UniSketch TCP Client

This is a table of actions for UniSketch TCP Client.

Tie to Remote HWC 	Will send down / up / encoder pulses / analog values / speed values to the remote HWC by the number listed. So for instance, if this is applied to a push button, when that button is pressed down, a Down action for that HWC is sent to the TCP Server we are connected to. Likewise, the return value of this element will be the return value retrieved from the remote UniSketch controller. *Displays:* Currently not implemented
Shift Level 	See description for "Shift Level" from the System Device Core - only this all applies to shift levels on a remote UniSketch controller, not the local.
State 	See description for "Shift Level" from the System Device Core - only this all applies to shift levels on a remote UniSketch controller, not the local.
Memory 	See description for "Shift Level" from the System Device Core - only this all applies to shift levels on a remote UniSketch controller, not the local. Notice that "Persist" is not implemented either.
Flags 	See description for "Shift Level" from the System Device Core - only this all applies to shift levels on a remote UniSketch controller, not the local.