RS232 AV Interface to DALI

Command List

Contents

1. Literal Message List 1
1.1. Broadcast address 1
1.2. Group addresses 2
Group 1 address 2
Group 2 address 3
Group 3 address 4
Group 4 address 5
Group 5 address 6
Group 6 address 7
Group 7 address 8
Group 8 address 9
Group 9 address 10
Group 10 address 11
Group 11 address 12
Group 12 address 13
Group 13 address 14
Group 14 address 15
Group 15 address 16
Group 16 address 17
1.3. Short adresses 18
Short address 1 18
Short address 2 19
Short address 3 20
Short address 4 21
Short address 5 22
Short address 6 23
Short address 7 24
Short address 8 25
Short address 9 26
Short address 10 27
Short address 11 28
Short address 12 29
Short address 13 30
Short address 14 31
Short address 15 32
Short address 16 33
Short address 17 34
Short address 18 35
Short address 19 36
Short address 20 37
Short address 21 38
Short address 22 39
Short address 23 40
Short address 24 41
Short address 25 42

Short address 26 43
Short address 27 44
Short address 28 45
Short address 29 46
Short address 30 47
Short address 31 48
Short address 32 49
Short address 33 50
Short address 34 51
Short address 35 52
Short address 36 53
Short address 37 54
Short address 38 55
Short address 39 56
Short address 40 57
Short address 41 58
Short address 42 59
Short address 43 60
Short address 44 61
Short address 45 62
Short address 46 63
Short address 47 64
Short address 48 65
Short address 49 66
Short address 50 67
Short address 51 68
Short address 52 69
Short address 53 70
Short address 54 71
Short address 55 72
Short address 56 73
Short address 57 74
Short address 58 75
Short address 59 76
Short address 60 77
Short address 61 78
Short address 62 79
Short address 63 80

1. Literal Message List

1.1. Broadcast address

Command	Transmit	Return
Go to level 'dd'	**03, 51, FE, dd** where **dd** = DALI level of 00 through FE	**03, 64, FE, dd**
OFF	**03, 51, FF, 00**	**03, 64, FF, 00**
UP	**03, 51, FF, 01**	**03, 64, FF, 01**
DOWN	**03, 51, FF, 02**	**03, 64, FF, 02**
STEP UP	**03, 51, FF, 03**	**03, 64, FF, 03**
STEP DOWN	**03, 51, FF, 04**	**03, 64, FF, 04**
Recall MAX level	**03, 51, FF, 05**	**03, 64, FF, 05**
Recall MIN level	**03, 51, FF, 06**	**03, 64, FF, 06**
STEP DOWN and OFF	**03, 51, FF, 07**	**03, 64, FF, 07**
ON and STEP UP	**03, 51, FF, 08**	**03, 64, FF, 08**
Go to Scene 1	**03, 51, FF, 10**	**03, 64, FF, 10**
Go to Scene 2	**03, 51, FF, 11**	**03, 64, FF, 11**
Go to Scene 3	**03, 51, FF, 12**	**03, 64, FF, 12**
Go to Scene 4	**03, 51, FF, 13**	**03, 64, FF, 13**
Go to Scene 5	**03, 51, FF, 14**	**03, 64, FF, 14**
Go to Scene 6	**03, 51, FF, 15**	**03, 64, FF, 15**
Go to Scene 7	**03, 51, FF, 16**	**03, 64, FF, 16**
Go to Scene 8	**03, 51, FF, 17**	**03, 64, FF, 17**
Go to Scene 9	**03, 51, FF, 18**	**03, 64, FF, 18**
Go to Scene 10	**03, 51, FF, 19**	**03, 64, FF, 19**
Go to Scene 11	**03, 51, FF, 1A**	**03, 64, FF, 1A**
Go to Scene 12	**03, 51, FF, 1B**	**03, 64, FF, 1B**
Go to Scene 13	**03, 51, FF, 1C**	**03, 64, FF, 1C**
Go to Scene 14	**03, 51, FF, 1D**	**03, 64, FF, 1D**
Go to Scene 15	**03, 51, FF, 1E**	**03, 64, FF, 1E**
Go to Scene 16	**03, 51, FF, 1F**	**03, 64, FF, 1F**

1.2. Group addresses

Group 1 address

Command	Transmit	Return
Go to level 'dd'	**03, 51, 80, dd** where **dd** = DALI level of 00 through FE	**03, 64, 80, dd**
OFF	**03, 51, 81, 00**	**03, 64, 81, 00**
UP	**03, 51, 81, 01**	**03, 64, 81, 01**
DOWN	**03, 51, 81, 02**	**03, 64, 81, 02**
STEP UP	**03, 51, 81, 03**	**03, 64, 81, 03**
STEP DOWN	**03, 51, 81, 04**	**03, 64, 81, 04**
Recall MAX level	**03, 51, 81, 05**	**03, 64, 81, 05**
Recall MIN level	**03, 51, 81, 06**	**03, 64, 81, 06**
STEP DOWN and OFF	**03, 51, 81, 07**	**03, 64, 81, 07**
ON and STEP UP	**03, 51, 81, 08**	**03, 64, 81, 08**
Go to Scene 1	**03, 51, 81, 10**	**03, 64, 81, 10**
Go to Scene 2	**03, 51, 81, 11**	**03, 64, 81, 11**
Go to Scene 3	**03, 51, 81, 12**	**03, 64, 81, 12**
Go to Scene 4	**03, 51, 81, 13**	**03, 64, 81, 13**
Go to Scene 5	**03, 51, 81, 14**	**03, 64, 81, 14**
Go to Scene 6	**03, 51, 81, 15**	**03, 64, 81, 15**
Go to Scene 7	**03, 51, 81, 16**	**03, 64, 81, 16**
Go to Scene 8	**03, 51, 81, 17**	**03, 64, 81, 17**
Go to Scene 9	**03, 51, 81, 18**	**03, 64, 81, 18**
Go to Scene 10	**03, 51, 81, 19**	**03, 64, 81, 19**
Go to Scene 11	**03, 51, 81, 1A**	**03, 64, 81, 1A**
Go to Scene 12	**03, 51, 81, 1B**	**03, 64, 81, 1B**
Go to Scene 13	**03, 51, 81, 1C**	**03, 64, 81, 1C**
Go to Scene 14	**03, 51, 81, 1D**	**03, 64, 81, 1D**
Go to Scene 15	**03, 51, 81, 1E**	**03, 64, 81, 1E**
Go to Scene 16	**03, 51, 81, 1F**	**03, 64, 81, 1F**

Group 2 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 82, dd** where **dd** = DALI level of 00 through FE	**03, 64, 82, dd**
OFF	**03, 51, 83, 00**	**03, 64, 83, 00**
UP	**03, 51, 83, 01**	**03, 64, 83, 01**
DOWN	**03, 51, 83, 02**	**03, 64, 83, 02**
STEP UP	**03, 51, 83, 03**	**03, 64, 83, 03**
STEP DOWN	**03, 51, 83, 04**	**03, 64, 83, 04**
Recall MAX level	**03, 51, 83, 05**	**03, 64, 83, 05**
Recall MIN level	**03, 51, 83, 06**	**03, 64, 83, 06**
STEP DOWN and OFF	**03, 51, 83, 07**	**03, 64, 83, 07**
ON and STEP UP	**03, 51, 83, 08**	**03, 64, 83, 08**
Go to Scene 1	**03, 51, 83, 10**	**03, 64, 83, 10**
Go to Scene 2	**03, 51, 83, 11**	**03, 64, 83, 11**
Go to Scene 3	**03, 51, 83, 12**	**03, 64, 83, 12**
Go to Scene 4	**03, 51, 83, 13**	**03, 64, 83, 13**
Go to Scene 5	**03, 51, 83, 14**	**03, 64, 83, 14**
Go to Scene 6	**03, 51, 83, 15**	**03, 64, 83, 15**
Go to Scene 7	**03, 51, 83, 16**	**03, 64, 83, 16**
Go to Scene 8	**03, 51, 83, 17**	**03, 64, 83, 17**
Go to Scene 9	**03, 51, 83, 18**	**03, 64, 83, 18**
Go to Scene 10	**03, 51, 83, 19**	**03, 64, 83, 19**
Go to Scene 11	**03, 51, 83, 1A**	**03, 64, 83, 1A**
Go to Scene 12	**03, 51, 83, 1B**	**03, 64, 83, 1B**
Go to Scene 13	**03, 51, 83, 1C**	**03, 64, 83, 1C**
Go to Scene 14	**03, 51, 83, 1D**	**03, 64, 83, 1D**
Go to Scene 15	**03, 51, 83, 1E**	**03, 64, 83, 1E**
Go to Scene 16	**03, 51, 83, 1F**	**03, 64, 83, 1F**

Group 3 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 84, dd** where **dd** = DALI level of 00 through FE	**03, 64, 84, dd**
OFF	**03, 51, 85, 00**	**03, 64, 85, 00**
UP	**03, 51, 85, 01**	**03, 64, 85, 01**
DOWN	**03, 51, 85, 02**	**03, 64, 85, 02**
STEP UP	**03, 51, 85, 03**	**03, 64, 85, 03**
STEP DOWN	**03, 51, 85, 04**	**03, 64, 85, 04**
Recall MAX level	**03, 51, 85, 05**	**03, 64, 85, 05**
Recall MIN level	**03, 51, 85, 06**	**03, 64, 85, 06**
STEP DOWN and OFF	**03, 51, 85, 07**	**03, 64, 85, 07**
ON and STEP UP	**03, 51, 85, 08**	**03, 64, 85, 08**
Go to Scene 1	**03, 51, 85, 10**	**03, 64, 85, 10**
Go to Scene 2	**03, 51, 85, 11**	**03, 64, 85, 11**
Go to Scene 3	**03, 51, 85, 12**	**03, 64, 85, 12**
Go to Scene 4	**03, 51, 85, 13**	**03, 64, 85, 13**
Go to Scene 5	**03, 51, 85, 14**	**03, 64, 85, 14**
Go to Scene 6	**03, 51, 85, 15**	**03, 64, 85, 15**
Go to Scene 7	**03, 51, 85, 16**	**03, 64, 85, 16**
Go to Scene 8	**03, 51, 85, 17**	**03, 64, 85, 17**
Go to Scene 9	**03, 51, 85, 18**	**03, 64, 85, 18**
Go to Scene 10	**03, 51, 85, 19**	**03, 64, 85, 19**
Go to Scene 11	**03, 51, 85, 1A**	**03, 64, 85, 1A**
Go to Scene 12	**03, 51, 85, 1B**	**03, 64, 85, 1B**
Go to Scene 13	**03, 51, 85, 1C**	**03, 64, 85, 1C**
Go to Scene 14	**03, 51, 85, 1D**	**03, 64, 85, 1D**
Go to Scene 15	**03, 51, 85, 1E**	**03, 64, 85, 1E**
Go to Scene 16	**03, 51, 85, 1F**	**03, 64, 85, 1F**

Group 4 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 86, dd** where **dd** = DALI level of 00 through FE	**03, 64, 86, dd**
OFF	**03, 51, 87, 00**	**03, 64, 87, 00**
UP	**03, 51, 87, 01**	**03, 64, 87, 01**
DOWN	**03, 51, 87, 02**	**03, 64, 87, 02**
STEP UP	**03, 51, 87, 03**	**03, 64, 87, 03**
STEP DOWN	**03, 51, 87, 04**	**03, 64, 87, 04**
Recall MAX level	**03, 51, 87, 05**	**03, 64, 87, 05**
Recall MIN level	**03, 51, 87, 06**	**03, 64, 87, 06**
STEP DOWN and OFF	**03, 51, 87, 07**	**03, 64, 87, 07**
ON and STEP UP	**03, 51, 87, 08**	**03, 64, 87, 08**
Go to Scene 1	**03, 51, 87, 10**	**03, 64, 87, 10**
Go to Scene 2	**03, 51, 87, 11**	**03, 64, 87, 11**
Go to Scene 3	**03, 51, 87, 12**	**03, 64, 87, 12**
Go to Scene 4	**03, 51, 87, 13**	**03, 64, 87, 13**
Go to Scene 5	**03, 51, 87, 14**	**03, 64, 87, 14**
Go to Scene 6	**03, 51, 87, 15**	**03, 64, 87, 15**
Go to Scene 7	**03, 51, 87, 16**	**03, 64, 87, 16**
Go to Scene 8	**03, 51, 87, 17**	**03, 64, 87, 17**
Go to Scene 9	**03, 51, 87, 18**	**03, 64, 87, 18**
Go to Scene 10	**03, 51, 87, 19**	**03, 64, 87, 19**
Go to Scene 11	**03, 51, 87, 1A**	**03, 64, 87, 1A**
Go to Scene 12	**03, 51, 87, 1B**	**03, 64, 87, 1B**
Go to Scene 13	**03, 51, 87, 1C**	**03, 64, 87, 1C**
Go to Scene 14	**03, 51, 87, 1D**	**03, 64, 87, 1D**
Go to Scene 15	**03, 51, 87, 1E**	**03, 64, 87, 1E**
Go to Scene 16	**03, 51, 87, 1F**	**03, 64, 87, 1F**

Group 5 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 88, dd** where **dd** = DALI level of 00 through FE	**03, 64, 88, dd**
OFF	**03, 51, 89, 00**	**03, 64, 89, 00**
UP	**03, 51, 89, 01**	**03, 64, 89, 01**
DOWN	**03, 51, 89, 02**	**03, 64, 89, 02**
STEP UP	**03, 51, 89, 03**	**03, 64, 89, 03**
STEP DOWN	**03, 51, 89, 04**	**03, 64, 89, 04**
Recall MAX level	**03, 51, 89, 05**	**03, 64, 89, 05**
Recall MIN level	**03, 51, 89, 06**	**03, 64, 89, 06**
STEP DOWN and OFF	**03, 51, 89, 07**	**03, 64, 89, 07**
ON and STEP UP	**03, 51, 89, 08**	**03, 64, 89, 08**
Go to Scene 1	**03, 51, 89, 10**	**03, 64, 89, 10**
Go to Scene 2	**03, 51, 89, 11**	**03, 64, 89, 11**
Go to Scene 3	**03, 51, 89, 12**	**03, 64, 89, 12**
Go to Scene 4	**03, 51, 89, 13**	**03, 64, 89, 13**
Go to Scene 5	**03, 51, 89, 14**	**03, 64, 89, 14**
Go to Scene 6	**03, 51, 89, 15**	**03, 64, 89, 15**
Go to Scene 7	**03, 51, 89, 16**	**03, 64, 89, 16**
Go to Scene 8	**03, 51, 89, 17**	**03, 64, 89, 17**
Go to Scene 9	**03, 51, 89, 18**	**03, 64, 89, 18**
Go to Scene 10	**03, 51, 89, 19**	**03, 64, 89, 19**
Go to Scene 11	**03, 51, 89, 1A**	**03, 64, 89, 1A**
Go to Scene 12	**03, 51, 89, 1B**	**03, 64, 89, 1B**
Go to Scene 13	**03, 51, 89, 1C**	**03, 64, 89, 1C**
Go to Scene 14	**03, 51, 89, 1D**	**03, 64, 89, 1D**
Go to Scene 15	**03, 51, 89, 1E**	**03, 64, 89, 1E**
Go to Scene 16	**03, 51, 89, 1F**	**03, 64, 89, 1F**

Group 6 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 8A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 8A, dd**
OFF	**03, 51, 8B, 00**	**03, 64, 8B, 00**
UP	**03, 51, 8B, 01**	**03, 64, 8B, 01**
DOWN	**03, 51, 8B, 02**	**03, 64, 8B, 02**
STEP UP	**03, 51, 8B, 03**	**03, 64, 8B, 03**
STEP DOWN	**03, 51, 8B, 04**	**03, 64, 8B, 04**
Recall MAX level	**03, 51, 8B, 05**	**03, 64, 8B, 05**
Recall MIN level	**03, 51, 8B, 06**	**03, 64, 8B, 06**
STEP DOWN and OFF	**03, 51, 8B, 07**	**03, 64, 8B, 07**
ON and STEP UP	**03, 51, 8B, 08**	**03, 64, 8B, 08**
Go to Scene 1	**03, 51, 8B, 10**	**03, 64, 8B, 10**
Go to Scene 2	**03, 51, 8B, 11**	**03, 64, 8B, 11**
Go to Scene 3	**03, 51, 8B, 12**	**03, 64, 8B, 12**
Go to Scene 4	**03, 51, 8B, 13**	**03, 64, 8B, 13**
Go to Scene 5	**03, 51, 8B, 14**	**03, 64, 8B, 14**
Go to Scene 6	**03, 51, 8B, 15**	**03, 64, 8B, 15**
Go to Scene 7	**03, 51, 8B, 16**	**03, 64, 8B, 16**
Go to Scene 8	**03, 51, 8B, 17**	**03, 64, 8B, 17**
Go to Scene 9	**03, 51, 8B, 18**	**03, 64, 8B, 18**
Go to Scene 10	**03, 51, 8B, 19**	**03, 64, 8B, 19**
Go to Scene 11	**03, 51, 8B, 1A**	**03, 64, 8B, 1A**
Go to Scene 12	**03, 51, 8B, 1B**	**03, 64, 8B, 1B**
Go to Scene 13	**03, 51, 8B, 1C**	**03, 64, 8B, 1C**
Go to Scene 14	**03, 51, 8B, 1D**	**03, 64, 8B, 1D**
Go to Scene 15	**03, 51, 8B, 1E**	**03, 64, 8B, 1E**
Go to Scene 16	**03, 51, 8B, 1F**	**03, 64, 8B, 1F**

Group 7 address

Command	Transmit	Return
Go to level 'dd'	**03, 51, 8C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 8C, dd**
OFF	**03, 51, 8D, 00**	**03, 64, 8D, 00**
UP	**03, 51, 8D, 01**	**03, 64, 8D, 01**
DOWN	**03, 51, 8D, 02**	**03, 64, 8D, 02**
STEP UP	**03, 51, 8D, 03**	**03, 64, 8D, 03**
STEP DOWN	**03, 51, 8D, 04**	**03, 64, 8D, 04**
Recall MAX level	**03, 51, 8D, 05**	**03, 64, 8D, 05**
Recall MIN level	**03, 51, 8D, 06**	**03, 64, 8D, 06**
STEP DOWN and OFF	**03, 51, 8D, 07**	**03, 64, 8D, 07**
ON and STEP UP	**03, 51, 8D, 08**	**03, 64, 8D, 08**
Go to Scene 1	**03, 51, 8D, 10**	**03, 64, 8D, 10**
Go to Scene 2	**03, 51, 8D, 11**	**03, 64, 8D, 11**
Go to Scene 3	**03, 51, 8D, 12**	**03, 64, 8D, 12**
Go to Scene 4	**03, 51, 8D, 13**	**03, 64, 8D, 13**
Go to Scene 5	**03, 51, 8D, 14**	**03, 64, 8D, 14**
Go to Scene 6	**03, 51, 8D, 15**	**03, 64, 8D, 15**
Go to Scene 7	**03, 51, 8D, 16**	**03, 64, 8D, 16**
Go to Scene 8	**03, 51, 8D, 17**	**03, 64, 8D, 17**
Go to Scene 9	**03, 51, 8D, 18**	**03, 64, 8D, 18**
Go to Scene 10	**03, 51, 8D, 19**	**03, 64, 8D, 19**
Go to Scene 11	**03, 51, 8D, 1A**	**03, 64, 8D, 1A**
Go to Scene 12	**03, 51, 8D, 1B**	**03, 64, 8D, 1B**
Go to Scene 13	**03, 51, 8D, 1C**	**03, 64, 8D, 1C**
Go to Scene 14	**03, 51, 8D, 1D**	**03, 64, 8D, 1D**
Go to Scene 15	**03, 51, 8D, 1E**	**03, 64, 8D, 1E**
Go to Scene 16	**03, 51, 8D, 1F**	**03, 64, 8D, 1F**

Group 8 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 8E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 8E, dd**
OFF	**03, 51, 8F, 00**	**03, 64, 8F, 00**
UP	**03, 51, 8F, 01**	**03, 64, 8F, 01**
DOWN	**03, 51, 8F, 02**	**03, 64, 8F, 02**
STEP UP	**03, 51, 8F, 03**	**03, 64, 8F, 03**
STEP DOWN	**03, 51, 8F, 04**	**03, 64, 8F, 04**
Recall MAX level	**03, 51, 8F, 05**	**03, 64, 8F, 05**
Recall MIN level	**03, 51, 8F, 06**	**03, 64, 8F, 06**
STEP DOWN and OFF	**03, 51, 8F, 07**	**03, 64, 8F, 07**
ON and STEP UP	**03, 51, 8F, 08**	**03, 64, 8F, 08**
Go to Scene 1	**03, 51, 8F, 10**	**03, 64, 8F, 10**
Go to Scene 2	**03, 51, 8F, 11**	**03, 64, 8F, 11**
Go to Scene 3	**03, 51, 8F, 12**	**03, 64, 8F, 12**
Go to Scene 4	**03, 51, 8F, 13**	**03, 64, 8F, 13**
Go to Scene 5	**03, 51, 8F, 14**	**03, 64, 8F, 14**
Go to Scene 6	**03, 51, 8F, 15**	**03, 64, 8F, 15**
Go to Scene 7	**03, 51, 8F, 16**	**03, 64, 8F, 16**
Go to Scene 8	**03, 51, 8F, 17**	**03, 64, 8F, 17**
Go to Scene 9	**03, 51, 8F, 18**	**03, 64, 8F, 18**
Go to Scene 10	**03, 51, 8F, 19**	**03, 64, 8F, 19**
Go to Scene 11	**03, 51, 8F, 1A**	**03, 64, 8F, 1A**
Go to Scene 12	**03, 51, 8F, 1B**	**03, 64, 8F, 1B**
Go to Scene 13	**03, 51, 8F, 1C**	**03, 64, 8F, 1C**
Go to Scene 14	**03, 51, 8F, 1D**	**03, 64, 8F, 1D**
Go to Scene 15	**03, 51, 8F, 1E**	**03, 64, 8F, 1E**
Go to Scene 16	**03, 51, 8F, 1F**	**03, 64, 8F, 1F**

Group 9 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 90, dd** where **dd** = DALI level of 00 through FE	**03, 64, 90, dd**
OFF	**03, 51, 91, 00**	**03, 64, 91, 00**
UP	**03, 51, 91, 01**	**03, 64, 91, 01**
DOWN	**03, 51, 91, 02**	**03, 64, 91, 02**
STEP UP	**03, 51, 91, 03**	**03, 64, 91, 03**
STEP DOWN	**03, 51, 91, 04**	**03, 64, 91, 04**
Recall MAX level	**03, 51, 91, 05**	**03, 64, 91, 05**
Recall MIN level	**03, 51, 91, 06**	**03, 64, 91, 06**
STEP DOWN and OFF	**03, 51, 91, 07**	**03, 64, 91, 07**
ON and STEP UP	**03, 51, 91, 08**	**03, 64, 91, 08**
Go to Scene 1	**03, 51, 91, 10**	**03, 64, 91, 10**
Go to Scene 2	**03, 51, 91, 11**	**03, 64, 91, 11**
Go to Scene 3	**03, 51, 91, 12**	**03, 64, 91, 12**
Go to Scene 4	**03, 51, 91, 13**	**03, 64, 91, 13**
Go to Scene 5	**03, 51, 91, 14**	**03, 64, 91, 14**
Go to Scene 6	**03, 51, 91, 15**	**03, 64, 91, 15**
Go to Scene 7	**03, 51, 91, 16**	**03, 64, 91, 16**
Go to Scene 8	**03, 51, 91, 17**	**03, 64, 91, 17**
Go to Scene 9	**03, 51, 91, 18**	**03, 64, 91, 18**
Go to Scene 10	**03, 51, 91, 19**	**03, 64, 91, 19**
Go to Scene 11	**03, 51, 91, 1A**	**03, 64, 91, 1A**
Go to Scene 12	**03, 51, 91, 1B**	**03, 64, 91, 1B**
Go to Scene 13	**03, 51, 91, 1C**	**03, 64, 91, 1C**
Go to Scene 14	**03, 51, 91, 1D**	**03, 64, 91, 1D**
Go to Scene 15	**03, 51, 91, 1E**	**03, 64, 91, 1E**
Go to Scene 16	**03, 51, 91, 1F**	**03, 64, 91, 1F**

