

# **Z21 LAN Protocol Specification**

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## 1 Basics

### 1.1 Communication

Communication with the command station Z21 is done via UDP by using port 21105 or 21106. Control applications on the client (PC, App, ...) should primarily use port 21105.

Communication is always asynchronous, i.e. broadcast messages can occur between a request and the corresponding response.

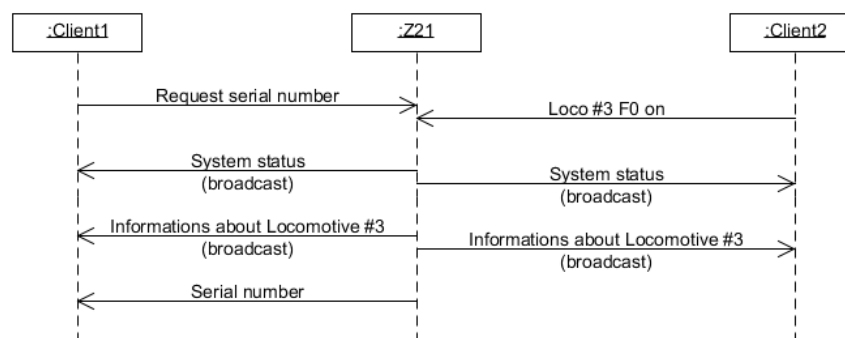


Figure 1 Example Sequence: Communication

Each client is expected to communicate with the Z21 once per minute, otherwise it will be removed from the list of active participants. If possible, a client should log off from the command station with the command LAN\_LOGOFF.

### 1.2 Z21 Dataset

#### 1.2.1 Structure

A Z21 data record, i.e. a request or response, is structured in the following way:

DataLen (2 Byte)	Header (2 Byte)	Data (n Bytes)
------------------	-----------------	----------------

- **DataLen** (little endian):  
Total length over the entire data set including DataLen, Header and Data, i.e.  $\text{DataLen} = 2+2+n$ .
- **Header** (little endian):  
Describes the Command and the Protocol's group.
- **Data**:  
Structure and number depend on the command. For a detailed description, see the respective command.

Unless otherwise specified, the byte order is little-endian, i.e. first the low byte, then the high byte.



### 1.2.2 X-BUS Protocol tunneling

Requests and responses *based* on the X-BUS protocol are transmitted with the Z21-LAN-Header **0x40 (LAN\_X\_XXX)**. This only refers to the protocol, because these commands have nothing to do with the physical X-BUS of the Z21, but are exclusively addressed to the LAN clients or the Z21.

The actual X-BUS command is located inside the Data field within the Z21 data record. The last byte is a checksum and is calculated as XOR via the X-BUS command. Example:

DataLen		Header		Data			
0x08	0x00	0x40	0x00	X-Header	DB0	DB1	XOR-Byte
				h	x	y	h XOR x XOR y

### 1.2.3 LocoNet tunneling

From Z21 FW Version 1.20.

With the Z21-LAN headers 0xA0 and 0xA1 (LAN\_LOCONET\_Z21\_RX, LAN\_LOCONET\_Z21\_TX), messages received or sent by the Z21 on the LocoNet bus are forwarded to the LAN client. The LAN client can subscribe to these LocoNet messages by using the **2.16 LAN\_SET\_BROADCASTFLAGS**.

The LAN client can write messages to the LocoNet bus via the Z21-LAN header **0xA2 (LAN\_LOCONET\_FROM\_LAN)**.

This way the Z21 can be used as an Ethernet/LocoNet gateway, where the Z21 is also the LocoNet master managing the refresh slots and generating the DCC packets.

The actual LocoNet message is located inside the Data field within the Z21 data record.

Example Loconet message OPC\_MOVE\_SLOTS <0><0> („DISPATCH\_GET“) is sent by the Z21:

DataLen		Header		Data			
0x08	0x00	0xA0	0x00	OPC	ARG1	ARG2	CKSUM
				0xBA	0x00	0x00	0x45

More information about the LocoNet Gateway can be found in section **9 LocoNet**.

### 1.3 Combining datasets in one UDP packet

In the payload data of a UDP packet, several independent Z21 data sets can also be sent together to one recipient. Each recipient must be able to interpret these combined Z21 dataset packets.

#### Example

Following combined Z21 datasets in one UDP packet...

UDP Paket				
IP Header	UDP Header	UDP Payload		
		Z21 Dataset 1	Z21 Dataset 2	Z21 Dataset 3
		LAN_X_GET_TOURNOUT_INFO #4	LAN_X_GET_TOURNOUT_INFO #5	LAN_RMBUS_GETDATA #0

... is equivalent to these three UDP packets:

UDP Paket 1		
IP Header	UDP Header	UDP Payload
		Z21 dataset
		LAN_X_GET_TOURNOUT_INFO #4

UDP Paket 2		
IP Header	UDP Header	UDP Payload
		Z21 dataset
		LAN_X_GET_TOURNOUT_INFO #5

UDP Paket 3		
IP Header	UDP Header	UDP Payload
		Z21 dataset
		LAN_RMBUS_GETDATA #0

The UDP packet must fit into an Ethernet MTU, i.e. considering IPv4 header and UDP header there is a maximum of  $1500 - 20 - 8 = 1472$  bytes of payload data.

## 2 System, Status, Versions

### 2.1 LAN\_GET\_SERIAL\_NUMBER

Reading the serial number of the Z21.

Request to Z21:

DataLen		Header		Data
0x04	0x00	0x10	0x00	-

Reply from Z21:

DataLen		Header		Data
0x08	0x00	0x10	0x00	32 Bits Serial number (little endian)

### 2.2 LAN\_LOGOFF

Logging off the client from the Z21.

Request to Z21:

DataLen		Header		Data
0x04	0x00	0x30	0x00	-

Reply from Z21:  
none

Use the same port number when logging out as when logging in.

**Note:** the login is implicitly done with the first command of the client (e.g. LAN\_SYSTEM\_STATE\_GETDATA, ...).

### 2.3 LAN\_X\_GET\_VERSION

The X-Bus version of the Z21 can be read out with the following command.

Request to Z21:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x21	0x21	0x00

Reply from Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0x63	0x21	XBUS_VER	CMDST_ID	0x60

**XBUS\_VER** X-Bus protocol version (0x30 = V3.0, 0x36 = V3.6, 0x40 = V4.0, ... )  
**CMDST\_ID** Command station ID (0x12 = Z21 device family)

## 2.4 LAN\_X\_GET\_STATUS

This command can be used to request the Z21 status.

Request to Z21:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x21	0x24	0x05

Reply from Z21:

see 2.12 LAN\_X\_STATUS\_CHANGED

This command station status is identical to the CentralState, which is delivered in the system status, see 2.18 LAN\_SYSTEMSTATE\_DATA\_CHANGED.

## 2.5 LAN\_X\_SET\_TRACK\_POWER\_OFF

This command switches off the track voltage.

Request to Z21:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x21	0x80	0xa1

Reply from Z21:

see 2.7 LAN\_X\_BC\_TRACK\_POWER\_OFF

## 2.6 LAN\_X\_SET\_TRACK\_POWER\_ON

This command switches on the track voltage, or terminates either the emergency stop or the programming mode.

Request to Z21:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x21	0x81	0xa0

Reply from Z21:

see 2.8 LAN\_X\_BC\_TRACK\_POWER\_ON

## 2.7 LAN\_X\_BC\_TRACK\_POWER\_OFF

The following packet is sent from the Z21 to the registered clients when

- a client has sent command 2.5 LAN\_X\_SET\_TRACK\_POWER\_OFF.
- or the track voltage has been switched off by some input device (multiMaus).
- and the relevant client has activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x00	0x61

## 2.8 LAN\_X\_BC\_TRACK\_POWER\_ON

The following packet is sent from the Z21 to the registered clients when

- a client has sent command 2.6 LAN\_X\_SET\_TRACK\_POWER\_ON.
- or the track voltage has been switched on by some input device (multiMaus).
- and the relevant client has activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x01	0x60

## 2.9 LAN\_X\_BC\_PROGRAMMING\_MODE

The following packet is sent from the Z21 to the registered clients if the Z21 has been put into CV programming mode by **6.1** LAN\_X\_CV\_READ or **6.2** LAN\_X\_CV\_WRITE and the respective client has activated the corresponding broadcast, see

**2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x02	0x63

## 2.10 LAN\_X\_BC\_TRACK\_SHORT\_CIRCUIT

The following packet is sent from the Z21 to the registered clients if a short circuit has occurred and the relevant client has activated the corresponding broadcast, see

**2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x08	0x69

## 2.11 LAN\_X\_UNKNOWN\_COMMAND

The following packet is sent from the Z21 to the client in response to an invalid request.

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x82	E3

## 2.12 LAN\_X\_STATUS\_CHANGED

The following packet is sent from the Z21 to the client if the client explicitly sets the status to 2.4 LAN\_X\_GET\_STATUS.

Z21 to Client:

DataLen		Header		Data			
0x08	0x00	0x40	0x00	X-Header	DB0	DB1	XOR-Byte
				0x62	0x22	Status	XOR-Byte

DB1 ... command station status

Bitmask for command station status:

```
#define csEmergencyStop      0x01  // The emergency stop is switched on
#define csTrackVoltageOff    0x02  // The track voltage is switched off.
#define csShortCircuit       0x04  // Short-circuit
#define csProgrammingModeActive 0x20 // The programming mode is active
```

This command station status is identical to the SystemState.CentralState, see 2.18 LAN\_SYSTEMSTATE\_DATACHANGED.

### 2.13 LAN\_X\_SET\_STOP

With this command the emergency stop is activated, i.e. the locomotives are stopped but the track voltage remains switched on.

Request to Z21:

DataLen		Header		Data	
0x06	0x00	0x40	0x00	X-Header	XOR-Byte
				0x80	0x80

Reply from Z21:

see 2.14 LAN\_X\_BC\_STOPPED

### 2.14 LAN\_X\_BC\_STOPPED

The following packet is sent from the Z21 to the registered clients when

- a client has sent command 2.13 LAN\_X\_SET\_STOP.
- or the emergency stop was triggered by some input device (multiMaus).
- and the relevant client has activated the corresponding broadcast, see 2.16 LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x81	0x00	0x81

### 2.15 LAN\_X\_GET\_FIRMWARE\_VERSION

The firmware version of the Z21 can be read with this command.

Request to Z21:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0xF1	0x0A	0xFB

Reply from Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0xF3	0x0A	V_MSB	V_LSB	XOR-Byte

DB1 ... MSB of the Firmware version

DB2 ... LSB of the Firmware version

The version is specified in BCD format.

**Example:**

0x09 0x00 0x40 0x00 0xf3 0x0a 0x01 0x23 0xdb ... means: „Firmware Version 1.23“

## 2.16 LAN\_SET\_BROADCASTFLAGS

Set the broadcast flags in the Z21. These flags are set per client (i.e. per IP + port number) and must be set again the next time you log on.

Request to Z21:

DataLen	Header	Data
0x08	0x00	0x50 0x00 32 Bits Broadcast-Flags (little endian)

Broadcast flags are an OR-combination of the following values:

- 0x00000001 Broadcasts and info messages concerning driving and switching are delivered to the registered clients automatically.  
The following messages are concerned:  
**2.7** LAN\_X\_BC\_TRACK\_POWER\_OFF  
**2.8** LAN\_X\_BC\_TRACK\_POWER\_ON  
**2.9** LAN\_X\_BC\_PROGRAMMING\_MODE  
**2.10** LAN\_X\_BC\_TRACK\_SHORT\_CIRCUIT  
**2.14** LAN\_X\_BC\_STOPPED  
**4.4** LAN\_X\_LOCO\_INFO (loco address must be subscribed too)  
**5.3** LAN\_X\_TURNOUT\_INFO
- 0x00000002 Changes of the feedback devices on the R-Bus are sent automatically.  
Z21 Broadcast messages see **7.1** LAN\_RMBUS\_DATACHANGED
- 0x00000004 Changes of RailCom data of subscribed locomotives are sent automatically.  
Z21 Broadcast messages see **8.1** LAN\_RAILCOM\_DATACHANGED
- 0x00000100 Changes of the Z21 system status are sent automatically.  
Z21 Broadcast messages see **2.18** LAN\_SYSTEMSTATE\_DATACHANGED

### From Z21 FW Version 1.20:

- 0x00010000 Extends flag 0x00000001; client now gets LAN\_X\_LOCO\_INFO LAN\_X\_LOCO\_INFO without having to subscribe to the corresponding locomotive addresses, i.e. for all controlled locomotives!  
Due to the high network traffic, this flag may only be used by adequate PC railroad automation software and **is NOT intended for mobile hand controllers** under any circumstances.  
From FW V1.20 bis V1.23: LAN\_X\_LOCO\_INFO is sent for **all** locomotives.  
From **FW V1.24**: LAN\_X\_LOCO\_INFO is sent for **all modified** locomotives.
  - 0x01000000 Forwarding messages from LocoNet bus to LAN client without locos and switches.
  - 0x02000000 Forwarding locomotive-specific LocoNet messages to LAN Client:  
OPC\_LOCO\_SPD, OPC\_LOCO\_DIRF, OPC\_LOCO\_SND, OPC\_LOCO\_F912, OPC\_EXP\_CMD
  - 0x04000000 Forwarding switch-specific LocoNet messages to LAN client:  
OPC\_SW\_REQ, OPC\_SW\_REP, OPC\_SW\_ACK, OPC\_SW\_STATE
- See also chapter **9** LocoNet.

### From Z21 FW Version 1.22:

- 0x08000000 Sending status changes of LocoNet track occupancy detectors to the LAN client.  
See **9.5** LAN\_LOCONET\_DETECTOR

### From Z21 FW Version 1.29:

- 0x00040000 Sending changes of RailCom data to the LAN Client.  
Client gets LAN\_RAILCOM\_DATACHANGED without having to subscribe to the corresponding locomotive addresses, i.e. for all controlled locomotives! Due to the high network traffic, this flag may only be used by adequate PC railroad automation software and **is NOT intended for mobile hand controllers** under any circumstances.  
Z21 Broadcast messages see **8.1** LAN\_RAILCOM\_DATACHANGED



### From Z21 FW Version 1.30:

0x00080000 Sending status changes of CAN-Bus track occupancy detectors to the LAN client.  
See **10.1 LAN\_CAN\_DETECTOR**

### From Z21 FW Version 1.41:

0x00020000 Forward CAN-Bus booster status messages to LAN Client.  
See **10.2.3 LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD**

Reply from Z21:  
none

**When preparing the settings for the broadcast flags, always consider the effects on the network load. This applies in particular to the broadcast flags 0x00010000, 0x00040000, 0x02000000 and 0x04000000!** The IP packets may be deleted by the router in case of overload and UDP does not offer any detection mechanisms for this! For example, before using flag 0x00000100 (system status) it is worth considering whether 0x00000001 with the corresponding LAN\_X\_BC\_xxx broadcast messages would be a more suitable alternative. Not every application needs to be regularly informed in detail about the latest voltage, current and temperature values of the Z21.

## 2.17 LAN\_GET\_BROADCASTFLAGS

Reading the broadcast flags in the Z21.

Request to Z21:

DataLen		Header		Data
0x04	0x00	0x51	0x00	-

Reply from Z21:

DataLen		Header		Data
0x08	0x00	0x51	0x00	Broadcast-Flags 32 Bit (little endian)

Broadcast-Flags see above.

## 2.18 LAN\_SYSTEMSTATE\_DATACHANGED

Reports a change in the system status from the Z21 to the client.

This message is asynchronously reported to the client by the Z21 when the client

- activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000100.
- explicitly requested the system status, see **2.19** LAN\_SYSTEMSTATE\_GETDATA.

Z21 to Client:

DataLen	Header	Data
0x14	0x00	0x84 0x00 <b>SystemState (16 Bytes)</b>

**SystemState** is structured as follows (the 16-bit values are little endian):

Byte Offset	Typ	Name		
0	INT16	MainCurrent	mA	Current on the main track
2	INT16	ProgCurrent	mA	Current on programming track
4	INT16	FilteredMainCurrent	mA	smoothed current on the main track
6	INT16	Temperature	°C	command station internal temperature
8	UINT16	SupplyVoltage	mV	supply voltage
10	UINT16	VCCVoltage	mV	internal voltage, identical to track voltage
12	UINT8	CentralState	bitmask	see below
13	UINT8	CentralStateEx	bitmask	see below
14	UINT8	reserved		
15	UINT8	Capabilities	bitmask	see below, from Z21 FW Version 1.42

Bitmask for CentralState:

```
#define csEmergencyStop      0x01  // The emergency stop is switched on
#define csTrackVoltageOff    0x02  // The track voltage is switched off
#define csShortCircuit       0x04  // Short-circuit
#define csProgrammingModeActive 0x20  // The programming mode is active
```

Bitmask for CentralStateEx:

```
#define cseHighTemperature    0x01  // temperature too high
#define csePowerLost          0x02  // Input voltage too low
#define cseShortCircuitExternal 0x04  // S.C. at the external booster output
#define cseShortCircuitInternal 0x08  // S.C. at the main track or programming track
```

**From Z21 FW Version 1.42:**

```
#define cseRCN213            0x20  // turnout addresses according to RCN-213
```

**From Z21 FW Version 1.42:**

Bitmask for Capabilities:

```
#define capDCC                0x01  // capable of DCC
#define capMM                  0x02  // capable of MM
// #define capReserved         0x04  // reserved for future development
#define capRailCom             0x08  // RailCom is activated
#define capLocoCmds            0x10  // accepts LAN commands for locomotive decoders
#define capAccessoryCmds       0x20  // accepts LAN commands for accessory decoders
#define capDetectorCmds        0x40  // accepts LAN commands for detectors
#define capNeedsUnlockCode     0x80  // device needs activate code (z21start)
```

SystemState.Capabilities provides an overview of the device's range of features.

