LED control command 0x0024 (CMD_SLED_CTRL) for instruction set B (new protocol)

ℓ [Function]

Select LED (red, green, blue) and define the display state (on / of f, tapering / fading, breathing, fast / slow flashing).

ℓ [Working process]

If the host sends a CMD_SLED_CTRL instruction, it returns ERR_SUC $_{\mbox{\footnotesize CFSS}}$

ℓ [Command and response]

PREFIX	0xAA55			
SID	Source Device ID			
DID	Destination Device ID			
CMD	0x0024			
	2/4			
LEN	2: standard control (blue light on / off); 4: red, green and			
	blue tricolor special need control			
DATA	Select LED and define LED status			
PREFIX	0x55AA			
SID	Source Device ID			
DID	Destination Device ID			
RCM	0x0024			
LEN	2			
RET	ERR_SUCCESS			
DATA	0			

Table 1-instruction CMD_SLED_CTR

LED selection (red, green, blue) and prompt status (on / off, tapering / fadin g, breathing, fast / slow flashing) description

DATA	Byte1	Byte 2	Byte 3	Byte 4	备注
(2/4 Bytes)					
Standard co	0: 0ff	0	0	0	blue
ntrol	1: On	0	0	U	
	Display st	Start co	End Colo	Times	Alternating, taperin
	atu	lor.	r.		g / closing, etc.
		BitO= gr	BitO= gr		Byte2,3 sets red, gr
		een.	een.		een and blue to a si
		Bit1= re	Bit1= re		ngle color.
		d.	d.		
		Bit2= b1	Bit2= b1		
		ue	ue		
	1: breath	1: gree	1: gree	0: permanent.	
Red, green	e.	n.	n.	N: breathing, fl	
and blue.	2: flash.	2: red.	2: red.	ickering times	
Special lam	3: normal1	4: blue	4: blue		
p control	y open.				
	4: normall				
	y closed.				
	5: gradual				
	ly open.				
	6: gradual				
	clearanc				
	е.				
	7: slow fl				
	ash				

Example::

1. Standard control:

The blue light is bright:

2. Special needs control of red, green and blue

2.1 On / off (normally open: Byte1=0x03; normally closed: Byte1=0x04)

A. The blue light is bright.:

B. Blue light off:

D. Red light off:

F. The white light is bright (red, green and blue):

2.2 breathing (Byte1=0x01)

A. Blue light breathing:

A. Yellow light breathing:

A. Alternating red and blue breathing:

A. Red and blue breath 9 times alternately.:

55 AA 00 00 24 00 04 00 01 <mark>02</mark> 04 09 00 00 00 00 00 00 00 00 00 00 00 37 01

2.3 Flash (Byte1=0x02)

A.Red light flash:

C. Red and blue flash alternately:

2.4 Involute / fade (involute: Byte=0x05; fade: Byte1=0x06)

A. Red and blue gradually open:

55 AA 00 00 24 00 04 00 05 <mark>02 04</mark> 00 00 00 00 00 00 00 00 00 00 00 00 32 01

B.Red and green turn off gradually:

2.5 Slow flash (Byte1=0x07)

A. Red light flashing slowly

B. Red and blue alternating slow flash:

C. The yellow light (red and green at the same time) flashes slowly for 9 time s: