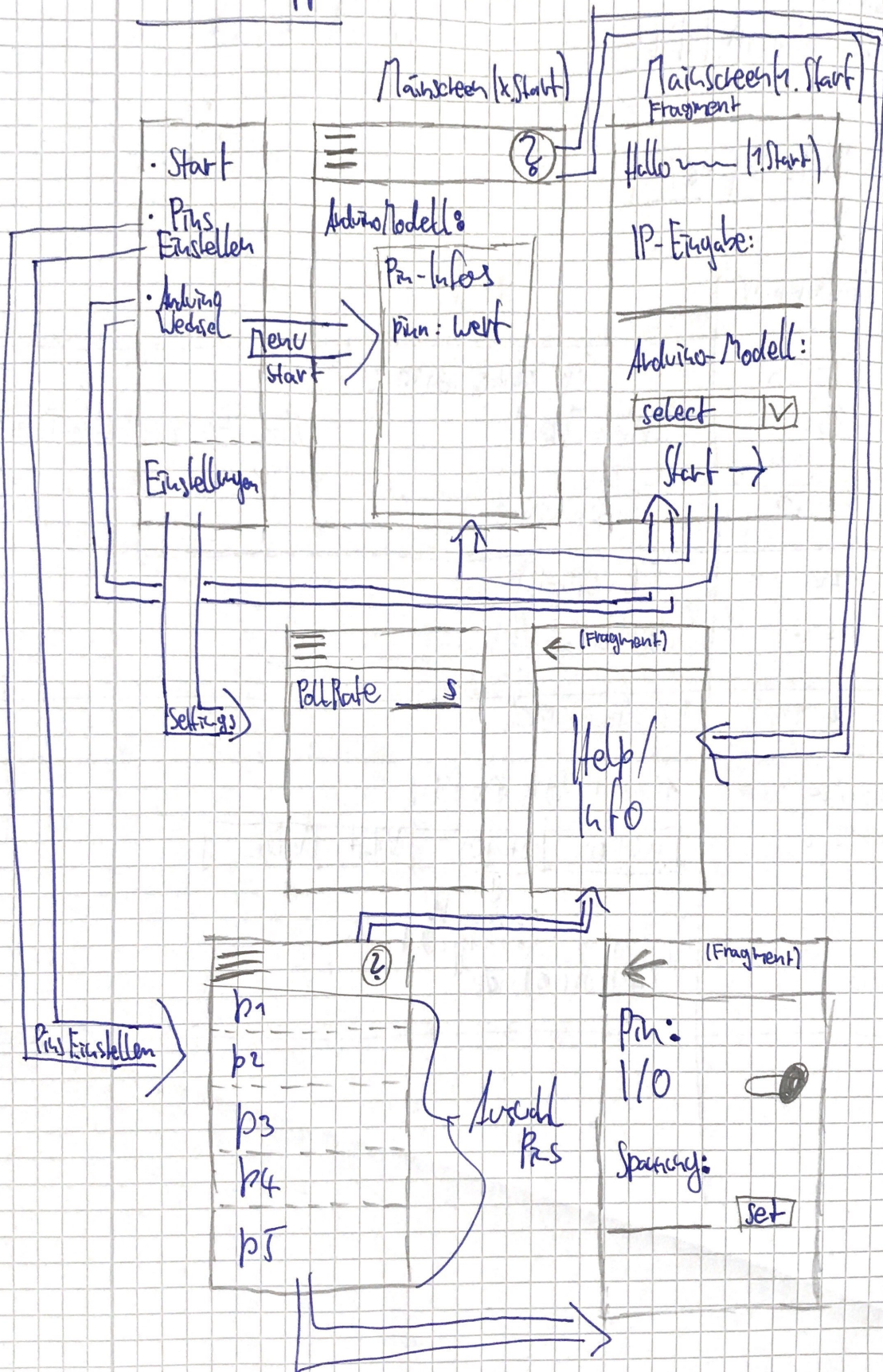


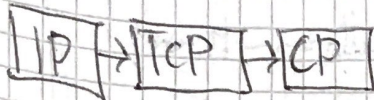
# Controlino-App | Font: black / blue





# ~~Arduino~~ Controlino Protokoll

\* Types: 0 => ArduinoTyp Anfrage  
 1 => ArduinoTyp Antwort  
 2 => ArduinoPin Anfrage  
 3 => ArduinoPin Antwort



Byte Nummer	Inhalt				
0-15 16	"Controlino/Message" MessageType* // switch-case beim Parsen!				
case 0: 17-30	"ControlinoEnde"				
case 1: 17- 18-31	ArduinoTypID "ControlinoEnde"				
case 2: 17-30	"ControlinoEnde"				
case 3: 17- ab 17 Pins	1Pin: (4 Byte pro Pin) <table border="1"><tr><td>Nummer</td><td>Status</td><td>ValH</td><td>ValL</td></tr></table> <div>↓ 00000000 W 11111111 OUT</div>	Nummer	Status	ValH	ValL
Nummer	Status	ValH	ValL		
daneben	"ControlinoEnde"				



Logik:

MainScreenX:

- Vorhandene Daten?  $\Rightarrow$  Nein MainScreen 1 (Fragment)  
 $\Downarrow$   
Ja
- Daten Laden (shared prefs?)
- AsyncTask starten / RecyclerView aktualisieren