Group 10 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 92, dd** where **dd** = DALI level of 00 through FE	**03, 64, 92, dd**
OFF	**03, 51, 93, 00**	**03, 64, 93, 00**
UP	**03, 51, 93, 01**	**03, 64, 93, 01**
DOWN	**03, 51, 93, 02**	**03, 64, 93, 02**
STEP UP	**03, 51, 93, 03**	**03, 64, 93, 03**
STEP DOWN	**03, 51, 93, 04**	**03, 64, 93, 04**
Recall MAX level	**03, 51, 93, 05**	**03, 64, 93, 05**
Recall MIN level	**03, 51, 93, 06**	**03, 64, 93, 06**
STEP DOWN and OFF	**03, 51, 93, 07**	**03, 64, 93, 07**
ON and STEP UP	**03, 51, 93, 08**	**03, 64, 93, 08**
Go to Scene 1	**03, 51, 93, 10**	**03, 64, 93, 10**
Go to Scene 2	**03, 51, 93, 11**	**03, 64, 93, 11**
Go to Scene 3	**03, 51, 93, 12**	**03, 64, 93, 12**
Go to Scene 4	**03, 51, 93, 13**	**03, 64, 93, 13**
Go to Scene 5	**03, 51, 93, 14**	**03, 64, 93, 14**
Go to Scene 6	**03, 51, 93, 15**	**03, 64, 93, 15**
Go to Scene 7	**03, 51, 93, 16**	**03, 64, 93, 16**
Go to Scene 8	**03, 51, 93, 17**	**03, 64, 93, 17**
Go to Scene 9	**03, 51, 93, 18**	**03, 64, 93, 18**
Go to Scene 10	**03, 51, 93, 19**	**03, 64, 93, 19**
Go to Scene 11	**03, 51, 93, 1A**	**03, 64, 93, 1A**
Go to Scene 12	**03, 51, 93, 1B**	**03, 64, 93, 1B**
Go to Scene 13	**03, 51, 93, 1C**	**03, 64, 93, 1C**
Go to Scene 14	**03, 51, 93, 1D**	**03, 64, 93, 1D**
Go to Scene 15	**03, 51, 93, 1E**	**03, 64, 93, 1E**
Go to Scene 16	**03, 51, 93, 1F**	**03, 64, 93, 1F**

Group 11 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 94, dd** where **dd** = DALI level of 00 through FE	**03, 64, 94, dd**
OFF	**03, 51, 95, 00**	**03, 64, 95, 00**
UP	**03, 51, 95, 01**	**03, 64, 95, 01**
DOWN	**03, 51, 95, 02**	**03, 64, 95, 02**
STEP UP	**03, 51, 95, 03**	**03, 64, 95, 03**
STEP DOWN	**03, 51, 95, 04**	**03, 64, 95, 04**
Recall MAX level	**03, 51, 95, 05**	**03, 64, 95, 05**
Recall MIN level	**03, 51, 95, 06**	**03, 64, 95, 06**
STEP DOWN and OFF	**03, 51, 95, 07**	**03, 64, 95, 07**
ON and STEP UP	**03, 51, 95, 08**	**03, 64, 95, 08**
Go to Scene 1	**03, 51, 95, 10**	**03, 64, 95, 10**
Go to Scene 2	**03, 51, 95, 11**	**03, 64, 95, 11**
Go to Scene 3	**03, 51, 95, 12**	**03, 64, 95, 12**
Go to Scene 4	**03, 51, 95, 13**	**03, 64, 95, 13**
Go to Scene 5	**03, 51, 95, 14**	**03, 64, 95, 14**
Go to Scene 6	**03, 51, 95, 15**	**03, 64, 95, 15**
Go to Scene 7	**03, 51, 95, 16**	**03, 64, 95, 16**
Go to Scene 8	**03, 51, 95, 17**	**03, 64, 95, 17**
Go to Scene 9	**03, 51, 95, 18**	**03, 64, 95, 18**
Go to Scene 10	**03, 51, 95, 19**	**03, 64, 95, 19**
Go to Scene 11	**03, 51, 95, 1A**	**03, 64, 95, 1A**
Go to Scene 12	**03, 51, 95, 1B**	**03, 64, 95, 1B**
Go to Scene 13	**03, 51, 95, 1C**	**03, 64, 95, 1C**
Go to Scene 14	**03, 51, 95, 1D**	**03, 64, 95, 1D**
Go to Scene 15	**03, 51, 95, 1E**	**03, 64, 95, 1E**
Go to Scene 16	**03, 51, 95, 1F**	**03, 64, 95, 1F**

Group 12 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 96, dd** where **dd** = DALI level of 00 through FE	**03, 64, 96, dd**
OFF	**03, 51, 97, 00**	**03, 64, 97, 00**
UP	**03, 51, 97, 01**	**03, 64, 97, 01**
DOWN	**03, 51, 97, 02**	**03, 64, 97, 02**
STEP UP	**03, 51, 97, 03**	**03, 64, 97, 03**
STEP DOWN	**03, 51, 97, 04**	**03, 64, 97, 04**
Recall MAX level	**03, 51, 97, 05**	**03, 64, 97, 05**
Recall MIN level	**03, 51, 97, 06**	**03, 64, 97, 06**
STEP DOWN and OFF	**03, 51, 97, 07**	**03, 64, 97, 07**
ON and STEP UP	**03, 51, 97, 08**	**03, 64, 97, 08**
Go to Scene 1	**03, 51, 97, 10**	**03, 64, 97, 10**
Go to Scene 2	**03, 51, 97, 11**	**03, 64, 97, 11**
Go to Scene 3	**03, 51, 97, 12**	**03, 64, 97, 12**
Go to Scene 4	**03, 51, 97, 13**	**03, 64, 97, 13**
Go to Scene 5	**03, 51, 97, 14**	**03, 64, 97, 14**
Go to Scene 6	**03, 51, 97, 15**	**03, 64, 97, 15**
Go to Scene 7	**03, 51, 97, 16**	**03, 64, 97, 16**
Go to Scene 8	**03, 51, 97, 17**	**03, 64, 97, 17**
Go to Scene 9	**03, 51, 97, 18**	**03, 64, 97, 18**
Go to Scene 10	**03, 51, 97, 19**	**03, 64, 97, 19**
Go to Scene 11	**03, 51, 97, 1A**	**03, 64, 97, 1A**
Go to Scene 12	**03, 51, 97, 1B**	**03, 64, 97, 1B**
Go to Scene 13	**03, 51, 97, 1C**	**03, 64, 97, 1C**
Go to Scene 14	**03, 51, 97, 1D**	**03, 64, 97, 1D**
Go to Scene 15	**03, 51, 97, 1E**	**03, 64, 97, 1E**
Go to Scene 16	**03, 51, 97, 1F**	**03, 64, 97, 1F**

Group 13 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 98, dd** where **dd** = DALI level of 00 through FE	**03, 64, 98, dd**
OFF	**03, 51, 99, 00**	**03, 64, 99, 00**
UP	**03, 51, 99, 01**	**03, 64, 99, 01**
DOWN	**03, 51, 99, 02**	**03, 64, 99, 02**
STEP UP	**03, 51, 99, 03**	**03, 64, 99, 03**
STEP DOWN	**03, 51, 99, 04**	**03, 64, 99, 04**
Recall MAX level	**03, 51, 99, 05**	**03, 64, 99, 05**
Recall MIN level	**03, 51, 99, 06**	**03, 64, 99, 06**
STEP DOWN and OFF	**03, 51, 99, 07**	**03, 64, 99, 07**
ON and STEP UP	**03, 51, 99, 08**	**03, 64, 99, 08**
Go to Scene 1	**03, 51, 99, 10**	**03, 64, 99, 10**
Go to Scene 2	**03, 51, 99, 11**	**03, 64, 99, 11**
Go to Scene 3	**03, 51, 99, 12**	**03, 64, 99, 12**
Go to Scene 4	**03, 51, 99, 13**	**03, 64, 99, 13**
Go to Scene 5	**03, 51, 99, 14**	**03, 64, 99, 14**
Go to Scene 6	**03, 51, 99, 15**	**03, 64, 99, 15**
Go to Scene 7	**03, 51, 99, 16**	**03, 64, 99, 16**
Go to Scene 8	**03, 51, 99, 17**	**03, 64, 99, 17**
Go to Scene 9	**03, 51, 99, 18**	**03, 64, 99, 18**
Go to Scene 10	**03, 51, 99, 19**	**03, 64, 99, 19**
Go to Scene 11	**03, 51, 99, 1A**	**03, 64, 99, 1A**
Go to Scene 12	**03, 51, 99, 1B**	**03, 64, 99, 1B**
Go to Scene 13	**03, 51, 99, 1C**	**03, 64, 99, 1C**
Go to Scene 14	**03, 51, 99, 1D**	**03, 64, 99, 1D**
Go to Scene 15	**03, 51, 99, 1E**	**03, 64, 99, 1E**
Go to Scene 16	**03, 51, 99, 1F**	**03, 64, 99, 1F**

Group 14 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 9A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 9A, dd**
OFF	**03, 51, 9B, 00**	**03, 64, 9B, 00**
UP	**03, 51, 9B, 01**	**03, 64, 9B, 01**
DOWN	**03, 51, 9B, 02**	**03, 64, 9B, 02**
STEP UP	**03, 51, 9B, 03**	**03, 64, 9B, 03**
STEP DOWN	**03, 51, 9B, 04**	**03, 64, 9B, 04**
Recall MAX level	**03, 51, 9B, 05**	**03, 64, 9B, 05**
Recall MIN level	**03, 51, 9B, 06**	**03, 64, 9B, 06**
STEP DOWN and OFF	**03, 51, 9B, 07**	**03, 64, 9B, 07**
ON and STEP UP	**03, 51, 9B, 08**	**03, 64, 9B, 08**
Go to Scene 1	**03, 51, 9B, 10**	**03, 64, 9B, 10**
Go to Scene 2	**03, 51, 9B, 11**	**03, 64, 9B, 11**
Go to Scene 3	**03, 51, 9B, 12**	**03, 64, 9B, 12**
Go to Scene 4	**03, 51, 9B, 13**	**03, 64, 9B, 13**
Go to Scene 5	**03, 51, 9B, 14**	**03, 64, 9B, 14**
Go to Scene 6	**03, 51, 9B, 15**	**03, 64, 9B, 15**
Go to Scene 7	**03, 51, 9B, 16**	**03, 64, 9B, 16**
Go to Scene 8	**03, 51, 9B, 17**	**03, 64, 9B, 17**
Go to Scene 9	**03, 51, 9B, 18**	**03, 64, 9B, 18**
Go to Scene 10	**03, 51, 9B, 19**	**03, 64, 9B, 19**
Go to Scene 11	**03, 51, 9B, 1A**	**03, 64, 9B, 1A**
Go to Scene 12	**03, 51, 9B, 1B**	**03, 64, 9B, 1B**
Go to Scene 13	**03, 51, 9B, 1C**	**03, 64, 9B, 1C**
Go to Scene 14	**03, 51, 9B, 1D**	**03, 64, 9B, 1D**
Go to Scene 15	**03, 51, 9B, 1E**	**03, 64, 9B, 1E**
Go to Scene 16	**03, 51, 9B, 1F**	**03, 64, 9B, 1F**

Group 15 address

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 9C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 9C, dd**
OFF	**03, 51, 9D, 00**	**03, 64, 9D, 00**
UP	**03, 51, 9D, 01**	**03, 64, 9D, 01**
DOWN	**03, 51, 9D, 02**	**03, 64, 9D, 02**
STEP UP	**03, 51, 9D, 03**	**03, 64, 9D, 03**
STEP DOWN	**03, 51, 9D, 04**	**03, 64, 9D, 04**
Recall MAX level	**03, 51, 9D, 05**	**03, 64, 9D, 05**
Recall MIN level	**03, 51, 9D, 06**	**03, 64, 9D, 06**
STEP DOWN and OFF	**03, 51, 9D, 07**	**03, 64, 9D, 07**
ON and STEP UP	**03, 51, 9D, 08**	**03, 64, 9D, 08**
Go to Scene 1	**03, 51, 9D, 10**	**03, 64, 9D, 10**
Go to Scene 2	**03, 51, 9D, 11**	**03, 64, 9D, 11**
Go to Scene 3	**03, 51, 9D, 12**	**03, 64, 9D, 12**
Go to Scene 4	**03, 51, 9D, 13**	**03, 64, 9D, 13**
Go to Scene 5	**03, 51, 9D, 14**	**03, 64, 9D, 14**
Go to Scene 6	**03, 51, 9D, 15**	**03, 64, 9D, 15**
Go to Scene 7	**03, 51, 9D, 16**	**03, 64, 9D, 16**
Go to Scene 8	**03, 51, 9D, 17**	**03, 64, 9D, 17**
Go to Scene 9	**03, 51, 9D, 18**	**03, 64, 9D, 18**
Go to Scene 10	**03, 51, 9D, 19**	**03, 64, 9D, 19**
Go to Scene 11	**03, 51, 9D, 1A**	**03, 64, 9D, 1A**
Go to Scene 12	**03, 51, 9D, 1B**	**03, 64, 9D, 1B**
Go to Scene 13	**03, 51, 9D, 1C**	**03, 64, 9D, 1C**
Go to Scene 14	**03, 51, 9D, 1D**	**03, 64, 9D, 1D**
Go to Scene 15	**03, 51, 9D, 1E**	**03, 64, 9D, 1E**
Go to Scene 16	**03, 51, 9D, 1F**	**03, 64, 9D, 1F**

Group 16 address

Command	Transmit	Return
Go to level 'dd'	**03, 51, 9E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 9E, dd**
OFF	**03, 51, 9F, 00**	**03, 64, 9F, 00**
UP	**03, 51, 9F, 01**	**03, 64, 9F, 01**
DOWN	**03, 51, 9F, 02**	**03, 64, 9F, 02**
STEP UP	**03, 51, 9F, 03**	**03, 64, 9F, 03**
STEP DOWN	**03, 51, 9F, 04**	**03, 64, 9F, 04**
Recall MAX level	**03, 51, 9F, 05**	**03, 64, 9F, 05**
Recall MIN level	**03, 51, 9F, 06**	**03, 64, 9F, 06**
STEP DOWN and OFF	**03, 51, 9F, 07**	**03, 64, 9F, 07**
ON and STEP UP	**03, 51, 9F, 08**	**03, 64, 9F, 08**
Go to Scene 1	**03, 51, 9F, 10**	**03, 64, 9F, 10**
Go to Scene 2	**03, 51, 9F, 11**	**03, 64, 9F, 11**
Go to Scene 3	**03, 51, 9F, 12**	**03, 64, 9F, 12**
Go to Scene 4	**03, 51, 9F, 13**	**03, 64, 9F, 13**
Go to Scene 5	**03, 51, 9F, 14**	**03, 64, 9F, 14**
Go to Scene 6	**03, 51, 9F, 15**	**03, 64, 9F, 15**
Go to Scene 7	**03, 51, 9F, 16**	**03, 64, 9F, 16**
Go to Scene 8	**03, 51, 9F, 17**	**03, 64, 9F, 17**
Go to Scene 9	**03, 51, 9F, 18**	**03, 64, 9F, 18**
Go to Scene 10	**03, 51, 9F, 19**	**03, 64, 9F, 19**
Go to Scene 11	**03, 51, 9F, 1A**	**03, 64, 9F, 1A**
Go to Scene 12	**03, 51, 9F, 1B**	**03, 64, 9F, 1B**
Go to Scene 13	**03, 51, 9F, 1C**	**03, 64, 9F, 1C**
Go to Scene 14	**03, 51, 9F, 1D**	**03, 64, 9F, 1D**
Go to Scene 15	**03, 51, 9F, 1E**	**03, 64, 9F, 1E**
Go to Scene 16	**03, 51, 9F, 1F**	**03, 64, 9F, 1F**

1.3. Short adresses

Short address 1

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 00, dd** where **dd** = DALI level of 00 through FE	**03, 64, 00, dd**
OFF	**03, 51, 01, 00**	**03, 64, 01, 00**
UP	**03, 51, 01, 01**	**03, 64, 01, 01**
DOWN	**03, 51, 01, 02**	**03, 64, 01, 02**
STEP UP	**03, 51, 01, 03**	**03, 64, 01, 03**
STEP DOWN	**03, 51, 01, 04**	**03, 64, 01, 04**
Recall MAX level	**03, 51, 01, 05**	**03, 64, 01, 05**
Recall MIN level	**03, 51, 01, 06**	**03, 64, 01, 06**
STEP DOWN and OFF	**03, 51, 01, 07**	**03, 64, 01, 07**
ON and STEP UP	**03, 51, 01, 08**	**03, 64, 01, 08**
Go to Scene 1	**03, 51, 01, 10**	**03, 64, 01, 10**
Go to Scene 2	**03, 51, 01, 11**	**03, 64, 01, 11**
Go to Scene 3	**03, 51, 01, 12**	**03, 64, 01, 12**
Go to Scene 4	**03, 51, 01, 13**	**03, 64, 01, 13**
Go to Scene 5	**03, 51, 01, 14**	**03, 64, 01, 14**
Go to Scene 6	**03, 51, 01, 15**	**03, 64, 01, 15**
Go to Scene 7	**03, 51, 01, 16**	**03, 64, 01, 16**
Go to Scene 8	**03, 51, 01, 17**	**03, 64, 01, 17**
Go to Scene 9	**03, 51, 01, 18**	**03, 64, 01, 18**
Go to Scene 10	**03, 51, 01, 19**	**03, 64, 01, 19**
Go to Scene 11	**03, 51, 01, 1A**	**03, 64, 01, 1A**
Go to Scene 12	**03, 51, 01, 1B**	**03, 64, 01, 1B**
Go to Scene 13	**03, 51, 01, 1C**	**03, 64, 01, 1C**
Go to Scene 14	**03, 51, 01, 1D**	**03, 64, 01, 1D**
Go to Scene 15	**03, 51, 01, 1E**	**03, 64, 01, 1E**
Go to Scene 16	**03, 51, 01, 1F**	**03, 64, 01, 1F**
Query Actual Level	**03, 55, 01, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 01, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO

Command	Transmit	Return
		02, 6B, 90 no lamp interface at that address

Short address 2

Command	Transmit	Return
Go to level 'dd'	**03, 51, 02, dd** where **dd** = DALI level of 00 through FE	**03, 64, 02, dd**
OFF	**03, 51, 03, 00**	**03, 64, 03, 00**
UP	**03, 51, 03, 01**	**03, 64, 03, 01**
DOWN	**03, 51, 03, 02**	**03, 64, 03, 02**
STEP UP	**03, 51, 03, 03**	**03, 64, 03, 03**
STEP DOWN	**03, 51, 03, 04**	**03, 64, 03, 04**
Recall MAX level	**03, 51, 03, 05**	**03, 64, 03, 05**
Recall MIN level	**03, 51, 03, 06**	**03, 64, 03, 06**
STEP DOWN and OFF	**03, 51, 03, 07**	**03, 64, 03, 07**
ON and STEP UP	**03, 51, 03, 08**	**03, 64, 03, 08**
Go to Scene 1	**03, 51, 03, 10**	**03, 64, 03, 10**
Go to Scene 2	**03, 51, 03, 11**	**03, 64, 03, 11**
Go to Scene 3	**03, 51, 03, 12**	**03, 64, 03, 12**
Go to Scene 4	**03, 51, 03, 13**	**03, 64, 03, 13**
Go to Scene 5	**03, 51, 03, 14**	**03, 64, 03, 14**
Go to Scene 6	**03, 51, 03, 15**	**03, 64, 03, 15**
Go to Scene 7	**03, 51, 03, 16**	**03, 64, 03, 16**
Go to Scene 8	**03, 51, 03, 17**	**03, 64, 03, 17**
Go to Scene 9	**03, 51, 03, 18**	**03, 64, 03, 18**
Go to Scene 10	**03, 51, 03, 19**	**03, 64, 03, 19**
Go to Scene 11	**03, 51, 03, 1A**	**03, 64, 03, 1A**
Go to Scene 12	**03, 51, 03, 1B**	**03, 64, 03, 1B**
Go to Scene 13	**03, 51, 03, 1C**	**03, 64, 03, 1C**
Go to Scene 14	**03, 51, 03, 1D**	**03, 64, 03, 1D**
Go to Scene 15	**03, 51, 03, 1E**	**03, 64, 03, 1E**
Go to Scene 16	**03, 51, 03, 1F**	**03, 64, 03, 1F**
Query Actual Level	**03, 55, 03, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 03, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; '0'=OK bit 1 lamp failure; '0'=OK bit 2 lamp power; '0'=OFF bit 3 limit error; '0'=last requested level between MIN and MAX Level or OFF bit 4 fade; '0'=fade ready, '1'=fade running bit 5 Reset state; '0'=NO bit 6 missing short address; '0'=NO bit 7 Power failure;'0'=NO **02, 6B, 90** no lamp interface at that address

Short address 3

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 04, dd** where **dd** = DALI level of 00 through FE	**03, 64, 04, dd**
OFF	**03, 51, 05, 00**	**03, 64, 05, 00**
UP	**03, 51, 05, 01**	**03, 64, 05, 01**
DOWN	**03, 51, 05, 02**	**03, 64, 05, 02**
STEP UP	**03, 51, 05, 03**	**03, 64, 05, 03**
STEP DOWN	**03, 51, 05, 04**	**03, 64, 05, 04**
Recall MAX level	**03, 51, 05, 05**	**03, 64, 05, 05**
Recall MIN level	**03, 51, 05, 06**	**03, 64, 05, 06**
STEP DOWN and OFF	**03, 51, 05, 07**	**03, 64, 05, 07**
ON and STEP UP	**03, 51, 05, 08**	**03, 64, 05, 08**
Go to Scene 1	**03, 51, 05, 10**	**03, 64, 05, 10**
Go to Scene 2	**03, 51, 05, 11**	**03, 64, 05, 11**
Go to Scene 3	**03, 51, 05, 12**	**03, 64, 05, 12**
Go to Scene 4	**03, 51, 05, 13**	**03, 64, 05, 13**
Go to Scene 5	**03, 51, 05, 14**	**03, 64, 05, 14**
Go to Scene 6	**03, 51, 05, 15**	**03, 64, 05, 15**
Go to Scene 7	**03, 51, 05, 16**	**03, 64, 05, 16**
Go to Scene 8	**03, 51, 05, 17**	**03, 64, 05, 17**
Go to Scene 9	**03, 51, 05, 18**	**03, 64, 05, 18**
Go to Scene 10	**03, 51, 05, 19**	**03, 64, 05, 19**
Go to Scene 11	**03, 51, 05, 1A**	**03, 64, 05, 1A**
Go to Scene 12	**03, 51, 05, 1B**	**03, 64, 05, 1B**
Go to Scene 13	**03, 51, 05, 1C**	**03, 64, 05, 1C**
Go to Scene 14	**03, 51, 05, 1D**	**03, 64, 05, 1D**
Go to Scene 15	**03, 51, 05, 1E**	**03, 64, 05, 1E**
Go to Scene 16	**03, 51, 05, 1F**	**03, 64, 05, 1F**
Query Actual Level	**03, 55, 05, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 05, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 4

