

PROPERTIES

Name	Id	Description	Format	Access	Unit	Value Range	Value List
<code>vacuum:status</code>	2.1	Status	uint8	read notify	-	-	0 - Sleep 1 - Idle 2 - Paused 3 - Go Charging 4 - Charging 5 - Sweeping 6 - Sweeping and Mopping 7 - Mopping 8 - Upgrading
<code>vacuum:fault</code>	2.2	Device Fault	uint32	read notify	-	Min: 0 Max: 3000 Step: 1	-

vacuum:mode	2.4	Mode	uint8	read write notify	-	-	-	0 - Sweep 1 - Sweep And Mop 2 - Mop
vacuum:sweep-type	2.8	Sweep Type	uint8	read write notify	-	-	-	0 - Global 1 - Mop 2 - Edge 3 - Area 4 - Point 5 - Remote 6 - Explore 7 - Room 8 - Floor
vacuum:on	2.9	Switch Status	string	read write notify	-	-	-	-
vacuum:room-ids	2.10	Room IDs	string	-	-	-	-	-
battery:battery-level	3.1	Battery Level	int8	read notify	percentage	Min: -1 Max: 100 Step: 1	-	-

alarm:alarm	4.1	Alarm	boolean	read write notify	-	-	-
alarm:volume	4.2	Volume	uint8	read write notify	percentage	Min: 0 Max: 10 Step: 1	-
sweep:repeat-state	7.1	repeat-state	uint8	read notify write	-	-	0 - Close 1 - Open
sweep:door-state	7.3	door-state	uint8	read notify	-	-	0 - None 1 - DustBox 2 - WaterBox 3 - TwoInOne
sweep:cloth-state	7.4	cloth-state	uint8	read notify	-	-	0 - None 1 - Exist
sweep:suction-state	7.5	suction-state	uint8	read notify write	-	-	0 - Slient 1 - Standard 2 - Medium 3 - Turbo

sweep:water-state	7.6	water-state	uint8	read notify write	-	-	0 - Low 1 - Mid 2 - High
sweep:mop-route	7.7	mop-route	uint8	read notify write	-	-	0 - S 1 - Y
sweep:side-brush-life	7.8	side-brush-life	uint8	read notify write	percentage	Min: 0 Max: 100 Step: 1	-
sweep:side-brush-hours	7.9	side-brush-hours	uint8	read notify write	hours	Min: 0 Max: 180 Step: 1	-
sweep:main-brush-life	7.10	main-brush-life	uint8	read notify write	percentage	Min: 0 Max: 100 Step: 1	-
sweep:main-brush-hours	7.11	main-brush-hours	uint16	read notify write	hours	Min: 0 Max: 360 Step: 1	-
sweep:hypa-life	7.12	hypa-life	uint8	read notify write	percentage	Min: 0 Max: 100 Step: 1	-
sweep:hypa-hours	7.13	hypa-hours	uint8	read notify write	hours	Min: 0 Max: 180 Step: 1	-

