Messaging

# C# -> BouncerA EV3

**Title : “**Move”  
**Message : String** “Left”, ”Stop”, “Right”

**Title : “**Fire”  
**Message : String** “Fire”

**Title : “**Speed”  
**Message : Int** 0 - 100

# C# -> BouncerB EV3

**Title : “**Move”  
**Message : String** “Left”, ”Stop”, “Right”

**Title : “**Fire ”  
**Message : String** “Fire”

**Title : “**Speed”  
**Message : Int** 0 - 100

# C# -> SensorsA EV3

**Title : “**Sensors”  
**Message : String** “0000”, “0012”, “2100”, “2001”, “1020” etc.

# C# -> SensorsB EV3

**Title : “**Sensors”  
**Message : String** “0000”, “0012”, “2100”, “2001”, “1020” etc.

# SensorsA EV3 -> C#

**Title : “**Pressed”  
**Message : Int** 0-4

* 1-4 zijn knop 1-4
* 0 is geen knop

# SensorsB EV3 -> C#

Title : “Pressed”  
Message : **Int** 0-4

* 1-4 zijn knop 1-4
* 0 is geen knop

# Field EV3 -> C#

**Title : “**Score”  
**Message : String** “A”, “B”