If SystemState.Capabilities == 0, then it can be assumed that the device has an older firmware version.

SystemState.Capabilities should not be evaluated when using older firmware versions!

## 2.19 LAN\_SYSTEMSTATE\_GETDATA

Request the current system status.

Request to Z21:

DataLen	Header	Data
0x04	0x00 0x85 0x00	-

Reply from Z21:

see above **2.18** LAN\_SYSTEMSTATE\_DATACHANGED

## 2.20 LAN\_GET\_HWINFO

From Z21 FW Version 1.20 and SmartRail FW Version V1.13.

Read the hardware type and the firmware version of the Z21.

Request to Z21:

DataLen	Header	Data
0x04	0x00 0x1A 0x00	-

Reply from Z21:

DataLen	Header	Data
0x0C	0x00 0x1A 0x00	HwType 32 Bit (little endian)   FW Version 32 Bit (little endian)

**HwType:**

```
#define D_HWT_Z21_OLD      0x00000200    // „black Z21“ (hardware variant from 2012)
#define D_HWT_Z21_NEW      0x00000201    // „black Z21“ (hardware variant from 2013)
#define D_HWT_SMARTRAIL    0x00000202    // SmartRail (from 2012)
#define D_HWT_z21_SMALL    0x00000203    // „white z21“ starter set variant (from 2013)
#define D_HWT_z21_START    0x00000204    // „z21 start“ starter set variant (from 2016)

#define D_HWT_SINGLE_BOOSTER 0x00000205    // 10806 „Z21 Single Booster“ (zLink)
#define D_HWT_DUAL_BOOSTER  0x00000206    // 10807 „Z21 Dual Booster“ (zLink)

#define D_HWT_Z21_XL        0x00000211    // 10870 „Z21 XL Series“ (from 2020)
#define D_HWT_XL_BOOSTER    0x00000212    // 10869 „Z21 XL Booster“ (from 2021, zLink)

#define D_HWT_Z21_SWITCH_DECODER 0x00000301 // 10836 „Z21 SwitchDecoder“ (zLink)
#define D_HWT_Z21_SIGNAL_DECODER 0x00000302 // 10836 „Z21 SignalDecoder“ (zLink)
```

The **FW version** is specified in BCD format.

Example:

**0x0C 0x00 0x1A 0x00 0x00 0x02 0x00 0x00 0x20 0x01 0x00 0x00**

means: „Hardware Type **0x200**, Firmware Version **1.20**“

To read out the version of an older firmware, use the alternative command

**2.15** LAN\_X\_GET\_FIRMWARE\_VERSION. Apply following rules for older firmware versions:

- V1.10 ... Z21 (hardware variant from 2012)
- V1.11 ... Z21 (hardware variant from 2012)
- V1.12 ... SmartRail (from 2012)

## 2.21 LAN\_GET\_CODE

Read the software feature scope of the Z21 (and z21 or z21start of course).

This command is of particular interest for the hardware variant "z21 start", in order to be able to check whether driving and switching via LAN is blocked or permitted.

Request to Z21:

DataLen		Header		Data
0x04	0x00	0x18	0x00	-

Reply from Z21:

DataLen		Header		Data
0x05	0x00	0x18	0x00	Code (8 Bit)

### Code:

```
#define Z21_NO_LOCK          0x00 // all features permitted
#define z21_START_LOCKED    0x01 // „z21 start”: driving and switching is blocked
#define z21_START_UNLOCKED 0x02 // „z21 start”: driving and switching is permitted
```

## 3 Settings

The following settings described here are stored in the Z21 persistently.

These settings can be reset by the user to the factory settings by keeping the STOP button on the Z21 pressed until the LEDs flash violet.

### 3.1 LAN\_GET\_LOCOMODE

Read the output format for a given locomotive address.

In the Z21, the output format (DCC, MM) is persistently stored for each locomotive address. A maximum of 256 different locomotive addresses can be stored. Each address  $\geq 256$  is DCC automatically.

Request to Z21:

DataLen		Header		Data
0x06	0x00	0x60	0x00	16 bits Loco-Address ( <b>big endian</b> )

Reply from Z21:

DataLen		Header		Data	
0x07	0x00	0x60	0x00	16 bits Loco-Address ( <b>big endian</b> )	Mode 8 bit

Loco Address 2 Bytes, **big endian**, i.e. first comes high byte, followed by low byte.

Mode            0 ... DCC Format  
                   1 ... MM Format

### 3.2 LAN\_SET\_LOCOMODE

Set the output format for a given locomotive address. The format is stored in the Z21 persistently.

Request to Z21:

DataLen		Header		Data	
0x07	0x00	0x61	0x00	Loco address 16 Bit ( <b>big endian</b> )	Modus 8 bit

Reply from Z21:

none

Meaning of the values: see above.

**Note:** each locomotive address  $\geq 256$  is and remains "Format DCC" automatically.

**Note:** the speed steps (14, 28, 128) are also stored in the command station persistently. This automatically happens with the loco driving command, see **4.2** LAN\_X\_SET\_LOCO\_DRIVE.

### 3.3 LAN\_GET\_TURNOUTMODE

Read the settings for a given accessory decoder address ("Accessory Decoder" RP-9.2.1).

In the Z21, the output format (DCC, MM) is persistently stored for each accessory decoder address. A maximum of 256 different accessory decoder addresses can be stored. Each address  $\geq 256$  automatically is DCC.

Request to Z21:

DataLen		Header		Data
0x06	0x00	0x70	0x00	16 bits Accessory Decoder Address ( <b>big endian</b> )

Reply from Z21:

DataLen		Header		Data	
0x07	0x00	0x70	0x00	16 bits Accessory Decoder Address ( <b>big endian</b> )	Mode 8 bit

Accessory Decoder Address    2 Bytes, **big endian**, i.e. first comes high byte, followed by low byte.

Mode                            0 ... DCC Format  
                                   1 ... MM Format

At the LAN interface and in the Z21, the accessory decoder addresses are addressed from 0, but in the visualization in the apps or on the multiMaus from 1. This is only a decision of the visualization.  
 Example: multiMaus switch address #3, corresponds to address 2 on the LAN and in Z21.

### 3.4 LAN\_SET\_TURNOUTMODE

Set the output format for a given accessory decoder address. The format is stored in the Z21 persistently.

Request to Z21:

DataLen		Header		Data
0x07	0x00	0x71	0x00	16 bits Accessory Decoder Address ( <b>big endian</b> )    Mode 8 bit

Reply from Z21:  
 none

Meaning of the values: see above.

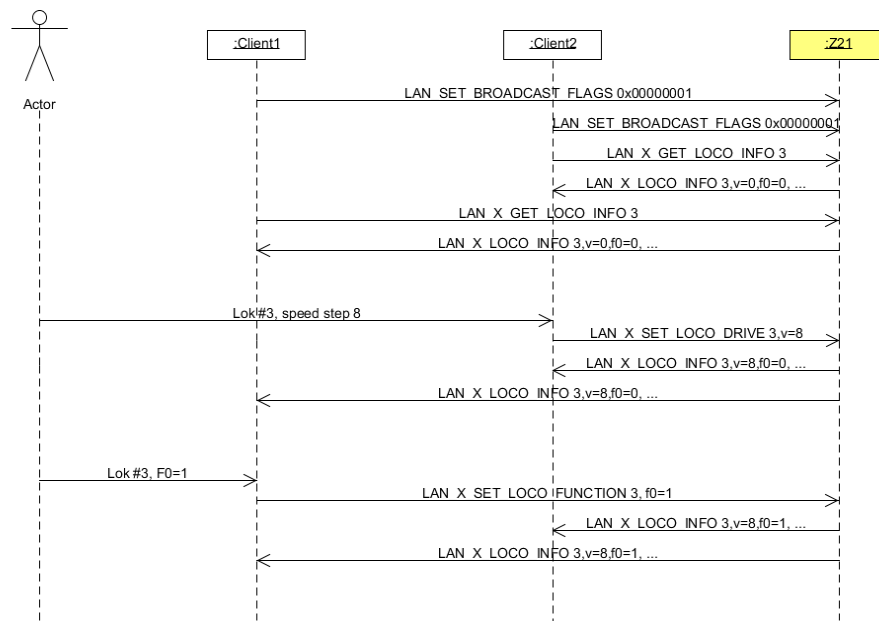
MM accessory decoders are supported by Z21 firmware version 1.20 and higher.  
 MM accessory decoders are not supported by SmartRail.

**Note:** Each accessory decoder  $\geq 256$  is and remains DCC automatically.

## 4 Driving

This chapter describes the messages that are required for driving with locomotive decoders.

A client can subscribe to locomotive infos with 4.1 LAN\_X\_GET\_LOCO\_INFO in order to be automatically informed about changes to this locomotive address caused also by other clients or handsets. Furthermore the corresponding broadcast must also be activated for the client, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001.



**Figure 2 Example sequence: locomotive control**

In order to keep network traffic within reasonable limits, a maximum of 16 locomotive addresses per client can be subscribed to (FIFO). You could also poll the locos, but always consider the network load: the IP packets may be deleted by the router in case of overload and UDP does not offer any detection mechanisms.

### 4.1 LAN\_X\_GET\_LOCO\_INFO

The following command can be used to poll the status of a locomotive. At the same time, the client also "subscribes" to the locomotive information for this locomotive address (only in combination with LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001).

Request to Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0xE3	0xF0	Adr_MSB	Adr_LSB	XOR-Byte

Note: loco address = (Adr\_MSB & 0x3F) << 8 + Adr\_LSB

For locomotive addresses ≥ 128, the two highest bits in DB1 must be set to 1:

**DB1 = (0xC0 | Adr\_MSB).** For locomotive addresses < 128, these two highest bits have no meaning.

Reply from Z21:

see 4.4 LAN\_X\_LOCO\_INFO

## 4.2 LAN\_X\_SET\_LOCO\_DRIVE

Change the speed and direction of a locomotive.

Request to Z21:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0xE4	0x1S	Adr_MSB	Adr_LSB	RVVVVVVV	XOR-Byte

Note: loco address = (Adr\_MSB & 0x3F) << 8 + Adr\_LSB

For locomotive addresses ≥ 128, the two highest bits in DB1 must be set to 1:

**DB1 = (0xC0 | Adr\_MSB)**. For locomotive addresses < 128, these two highest bits have no meaning.

**0x1S**      Number of speed steps, depending on the rail format set  
 S=0: DCC 14 speed steps, or MMI with 14 speed steps and F0  
 S=2: DCC 28 speed steps, or MMII with 14 real speed steps and F0-F4  
 S=3: DCC 128 speed steps (aka “126 speed steps” when not counting the stops),  
 or MMIII with 28 real speed steps (using light-trit) and F0-F4

**RVVVVVVV**    R ... Direction: 1=forward  
 V ... Speed: depending on the speed steps S. Coding see below.  
 If the format MM is configured for the locomotive, the conversion of the given DCC speed stage into the real MM speed stage takes place automatically in the Z21.

The coding of the speed is similar to NMRA S 9.2 and S 9.2.1.

“**Stop**” means “normal stop” or “step 0”. “**E-Stop**” means “immediate emergency stop”.

Coding speed for “DCC 14”:

R000 VVVV	Speed	R000 VVVV	Speed	R000 VVVV	Speed	R000 VVVV	Speed
R000 0000	Stop	R000 0100	Step 3	R000 1000	Step 7	R000 1100	Step 11
R000 0001	E-Stop	R000 0101	Step 4	R000 1001	Step 8	R000 1101	Step 12
R000 0010	Step 1	R000 0110	Step 5	R000 1010	Step 9	R000 1110	Step 13
R000 0011	Step 2	R000 0111	Step 6	R000 1011	Step 10	R000 1111	Step 14 max

Coding speed for “DCC 28” (like “DCC 14”, but with additional intermediate speed step in the fifth bit V<sub>5</sub>):

R00V <sub>5</sub> VVVV	Speed	R00V <sub>5</sub> VVVV	Speed	R00V <sub>5</sub> VVVV	Speed	R00V <sub>5</sub> VVVV	Speed
R000 0000	Stop	R000 0100	Step 5	R000 1000	Step 13	R000 1100	Step 21
R001 0000	Stop <sup>1</sup>	R001 0100	Step 6	R001 1000	Step 14	R001 1100	Step 22
R000 0001	E-Stop	R000 0101	Step 7	R000 1001	Step 15	R000 1101	Step 23
R001 0001	E-Stop <sup>1</sup>	R001 0101	Step 8	R001 1001	Step 16	R001 1101	Step 24
R000 0010	Step 1	R000 0110	Step 9	R000 1010	Step 17	R000 1110	Step 25
R001 0010	Step 2	R001 0110	Step 10	R001 1010	Step 18	R001 1110	Step 26
R000 0011	Step 3	R000 0111	Step 11	R000 1011	Step 19	R000 1111	Step 27
R001 0011	Step 4	R001 0111	Step 12	R001 1011	Step 20	R001 1111	Step 28 max

Coding speed for “DCC 128”:

RVVV VVVV	Speed
R000 0000	Stop
R000 0001	E-Stop
R000 0010	Step 1
R000 0011	Step 2
R000 0100	Step 3
R000 0101	Step 4
...	...
R111 1110	Step 125
R111 1111	Step 126 max

<sup>1</sup> Usage not recommended



Reply from Z21:

No standard reply, 4.4 LAN\_X\_LOCO\_INFO to subscribed clients.

**Note:** the number of speed steps (14/28/128) is automatically stored for the given loco address in the command station persistently.

### 4.3 Functions for locomotive decoder

Function commands from F0 up to and including F12 are sent periodically (priority dependent) on the main track, just like the speed and direction.

Function commands F13 and above, on the other hand, are sent three times on the main track after a change and then, regarding the available bandwidth on the track and according with RCN-212, are no longer sent until the next change of the function state.

#### 4.3.1 LAN\_X\_SET\_LOCO\_FUNCTION

Change a function of a locomotive.

Request to Z21:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0xE4	0xF8	Adr_MSB	Adr_LSB	TTNN NNNN	XOR-Byte

Note: loco address = (Adr\_MSB & 0x3F) << 8 + Adr\_LSB

For locomotive addresses  $\geq 128$ , the two highest bits in DB1 must be set to 1:

DB1 = (0xC0 | Adr\_MSB). For locomotive addresses < 128, these two highest bits have no meaning.

**TT** switch type: 00=off, 01=on, 10=toggle, 11=not allowed

**NNNNNN** Function index, 0x00=F0 (light), 0x01=F1 etc.

With Motorola MMI only F0 can be switched. With MMII, F0 to F4 can be used.

With DCC, F0 to F28 can be switched here. **From Z21 FW version 1.42** the extended range from **F0 to F31** can be used here.

Reply from Z21:

No standard reply, 4.4 LAN\_X\_LOCO\_INFO to subscribed clients.

### 4.3.2 LAN\_X\_SET\_LOCO\_FUNCTION\_GROUP

With the following command, a whole function group of a locomotive decoder can be switched. Thus, up to 8 functions can be switched with a single command. **From Z21 FW version 1.42**, DCC functions can be switched up to F31, and with some restrictions even up to F68.

The client should constantly monitor the status of all functions of the controlled locomotive to avoid accidentally switching off a function when sending this command, which may have been switched on before by another LAN client or handheld controller. For this reason, this command is more suitable for PC railroad automation software, because it should keep track of all vehicles anyway.

Request to Z21:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0xE4	Group	Adr_MSB	Adr_LSB	Functions	XOR-Byte

Note: loco address = (Adr\_MSB & 0x3F) << 8 + Adr\_LSB

For locomotive addresses  $\geq 128$ , the two highest bits in DB1 must be set to 1:

**DB1 = (0xC0 | Adr\_MSB)**. For locomotive addresses  $< 128$ , these two highest bits have no meaning.

Groups and functions are structured as follows:

Number	Group	Functions								Remarks
	HEX	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	
1	0x20	0	0	0	F0	F4	F3	F2	F1	(A)
2	0x21	0	0	0	0	F8	F7	F6	F5	
3	0x22	0	0	0	0	F12	F11	F10	F9	
4	0x23	F20	F19	F18	F17	F16	F15	F14	F13	(B)
5	0x28	F28	F27	F26	F25	F24	F23	F22	F21	(B)
6	0x29	F36	F35	F34	F33	F32	F31	F30	F29	(C) (D) (E)
7	0x2A	F44	F43	F42	F41	F40	F39	F38	F37	(D) (E)
8	0x2B	F52	F51	F50	F49	F48	F47	F46	F45	(D) (E)
9	0x50	F60	F59	F58	F57	F56	F55	F54	F53	(D) (E)
10	0x51	F68	F67	F66	F65	F64	F63	F62	F61	(D) (E)

#### Remarks:

(A) With **Motorola MMI** only F0 can be used, with **MMII** F0 up to F4 can be used.

(B) DCC F13 to F28 **with this command only from Z21 FW V1.24** and higher.

(C) DCC F29 to F31 **from Z21 FW V1.42, including feedback to the LAN clients**, see also below.

(D) DCC F32 to F68 **from Z21 FW V1.42**, however, there is **no feedback to the LAN clients**. The DCC function commands are only sent on the track.

(E) We cannot guarantee that the DCC function commands from F29 and higher will actually be understood by all decoders! **Currently (2022) only very few DCC decoder types** understand the function commands from F29 (F29 to F31 were tested successfully with "Loksound 5" decoder). Nowadays, some manufacturers also offer sound functions on F29, F30 or F31, but they often do not work with DCC in practice, because their multi-protocol decoders do not yet understand the corresponding new DCC commands.

Reply from Z21:

No standard reply, for function **F0 to F31** the feedback 4.4 LAN\_X\_LOCO\_INFO is sent to subscribed clients.