sweep:mop-life	7.1 4	mop- life	uint 8	read notif y	perce ntage	Min: 0 Max: 100 Step: 1	-
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sweep:mop- hours	7.1 5	mop- hours	uint 8	read notif y	hours	Min: 0 Max: 180 Step: 1	-
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sweep:direction	7.1 6	directio n	uint 8	write	-	-	1 - Forwar d 2 - Left 3 - Right 4 - Back 5 - Stop 10 - Exit
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sweep:consumab le-index	7.1 7	consu mable- index	uint 8	-	-	-	1 - Main 2 - Side 3 - Hypa 4 - Cloth
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sweep:time-zone	7.2 0	time- zone	int3 2	read notif y writ e	-	Min: -99999 Max: 99999 Step: 1	-
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sweep:cur-lang	7.2 1	cur- lang	stri ng	read notif y writ e	-	-	-
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<code>sweep:cleaning-time</code>	7.2 2	cleaning-time	uint32	read notify	-	Min: 0 Max: 360 Step: 1	-
<code>sweep:cleaning-area</code>	7.2 3	cleaning-area	uint32	read notify	-	Min: 0 Max: 1200 Step: 1	-
<code>sweep:clean-room-ids</code>	7.2 4	clean-room-ids	string	-	-	-	-
<code>sweep:clean-room-mode</code>	7.2 5	clean-room-mode	uint8	-	-	-	0 - Global 1 - Edge
<code>sweep:clean-room-oper</code>	7.2 6	clean-room-oper	uint8	-	-	-	0 - Stop 1 - Start 2 - Pause 3 - Fake Pause
<code>sweep:record-start-time</code>	7.2 7	record-start-time	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-
<code>sweep:record-use-time</code>	7.2 8	record-use-time	uint32	-	-	Min: 0 Max: 99999 Step: 1	-

<code>sweep:record-clean-area</code>	7.29	<code>record-clean-area</code>	<code>uint32</code>	-	-	Min: 0 Max: 99999 Step: 1	-
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<code>sweep:record-map-url</code>	7.30	<code>record-map-url</code>	<code>string</code>	-	-	-	-
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<code>sweep:record-clean-mode</code>	7.31	<code>record-clean-mode</code>	<code>uint8</code>	-	-	-	0 - Auto 1 - Mopping 2 - Edge 3 - Area 4 - Point 5 - Explore 6 - Room 7 - Material
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<code>sweep:record-clean-way</code>	7.32	<code>record-clean-way</code>	<code>uint8</code>	-	-	-	0 - Sweep 1 - Sweep Mop 2 - Mop
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<code>sweep:clean-current-map</code>	7.33	<code>clean-current-map</code>	<code>uint32</code>	-	-	Min: 0 Max: 4294967295 Step: 1	-
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<code>sweep:clean-preference</code>	7.34	clean-preference	string	-	-	-	-	
<code>sweep:dirt-recognize</code>	7.35	dirt-recognize	uint8	read	notifywrite	-	-	0 - Close 1 - Open
<code>sweep:pet-recognize</code>	7.36	pet-recognize	uint8	read	notifywrite	-	-	0 - Close 1 - Open
<code>sweep:record-task-status</code>	7.37	record-task-status	uint32	-	-	-	-	1 - Finish 2 - App Stop 3 - Button Stop 4 - Abnormal 5 - XXX
<code>sweep:clean-prefer-type</code>	7.38	clean-prefer-type	uint8	-	-	-	-	0 - Auto 1 - Room 2 - Material
<code>sweep:clean-prefer-on</code>	7.39	clean-prefer-on	uint8	-	-	-	-	0 - Close 1 - Open

<code>sweep:clean-preference-ii</code>	7.40	clean-preference-ii	string	-	-	-	-
<code>sweep:clean-prefer-on-ii</code>	7.41	clean-prefer-on-ii	uint8	-	-	-	0 - Close 1 - Open
<code>sweep:ai-recognize</code>	7.42	ai-recognize	uint8	read notify write	-	-	0 - Close 1 - Open
<code>sweep:go-charging</code>	7.43	go-charging	uint8	-	-	-	0 - Stop 1 - Start
<code>sweep:carpet-booster</code>	7.44	carpet-booster	uint8	read notify write	-	-	0 - Close 1 - Open
<code>sweep:multi-prop-vacuum</code>	7.45	multi-prop-vacuum	string	read notify	-	-	-
<code>sweep:sd</code>	7.46	sd	bool	-	-	-	-
<code>sweep:carpet-avoid</code>	7.47	carpet-avoid	uint8	write	-	-	0 - Close 1 - Open

