

Updated Communication Protocol

Boogie Bungalow



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Master Node to PC

Master Node sends **Packs** of content periodically. Each Pack is flat Array 29 unsigned long

Pack: [Key | (NODE_ID, NODE_PING, NODE_SOLVE, NODE_STATE)x7]

Each **Key** corresponds to a certain action or information from the Master Node which gets processed in the PC software

Key	Meaning	PC Reaction
1	Master Node requested a Sync.	Software checks if sync has already started. If not, Software sends the 8 initial sync commands in short intervals.
2-3	Master Node reported a Network self-repair.	
4	Master Node received a network reset request.	
5	Master Node reports a successful node resync.	
6	Master Node reports successful sync.	This key is sent after syncing, thus the initial sync sequence is ended after receiving this.
7	Master Node reports failed sync.	If the first sync fails, the software tries again. If it fails again then a Software restart is needed.
8	Master Node received an electronics reset request.	
11-17	Master Node has detected a bad connection with some other node and forced an auto-restart.	
70-120	Master Node changed Channel to the Key-Value.	This key is sent after syncing, thus the initial sync sequence is ended after receiving this.
>3000	Master Node has nothing to report and just sends the status and ping of each riddle.	Only contains riddle ping and status information which gets updated in the Software.

Each pack contains information about 7 nodes in order. Each **Node Information** contains the following:

NODE_ID is a unique identifier which corresponds to one (or multiple) riddles.

NODE_PING it the delay in milliseconds to the node. Normally this is 500.

NODE_SOLVE is either 00 or 01 which corresponds to not solved and solved, respectively

NODE_STATE is a unique identifier which describes the riddle state (e.g. lights, doors,...)

Note: One of those riddles is always disconnected (this was previously the Jukebox).

PC to Master Node

Whenever an action of information must be send to the Master Node, a **Command** of 3 chars with a ">" prefix is send.

Command: >[NODE_ID, NODE_SOLVE, NODE_STATE]

NODE_ID is a unique identifier which corresponds to one (or multiple) riddles.

NODE_SOLVE is either 00 or 01 which corresponds to not solved and solved, respectively

NODE_STATE is a unique identifier which describes the riddle state (e.g. lights, doors,...)

The Master Node reads the NODE_ID and forwards the remaining Command to the specified node.
The NODE_ID is discarded.

Note: The Wasserhahn and Schichtplan riddle use only one node (05). The Wasserhahn riddle is completed after receiving state 02. After that, the Schichtplan riddle can be solved by setting the state to 09.

Overview of all Commands

Master Node

>00,00,01	Start the network or perform a hard-reset (electronics reset) if already started
>00,00,02	Perform a soft reset (network reset)

Drinks

>13,01,00	Solve the Drinks riddle by opening the bar cabinet door
>13,00,00	After opening the bar cabinet, stop opening the door periodically

Stopptanz

>02,00,03	Initializes the Stopptanz light sequence
>02,00,01	Sets Stopptanz light to green (2s delay currently)
>02,00,02	Sets Stopptanz light to red
>02,01,00	Solve the Stopptanz riddle by turning of the lights

Sparkasten

>03,00,01	Solve the Sparkasten riddle by opening the case door
>03,00,00	After opening the case door, stop opening the door periodically

Telephone

>21,00,03	(unused) The Telephone starts ringing until picked up
>21,00,00	(unused) The Telephone stops ringing

Sexdungeon

>05,00,01	Enables the Wasserhahn so it can be opened
>05,00,02	Opens the Sexdungeon manually

Schichtplan

>05,00,09	Solve the Schichtplan riddle by opening the small cabinet door
>05,00,00	After opening the small cabinet door, stop opening the door periodically

Separee

>01,00,01	Sets the Separee light to pink
>01,00,02	Sets the Separee light to green
>01,00,03	Sets the Separee light to blue
>01,00,06	Sets the Separee light to white
>01,01,09	Solve the Separee riddle by opening the final door
>01,00,00	After opening the final door, stop opening the door periodically

Syncing

At the start of a session, eight additional Commands are send to initialize and sync the hardware.

>01,00,00	Initialize Separee
>02,00,00	Initialize Stopptanz
>03,00,00	Initialize Sparkasten
>04,00,00	Unused (previously Jukebox)
>05,00,00	Initialize Sexdungeon and Schichtplan
>13,00,00	Initialize Drinks
>21,00,00	Initialize Telephone
>29,00,02	Initialize Sexdungeon light and set it to pink