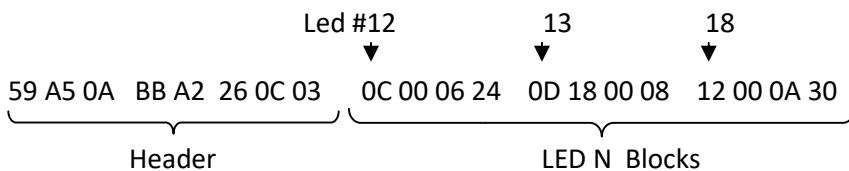


## Protocol for LEDs control

Test Sample for 3 LEDs:

LED #	LED MODE	COLOR MODE	COLOR 1	COLOR 2
12	Constantly	Color2	0:0:0	3:0:0
13	Slow blink	Color1	0:3:0	0:0:0
18	Ultra fast	Color2	0:0:0	5:0:0

Control Feature Report (data in hex):



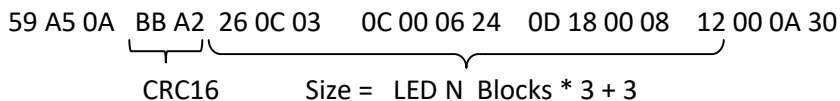
Max Feature Report Length – 128 bytes

Max. of LED Blocks :  $(128-8) / 4 = 30$

Header ( before fw 2.08.5):



CRC-16/MODBUS 0xFFFF init



Header ( fw 2.08.5+):



LED Block (4 bytes)



LED Data structure:

Color1 R :3 bit  
 Color1 G :3 bit  
 Color1 B :3 bit  
 Color2 R :3 bit  
 Color2 G :3 bit  
 Color2 B :3 bit  
 MODE :3 bit  
 ColorMode :3 bit

0 – OFF, 1 – Constantly, 2 - Blink slow, 3 - Blink FAST, 4- Blink ULTRA-FAST  
 0 -C1, 1-C2, 2-C1/c2, 3-C2/C1, 4-C1+C2

If physical LED is bicolor - uses Color1 for one color and Color2 for another

If LED is RGB - Color1 / Color2 can use a mixed palette.

## LED Mode diagrams:



\* External devices(modules) may not support all modes !