sweep:tank-shake	7.48	tank-shake	uint8	read notify write	-	-	0 - Close 1 - Open
sweep:shake-shift	7.50	shake-shift	uint8	read notify write	-	-	1 - Low 2 - Mid 3 - High
sweep:map-encrypt	7.55	map-encrypt	uint8	read notify write	-	-	0 - Close 1 - Open
order:order-id	8.1	order-id	int64	write	-	Min: 0 Max: 7258089600000 Step: 1	-
order:enable	8.2	enable	uint8	write	-	-	0 - Disable 1 - Enable
order:day	8.3	day	uint8	write	-	Min: 0 Max: 255 Step: 1	-
order:hour	8.4	hour	uint8	write	-	Min: 0 Max: 23 Step: 1	-
order:minute	8.5	minute	uint8	write	-	Min: 0 Max: 59 Step: 1	-

order:repeat	8.6	repeat	uint8	write	-	-	0 - Disable 1 - Enable
order:clean-way	8.7	clean-way	uint8	write	-	-	0 - Sweep 1 - Sweep Mop 2 - Mop
order:suction	8.8	suction	uint8	write	-	-	0 - Slient 1 - Normal 2 - Medium 3 - Turbo
order:water	8.9	water	uint8	write	-	-	0 - Low 1 - Mid 2 - High
order:twice-clean	8.10	twice-clean	uint8	write	-	-	0 - Disable 1 - Enable
order:mapid	8.11	mapid	uint32	write	-	Min: 0 Max: 4294967295 Step: 1	-
order:room-count	8.12	room-count	uint8	write	-	Min: 0 Max: 64 Step: 1	-

order:room-data	8.1 3	room- data	string	write	-	-	-
order:time-zone	8.1 4	time- zone	int32	write	-	Min: -43200 Max: 43200 Step: 1	-
order:orderdata	8.1 5	orderd ata	string	-	-	-	-
order:room-preference	8.1 6	room- prefere nce	string	-	-	-	-
order:prefer-type	8.1 7	prefer- type	uint8	-	-	-	0 - Empty 1 - Room 2 - Material
order:all-enable-count	8.1 8	all- enable- count	string	read notify	-	-	-
order:is-global	8.1 9	is- global	uint8	-	-	-	0 - Area 1 - Global
order:now-order-count	8.2 0	now- order- count	uint8	-	-	Min: 0 Max: 10 Step: 1	-

<code>point-zone:zone-points</code>	9.2	zone-points	string	write	-	-	-
<code>point-zone:restrict-points</code>	9.3	restrict-points	string	write	-	-	-
<code>point-zone:pause-type</code>	9.4	pause-type	uint8	-	-	-	0 - Pause 1 - Fake Pause
<code>point-zone:target-point</code>	9.5	target-point	string	read notify write	-	-	-
<code>point-zone:beauty-point</code>	9.6	beauty-point	string	-	-	-	-
<code>point-zone:map-id</code>	9.7	map-id	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-
<code>point-zone:map-type</code>	9.8	map-type	uint8	-	-	-	0 - 0 1 - 1 2 - 2 3 - 3
<code>point-zone:timestamp</code>	9.9	timestamp	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-

map:remember-state	10.1	remember-state	uint8	readonly	-	-	0 - Close 1 - Open
map:cur-map-id	10.2	cur-map-id	uint32	readonly	-	Min: 0 Max: 4294967295 Step: 1	-
map:map-num	10.3	map-num	uint8	readonly	-	Min: 0 Max: 5 Step: 1	-
map:map-list	10.4	map-list	string	-	-	-	-
map:cur-cleaning-path	10.5	cur-cleaning-path	string	readonly	-	-	-
map:upload-id	10.6	upload-id	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-
map:upload-type	10.7	upload-type	uint8	-	-	-	0 - Realtime 1 - Point 2 - Area 3 - Memory

map:map-name	10.8	map-name	string	-	-	-	-
map:room-id	10.9	room-id	uint8	-	-	Min: 0 Max: 255 Step: 1	-
map:room-name	10.10	room-name	string	-	-	-	-
map:arrange-room-ids	10.11	arrange-room-ids	string	-	-	-	-
map:split-points	10.12	split-points	string	-	-	-	-
map:lang	10.13	lang	string	-	-	-	-
map:build-map	10.14	build-map	uint8	read notify	-	-	0 - None 1 - Build 2 - Clean
map:start-cleaning-point	10.15	start-cleaning-point	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-