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 06, dd** where **dd** = DALI level of 00 through FE	**03, 64, 06, dd**
OFF	**03, 51, 07, 00**	**03, 64, 07, 00**
UP	**03, 51, 07, 01**	**03, 64, 07, 01**
DOWN	**03, 51, 07, 02**	**03, 64, 07, 02**
STEP UP	**03, 51, 07, 03**	**03, 64, 07, 03**
STEP DOWN	**03, 51, 07, 04**	**03, 64, 07, 04**
Recall MAX level	**03, 51, 07, 05**	**03, 64, 07, 05**
Recall MIN level	**03, 51, 07, 06**	**03, 64, 07, 06**
STEP DOWN and OFF	**03, 51, 07, 07**	**03, 64, 07, 07**
ON and STEP UP	**03, 51, 07, 08**	**03, 64, 07, 08**
Go to Scene 1	**03, 51, 07, 10**	**03, 64, 07, 10**
Go to Scene 2	**03, 51, 07, 11**	**03, 64, 07, 11**
Go to Scene 3	**03, 51, 07, 12**	**03, 64, 07, 12**
Go to Scene 4	**03, 51, 07, 13**	**03, 64, 07, 13**
Go to Scene 5	**03, 51, 07, 14**	**03, 64, 07, 14**
Go to Scene 6	**03, 51, 07, 15**	**03, 64, 07, 15**
Go to Scene 7	**03, 51, 07, 16**	**03, 64, 07, 16**
Go to Scene 8	**03, 51, 07, 17**	**03, 64, 07, 17**
Go to Scene 9	**03, 51, 07, 18**	**03, 64, 07, 18**
Go to Scene 10	**03, 51, 07, 19**	**03, 64, 07, 19**
Go to Scene 11	**03, 51, 07, 1A**	**03, 64, 07, 1A**
Go to Scene 12	**03, 51, 07, 1B**	**03, 64, 07, 1B**
Go to Scene 13	**03, 51, 07, 1C**	**03, 64, 07, 1C**
Go to Scene 14	**03, 51, 07, 1D**	**03, 64, 07, 1D**
Go to Scene 15	**03, 51, 07, 1E**	**03, 64, 07, 1E**
Go to Scene 16	**03, 51, 07, 1F**	**03, 64, 07, 1F**
Query Actual Level	**03, 55, 07, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 07, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 5

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 08, dd** where **dd** = DALI level of 00 through FE	**03, 64, 08, dd**
OFF	**03, 51, 09, 00**	**03, 64, 09, 00**
UP	**03, 51, 09, 01**	**03, 64, 09, 01**
DOWN	**03, 51, 09, 02**	**03, 64, 09, 02**
STEP UP	**03, 51, 09, 03**	**03, 64, 09, 03**
STEP DOWN	**03, 51, 09, 04**	**03, 64, 09, 04**
Recall MAX level	**03, 51, 09, 05**	**03, 64, 09, 05**
Recall MIN level	**03, 51, 09, 06**	**03, 64, 09, 06**
STEP DOWN and OFF	**03, 51, 09, 07**	**03, 64, 09, 07**
ON and STEP UP	**03, 51, 09, 08**	**03, 64, 09, 08**
Go to Scene 1	**03, 51, 09, 10**	**03, 64, 09, 10**
Go to Scene 2	**03, 51, 09, 11**	**03, 64, 09, 11**
Go to Scene 3	**03, 51, 09, 12**	**03, 64, 09, 12**
Go to Scene 4	**03, 51, 09, 13**	**03, 64, 09, 13**
Go to Scene 5	**03, 51, 09, 14**	**03, 64, 09, 14**
Go to Scene 6	**03, 51, 09, 15**	**03, 64, 09, 15**
Go to Scene 7	**03, 51, 09, 16**	**03, 64, 09, 16**
Go to Scene 8	**03, 51, 09, 17**	**03, 64, 09, 17**
Go to Scene 9	**03, 51, 09, 18**	**03, 64, 09, 18**
Go to Scene 10	**03, 51, 09, 19**	**03, 64, 09, 19**
Go to Scene 11	**03, 51, 09, 1A**	**03, 64, 09, 1A**
Go to Scene 12	**03, 51, 09, 1B**	**03, 64, 09, 1B**
Go to Scene 13	**03, 51, 09, 1C**	**03, 64, 09, 1C**
Go to Scene 14	**03, 51, 09, 1D**	**03, 64, 09, 1D**
Go to Scene 15	**03, 51, 09, 1E**	**03, 64, 09, 1E**
Go to Scene 16	**03, 51, 09, 1F**	**03, 64, 09, 1F**
Query Actual Level	**03, 55, 09, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 09, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 6

Command	Transmit	Return
Go to level 'dd'	**03, 51, 0A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 0A, dd**
OFF	**03, 51, 0B, 00**	**03, 64, 0B, 00**
UP	**03, 51, 0B, 01**	**03, 64, 0B, 01**
DOWN	**03, 51, 0B, 02**	**03, 64, 0B, 02**
STEP UP	**03, 51, 0B, 03**	**03, 64, 0B, 03**
STEP DOWN	**03, 51, 0B, 04**	**03, 64, 0B, 04**
Recall MAX level	**03, 51, 0B, 05**	**03, 64, 0B, 05**
Recall MIN level	**03, 51, 0B, 06**	**03, 64, 0B, 06**
STEP DOWN and OFF	**03, 51, 0B, 07**	**03, 64, 0B, 07**
ON and STEP UP	**03, 51, 0B, 08**	**03, 64, 0B, 08**
Go to Scene 1	**03, 51, 0B, 10**	**03, 64, 0B, 10**
Go to Scene 2	**03, 51, 0B, 11**	**03, 64, 0B, 11**
Go to Scene 3	**03, 51, 0B, 12**	**03, 64, 0B, 12**
Go to Scene 4	**03, 51, 0B, 13**	**03, 64, 0B, 13**
Go to Scene 5	**03, 51, 0B, 14**	**03, 64, 0B, 14**
Go to Scene 6	**03, 51, 0B, 15**	**03, 64, 0B, 15**
Go to Scene 7	**03, 51, 0B, 16**	**03, 64, 0B, 16**
Go to Scene 8	**03, 51, 0B, 17**	**03, 64, 0B, 17**
Go to Scene 9	**03, 51, 0B, 18**	**03, 64, 0B, 18**
Go to Scene 10	**03, 51, 0B, 19**	**03, 64, 0B, 19**
Go to Scene 11	**03, 51, 0B, 1A**	**03, 64, 0B, 1A**
Go to Scene 12	**03, 51, 0B, 1B**	**03, 64, 0B, 1B**
Go to Scene 13	**03, 51, 0B, 1C**	**03, 64, 0B, 1C**
Go to Scene 14	**03, 51, 0B, 1D**	**03, 64, 0B, 1D**
Go to Scene 15	**03, 51, 0B, 1E**	**03, 64, 0B, 1E**
Go to Scene 16	**03, 51, 0B, 1F**	**03, 64, 0B, 1F**
Query Actual Level	**03, 55, 0B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 0B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; '0'=OK bit 1 lamp failure; '0'=OK bit 2 lamp power; '0'=OFF bit 3 limit error; '0'=last requested level between MIN and MAX Level or OFF bit 4 fade; '0'=fade ready, '1'=fade running bit 5 Reset state; '0'=NO bit 6 missing short address; '0'=NO bit 7 Power failure;'0'=NO **02, 6B, 90** no lamp interface at that address

Short address 7

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 0C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 0C, dd**
OFF	**03, 51, 0D, 00**	**03, 64, 0D, 00**
UP	**03, 51, 0D, 01**	**03, 64, 0D, 01**
DOWN	**03, 51, 0D, 02**	**03, 64, 0D, 02**
STEP UP	**03, 51, 0D, 03**	**03, 64, 0D, 03**
STEP DOWN	**03, 51, 0D, 04**	**03, 64, 0D, 04**
Recall MAX level	**03, 51, 0D, 05**	**03, 64, 0D, 05**
Recall MIN level	**03, 51, 0D, 06**	**03, 64, 0D, 06**
STEP DOWN and OFF	**03, 51, 0D, 07**	**03, 64, 0D, 07**
ON and STEP UP	**03, 51, 0D, 08**	**03, 64, 0D, 08**
Go to Scene 1	**03, 51, 0D, 10**	**03, 64, 0D, 10**
Go to Scene 2	**03, 51, 0D, 11**	**03, 64, 0D, 11**
Go to Scene 3	**03, 51, 0D, 12**	**03, 64, 0D, 12**
Go to Scene 4	**03, 51, 0D, 13**	**03, 64, 0D, 13**
Go to Scene 5	**03, 51, 0D, 14**	**03, 64, 0D, 14**
Go to Scene 6	**03, 51, 0D, 15**	**03, 64, 0D, 15**
Go to Scene 7	**03, 51, 0D, 16**	**03, 64, 0D, 16**
Go to Scene 8	**03, 51, 0D, 17**	**03, 64, 0D, 17**
Go to Scene 9	**03, 51, 0D, 18**	**03, 64, 0D, 18**
Go to Scene 10	**03, 51, 0D, 19**	**03, 64, 0D, 19**
Go to Scene 11	**03, 51, 0D, 1A**	**03, 64, 0D, 1A**
Go to Scene 12	**03, 51, 0D, 1B**	**03, 64, 0D, 1B**
Go to Scene 13	**03, 51, 0D, 1C**	**03, 64, 0D, 1C**
Go to Scene 14	**03, 51, 0D, 1D**	**03, 64, 0D, 1D**
Go to Scene 15	**03, 51, 0D, 1E**	**03, 64, 0D, 1E**
Go to Scene 16	**03, 51, 0D, 1F**	**03, 64, 0D, 1F**
Query Actual Level	**03, 55, 0D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 0D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 8

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 0E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 0E, dd**
OFF	**03, 51, 0F, 00**	**03, 64, 0F, 00**
UP	**03, 51, 0F, 01**	**03, 64, 0F, 01**
DOWN	**03, 51, 0F, 02**	**03, 64, 0F, 02**
STEP UP	**03, 51, 0F, 03**	**03, 64, 0F, 03**
STEP DOWN	**03, 51, 0F, 04**	**03, 64, 0F, 04**
Recall MAX level	**03, 51, 0F, 05**	**03, 64, 0F, 05**
Recall MIN level	**03, 51, 0F, 06**	**03, 64, 0F, 06**
STEP DOWN and OFF	**03, 51, 0F, 07**	**03, 64, 0F, 07**
ON and STEP UP	**03, 51, 0F, 08**	**03, 64, 0F, 08**
Go to Scene 1	**03, 51, 0F, 10**	**03, 64, 0F, 10**
Go to Scene 2	**03, 51, 0F, 11**	**03, 64, 0F, 11**
Go to Scene 3	**03, 51, 0F, 12**	**03, 64, 0F, 12**
Go to Scene 4	**03, 51, 0F, 13**	**03, 64, 0F, 13**
Go to Scene 5	**03, 51, 0F, 14**	**03, 64, 0F, 14**
Go to Scene 6	**03, 51, 0F, 15**	**03, 64, 0F, 15**
Go to Scene 7	**03, 51, 0F, 16**	**03, 64, 0F, 16**
Go to Scene 8	**03, 51, 0F, 17**	**03, 64, 0F, 17**
Go to Scene 9	**03, 51, 0F, 18**	**03, 64, 0F, 18**
Go to Scene 10	**03, 51, 0F, 19**	**03, 64, 0F, 19**
Go to Scene 11	**03, 51, 0F, 1A**	**03, 64, 0F, 1A**
Go to Scene 12	**03, 51, 0F, 1B**	**03, 64, 0F, 1B**
Go to Scene 13	**03, 51, 0F, 1C**	**03, 64, 0F, 1C**
Go to Scene 14	**03, 51, 0F, 1D**	**03, 64, 0F, 1D**
Go to Scene 15	**03, 51, 0F, 1E**	**03, 64, 0F, 1E**
Go to Scene 16	**03, 51, 0F, 1F**	**03, 64, 0F, 1F**
Query Actual Level	**03, 55, 0F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 0F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 9

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 10, dd** where **dd** = DALI level of 00 through FE	**03, 64, 10, dd**
OFF	**03, 51, 11, 00**	**03, 64, 11, 00**
UP	**03, 51, 11, 01**	**03, 64, 11, 01**
DOWN	**03, 51, 11, 02**	**03, 64, 11, 02**
STEP UP	**03, 51, 11, 03**	**03, 64, 11, 03**
STEP DOWN	**03, 51, 11, 04**	**03, 64, 11, 04**
Recall MAX level	**03, 51, 11, 05**	**03, 64, 11, 05**
Recall MIN level	**03, 51, 11, 06**	**03, 64, 11, 06**
STEP DOWN and OFF	**03, 51, 11, 07**	**03, 64, 11, 07**
ON and STEP UP	**03, 51, 11, 08**	**03, 64, 11, 08**
Go to Scene 1	**03, 51, 11, 10**	**03, 64, 11, 10**
Go to Scene 2	**03, 51, 11, 11**	**03, 64, 11, 11**
Go to Scene 3	**03, 51, 11, 12**	**03, 64, 11, 12**
Go to Scene 4	**03, 51, 11, 13**	**03, 64, 11, 13**
Go to Scene 5	**03, 51, 11, 14**	**03, 64, 11, 14**
Go to Scene 6	**03, 51, 11, 15**	**03, 64, 11, 15**
Go to Scene 7	**03, 51, 11, 16**	**03, 64, 11, 16**
Go to Scene 8	**03, 51, 11, 17**	**03, 64, 11, 17**
Go to Scene 9	**03, 51, 11, 18**	**03, 64, 11, 18**
Go to Scene 10	**03, 51, 11, 19**	**03, 64, 11, 19**
Go to Scene 11	**03, 51, 11, 1A**	**03, 64, 11, 1A**
Go to Scene 12	**03, 51, 11, 1B**	**03, 64, 11, 1B**
Go to Scene 13	**03, 51, 11, 1C**	**03, 64, 11, 1C**
Go to Scene 14	**03, 51, 11, 1D**	**03, 64, 11, 1D**
Go to Scene 15	**03, 51, 11, 1E**	**03, 64, 11, 1E**
Go to Scene 16	**03, 51, 11, 1F**	**03, 64, 11, 1F**
Query Actual Level	**03, 55, 11, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 11, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 10

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 12, dd** where **dd** = DALI level of 00 through FE	**03, 64, 12, dd**
OFF	**03, 51, 13, 00**	**03, 64, 13, 00**
UP	**03, 51, 13, 01**	**03, 64, 13, 01**
DOWN	**03, 51, 13, 02**	**03, 64, 13, 02**
STEP UP	**03, 51, 13, 03**	**03, 64, 13, 03**
STEP DOWN	**03, 51, 13, 04**	**03, 64, 13, 04**
Recall MAX level	**03, 51, 13, 05**	**03, 64, 13, 05**
Recall MIN level	**03, 51, 13, 06**	**03, 64, 13, 06**
STEP DOWN and OFF	**03, 51, 13, 07**	**03, 64, 13, 07**
ON and STEP UP	**03, 51, 13, 08**	**03, 64, 13, 08**
Go to Scene 1	**03, 51, 13, 10**	**03, 64, 13, 10**
Go to Scene 2	**03, 51, 13, 11**	**03, 64, 13, 11**
Go to Scene 3	**03, 51, 13, 12**	**03, 64, 13, 12**
Go to Scene 4	**03, 51, 13, 13**	**03, 64, 13, 13**
Go to Scene 5	**03, 51, 13, 14**	**03, 64, 13, 14**
Go to Scene 6	**03, 51, 13, 15**	**03, 64, 13, 15**
Go to Scene 7	**03, 51, 13, 16**	**03, 64, 13, 16**
Go to Scene 8	**03, 51, 13, 17**	**03, 64, 13, 17**
Go to Scene 9	**03, 51, 13, 18**	**03, 64, 13, 18**
Go to Scene 10	**03, 51, 13, 19**	**03, 64, 13, 19**
Go to Scene 11	**03, 51, 13, 1A**	**03, 64, 13, 1A**
Go to Scene 12	**03, 51, 13, 1B**	**03, 64, 13, 1B**
Go to Scene 13	**03, 51, 13, 1C**	**03, 64, 13, 1C**
Go to Scene 14	**03, 51, 13, 1D**	**03, 64, 13, 1D**
Go to Scene 15	**03, 51, 13, 1E**	**03, 64, 13, 1E**
Go to Scene 16	**03, 51, 13, 1F**	**03, 64, 13, 1F**
Query Actual Level	**03, 55, 13, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 13, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 11

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 14, dd** where **dd** = DALI level of 00 through FE	**03, 64, 14, dd**
OFF	**03, 51, 15, 00**	**03, 64, 15, 00**
UP	**03, 51, 15, 01**	**03, 64, 15, 01**
DOWN	**03, 51, 15, 02**	**03, 64, 15, 02**
STEP UP	**03, 51, 15, 03**	**03, 64, 15, 03**
STEP DOWN	**03, 51, 15, 04**	**03, 64, 15, 04**
Recall MAX level	**03, 51, 15, 05**	**03, 64, 15, 05**
Recall MIN level	**03, 51, 15, 06**	**03, 64, 15, 06**
STEP DOWN and OFF	**03, 51, 15, 07**	**03, 64, 15, 07**
ON and STEP UP	**03, 51, 15, 08**	**03, 64, 15, 08**
Go to Scene 1	**03, 51, 15, 10**	**03, 64, 15, 10**
Go to Scene 2	**03, 51, 15, 11**	**03, 64, 15, 11**
Go to Scene 3	**03, 51, 15, 12**	**03, 64, 15, 12**
Go to Scene 4	**03, 51, 15, 13**	**03, 64, 15, 13**
Go to Scene 5	**03, 51, 15, 14**	**03, 64, 15, 14**
Go to Scene 6	**03, 51, 15, 15**	**03, 64, 15, 15**
Go to Scene 7	**03, 51, 15, 16**	**03, 64, 15, 16**
Go to Scene 8	**03, 51, 15, 17**	**03, 64, 15, 17**
Go to Scene 9	**03, 51, 15, 18**	**03, 64, 15, 18**
Go to Scene 10	**03, 51, 15, 19**	**03, 64, 15, 19**
Go to Scene 11	**03, 51, 15, 1A**	**03, 64, 15, 1A**
Go to Scene 12	**03, 51, 15, 1B**	**03, 64, 15, 1B**
Go to Scene 13	**03, 51, 15, 1C**	**03, 64, 15, 1C**
Go to Scene 14	**03, 51, 15, 1D**	**03, 64, 15, 1D**
Go to Scene 15	**03, 51, 15, 1E**	**03, 64, 15, 1E**
Go to Scene 16	**03, 51, 15, 1F**	**03, 64, 15, 1F**
Query Actual Level	**03, 55, 15, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 15, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 12

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 16, dd** where **dd** = DALI level of 00 through FE	**03, 64, 16, dd**
OFF	**03, 51, 17, 00**	**03, 64, 17, 00**
UP	**03, 51, 17, 01**	**03, 64, 17, 01**
DOWN	**03, 51, 17, 02**	**03, 64, 17, 02**
STEP UP	**03, 51, 17, 03**	**03, 64, 17, 03**
STEP DOWN	**03, 51, 17, 04**	**03, 64, 17, 04**
Recall MAX level	**03, 51, 17, 05**	**03, 64, 17, 05**
Recall MIN level	**03, 51, 17, 06**	**03, 64, 17, 06**
STEP DOWN and OFF	**03, 51, 17, 07**	**03, 64, 17, 07**
ON and STEP UP	**03, 51, 17, 08**	**03, 64, 17, 08**
Go to Scene 1	**03, 51, 17, 10**	**03, 64, 17, 10**
Go to Scene 2	**03, 51, 17, 11**	**03, 64, 17, 11**
Go to Scene 3	**03, 51, 17, 12**	**03, 64, 17, 12**
Go to Scene 4	**03, 51, 17, 13**	**03, 64, 17, 13**
Go to Scene 5	**03, 51, 17, 14**	**03, 64, 17, 14**
Go to Scene 6	**03, 51, 17, 15**	**03, 64, 17, 15**
Go to Scene 7	**03, 51, 17, 16**	**03, 64, 17, 16**
Go to Scene 8	**03, 51, 17, 17**	**03, 64, 17, 17**
Go to Scene 9	**03, 51, 17, 18**	**03, 64, 17, 18**
Go to Scene 10	**03, 51, 17, 19**	**03, 64, 17, 19**
Go to Scene 11	**03, 51, 17, 1A**	**03, 64, 17, 1A**
Go to Scene 12	**03, 51, 17, 1B**	**03, 64, 17, 1B**
Go to Scene 13	**03, 51, 17, 1C**	**03, 64, 17, 1C**
Go to Scene 14	**03, 51, 17, 1D**	**03, 64, 17, 1D**
Go to Scene 15	**03, 51, 17, 1E**	**03, 64, 17, 1E**
Go to Scene 16	**03, 51, 17, 1F**	**03, 64, 17, 1F**
Query Actual Level	**03, 55, 17, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 17, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 13

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 18, dd** where **dd** = DALI level of 00 through FE	**03, 64, 18, dd**
OFF	**03, 51, 19, 00**	**03, 64, 19, 00**
UP	**03, 51, 19, 01**	**03, 64, 19, 01**
DOWN	**03, 51, 19, 02**	**03, 64, 19, 02**
STEP UP	**03, 51, 19, 03**	**03, 64, 19, 03**
STEP DOWN	**03, 51, 19, 04**	**03, 64, 19, 04**
Recall MAX level	**03, 51, 19, 05**	**03, 64, 19, 05**
Recall MIN level	**03, 51, 19, 06**	**03, 64, 19, 06**
STEP DOWN and OFF	**03, 51, 19, 07**	**03, 64, 19, 07**
ON and STEP UP	**03, 51, 19, 08**	**03, 64, 19, 08**
Go to Scene 1	**03, 51, 19, 10**	**03, 64, 19, 10**
Go to Scene 2	**03, 51, 19, 11**	**03, 64, 19, 11**
Go to Scene 3	**03, 51, 19, 12**	**03, 64, 19, 12**
Go to Scene 4	**03, 51, 19, 13**	**03, 64, 19, 13**
Go to Scene 5	**03, 51, 19, 14**	**03, 64, 19, 14**
Go to Scene 6	**03, 51, 19, 15**	**03, 64, 19, 15**
Go to Scene 7	**03, 51, 19, 16**	**03, 64, 19, 16**
Go to Scene 8	**03, 51, 19, 17**	**03, 64, 19, 17**
Go to Scene 9	**03, 51, 19, 18**	**03, 64, 19, 18**
Go to Scene 10	**03, 51, 19, 19**	**03, 64, 19, 19**
Go to Scene 11	**03, 51, 19, 1A**	**03, 64, 19, 1A**
Go to Scene 12	**03, 51, 19, 1B**	**03, 64, 19, 1B**
Go to Scene 13	**03, 51, 19, 1C**	**03, 64, 19, 1C**
Go to Scene 14	**03, 51, 19, 1D**	**03, 64, 19, 1D**
Go to Scene 15	**03, 51, 19, 1E**	**03, 64, 19, 1E**
Go to Scene 16	**03, 51, 19, 1F**	**03, 64, 19, 1F**
Query Actual Level	**03, 55, 19, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 19, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 14