### 4.3.3 LAN\_X\_SET\_LOCO\_BINARY\_STATE

**From Z21 FW Version 1.42**, a DCC "Binary State" command can be sent to a locomotive decoder with the following command.

Request to Z21:

DataLen		Header		Data							
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	DB4	XOR-Byte	
				0xE5	0x5F	AH	AL	FLLL LLLL	HHHH HHHH	XOR-Byte	

Note: loco address = (**Adr\_MSB** & 0x3F) << 8 + **Adr\_LSB**

For locomotive addresses ≥ 128, the two highest bits in DB1 must be set to 1:

**DB1** = (0xC0 | **Adr\_MSB**). For locomotive addresses < 128, these two highest bits have no meaning.

**F** The most significant bit **F** determines whether the binary state is on or off.

**LLLLLLL** The low-order **seven** (!) bits of the binary state address.

**HHHHHHHH** The high eight bits of the binary state address.

Note: The following applies: the 15-bit binary state address = (**HHHHHHHH** << 7) + (**LLLLLLL** & 0x7F)

The binary states address range from 29 to 32767 is permitted.

Only binary state addresses ≥ 29 may be used for general switching functions.

The binary state addresses from 1 to 28 are reserved for special applications.

Binary state address 0 is reserved as broadcast.

Binary state addresses < 128 (i.e., if **HHHHHHHH** == 0) are **automatically** issued on the track as DCC "binary state control command **short form**" according to RCN-212, from ≥ 128 as DCC "binary state control command **long form**".

DCC binary state control commands are sent three times on the main track, and according to RCN-212, thereafter no more repeated regularly.

There is no response to the caller and no notification to other clients.

Reply from Z21:

None.

#### 4.4 LAN\_X\_LOCO\_INFO

This message is sent from the Z21 to the clients in response to the command 4.1

LAN\_X\_GET\_LOCO\_INFO. However, it is also unsolicitedly sent to an associated client if

- the locomotive status has been changed by one of the (other) clients or handset controls
- and the associated client has activated the corresponding broadcast, see 2.16 LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001
- and the associated client has subscribed to the locomotive address with 4.1 LAN\_X\_GET\_LOCO\_INFO.

Z21 to Client:

DataLen		Header		Data									
7 + <i>n</i>	0x00	0x40	0x00	X-Header	DB0	...	...	...	...	...	...	DB <i>n</i>	XOR-Byte
				0xFF	Locomotive Information								XOR-Byte

The actual packet length *n* may vary depending on the data actually sent, with  $7 \leq n \leq 14$ .

**From Z21 FW version 1.42** DataLen is  $\geq 15$  ( $n \geq 8$ ) for also transferring the status of F29, F30 and F31!

The data for locomotive information is structured as follows:

Position	Data	Meaning
DB0	Adr_MSB	The two highest bits in Adr_MSB must be ignored.
DB1	Adr_LSB	Loco address = (Adr_MSB & 0x3F) << 8 + Adr_LSB
DB2	0000BKKK	<p><b>B</b>=1 ... the locomotive is controlled by another X-BUS handset controller ("busy")</p> <p><b>KKK</b> ... Speed steps information: 0=14, 2=28, 4=128</p> <p>0: DCC 14 speed steps, or MMI with 14 speed steps and F0</p> <p>2: DCC 28 speed steps, or MMII with 14 real speed stages and F0-F4</p> <p>4: DCC 128 speed steps, or MMII with 28 real speed stages (light-trit) and F0-F4</p>
DB3	RVVVVVVV	<p><b>R</b> ... Direction: 1=forward</p> <p><b>V</b> ... Speed. Coding also depends on the speed steps information KKK. See also above section 4.2 LAN_X_SET_LOCO_DRIVE.</p> <p>If the format MM is configured for the locomotive, then the conversion of the real MM speed step into the presented DCC speed step has already been done in the Z21.</p>
DB4	0DSLFGHJ	<p><b>D</b> ... double traction: 1=Loco included in a double traction</p> <p><b>S</b> ... Smartsearch</p> <p><b>L</b> ... F0 (Licht)</p> <p><b>F</b> ... F4</p> <p><b>G</b> ... F3</p> <p><b>H</b> ... F2</p> <p><b>J</b> ... F1</p>
DB5	F5-F12	Function F5 is bit0 (LSB)
DB6	F13-F20	Function F13 is bit0 (LSB)
DB7	F21-F28	Function F21 is bit0 (LSB)
DB8	F29-F31	<b>From Z21 FW version 1.42</b> and if DataLen $\geq 15$ ; Function F29 is bit0 (LSB)
DB <i>n</i>		optional, for future extensions

## 5 Switching

This chapter deals with messages which are required for switching accessory decoders ("Accessory Decoder" according RP-9.2.1, e.g. decoder for turnouts, ...).

The visualization of the turnout number on the user interface is differently solved in some DCC systems and can significantly differ from the real DCC accessory decoder address plus port actually used in the track signal. According to DCC, there are four ports with two outputs each per accessory decoder address. One turnout can be connected per port. Usually one of the following options is used to visualize the turnout number:

1. Numbering from 1 with DCC address at 1 starting with 4 ports each (ESU, Uhlenbrock, ...)  
Switch #1: DCC-Addr=1 Port=0; Switch #5: DCC-Addr=2 Port=0; Switch #6: DCC-Addr=2 Port=1
2. Numbering from 1 with DCC address at 0 starting with 4 ports each (Roco)  
Switch #1: DCC-Addr=0 Port=0; Switch #5: DCC-Addr=1 Port=0; Switch #6: DCC-Addr=1 Port=1
3. Virtual switch number with freely configurable DCC address and port (Twin Center)
4. Displaying real DCC-address and port number (Zimo)

None of these visualization options can be described as "wrong" due to lack of specification in RP-9.2.1, where the visualization to the user is not mentioned at all. For the user, however, this can mean in consequence getting used to the fact that one and the same turnout at an ESU control panel is controlled under number 1, while it is switched on the Roco multiMaus and Z21 under number 5 ("shift by 4").

In order to be able to implement the visualization of your choice in your application, it helps to know how the Z21 converts the input parameters for the switching commands (**FAdr\_MSB**, **FAdr\_LSB**, **A**, **P**, see below) into the corresponding DCC accessory command:

DCC basic accessory decoder packet format: {preamble} 0 10AAAAAA 0 1 $\underline{aaa}$ CDD $\underline{d}$  0 EEEEEEEE 1

UINT16  $FAdr = (FAdr\_MSB \ll 8) + FAdr\_LSB$ ;

UINT16  $Dcc\_Addr = FAdr \gg 2$ ;

$\underline{aaa}$ AAAAAA =  $(\sim Dcc\_Addr \& 0x1C0) | (Dcc\_Addr \& 0x003F)$ ; // DCC Address

C = **A**; // Activate or deactivate output

DD =  $FAdr \& 0x03$ ; // Port

$\underline{d}$  = **P**; // Switch to the left or to the right

Example:

FAdr=0 equals DCC-Addr=0 Port=0;

FAdr=3 equals DCC-Addr=0 Port=3;

FAdr=4 equals DCC-Addr=1 Port=0; etc.

On the other hand, for MM Format note: FAdr starts with 0, i.e. FAdr=0: MM-Addr=1; FAdr=1: MM-Addr=2; ...

A client can subscribe to accessory info in order to be automatically notified of changes to accessory decoders caused by other clients or handsets. For this purpose, the corresponding broadcast must be activated for the client, see **2.16 LAN\_SET\_BROADCASTFLAGS**, Flag 0x00000001.

The actual position of the turnout depends on the cabling and possibly also on the configuration in the client's application. The command station cannot know anything about this, and that is why the following description deliberately omits the terms "*straight*" and "*branching*". Instead we will speak about "output 1" and "output 2".

## 5.1 LAN\_X\_GET\_TURNOUT\_INFO

The following command can be used to poll the status of a turnout (or any accessory function).

Request to Z21:

DataLen		Header		Data			
0x08	0x00	0x40	0x00	X-Header	DB0	DB1	XOR-Byte
				0x43	FAdr_MSB	FAdr_LSB	XOR-Byte

Note: Function address = (FAdr\_MSB << 8) + FAdr\_LSB

Reply from Z21:

see 5.3 LAN\_X\_TURNOUT\_INFO

## 5.2 LAN\_X\_SET\_TURNOUT

A turnout (or any accessory function) can be switched with the following command.

Request to Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0x53	FAdr MSB	FAdr LSB	10Q0A00P	XOR-Byte

Note: Function address = (FAdr\_MSB << 8) + FAdr\_LSB

1000A00P     A=0 ... Deactivate turnout output  
                  A=1 ... Activate turnout output  
                  P=0 ... Select output 1 of the turnout  
                  P=1 ... Select output 2 of the turnout  
                  Q=0 ... Execute command immediately  
                  Q=1 ... From Z21 FW V1.24: Insert turnout command into the queue of Z21 and deliver it as soon as possible to the track.

Reply from Z21:

No standard answer, 5.3 LAN\_X\_TURNOUT\_INFO to subscribed clients.

From Z21 FW V1.24 the Q flag ("Queue") was introduced.

### 5.2.1 LAN\_X\_SET\_TURNOUT with Q=0

With **Q=0** the Z21 behaves compatible to the previous versions: the turnout switching command is immediately sent on the track by being mixed into the running loco driving commands. **The Activate (A=1) is output until the LAN client sends the corresponding Deactivate. Only one switching command may be active at the same time.** This behavior corresponds, for example, to pressing and releasing the multiMaus key.

Please note that with Q=0 the correct sequence of the switching commands (i.e. Activate followed by Deactivate) must be observed strictly. Otherwise, undefined end positions may occur depending on the turnout decoder used.

**The LAN client is responsible for the correct serialization and the timing of the switching duration!**

### Wrong:

Activate turnout #5/A2 (4,0x89); Activate turnout #6/A2 (5,0x89);  
 Activate turnout #3/A1 (2,0x88); Deactivate turnout #3/A1 (2,0x80);  
 Deactivate turnout #5/A2 (4,0x81); Deactivate turnout #6/A2 (5,0x81);

### Correct:

Activate turnout #5/A2 (4,0x89); wait 100ms; deactivate turnout #5/A2 (4,0x81); wait 50ms;  
 Activate turnout #6/A2 (5,0x89); wait 100ms; deactivate turnout #6/A2 (5,0x81); wait 50ms;  
 Activate turnout #3/A1 (2,0x88); wait 100ms; deactivate turnout #3/A1 (2,0x80); wait 50ms;

### Example:

Activate turnout #7 / A2 (6,0x89); wait 150ms; deactivate turnout #7 / A2 (6,0x81)

```
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=1 , "Roco_lenz f=7 out=A ACTIVE"
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=0 , "Roco_lenz f=7 out=A INACTIVE"
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=0 , "Roco_lenz f=7 out=A INACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=0 , "Roco_lenz f=7 out=A INACTIVE"
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
DCC preamble=16 ACCESSORY raw data AA=1 DD=5 C=0 , "Roco_lenz f=7 out=A INACTIVE"
DCC preamble=16 LOCO address=3 FG2 (5-8) F=o7oo
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 FG1 (0-4) F=Loooo
```

**Figure 3 DCC Sniff on track with Q=0**

### 5.2.2 LAN\_X\_SET\_TURNOUT with Q=1

If **Q=1**, the following behavior occurs: in the Z21 the switching command is first put into an internal queue (FIFO). When generating the track signal, this queue is constantly checked whether a switching command is available for output. This switching command is then taken out of the queue and is written four times onto the track. This liberates the LAN client from the obligation of strict serialization, i.e. the switching commands may be sent mixed to the Z21 with Q=1 (very useful routes!). The LAN client only needs to take care of the Deactivate timing. Depending on the DCC decoder, the Deactivate may even be omitted. With MM you should not do without Deactivate, because e.g. the k83 and some older turnout decoders do not have an automatic shut-off.

Example:

Activate turnout #25 / A2 (24, 0xA9); Activate turnout #5 / A2 (4, 0xA9);

Wait 150ms;

Deactivate turnout #25 / A2 (24, 0xA1)

```
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=1 , "Roco_lenz f=25 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=1 , "Roco_lenz f=25 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=1 , "Roco_lenz f=25 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=1 , "Roco_lenz f=25 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=1 C=1 , "Roco_lenz f=5 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=1 C=1 , "Roco_lenz f=5 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=1 C=1 , "Roco_lenz f=5 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=1 DD=1 C=1 , "Roco_lenz f=5 out=A ACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=0 , "Roco_lenz f=25 out=A INACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=0 , "Roco_lenz f=25 out=A INACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=0 , "Roco_lenz f=25 out=A INACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 ACCESSORY raw data AA=6 DD=1 C=0 , "Roco_lenz f=25 out=A INACTIVE"
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
DCC preamble=16 LOCO address=3 ss128=0 fwd Speed=Stop
```

**Figure 4 DCC Sniff on track with Q=1**

Never mix switching commands with Q=0 and switching commands with Q=1 in your application.



### 5.3 LAN\_X\_TURNOUT\_INFO

This message is sent from the Z21 to the clients in response to the command 5.1 LAN\_X\_GET\_TURNOUT\_INFO. However, it is also sent to an associated client unsolicitedly if

- the function status has been changed by one of the (other) clients or a handset controller
- and the associated client has activated the corresponding broadcast, see 2.16 LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0x43	FAdr_MSB	FAdr_LSB	000000ZZ	XOR-Byte

Note: Function address = (FAdr\_MSB << 8) + FAdr\_LSB

000000ZZ    ZZ=00 ... Turnout not switched yet  
 ZZ=01 ... Turnout is in position according to switching command "P=0", see 5.2 LAN\_X\_SET\_TURNOUT  
 ZZ=10 ... Turnout is in position according to switching command "P=1", see 5.2 LAN\_X\_SET\_TURNOUT  
 ZZ=11 ... Invalid combination

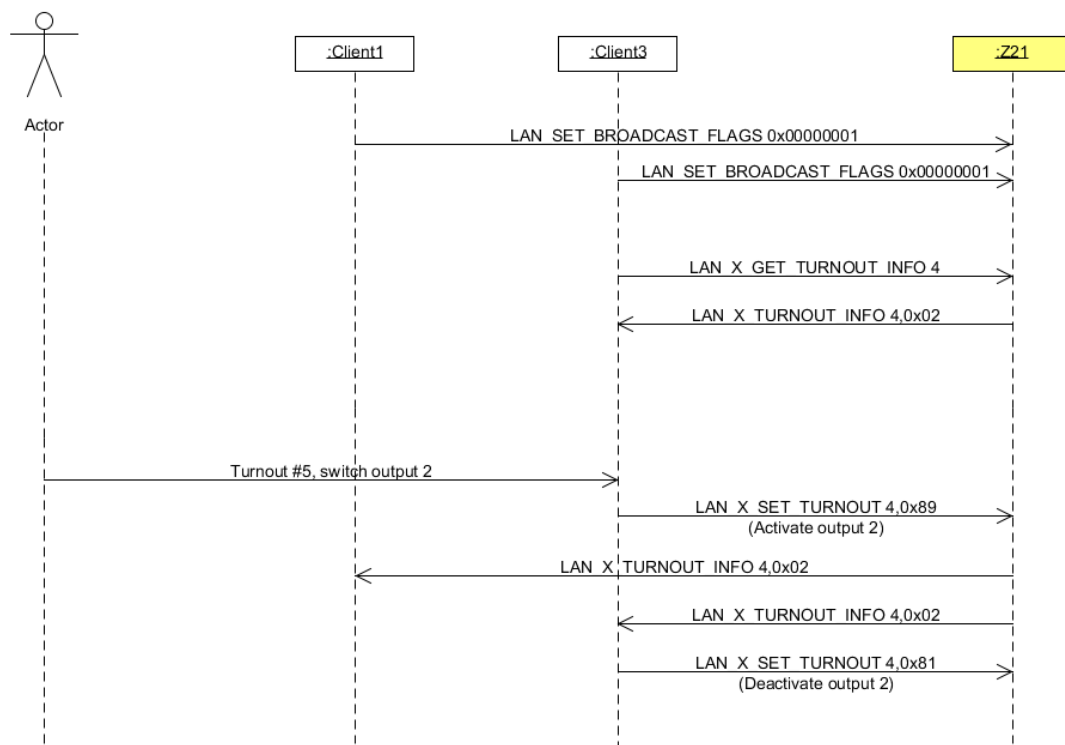


Figure 5 Example Sequence: Turnout switching

#### 5.4 LAN\_X\_SET\_EXT\_ACCESSORY

From **Z21 FW V1. 40**, a DCC command in the "**extended accessory decoder package format**" (DCCext) can be sent to an **extended accessory decoder** with the following request. It allows to send even switching times for turnouts or complex signal aspects with just one single command. See also RCN-213 (Section 2.3).

Request to Z21:

DataLen		Header		Data					
				X-Header	DB0	DB1	DB2	DB3	XOR-Byte
0x0A	0x00	0x40	0x00	0x54	Adr_MSB	Adr_LSB	DDDDDDDD	0x00	XOR-Byte

Note: **RawAddress** = (Adr\_MSB << 8) + Adr\_LSB

**RawAddress** The RawAddress for the first extended accessory decoder is 4 according to RCN-213. This address is usually displayed as "Address 1" in user interfaces. The address calculation is strictly compliant with RCN-213, i.e. there is no longer any different address calculation compared with other compliant systems.

**DDDDDDDD** 256 different states can be transmitted via bits 0 to 7 in DB2. The content is transferred to the decoder on the track in the **extended accessory decoder package format** according to RCN-213.