<code>map:end-cleaning-point</code>	10.16	end-cleaning-point	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-
<code>map:room-id-name-list</code>	10.17	room-id-name-list	string	-	-	-	-
<code>map:timestamp</code>	10.18	timestamp	uint32	-	-	Min: 0 Max: 4294967295 Step: 1	-
<code>map:has-new-map</code>	10.19	has-new-map	uint8	read notify	-	-	0 - Without Map To Save 1 - Wait To Rename Map
<code>map:test-for-upload-map</code>	10.20	test-for-upload-map	uint8	-	-	-	0 - RealMap 1 - Memory Map
<code>map:renew-map</code>	10.21	renew-map	uint8	-	-	-	0 - False 1 - True

map:mijia-room-list	10.22	mijia-room-list	string	-	-	-	-
disturb:dnd-enable	12.1	dnd-enable	uint8	read notify	-	-	0 - Close 1 - Open
disturb:dnd-start-hour	12.2	dnd-start-hour	uint8	read notify	-	Min: 0 Max: 23 Step: 1	-
disturb:dnd-start-minute	12.3	dnd-start-minute	uint8	read notify	-	Min: 0 Max: 59 Step: 1	-
disturb:dnd-end-hour	12.4	dnd-end-hour	uint8	read notify	-	Min: 0 Max: 23 Step: 1	-
disturb:dnd-end-minute	12.5	dnd-end-minute	uint8	read notify	-	Min: 0 Max: 59 Step: 1	-
disturb:dnd-timezone	12.6	dnd-timezone	int32	-	-	Min: -99999 Max: 99999 Step: 1	-
disturb:multi-prop-dnd	12.7	multi-prop-dnd	string	read notify	-	-	-

language:target-voice	14.1	target-voice	string	-	-	-	-
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language:cur-voice	14.2	cur-voice	string	-	-	-	-
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language:download-status	14.3	download-status	uint8	-	-	Min: 0 Max: 22 Step: 1	-
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language:download-progress	14.4	download-progress	uint8	-	-	Min: 0 Max: 100 Step: 1	-
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language:voice-url	14.5	voice-url	string	-	-	-	-
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language:voice-mdfive	14.6	voice-mdfive	string	-	-	-	-
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ACTIONS

Name	Id	Description	In (piid)	Out (piid)
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vacuum:start-sweep	2.1	Start Sweep	-	-
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vacuum:stop-sweeping	2.2	Stop Sweeping	-	-
vacuum:start-only-sweep	2.3	Start Only Sweep	-	-
vacuum:start-sweep-mop	2.5	Start Sweep Mop	-	-
vacuum:start-mop	2.6	Start Mop	-	-
vacuum:start-room-sweep	2.7	Start Room Sweep	10	-
battery:start-charge	3.1	Start Charge	-	-
sweep:reset-consumable	7.1	reset-consumable	17	-
sweep:set-calibration	7.2	set-calibration	-	-
sweep:set-room-clean	7.3	set-room-clean	24,25,26	-
sweep:set-preference-clean	7.4	set-preference-clean	34,33	-

sweep:get-preference-clean	7.5	get-preference-clean	33	34,39,40,41
sweep:set-preference-type	7.6	set-preference-type	38	-
sweep:set-go-charging	7.7	set-go-charging	43	-
sweep:erase-preference	7.8	erase-preference	24,33,38	-
sweep:set-preference-ii	7.9	set-preference-ii	34,33	-
sweep:get-preference-ii	7.10	get-preference-ii	33	34,39,40,41
order:add	8.1	add	1,2,3,4,5,6,11,14,12,16	-
order:del	8.2	del	1	-
order:get	8.3	get	-	15
order:add-ii	8.4	add-ii	1,2,3,4,5,6,11,12,14,16,17,19	-