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 1A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 1A, dd**
OFF	**03, 51, 1B, 00**	**03, 64, 1B, 00**
UP	**03, 51, 1B, 01**	**03, 64, 1B, 01**
DOWN	**03, 51, 1B, 02**	**03, 64, 1B, 02**
STEP UP	**03, 51, 1B, 03**	**03, 64, 1B, 03**
STEP DOWN	**03, 51, 1B, 04**	**03, 64, 1B, 04**
Recall MAX level	**03, 51, 1B, 05**	**03, 64, 1B, 05**
Recall MIN level	**03, 51, 1B, 06**	**03, 64, 1B, 06**
STEP DOWN and OFF	**03, 51, 1B, 07**	**03, 64, 1B, 07**
ON and STEP UP	**03, 51, 1B, 08**	**03, 64, 1B, 08**
Go to Scene 1	**03, 51, 1B, 10**	**03, 64, 1B, 10**
Go to Scene 2	**03, 51, 1B, 11**	**03, 64, 1B, 11**
Go to Scene 3	**03, 51, 1B, 12**	**03, 64, 1B, 12**
Go to Scene 4	**03, 51, 1B, 13**	**03, 64, 1B, 13**
Go to Scene 5	**03, 51, 1B, 14**	**03, 64, 1B, 14**
Go to Scene 6	**03, 51, 1B, 15**	**03, 64, 1B, 15**
Go to Scene 7	**03, 51, 1B, 16**	**03, 64, 1B, 16**
Go to Scene 8	**03, 51, 1B, 17**	**03, 64, 1B, 17**
Go to Scene 9	**03, 51, 1B, 18**	**03, 64, 1B, 18**
Go to Scene 10	**03, 51, 1B, 19**	**03, 64, 1B, 19**
Go to Scene 11	**03, 51, 1B, 1A**	**03, 64, 1B, 1A**
Go to Scene 12	**03, 51, 1B, 1B**	**03, 64, 1B, 1B**
Go to Scene 13	**03, 51, 1B, 1C**	**03, 64, 1B, 1C**
Go to Scene 14	**03, 51, 1B, 1D**	**03, 64, 1B, 1D**
Go to Scene 15	**03, 51, 1B, 1E**	**03, 64, 1B, 1E**
Go to Scene 16	**03, 51, 1B, 1F**	**03, 64, 1B, 1F**
Query Actual Level	**03, 55, 1B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 1B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 15

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 1C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 1C, dd**
OFF	**03, 51, 1D, 00**	**03, 64, 1D, 00**
UP	**03, 51, 1D, 01**	**03, 64, 1D, 01**
DOWN	**03, 51, 1D, 02**	**03, 64, 1D, 02**
STEP UP	**03, 51, 1D, 03**	**03, 64, 1D, 03**
STEP DOWN	**03, 51, 1D, 04**	**03, 64, 1D, 04**
Recall MAX level	**03, 51, 1D, 05**	**03, 64, 1D, 05**
Recall MIN level	**03, 51, 1D, 06**	**03, 64, 1D, 06**
STEP DOWN and OFF	**03, 51, 1D, 07**	**03, 64, 1D, 07**
ON and STEP UP	**03, 51, 1D, 08**	**03, 64, 1D, 08**
Go to Scene 1	**03, 51, 1D, 10**	**03, 64, 1D, 10**
Go to Scene 2	**03, 51, 1D, 11**	**03, 64, 1D, 11**
Go to Scene 3	**03, 51, 1D, 12**	**03, 64, 1D, 12**
Go to Scene 4	**03, 51, 1D, 13**	**03, 64, 1D, 13**
Go to Scene 5	**03, 51, 1D, 14**	**03, 64, 1D, 14**
Go to Scene 6	**03, 51, 1D, 15**	**03, 64, 1D, 15**
Go to Scene 7	**03, 51, 1D, 16**	**03, 64, 1D, 16**
Go to Scene 8	**03, 51, 1D, 17**	**03, 64, 1D, 17**
Go to Scene 9	**03, 51, 1D, 18**	**03, 64, 1D, 18**
Go to Scene 10	**03, 51, 1D, 19**	**03, 64, 1D, 19**
Go to Scene 11	**03, 51, 1D, 1A**	**03, 64, 1D, 1A**
Go to Scene 12	**03, 51, 1D, 1B**	**03, 64, 1D, 1B**
Go to Scene 13	**03, 51, 1D, 1C**	**03, 64, 1D, 1C**
Go to Scene 14	**03, 51, 1D, 1D**	**03, 64, 1D, 1D**
Go to Scene 15	**03, 51, 1D, 1E**	**03, 64, 1D, 1E**
Go to Scene 16	**03, 51, 1D, 1F**	**03, 64, 1D, 1F**
Query Actual Level	**03, 55, 1D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 1D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 16

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 1E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 1E, dd**
OFF	**03, 51, 1F, 00**	**03, 64, 1F, 00**
UP	**03, 51, 1F, 01**	**03, 64, 1F, 01**
DOWN	**03, 51, 1F, 02**	**03, 64, 1F, 02**
STEP UP	**03, 51, 1F, 03**	**03, 64, 1F, 03**
STEP DOWN	**03, 51, 1F, 04**	**03, 64, 1F, 04**
Recall MAX level	**03, 51, 1F, 05**	**03, 64, 1F, 05**
Recall MIN level	**03, 51, 1F, 06**	**03, 64, 1F, 06**
STEP DOWN and OFF	**03, 51, 1F, 07**	**03, 64, 1F, 07**
ON and STEP UP	**03, 51, 1F, 08**	**03, 64, 1F, 08**
Go to Scene 1	**03, 51, 1F, 10**	**03, 64, 1F, 10**
Go to Scene 2	**03, 51, 1F, 11**	**03, 64, 1F, 11**
Go to Scene 3	**03, 51, 1F, 12**	**03, 64, 1F, 12**
Go to Scene 4	**03, 51, 1F, 13**	**03, 64, 1F, 13**
Go to Scene 5	**03, 51, 1F, 14**	**03, 64, 1F, 14**
Go to Scene 6	**03, 51, 1F, 15**	**03, 64, 1F, 15**
Go to Scene 7	**03, 51, 1F, 16**	**03, 64, 1F, 16**
Go to Scene 8	**03, 51, 1F, 17**	**03, 64, 1F, 17**
Go to Scene 9	**03, 51, 1F, 18**	**03, 64, 1F, 18**
Go to Scene 10	**03, 51, 1F, 19**	**03, 64, 1F, 19**
Go to Scene 11	**03, 51, 1F, 1A**	**03, 64, 1F, 1A**
Go to Scene 12	**03, 51, 1F, 1B**	**03, 64, 1F, 1B**
Go to Scene 13	**03, 51, 1F, 1C**	**03, 64, 1F, 1C**
Go to Scene 14	**03, 51, 1F, 1D**	**03, 64, 1F, 1D**
Go to Scene 15	**03, 51, 1F, 1E**	**03, 64, 1F, 1E**
Go to Scene 16	**03, 51, 1F, 1F**	**03, 64, 1F, 1F**
Query Actual Level	**03, 55, 1F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 1F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 17

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 20, dd** where **dd** = DALI level of 00 through FE	**03, 64, 20, dd**
OFF	**03, 51, 21, 00**	**03, 64, 21, 00**
UP	**03, 51, 21, 01**	**03, 64, 21, 01**
DOWN	**03, 51, 21, 02**	**03, 64, 21, 02**
STEP UP	**03, 51, 21, 03**	**03, 64, 21, 03**
STEP DOWN	**03, 51, 21, 04**	**03, 64, 21, 04**
Recall MAX level	**03, 51, 21, 05**	**03, 64, 21, 05**
Recall MIN level	**03, 51, 21, 06**	**03, 64, 21, 06**
STEP DOWN and OFF	**03, 51, 21, 07**	**03, 64, 21, 07**
ON and STEP UP	**03, 51, 21, 08**	**03, 64, 21, 08**
Go to Scene 1	**03, 51, 21, 10**	**03, 64, 21, 10**
Go to Scene 2	**03, 51, 21, 11**	**03, 64, 21, 11**
Go to Scene 3	**03, 51, 21, 12**	**03, 64, 21, 12**
Go to Scene 4	**03, 51, 21, 13**	**03, 64, 21, 13**
Go to Scene 5	**03, 51, 21, 14**	**03, 64, 21, 14**
Go to Scene 6	**03, 51, 21, 15**	**03, 64, 21, 15**
Go to Scene 7	**03, 51, 21, 16**	**03, 64, 21, 16**
Go to Scene 8	**03, 51, 21, 17**	**03, 64, 21, 17**
Go to Scene 9	**03, 51, 21, 18**	**03, 64, 21, 18**
Go to Scene 10	**03, 51, 21, 19**	**03, 64, 21, 19**
Go to Scene 11	**03, 51, 21, 1A**	**03, 64, 21, 1A**
Go to Scene 12	**03, 51, 21, 1B**	**03, 64, 21, 1B**
Go to Scene 13	**03, 51, 21, 1C**	**03, 64, 21, 1C**
Go to Scene 14	**03, 51, 21, 1D**	**03, 64, 21, 1D**
Go to Scene 15	**03, 51, 21, 1E**	**03, 64, 21, 1E**
Go to Scene 16	**03, 51, 21, 1F**	**03, 64, 21, 1F**
Query Actual Level	**03, 55, 21, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 21, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 18

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 22, dd** where **dd** = DALI level of 00 through FE	**03, 64, 22, dd**
OFF	**03, 51, 23, 00**	**03, 64, 23, 00**
UP	**03, 51, 23, 01**	**03, 64, 23, 01**
DOWN	**03, 51, 23, 02**	**03, 64, 23, 02**
STEP UP	**03, 51, 23, 03**	**03, 64, 23, 03**
STEP DOWN	**03, 51, 23, 04**	**03, 64, 23, 04**
Recall MAX level	**03, 51, 23, 05**	**03, 64, 23, 05**
Recall MIN level	**03, 51, 23, 06**	**03, 64, 23, 06**
STEP DOWN and OFF	**03, 51, 23, 07**	**03, 64, 23, 07**
ON and STEP UP	**03, 51, 23, 08**	**03, 64, 23, 08**
Go to Scene 1	**03, 51, 23, 10**	**03, 64, 23, 10**
Go to Scene 2	**03, 51, 23, 11**	**03, 64, 23, 11**
Go to Scene 3	**03, 51, 23, 12**	**03, 64, 23, 12**
Go to Scene 4	**03, 51, 23, 13**	**03, 64, 23, 13**
Go to Scene 5	**03, 51, 23, 14**	**03, 64, 23, 14**
Go to Scene 6	**03, 51, 23, 15**	**03, 64, 23, 15**
Go to Scene 7	**03, 51, 23, 16**	**03, 64, 23, 16**
Go to Scene 8	**03, 51, 23, 17**	**03, 64, 23, 17**
Go to Scene 9	**03, 51, 23, 18**	**03, 64, 23, 18**
Go to Scene 10	**03, 51, 23, 19**	**03, 64, 23, 19**
Go to Scene 11	**03, 51, 23, 1A**	**03, 64, 23, 1A**
Go to Scene 12	**03, 51, 23, 1B**	**03, 64, 23, 1B**
Go to Scene 13	**03, 51, 23, 1C**	**03, 64, 23, 1C**
Go to Scene 14	**03, 51, 23, 1D**	**03, 64, 23, 1D**
Go to Scene 15	**03, 51, 23, 1E**	**03, 64, 23, 1E**
Go to Scene 16	**03, 51, 23, 1F**	**03, 64, 23, 1F**
Query Actual Level	**03, 55, 23, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 23, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 19

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 24, dd** where **dd** = DALI level of 00 through FE	**03, 64, 24, dd**
OFF	**03, 51, 25, 00**	**03, 64, 25, 00**
UP	**03, 51, 25, 01**	**03, 64, 25, 01**
DOWN	**03, 51, 25, 02**	**03, 64, 25, 02**
STEP UP	**03, 51, 25, 03**	**03, 64, 25, 03**
STEP DOWN	**03, 51, 25, 04**	**03, 64, 25, 04**
Recall MAX level	**03, 51, 25, 05**	**03, 64, 25, 05**
Recall MIN level	**03, 51, 25, 06**	**03, 64, 25, 06**
STEP DOWN and OFF	**03, 51, 25, 07**	**03, 64, 25, 07**
ON and STEP UP	**03, 51, 25, 08**	**03, 64, 25, 08**
Go to Scene 1	**03, 51, 25, 10**	**03, 64, 25, 10**
Go to Scene 2	**03, 51, 25, 11**	**03, 64, 25, 11**
Go to Scene 3	**03, 51, 25, 12**	**03, 64, 25, 12**
Go to Scene 4	**03, 51, 25, 13**	**03, 64, 25, 13**
Go to Scene 5	**03, 51, 25, 14**	**03, 64, 25, 14**
Go to Scene 6	**03, 51, 25, 15**	**03, 64, 25, 15**
Go to Scene 7	**03, 51, 25, 16**	**03, 64, 25, 16**
Go to Scene 8	**03, 51, 25, 17**	**03, 64, 25, 17**
Go to Scene 9	**03, 51, 25, 18**	**03, 64, 25, 18**
Go to Scene 10	**03, 51, 25, 19**	**03, 64, 25, 19**
Go to Scene 11	**03, 51, 25, 1A**	**03, 64, 25, 1A**
Go to Scene 12	**03, 51, 25, 1B**	**03, 64, 25, 1B**
Go to Scene 13	**03, 51, 25, 1C**	**03, 64, 25, 1C**
Go to Scene 14	**03, 51, 25, 1D**	**03, 64, 25, 1D**
Go to Scene 15	**03, 51, 25, 1E**	**03, 64, 25, 1E**
Go to Scene 16	**03, 51, 25, 1F**	**03, 64, 25, 1F**
Query Actual Level	**03, 55, 25, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 25, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 20

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 26, dd** where **dd** = DALI level of 00 through FE	**03, 64, 26, dd**
OFF	**03, 51, 27, 00**	**03, 64, 27, 00**
UP	**03, 51, 27, 01**	**03, 64, 27, 01**
DOWN	**03, 51, 27, 02**	**03, 64, 27, 02**
STEP UP	**03, 51, 27, 03**	**03, 64, 27, 03**
STEP DOWN	**03, 51, 27, 04**	**03, 64, 27, 04**
Recall MAX level	**03, 51, 27, 05**	**03, 64, 27, 05**
Recall MIN level	**03, 51, 27, 06**	**03, 64, 27, 06**
STEP DOWN and OFF	**03, 51, 27, 07**	**03, 64, 27, 07**
ON and STEP UP	**03, 51, 27, 08**	**03, 64, 27, 08**
Go to Scene 1	**03, 51, 27, 10**	**03, 64, 27, 10**
Go to Scene 2	**03, 51, 27, 11**	**03, 64, 27, 11**
Go to Scene 3	**03, 51, 27, 12**	**03, 64, 27, 12**
Go to Scene 4	**03, 51, 27, 13**	**03, 64, 27, 13**
Go to Scene 5	**03, 51, 27, 14**	**03, 64, 27, 14**
Go to Scene 6	**03, 51, 27, 15**	**03, 64, 27, 15**
Go to Scene 7	**03, 51, 27, 16**	**03, 64, 27, 16**
Go to Scene 8	**03, 51, 27, 17**	**03, 64, 27, 17**
Go to Scene 9	**03, 51, 27, 18**	**03, 64, 27, 18**
Go to Scene 10	**03, 51, 27, 19**	**03, 64, 27, 19**
Go to Scene 11	**03, 51, 27, 1A**	**03, 64, 27, 1A**
Go to Scene 12	**03, 51, 27, 1B**	**03, 64, 27, 1B**
Go to Scene 13	**03, 51, 27, 1C**	**03, 64, 27, 1C**
Go to Scene 14	**03, 51, 27, 1D**	**03, 64, 27, 1D**
Go to Scene 15	**03, 51, 27, 1E**	**03, 64, 27, 1E**
Go to Scene 16	**03, 51, 27, 1F**	**03, 64, 27, 1F**
Query Actual Level	**03, 55, 27, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 27, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 21

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 28, dd** where **dd** = DALI level of 00 through FE	**03, 64, 28, dd**
OFF	**03, 51, 29, 00**	**03, 64, 29, 00**
UP	**03, 51, 29, 01**	**03, 64, 29, 01**
DOWN	**03, 51, 29, 02**	**03, 64, 29, 02**
STEP UP	**03, 51, 29, 03**	**03, 64, 29, 03**
STEP DOWN	**03, 51, 29, 04**	**03, 64, 29, 04**
Recall MAX level	**03, 51, 29, 05**	**03, 64, 29, 05**
Recall MIN level	**03, 51, 29, 06**	**03, 64, 29, 06**
STEP DOWN and OFF	**03, 51, 29, 07**	**03, 64, 29, 07**
ON and STEP UP	**03, 51, 29, 08**	**03, 64, 29, 08**
Go to Scene 1	**03, 51, 29, 10**	**03, 64, 29, 10**
Go to Scene 2	**03, 51, 29, 11**	**03, 64, 29, 11**
Go to Scene 3	**03, 51, 29, 12**	**03, 64, 29, 12**
Go to Scene 4	**03, 51, 29, 13**	**03, 64, 29, 13**
Go to Scene 5	**03, 51, 29, 14**	**03, 64, 29, 14**
Go to Scene 6	**03, 51, 29, 15**	**03, 64, 29, 15**
Go to Scene 7	**03, 51, 29, 16**	**03, 64, 29, 16**
Go to Scene 8	**03, 51, 29, 17**	**03, 64, 29, 17**
Go to Scene 9	**03, 51, 29, 18**	**03, 64, 29, 18**
Go to Scene 10	**03, 51, 29, 19**	**03, 64, 29, 19**
Go to Scene 11	**03, 51, 29, 1A**	**03, 64, 29, 1A**
Go to Scene 12	**03, 51, 29, 1B**	**03, 64, 29, 1B**
Go to Scene 13	**03, 51, 29, 1C**	**03, 64, 29, 1C**
Go to Scene 14	**03, 51, 29, 1D**	**03, 64, 29, 1D**
Go to Scene 15	**03, 51, 29, 1E**	**03, 64, 29, 1E**
Go to Scene 16	**03, 51, 29, 1F**	**03, 64, 29, 1F**
Query Actual Level	**03, 55, 29, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 29, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 22

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 2A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 2A, dd**
OFF	**03, 51, 2B, 00**	**03, 64, 2B, 00**
UP	**03, 51, 2B, 01**	**03, 64, 2B, 01**
DOWN	**03, 51, 2B, 02**	**03, 64, 2B, 02**
STEP UP	**03, 51, 2B, 03**	**03, 64, 2B, 03**
STEP DOWN	**03, 51, 2B, 04**	**03, 64, 2B, 04**
Recall MAX level	**03, 51, 2B, 05**	**03, 64, 2B, 05**
Recall MIN level	**03, 51, 2B, 06**	**03, 64, 2B, 06**
STEP DOWN and OFF	**03, 51, 2B, 07**	**03, 64, 2B, 07**
ON and STEP UP	**03, 51, 2B, 08**	**03, 64, 2B, 08**
Go to Scene 1	**03, 51, 2B, 10**	**03, 64, 2B, 10**
Go to Scene 2	**03, 51, 2B, 11**	**03, 64, 2B, 11**
Go to Scene 3	**03, 51, 2B, 12**	**03, 64, 2B, 12**
Go to Scene 4	**03, 51, 2B, 13**	**03, 64, 2B, 13**
Go to Scene 5	**03, 51, 2B, 14**	**03, 64, 2B, 14**
Go to Scene 6	**03, 51, 2B, 15**	**03, 64, 2B, 15**
Go to Scene 7	**03, 51, 2B, 16**	**03, 64, 2B, 16**
Go to Scene 8	**03, 51, 2B, 17**	**03, 64, 2B, 17**
Go to Scene 9	**03, 51, 2B, 18**	**03, 64, 2B, 18**
Go to Scene 10	**03, 51, 2B, 19**	**03, 64, 2B, 19**
Go to Scene 11	**03, 51, 2B, 1A**	**03, 64, 2B, 1A**
Go to Scene 12	**03, 51, 2B, 1B**	**03, 64, 2B, 1B**
Go to Scene 13	**03, 51, 2B, 1C**	**03, 64, 2B, 1C**
Go to Scene 14	**03, 51, 2B, 1D**	**03, 64, 2B, 1D**
Go to Scene 15	**03, 51, 2B, 1E**	**03, 64, 2B, 1E**
Go to Scene 16	**03, 51, 2B, 1F**	**03, 64, 2B, 1F**
Query Actual Level	**03, 55, 2B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 2B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 23

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 7E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 7E, dd**
OFF	**03, 51, 2D, 00**	**03, 64, 2D, 00**
UP	**03, 51, 2D, 01**	**03, 64, 2D, 01**
DOWN	**03, 51, 2D, 02**	**03, 64, 2D, 02**
STEP UP	**03, 51, 2D, 03**	**03, 64, 2D, 03**
STEP DOWN	**03, 51, 2D, 04**	**03, 64, 2D, 04**
Recall MAX level	**03, 51, 2D, 05**	**03, 64, 2D, 05**
Recall MIN level	**03, 51, 2D, 06**	**03, 64, 2D, 06**
STEP DOWN and OFF	**03, 51, 2D, 07**	**03, 64, 2D, 07**
ON and STEP UP	**03, 51, 2D, 08**	**03, 64, 2D, 08**
Go to Scene 1	**03, 51, 2D, 10**	**03, 64, 2D, 10**
Go to Scene 2	**03, 51, 2D, 11**	**03, 64, 2D, 11**
Go to Scene 3	**03, 51, 2D, 12**	**03, 64, 2D, 12**
Go to Scene 4	**03, 51, 2D, 13**	**03, 64, 2D, 13**
Go to Scene 5	**03, 51, 2D, 14**	**03, 64, 2D, 14**
Go to Scene 6	**03, 51, 2D, 15**	**03, 64, 2D, 15**
Go to Scene 7	**03, 51, 2D, 16**	**03, 64, 2D, 16**
Go to Scene 8	**03, 51, 2D, 17**	**03, 64, 2D, 17**
Go to Scene 9	**03, 51, 2D, 18**	**03, 64, 2D, 18**
Go to Scene 10	**03, 51, 2D, 19**	**03, 64, 2D, 19**
Go to Scene 11	**03, 51, 2D, 1A**	**03, 64, 2D, 1A**
Go to Scene 12	**03, 51, 2D, 1B**	**03, 64, 2D, 1B**
Go to Scene 13	**03, 51, 2D, 1C**	**03, 64, 2D, 1C**
Go to Scene 14	**03, 51, 2D, 1D**	**03, 64, 2D, 1D**
Go to Scene 15	**03, 51, 2D, 1E**	**03, 64, 2D, 1E**
Go to Scene 16	**03, 51, 2D, 1F**	**03, 64, 2D, 1F**
Query Actual Level	**03, 55, 2D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 2D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 24