**Note:**

Ter **10836 Z21 switch DECODER** interprets DDDDDDDD as "switch decoder with reception of switching time" as **RZZZZZZZ**. The following applies:

- **ZZZZZZZ** defines the power-on time with a resolution of **100 ms**.
  - A value of 0 means that the output is switched off.
  - a value of 127 means that the output is switched on permanently, i.e. until the next command to this address.
- Bit 7 **R** is used to select the output within the output pair:
  - R=1 means "green" (straight).
  - R=0 means "red" (branched).

The **10837 Z21 signaldecoder** interprets DDDDDDDD as one of 256 theoretically possible signal aspects. The actual value range depends to a large extent on the signal type set in the signal decoder. Common values are, for example:

- 0 ... Stop
- 4 ... Clear with speed limit max 40 km/h
- 16 ... Clear
- 65 (0x41) ... shunting allowed
- 66 (0x42) ... turn all lights off (e.g. for distant signals)
- 69 (0x45) ... substitution (permission to pass a defect signal)

The suitable value for the desired signal aspect for a given signal can be found for the Z21 signal DECODER under <https://www.z21.eu/en/products/z21-signal-decoder/signaltypen>.

Reply from Z21:

No standard answer, or 5.6 LAN\_X\_EXT\_ACCESSORY\_INFO to subscribed clients.

Example:

**0x0A 0x00 0x40 0x00 0x54 0x00 0x04 0x05 0x00 0x55**

meaning: "send to decoder with **RawAddress=4** (this address is displayed as address 1 in user dialogs!) a value of DDDDDDDD=**5**."

If the receiver is a 10836 Z21 switch DECODER, then the **output 1 "red"** (clamp 1A) will be switched on and switched off again after **5\*100ms** automatically.

With this command, it is also possible to send the "emergency stop command for extended accessory decoders" according to RCN-213 (Section 2.4). This corresponds to the value **0** ("Stop") for the **RawAddress=2047**:

**0x0A 0x00 0x40 0x00 0x54 0x07 0xFF 0x00 0x00 0xAC**

### 5.5 LAN\_X\_GET\_EXT\_ACCESSORY\_INFO

From Z21 FW V1. 40, the following request can be used to poll the last command transferred to an **extended accessory decoder**.

Request to Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0x44	Adr_MSB	Adr_LSB	0x00	XOR-Byte

Note: **RawAddress** = (Adr\_MSB << 8) + Adr\_LSB

**RawAddress** The address of the accessory decoder according to RCN-213.  
See section 5.4 LAN\_X\_SET\_EXT\_ACCESSORY

**DB2** Reserved for future extensions, should remain initialized with 0 until further notice.

Reply from Z21:  
see 5.6 LAN\_X\_EXT\_ACCESSORY\_INFO

### 5.6 LAN\_X\_EXT\_ACCESSORY\_INFO

This message is sent from the Z21 to the clients in response to command 5.5 LAN\_X\_GET\_EXT\_ACCESSORY\_INFO.

However, it is also sent to an associated client unsolicitedly if

- the accessory status has been changed by one of the (other) clients or a handset controller
- and the associated client has activated the corresponding broadcast, see 2.16 LAN\_SET\_BROADCASTFLAGS, Flag 0x00000001

Z21 to Client:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0x44	Adr_MSB	Adr_LSB	DDDDDDDD	Status	XOR-Byte

Note: **RawAddress** = (Adr\_MSB << 8) + Adr\_LSB

**RawAddress** The address of the accessory decoder according to RCN-213.  
See section 5.4 LAN\_X\_SET\_EXT\_ACCESSORY

**DDDDDDDD** Up to 256 possible states encoded in **extended accessory decoder package format** according to RCN-213.  
See section 5.4 LAN\_X\_SET\_EXT\_ACCESSORY.

**Status** 0x00 ... Data Valid  
0xFF ... Data Unknown

## 6 Reading and writing Decoder CVs

This chapter deals with messages required for reading and writing decoder CVs (Configuration Variable, RP-9.2.2, RP-9.2.3).

Whether the decoder is accessed bit-wise or byte-wise depends on the settings in the Z21.

### 6.1 LAN\_X\_CV\_READ

Read a CV in direct mode.

Request to Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	XOR-Byte
				0x23	0x11	CVAdr_MSB	CVAdr_LSB	XOR-Byte

Note: CV Address = (CVAdr\_MSB << 8) + CVAdr\_LSB, where 0=CV1, 1=CV2, 255=CV256, etc.

Reply from Z21:

2.9 LAN\_X\_BC\_PROGRAMMING\_MODE to subscribed clients, as well as the result  
6.3 LAN\_X\_CV\_NACK\_SC, 6.4 LAN\_X\_CV\_NACK or 6.5 LAN\_X\_CV\_RESULT.

### 6.2 LAN\_X\_CV\_WRITE

Write a CV in direct mode.

Request to Z21:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0x24	0x12	CVAdr_MSB	CVAdr_LSB	Value	XOR-Byte

Note: CV-Address = (CVAdr\_MSB << 8) + CVAdr\_LSB, where 0=CV1, 1=CV2, 255=CV256, etc.

Reply from Z21:

2.9 LAN\_X\_BC\_PROGRAMMING\_MODE to subscribed clients, as well as the result  
6.3 LAN\_X\_CV\_NACK\_SC, 6.4 LAN\_X\_CV\_NACK or 6.5 LAN\_X\_CV\_RESULT.

### 6.3 LAN\_X\_CV\_NACK\_SC

If the programming failed due to a short circuit on the track, this message is automatically sent to the client that initiated the programming by 6.1 LAN\_X\_CV\_READ or 6.2 LAN\_X\_CV\_WRITE.

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x12	0x73

## 6.4 LAN\_X\_CV\_NACK

If the ACK is missing from the decoder, this message is automatically sent to the client that initiated the programming by 6.1 LAN\_X\_CV\_READ or 6.2 LAN\_X\_CV\_WRITE.

When reading with byte-wise access, the time until LAN\_X\_CV\_NACK can be very long.

Z21 to Client:

DataLen		Header		Data		
0x07	0x00	0x40	0x00	X-Header	DB0	XOR-Byte
				0x61	0x13	0x72

## 6.5 LAN\_X\_CV\_RESULT

This message is also a "positive ACK" and is automatically sent to the client that initiated the programming by 6.1 LAN\_X\_CV\_READ or 6.2 LAN\_X\_CV\_WRITE.

When reading with byte-wise access, the time until LAN\_X\_CV\_RESULT can be very long.

Z21 to Client:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0x64	0x14	CVAdr_MSB	CVAdr_LSB	Value	XOR-Byte

Note: CV Address = (CVAdr\_MSB << 8) + CVAdr\_LSB, where 0=CV1, 1=CV2, 255=CV256, etc.

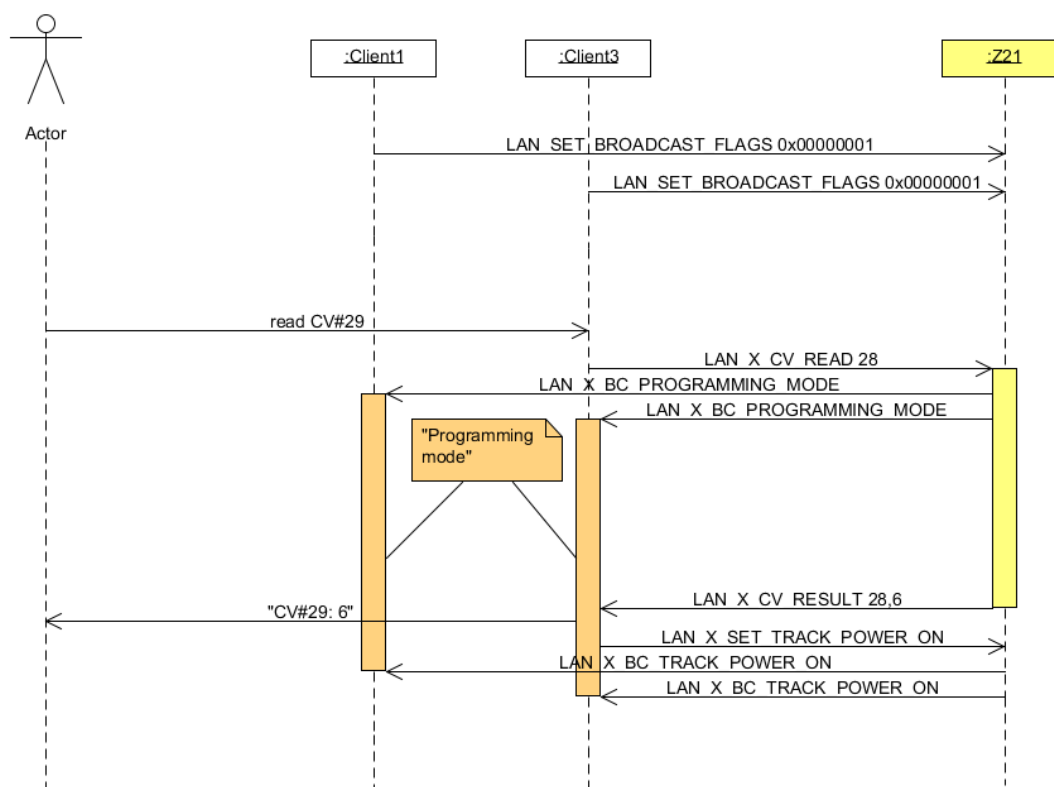


Figure 6 Example Sequence: CV Reading

## 6.6 LAN\_X\_CV\_POM\_WRITE\_BYTE

With the following command a CV of a locomotive decoder ("Multi Function Digital Decoders" according to NMRA S-9.2.1 Section C; Configuration Variable Access Instruction - Long Form) can be written on the main track (POM "Programming on the Main"). This is done in normal operating mode, i.e. the track voltage must be already switched on and the service mode is not activated. There is no feedback.

Request to Z21:

DataLen		Header		Data							
0x0C	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
				0xE6	0x30	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	Adr_MSB	
DB2	Adr_LSB	Loco Address = (Adr_MSB & 0x3F) << 8 + Adr_LSB
DB3	111011MM	Option ... 0xEC MM ... CVAdr_MSB
DB4	CVAdr_LSB	CV Address = (MM << 8) + CVAdr_LSB (0=CV1., 1=CV2, 255=CV256, etc.)
DB5	Value	New CV Value

Reply from Z21:

none

## 6.7 LAN\_X\_CV\_POM\_WRITE\_BIT

With the following command one bit of a CV of a locomotive decoder ("Multi Function Digital Decoders" according to NMRA S-9.2.1 Section C; Configuration Variable Access Instruction - Long Form) can be written on the main track (POM). This is done in normal operating mode, i.e. the track voltage must be already switched on and the service mode is not activated. There is no feedback.

Request to Z21:

DataLen		Header		Data							
0x0C	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
				0xE6	0x30	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	Adr_MSB	
DB2	Adr_LSB	Loco Address = (Adr_MSB & 0x3F) << 8 + Adr_LSB
DB3	111010MM	Option ... 0xE8 MM ... CVAdr_MSB
DB4	CVAdr_LSB	CV Address = (MM << 8) + CVAdr_LSB (0=CV1., 1=CV2, 255=CV256, etc.)
DB5	0000VPPP	PPP ... Bit-Position in CV V ... New CV Value

Reply from Z21:

none

## 6.8 LAN\_X\_CV\_POM\_READ\_BYTE

From Z21 FW Version 1.22.

With the following command a CV of a locomotive decoder ("Multi Function Digital Decoders" according to NMRA S-9.2.1 Section C; Configuration Variable Access Instruction - Long Form) can be read on the main track (POM). This is done in normal operating mode, i.e. the track voltage must be already switched on and the service mode is not activated. RailCom must be activated in the Z21. The vehicle decoder to be read must be capable of RailCom, CV28 bit 0 and 1 as well as CV29 bit 3 must be set to 1 in the locomotive decoder (Zimo).

Request to Z21:

DataLen		Header		Data							
0x0C	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
				0xE6	0x30	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	Adr_MSB	
DB2	Adr_LSB	Loco Address = (Adr_MSB & 0x3F) << 8 + Adr_LSB
DB3	111001MM	Option ... 0xE4 MM ... CVAdr_MSB
DB4	CVAdr_LSB	CV Address = (MM << 8) + CVAdr_LSB (0=CV1., 1=CV2, 255=CV256, etc.)
DB5	0	

Reply from Z21:

6.4 LAN\_X\_CV\_NACK or 6.5 LAN\_X\_CV\_RESULT.

## 6.9 LAN\_X\_CV\_POM\_ACCESSORY\_WRITE\_BYTE

From Z21 FW Version 1.22.

With the following command a CV of an accessory decoder (according to NMRA S-9.2.1 Section D, "Basic Accessory Decoder Packet address for operations mode programming") can be written on the main track (POM). This happens in normal operating mode, i.e. the track voltage must be already switched on and the service mode is not activated. There is no feedback.

Request to Z21:

DataLen		Header		Data							
				X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
0x0C	0x00	0x40	0x00	0xE6	0x31	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	aaaaa	Decoder_Address MSB
DB2	AAAACDDD	Note: aaaaaAAAACDDD = ((Decoder_Address & 0x1FF) << 4)   CDDD; In case CDDD=0000, then the CV refers to the whole decoder. In case C=1, then DDD is the number of the output to be programmed.
DB3	111011MM	Option ... 0xEC MM ... CVAdr_MSB
DB4	CVAdr_LSB	CV Address = (MM << 8) + CVAdr_LSB (0=CV1, 1=CV2, 255=CV256, etc.)
DB5	Value	new CV value

Reply from Z21:

none

## 6.10 LAN\_X\_CV\_POM\_ACCESSORY\_WRITE\_BIT

From Z21 FW Version 1.22.

With the following command a CV of an accessory decoder (according to NMRA S-9.2.1 Section D, "Basic Accessory Decoder Packet address for operations mode programming") can be written on the main track (POM). This happens in normal operating mode, i.e. the track voltage must be already switched on and the service mode is not activated. There is no feedback.

Request to Z21:

DataLen		Header		Data							
				X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
0x0C	0x00	0x40	0x00	0xE6	0x31	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	aaaaa	Decoder_Address MSB
DB2	AAAACDDD	Note: aaaaaAAAACDDD = ((Decoder_Address & 0x1FF) << 4)   CDDD; In case CDDD=0000, then the CV refers to the whole decoder. In case C=1, then DDD is the number of the output to be programmed.
DB3	111010MM	Option ... 0xE8 MM ... CVAdr_MSB
DB4	CVAdr_LSB	CV Address = (MM << 8) + CVAdr_LSB (0=CV1, 1=CV2, 255=CV256, etc.)
DB5	0000VPPP	PPP ... Bit position in CV V ... new CV value



Reply from Z21:  
none

### 6.11 LAN\_X\_CV\_POM\_ACCESSORY\_READ\_BYTE

From Z21 FW Version 1.22.

With the following command a CV of an accessory decoder (according to NMRA S-9.2.1 Section D, “Basic Accessory Decoder Packet address for operations mode programming”) can be read on the main track (POM). This happens in normal operating mode, i.e. the track voltage must be already switched on, the service mode is not activated. RailCom must be activated in the Z21. The accessory decoder to be read must be capable of RailCom.

Request to Z21:

DataLen		Header		Data							
0x0C	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	DB4	DB5	XOR-Byte
				0xE6	0x31	POM-Parameter					XOR-Byte

The data for **POM parameters** is structured as follows:

Position	Data	Meaning
DB1	aaaaa	Decoder_Address MSB
DB2	AAAACDDD	Note: <b>aaaaaAAAACDDD</b> = ((Decoder_Address & 0x1FF) << 4)   CDDD; In case <b>CDDD</b> =0000, then the CV refers to the whole decoder. In case <b>C</b> =1, then <b>DDD</b> is the number of the output to be programmed.
DB3	111001MM	<b>Option ... 0xE4</b> <b>MM ... CVAdr_MSB</b>
DB4	CVAdr_LSB	CV Address = ( <b>MM</b> << 8) + <b>CVAdr_LSB</b> (0=CV1, 1=CV2, 255=CV256, etc.)
DB5	0	new CV value

Reply from Z21:  
6.4 LAN\_X\_CV\_NACK or 6.5 LAN\_X\_CV\_RESULT.

## 6.12 LAN\_X\_MM\_WRITE\_BYTE

From Z21 FW Version 1.23.

With the following command a register of a Motorola decoder can be written on the programming track.

Request to Z21:

DataLen		Header		Data					
0x0A	0x00	0x40	0x00	X-Header	DB0	DB1	DB2	DB3	XOR-Byte
				0x24	0xFF	0	RegAdr	Value	XOR-Byte

Note: **RegAdr**: 0=Register1, 1=Register2, ..., 78=Register79.

Note:  $0 \leq \text{Value} \leq 255$ , but some decoders only accept values from 0 to 80.

Reply from Z21:

2.9 LAN\_X\_BC\_PROGRAMMING\_MODE to subscribed clients, as well as the result

6.3 LAN\_X\_CV\_NACK\_SC or 6.5 LAN\_X\_CV\_RESULT.

**Note:** Programming a Motorola decoder was not possible in the original Motorola format.

Therefore there exists no standardized and binding programming procedure for programming Motorola decoders. However, for the programming of Motorola decoders, the so-called "6021 programming mode" was implemented in the Z21. This allows writing values, but there is no way to read them. Hence the success of the write operation cannot be checked (except for short-circuit detection). This programming procedure works for many ESU, Zimo and Märklin decoders, but not necessarily for all MM decoders. For example, Motorola decoders with DIP switches cannot be programmed. Some decoders only accept values from 0 to 80, others accept values from 0 to 255 (see decoder description).

Since no feedback about the success of the write operation comes from the decoder during Motorola programming, the message *LAN\_X\_CV\_RESULT* is only to be understood as "*MM programming process finished*" and **not** as "*MM programming process successful*".

