开始振荡：

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 开始振荡 | ID | D0 | D1 | D2 | D3 | D4 | D5 | D6 | D7 |
| PC->SHAKE | 483 | 03 | 04 | 58 | 02 | 00 | 01 | 00 | 00 |
| SHAKE->PC | 083 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |

注：频率（rpm）= D2 + D3\*256，上面例子中0x58 + 0x02\*256 = 600rpm

时间（s）= D4 + D5\*256，上面例子中0x00 + 0x01\*256 = 256s

D6=0，顺时针；D6=1，逆时针。

停止振荡：

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 开始振荡 | ID | D0 | D1 | D2 | D3 | D4 | D5 | D6 | D7 |
| PC->SHAKE | 483 | 03 | 05 |  |  |  |  |  |  |
| SHAKE->PC | 083 | 01 | 00 | 00 | 00 | 00 | 00 | 00 | 00 |