



Zip

IP Paging Stations

3rd Party Control API

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Zip4 Control Overview

The Zip 4 paging station utilizes UDP (User Datagram Protocol) for station control and monitoring.

- All control commands should be sent to the IP address of the Zip4 on port 49494.
- Any response is returned to the IP and port that the initial request was sent from.

**Note: Although this document refers to the ZIP4, these commands also apply to the Zip4-3G.*

Write Command Format

Write commands consists of a one byte command word and a one byte length field followed by the data to be written. The length field includes not just the length of the data but also includes the command and length fields too, therefore the minimum length of a write command is 2.

<Command><Length><Data>

Field Name	Description
<Command>	Single byte - The command that will be given to the device (See command table for details)
<Length>	Single byte – The length of the message including the command and length fields
<Data>	Specific data to be written based on command being sent

Write commands are not acknowledged by the Zip4 so there will be no response.

Example SET_STATUS “write” type command (values indicated are the byte values in the actual UDP message payload):

Send: 01 06 00 00 00 00 Command = 0x001, Length = 0x06, Data = 0x00 0x00 0x00 0x00

Read Command Format

Read commands consist of a one byte command and a one byte length field. The length includes the command and length fields, therefore the minimum length of a command is 2.

<Command><Length>

Field Name	Description
<Command>	Single byte - The command that will be given to the device (See command table for details)
<Length>	Single byte – The length of the message including the command and length fields

Message responses are sent back to the source IP and port of the message that requested the data. They follow the same format as the requests using the same command value. Length value and data are dependent on the specific command.

Field Name	Description
<Command>	Single byte - The command that will be given to the device (See command table for details)
<Length>	Single byte – The length of the message including the command and length fields
<Data>	Optional data bytes required based on command being sent

***Note:** The following example uses data intended to indicate the format of the message. The device will return different values..

Example GET_VERSION “read” type command (values indicated are the byte values in the actual UDP message payload):

Send: 08 02 Command = 0x08, Length = 0x02

Receive: 08 0a 01 02 03 04 05 06 07 08

Command = 0x08, Length = 0x0a, App major = 0x0102, App minor = 0x0304, Bootloader major = 0x0506, .Bootloader minor = 0x0708

Status Indicators

The LED status indicators of the device are controlled by sending a status message. The status itself is a single 32-bit bit word where each bit indicates the state of the all the indicators along with a couple of status parameters on the Zip4. Each bit of the status word represents a specific control or function. The table below show status word definitions.

Zone 1 Green LED	0x00000001	Zone 1 Red LED	0x00000100	Remote Reset	0x00010000
Zone 2 Green LED	0x00000002	Zone 2 Red LED	0x00000200	Remote WD	0x00020000
Zone 3 Green LED	0x00000004	Zone 3 Red LED	0x00000400	Mic LED	0x00400000
Zone 4 Green LED	0x00000008	Zone 4 Red LED	0x00000800		
Ready Green LED	0x00000010	Ready Red LED	0x00001000		
Busy Green LED	0x00000020	Busy Red LED	0x00002000		

The "Remote Reset" and "Remote WD" are special cases. Writing a "1" to the "Remote Reset" bit will cause the ZIP4 to reboot.

The status word can be read from the device using the GET_STATUS command or written to the device using the SET_STATUS command. Using the SET_STATUS command configures the state of the Zip4's various indicators based on the settings with the included status word. The formats for both the GET_STATUS and SET_STATUS commands are shown below.

Command Type	Command Byte	Length Byte	Data
SET_STATUS	0x01	0x06	Sets status of device such as the state of the indicator LED's. Data included is 32 bit status word (4 bytes) as defined above. The bytes are sent in network byte order.
GET_STATUS	0x02	0x02	This has no additional input data. Response of 6 bytes (command, length and 32 bit status word). The bytes of the 32-bit word will be sent in network byte order.

***Note:** The following example uses data intended to indicate the format of the message and is not necessarily valid or usable.

Example SET_STATUS message (values indicated are the byte values in the actual UDP message payload):

Send: 01 06 12 34 56 78 Command = 0x01, Length = 0x06, Status = 0x12345678

Receive: N/A - No received message for write command

Example GET_STATUS message (values indicated are the byte values in the actual UDP message payload):

Send: 02 02 Command = 0x02, Length = 0x02

Receive: 02 06 12 34 56 78 Command = 0x08, Length = 0x06, Status = 0x12345678

Event Messages

Depending on the current Paging Mode, each time the user presses or releases a button on the Zip4, it will send an asynchronous event message to the control system. This message indicates the device involved, which button has changed state and the new state of the button. These asynchronous messages are sent to the destination IP address and port of the control server.

When the Zip4 is in the SYSTEM Paging Mode, all button events (Zone and PTT) are sent. When the Zip4 is in the KEYPADLESS Paging Mode only PTT events are sent. No events are sent when the Zip4 is in either the STANDALONE or PTT_OVERRIDE Paging Modes.

By default, the default port is 6326 and the default IP is a broadcast address based on the devices current IP address and subnet mask. For example, a station IP address of 10.10.0.1 and a subnet of 255.255.255.0 yields a default event destination address of 10.10.0.255. The event message destination IP address and port can re-configured to a more appropriate value for the system. Below are the command definitions for reading and writing the asynchronous message destination information.

Command Type	Command Byte	Length Byte	Data
SET_ASYNC_RESPONSE	0x03	0x08	Sets the IP and port address where asynchronous responses will be sent. The data sent is first IP address as a 32-bit integer and then the port as a 16-bit integer. Each number is sent in network byte order.
GET_ASYNC_RESPONSE	0x04	0x02	No additional input data. Reads back the asynchronous messages settings. Response of 8 bytes (command, length and 32-bit integer for the IP address and a 16-bit integer for the port address). The IP and port addresses are where asynchronous responses will be sent. Each value is sent in network byte order.

Example SET_ASYNC_RESPONSE message to set up event messages to sent to IP address 169.254.1.1 and port 49494 (values indicated are the byte values in the actual UDP message payload):

Send: 03 08 a9 fe 01 01 c1 56 Command = 0x03, Length = 0x08, Data = 0xa9 0xfe 0x01 0x01 0xc1 0x56

Receive: N/A - No received message for write command

Example GET_ASYNC_RESPONSE message (values indicated are the byte values in the actual UDP message payload):

Send: 04 02 Command = 0x04, Length = 0x02

Receive: 04 08 a9 fe 01 01 c1 56 Command = 0x04, Length = 0x08, IP Address = 169.254.1.1, Port = 49494

Event Message Formats

Each event message consists of the following format.

<IP address> <Button ID> <State>

Field Name	Description
<IP Address>	Four bytes - The IP address of the source device in network byte order
<Button ID>	Two Bytes – ID of button that has changed state. Bytes are in network order. Button ID's are defined as follows: Zone 1 – 0x0001 Zone 2 – 0x0002 Zone 3 – 0x0003 Zone 4 – 0x0004 PTT Key – 0x0005