Example:

**0x0A 0x00 0x40 0x00 0x24 0xFF 0x00 0x00 0x05 0xDE**

meaning: "Change the locomotive decoder address (register 1) to 5"

### 6.13 LAN\_X\_DCC\_READ\_REGISTER

From Z21 FW Version 1.25.

The following command can be used to read a register of a DCC decoder in register mode (S-9.2.3 Service Mode Instruction Packets for Physical Register Addressing) on the programming track.

Request to Z21:

DataLen		Header		Data			
0x08	0x00	0x40	0x00	X-Header	DB0	DB1	XOR-Byte
				0x22	0x11	REG	XOR-Byte

Note: **REG**: 0x01=Register1, 0x02=Register2, ..., 0x08=Register8.

Note:  $0 \leq \text{Value} \leq 255$

Reply from Z21:

2.9 LAN\_X\_BC\_PROGRAMMING\_MODE to subscribed clients, as well as the result

6.3 LAN\_X\_CV\_NACK\_SC or 6.5 LAN\_X\_CV\_RESULT.

**Note:** Programming in register mode is only required for very old DCC decoders. Direct CV is preferred.

### 6.14 LAN\_X\_DCC\_WRITE\_REGISTER

From Z21 FW Version 1.25.

With the following command a register of a DCC decoder in register mode (S-9.2.3 Service Mode Instruction Packets for Physical Register Addressing) can be written on the programming track.

Request to Z21:

DataLen		Header		Data				
0x09	0x00	0x40	0x00	X-Header	DB0	DB2	DB3	XOR-Byte
				0x23	0x12	REG	Value	XOR-Byte

Note: **REG**: 0x01=Register1, 0x02=Register2, ..., 0x08=Register8.

Note:  $0 \leq \text{Value} \leq 255$

Reply from Z21:

2.9 LAN\_X\_BC\_PROGRAMMING\_MODE to subscribed clients, as well as the result

6.3 LAN\_X\_CV\_NACK\_SC or 6.5 LAN\_X\_CV\_RESULT.

**Note:** Programming in register mode is only required for very old DCC decoders. Direct CV is preferred.

## 7 Feedback – R-BUS

The feedback modules (Roco 10787, 10808, 10819) on the R-BUS can be read out and configured with the following commands.

### 7.1 LAN\_RMBUS\_DATACHANGED

Report the changes on the feedback bus from the Z21 to the client.

This message is asynchronously reported to the client by the Z21 when the client

- activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000002
- or explicitly requested the feedback status, see below 7.2 LAN\_RMBUS\_GETDATA.

Z21 to Client:

DataLen		Header		Data	
0x0F	0x00	0x80	0x00	Group index (1 Byte)	Feedback status (10 Byte)

**Group index:** 0 ... feedback module with address from 1 to 10  
1 ... feedback module with address from 11 to 20

**Feedback status:** 1 byte per feedback, 1 bit per input.  
The order of feedback address and byte position is ascending.

Example:

Group Index = 1 and Feedback Status = 0x01 0x00 0xC5 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00  
means "feedback module #11, contact on input 1; feedback module #13, contact on input 8,7,3 and 1"

### 7.2 LAN\_RMBUS\_GETDATA

Poll the current status of the feedback modules.

Request to Z21:

DataLen		Header		Data
0x05	0x00	0x81	0x00	Group index (1 Byte)

**Group index:** see above

Reply from Z21:

See above 7.1 LAN\_RMBUS\_DATACHANGED

### 7.3 LAN\_RMBUS\_PROGRAMMODULE

Change the address of one feedback module.

Request to Z21:

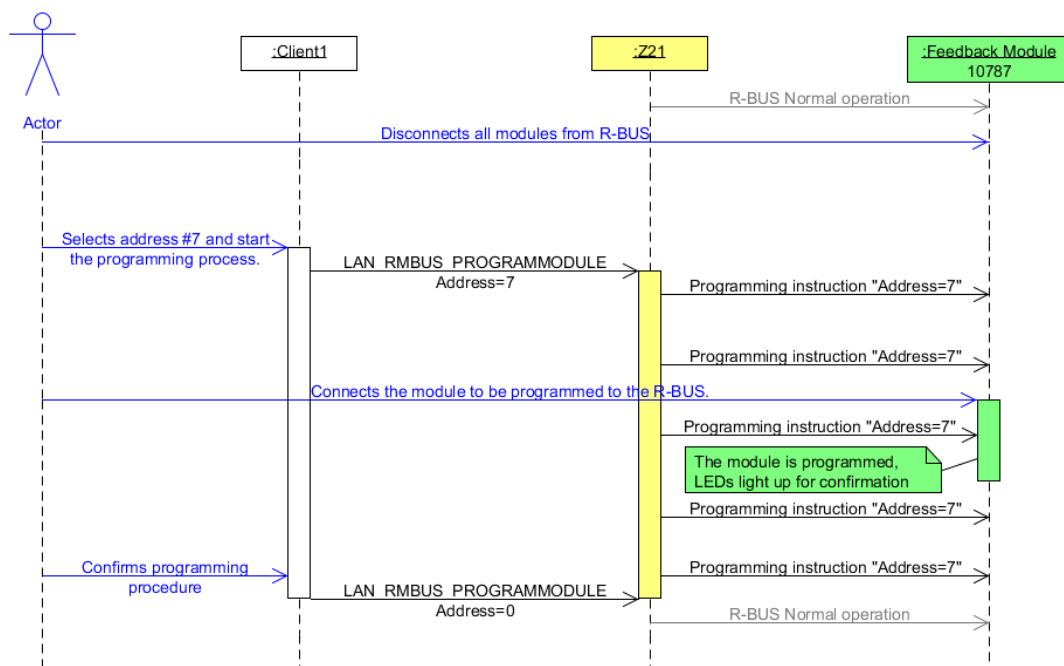
DataLen	Header	Data
0x05	0x00	0x82 0x00 Address (1 Byte)

**Address:** New address for the feedback module to be programmed.  
Supported value range: 0 and 1 ... 20.

Reply from Z21:  
none

The programming-sequence is transmitted on the R-BUS until this command is sent again to the Z21 with address=0.

Only one single feedback module should be connected to the R-BUS during the programming process.



**Figure 7 Example Sequence: Programming the feedback module**

## 8 RailCom

The Z21 supports RailCom with:

- Generating the RailCom cutout in the track signal.
- Global RailCom receiver in the Z21.
- Local RailCom receivers, e.g. in the occupancy detectors 10808 or boosters 10806 and 10807. The data from RailCom channel 2 of the 10806, 10807 and 10808 can be forwarded via CAN to the Z21 and evaluated there from FW V1.29 onwards.
- Reading POM results.  
See also 6.8 LAN\_X\_CV\_POM\_READ\_BYTE as of FW V1.22.
- Locomotive address recognition for occupancy detectors (CAN, LocoNet, X-BUS).  
See 9.5 LAN\_LOCONET\_DETECTOR from V1.22 and 10.1 LAN\_CAN\_DETECTOR from V1.30.
- Decoder speed (see below) from FW V1.29.
- Decoder QoS (see below) from FW V1.29.

In order to use these features, the decoder must be capable of RailCom, CV28 and CV29 must be correctly configured, and the option "RailCom" must be activated in the Z21 settings.

**Note:** It heavily depends on the decoder firmware whether and in which form a decoder supports speed, QoS and POM!

### 8.1 LAN\_RAILCOM\_DATACHANGED

This message is sent to the clients by the Z21 from FW version 1.29 on as a response to the command 8.2 LAN\_RAILCOM\_GETDATA.

However, it is also sent to clients unsolicitedly, if

- the corresponding RailCom data have actually changed
- and the associated client has activated the corresponding broadcast.  
(see 2.16 LAN\_SET\_BROADCASTFLAGS, Flag 0x00000004) and the associated client has subscribed to the locomotive address with 4.1 LAN\_X\_GET\_LOCO\_INFO.
- or the associated client has subscribed to broadcast 0x00040000 (i.e. RailCom data of all locomotives, for PC control SW only).

Z21 to Client:

DataLen		Header		Data
0x11	0x00	0x88	0x00	RailComData

The structure **RailComData** is structured as follows (the 16-bit and 32-bit values are little endian)

Byte Offset	Type	Name	
0	UINT16	LocoAddress	Address of the detected decoder
2	UINT32	ReceiveCounter	Receive counter in Z21
6	UINT16	ErrorCounter	Receive error counter in Z21
8	UINT8	reserved	
9	UINT8	Options	Flags bitmask: #define rcoSpeed1 0x01 // CH7 subindex 0 #define rcoSpeed2 0x02 // CH7 subindex 1 #define rcoQoS 0x04 // CH7 subindex 7
10	UINT8	Speed	Speed 1 or 2 (if supported by decoder)
11	UINT8	QoS	Quality of Service (if supported by decoder)
12	UINT8	reserved	

The structure can be increased in the future versions; therefore it is absolutely necessary to consider DataLen in the evaluation.

## 8.2 LAN\_RAILCOM\_GETDATA

Poll RailCom data from Z21, available from FW V1.29 and higher:

Request to Z21:

DataLen		Header		Data	
0x07	0x00	0x89	0x00	Type 8 bit	LocoAddress 16 bit (little endian)

**Type** 0x01 = poll RailCom data for given locomotive address

**LocoAddress** **Loco address**  
0= poll RailCom data of next loco (circular buffer)

Reply from Z21:

See above 8.2 LAN\_RAILCOM\_DATACHANGED

## 9 LocoNet

From Z21 FW Version 1.20.

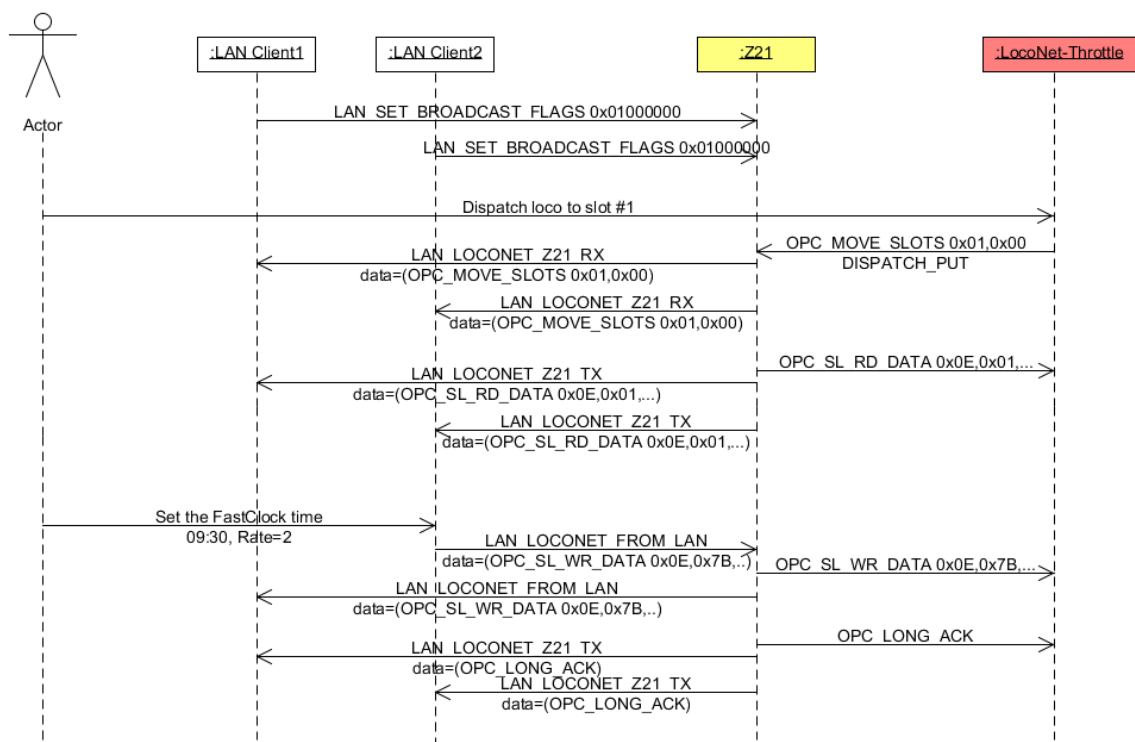
As mentioned in the introduction, the Z21 can be used as an **Ethernet/LocoNet gateway**, where the Z21 is also the LocoNet master refreshing the slots and generating the DCC packets.

The LAN client can subscribe to the corresponding LocoNet messages using **2.16 LAN\_SET\_BROADCASTFLAGS** in order to receive also the messages from LocoNet.

Messages received by the Z21 from the LocoNet bus are forwarded to the LAN client with the LAN header **LAN\_LOCONET\_Z21\_RX**.

Messages sent by the Z21 onto the LocoNet bus are also forwarded to the LAN client using the LAN header **LAN\_LOCONET\_Z21\_TX**.

With the Z21-LAN command **LAN\_LOCONET\_FROM\_LAN** the LAN client itself can write messages onto the LocoNet bus. If there are other LAN clients with LocoNet subscriptions at the same time, they will also be notified with a message **LAN\_LOCONET\_FROM\_LAN**. Only the actual sender will not be notified.



**Figure 8 Example Sequence: Ethernet/LocoNet gateway**

This example shows that even with trivial processes on the LocoNet bus, considerable network traffic can simultaneously occur on the Ethernet or Wi-Fi.

Please note that this Ethernet/LocoNet Gateway functionality has primarily been created for PC control SW as an additional tool for communicating with e.g. LocoNet feedback devices, etc.



When subscribing to the LocoNet messages, you should carefully consider whether the broadcast flags 0x02000000 (LocoNet locomotives) and 0x04000000 (LocoNet switches) are really necessary for your application. For conventional driving and switching, in particular, you should better use the LAN commands already described in chapters **4** Driving, **5** Switching and **6** Reading and writing Decoder CV. The actual LocoNet protocol is not described in more details in this specification. Please directly contact Digitrax or the manufacturer of the respective LocoNet hardware, especially if that manufacturer has extended the LocoNet protocol for e.g. configuration purposes etc.

## 9.1 LAN\_LOCONET\_Z21\_RX

From Z21 FW Version 1.20.

This message is asynchronously reported to the client by the Z21 when the client

- activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flags 0x01000000, 0x02000000 or 0x04000000.
- and a message has been received by the Z21 from the LocoNet bus.

Z21 to Client:

DataLen		Header		Data
0x04+n	0x00	0xA0	0x00	LocoNet message incl. CKSUM
				n Bytes

## 9.2 LAN\_LOCONET\_Z21\_TX

From Z21 FW Version 1.20.

This message is asynchronously reported to the client by the Z21 when the client

- activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flags 0x01000000, 0x02000000 or 0x04000000.
- and a message has been written to the LocoNet bus by the Z21.

Z21 to Client:

DataLen		Header		Data
0x04+n	0x00	0xA1	0x00	LocoNet message incl. CKSUM
				n Bytes

### 9.3 LAN\_LOCONET\_FROM\_LAN

From Z21 FW Version 1.20.

This message allows a LAN client to write a message to the LocoNet bus.

This message is also asynchronously reported by the Z21 to a client when the client

- activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flags 0x01000000, 0x02000000 or 0x04000000.
- and **another** LAN client has written a message to the LocoNet bus via the Z21.

LAN client to Z21, or Z21 to LAN client:

DataLen		Header		Data
0x04+n	0x00	0xA2	0x00	LocoNet message incl. CKSUM
				n Bytes

#### 9.3.1 DCC Binary State Control Instruction via LocoNet OPC\_IMM\_PACKET

From Z21 FW Version 1.42 on, the new command 4.3.3 LAN\_X\_SET\_LOCO\_BINARY\_STATE is recommended for switching binary states instead of using the method described below. However, the following paragraph text, which is now somewhat outdated, remains for the sake of completeness:

From FW Version V1.25 any DCC packets can be generated at the track output using LAN\_LOCONET\_FROM\_LAN and the LocoNet command OPC\_IMM\_PACKET, among them the Binary State Control Instruction (also called "F29...F32767"). This also applies to the white z21, which has no physical LocoNet interface, but however has a virtual LocoNet stack inside.

For the structure of the OPC\_IMM\_PACKET see LocoNet Spec (also in "personal edition" for learning purposes). For the structure of the Binary State Control Instruction see NMRA S-9.2.1 Section "Feature Expansion Instruction".

## 9.4 LAN\_LOCONET\_DISPATCH\_ADDR

From Z21 FW Version 1.20.

Prepare a loco address for the LocoNet dispatch.

This message allows a LAN client to prepare a specific locomotive address for the LocoNet dispatch. This corresponds to a "DISPATCH\_PUT" and means that at the next "DISPATCH\_GET" (triggered by handset controller) the slot belonging to this loco address is reported back by Z21. If necessary, the Z21 automatically occupies a free slot for this purpose.

Request to Z21:

DataLen	Header	Data
0x06	0x00 0xA3 0x00	16 bits Loco address ( <b>little endian</b> )

Reply from Z21:

Z21 FW Version < 1.22: none

Z21 FW Version ≥ 1.22:

Z21 to Client:

DataLen	Header	Data
0x07	0x00 0xA3 0x00	16 bits Loco address ( <b>little endian</b> )      Result 8 bit

- Result 0**      The "DISPATCH\_PUT" for the given address failed.  
This can happen, for example, if the Z21 is operated as a LocoNet slave and the LocoNet master has rejected the dispatch request because this locomotive address is already assigned to another handset.
- >0      The "DISPATCH\_PUT" was executed successfully. The loco address can now be transferred to a handset controller (e.g. FRED). The value of Result corresponds to the current LocoNet slot number for the given loco address.