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 2E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 2E dd**
OFF	**03, 51, 2F, 00**	**03, 64, 2F, 00**
UP	**03, 51, 2F, 01**	**03, 64, 2F, 01**
DOWN	**03, 51, 2F, 02**	**03, 64, 2F, 02**
STEP UP	**03, 51, 2F, 03**	**03, 64, 2F, 03**
STEP DOWN	**03, 51, 2F, 04**	**03, 64, 2F, 04**
Recall MAX level	**03, 51, 2F, 05**	**03, 64, 2F, 05**
Recall MIN level	**03, 51, 2F, 06**	**03, 64, 2F, 06**
STEP DOWN and OFF	**03, 51, 2F, 07**	**03, 64, 2F, 07**
ON and STEP UP	**03, 51, 2F, 08**	**03, 64, 2F, 08**
Go to Scene 1	**03, 51, 2F, 10**	**03, 64, 2F, 10**
Go to Scene 2	**03, 51, 2F, 11**	**03, 64, 2F, 11**
Go to Scene 3	**03, 51, 2F, 12**	**03, 64, 2F, 12**
Go to Scene 4	**03, 51, 2F, 13**	**03, 64, 2F, 13**
Go to Scene 5	**03, 51, 2F, 14**	**03, 64, 2F, 14**
Go to Scene 6	**03, 51, 2F, 15**	**03, 64, 2F, 15**
Go to Scene 7	**03, 51, 2F, 16**	**03, 64, 2F, 16**
Go to Scene 8	**03, 51, 2F, 17**	**03, 64, 2F, 17**
Go to Scene 9	**03, 51, 2F, 18**	**03, 64, 2F, 18**
Go to Scene 10	**03, 51, 2F, 19**	**03, 64, 2F, 19**
Go to Scene 11	**03, 51, 2F, 1A**	**03, 64, 2F, 1A**
Go to Scene 12	**03, 51, 2F, 1B**	**03, 64, 2F, 1B**
Go to Scene 13	**03, 51, 2F, 1C**	**03, 64, 2F, 1C**
Go to Scene 14	**03, 51, 2F, 1D**	**03, 64, 2F, 1D**
Go to Scene 15	**03, 51, 2F, 1E**	**03, 64, 2F, 1E**
Go to Scene 16	**03, 51, 2F, 1F**	**03, 64, 2F, 1F**
Query Actual Level	**03, 55, 2F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 2F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 25

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 30, dd** where **dd** = DALI level of 00 through FE	**03, 64, 30, dd**
OFF	**03, 51, 31, 00**	**03, 64, 31, 00**
UP	**03, 51, 31, 01**	**03, 64, 31, 01**
DOWN	**03, 51, 31, 02**	**03, 64, 31, 02**
STEP UP	**03, 51, 31, 03**	**03, 64, 31, 03**
STEP DOWN	**03, 51, 31, 04**	**03, 64, 31, 04**
Recall MAX level	**03, 51, 31, 05**	**03, 64, 31, 05**
Recall MIN level	**03, 51, 31, 06**	**03, 64, 31, 06**
STEP DOWN and OFF	**03, 51, 31, 07**	**03, 64, 31, 07**
ON and STEP UP	**03, 51, 31, 08**	**03, 64, 31, 08**
Go to Scene 1	**03, 51, 31, 10**	**03, 64, 31, 10**
Go to Scene 2	**03, 51, 31, 11**	**03, 64, 31, 11**
Go to Scene 3	**03, 51, 31, 12**	**03, 64, 31, 12**
Go to Scene 4	**03, 51, 31, 13**	**03, 64, 31, 13**
Go to Scene 5	**03, 51, 31, 14**	**03, 64, 31, 14**
Go to Scene 6	**03, 51, 31, 15**	**03, 64, 31, 15**
Go to Scene 7	**03, 51, 31, 16**	**03, 64, 31, 16**
Go to Scene 8	**03, 51, 31, 17**	**03, 64, 31, 17**
Go to Scene 9	**03, 51, 31, 18**	**03, 64, 31, 18**
Go to Scene 10	**03, 51, 31, 19**	**03, 64, 31, 19**
Go to Scene 11	**03, 51, 31, 1A**	**03, 64, 31, 1A**
Go to Scene 12	**03, 51, 31, 1B**	**03, 64, 31, 1B**
Go to Scene 13	**03, 51, 31, 1C**	**03, 64, 31, 1C**
Go to Scene 14	**03, 51, 31, 1D**	**03, 64, 31, 1D**
Go to Scene 15	**03, 51, 31, 1E**	**03, 64, 31, 1E**
Go to Scene 16	**03, 51, 31, 1F**	**03, 64, 31, 1F**
Query Actual Level	**03, 55, 31, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 31, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 26

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 32, dd** where **dd** = DALI level of 00 through FE	**03, 64, 32, dd**
OFF	**03, 51, 33, 00**	**03, 64, 33, 00**
UP	**03, 51, 33, 01**	**03, 64, 33, 01**
DOWN	**03, 51, 33, 02**	**03, 64, 33, 02**
STEP UP	**03, 51, 33, 03**	**03, 64, 33, 03**
STEP DOWN	**03, 51, 33, 04**	**03, 64, 33, 04**
Recall MAX level	**03, 51, 33, 05**	**03, 64, 33, 05**
Recall MIN level	**03, 51, 33, 06**	**03, 64, 33, 06**
STEP DOWN and OFF	**03, 51, 33, 07**	**03, 64, 33, 07**
ON and STEP UP	**03, 51, 33, 08**	**03, 64, 33, 08**
Go to Scene 1	**03, 51, 33, 10**	**03, 64, 33, 10**
Go to Scene 2	**03, 51, 33, 11**	**03, 64, 33, 11**
Go to Scene 3	**03, 51, 33, 12**	**03, 64, 33, 12**
Go to Scene 4	**03, 51, 33, 13**	**03, 64, 33, 13**
Go to Scene 5	**03, 51, 33, 14**	**03, 64, 33, 14**
Go to Scene 6	**03, 51, 33, 15**	**03, 64, 33, 15**
Go to Scene 7	**03, 51, 33, 16**	**03, 64, 33, 16**
Go to Scene 8	**03, 51, 33, 17**	**03, 64, 33, 17**
Go to Scene 9	**03, 51, 33, 18**	**03, 64, 33, 18**
Go to Scene 10	**03, 51, 33, 19**	**03, 64, 33, 19**
Go to Scene 11	**03, 51, 33, 1A**	**03, 64, 33, 1A**
Go to Scene 12	**03, 51, 33, 1B**	**03, 64, 33, 1B**
Go to Scene 13	**03, 51, 33, 1C**	**03, 64, 33, 1C**
Go to Scene 14	**03, 51, 33, 1D**	**03, 64, 33, 1D**
Go to Scene 15	**03, 51, 33, 1E**	**03, 64, 33, 1E**
Go to Scene 16	**03, 51, 33, 1F**	**03, 64, 33, 1F**
Query Actual Level	**03, 55, 33, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 33, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 27

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 34, dd** where **dd** = DALI level of 00 through FE	**03, 64, 34, dd**
OFF	**03, 51, 35, 00**	**03, 64, 35, 00**
UP	**03, 51, 35, 01**	**03, 64, 35, 01**
DOWN	**03, 51, 35, 02**	**03, 64, 35, 02**
STEP UP	**03, 51, 35, 03**	**03, 64, 35, 03**
STEP DOWN	**03, 51, 35, 04**	**03, 64, 35, 04**
Recall MAX level	**03, 51, 35, 05**	**03, 64, 35, 05**
Recall MIN level	**03, 51, 35, 06**	**03, 64, 35, 06**
STEP DOWN and OFF	**03, 51, 35, 07**	**03, 64, 35, 07**
ON and STEP UP	**03, 51, 35, 08**	**03, 64, 35, 08**
Go to Scene 1	**03, 51, 35, 10**	**03, 64, 35, 10**
Go to Scene 2	**03, 51, 35, 11**	**03, 64, 35, 11**
Go to Scene 3	**03, 51, 35, 12**	**03, 64, 35, 12**
Go to Scene 4	**03, 51, 35, 13**	**03, 64, 35, 13**
Go to Scene 5	**03, 51, 35, 14**	**03, 64, 35, 14**
Go to Scene 6	**03, 51, 35, 15**	**03, 64, 35, 15**
Go to Scene 7	**03, 51, 35, 16**	**03, 64, 35, 16**
Go to Scene 8	**03, 51, 35, 17**	**03, 64, 35, 17**
Go to Scene 9	**03, 51, 35, 18**	**03, 64, 35, 18**
Go to Scene 10	**03, 51, 35, 19**	**03, 64, 35, 19**
Go to Scene 11	**03, 51, 35, 1A**	**03, 64, 35, 1A**
Go to Scene 12	**03, 51, 35, 1B**	**03, 64, 35, 1B**
Go to Scene 13	**03, 51, 35, 1C**	**03, 64, 35, 1C**
Go to Scene 14	**03, 51, 35, 1D**	**03, 64, 35, 1D**
Go to Scene 15	**03, 51, 35, 1E**	**03, 64, 35, 1E**
Go to Scene 16	**03, 51, 35, 1F**	**03, 64, 35, 1F**
Query Actual Level	**03, 55, 35, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 35, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 28

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 36, dd** where **dd** = DALI level of 00 through FE	**03, 64, 36, dd**
OFF	**03, 51, 37, 00**	**03, 64, 37, 00**
UP	**03, 51, 37, 01**	**03, 64, 37, 01**
DOWN	**03, 51, 37, 02**	**03, 64, 37, 02**
STEP UP	**03, 51, 37, 03**	**03, 64, 37, 03**
STEP DOWN	**03, 51, 37, 04**	**03, 64, 37, 04**
Recall MAX level	**03, 51, 37, 05**	**03, 64, 37, 05**
Recall MIN level	**03, 51, 37, 06**	**03, 64, 37, 06**
STEP DOWN and OFF	**03, 51, 37, 07**	**03, 64, 37, 07**
ON and STEP UP	**03, 51, 37, 08**	**03, 64, 37, 08**
Go to Scene 1	**03, 51, 37, 10**	**03, 64, 37, 10**
Go to Scene 2	**03, 51, 37, 11**	**03, 64, 37, 11**
Go to Scene 3	**03, 51, 37, 12**	**03, 64, 37, 12**
Go to Scene 4	**03, 51, 37, 13**	**03, 64, 37, 13**
Go to Scene 5	**03, 51, 37, 14**	**03, 64, 37, 14**
Go to Scene 6	**03, 51, 37, 15**	**03, 64, 37, 15**
Go to Scene 7	**03, 51, 37, 16**	**03, 64, 37, 16**
Go to Scene 8	**03, 51, 37, 17**	**03, 64, 37, 17**
Go to Scene 9	**03, 51, 37, 18**	**03, 64, 37, 18**
Go to Scene 10	**03, 51, 37, 19**	**03, 64, 37, 19**
Go to Scene 11	**03, 51, 37, 1A**	**03, 64, 37, 1A**
Go to Scene 12	**03, 51, 37, 1B**	**03, 64, 37, 1B**
Go to Scene 13	**03, 51, 37, 1C**	**03, 64, 37, 1C**
Go to Scene 14	**03, 51, 37, 1D**	**03, 64, 37, 1D**
Go to Scene 15	**03, 51, 37, 1E**	**03, 64, 37, 1E**
Go to Scene 16	**03, 51, 37, 1F**	**03, 64, 37, 1F**
Query Actual Level	**03, 55, 37, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 37, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 29

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 38, dd** where **dd** = DALI level of 00 through FE	**03, 64, 38, dd**
OFF	**03, 51, 39, 00**	**03, 64, 39, 00**
UP	**03, 51, 39, 01**	**03, 64, 39, 01**
DOWN	**03, 51, 39, 02**	**03, 64, 39, 02**
STEP UP	**03, 51, 39, 03**	**03, 64, 39, 03**
STEP DOWN	**03, 51, 39, 04**	**03, 64, 39, 04**
Recall MAX level	**03, 51, 39, 05**	**03, 64, 39, 05**
Recall MIN level	**03, 51, 39, 06**	**03, 64, 39, 06**
STEP DOWN and OFF	**03, 51, 39, 07**	**03, 64, 39, 07**
ON and STEP UP	**03, 51, 39, 08**	**03, 64, 39, 08**
Go to Scene 1	**03, 51, 39, 10**	**03, 64, 39, 10**
Go to Scene 2	**03, 51, 39, 11**	**03, 64, 39, 11**
Go to Scene 3	**03, 51, 39, 12**	**03, 64, 39, 12**
Go to Scene 4	**03, 51, 39, 13**	**03, 64, 39, 13**
Go to Scene 5	**03, 51, 39, 14**	**03, 64, 39, 14**
Go to Scene 6	**03, 51, 39, 15**	**03, 64, 39, 15**
Go to Scene 7	**03, 51, 39, 16**	**03, 64, 39, 16**
Go to Scene 8	**03, 51, 39, 17**	**03, 64, 39, 17**
Go to Scene 9	**03, 51, 39, 18**	**03, 64, 39, 18**
Go to Scene 10	**03, 51, 39, 19**	**03, 64, 39, 19**
Go to Scene 11	**03, 51, 39, 1A**	**03, 64, 39, 1A**
Go to Scene 12	**03, 51, 39, 1B**	**03, 64, 39, 1B**
Go to Scene 13	**03, 51, 39, 1C**	**03, 64, 39, 1C**
Go to Scene 14	**03, 51, 39, 1D**	**03, 64, 39, 1D**
Go to Scene 15	**03, 51, 39, 1E**	**03, 64, 39, 1E**
Go to Scene 16	**03, 51, 39, 1F**	**03, 64, 39, 1F**
Query Actual Level	**03, 55, 39, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 39, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 30

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 3A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 3A, dd**
OFF	**03, 51, 3B, 00**	**03, 64, 3B, 00**
UP	**03, 51, 3B, 01**	**03, 64, 3B, 01**
DOWN	**03, 51, 3B, 02**	**03, 64, 3B, 02**
STEP UP	**03, 51, 3B, 03**	**03, 64, 3B, 03**
STEP DOWN	**03, 51, 3B, 04**	**03, 64, 3B, 04**
Recall MAX level	**03, 51, 3B, 05**	**03, 64, 3B, 05**
Recall MIN level	**03, 51, 3B, 06**	**03, 64, 3B, 06**
STEP DOWN and OFF	**03, 51, 3B, 07**	**03, 64, 3B, 07**
ON and STEP UP	**03, 51, 3B, 08**	**03, 64, 3B, 08**
Go to Scene 1	**03, 51, 3B, 10**	**03, 64, 3B, 10**
Go to Scene 2	**03, 51, 3B, 11**	**03, 64, 3B, 11**
Go to Scene 3	**03, 51, 3B, 12**	**03, 64, 3B, 12**
Go to Scene 4	**03, 51, 3B, 13**	**03, 64, 3B, 13**
Go to Scene 5	**03, 51, 3B, 14**	**03, 64, 3B, 14**
Go to Scene 6	**03, 51, 3B, 15**	**03, 64, 3B, 15**
Go to Scene 7	**03, 51, 3B, 16**	**03, 64, 3B, 16**
Go to Scene 8	**03, 51, 3B, 17**	**03, 64, 3B, 17**
Go to Scene 9	**03, 51, 3B, 18**	**03, 64, 3B, 18**
Go to Scene 10	**03, 51, 3B, 19**	**03, 64, 3B, 19**
Go to Scene 11	**03, 51, 3B, 1A**	**03, 64, 3B, 1A**
Go to Scene 12	**03, 51, 3B, 1B**	**03, 64, 3B, 1B**
Go to Scene 13	**03, 51, 3B, 1C**	**03, 64, 3B, 1C**
Go to Scene 14	**03, 51, 3B, 1D**	**03, 64, 3B, 1D**
Go to Scene 15	**03, 51, 3B, 1E**	**03, 64, 3B, 1E**
Go to Scene 16	**03, 51, 3B, 1F**	**03, 64, 3B, 1F**
Query Actual Level	**03, 55, 3B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 3B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 31

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 3C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 3C, dd**
OFF	**03, 51, 3D, 00**	**03, 64, 3D, 00**
UP	**03, 51, 3D, 01**	**03, 64, 3D, 01**
DOWN	**03, 51, 3D, 02**	**03, 64, 3D, 02**
STEP UP	**03, 51, 3D, 03**	**03, 64, 3D, 03**
STEP DOWN	**03, 51, 3D, 04**	**03, 64, 3D, 04**
Recall MAX level	**03, 51, 3D, 05**	**03, 64, 3D, 05**
Recall MIN level	**03, 51, 3D, 06**	**03, 64, 3D, 06**
STEP DOWN and OFF	**03, 51, 3D, 07**	**03, 64, 3D, 07**
ON and STEP UP	**03, 51, 3D, 08**	**03, 64, 3D, 08**
Go to Scene 1	**03, 51, 3D, 10**	**03, 64, 3D, 10**
Go to Scene 2	**03, 51, 3D, 11**	**03, 64, 3D, 11**
Go to Scene 3	**03, 51, 3D, 12**	**03, 64, 3D, 12**
Go to Scene 4	**03, 51, 3D, 13**	**03, 64, 3D, 13**
Go to Scene 5	**03, 51, 3D, 14**	**03, 64, 3D, 14**
Go to Scene 6	**03, 51, 3D, 15**	**03, 64, 3D, 15**
Go to Scene 7	**03, 51, 3D, 16**	**03, 64, 3D, 16**
Go to Scene 8	**03, 51, 3D, 17**	**03, 64, 3D, 17**
Go to Scene 9	**03, 51, 3D, 18**	**03, 64, 3D, 18**
Go to Scene 10	**03, 51, 3D, 19**	**03, 64, 3D, 19**
Go to Scene 11	**03, 51, 3D, 1A**	**03, 64, 3D, 1A**
Go to Scene 12	**03, 51, 3D, 1B**	**03, 64, 3D, 1B**
Go to Scene 13	**03, 51, 3D, 1C**	**03, 64, 3D, 1C**
Go to Scene 14	**03, 51, 3D, 1D**	**03, 64, 3D, 1D**
Go to Scene 15	**03, 51, 3D, 1E**	**03, 64, 3D, 1E**
Go to Scene 16	**03, 51, 3D, 1F**	**03, 64, 3D, 1F**
Query Actual Level	**03, 55, 3D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 3D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 32

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 3E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 3E, dd**
OFF	**03, 51, 3F, 00**	**03, 64, 3F, 00**
UP	**03, 51, 3F, 01**	**03, 64, 3F, 01**
DOWN	**03, 51, 3F, 02**	**03, 64, 3F, 02**
STEP UP	**03, 51, 3F, 03**	**03, 64, 3F, 03**
STEP DOWN	**03, 51, 3F, 04**	**03, 64, 3F, 04**
Recall MAX level	**03, 51, 3F, 05**	**03, 64, 3F, 05**
Recall MIN level	**03, 51, 3F, 06**	**03, 64, 3F, 06**
STEP DOWN and OFF	**03, 51, 3F, 07**	**03, 64, 3F, 07**
ON and STEP UP	**03, 51, 3F, 08**	**03, 64, 3F, 08**
Go to Scene 1	**03, 51, 3F, 10**	**03, 64, 3F, 10**
Go to Scene 2	**03, 51, 3F, 11**	**03, 64, 3F, 11**
Go to Scene 3	**03, 51, 3F, 12**	**03, 64, 3F, 12**
Go to Scene 4	**03, 51, 3F, 13**	**03, 64, 3F, 13**
Go to Scene 5	**03, 51, 3F, 14**	**03, 64, 3F, 14**
Go to Scene 6	**03, 51, 3F, 15**	**03, 64, 3F, 15**
Go to Scene 7	**03, 51, 3F, 16**	**03, 64, 3F, 16**
Go to Scene 8	**03, 51, 3F, 17**	**03, 64, 3F, 17**
Go to Scene 9	**03, 51, 3F, 18**	**03, 64, 3F, 18**
Go to Scene 10	**03, 51, 3F, 19**	**03, 64, 3F, 19**
Go to Scene 11	**03, 51, 3F, 1A**	**03, 64, 3F, 1A**
Go to Scene 12	**03, 51, 3F, 1B**	**03, 64, 3F, 1B**
Go to Scene 13	**03, 51, 3F, 1C**	**03, 64, 3F, 1C**
Go to Scene 14	**03, 51, 3F, 1D**	**03, 64, 3F, 1D**
Go to Scene 15	**03, 51, 3F, 1E**	**03, 64, 3F, 1E**
Go to Scene 16	**03, 51, 3F, 1F**	**03, 64, 3F, 1F**
Query Actual Level	**03, 55, 3F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 3F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 33

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 40, dd** where **dd** = DALI level of 00 through FE	**03, 64, 40, dd**
OFF	**03, 51, 41, 00**	**03, 64, 41, 00**
UP	**03, 51, 41, 01**	**03, 64, 41, 01**
DOWN	**03, 51, 41, 02**	**03, 64, 41, 02**
STEP UP	**03, 51, 41, 03**	**03, 64, 41, 03**
STEP DOWN	**03, 51, 41, 04**	**03, 64, 41, 04**
Recall MAX level	**03, 51, 41, 05**	**03, 64, 41, 05**
Recall MIN level	**03, 51, 41, 06**	**03, 64, 41, 06**
STEP DOWN and OFF	**03, 51, 41, 07**	**03, 64, 41, 07**
ON and STEP UP	**03, 51, 41, 08**	**03, 64, 41, 08**
Go to Scene 1	**03, 51, 41, 10**	**03, 64, 41, 10**
Go to Scene 2	**03, 51, 41, 11**	**03, 64, 41, 11**
Go to Scene 3	**03, 51, 41, 12**	**03, 64, 41, 12**
Go to Scene 4	**03, 51, 41, 13**	**03, 64, 41, 13**
Go to Scene 5	**03, 51, 41, 14**	**03, 64, 41, 14**
Go to Scene 6	**03, 51, 41, 15**	**03, 64, 41, 15**
Go to Scene 7	**03, 51, 41, 16**	**03, 64, 41, 16**
Go to Scene 8	**03, 51, 41, 17**	**03, 64, 41, 17**
Go to Scene 9	**03, 51, 41, 18**	**03, 64, 41, 18**
Go to Scene 10	**03, 51, 41, 19**	**03, 64, 41, 19**
Go to Scene 11	**03, 51, 41, 1A**	**03, 64, 41, 1A**
Go to Scene 12	**03, 51, 41, 1B**	**03, 64, 41, 1B**
Go to Scene 13	**03, 51, 41, 1C**	**03, 64, 41, 1C**
Go to Scene 14	**03, 51, 41, 1D**	**03, 64, 41, 1D**
Go to Scene 15	**03, 51, 41, 1E**	**03, 64, 41, 1E**
Go to Scene 16	**03, 51, 41, 1F**	**03, 64, 41, 1F**
Query Actual Level	**03, 55, 41, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 41, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 34

