# List of Commands

The system will support the following commands:

* Save state
* Reset keg (left/right)
* Set keg level in beers (left/right)
* Set keg level in pulses (left/right)
* Get keg level in beers (left/right)
* Get keg level in pulses (left/right)
* Set max pulses (left/right)
* Set max beers (left/right)
* Set pulses per beer (left/right)

# Command Details

## Save State

Format: “SV”

Returns: nothing

Saves the state of the kegs to non volatile memory.

## Reset Keg

Format: “RK R/L”

Returns: Number of pulses the keg level was at before resetting

Resets the keg to 0 pulses/beers.

## Set Keg Level (Beers)

Format: “SL R/L ###.#”

Returns: nothing

Sets the given keg’s level to the given number of beers (the internal value stored for pulses per beer will be used).

## Set Keg Level (Pulses)

Format: “SP L/R #####”

Returns: nothing

Sets the given keg’s level to the given number of pulses.

## Get Keg Level (Beers)

Format: “GL L/R”

Returns: Number (float) of beers left in the given keg.

## Get Keg Level (Pulses)

Format: “GP L/R”

Returns: Number (uint16\_t) of pulses left in the given keg.

## Set Max Pulses

Format: “SM L/R #####”

Returns: nothing

Sets the maximum number of pulses for the given keg.

## Set Max Beers

Format: “SB L/R ###.#”

Returns: nothing

Sets the maximum number of beers for the given keg (the internal value stored for pulses per beer will be used).

## Set Pulses Per Beer

Format: “PB L/R ###”

Returns: nothing

Sets the number of pulses per beer to use for the given keg.