

Host → Display:

CMD	Hex	DATA_HIGH	DATA_LOW	Meaning
DISP_IDLE	0x30	-	-	Idle screen
DISP_PROMPT_JOIN	0x31	-	player (1-4)	"Press Player X"
DISP_PLAYER_JOINED	0x32	-	player (1-4)	Player joined
DISP_COUNTDOWN	0x33	-	seconds	Countdown
DISP_GO	0x34	-	-	"GO!"
DISPREACTION_MODE	0x35	-	-	Reaction mode
DISP_SHAKE_MODE	0x36	-	target	Shake mode
DISP_TIME_P1	0x37	time_high	time_low	P1 time
DISP_TIME_P2	0x38	time_high	time_low	P2 time
DISP_TIME_P3	0x39	time_high	time_low	P3 time
DISP_TIME_P4	0x3A	time_high	time_low	P4 time
DISP_ROUND_WINNER	0x3B	-	player (1-4)	Round winner
DISP_SCORES	0x3C	player (1-4)	score	Score update
DISP_FINAL_WINNER	0x3D	-	player (1-4)	Game winner

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TOUCH_SKIP_WAIT	0x40	-	-	Skip wait