Bluedimmer LT Command List V1.1

- 每一命令後面以**<CR>**做結束, **<CR>** = 13
- Write 指定通道的明亮值

```
.$DM1:xxx (set dimmer ch1 to xxx = 0...255)
.$DM2:xxx (set dimmer ch2 to xxx = 0...255)
.$DM3:xxx (set dimmer ch3 to xxx = 0...255)
```

Example:

```
.$DM2:128<CR> 設定值 128 給 CH2
#OK<CR>
或
#NOK<CR> command error
```

● Read 指定通道的明亮值

```
.$DIM1 (read value of ch1)
.$DIM2 (read value of ch2)
.$DIM3 (read value of ch3)
```

example:

```
.$DIM2<CR> Read value from CH2
#128<CR>
或
#NOK<CR> command error
```

● Save RGB 值(Ch1,Ch2,Ch3)至 NVRAM 的指定位置(1…64)

.\$WRT:xx (Save in NVRAM the actual dimming value of CH1, CH2 and CH3, xx = 1…64)

example:

```
.$WRT:5<CR> save the actual RGB value (Ch1,Ch2,Ch3) into the NVRAM location 5 #OK<CR>
```

#NOK<CR> command error

● Load RGB 值(Ch1,Ch2,Ch3)從指定的 NVRAM 位置(1...64)

.\$REA:xx (Load value of ch1,ch2,ch3 from NVRAM location xx: that is load the RGB value before saved In location xx = 1...64).

example:

```
.$REA:5<CR> load ch1,ch2,ch3 with the RGB value stored in the NVRAM location 5 #OK<CR> 軟NOK<CR> command error
```

● 啟動情境模式(x = 1..6)或手動模式(x = 0)

.\$PRX: x (run program x = 1...6, if x = 0 no program running (Manual mode) so dimming mode is with commands \$DM)

example:

```
.$PRX:1<CR> run program 1
#OK<CR>
或
#NOK<CR> command error

.$PRX:0<CR> Manual mode, dimming mode is with commands $DM
#OK<CR>
或
#NOK<CR> command error
```

● 讀取目前模式

.\$PRX (read actual program selected: 0 = manual mode or prg 1...6)

example:

```
.$PRX<CR> read actual program
#1<CR> actual program 1
或
#NOK<CR> command error
```

● 變更情境模式的運行速度

.\$SPX: xxx (set program speed 0=fast, 255=slow)

example:

.\$SRX:100<CR> set program speed to 100

#OK<CR>

或

#NOK<CR> command error

● 讀取目前情境模式的運行速度

.\$SPX (read speed)

example:

.\$SPX<CR> read speed

#100<**CR**> current speed 100

或

#NOK<CR> command error

注意:內建6個情境程式,顯示內容固定,只可執行或變更速度

(Rememebr that the 6 programs are fixed programs, they are wired in the uC firmware - so these progs are not editable in software, you can only run them as they are or modify speed)