<code>order:get-map-order-count</code>	8.5	<code>get-map-order-count</code>	11	18
<code>order:add-iii</code>	8.6	<code>add-iii</code>	1,2,3,4,5,6,11,12,14,16,17,19	20
<code>point-zone:start-point-clean</code>	9.1	<code>start-point-clean</code>	-	-
<code>point-zone:pause-point-clean</code>	9.2	<code>pause-point-clean</code>	4	-
<code>point-zone:start-zone-clean</code>	9.3	<code>start-zone-clean</code>	-	-
<code>point-zone:pause-zone-clean</code>	9.4	<code>pause-zone-clean</code>	4	-
<code>point-zone:set-beauty-wall</code>	9.5	<code>set-beauty-wall</code>	6	7,8,9
<code>point-zone:set-virtual-wall</code>	9.6	<code>set-virtual-wall</code>	3	7,8,9
<code>point-zone:set-zone-point</code>	9.8	<code>set-zone-point</code>	2	7,8,9

<code>point-zone:start-point-clean-ii</code>	9.9	start-point-clean-ii	5	7,8,9
<code>map:get-map-list</code>	10.1	get-map-list	-	4
<code>map:upload-by-mapid</code>	10.2	upload-by-mapid	6	6,7,18
<code>map:set-cur-map</code>	10.3	set-cur-map	6	-
<code>map:del-map</code>	10.4	del-map	6	-
<code>map:rename-map</code>	10.5	rename-map	6,8	-
<code>map:upload-by-matype</code>	10.6	upload-by-matype	7	6,7,18
<code>map:rename-room</code>	10.7	rename-room	6,9,10	6,7,18
<code>map:arrange-room</code>	10.8	arrange-room	6,11,13	6,7,18
<code>map:split-room</code>	10.9	split-room	6,9,12,13	6,7,18
<code>map:reset-map</code>	10.10	reset-map	-	-

map:build-new-map	10.11	build-new-map	14	-
map:get-cur-path	10.12	get-cur-path	15,16	5
map:get-map-room-list	10.13	get-map-room-list	2	17
map:upload-by-mapid-ii	10.14	upload-by-mapid-ii	6	6,7,18,21
map:upload-by-matype-ii	10.15	upload-by-matype-ii	7	6,7,18,21
map:reset-map-ii	10.16	reset-map-ii	-	18
map:build-map-ii	10.17	build-map-ii	14	18
map:set-mijia-room-list	10.18	set-mijia-room-list	6,22	-
disturb:set-notdisturb	12.1	set-notdisturb	1,2,3,4,5,6	-
language:download-voice	14.1	download-voice	1,5,6	-

language:get-download-status

14.2

get-download-status

-

1,2,3,4

EVENTS

Name	Id	Description	Arguments
battery:low-battery	3.1	Low Battery	-
sweep:clean-end	7.1	clean-end	27,28,29,30,31,32,33,34,37
sweep:clean-end-lite	7.2	clean-end-lite	-
sweep:build-end-lite	7.3	build-end-lite	-
sweep:clean-end-ii	7.4	clean-end-ii	27,28,29,30,31,32,33,34,37,55
order:start-order	8.1	start-order	-
order:low-power-start	8.2	low-power-start	-

map:map-change	10.1	map- change	2
map:global-push	10.2	global- push	-
map:arrange-end	10.3	arrange- end	2
map:upload-verify	10.4	upload- verify	6,7,18
map:cleaning-path	10.5	cleaning -path	5
map:test-upload-map	10.6	test- upload- map	20,18
map:clear-path	10.7	clear- path	-
