

MSL RefBox list of Commands send to Base Stations.

NOTE: All Json messages are terminated with char NUL ('\0')

Robot ID	Command	TargetTeam	Comment
N.A.	"START"	""	N.A. – Not Applicable
N.A.	"STOP"	""	STOP command to both teams
N.A.	"DROP_BALL"	""	Drop Ball command to both teams
N.A.	"HALF_TIME"	""	Half time has been reached
N.A.	"END_GAME"	""	End if game – Overtime may still occur
N.A.	"GAME_OVER"	""	Game Over. Next command must be RESET
N.A.	"PARK"	""	Park Command to both teams
N.A.	"FIRST_HALF"	""	Beginning of first half time
N.A.	"SECOND_HALF"	""	Beginning of second half time
N.A.	"FIRST_HALF_OVERTIME"	""	Beginning of first half of overtime
N.A.	"SECOND_HALF_OVERTIME"	""	Beginning of second half of overtime
N.A.	"RESET"	""	RefBox has been reset
N.A.	" WELCOME"	"224.16.32.xx"	Welcome message upon succeeded connection
N.A.	"KICKOFF"	"224.16.32.xx"	Team that has the Kick Off is identified by Multicast IP
N.A.	"FREEKICK"	"224.16.32.xx"	Team that has the Free Kick is identified by Multicast IP
N.A.	"GOALKICK"	"224.16.32.xx"	Team that has the Goal Kick is identified by Multicast IP
N.A.	"THROWIN"	"224.16.32.xx"	Team that has the Throw In is identified by Multicast IP
N.A.	"CORNER"	"224.16.32.xx"	Team that has the Corner Kick is identified by Multicast IP
N.A.	"PENALTY"	"224.16.32.xx"	Team that has the Penalty Kick is identified by Multicast IP
N.A.	"GOAL"	"224.16.32.xx"	Add a Goal to team identified by Multicast IP
N.A.	"SUBGOAL"	"224.16.32.xx"	Subtract a Goal to team identified by Multicast IP
N.A.	"REPAIR"	"224.16.32.xx"	Team that has robots removed is identified by Multicast IP
N.A.	"YELLOW_CARD"	"224.16.32.xx"	Team that receives Yellow card is identified by Multicast IP
N.A.	"DOUBLE_YELLOW"	"224.16.32.xx"	Team that receives 2 nd Yellow card is identified by Multicast IP
N.A.	"RED_CARD"	"224.16.32.xx"	Team that receives Red card is identified by Multicast IP
id	"SUBSTITUTION"	"224.16.32.xx"	Id > robot number [1..99]. IP identifies target Team
id	"IS_ALIVE"	"224.16.32.xx"	Id > [1..99]. IP identifies Target. Robot must show is alive (under development)

Last update: 06-02-2020