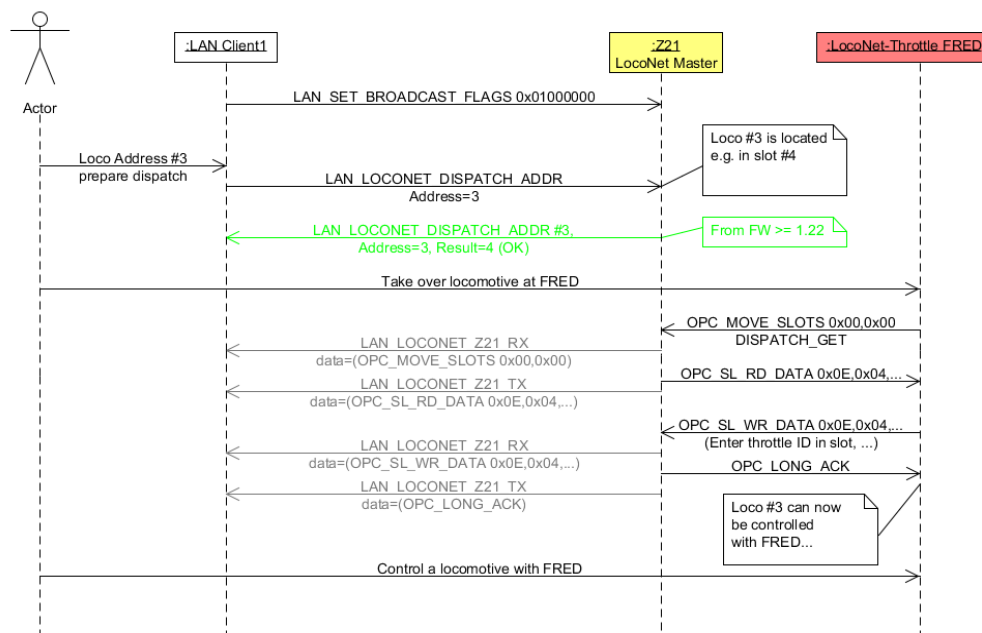


Figure 9 Example Sequence: LocoNet Dispatch per LAN-Client

## 9.5 LAN\_LOCONET\_DETECTOR

From Z21 FW Version 1.22.

If LAN client application wants to support a LocoNet track occupancy detector, there are two ways. The first would be to receive the LocoNet packets via **9.1 LAN\_LOCONET\_Z21\_RX** and process the corresponding LocoNet messages directly. However, this requires an exact knowledge of the LocoNet protocol and it would produce a lot of network traffic.

Therefore the following alternative was created, with which you can **poll** the occupied status **as well as** be **asynchronously informed** about a change of the occupied status, without having to go into the depths of the LocoNet protocol.

**Information:** please note the following essential difference between the Roco Feedback Module 10787 on the R-BUS (see **7 Feedback – R-BUS**) and LocoNet Track Occupancy Detectors:

- 10787 is normally connected with mechanically operated switching contacts, which can be closed and reopened per axis of the train running over it.
- LocoNet track occupancy detectors are usually based on exact current measurement at the monitored track section or on advanced technologies (transponder, infrared, RailCom, ..) in order to reliably determine the occupancy state of the track. During normal operation, ideally only one message is generated when the occupied state changes.

The following command can be used to poll the status of one or more track occupancy detectors.

Request to Z21:

DataLen		Header		Data	
0x07	0x00	0xA4	0x00	Type 8 bit	16 bits report address ( <b>little endian</b> )

Type	0x80	Request via "Stationary Interrogate Request" (SIC) according to Digitrax procedure. This procedure also can be used for the occupancy detectors from Blücher-Elektronik. The parameter "report address" is 0 (not relevant).
	0x81	Request via so-called <b>report address</b> for Uhlenbrock occupancy detector. This report address can be configured by the user e.g. UB63320 via LNCV 17 in the occupancy detector. The default value there is 1017. With type 0x81, this report address is only used for polling and should <b>not be confused</b> with the <b>feedback address</b> . <b>Note:</b> At the LocoNet bus this query is implemented via turnout switching commands, therefore the value according to LocoNet has to be decremented by 1. Example: <b>0x07 0x00 0xA4 0x00 0x81 0xF8 0x03</b> means: "request status of all occupancy detectors with report address 1017 (Report address = 1017 = <b>0x03F8</b> +1 = 1016 + 1)"
	0x82	<b>Status request for LISSY, from Z21 FW Version 1.23</b> On the other hand, for Uhlenbrock LISSY the report address corresponds to the feedback address however. The type of the subsequent feedback message(s) strongly depends on the configured operating mode of the LISSY receiver. In the LISSY manual you can find out more about the extensive setting options of the LISSY receiver.

Please note that in the case of a single request, several occupancy detectors may be addressed at the same time, and therefore multiple responses are to be expected. Depending on the manufacturer of the occupancy detector, the status of the same input can be also reported several times after one request.

Reply from Z21:

Z21 to Client:

DataLen		Header		Data		
0x07 + <i>n</i>	0x00	0xA4	0x00	Type 8 bit	Feedback address 16 bits (little endian)	Info[ <i>n</i> ]

This message is asynchronously reported to the client by the Z21 when the client

- has activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x08000000
- and the Z21 has received a corresponding message from a track occupancy detector **due to a status change on its input**, or **due to an explicit status-request (polling) by a LAN client** using the commands described above.

**Feedback address** Each input of an occupancy detector has its own feedback address, which can be configured by the user (e.g. for Uhlenbrock and Blücher via LNCV), and which describes the monitored block with a unique address.

**Info[*n*]** Byte-Array; content and length *n* depending on **Type**, see below

**Type**      **0x01** For occupancy detector types like Uhlenbrock 63320 or Blücher GBM16XL reporting only the status "occupied" and "free" (by using LocoNet OPC\_INPUT\_REP, X=1).

*n*=1

Status of the input belonging to the feedback address can be found in **Info[0]**:

**Info[0]=0** ... sensor is **LOW** ("free")

**Info[0]=1** ... sensor is **HIGH** ("occupied")

**0x02 Transponder Enters Block**

**0x03 Transponder Exits Block**

For occupancy detectors such as Blücher GBM16XN etc. reporting also the information about the vehicle (e.g. locomotive address) inside the block to the command station (by using LocoNet OPC\_MULTI\_SENSE transponding encoding from Digitrax).

In addition to the feedback address, also a so-called transponder address is transmitted. The **transponder address** identifies the vehicle in the block. In the case of the GBM16XN, this is the **locomotive address** which was determined by the occupancy detector by using RailCom.

*n*=2

The transponder address is located in **Info[0]** und **Info[1]**, 16 Bit little endian:

**Info[0]** ... transponder address low byte

**Info[1]** ... transponder address high byte

Remark: due to lack of specification inside the LocoNet spec, the value ranges in OPC\_MULTI\_SENSE is not quite clear, which leaves the manufacturers of the occupancy detectors sometimes in the dark. Therefore in the case of GBM16XN the following must be observed according to our experience:

- You have to add +1 to the feedback address to get the feedback address configured in GBM16XN.
- Depending on the configuration of the GBM16XN, the direction of the vehicle on the track can also be coded in the bit under the mask 0x1000. Such a configuration is not recommended because this bit collides with the address space of long locomotive addresses!

**0x10 LISSY Loco address from Z21 FW 1.23.**

This message is sent to the Z21 LAN Client when an Uhlenbrock LISSY receiver reports a vehicle equipped with a LISSY transmitter and this LISSY receiver is configured to the "Transfer format (ÜF) Uhlenbrock" (LNCV 15=1). Furthermore, this message strongly depends on the configured operating mode (LNCV2, ...) of the LISSY receiver.

See also LISSY manual.

***n=3***

The Loco address is located in **Info[0]** und **Info[1]**, 16 Bit little endian:

**Info[0]** ... loco address low byte

**Info[1]** ... loco address high byte

Locomotives have a value range from 1..9999

Wagons have a value range from 10000 to 16382

**Info[2]** ... Additional info according to following bits: 0 **DIR1** **DIR0** 0 **K3** **K2** **K1** **K0**

**DIR1=0**: **DIR0** is to be ignored

**DIR1=1**: **DIR0=0** is forwards, **DIR0=1** is backwards

**K3..K0**: 4 bit "class information" stored in the LISSY sender.

Example Configuration for Lissy Receiver 68610:

LNCV	Value	Comment
2	98	optional module reset: sets all LNCV to 0, except LNCV 0 and 1 (address)
2	0	Basic function: readout locomotive data and direction information by using double sensor
15	1	Send using "Transfer format (ÜF) Uhlenbrock" onto LocoNet

**0x11 LISSY block status from Z21 FW 1.23.**

This message is sent to the Z21 LAN Client when an Uhlenbrock LISSY receiver sends a block occupancy status message using the "Transfer format (ÜF) Uhlenbrock". See also LISSY manual.

***n=1***

Status of the block belonging to the feedback address is in **Info[0]**:

**Info[0]=0** ... block is free

**Info[0]=1** ... block is occupied

Example Configuration for Lissy Receiver 68610:

LNCV	Value	Comment
2	98	optional module reset: sets all LNCV to 0, except LNCV 0 and 1 (address)
2	22	Automation function with block status message: Time-controlled waiting station
3	2	Automation active in both driving directions
4	3	Wait time 3 seconds
10	2	Block option: Block status change to "free" after 2 seconds
15	1	Send using "transfer format (ÜF) Uhlenbrock" onto LocoNet

**0x12 LISSY Speed from Z21 FW 1.23.**

This message is sent to the Z21 LAN Client when a Uhlenbrock LISSY receiver is configured for speed measurement.  
See also LISSY manual.

***n=2***

The speed is located in **Info[0]** and **Info[1]**, 16 bit little endian:

**Info[0]** ... speed low byte

**Info[1]** ... speed high byte

Example Configuration for Lissy Receiver 68610:

LNCV	Value	Comment
2	98	optional module reset: sets all LNCV to 0, except LNCV 0 and 1 (address)
2	0	Basic function: readout locomotive data and direction information by using double sensor
14	15660	<b>Velocity Scaling factor = 1566 (H0-scale) * 10mm (sensor distance)</b>
15	1	Send transfer format Uhlenbrock to LocoNet

Note: **Type** will be extended by further IDs in the future as required.

## 10 CAN

### 10.1 LAN\_CAN\_DETECTOR

From Z21 FW Version 1.30.

The Roco CAN occupancy detector 10808 is supported from FW version 1.30 on. The occupancy detector can be used by the LAN client in four different ways:

1. **R-BUS emulation:** the CAN detector is forwarded to the LAN client as R-BUS detector in the Z21 firmware. So the LAN client can use the CAN detector as described in Chapter 7 Feedback - R-BUS.
2. **LocoNet emulation:** the CAN detector is forwarded in the Z21 firmware as LocoNet detector to the LAN client. Thus the LAN client can use the CAN detector as described in chapter 9.5 *LAN\_LOCONET\_DETECTOR* (type 0x01 "occupied/free" and the locomotive address via type 0x02 and 0x03 "Transponder Enters Block, Transponder Exits Block").
3. **LISSY emulation:** The CAN detector is emulated in the Z21 firmware by LISSY/Marco messages. The LAN client can use the CAN detector as described in chapter 9.5 *LAN\_LOCONET\_DETECTOR* (type 0x10 "Locomotive address" and type 0x11 "block status").
4. Direct access by the command **LAN\_CAN\_DETECTOR** (see below).

The type of emulation can be configured via the Z21 Maintenance Tool. The factory setting is:  
**R-BUS emulation=on, LocoNet emulation=on, LISSY emulation=off.**

However, the fastest method, however, and the one that is most economic concerning memory and bandwidth, is direct access using the command **LAN\_CAN\_DETECTOR 0xC4**. This is particularly recommended when a large number of CAN occupancy detectors are used at the same time. With the following command, the status of the CAN occupancy detectors can be polled:

Request to Z21:

DataLen		Header		Data	
0x07	0x00	0xC4	0x00	Type 8 bit	CAN-NetworkID 16 bit (little endian)

**Type**            **0x00**    Request the CAN occupancy detector with the given CAN network ID.  
The CAN NetworkID **0xD000** means "**all CAN detectors**".  
Example:  
**0x07 0x00 0xC4 0x00 0x00 0x00 0xD0**  
means: "poll status of all CAN occupancy detectors"

Please note that with a single request several CAN occupancy detectors are addressed at the same time, and therefore multiple responses are to be expected. Depending on the configuration of the emulation, the status of one and the same input can also be reported several times.



Reply from Z21:

Z21 to Client:

DataLen		Header		Data					
0x0E	0x00	0xC4	0x00	Nid 16 bit	Addr 16 bit	Port 8 bit	Type 8 bit	Value1 16 bit	Value2 16 bit

This message is also reported to the client by the Z21 asynchronously when the client

- Has activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00080000
- and the Z21 has received a corresponding message from the CAN detector, due to a **status change at its input**, OR due to an **explicit polling by a LAN client** using commands described above.

All 16 bit values are little endian coded.

<b>Nid</b>	Unchangeable CAN network ID of the occupancy detector.								
<b>Addr</b>	Configurable module address of the occupancy detector. Each CAN occupancy detector has a module address which can be set by the user.								
<b>Port</b>	Input pin number of the CAN occupancy detector (0 to 7)								
<b>Type</b>	<b>0x01</b>	<b>Occupancy status</b> of input (free, busy, overload)							
	<b>0x11</b>	1 <sup>st</sup> and 2 <sup>nd</sup> recognized <b>locomotive address</b> at the entrance							
	<b>0x12</b>	3 <sup>rd</sup> and 4 <sup>th</sup> recognized <b>locomotive address</b> at the entrance							
	...								
	<b>0x1F</b>	29 <sup>th</sup> and 30 <sup>th</sup> . recognized <b>locomotive address</b> at the entrance							

The value of Value1 and Value2 depends on the type.

**If Type = 0x01 (occupied status):**

<b>Value1</b>	<b>0x0000</b>	<b>Free, without voltage</b>
	<b>0x0100</b>	<b>Free, with voltage</b>
	<b>0x1000</b>	<b>Occupied, without voltage</b>
	<b>0x1100</b>	<b>Occupied, with voltage</b>
	<b>0x1201</b>	<b>Occupied, Overload 1</b>
	<b>0x1202</b>	<b>Occupied, Overload 2</b>
	<b>0x1203</b>	<b>Occupied, Overload 3</b>

**If Type = 0x11 to 0x1F (RailCom Loco address):**

Type 0x11 to 0x1F form a list of locomotive addresses.

This vehicle list ends with the locomotive address=0.

<b>Value1</b>	First detected locomotive address in section incl. direction information. 0 = no locomotive address detected (e.g. with decoder not capable of RailCom, or no locomotive), resp. end of locomotive address list	
<b>Value2</b>	Second detected locomotive address in section incl. direction information. 0 = no locomotive address detected, resp. end of locomotive address list	

The direction information is coded in the most significant two bits of Value1 resp. Value2:

0 x	No direction detected
1 0	Vehicle has been placed forward on the track
1 1	Vehicle has been placed backwards on the track

The lower 14 bits contain the locomotive address.

## 10.2 CAN Booster

### From Z21 FW Version 1.41.

CAN Booster Management with Roco CAN booster 10806, 10807 and 10869 are supported from Z21 FW version 1.41 on. Of course the following LAN command work only, if these boosters are connected to the Z21 with the CAN-Bus (and not with B-BUS).

#### 10.2.1 LAN\_CAN\_DEVICE\_GET\_DESCRIPTION

Read the name from the booster.

The user can store a name (free text) in the booster so that he can later identify the device more easily.

Request to Z21:

DataLen		Header		Data
0x06	0x00	0xC8	0x00	Nid 16 bit

**Nid** is the CAN-NetworkID of the addressed booster (16 bit little endian, 0xC101 to 0xC1FF).  
See also below **10.2.3** LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD.

Z21 to Client:

DataLen		Header		Data	
0x16	0x00	0xC8	0x00	Nid 16 bit	UINT8 Name[16]

**Name** corresponds to the stored designation as a null-terminated string. The string should be encoded according to **ISO 8859-1** (*Latin-1*).

**Hint:** do not request two LAN\_CAN\_BOOSTER\_GET\_DESCRIPTION directly one after another. Instead wait for the reply to the first request, and then send the second request.

**Hint:** With **10.2.3** LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD NetworkIDs of all CAN boosters connected in the system.

#### 10.2.2 LAN\_CAN\_DEVICE\_SET\_DESCRIPTION

Overwrite the name in the booster.

Request to Z21:

DataLen		Header		Data	
0x16	0x00	0xC9	0x00	Nid 16 bit	UINT8 Name[16]

**Nid** is the CAN-NetworkID of the addressed booster (16 bit little endian, 0xC101 to 0xC1FF).  
See also below **10.2.3** LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD.

**Name** corresponds to the stored designation as a null-terminated string. The string should be encoded according to **ISO 8859-1** (*Latin-1*). Fill the rest of data with 0x00.

**Not allowed characters are the quotation mark " (0x22) and the backslash \ (0x5C).**

Reply from Z21:

None

### 10.2.3 LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD

Report the system status of the CAN booster to the client. This message comes about once per second per CAN booster and booster output.

This message is reported asynchronously from the control panel to the client if it

- has activated the corresponding broadcast,  
see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00020000
- and at least one booster is connected to the control panel via CAN.