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 42, dd** where **dd** = DALI level of 00 through FE	**03, 64, 42, dd**
OFF	**03, 51, 43, 00**	**03, 64, 43, 00**
UP	**03, 51, 43, 01**	**03, 64, 43, 01**
DOWN	**03, 51, 43, 02**	**03, 64, 43, 02**
STEP UP	**03, 51, 43, 03**	**03, 64, 43, 03**
STEP DOWN	**03, 51, 43, 04**	**03, 64, 43, 04**
Recall MAX level	**03, 51, 43, 05**	**03, 64, 43, 05**
Recall MIN level	**03, 51, 43, 06**	**03, 64, 43, 06**
STEP DOWN and OFF	**03, 51, 43, 07**	**03, 64, 43, 07**
ON and STEP UP	**03, 51, 43, 08**	**03, 64, 43, 08**
Go to Scene 1	**03, 51, 43, 10**	**03, 64, 43, 10**
Go to Scene 2	**03, 51, 43, 11**	**03, 64, 43, 11**
Go to Scene 3	**03, 51, 43, 12**	**03, 64, 43, 12**
Go to Scene 4	**03, 51, 43, 13**	**03, 64, 43, 13**
Go to Scene 5	**03, 51, 43, 14**	**03, 64, 43, 14**
Go to Scene 6	**03, 51, 43, 15**	**03, 64, 43, 15**
Go to Scene 7	**03, 51, 43, 16**	**03, 64, 43, 16**
Go to Scene 8	**03, 51, 43, 17**	**03, 64, 43, 17**
Go to Scene 9	**03, 51, 43, 18**	**03, 64, 43, 18**
Go to Scene 10	**03, 51, 43, 19**	**03, 64, 43, 19**
Go to Scene 11	**03, 51, 43, 1A**	**03, 64, 43, 1A**
Go to Scene 12	**03, 51, 43, 1B**	**03, 64, 43, 1B**
Go to Scene 13	**03, 51, 43, 1C**	**03, 64, 43, 1C**
Go to Scene 14	**03, 51, 43, 1D**	**03, 64, 43, 1D**
Go to Scene 15	**03, 51, 43, 1E**	**03, 64, 43, 1E**
Go to Scene 16	**03, 51, 43, 1F**	**03, 64, 43, 1F**
Query Actual Level	**03, 55, 43, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 43, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 35

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 44, dd** where **dd** = DALI level of 00 through FE	**03, 64, 44, dd**
OFF	**03, 51, 45, 00**	**03, 64, 45, 00**
UP	**03, 51, 45, 01**	**03, 64, 45, 01**
DOWN	**03, 51, 45, 02**	**03, 64, 45, 02**
STEP UP	**03, 51, 45, 03**	**03, 64, 45, 03**
STEP DOWN	**03, 51, 45, 04**	**03, 64, 45, 04**
Recall MAX level	**03, 51, 45, 05**	**03, 64, 45, 05**
Recall MIN level	**03, 51, 45, 06**	**03, 64, 45, 06**
STEP DOWN and OFF	**03, 51, 45, 07**	**03, 64, 45, 07**
ON and STEP UP	**03, 51, 45, 08**	**03, 64, 45, 08**
Go to Scene 1	**03, 51, 45, 10**	**03, 64, 45, 10**
Go to Scene 2	**03, 51, 45, 11**	**03, 64, 45, 11**
Go to Scene 3	**03, 51, 45, 12**	**03, 64, 45, 12**
Go to Scene 4	**03, 51, 45, 13**	**03, 64, 45, 13**
Go to Scene 5	**03, 51, 45, 14**	**03, 64, 45, 14**
Go to Scene 6	**03, 51, 45, 15**	**03, 64, 45, 15**
Go to Scene 7	**03, 51, 45, 16**	**03, 64, 45, 16**
Go to Scene 8	**03, 51, 45, 17**	**03, 64, 45, 17**
Go to Scene 9	**03, 51, 45, 18**	**03, 64, 45, 18**
Go to Scene 10	**03, 51, 45, 19**	**03, 64, 45, 19**
Go to Scene 11	**03, 51, 45, 1A**	**03, 64, 45, 1A**
Go to Scene 12	**03, 51, 45, 1B**	**03, 64, 45, 1B**
Go to Scene 13	**03, 51, 45, 1C**	**03, 64, 45, 1C**
Go to Scene 14	**03, 51, 45, 1D**	**03, 64, 45, 1D**
Go to Scene 15	**03, 51, 45, 1E**	**03, 64, 45, 1E**
Go to Scene 16	**03, 51, 45, 1F**	**03, 64, 45, 1F**
Query Actual Level	**03, 55, 45, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 45, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 36

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 46, dd** where **dd** = DALI level of 00 through FE	**03, 64, 46, dd**
OFF	**03, 51, 47, 00**	**03, 64, 47, 00**
UP	**03, 51, 47, 01**	**03, 64, 47, 01**
DOWN	**03, 51, 47, 02**	**03, 64, 47, 02**
STEP UP	**03, 51, 47, 03**	**03, 64, 47, 03**
STEP DOWN	**03, 51, 47, 04**	**03, 64, 47, 04**
Recall MAX level	**03, 51, 47, 05**	**03, 64, 47, 05**
Recall MIN level	**03, 51, 47, 06**	**03, 64, 47, 06**
STEP DOWN and OFF	**03, 51, 47, 07**	**03, 64, 47, 07**
ON and STEP UP	**03, 51, 47, 08**	**03, 64, 47, 08**
Go to Scene 1	**03, 51, 47, 10**	**03, 64, 47, 10**
Go to Scene 2	**03, 51, 47, 11**	**03, 64, 47, 11**
Go to Scene 3	**03, 51, 47, 12**	**03, 64, 47, 12**
Go to Scene 4	**03, 51, 47, 13**	**03, 64, 47, 13**
Go to Scene 5	**03, 51, 47, 14**	**03, 64, 47, 14**
Go to Scene 6	**03, 51, 47, 15**	**03, 64, 47, 15**
Go to Scene 7	**03, 51, 47, 16**	**03, 64, 47, 16**
Go to Scene 8	**03, 51, 47, 17**	**03, 64, 47, 17**
Go to Scene 9	**03, 51, 47, 18**	**03, 64, 47, 18**
Go to Scene 10	**03, 51, 47, 19**	**03, 64, 47, 19**
Go to Scene 11	**03, 51, 47, 1A**	**03, 64, 47, 1A**
Go to Scene 12	**03, 51, 47, 1B**	**03, 64, 47, 1B**
Go to Scene 13	**03, 51, 47, 1C**	**03, 64, 47, 1C**
Go to Scene 14	**03, 51, 47, 1D**	**03, 64, 47, 1D**
Go to Scene 15	**03, 51, 47, 1E**	**03, 64, 47, 1E**
Go to Scene 16	**03, 51, 47, 1F**	**03, 64, 47, 1F**
Query Actual Level	**03, 55, 47, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 47, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 37

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 48, dd** where **dd** = DALI level of 00 through FE	**03, 64, 48, dd**
OFF	**03, 51, 49, 00**	**03, 64, 49, 00**
UP	**03, 51, 49, 01**	**03, 64, 49, 01**
DOWN	**03, 51, 49, 02**	**03, 64, 49, 02**
STEP UP	**03, 51, 49, 03**	**03, 64, 49, 03**
STEP DOWN	**03, 51, 49, 04**	**03, 64, 49, 04**
Recall MAX level	**03, 51, 49, 05**	**03, 64, 49, 05**
Recall MIN level	**03, 51, 49, 06**	**03, 64, 49, 06**
STEP DOWN and OFF	**03, 51, 49, 07**	**03, 64, 49, 07**
ON and STEP UP	**03, 51, 49, 08**	**03, 64, 49, 08**
Go to Scene 1	**03, 51, 49, 10**	**03, 64, 49, 10**
Go to Scene 2	**03, 51, 49, 11**	**03, 64, 49, 11**
Go to Scene 3	**03, 51, 49, 12**	**03, 64, 49, 12**
Go to Scene 4	**03, 51, 49, 13**	**03, 64, 49, 13**
Go to Scene 5	**03, 51, 49, 14**	**03, 64, 49, 14**
Go to Scene 6	**03, 51, 49, 15**	**03, 64, 49, 15**
Go to Scene 7	**03, 51, 49, 16**	**03, 64, 49, 16**
Go to Scene 8	**03, 51, 49, 17**	**03, 64, 49, 17**
Go to Scene 9	**03, 51, 49, 18**	**03, 64, 49, 18**
Go to Scene 10	**03, 51, 49, 19**	**03, 64, 49, 19**
Go to Scene 11	**03, 51, 49, 1A**	**03, 64, 49, 1A**
Go to Scene 12	**03, 51, 49, 1B**	**03, 64, 49, 1B**
Go to Scene 13	**03, 51, 49, 1C**	**03, 64, 49, 1C**
Go to Scene 14	**03, 51, 49, 1D**	**03, 64, 49, 1D**
Go to Scene 15	**03, 51, 49, 1E**	**03, 64, 49, 1E**
Go to Scene 16	**03, 51, 49, 1F**	**03, 64, 49, 1F**
Query Actual Level	**03, 55, 49, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 49, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 38

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 4A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 4A, dd**
OFF	**03, 51, 4B, 00**	**03, 64, 4B, 00**
UP	**03, 51, 4B, 01**	**03, 64, 4B, 01**
DOWN	**03, 51, 4B, 02**	**03, 64, 4B, 02**
STEP UP	**03, 51, 4B, 03**	**03, 64, 4B, 03**
STEP DOWN	**03, 51, 4B, 04**	**03, 64, 4B, 04**
Recall MAX level	**03, 51, 4B, 05**	**03, 64, 4B, 05**
Recall MIN level	**03, 51, 4B, 06**	**03, 64, 4B, 06**
STEP DOWN and OFF	**03, 51, 4B, 07**	**03, 64, 4B, 07**
ON and STEP UP	**03, 51, 4B, 08**	**03, 64, 4B, 08**
Go to Scene 1	**03, 51, 4B, 10**	**03, 64, 4B, 10**
Go to Scene 2	**03, 51, 4B, 11**	**03, 64, 4B, 11**
Go to Scene 3	**03, 51, 4B, 12**	**03, 64, 4B, 12**
Go to Scene 4	**03, 51, 4B, 13**	**03, 64, 4B, 13**
Go to Scene 5	**03, 51, 4B, 14**	**03, 64, 4B, 14**
Go to Scene 6	**03, 51, 4B, 15**	**03, 64, 4B, 15**
Go to Scene 7	**03, 51, 4B, 16**	**03, 64, 4B, 16**
Go to Scene 8	**03, 51, 4B, 17**	**03, 64, 4B, 17**
Go to Scene 9	**03, 51, 4B, 18**	**03, 64, 4B, 18**
Go to Scene 10	**03, 51, 4B, 19**	**03, 64, 4B, 19**
Go to Scene 11	**03, 51, 4B, 1A**	**03, 64, 4B, 1A**
Go to Scene 12	**03, 51, 4B, 1B**	**03, 64, 4B, 1B**
Go to Scene 13	**03, 51, 4B, 1C**	**03, 64, 4B, 1C**
Go to Scene 14	**03, 51, 4B, 1D**	**03, 64, 4B, 1D**
Go to Scene 15	**03, 51, 4B, 1E**	**03, 64, 4B, 1E**
Go to Scene 16	**03, 51, 4B, 1F**	**03, 64, 4B, 1F**
Query Actual Level	**03, 55, 4B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 4B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 39

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 4C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 4C, dd**
OFF	**03, 51, 4D, 00**	**03, 64, 4D, 00**
UP	**03, 51, 4D, 01**	**03, 64, 4D, 01**
DOWN	**03, 51, 4D, 02**	**03, 64, 4D, 02**
STEP UP	**03, 51, 4D, 03**	**03, 64, 4D, 03**
STEP DOWN	**03, 51, 4D, 04**	**03, 64, 4D, 04**
Recall MAX level	**03, 51, 4D, 05**	**03, 64, 4D, 05**
Recall MIN level	**03, 51, 4D, 06**	**03, 64, 4D, 06**
STEP DOWN and OFF	**03, 51, 4D, 07**	**03, 64, 4D, 07**
ON and STEP UP	**03, 51, 4D, 08**	**03, 64, 4D, 08**
Go to Scene 1	**03, 51, 4D, 10**	**03, 64, 4D, 10**
Go to Scene 2	**03, 51, 4D, 11**	**03, 64, 4D, 11**
Go to Scene 3	**03, 51, 4D, 12**	**03, 64, 4D, 12**
Go to Scene 4	**03, 51, 4D, 13**	**03, 64, 4D, 13**
Go to Scene 5	**03, 51, 4D, 14**	**03, 64, 4D, 14**
Go to Scene 6	**03, 51, 4D, 15**	**03, 64, 4D, 15**
Go to Scene 7	**03, 51, 4D, 16**	**03, 64, 4D, 16**
Go to Scene 8	**03, 51, 4D, 17**	**03, 64, 4D, 17**
Go to Scene 9	**03, 51, 4D, 18**	**03, 64, 4D, 18**
Go to Scene 10	**03, 51, 4D, 19**	**03, 64, 4D, 19**
Go to Scene 11	**03, 51, 4D, 1A**	**03, 64, 4D, 1A**
Go to Scene 12	**03, 51, 4D, 1B**	**03, 64, 4D, 1B**
Go to Scene 13	**03, 51, 4D, 1C**	**03, 64, 4D, 1C**
Go to Scene 14	**03, 51, 4D, 1D**	**03, 64, 4D, 1D**
Go to Scene 15	**03, 51, 4D, 1E**	**03, 64, 4D, 1E**
Go to Scene 16	**03, 51, 4D, 1F**	**03, 64, 4D, 1F**
Query Actual Level	**03, 55, 4D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 4D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 40

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 4E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 4E, dd**
OFF	**03, 51, 4F, 00**	**03, 64, 4F, 00**
UP	**03, 51, 4F, 01**	**03, 64, 4F, 01**
DOWN	**03, 51, 4F, 02**	**03, 64, 4F, 02**
STEP UP	**03, 51, 4F, 03**	**03, 64, 4F, 03**
STEP DOWN	**03, 51, 4F, 04**	**03, 64, 4F, 04**
Recall MAX level	**03, 51, 4F, 05**	**03, 64, 4F, 05**
Recall MIN level	**03, 51, 4F, 06**	**03, 64, 4F, 06**
STEP DOWN and OFF	**03, 51, 4F, 07**	**03, 64, 4F, 07**
ON and STEP UP	**03, 51, 4F, 08**	**03, 64, 4F, 08**
Go to Scene 1	**03, 51, 4F, 10**	**03, 64, 4F, 10**
Go to Scene 2	**03, 51, 4F, 11**	**03, 64, 4F, 11**
Go to Scene 3	**03, 51, 4F, 12**	**03, 64, 4F, 12**
Go to Scene 4	**03, 51, 4F, 13**	**03, 64, 4F, 13**
Go to Scene 5	**03, 51, 4F, 14**	**03, 64, 4F, 14**
Go to Scene 6	**03, 51, 4F, 15**	**03, 64, 4F, 15**
Go to Scene 7	**03, 51, 4F, 16**	**03, 64, 4F, 16**
Go to Scene 8	**03, 51, 4F, 17**	**03, 64, 4F, 17**
Go to Scene 9	**03, 51, 4F, 18**	**03, 64, 4F, 18**
Go to Scene 10	**03, 51, 4F, 19**	**03, 64, 4F, 19**
Go to Scene 11	**03, 51, 4F, 1A**	**03, 64, 4F, 1A**
Go to Scene 12	**03, 51, 4F, 1B**	**03, 64, 4F, 1B**
Go to Scene 13	**03, 51, 4F, 1C**	**03, 64, 4F, 1C**
Go to Scene 14	**03, 51, 4F, 1D**	**03, 64, 4F, 1D**
Go to Scene 15	**03, 51, 4F, 1E**	**03, 64, 4F, 1E**
Go to Scene 16	**03, 51, 4F, 1F**	**03, 64, 4F, 1F**
Query Actual Level	**03, 55, 4F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 4F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 41

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 50, dd** where **dd** = DALI level of 00 through FE	**03, 64, 50, dd**
OFF	**03, 51, 51, 00**	**03, 64, 51, 00**
UP	**03, 51, 51, 01**	**03, 64, 51, 01**
DOWN	**03, 51, 51, 02**	**03, 64, 51, 02**
STEP UP	**03, 51, 51, 03**	**03, 64, 51, 03**
STEP DOWN	**03, 51, 51, 04**	**03, 64, 51, 04**
Recall MAX level	**03, 51, 51, 05**	**03, 64, 51, 05**
Recall MIN level	**03, 51, 51, 06**	**03, 64, 51, 06**
STEP DOWN and OFF	**03, 51, 51, 07**	**03, 64, 51, 07**
ON and STEP UP	**03, 51, 51, 08**	**03, 64, 51, 08**
Go to Scene 1	**03, 51, 51, 10**	**03, 64, 51, 10**
Go to Scene 2	**03, 51, 51, 11**	**03, 64, 51, 11**
Go to Scene 3	**03, 51, 51, 12**	**03, 64, 51, 12**
Go to Scene 4	**03, 51, 51, 13**	**03, 64, 51, 13**
Go to Scene 5	**03, 51, 51, 14**	**03, 64, 51, 14**
Go to Scene 6	**03, 51, 51, 15**	**03, 64, 51, 15**
Go to Scene 7	**03, 51, 51, 16**	**03, 64, 51, 16**
Go to Scene 8	**03, 51, 51, 17**	**03, 64, 51, 17**
Go to Scene 9	**03, 51, 51, 18**	**03, 64, 51, 18**
Go to Scene 10	**03, 51, 51, 19**	**03, 64, 51, 19**
Go to Scene 11	**03, 51, 51, 1A**	**03, 64, 51, 1A**
Go to Scene 12	**03, 51, 51, 1B**	**03, 64, 51, 1B**
Go to Scene 13	**03, 51, 51, 1C**	**03, 64, 51, 1C**
Go to Scene 14	**03, 51, 51, 1D**	**03, 64, 51, 1D**
Go to Scene 15	**03, 51, 51, 1E**	**03, 64, 51, 1E**
Go to Scene 16	**03, 51, 51, 1F**	**03, 64, 51, 1F**
Query Actual Level	**03, 55, 51, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 51, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 42

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 52, dd** where **dd** = DALI level of 00 through FE	**03, 64, 52, dd**
OFF	**03, 51, 53, 00**	**03, 64, 53, 00**
UP	**03, 51, 53, 01**	**03, 64, 53, 01**
DOWN	**03, 51, 53, 02**	**03, 64, 53, 02**
STEP UP	**03, 51, 53, 03**	**03, 64, 53, 03**
STEP DOWN	**03, 51, 53, 04**	**03, 64, 53, 04**
Recall MAX level	**03, 51, 53, 05**	**03, 64, 53, 05**
Recall MIN level	**03, 51, 53, 06**	**03, 64, 53, 06**
STEP DOWN and OFF	**03, 51, 53, 07**	**03, 64, 53, 07**
ON and STEP UP	**03, 51, 53, 08**	**03, 64, 53, 08**
Go to Scene 1	**03, 51, 53, 10**	**03, 64, 53, 10**
Go to Scene 2	**03, 51, 53, 11**	**03, 64, 53, 11**
Go to Scene 3	**03, 51, 53, 12**	**03, 64, 53, 12**
Go to Scene 4	**03, 51, 53, 13**	**03, 64, 53, 13**
Go to Scene 5	**03, 51, 53, 14**	**03, 64, 53, 14**
Go to Scene 6	**03, 51, 53, 15**	**03, 64, 53, 15**
Go to Scene 7	**03, 51, 53, 16**	**03, 64, 53, 16**
Go to Scene 8	**03, 51, 53, 17**	**03, 64, 53, 17**
Go to Scene 9	**03, 51, 53, 18**	**03, 64, 53, 18**
Go to Scene 10	**03, 51, 53, 19**	**03, 64, 53, 19**
Go to Scene 11	**03, 51, 53, 1A**	**03, 64, 53, 1A**
Go to Scene 12	**03, 51, 53, 1B**	**03, 64, 53, 1B**
Go to Scene 13	**03, 51, 53, 1C**	**03, 64, 53, 1C**
Go to Scene 14	**03, 51, 53, 1D**	**03, 64, 53, 1D**
Go to Scene 15	**03, 51, 53, 1E**	**03, 64, 53, 1E**
Go to Scene 16	**03, 51, 53, 1F**	**03, 64, 53, 1F**
Query Actual Level	**03, 55, 53, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 53, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 43

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 54, dd** where **dd** = DALI level of 00 through FE	**03, 64, 54, dd**
OFF	**03, 51, 55, 00**	**03, 64, 55, 00**
UP	**03, 51, 55, 01**	**03, 64, 55, 01**
DOWN	**03, 51, 55, 02**	**03, 64, 55, 02**
STEP UP	**03, 51, 55, 03**	**03, 64, 55, 03**
STEP DOWN	**03, 51, 55, 04**	**03, 64, 55, 04**
Recall MAX level	**03, 51, 55, 05**	**03, 64, 55, 05**
Recall MIN level	**03, 51, 55, 06**	**03, 64, 55, 06**
STEP DOWN and OFF	**03, 51, 55, 07**	**03, 64, 55, 07**
ON and STEP UP	**03, 51, 55, 08**	**03, 64, 55, 08**
Go to Scene 1	**03, 51, 55, 10**	**03, 64, 55, 10**
Go to Scene 2	**03, 51, 55, 11**	**03, 64, 55, 11**
Go to Scene 3	**03, 51, 55, 12**	**03, 64, 55, 12**
Go to Scene 4	**03, 51, 55, 13**	**03, 64, 55, 13**
Go to Scene 5	**03, 51, 55, 14**	**03, 64, 55, 14**
Go to Scene 6	**03, 51, 55, 15**	**03, 64, 55, 15**
Go to Scene 7	**03, 51, 55, 16**	**03, 64, 55, 16**
Go to Scene 8	**03, 51, 55, 17**	**03, 64, 55, 17**
Go to Scene 9	**03, 51, 55, 18**	**03, 64, 55, 18**
Go to Scene 10	**03, 51, 55, 19**	**03, 64, 55, 19**
Go to Scene 11	**03, 51, 55, 1A**	**03, 64, 55, 1A**
Go to Scene 12	**03, 51, 55, 1B**	**03, 64, 55, 1B**
Go to Scene 13	**03, 51, 55, 1C**	**03, 64, 55, 1C**
Go to Scene 14	**03, 51, 55, 1D**	**03, 64, 55, 1D**
Go to Scene 15	**03, 51, 55, 1E**	**03, 64, 55, 1E**
Go to Scene 16	**03, 51, 55, 1F**	**03, 64, 55, 1F**
Query Actual Level	**03, 55, 55, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 55, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 44

