above in the browser URL field, browser will automatically replace each space by "%20" sequence. That is required for standard "UTF-8" URL encoding. Web browser does that automatically for us, but inside the program we might have to do UTF-8 encoding explicitly, depending on the programming environment.