Z21 to Client:

DataLen	Header	Data
0x0E	0x00	0xCA 0x00 <b>CANBoosterSystemState</b> (10 Bytes)

**CANBoosterSystemState** is structured as follows (the 16-bit values are little endian):

Byte Offset	Typ	Name	Wert	
0	UINT16	Nid	0xC101 ... 0xC1FF	<b>CAN-NetworkID</b> of the booster
2	UINT16	Booster_OutputPort	1 2	1 <sup>st</sup> track output 2 <sup>nd</sup> track output (10807 only)
4	UINT16	Booster_State	bitmask	see below
6	UINT16	Booster_VCCVoltage	mV	voltage track output
8	UINT16	Booster_Current	mA	current track output

Bitmasks for **Booster\_State**:

```
#define bsBgActive           0x0001 // brake generator active (ZCAN SSP)
#define bsShortCircuit       0x0020 // short circuit on track (ZCAN UES)
#define bsTrackVoltageOff    0x0080 // track is switched off (OFF)
#define bsRailComActive      0x0800 // RailCom-Cutout active
```

**From Booster FW Version V1.11 (Booster Manangement):**

```
#define bsOutputDisabled     0x0100 // track is deactivated (by user)
```

#### 10.2.4 LAN\_CAN\_BOOSTER\_SET\_TRACKPOWER

Booster Management by user: deactivate and reactivate CAN Booster track outputs.

Request to Z21:

DataLen		Header		Data	
0x07	0x00	0xCB	0x00	Nid 16 bit	Power 8 bit

**Nid** is the CAN-NetworkID of the addressed booster (16 bit little endian, 0xC101 to 0xC1FF).  
See also below **10.2.3 LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD**.

**Power**            0x00 ... deactivate all booster track outputs  
                     0xFF ... reactivate all booster track outputs  
                     Additionally, **from Z21 FW Version V1.42** and **Booster FW Version V1.11**:  
                     0x10 ... deactivate 1<sup>st</sup> booster track output  
                     0x11 ... reactivate 1<sup>st</sup> booster track output  
                     0x20 ... deactivate 2<sup>nd</sup> booster track output (Z21 dual BOOSTER)  
                     0x22 ... reactivate 2<sup>nd</sup> booster track output (Z21 dual BOOSTER)

**Hint:** The booster track outputs can only be switched on again if the Z21 is also switched on and is sending a valid track signal to the CAN boosters.  
The settings of the booster management are not saved persistently.

Reply from Z21:

On change of the CANBoosterSystemState **10.2.3 LAN\_CAN\_BOOSTER\_SYSTEMSTATE\_CHGD** to subscribed clients.

## 11 zLink

The **zLink interface**, introduced for the first time with Z21 single BOOSTER, also allows devices with smaller microcontrollers (without own LAN or Wi-Fi hardware interface) to be integrated into the network of the user.

Terminal devices with zLink interface are (01/2021):

- 10806 Z21 single BOOSTER
- 10807 Z21 dual BOOSTER
- 10869 Z21 XL BOOSTER
- 10836 Z21 switch DECODER
- 10837 Z21 signal DECODER

### 11.1 Adapter

An adapter can be connected to the zLink interface of the terminal devices mentioned above, via which the terminal device can communicate with the outside world.

One such adapter is the **10838 Z21 pro LINK**.

#### 11.1.1 10838 Z21 pro LINK

The **10838 Z21 pro LINK** connects the **zLink interface to the Wi-Fi** as a **gateway** and can thus be used for the following tasks:

1. **Configuring** the terminal device (buttons & display, Z21 App, Z21 Maintenance Tool on PC)
2. **Firmware update** of the terminal device (Z21 Updater App, Z21 Maintenance Tool on PC)
3. Controlling the terminal device by Wi-Fi clients using the **Z21 LAN protocol**

The latter point 3 was initially intended as a test interface, but it soon became clear that this would open up promising possibilities for decentralized layouts connected via Wi-Fi. From a technical point of view, it means that a small Z21 protocol stack is implemented inside the terminal device. However, that reduced Z21 protocol stack had to be tailored to the purpose of the terminal device due to limited memory. See also *Table 1: Messages from Client to Z21* and *Table 2: Messages from Z21 to Clients*. As usual, commands can now be sent to the terminal device using UDP via the Wi-Fi / zLink gateway - just like to a Z21. For example, the track outputs of a booster can be switched on and off via the WLAN / zLink gateway, or the booster system status can be queried. Turnouts can also be switched on the Z21 switch DECODER directly, and signals can be controlled on the Z21 signal DECODER, even without any connection to the main track of the DCC control center. The decoders can even be configured via the zLink interface by using LAN commands for writing CVs.

An attempt was made to make it as transparent as possible for the Wi-Fi client, whether it is communicating with a control center or with a terminal device via the Wi-Fi / zLink gateway. However, regarding the very small CPU in the end device, following points should be considered:

- Restricted bandwidth: the effective transfer rate should remain well below 1024 bytes/s per terminal device. With the devices currently available, more would neither be necessary nor reasonable.
- Give the end device enough time to process the commands and data. Therefore, keep a pause of at least 50 ms between two requests.
- Use Z21 pro LINK preferably in client mode.
- If possible, connect only one Wi-Fi client to a Z21 pro LINK, max. 4 clients allowed.

Operation via UPD broadcasts is possible, but it is recommended to only do so for searching the devices in the network (see below). The terminal devices can then be clearly identified by their hardware type (LAN\_GET\_HWINFO) and serial number (LAN\_GET\_SERIAL\_NUMBER), as well as by the IP address of the respective Z21 pro LINK. In addition, the user can store a name (free text) in each terminal device, which can also be displayed in the user interface.

LAN\_ZLINK\_GET\_HW\_INFO is an example for a command that the Z21 pro LINK does not forward to its terminal device, but rather processes and answers the request itself.

### 11.1.1.1 LAN\_ZLINK\_GET\_HWINFO

This command can be used to query the properties of the Z21 pro LINK.

If this command is sent as a UDP broadcast, it is possible to use the responses to discover the Z21 pro LINKs registered in the Wi-Fi network and then manage a list with their respective MAC address and assigned IP address.

Request to Z21 pro LINK :

DataLen	Header	Data
0x05	0x00	0xE8 0x00 0x06

Data[0] = 0x06 = ZLINK\_MSG\_TYPE\_HW\_INFO

Reply from Z21 pro LINK:

DataLen	Header	Data
0x3F	0x00	0xE8 0x00 0x06 Z_Hw_Info (58 Bytes)

Data[0] = 0x06 = ZLINK\_MSG\_TYPE\_HW\_INFO

Z\_Hw\_Info is structured as follows (the 16-bit values are little endian):

Byte Offset	Type	Name		Example
0	UINT16	HwID		401 (0x191)
2	UINT8	FW_Version_Major		1
3	UINT8	FW_Version_Minor		1
4	UINT16	FW_Version_Build		3217 (0xC91)
6	UINT8[18]	MAC_Address	string	„EC FA BC 4F 04 C6“
24	UINT8[33]	Name	string	„this_is_a_quite_long_device_name“
57	UINT8	Reserved	0x00	0

#### HwID

401 = 0x191 ... Adapter **10838 Z21 pro LINK**

#### MAC\_Address

MAC address of the adapter as a null-terminated string, 8-bit ASCII.

#### Name

User-configurable name of the adapter as a null-terminated string. Maximum 32 characters plus 0x00 zero terminator, encoding: 8-bit ISO 8859-1 (*Latin-1*).  
Ignore all characters after the first 0x00.

Example:

```

3f 00 e8 00 06 91          ?.....
01 01 01 91 0c 45 43 20 46 41 20 42 43 20 34 46  ....EC FA BC 4F
20 30 34 20 43 36 00 74 68 69 73 5f 69 73 5f 61  04 C6.this_is_a
5f 71 75 69 74 65 5f 6c 6f 6e 67 5f 64 65 76 69  _quite_long_devi
63 65 5f 6e 61 6d 65 00 00                        ce_name..

```

HwID: 0x191 = 401 = 10838 Z21 pro LINK

FW Version: V1.1.3217

MAC Adresse: „EC FA BC 4F 04 C6“

Name: „this\_is\_a\_quite\_long\_device\_name“

## 11.2 Booster 10806, 10807 und 10869

Available commands for boosters see *Table 1: Messages from Client to Z21* and *Table 2: Messages from Z21 to Clients*. In addition, some new commands have been introduced that are only valid for the boosters.

### 11.2.1 LAN\_BOOSTER\_GET\_DESCRIPTION

Read the name from the booster.

The user can store a name (free text) in the booster so that he can later identify the device more easily.

Request to BOOSTER:

DataLen	Header	Data
0x04	0x00	0xB8 0x00 -

Reply from BOOSTER:

DataLen	Header	Data
0x24	0x00	0xB8 0x00 UINT8 Name[32]

**Name** corresponds to the stored designation as a null-terminated string. The string should be encoded according to **ISO 8859-1** (*Latin-1*) and should not be longer than 16 characters for compatibility with the CAN bus.

**Special case:** Name [0] can be 0xFF if a name has never been stored in the device. This case must be interpreted as an empty string.

Example: "Test"

```

                                24 00 b8 00 54 65          $...Te
73 74 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 st.....
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....

```

### 11.2.2 LAN\_BOOSTER\_SET\_DESCRIPTION

Overwrite the name in the booster.

Request to BOOSTER:

DataLen	Header	Data
0x24	0x00	0xB9 0x00 UINT8 Name[32]

**Name** corresponds to the stored designation as a null-terminated string. The string should be encoded according to **ISO 8859-1** (*Latin-1*) and should not be longer than 16 characters for compatibility with the CAN bus. Fill the rest of data with 0x00.

**Not allowed characters are the quotation mark " (0x22) and the backslash \ (0x5C).**

Reply from BOOSTER:

None

### 11.2.3 LAN\_BOOSTER\_SYSTEMSTATE\_GETDATA

Request the current system state.

Request to BOOSTER:

DataLen		Header		Data
0x04	0x00	0xBB	0x00	-

Reply from BOOSTER:

See below **11.2.4 LAN\_BOOSTER\_SYSTEMSTATE\_DATACHANGED**

### 11.2.4 LAN\_BOOSTER\_SYSTEMSTATE\_DATACHANGED

Report a change in system state of the booster to the client.

This message is reported asynchronously from the booster to the client when the latter

- has activated the corresponding broadcast,  
see **2.16 LAN\_SET\_BROADCASTFLAGS**, Flag 0x00000100
- has explicitly requested the system state,  
see above **11.2.3 LAN\_BOOSTER\_SYSTEMSTATE\_GETDATA**.

BOOSTER to Client:

DataLen		Header		Data
0x1C	0x00	0xBA	0x00	<b>BoosterSystemState</b> (24 Bytes)

**BoosterSystemState** is structured as follows (the 16-bit values are little endian):

Byte Offset	Type	Name		
0	INT16	Booster_1_MainCurrent	mA	current 1 <sup>st</sup> track output
2	INT16	Booster_2_MainCurrent	mA	current 2 <sup>nd</sup> track output
4	INT16	Booster_1_FilteredMainCurrent	mA	smoothed current 1 <sup>st</sup> track output
6	INT16	Booster_2_FilteredMainCurrent	mA	smoothed current 2 <sup>nd</sup> track output
8	INT16	Booster_1_Temperature	°C	temperature 1 <sup>st</sup> amplifier
10	INT16	Booster_2_Temperature	°C	temperature 2 <sup>nd</sup> amplifier
12	UINT16	SupplyVoltage	mV	supply voltage
14	UINT16	Booster_1_VCCVoltage	mV	voltage 1 <sup>st</sup> track output
16	UINT16	Booster_2_VCCVoltage	mV	voltage 2 <sup>nd</sup> track output
18	UINT8	CentralState	bitmask	see below
19	UINT8	CentralStateEx	bitmask	see below
20	UINT8	CentralStateEx2	bitmask	see below
21	UINT8	Reserved1		
22	UINT8	CentralStateEx3	bitmask	see below
23	UINT8	Reserved2		

Bitmasken für **CentralState**:

```
#define csTrackVoltageOff      0x02 // track is switched off
#define csConfigMode          0x10 // configuration mode is active
#define csCanConnected        0x20 // CAN connection with Z21 is Ok
```



### Bitmasken für CentralStateEx:

```
#define cseHighTemperature      0x01 // over temperature
#define csePowerLost           0x02 // supply voltage too low
#define cseBooster_1_ShortCircuit 0x04 // short circuit on 1st track output
#define cseBooster_2_ShortCircuit 0x08 // short circuit on 2nd output
#define cseRevPol              0x10 // supply voltage error
#define cseNoDCCInput          0x80 // no DCC input signal
```

### Bitmasken für CentralStateEx2:

```
#define cse2Booster_1_RailComActive 0x01 // RailCom active 1st track output
#define cse2Booster_2_RailComActive 0x02 // RailCom active 2nd track output
#define cse2Booster_1_MasterSettings 0x04 // CAN autosettings 0k 1st track output
#define cse2Booster_2_MasterSettings 0x08 // CAN autosettings 0k 2nd track output
#define cse2Booster_1_BgActive       0x10 // brake generator active 1st track output
#define cse2Booster_2_BgActive       0x20 // brake generator active 2nd track output
#define cse2Booster_1_RailComFwd     0x40 // RailCom forwarding active 1st track o.
#define cse2Booster_2_RailComFwd     0x80 // RailCom forwarding active 2nd track o.
```

### Bitmasken für CentralStateEx3:

```
#define cse3Booster_1_OutputInverted 0x01 // 1st track output inverted (autoinvert)
#define cse3Booster_2_OutputInverted 0x02 // 2nd track output inverted (autoinvert)
From Booster FW Version 1.11:
#define cse3Booster_1_OutputDisabled 0x10 // Track output 1 deactivated (by user)
#define cse3Booster_2_OutputDisabled 0x20 // Track output 2 deactivated (by user)
```

## 11.2.5 LAN\_BOOSTER\_SET\_POWER

**From Booster FW Version 1.11:** Booster management by user.

If all track outputs are deactivated or reactivated here on the booster, then this command de facto corresponds to a LAN\_X\_SET\_TRACK\_POWER\_OFF or LAN\_X\_SET\_TRACK\_POWER\_ON to the booster. With LAN\_BOOSTER\_SET\_POWER, on the other hand, it is possible to switch one dedicated track output off and on in the 10807 Z21 dual BOOSTER.

Request to BOOSTER:

DataLen		Header		Data	
0x06	0x00	0xB2	0x00	BoosterPort 8 bit	BoosterPortState 8 bit

### BoosterPort

0x01 ... select 1<sup>st</sup> booster track output  
 0x02 ... select 2<sup>nd</sup> booster track output (Z21 dual BOOSTER only)  
 0x03 ... select all booster track outputs

### BoosterPortState

0x00 ... deactivate selected booster track outputs  
 0x01 ... reactivate selected booster track outputs

**Hint:** The booster track outputs can only be switched on again if the Z21 is also switched on and is sending a valid track signal to the CAN boosters.  
 The settings of the booster management are not saved persistently.

Reply from BOOSTER:

On change of the BoosterSystemState **11.2.4 LAN\_BOOSTER\_SYSTEMSTATE\_DATACHANGED** to subscribed clients.

### 11.3 Decoder 10836 und 10837

Available commands for decoders see *Table 1: Messages from Client to Z21* and *Table 2: Messages from Z21 to Clients*. In addition, some new commands have been introduced that are only valid for the decoders.

#### 11.3.1 LAN\_DECODER\_GET\_DESCRIPTION

Read the name from the decoder.

The user can store a name (free text) in the decoder so that he can later identify the device more easily.

Request to DECODER:

DataLen		Header		Data
0x04	0x00	0xD8	0x00	-

Reply from DECODER:

DataLen		Header		Data
0x24	0x00	0xD8	0x00	UINT8 Name[32]

**Name** encoding see 11.2.1 LAN\_BOOSTER\_GET\_DESCRIPTION

#### 11.3.2 LAN\_DECODER\_SET\_DESCRIPTION

Overwrite the name in the decoder.

Request to DECODER:

DataLen		Header		Data
0x24	0x00	0xD9	0x00	UINT8 Name[32]

**Name** encoding see 11.2.2 LAN\_BOOSTER\_SET\_DESCRIPTION.

Reply from DECODER:

None

#### 11.3.3 LAN\_DECODER\_SYSTEMSTATE\_GETDATA

Request the current system state.

Request to DECODER:

DataLen		Header		Data
0x04	0x00	0xDB	0x00	-

Reply from DECODER:

See below **11.3.4** LAN\_DECODER\_SYSTEMSTATE\_DATACHANGED

### 11.3.4 LAN\_DECODER\_SYSTEMSTATE\_DATACHANGED

Report a change in system state of the decoder to the client.

This message is reported asynchronously from the decoder to the client when the latter

- has activated the corresponding broadcast, see **2.16** LAN\_SET\_BROADCASTFLAGS, Flag 0x00000100
- has explicitly requested the system state, see above **11.3.3** LAN\_DECODER\_SYSTEMSTATE\_GETDATA.

If the signal decoder does not report after 4 seconds despite the subscription via broadcastflags, because e.g., no signal aspect has changed, polling can also be carried out if necessary.

The responses of 10836 Z21 switch DECODER and 10837 Z21 signal DECODER **differ in structure and content** and can be recognized by **DataLen**.

#### 11.3.4.1 SwitchDecoderSystemState

10836 Z21 switch DECODER to client:

DataLen	Header	Data
0x30	0x00 0xDA 0x00	SwitchDecoderSystemState (44 Bytes)

SwitchdecoderSystemState is structured as follows (the 16-bit values are little endian):

Byte Offset	Type	Name		
0	INT16	Current	mA	current
2	INT16	FilteredCurrent	mA	smoothed current
4	UINT16	Voltage	mV	internal voltage (3.3V)
6	UINT8	CentralState	bitmask	see below
7	UINT8	CentralStateEx	bitmask	see below
8	UINT8[8]	OutputStates[0..7]		Status per output
16	UINT8[8]	OutputConfig[0..7]		Operating mode per output
24	UINT8[4]	OutputDimm[0..7]		Dimming value per output
32	UINT16	Address		First decoder address
34	UINT16	Address2		Second decoder address
36	UINT8[6]	Reserved1		
42	UINT8	Dimmed		1 bit per output
43	UINT8	Reserved2		

#### FilteredCurrent

Sum of internal current + current at the terminal clamps.