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 56, dd** where **dd** = DALI level of 00 through FE	**03, 64, 56, dd**
OFF	**03, 51, 57, 00**	**03, 64, 57, 00**
UP	**03, 51, 57, 01**	**03, 64, 57, 01**
DOWN	**03, 51, 57, 02**	**03, 64, 57, 02**
STEP UP	**03, 51, 57, 03**	**03, 64, 57, 03**
STEP DOWN	**03, 51, 57, 04**	**03, 64, 57, 04**
Recall MAX level	**03, 51, 57, 05**	**03, 64, 57, 05**
Recall MIN level	**03, 51, 57, 06**	**03, 64, 57, 06**
STEP DOWN and OFF	**03, 51, 57, 07**	**03, 64, 57, 07**
ON and STEP UP	**03, 51, 57, 08**	**03, 64, 57, 08**
Go to Scene 1	**03, 51, 57, 10**	**03, 64, 57, 10**
Go to Scene 2	**03, 51, 57, 11**	**03, 64, 57, 11**
Go to Scene 3	**03, 51, 57, 12**	**03, 64, 57, 12**
Go to Scene 4	**03, 51, 57, 13**	**03, 64, 57, 13**
Go to Scene 5	**03, 51, 57, 14**	**03, 64, 57, 14**
Go to Scene 6	**03, 51, 57, 15**	**03, 64, 57, 15**
Go to Scene 7	**03, 51, 57, 16**	**03, 64, 57, 16**
Go to Scene 8	**03, 51, 57, 17**	**03, 64, 57, 17**
Go to Scene 9	**03, 51, 57, 18**	**03, 64, 57, 18**
Go to Scene 10	**03, 51, 57, 19**	**03, 64, 57, 19**
Go to Scene 11	**03, 51, 57, 1A**	**03, 64, 57, 1A**
Go to Scene 12	**03, 51, 57, 1B**	**03, 64, 57, 1B**
Go to Scene 13	**03, 51, 57, 1C**	**03, 64, 57, 1C**
Go to Scene 14	**03, 51, 57, 1D**	**03, 64, 57, 1D**
Go to Scene 15	**03, 51, 57, 1E**	**03, 64, 57, 1E**
Go to Scene 16	**03, 51, 57, 1F**	**03, 64, 57, 1F**
Query Actual Level	**03, 55, 57, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 57, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 45

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 58, dd** where **dd** = DALI level of 00 through FE	**03, 64, 58, dd**
OFF	**03, 51, 59, 00**	**03, 64, 59, 00**
UP	**03, 51, 59, 01**	**03, 64, 59, 01**
DOWN	**03, 51, 59, 02**	**03, 64, 59, 02**
STEP UP	**03, 51, 59, 03**	**03, 64, 59, 03**
STEP DOWN	**03, 51, 59, 04**	**03, 64, 59, 04**
Recall MAX level	**03, 51, 59, 05**	**03, 64, 59, 05**
Recall MIN level	**03, 51, 59, 06**	**03, 64, 59, 06**
STEP DOWN and OFF	**03, 51, 59, 07**	**03, 64, 59, 07**
ON and STEP UP	**03, 51, 59, 08**	**03, 64, 59, 08**
Go to Scene 1	**03, 51, 59, 10**	**03, 64, 59, 10**
Go to Scene 2	**03, 51, 59, 11**	**03, 64, 59, 11**
Go to Scene 3	**03, 51, 59, 12**	**03, 64, 59, 12**
Go to Scene 4	**03, 51, 59, 13**	**03, 64, 59, 13**
Go to Scene 5	**03, 51, 59, 14**	**03, 64, 59, 14**
Go to Scene 6	**03, 51, 59, 15**	**03, 64, 59, 15**
Go to Scene 7	**03, 51, 59, 16**	**03, 64, 59, 16**
Go to Scene 8	**03, 51, 59, 17**	**03, 64, 59, 17**
Go to Scene 9	**03, 51, 59, 18**	**03, 64, 59, 18**
Go to Scene 10	**03, 51, 59, 19**	**03, 64, 59, 19**
Go to Scene 11	**03, 51, 59, 1A**	**03, 64, 59, 1A**
Go to Scene 12	**03, 51, 59, 1B**	**03, 64, 59, 1B**
Go to Scene 13	**03, 51, 59, 1C**	**03, 64, 59, 1C**
Go to Scene 14	**03, 51, 59, 1D**	**03, 64, 59, 1D**
Go to Scene 15	**03, 51, 59, 1E**	**03, 64, 59, 1E**
Go to Scene 16	**03, 51, 59, 1F**	**03, 64, 59, 1F**
Query Actual Level	**03, 55, 59, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 59, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 46

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 5A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 5A, dd**
OFF	**03, 51, 5B, 00**	**03, 64, 5B, 00**
UP	**03, 51, 5B, 01**	**03, 64, 5B, 01**
DOWN	**03, 51, 5B, 02**	**03, 64, 5B, 02**
STEP UP	**03, 51, 5B, 03**	**03, 64, 5B, 03**
STEP DOWN	**03, 51, 5B, 04**	**03, 64, 5B, 04**
Recall MAX level	**03, 51, 5B, 05**	**03, 64, 5B, 05**
Recall MIN level	**03, 51, 5B, 06**	**03, 64, 5B, 06**
STEP DOWN and OFF	**03, 51, 5B, 07**	**03, 64, 5B, 07**
ON and STEP UP	**03, 51, 5B, 08**	**03, 64, 5B, 08**
Go to Scene 1	**03, 51, 5B, 10**	**03, 64, 5B, 10**
Go to Scene 2	**03, 51, 5B, 11**	**03, 64, 5B, 11**
Go to Scene 3	**03, 51, 5B, 12**	**03, 64, 5B, 12**
Go to Scene 4	**03, 51, 5B, 13**	**03, 64, 5B, 13**
Go to Scene 5	**03, 51, 5B, 14**	**03, 64, 5B, 14**
Go to Scene 6	**03, 51, 5B, 15**	**03, 64, 5B, 15**
Go to Scene 7	**03, 51, 5B, 16**	**03, 64, 5B, 16**
Go to Scene 8	**03, 51, 5B, 17**	**03, 64, 5B, 17**
Go to Scene 9	**03, 51, 5B, 18**	**03, 64, 5B, 18**
Go to Scene 10	**03, 51, 5B, 19**	**03, 64, 5B, 19**
Go to Scene 11	**03, 51, 5B, 1A**	**03, 64, 5B, 1A**
Go to Scene 12	**03, 51, 5B, 1B**	**03, 64, 5B, 1B**
Go to Scene 13	**03, 51, 5B, 1C**	**03, 64, 5B, 1C**
Go to Scene 14	**03, 51, 5B, 1D**	**03, 64, 5B, 1D**
Go to Scene 15	**03, 51, 5B, 1E**	**03, 64, 5B, 1E**
Go to Scene 16	**03, 51, 5B, 1F**	**03, 64, 5B, 1F**
Query Actual Level	**03, 55, 5B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 5B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 47

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 5C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 5C, dd**
OFF	**03, 51, 5D, 00**	**03, 64, 5D, 00**
UP	**03, 51, 5D, 01**	**03, 64, 5D, 01**
DOWN	**03, 51, 5D, 02**	**03, 64, 5D, 02**
STEP UP	**03, 51, 5D, 03**	**03, 64, 5D, 03**
STEP DOWN	**03, 51, 5D, 04**	**03, 64, 5D, 04**
Recall MAX level	**03, 51, 5D, 05**	**03, 64, 5D, 05**
Recall MIN level	**03, 51, 5D, 06**	**03, 64, 5D, 06**
STEP DOWN and OFF	**03, 51, 5D, 07**	**03, 64, 5D, 07**
ON and STEP UP	**03, 51, 5D, 08**	**03, 64, 5D, 08**
Go to Scene 1	**03, 51, 5D, 10**	**03, 64, 5D, 10**
Go to Scene 2	**03, 51, 5D, 11**	**03, 64, 5D, 11**
Go to Scene 3	**03, 51, 5D, 12**	**03, 64, 5D, 12**
Go to Scene 4	**03, 51, 5D, 13**	**03, 64, 5D, 13**
Go to Scene 5	**03, 51, 5D, 14**	**03, 64, 5D, 14**
Go to Scene 6	**03, 51, 5D, 15**	**03, 64, 5D, 15**
Go to Scene 7	**03, 51, 5D, 16**	**03, 64, 5D, 16**
Go to Scene 8	**03, 51, 5D, 17**	**03, 64, 5D, 17**
Go to Scene 9	**03, 51, 5D, 18**	**03, 64, 5D, 18**
Go to Scene 10	**03, 51, 5D, 19**	**03, 64, 5D, 19**
Go to Scene 11	**03, 51, 5D, 1A**	**03, 64, 5D, 1A**
Go to Scene 12	**03, 51, 5D, 1B**	**03, 64, 5D, 1B**
Go to Scene 13	**03, 51, 5D, 1C**	**03, 64, 5D, 1C**
Go to Scene 14	**03, 51, 5D, 1D**	**03, 64, 5D, 1D**
Go to Scene 15	**03, 51, 5D, 1E**	**03, 64, 5D, 1E**
Go to Scene 16	**03, 51, 5D, 1F**	**03, 64, 5D, 1F**
Query Actual Level	**03, 55, 5D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 5D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 48

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 5E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 5E, dd**
OFF	**03, 51, 5F, 00**	**03, 64, 5F, 00**
UP	**03, 51, 5F, 01**	**03, 64, 5F, 01**
DOWN	**03, 51, 5F, 02**	**03, 64, 5F, 02**
STEP UP	**03, 51, 5F, 03**	**03, 64, 5F, 03**
STEP DOWN	**03, 51, 5F, 04**	**03, 64, 5F, 04**
Recall MAX level	**03, 51, 5F, 05**	**03, 64, 5F, 05**
Recall MIN level	**03, 51, 5F, 06**	**03, 64, 5F, 06**
STEP DOWN and OFF	**03, 51, 5F, 07**	**03, 64, 5F, 07**
ON and STEP UP	**03, 51, 5F, 08**	**03, 64, 5F, 08**
Go to Scene 1	**03, 51, 5F, 10**	**03, 64, 5F, 10**
Go to Scene 2	**03, 51, 5F, 11**	**03, 64, 5F, 11**
Go to Scene 3	**03, 51, 5F, 12**	**03, 64, 5F, 12**
Go to Scene 4	**03, 51, 5F, 13**	**03, 64, 5F, 13**
Go to Scene 5	**03, 51, 5F, 14**	**03, 64, 5F, 14**
Go to Scene 6	**03, 51, 5F, 15**	**03, 64, 5F, 15**
Go to Scene 7	**03, 51, 5F, 16**	**03, 64, 5F, 16**
Go to Scene 8	**03, 51, 5F, 17**	**03, 64, 5F, 17**
Go to Scene 9	**03, 51, 5F, 18**	**03, 64, 5F, 18**
Go to Scene 10	**03, 51, 5F, 19**	**03, 64, 5F, 19**
Go to Scene 11	**03, 51, 5F, 1A**	**03, 64, 5F, 1A**
Go to Scene 12	**03, 51, 5F, 1B**	**03, 64, 5F, 1B**
Go to Scene 13	**03, 51, 5F, 1C**	**03, 64, 5F, 1C**
Go to Scene 14	**03, 51, 5F, 1D**	**03, 64, 5F, 1D**
Go to Scene 15	**03, 51, 5F, 1E**	**03, 64, 5F, 1E**
Go to Scene 16	**03, 51, 5F, 1F**	**03, 64, 5F, 1F**
Query Actual Level	**03, 55, 5F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 5F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 49

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 60, dd** where **dd** = DALI level of 00 through FE	**03, 64, 60, dd**
OFF	**03, 51, 61, 00**	**03, 64, 61, 00**
UP	**03, 51, 61, 01**	**03, 64, 61, 01**
DOWN	**03, 51, 61, 02**	**03, 64, 61, 02**
STEP UP	**03, 51, 61, 03**	**03, 64, 61, 03**
STEP DOWN	**03, 51, 61, 04**	**03, 64, 61, 04**
Recall MAX level	**03, 51, 61, 05**	**03, 64, 61, 05**
Recall MIN level	**03, 51, 61, 06**	**03, 64, 61, 06**
STEP DOWN and OFF	**03, 51, 61, 07**	**03, 64, 61, 07**
ON and STEP UP	**03, 51, 61, 08**	**03, 64, 61, 08**
Go to Scene 1	**03, 51, 61, 10**	**03, 64, 61, 10**
Go to Scene 2	**03, 51, 61, 11**	**03, 64, 61, 11**
Go to Scene 3	**03, 51, 61, 12**	**03, 64, 61, 12**
Go to Scene 4	**03, 51, 61, 13**	**03, 64, 61, 13**
Go to Scene 5	**03, 51, 61, 14**	**03, 64, 61, 14**
Go to Scene 6	**03, 51, 61, 15**	**03, 64, 61, 15**
Go to Scene 7	**03, 51, 61, 16**	**03, 64, 61, 16**
Go to Scene 8	**03, 51, 61, 17**	**03, 64, 61, 17**
Go to Scene 9	**03, 51, 61, 18**	**03, 64, 61, 18**
Go to Scene 10	**03, 51, 61, 19**	**03, 64, 61, 19**
Go to Scene 11	**03, 51, 61, 1A**	**03, 64, 61, 1A**
Go to Scene 12	**03, 51, 61, 1B**	**03, 64, 61, 1B**
Go to Scene 13	**03, 51, 61, 1C**	**03, 64, 61, 1C**
Go to Scene 14	**03, 51, 61, 1D**	**03, 64, 61, 1D**
Go to Scene 15	**03, 51, 61, 1E**	**03, 64, 61, 1E**
Go to Scene 16	**03, 51, 61, 1F**	**03, 64, 61, 1F**
Query Actual Level	**03, 55, 61, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 61, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 50

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 62, dd** where **dd** = DALI level of 00 through FE	**03, 64, 62, dd**
OFF	**03, 51, 63, 00**	**03, 64, 63, 00**
UP	**03, 51, 63, 01**	**03, 64, 63, 01**
DOWN	**03, 51, 63, 02**	**03, 64, 63, 02**
STEP UP	**03, 51, 63, 03**	**03, 64, 63, 03**
STEP DOWN	**03, 51, 63, 04**	**03, 64, 63, 04**
Recall MAX level	**03, 51, 63, 05**	**03, 64, 63, 05**
Recall MIN level	**03, 51, 63, 06**	**03, 64, 63, 06**
STEP DOWN and OFF	**03, 51, 63, 07**	**03, 64, 63, 07**
ON and STEP UP	**03, 51, 63, 08**	**03, 64, 63, 08**
Go to Scene 1	**03, 51, 63, 10**	**03, 64, 63, 10**
Go to Scene 2	**03, 51, 63, 11**	**03, 64, 63, 11**
Go to Scene 3	**03, 51, 63, 12**	**03, 64, 63, 12**
Go to Scene 4	**03, 51, 63, 13**	**03, 64, 63, 13**
Go to Scene 5	**03, 51, 63, 14**	**03, 64, 63, 14**
Go to Scene 6	**03, 51, 63, 15**	**03, 64, 63, 15**
Go to Scene 7	**03, 51, 63, 16**	**03, 64, 63, 16**
Go to Scene 8	**03, 51, 63, 17**	**03, 64, 63, 17**
Go to Scene 9	**03, 51, 63, 18**	**03, 64, 63, 18**
Go to Scene 10	**03, 51, 63, 19**	**03, 64, 63, 19**
Go to Scene 11	**03, 51, 63, 1A**	**03, 64, 63, 1A**
Go to Scene 12	**03, 51, 63, 1B**	**03, 64, 63, 1B**
Go to Scene 13	**03, 51, 63, 1C**	**03, 64, 63, 1C**
Go to Scene 14	**03, 51, 63, 1D**	**03, 64, 63, 1D**
Go to Scene 15	**03, 51, 63, 1E**	**03, 64, 63, 1E**
Go to Scene 16	**03, 51, 63, 1F**	**03, 64, 63, 1F**
Query Actual Level	**03, 55, 63, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 63, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 51

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 64, dd** where **dd** = DALI level of 00 through FE	**03, 64, 64, dd**
OFF	**03, 51, 65, 00**	**03, 64, 65, 00**
UP	**03, 51, 65, 01**	**03, 64, 65, 01**
DOWN	**03, 51, 65, 02**	**03, 64, 65, 02**
STEP UP	**03, 51, 65, 03**	**03, 64, 65, 03**
STEP DOWN	**03, 51, 65, 04**	**03, 64, 65, 04**
Recall MAX level	**03, 51, 65, 05**	**03, 64, 65, 05**
Recall MIN level	**03, 51, 65, 06**	**03, 64, 65, 06**
STEP DOWN and OFF	**03, 51, 65, 07**	**03, 64, 65, 07**
ON and STEP UP	**03, 51, 65, 08**	**03, 64, 65, 08**
Go to Scene 1	**03, 51, 65, 10**	**03, 64, 65, 10**
Go to Scene 2	**03, 51, 65, 11**	**03, 64, 65, 11**
Go to Scene 3	**03, 51, 65, 12**	**03, 64, 65, 12**
Go to Scene 4	**03, 51, 65, 13**	**03, 64, 65, 13**
Go to Scene 5	**03, 51, 65, 14**	**03, 64, 65, 14**
Go to Scene 6	**03, 51, 65, 15**	**03, 64, 65, 15**
Go to Scene 7	**03, 51, 65, 16**	**03, 64, 65, 16**
Go to Scene 8	**03, 51, 65, 17**	**03, 64, 65, 17**
Go to Scene 9	**03, 51, 65, 18**	**03, 64, 65, 18**
Go to Scene 10	**03, 51, 65, 19**	**03, 64, 65, 19**
Go to Scene 11	**03, 51, 65, 1A**	**03, 64, 65, 1A**
Go to Scene 12	**03, 51, 65, 1B**	**03, 64, 65, 1B**
Go to Scene 13	**03, 51, 65, 1C**	**03, 64, 65, 1C**
Go to Scene 14	**03, 51, 65, 1D**	**03, 64, 65, 1D**
Go to Scene 15	**03, 51, 65, 1E**	**03, 64, 65, 1E**
Go to Scene 16	**03, 51, 65, 1F**	**03, 64, 65, 1F**
Query Actual Level	**03, 55, 65, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 65, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 52

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 66, dd** where **dd** = DALI level of 00 through FE	**03, 64, 66, dd**
OFF	**03, 51, 67, 00**	**03, 64, 67, 00**
UP	**03, 51, 67, 01**	**03, 64, 67, 01**
DOWN	**03, 51, 67, 02**	**03, 64, 67, 02**
STEP UP	**03, 51, 67, 03**	**03, 64, 67, 03**
STEP DOWN	**03, 51, 67, 04**	**03, 64, 67, 04**
Recall MAX level	**03, 51, 67, 05**	**03, 64, 67, 05**
Recall MIN level	**03, 51, 67, 06**	**03, 64, 67, 06**
STEP DOWN and OFF	**03, 51, 67, 07**	**03, 64, 67, 07**
ON and STEP UP	**03, 51, 67, 08**	**03, 64, 67, 08**
Go to Scene 1	**03, 51, 67, 10**	**03, 64, 67, 10**
Go to Scene 2	**03, 51, 67, 11**	**03, 64, 67, 11**
Go to Scene 3	**03, 51, 67, 12**	**03, 64, 67, 12**
Go to Scene 4	**03, 51, 67, 13**	**03, 64, 67, 13**
Go to Scene 5	**03, 51, 67, 14**	**03, 64, 67, 14**
Go to Scene 6	**03, 51, 67, 15**	**03, 64, 67, 15**
Go to Scene 7	**03, 51, 67, 16**	**03, 64, 67, 16**
Go to Scene 8	**03, 51, 67, 17**	**03, 64, 67, 17**
Go to Scene 9	**03, 51, 67, 18**	**03, 64, 67, 18**
Go to Scene 10	**03, 51, 67, 19**	**03, 64, 67, 19**
Go to Scene 11	**03, 51, 67, 1A**	**03, 64, 67, 1A**
Go to Scene 12	**03, 51, 67, 1B**	**03, 64, 67, 1B**
Go to Scene 13	**03, 51, 67, 1C**	**03, 64, 67, 1C**
Go to Scene 14	**03, 51, 67, 1D**	**03, 64, 67, 1D**
Go to Scene 15	**03, 51, 67, 1E**	**03, 64, 67, 1E**
Go to Scene 16	**03, 51, 67, 1F**	**03, 64, 67, 1F**
Query Actual Level	**03, 55, 67, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 67, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 53

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 68, dd** where **dd** = DALI level of 00 through FE	**03, 64, 68, dd**
OFF	**03, 51, 69, 00**	**03, 64, 69, 00**
UP	**03, 51, 69, 01**	**03, 64, 69, 01**
DOWN	**03, 51, 69, 02**	**03, 64, 69, 02**
STEP UP	**03, 51, 69, 03**	**03, 64, 69, 03**
STEP DOWN	**03, 51, 69, 04**	**03, 64, 69, 04**
Recall MAX level	**03, 51, 69, 05**	**03, 64, 69, 05**
Recall MIN level	**03, 51, 69, 06**	**03, 64, 69, 06**
STEP DOWN and OFF	**03, 51, 69, 07**	**03, 64, 69, 07**
ON and STEP UP	**03, 51, 69, 08**	**03, 64, 69, 08**
Go to Scene 1	**03, 51, 69, 10**	**03, 64, 69, 10**
Go to Scene 2	**03, 51, 69, 11**	**03, 64, 69, 11**
Go to Scene 3	**03, 51, 69, 12**	**03, 64, 69, 12**
Go to Scene 4	**03, 51, 69, 13**	**03, 64, 69, 13**
Go to Scene 5	**03, 51, 69, 14**	**03, 64, 69, 14**
Go to Scene 6	**03, 51, 69, 15**	**03, 64, 69, 15**
Go to Scene 7	**03, 51, 69, 16**	**03, 64, 69, 16**
Go to Scene 8	**03, 51, 69, 17**	**03, 64, 69, 17**
Go to Scene 9	**03, 51, 69, 18**	**03, 64, 69, 18**
Go to Scene 10	**03, 51, 69, 19**	**03, 64, 69, 19**
Go to Scene 11	**03, 51, 69, 1A**	**03, 64, 69, 1A**
Go to Scene 12	**03, 51, 69, 1B**	**03, 64, 69, 1B**
Go to Scene 13	**03, 51, 69, 1C**	**03, 64, 69, 1C**
Go to Scene 14	**03, 51, 69, 1D**	**03, 64, 69, 1D**
Go to Scene 15	**03, 51, 69, 1E**	**03, 64, 69, 1E**
Go to Scene 16	**03, 51, 69, 1F**	**03, 64, 69, 1F**
Query Actual Level	**03, 55, 69, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 69, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 54

