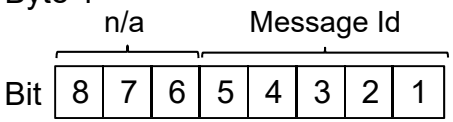
Kommunikationsmatrix Lightmanager

- Es werden immer 3 Byte versendet/empfangen
- Falls Blinker an (z.B. left): LightBlinkingLeft = 1
  Ob das Licht tatsächlich an oder aus ist: LightBlinkingCycle On/Off

Byte 1

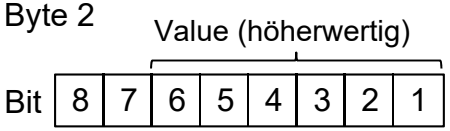


Rx Message Id
Bit 1= Button
Bit 2= Switch
Bit 3= Stick
Bit 4= Needle

Tx Message Id
Bit 5= Light

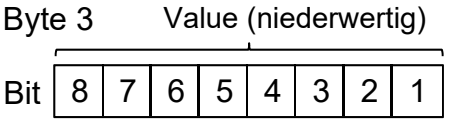
Message Id Needle:

Byte 2



Rx Message
Bit 1-6= Value (höherwertig)
Bit 7= SpeedChanged
Bit 8= RevolutionChanged

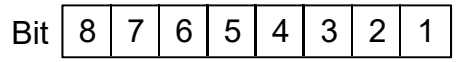
Byte 3



Rx Message
Bit 1-8= Value (niederwertig)

Message Id Lights:

Byte 2



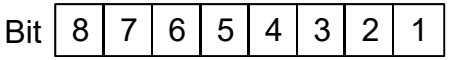
Tx Message
Bit 1= LightBlinkerLeftOn
Bit 2= LightBlinkerLeftOff
Bit 3= LightBlinkerRightOn
Bit 4= LightBlinkerRightOff
Bit 5= LightBlinkingCycleOn
Bit 6= LightBlinkingCycleOff
Bit 7= LightHighBeamOn
Bit 8= LIghtHighBeamOff

Byte 3

Tx Message
Bit 1= LightLowBeamOn
Bit 2= LightLowBeamOff
Bit 3= LightFogFrontOn
Bit 4= LightFogFrontOff
Bit 5= LightFogRearOn
Bit 6= LightFogRearOff
Bit 7= LightParkingAllOn
Bit 8= LIghtParkingAllOff

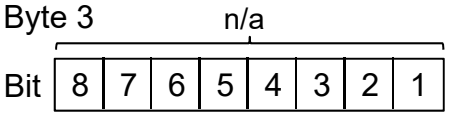
Message Id Button:

Byte 2



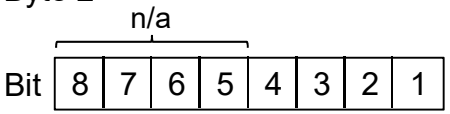
Rx Message
Bit 1= ButtonIgnitionOn
Bit 2= ButtonIgnitionOff
Bit 3= ButtonWarningOn
Bit 4= ButtonWarningOff
Bit 5= ButtonFogFrontOn
Bit 6= ButtonFogFrontOff
Bit 7= ButtonFogRearOn
Bit 8= ButtonFogRearOff

Byte 3



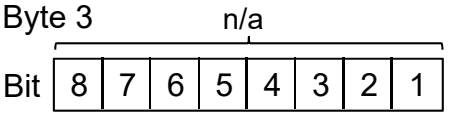
Message Id Switch:

Byte 2



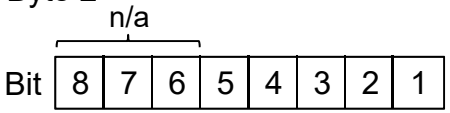
Rx Message
Bit 1= SwitchParkingOnSide
Bit 2= SwitchParkingAll
Bit 3= SwitchAuto
Bit 4= SwitchManually

Byte 3



Message Id Stick:

Byte 2



Rx Message
Bit 1= StickHome
Bit 2= StickUp
Bit 3= StickDown
Bit 4= StickHighBeam
Bit 5= StickFlashing

Byte 3