Example Channel Name: myChannel myProp

Base MQTT Topic Format: /[ChannelName]/[PropName]/

Example MQTT Topic Format: /myChannel/myProp/

Message Types	Topic	RX / TX	Payload	Example Topic	Example Payload	Description
Heartbeat	/[ChannelName]/[PropName]/heartbeat		None	/myChannel/myProp/heartbeat	None	Sent every 10 seconds to keep MQTT connection alive.
			{	, , , , , ,	{ //From Node-RED to Prop	
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"TO",	
			"TYPE":"OUTPUT",		"TYPE":"OUTPUT",	
			"INDEX":[index],		"INDEX":5,	Gets or sets ouput at [index] to [value].
			"VALUE":[value]		"VALUE":0	[index] should be in the range 0-5 (6 outputs)
Output	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //Set the Output 5 to 0	[value] should be in the range 0-1 (off or on)
			{		{ //From Prop to Node-RED	
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"FROM",	
			"TYPE":"INPUT",		"TYPE":"INPUT",	
			"INDEX":[index],		"INDEX":0,	Gets or sets input at [index] to [value].
			"VALUE":[value]		"VALUE":0	[index] should be in the range 0-5 (6 inputs)
Input	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //Input 0 state changed to 0	[value] should be in the range 0-1 (off or on)
			{		{ //From Prop to Node-RED	
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"FROM",	
			"TYPE":"RELAY",		"TYPE":"RELAY",	
			"INDEX":[index],		"INDEX":0,	Gets or sets relay at [index] to [value].
			"VALUE":[value]		"VALUE":1	[index] should be in the range 0-1 (2 relays)
Relay	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //Relay 0 state changed to 1	[value] should be in the range 0-1 (off or on)
		,	{		{ //From Node-RED to Prop	
			"DIRECTION":"TO",		"DIRECTION":"TO",	
			"TYPE":"RESET"		"TYPE":"RESET"	
Reset	/[ChannelName]/[PropName]/	RX	}	/myChannel/myProp/	}	Resets the controller and expansion board(s) I/O state.
			{		{ //From Node-RED to Prop	
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"TO",	
			"TYPE":"FX60_[address]_OUTPUT",		"TYPE":"FX60_0_OUTPUT",	Gets or sets FX60 ouput at [index] to [value].
			"INDEX":[index],		"INDEX":3,	[address] should be in the range 0-1 (low or high)
			"VALUE":[value]		"VALUE":1	[index] should be in the range 0-7 (8 outputs)
FX60 Output	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //Sets FX60_0 Output 3 to 1	[value] should be in the range 0-1 (off or on)
	/ [enamentaine]; [repriame];	174101	<del>,</del>	, myename, my. rep,	{ //From Prop to Node-RED	[transferred at an energy of a ferred only
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"FROM",	
			"TYPE":"FX60 [address] INPUT",		"TYPE":"FX60_1_INPUT",	Gets or sets FX60 input at [index] to [value].
			"INDEX":[index],		"INDEX":0,	[address] should be in the range 0-1 (low or high)
			"VALUE":[value]		"VALUE":1	[index] should be in the range 0-7 (8 inputs)
FX60 Input	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //FX60 1 Input 0 was changed to 1	[value] should be in the range 0-1 (off or on)
	/ [enamentaine]; [tropriame];	174101	<del>,</del> {	, myename, my. rep,	{ //From Node-RED to Prop	[trainer should be in the range of 1 (on or on)
			"DIRECTION":["TO"/"FROM"],		"DIRECTION":"TO",	
			"TYPE":"FX60_[address]_RELAY",		"TYPE":"FX60_1_RELAY",	Gets or sets FX60 relay at [index] to [value].
			"INDEX":[index],		"INDEX":0,	[address] should be in the range 0-1 (low or high)
			"VALUE":[value]		"VALUE":1	[index] should be in the range 0-1 (2 relays)
FX60 Relay	/[ChannelName]/[PropName]/	TX/RX	}	/myChannel/myProp/	} //Turns FX60_1 Relay 0 on	[value] should be in the range 0-1 (off or on)
1 Add Relay	/ (Snamename)/ (Fropriame)/	179117	, {	, my charmer, my rop,	{//From Prop to Node-RED	[1-a-a-] strough as in the range of 1 (on or on)
			"DIRECTION":"FROM",		"DIRECTION":"FROM",	
			"TYPE":"RFID",		"TYPE":"RFID",	Broadcasts RFID state changes. Value is an array of strings listing
			"VALUE":[array]		"VALUE":[00000007F7F","NONE","NONE"]	detected RFIDs or "NONE" if no tag is present. Indexing starts from 0.
RFID Tags	/[ChannelName]/[PropName]/	TX	}	/myChannel/myProp/	} //Tag present at RFID location 0.	Array length is determined by preprogrammed RFID count.
KFID Tags	/ [Chaimenvame]/[Fropivame]/	11/	<u> </u>	/ mychamier/myrrop/	{//From Prop to Node-RED	Array length is determined by preprogrammed Krib Count.
			"DIRECTION":"FROM",		"DIRECTION":"FROM",	
			"TYPE":"GAMESTATE",		"TYPE":"GAMESTATE",	
			·		"VALUE":1	Gets or sets solved state.
Salvad	/[ChannalNama]/[DranNama]/	TV/DV	"VALUE":[value]	/muChannal/muDrass/		
Solved	/[ChannelName]/[PropName]/	TX/RX	ı	/myChannel/myProp/	}//Game has been solved	[value] should be in the range 0-1 (unsolved or solved)