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 6A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 6A, dd**
OFF	**03, 51, 6B, 00**	**03, 64, 6B, 00**
UP	**03, 51, 6B, 01**	**03, 64, 6B, 01**
DOWN	**03, 51, 6B, 02**	**03, 64, 6B, 02**
STEP UP	**03, 51, 6B, 03**	**03, 64, 6B, 03**
STEP DOWN	**03, 51, 6B, 04**	**03, 64, 6B, 04**
Recall MAX level	**03, 51, 6B, 05**	**03, 64, 6B, 05**
Recall MIN level	**03, 51, 6B, 06**	**03, 64, 6B, 06**
STEP DOWN and OFF	**03, 51, 6B, 07**	**03, 64, 6B, 07**
ON and STEP UP	**03, 51, 6B, 08**	**03, 64, 6B, 08**
Go to Scene 1	**03, 51, 6B, 10**	**03, 64, 6B, 10**
Go to Scene 2	**03, 51, 6B, 11**	**03, 64, 6B, 11**
Go to Scene 3	**03, 51, 6B, 12**	**03, 64, 6B, 12**
Go to Scene 4	**03, 51, 6B, 13**	**03, 64, 6B, 13**
Go to Scene 5	**03, 51, 6B, 14**	**03, 64, 6B, 14**
Go to Scene 6	**03, 51, 6B, 15**	**03, 64, 6B, 15**
Go to Scene 7	**03, 51, 6B, 16**	**03, 64, 6B, 16**
Go to Scene 8	**03, 51, 6B, 17**	**03, 64, 6B, 17**
Go to Scene 9	**03, 51, 6B, 18**	**03, 64, 6B, 18**
Go to Scene 10	**03, 51, 6B, 19**	**03, 64, 6B, 19**
Go to Scene 11	**03, 51, 6B, 1A**	**03, 64, 6B, 1A**
Go to Scene 12	**03, 51, 6B, 1B**	**03, 64, 6B, 1B**
Go to Scene 13	**03, 51, 6B, 1C**	**03, 64, 6B, 1C**
Go to Scene 14	**03, 51, 6B, 1D**	**03, 64, 6B, 1D**
Go to Scene 15	**03, 51, 6B, 1E**	**03, 64, 6B, 1E**
Go to Scene 16	**03, 51, 6B, 1F**	**03, 64, 6B, 1F**
Query Actual Level	**03, 55, 6B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 6B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 55

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 6C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 6C, dd**
OFF	**03, 51, 6D, 00**	**03, 64, 6D, 00**
UP	**03, 51, 6D, 01**	**03, 64, 6D, 01**
DOWN	**03, 51, 6D, 02**	**03, 64, 6D, 02**
STEP UP	**03, 51, 6D, 03**	**03, 64, 6D, 03**
STEP DOWN	**03, 51, 6D, 04**	**03, 64, 6D, 04**
Recall MAX level	**03, 51, 6D, 05**	**03, 64, 6D, 05**
Recall MIN level	**03, 51, 6D, 06**	**03, 64, 6D, 06**
STEP DOWN and OFF	**03, 51, 6D, 07**	**03, 64, 6D, 07**
ON and STEP UP	**03, 51, 6D, 08**	**03, 64, 6D, 08**
Go to Scene 1	**03, 51, 6D, 10**	**03, 64, 6D, 10**
Go to Scene 2	**03, 51, 6D, 11**	**03, 64, 6D, 11**
Go to Scene 3	**03, 51, 6D, 12**	**03, 64, 6D, 12**
Go to Scene 4	**03, 51, 6D, 13**	**03, 64, 6D, 13**
Go to Scene 5	**03, 51, 6D, 14**	**03, 64, 6D, 14**
Go to Scene 6	**03, 51, 6D, 15**	**03, 64, 6D, 15**
Go to Scene 7	**03, 51, 6D, 16**	**03, 64, 6D, 16**
Go to Scene 8	**03, 51, 6D, 17**	**03, 64, 6D, 17**
Go to Scene 9	**03, 51, 6D, 18**	**03, 64, 6D, 18**
Go to Scene 10	**03, 51, 6D, 19**	**03, 64, 6D, 19**
Go to Scene 11	**03, 51, 6D, 1A**	**03, 64, 6D, 1A**
Go to Scene 12	**03, 51, 6D, 1B**	**03, 64, 6D, 1B**
Go to Scene 13	**03, 51, 6D, 1C**	**03, 64, 6D, 1C**
Go to Scene 14	**03, 51, 6D, 1D**	**03, 64, 6D, 1D**
Go to Scene 15	**03, 51, 6D, 1E**	**03, 64, 6D, 1E**
Go to Scene 16	**03, 51, 6D, 1F**	**03, 64, 6D, 1F**
Query Actual Level	**03, 55, 6D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 6D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 56

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 6E, dd** where **dd** = DALI level of 00 through FE	**03, 64, 6E, dd**
OFF	**03, 51, 6F, 00**	**03, 64, 6F, 00**
UP	**03, 51, 6F, 01**	**03, 64, 6F, 01**
DOWN	**03, 51, 6F, 02**	**03, 64, 6F, 02**
STEP UP	**03, 51, 6F, 03**	**03, 64, 6F, 03**
STEP DOWN	**03, 51, 6F, 04**	**03, 64, 6F, 04**
Recall MAX level	**03, 51, 6F, 05**	**03, 64, 6F, 05**
Recall MIN level	**03, 51, 6F, 06**	**03, 64, 6F, 06**
STEP DOWN and OFF	**03, 51, 6F, 07**	**03, 64, 6F, 07**
ON and STEP UP	**03, 51, 6F, 08**	**03, 64, 6F, 08**
Go to Scene 1	**03, 51, 6F, 10**	**03, 64, 6F, 10**
Go to Scene 2	**03, 51, 6F, 11**	**03, 64, 6F, 11**
Go to Scene 3	**03, 51, 6F, 12**	**03, 64, 6F, 12**
Go to Scene 4	**03, 51, 6F, 13**	**03, 64, 6F, 13**
Go to Scene 5	**03, 51, 6F, 14**	**03, 64, 6F, 14**
Go to Scene 6	**03, 51, 6F, 15**	**03, 64, 6F, 15**
Go to Scene 7	**03, 51, 6F, 16**	**03, 64, 6F, 16**
Go to Scene 8	**03, 51, 6F, 17**	**03, 64, 6F, 17**
Go to Scene 9	**03, 51, 6F, 18**	**03, 64, 6F, 18**
Go to Scene 10	**03, 51, 6F, 19**	**03, 64, 6F, 19**
Go to Scene 11	**03, 51, 6F, 1A**	**03, 64, 6F, 1A**
Go to Scene 12	**03, 51, 6F, 1B**	**03, 64, 6F, 1B**
Go to Scene 13	**03, 51, 6F, 1C**	**03, 64, 6F, 1C**
Go to Scene 14	**03, 51, 6F, 1D**	**03, 64, 6F, 1D**
Go to Scene 15	**03, 51, 6F, 1E**	**03, 64, 6F, 1E**
Go to Scene 16	**03, 51, 6F, 1F**	**03, 64, 6F, 1F**
Query Actual Level	**03, 55, 6F, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 6F, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 57

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 70, dd** where **dd** = DALI level of 00 through FE	**03, 64, 70, dd**
OFF	**03, 51, 71, 00**	**03, 64, 71, 00**
UP	**03, 51, 71, 01**	**03, 64, 71, 01**
DOWN	**03, 51, 71, 02**	**03, 64, 71, 02**
STEP UP	**03, 51, 71, 03**	**03, 64, 71, 03**
STEP DOWN	**03, 51, 71, 04**	**03, 64, 71, 04**
Recall MAX level	**03, 51, 71, 05**	**03, 64, 71, 05**
Recall MIN level	**03, 51, 71, 06**	**03, 64, 71, 06**
STEP DOWN and OFF	**03, 51, 71, 07**	**03, 64, 71, 07**
ON and STEP UP	**03, 51, 71, 08**	**03, 64, 71, 08**
Go to Scene 1	**03, 51, 71, 10**	**03, 64, 71, 10**
Go to Scene 2	**03, 51, 71, 11**	**03, 64, 71, 11**
Go to Scene 3	**03, 51, 71, 12**	**03, 64, 71, 12**
Go to Scene 4	**03, 51, 71, 13**	**03, 64, 71, 13**
Go to Scene 5	**03, 51, 71, 14**	**03, 64, 71, 14**
Go to Scene 6	**03, 51, 71, 15**	**03, 64, 71, 15**
Go to Scene 7	**03, 51, 71, 16**	**03, 64, 71, 16**
Go to Scene 8	**03, 51, 71, 17**	**03, 64, 71, 17**
Go to Scene 9	**03, 51, 71, 18**	**03, 64, 71, 18**
Go to Scene 10	**03, 51, 71, 19**	**03, 64, 71, 19**
Go to Scene 11	**03, 51, 71, 1A**	**03, 64, 71, 1A**
Go to Scene 12	**03, 51, 71, 1B**	**03, 64, 71, 1B**
Go to Scene 13	**03, 51, 71, 1C**	**03, 64, 71, 1C**
Go to Scene 14	**03, 51, 71, 1D**	**03, 64, 71, 1D**
Go to Scene 15	**03, 51, 71, 1E**	**03, 64, 71, 1E**
Go to Scene 16	**03, 51, 71, 1F**	**03, 64, 71, 1F**
Query Actual Level	**03, 55, 71, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 71, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 58

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 72, dd** where **dd** = DALI level of 00 through FE	**03, 64, 72, dd**
OFF	**03, 51, 73, 00**	**03, 64, 73, 00**
UP	**03, 51, 73, 01**	**03, 64, 73, 01**
DOWN	**03, 51, 73, 02**	**03, 64, 73, 02**
STEP UP	**03, 51, 73, 03**	**03, 64, 73, 03**
STEP DOWN	**03, 51, 73, 04**	**03, 64, 73, 04**
Recall MAX level	**03, 51, 73, 05**	**03, 64, 73, 05**
Recall MIN level	**03, 51, 73, 06**	**03, 64, 73, 06**
STEP DOWN and OFF	**03, 51, 73, 07**	**03, 64, 73, 07**
ON and STEP UP	**03, 51, 73, 08**	**03, 64, 73, 08**
Go to Scene 1	**03, 51, 73, 10**	**03, 64, 73, 10**
Go to Scene 2	**03, 51, 73, 11**	**03, 64, 73, 11**
Go to Scene 3	**03, 51, 73, 12**	**03, 64, 73, 12**
Go to Scene 4	**03, 51, 73, 13**	**03, 64, 73, 13**
Go to Scene 5	**03, 51, 73, 14**	**03, 64, 73, 14**
Go to Scene 6	**03, 51, 73, 15**	**03, 64, 73, 15**
Go to Scene 7	**03, 51, 73, 16**	**03, 64, 73, 16**
Go to Scene 8	**03, 51, 73, 17**	**03, 64, 73, 17**
Go to Scene 9	**03, 51, 73, 18**	**03, 64, 73, 18**
Go to Scene 10	**03, 51, 73, 19**	**03, 64, 73, 19**
Go to Scene 11	**03, 51, 73, 1A**	**03, 64, 73, 1A**
Go to Scene 12	**03, 51, 73, 1B**	**03, 64, 73, 1B**
Go to Scene 13	**03, 51, 73, 1C**	**03, 64, 73, 1C**
Go to Scene 14	**03, 51, 73, 1D**	**03, 64, 73, 1D**
Go to Scene 15	**03, 51, 73, 1E**	**03, 64, 73, 1E**
Go to Scene 16	**03, 51, 73, 1F**	**03, 64, 73, 1F**
Query Actual Level	**03, 55, 73, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 73, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 59

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 74, dd** where **dd** = DALI level of 00 through FE	**03, 64, 74, dd**
OFF	**03, 51, 75, 00**	**03, 64, 75, 00**
UP	**03, 51, 75, 01**	**03, 64, 75, 01**
DOWN	**03, 51, 75, 02**	**03, 64, 75, 02**
STEP UP	**03, 51, 75, 03**	**03, 64, 75, 03**
STEP DOWN	**03, 51, 75, 04**	**03, 64, 75, 04**
Recall MAX level	**03, 51, 75, 05**	**03, 64, 75, 05**
Recall MIN level	**03, 51, 75, 06**	**03, 64, 75, 06**
STEP DOWN and OFF	**03, 51, 75, 07**	**03, 64, 75, 07**
ON and STEP UP	**03, 51, 75, 08**	**03, 64, 75, 08**
Go to Scene 1	**03, 51, 75, 10**	**03, 64, 75, 10**
Go to Scene 2	**03, 51, 75, 11**	**03, 64, 75, 11**
Go to Scene 3	**03, 51, 75, 12**	**03, 64, 75, 12**
Go to Scene 4	**03, 51, 75, 13**	**03, 64, 75, 13**
Go to Scene 5	**03, 51, 75, 14**	**03, 64, 75, 14**
Go to Scene 6	**03, 51, 75, 15**	**03, 64, 75, 15**
Go to Scene 7	**03, 51, 75, 16**	**03, 64, 75, 16**
Go to Scene 8	**03, 51, 75, 17**	**03, 64, 75, 17**
Go to Scene 9	**03, 51, 75, 18**	**03, 64, 75, 18**
Go to Scene 10	**03, 51, 75, 19**	**03, 64, 75, 19**
Go to Scene 11	**03, 51, 75, 1A**	**03, 64, 75, 1A**
Go to Scene 12	**03, 51, 75, 1B**	**03, 64, 75, 1B**
Go to Scene 13	**03, 51, 75, 1C**	**03, 64, 75, 1C**
Go to Scene 14	**03, 51, 75, 1D**	**03, 64, 75, 1D**
Go to Scene 15	**03, 51, 75, 1E**	**03, 64, 75, 1E**
Go to Scene 16	**03, 51, 75, 1F**	**03, 64, 75, 1F**
Query Actual Level	**03, 55, 75, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 75, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 60

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 76, dd** where **dd** = DALI level of 00 through FE	**03, 64, 76, dd**
OFF	**03, 51, 77, 00**	**03, 64, 77, 00**
UP	**03, 51, 77, 01**	**03, 64, 77, 01**
DOWN	**03, 51, 77, 02**	**03, 64, 77, 02**
STEP UP	**03, 51, 77, 03**	**03, 64, 77, 03**
STEP DOWN	**03, 51, 77, 04**	**03, 64, 77, 04**
Recall MAX level	**03, 51, 77, 05**	**03, 64, 77, 05**
Recall MIN level	**03, 51, 77, 06**	**03, 64, 77, 06**
STEP DOWN and OFF	**03, 51, 77, 07**	**03, 64, 77, 07**
ON and STEP UP	**03, 51, 77, 08**	**03, 64, 77, 08**
Go to Scene 1	**03, 51, 77, 10**	**03, 64, 77, 10**
Go to Scene 2	**03, 51, 77, 11**	**03, 64, 77, 11**
Go to Scene 3	**03, 51, 77, 12**	**03, 64, 77, 12**
Go to Scene 4	**03, 51, 77, 13**	**03, 64, 77, 13**
Go to Scene 5	**03, 51, 77, 14**	**03, 64, 77, 14**
Go to Scene 6	**03, 51, 77, 15**	**03, 64, 77, 15**
Go to Scene 7	**03, 51, 77, 16**	**03, 64, 77, 16**
Go to Scene 8	**03, 51, 77, 17**	**03, 64, 77, 17**
Go to Scene 9	**03, 51, 77, 18**	**03, 64, 77, 18**
Go to Scene 10	**03, 51, 77, 19**	**03, 64, 77, 19**
Go to Scene 11	**03, 51, 77, 1A**	**03, 64, 77, 1A**
Go to Scene 12	**03, 51, 77, 1B**	**03, 64, 77, 1B**
Go to Scene 13	**03, 51, 77, 1C**	**03, 64, 77, 1C**
Go to Scene 14	**03, 51, 77, 1D**	**03, 64, 77, 1D**
Go to Scene 15	**03, 51, 77, 1E**	**03, 64, 77, 1E**
Go to Scene 16	**03, 51, 77, 1F**	**03, 64, 77, 1F**
Query Actual Level	**03, 55, 77, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 77, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 61

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 78, dd** where **dd** = DALI level of 00 through FE	**03, 64, 78, dd**
OFF	**03, 51, 79, 00**	**03, 64, 79, 00**
UP	**03, 51, 79, 01**	**03, 64, 79, 01**
DOWN	**03, 51, 79, 02**	**03, 64, 79, 02**
STEP UP	**03, 51, 79, 03**	**03, 64, 79, 03**
STEP DOWN	**03, 51, 79, 04**	**03, 64, 79, 04**
Recall MAX level	**03, 51, 79, 05**	**03, 64, 79, 05**
Recall MIN level	**03, 51, 79, 06**	**03, 64, 79, 06**
STEP DOWN and OFF	**03, 51, 79, 07**	**03, 64, 79, 07**
ON and STEP UP	**03, 51, 79, 08**	**03, 64, 79, 08**
Go to Scene 1	**03, 51, 79, 10**	**03, 64, 79, 10**
Go to Scene 2	**03, 51, 79, 11**	**03, 64, 79, 11**
Go to Scene 3	**03, 51, 79, 12**	**03, 64, 79, 12**
Go to Scene 4	**03, 51, 79, 13**	**03, 64, 79, 13**
Go to Scene 5	**03, 51, 79, 14**	**03, 64, 79, 14**
Go to Scene 6	**03, 51, 79, 15**	**03, 64, 79, 15**
Go to Scene 7	**03, 51, 79, 16**	**03, 64, 79, 16**
Go to Scene 8	**03, 51, 79, 17**	**03, 64, 79, 17**
Go to Scene 9	**03, 51, 79, 18**	**03, 64, 79, 18**
Go to Scene 10	**03, 51, 79, 19**	**03, 64, 79, 19**
Go to Scene 11	**03, 51, 79, 1A**	**03, 64, 79, 1A**
Go to Scene 12	**03, 51, 79, 1B**	**03, 64, 79, 1B**
Go to Scene 13	**03, 51, 79, 1C**	**03, 64, 79, 1C**
Go to Scene 14	**03, 51, 79, 1D**	**03, 64, 79, 1D**
Go to Scene 15	**03, 51, 79, 1E**	**03, 64, 79, 1E**
Go to Scene 16	**03, 51, 79, 1F**	**03, 64, 79, 1F**
Query Actual Level	**03, 55, 79, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 79, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 62

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 7A, dd** where **dd** = DALI level of 00 through FE	**03, 64, 7A, dd**
OFF	**03, 51, 7B, 00**	**03, 64, 7B, 00**
UP	**03, 51, 7B, 01**	**03, 64, 7B, 01**
DOWN	**03, 51, 7B, 02**	**03, 64, 7B, 02**
STEP UP	**03, 51, 7B, 03**	**03, 64, 7B, 03**
STEP DOWN	**03, 51, 7B, 04**	**03, 64, 7B, 04**
Recall MAX level	**03, 51, 7B, 05**	**03, 64, 7B, 05**
Recall MIN level	**03, 51, 7B, 06**	**03, 64, 7B, 06**
STEP DOWN and OFF	**03, 51, 7B, 07**	**03, 64, 7B, 07**
ON and STEP UP	**03, 51, 7B, 08**	**03, 64, 7B, 08**
Go to Scene 1	**03, 51, 7B, 10**	**03, 64, 7B, 10**
Go to Scene 2	**03, 51, 7B, 11**	**03, 64, 7B, 11**
Go to Scene 3	**03, 51, 7B, 12**	**03, 64, 7B, 12**
Go to Scene 4	**03, 51, 7B, 13**	**03, 64, 7B, 13**
Go to Scene 5	**03, 51, 7B, 14**	**03, 64, 7B, 14**
Go to Scene 6	**03, 51, 7B, 15**	**03, 64, 7B, 15**
Go to Scene 7	**03, 51, 7B, 16**	**03, 64, 7B, 16**
Go to Scene 8	**03, 51, 7B, 17**	**03, 64, 7B, 17**
Go to Scene 9	**03, 51, 7B, 18**	**03, 64, 7B, 18**
Go to Scene 10	**03, 51, 7B, 19**	**03, 64, 7B, 19**
Go to Scene 11	**03, 51, 7B, 1A**	**03, 64, 7B, 1A**
Go to Scene 12	**03, 51, 7B, 1B**	**03, 64, 7B, 1B**
Go to Scene 13	**03, 51, 7B, 1C**	**03, 64, 7B, 1C**
Go to Scene 14	**03, 51, 7B, 1D**	**03, 64, 7B, 1D**
Go to Scene 15	**03, 51, 7B, 1E**	**03, 64, 7B, 1E**
Go to Scene 16	**03, 51, 7B, 1F**	**03, 64, 7B, 1F**
Query Actual Level	**03, 55, 7B, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 7B, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address

Short address 63

Command	Transmit	Return
Go to level ‘dd’	**03, 51, 7C, dd** where **dd** = DALI level of 00 through FE	**03, 64, 7C, dd**
OFF	**03, 51, 7D, 00**	**03, 64, 7D, 00**
UP	**03, 51, 7D, 01**	**03, 64, 7D, 01**
DOWN	**03, 51, 7D, 02**	**03, 64, 7D, 02**
STEP UP	**03, 51, 7D, 03**	**03, 64, 7D, 03**
STEP DOWN	**03, 51, 7D, 04**	**03, 64, 7D, 04**
Recall MAX level	**03, 51, 7D, 05**	**03, 64, 7D, 05**
Recall MIN level	**03, 51, 7D, 06**	**03, 64, 7D, 06**
STEP DOWN and OFF	**03, 51, 7D, 07**	**03, 64, 7D, 07**
ON and STEP UP	**03, 51, 7D, 08**	**03, 64, 7D, 08**
Go to Scene 1	**03, 51, 7D, 10**	**03, 64, 7D, 10**
Go to Scene 2	**03, 51, 7D, 11**	**03, 64, 7D, 11**
Go to Scene 3	**03, 51, 7D, 12**	**03, 64, 7D, 12**
Go to Scene 4	**03, 51, 7D, 13**	**03, 64, 7D, 13**
Go to Scene 5	**03, 51, 7D, 14**	**03, 64, 7D, 14**
Go to Scene 6	**03, 51, 7D, 15**	**03, 64, 7D, 15**
Go to Scene 7	**03, 51, 7D, 16**	**03, 64, 7D, 16**
Go to Scene 8	**03, 51, 7D, 17**	**03, 64, 7D, 17**
Go to Scene 9	**03, 51, 7D, 18**	**03, 64, 7D, 18**
Go to Scene 10	**03, 51, 7D, 19**	**03, 64, 7D, 19**
Go to Scene 11	**03, 51, 7D, 1A**	**03, 64, 7D, 1A**
Go to Scene 12	**03, 51, 7D, 1B**	**03, 64, 7D, 1B**
Go to Scene 13	**03, 51, 7D, 1C**	**03, 64, 7D, 1C**
Go to Scene 14	**03, 51, 7D, 1D**	**03, 64, 7D, 1D**
Go to Scene 15	**03, 51, 7D, 1E**	**03, 64, 7D, 1E**
Go to Scene 16	**03, 51, 7D, 1F**	**03, 64, 7D, 1F**
Query Actual Level	**03, 55, 7D, A0**	**03, 66, xx, xx** where xx = 0 through FF **02, 6B, A0** no lamp interface at that address
Query Lamp Interface Status	**03, 55, 7D, 90**	**03, 66, sb, sb** where sb = {bxxxxxxxx} status bit information, where: bit 0 status; ‘0’=OK bit 1 lamp failure; ‘0’=OK bit 2 lamp power; ‘0’=OFF bit 3 limit error; ‘0’=last requested level between MIN and MAX Level or OFF bit 4 fade; ‘0’=fade ready, ‘1’=fade running bit 5 Reset state; ‘0’=NO bit 6 missing short address; ‘0’=NO bit 7 Power failure;’0’=NO **02, 6B, 90** no lamp interface at that address