#### Bitmasks for CentralState:

```
#define csEmergencyStop      0x01  // The emergency stop for decoder
#define csTrackVoltageOff    0x02  // The track voltage is switched off
#define csShortCircuit       0x04  // Short-circuit
#define csConfigMode         0x10  // configuration mode is active
```

#### Bitmasks for CentralStateEx:

```
#define csePowerLost         0x02  // Input voltage too low
#define cseRCN213            0x20  // addressing conform with RCN213
#define cseNoDCCInput        0x80  // no DCC input signal
```

### OutputState

State of the output (enumeration)

```
#define oUnknown          0x00
#define oRedActive        0x11
#define oRedInactive      0x01
#define oGreenActive      0x12
#define oGreenInactive    0x02
```

### OutputConfig

Operating mode of the output (enumeration)

```
#define ocfgNormal        0    // Impulsbetrieb (default)
#define ocfgBlinker       1    // Wechselblinker
#define ocfgBlinkSm       2    // Wechselblinker mit Ein- und Ausblenden
#define ocfg10775         3    // Momentbetrieb wie 10775
#define ocfgK84           4    // Dauerbetrieb (zB für Beleuchtung)
#define ocfgK84Sm         5    // Dauerbetrieb mit Ein- und Ausblenden
```

### OutputDimm

Dimming value

0 ... dimming deactivated, therefore corresponds to full output power.

1 to 100 ... minimum to maximum possible output power.

### Address

A decoder address corresponds to 4 turnout numbers. That is:

First decoder address = 1 ... Turnout number 1 to 4

First decoder address = 2 ... Turnout number 5 to 8

First decoder address = 3 ... Turnout number 9 to 12

and so on...

### Address2

Second decoder address = **0**: 2<sup>nd</sup> decoder address **automatically** is "1<sup>st</sup> decoder address + 1"  
otherwise:

Second decoder address = 1 ... Turnout number 1 to 4

Second decoder address = 2 ... Turnout number 5 to 8

Second decoder address = 3 ... Turnout number 9 to 12

and so on...

### Dimmed

1 bit per output pair:

0 ... Output pair is not dimmed.

1 ... Output pair is dimmed, or smooth dimming is configured by operation mode (light bulb simulation)

LSB = output pair 1; MSB = Output pair 8

### 11.3.4.2 SignalDecoderSystemState

10837 Z21 signal DECODER to client:

DataLen	Header	Data
0x2E	0x00	0xDA 0x00 <b>SignalDecoderSystemState</b> (42 Bytes)

**SignalDecoderSystemState** is structured as follows (the 16-bit values are little endian):

Byte Offset	Type	Name		
0	INT16	Current	mA	0 / Reserved
2	INT16	FilteredCurrent	mA	0 / Reserved
4	UINT16	Voltage	mV	voltage at the clamps
6	UINT8	CentralState	bitmask	see below
7	UINT8	CentralStateEx	bitmask	see below
8	UINT8[2]	OutputStates[0..1]		on/off status for outputs A1... B8
10	UINT8[2]	BlinkStates[0..1]		blinking status for outputs A1... B8
12	UINT8[4]	SignalDccExt[0..3]	DCCext	current signal aspect 1 <sup>st</sup> to 4 <sup>th</sup> signal
16	UINT8[4]	SignalCurrAsp[0..3]	index	current signal aspect 1 <sup>st</sup> to 4 <sup>th</sup> signal
20	UINT8[3]	Reserved1		
23	UINT8	SignalCount	2, 3, 4	number of signals used
24	UINT8[4]	SignalConfig[0..3]	Signal-ID	signal configuration 1 <sup>st</sup> to 4 <sup>th</sup> signal
28	UINT8[4]	SignalInitAsp[0..3]	index	Initialization 1 <sup>st</sup> to 4 <sup>th</sup> signal
32	UINT16	Address		First decoder address
34	UINT16[4]	Reserved2		

#### Bitmasks for **CentralState**:

```
#define csEmergencyStop      0x01  // The emergency stop for decoder
#define csTrackVoltageOff    0x02  // The track voltage is switched off
#define csShortCircuit       0x04  // Short-circuit
#define csConfigMode         0x10  // configuration mode is active
```

#### Bitmasks for **CentralStateEx**:

```
#define csePowerLost         0x02  // Input voltage too low
#define cseEEPromError       0x10  // EEPROM write / read error
#define cseRCN213            0x20  // addressing conform with RCN213
#define cseNoDCCInput        0x80  // no DCC input signal
```

#### OutputStates

OutputStates[0]: LSB = Output A1; MSB = Output A8

OutputStates[1]: LSB = Output B1; MSB = Output B8

#### BlinkStates

BlinkStates[0]: LSB = Output A1; MSB = Output A8

BlinkStates[1]: LSB = Output B1; MSB = Output B8

#### SignalDccExt and SignalConfig

SignalConfig exactly defines the configured signal type (**Signal-ID** value).

SignalDccExt defines the currently visible signal aspect (**DCCext** value) for the given Signal-ID.

For Signal-ID and DCCext values, see <https://www.z21.eu/en/products/z21-signal-decoder/signaltypen>.

#### Address

A decoder address corresponds to 4 signal addresses.

The signal decoder occupies 4 decoder addresses in a row and thus 4x4=16 signal addresses.

First decoder address = 1 ... Signal decoder uses signal addresses 1 to 16

First decoder address = 2 ... Signal decoder uses signal addresses 5 to 20

First decoder address = 3 ... Signal decoder uses signal addresses 9 to 24

and so on...

# Appendix A – Command overview

## Client to Z21

These messages can be sent from a client to a Z21 or zLink device.

Header	Data			Name	LAN		zLink	
	X-Header	DB0	Parameter		Z21 Z21 XL	z21 z21start	Booster 10806 10807 10869	Decoder 10836 10837
0x10	-	-	-	LAN_GET_SERIAL_NUMBER	✓	✓	✓	✓
0x18	-	-	-	LAN_GET_CODE	✓	✓	✗	✗
0x1A	-	-	-	LAN_GET_HWINFO	✓	✓	✓	✓
0x30	-	-	-	LAN_LOGOFF	✓	✓	✓	✓
0x40	0x21	0x21	-	LAN_X_GET_VERSION	✓	✓	✓	✓
0x40	0x21	0x24	-	LAN_X_GET_STATUS	✓	✓	✓	✓
0x40	0x21	0x80	-	LAN_X_SET_TRACK_POWER_OFF	✓	✓	✓	✓
0x40	0x21	0x81	-	LAN_X_SET_TRACK_POWER_ON	✓	✓	✓	✓ (4)
0x40	0x22	0x11	Register	LAN_X_DCC_READ_REGISTER	✓	✓	✗	✗
0x40	0x23	0x11	CV-Address	LAN_X_CV_READ	✓	✓	✓	✓
0x40	0x23	0x12	Register, Value	LAN_X_DCC_WRITE_REGISTER	✓	✓	✗	✗
0x40	0x24	0x12	CV-Address, Value	LAN_X_CV_WRITE	✓	✓	✗	✓
0x40	0x24	0xFF	Register, Value	LAN_X_MM_WRITE_BYTE	✓	✓	✗	✗
0x40	0x43	-	Turnout address	LAN_X_GET_TURNOUT_INFO	✓	✓	✗	✓
0x40	0x44	-	Accessory decoder address	LAN_X_GET_EXT_ACCESSORY_INFO	✓	✓	✗	✓ (3)
0x40	0x53	-	Turnout address, command	LAN_X_SET_TURNOUT	✓	✓ (1)	✗	✓
0x40	0x54	-	Accessory decoder address, State	LAN_X_SET_EXT_ACCESSORY	✓	✓ (1)	✗	✓
0x40	0x80	-	-	LAN_X_SET_STOP	✓	✓	✗	✓ (5)
0x40	0xE3	0xF0	Loco address	LAN_X_GET_LOCO_INFO	✓	✓	✗	✗
0x40	0xE4	0x1s	Loco address, Speed	LAN_X_SET_LOCO_DRIVE	✓	✓ (1)	✗	✗
0x40	0xE4	0xF8	Loco address, Function	LAN_X_SET_LOCO_FUNCTION	✓	✓ (1)	✗	✗
0x40	0xE4	Group	Loco address, Function group	LAN_X_SET_LOCO_FUNCTION_GROUP	✓	✓ (1)	✗	✗
0x40	0xE4	0x5F	Loco address, Binary state	LAN_X_SET_LOCO_BINARY_STATE	✓	✓	✗	✗
0x40	0xE6	0x30	POM-Param, Option 0xEC	LAN_X_CV_POM_WRITE_BYTE	✓	✓	✗	✓
0x40	0xE6	0x30	POM-Param, Option 0xE8	LAN_X_CV_POM_WRITE_BIT	✓	✓	✗	✗
0x40	0xE6	0x30	POM-Param, Option 0xE4	LAN_X_CV_POM_READ_BYTE	✓	✓	✗	✓
0x40	0xE6	0x31	POM-Param, Option 0xEC	LAN_X_CV_POM_ACCESSORY_WRITE_BYTE	✓	✓	✗	✓
0x40	0xE6	0x31	POM-Param, Option 0xE8	LAN_X_CV_POM_ACCESSORY_WRITE_BIT	✓	✓	✗	✗
0x40	0xE6	0x31	POM-Param, Option 0xE4	LAN_X_CV_POM_ACCESSORY_READ_BYTE	✓	✓	✗	✓
0x40	0xF1	0x0A	-	LAN_X_GET_FIRMWARE_VERSION	✓	✓	✓	✓
0x50	Broadcast-Flags			LAN_SET_BROADCASTFLAGS	✓	✓	✓	✓
0x51	-	-	-	LAN_GET_BROADCASTFLAGS	✓	✓	✓	✓
0x60	Loco address			LAN_GET_LOCOMODE	✓	✓	✗	✗
0x61	Loco address, Mode			LAN_SET_LOCOMODE	✓	✓	✗	✗
0x70	Accessory decoder address			LAN_GET_TURNOUTMODE	✓	✓	✗	✗
0x71	Accessory decoder address, Mode			LAN_SET_TURNOUTMODE	✓	✓	✗	✗
0x81	Group index			LAN_RMBUS_GETDATA	✓	✓	✗	✗
0x82	Address			LAN_RMBUS_PROGRAMMODULE	✓	✓	✗	✗
0x85	-			LAN_SYSTEMSTATE_GETDATA	✓	✓	✗	✗
0x89	Address			LAN_RAILCOM_GETDATA	✓	✓	✓	✗
0xA2	LocoNet message			LAN_LOCONET_FROM_LAN	✓	✓ (1)(2)	✗	✗
0xA3	Loco address			LAN_LOCONET_DISPATCH_ADDR	✓	✗	✗	✗
0xA4	Type, Report address			LAN_LOCONET_DETECTOR	✓	✓ (2)	✗	✗
0xC4	Type, NId			LAN_CAN_DETECTOR	✓	✗	✗	✗
0xC8	NetID			LAN_CAN_DEVICE_GET_DESCRIPTION	✓	✗	✗	✗
0xC9	NetID, Name			LAN_CAN_DEVICE_SET_DESCRIPTION	✓	✗	✗	✗
0xCB	NetID, PowerState			LAN_CAN_BOOSTER_SET_TRACKPOWER	✓	✗	✗	✗
0xB2	BoosterPort, BoosterPowerState			LAN_BOOSTER_SET_POWER	✗	✗	✓	✗
0xB8	-			LAN_BOOSTER_GET_DESCRIPTION	✗	✗	✓	✗
0xB9	String			LAN_BOOSTER_SET_DESCRIPTION	✗	✗	✓	✗
0xBB	-			LAN_BOOSTER_SYSTEMSTATE_GETDATA	✗	✗	✓	✗
0xD8	-			LAN_DECODER_GET_DESCRIPTION	✗	✗	✗	✓
0xD9	String			LAN_DECODER_SET_DESCRIPTION	✗	✗	✗	✓
0xDB	-			LAN_DECODER_SYSTEMSTATE_GETDATA	✗	✗	✗	✓
0xE8	0x06	-	-	LAN_ZLINK_GET_HWINFO	✗	✗	✓ (6)	✓ (6)

Table 1: Messages from Client to Z21

- (1) z21start: fully functional only with activation code (order number 10814 or 10818)
- (2) z21, z21start: virtual LocoNet stack (for example GBM16XN with XPN interface)
- (3) from decoder FW V1.11
- (4) Decoder: Turn on signal lamps again (10837 only)
- (5) Decoder: shows stop aspect if the second bit (0x02) is set in CV38 (10837 only)
- (6) Answered by the 10838 Z21 pro LINK, not by its terminal device (booster or decoder)

### Z21 to Client

These messages can be sent to a client from a Z21 or zLink device.

Header	Data			Name	LAN		zLink	
	X-Header	DB0	Daten		Z21 Z21 XL	z21 z21start	Booster 10806 10807 10869	Decoder 10836 10837
0x10	Serialnumber			Reply to LAN_GET_SERIAL_NUMBER	✓	✓	✓	✓
0x18	Code			Reply to LAN_GET_CODE	✓	✓	✗	✗
0x1A	HWType, FW Version (BCD)			Reply to LAN_GET_HWINFO	✓	✓	✓	✓
0x40	0x43		Turnout information	LAN_X_TURNOUT_INFO	✓	✓ (1)	✗	✓
0x40	0x44		Accessory state information	LAN_X_EXT_ACCESSORY_INFO	✓	✓ (1)	✗	✓ (3)
0x40	0x61	0x00	-	LAN_X_BC_TRACK_POWER_OFF	✓	✓	✓	✗
0x40	0x61	0x01	-	LAN_X_BC_TRACK_POWER_ON	✓	✓	✓	✗
0x40	0x61	0x02	-	LAN_X_BC_PROGRAMMING_MODE	✓	✓	✗	✗
0x40	0x61	0x08	-	LAN_X_BC_TRACK_SHORT_CIRCUIT	✓	✓	✗ (4)	✗ (4)
0x40	0x61	0x12	-	LAN_X_CV_NACK_SC	✓	✓	✗	✗
0x40	0x61	0x13	-	LAN_X_CV_NACK	✓	✓	✗	✓
0x40	0x61	0x82	-	LAN_X_UNKNOWN_COMMAND	✓	✓	✓	✓
0x40	0x62	0x22	State	LAN_X_STATUS_CHANGED	✓	✓	✓	✓
0x40	0x63	0x21	XBus Version, ID	Reply to LAN_X_GET_VERSION	✓	✓	✓	✓
0x40	0x64	0x14	CV-Result	LAN_X_CV_RESULT	✓	✓	✗	✓
0x40	0x81	-	-	LAN_X_BC_STOPPED	✓	✓	✗	✗
0x40	0xEF		Loco information	LAN_X_LOCO_INFO	✓	✓ (1)	✗	✗
0x40	0xF3	0x0A	Version (BCD)	Reply to LAN_X_GET_FIRMWARE_VERSION	✓	✓	✓	✓
0x51	Broadcast-Flags			Reply to LAN_GET_BROADCASTFLAGS	✓	✓	✓	✓
0x60	Loco address, Mode			Reply to LAN_GET_LOCOMODE	✓	✓	✗	✗
0x70	Accessory decoder address, Mode			Reply to LAN_GET_TURNOUTMODE	✓	✓	✗	✗
0x80	Group index, Feedback status			LAN_RMBUS_DATACHANGED	✓	✓	✗	✗
0x84	SystemState			LAN_SYSTEMSTATE_DATACHANGED	✓	✓	✗	✗
0x88	RailCom data			LAN_RAILCOM_DATACHANGED	✓	✓	✓	✗
0xA0	LocoNet-Meldung			LAN_LOCONET_Z21_RX	✓	✗	✗	✗
0xA1	LocoNet-Meldung			LAN_LOCONET_Z21_TX	✓	✓ (2)	✗	✗
0xA2	LocoNet-Meldung			LAN_LOCONET_FROM_LAN	✓	✓ (2)	✗	✗
0xA3	Loco address, Ergebnis			LAN_LOCONET_DISPATCH_ADDR	✓	✗	✗	✗
0xA4	Type, Feedback address, Info			LAN_LOCONET_DETECTOR	✓	✓ (2)	✗	✗
0xC4	Occupancy message			LAN_CAN_DETECTOR	✓	✗	✗	✗
0xC8	NetID, Name			Reply to LAN_CAN_DEVICE_GET_DESCRIPTION	✓	✗	✗	✗
0xCA	CANBoosterSystemState			LAN_CAN_BOOSTER_SYSTEMSTATE_CHGD	✓	✗	✗	✗
0xB8	String			Reply to LAN_BOOSTER_GET_DESCRIPTION	✗	✗	✓	✗
0xBA	BoosterSystemState			LAN_BOOSTER_SYSTEMSTATE_DATACHANGED	✗	✗	✓	✗
0xDB	String			Reply to LAN_DECODER_GET_DESCRIPTION	✗	✗	✗	✓
0xDA	DecoderSystemState			LAN_DECODER_SYSTEMSTATE_DATACHANGED	✗	✗	✗	✓
0xE8	0x06		Z_Hw_Info	Reply to LAN_ZLINK_GET_HWINFO	✗	✗	✓ (5)	✓ (5)

**Table 2: Messages from Z21 to Clients**

- (1) z21start: fully functional only with activation code (order number 10814 or 10818)
- (2) z21, z21start: virtual LocoNet stack (for example GBM16XN with XPN interface)
- (3) from decoder FW V1.11
- (4) Short-circuit is reported in the corresponding booster/decoder system state.
- (5) Answered by the 10838 Z21 pro LINK, not by its terminal device (booster or decoder)

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