



## LipSync Gaming Command List

Command	Success Response	Failure Response	Description
<b>SETTINGS</b>	SUCCESS:SETTINGS	FAIL:SETTINGS	Enter Settings mode
<b>EXIT</b>	SUCCESS:EXIT	FAIL:SETTINGS	Exit Settings mode
<b>MN,0:0</b>	SUCCESS:MN,0:2	FAIL:SETTINGS	Get Model number (2=Gaming)
<b>VN,0:0</b>	SUCCESS:VN,0:V{N.NN}	FAIL:SETTINGS	Get version number (V{N.NN})
<b>SS,0:0</b>	SUCCESS:SS,0:{Level}	FAIL:SETTINGS	Get joystick sensitivity value (Level)
<b>SS,1:1</b>	SUCCESS:SS,1:{Level}	FAIL:SETTINGS	Decrease the sensitivity using command (Level)
	MANUAL:SS,1:{Level}		Decrease the sensitivity using push button (Level)
<b>SS,1:2</b>	SUCCESS:SS,1:{Level}	FAIL:SETTINGS	Increase the sensitivity using command (Level)
	MANUAL:SS,1:{Level}		Increase the sensitivity using push button (Level)
<b>PT,0:0</b>	SUCCESS:PT,0:{Threshold 1% to 50%}:{Nominal Pressure}	FAIL:SETTINGS	Get pressure threshold (threshold 1% to 50%) (Nominal Pressure V)
<b>PT,1:{threshold 1% to 50%}</b>	SUCCESS:PT,1:{Threshold 1% to 50%}:{Nominal Pressure}	FAIL:SETTINGS	Set pressure threshold (threshold 1% to 50%) (Nominal Pressure V)
<b>DM,0:0</b>	SUCCESS:DM,0:{Debug Mode}	FAIL:SETTINGS	Get debug mode value ( 0=debug mode disabled,1=debug mode enabled)
<b>DM,1:0</b>	SUCCESS:DM,1:0	FAIL:SETTINGS	Set debug mode value to 0 (Disabled)
<b>DM,1:1</b>	SUCCESS:DM,1:1	FAIL:SETTINGS	Set debug mode value to 1 (Enabled)
	LOG:1:{xHighNeutral,xLowNeutral,yHighNeutral,yLowNeutral}		Log initialization values once if debug mode is enabled
	LOG:2:{xHighMax,xLowMax,yHighMax,yLowMax}		Log calibration values once if debug mode is enabled
	LOG:3:{xHigh,xLow,yHigh,yLow}		Log FSR values if debug mode is enabled until debug mode is disabled
<b>RM,0:0</b>	SUCCESS:RM,0:{Raw Mode}	FAIL:SETTINGS	Get Raw mode value ( 0=raw mode disabled,1=raw mode enabled)



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<b>RM,1:0</b>	SUCCESS:RM,1:0	FAIL:SETTINGS	Set Raw mode value to 0 (Disabled)
<b>RM,1:1</b>	SUCCESS:RM,1:1	FAIL:SETTINGS	Set Raw mode value to 1 (Enabled)
	RAW:1:{x,y,action}:{xHigh,xLow,yHigh,yLow}	FAIL:SETTINGS	Log raw values if raw mode is enabled until raw mode is disabled
<b>DZ,0:0</b>	SUCCESS:DZ,0:{Deadzone Value 1 to 99}	FAIL:SETTINGS	Get deadzone value (Deadzone Value 1 to 99)
<b>DZ,1:{Value 1 to 99}</b>	SUCCESS:DZ,1:{Deadzone Value 1 to 99}	FAIL:SETTINGS	Set deadzone value (Deadzone 1 to 99)
<b>IN,0:0</b>	SUCCESS:IN,0:{xHighNeutral,xLowNeutral,yHighNeutral,yLowNeutral}	FAIL:SETTINGS	Get joystick initialization values (xHighNeutral, xLowNeutral, yHighNeutral, yLowNeutral)
<b>IN,1:1</b>	SUCCESS:IN,1:{xHighNeutral,xLowNeutral,yHighNeutral,yLowNeutral}	FAIL:SETTINGS	Perform joystick initialization using command (xHighNeutral, xLowNeutral, yHighNeutral, yLowNeutral)
	MANUAL:IN,1:{xHighNeutral,xLowNeutral,yHighNeutral,yLowNeutral}		
<b>CA,0:0</b>	SUCCESS:CA,0:{xHighMax,xLowMax,yHighMax,yLowMax}	FAIL:SETTINGS	Get joystick calibration values (xHighMax, xLowMax, yHighMax, yLowMax)
<b>CA,1:1</b>	SUCCESS:CA,1:0	FAIL:SETTINGS	Perform joystick calibration using command
	SUCCESS:CA,1:1	FAIL:SETTINGS	Perform joystick calibration using command (Step 1)
	SUCCESS:CA,1:2	FAIL:SETTINGS	Perform joystick calibration using command (Step 2)
	SUCCESS:CA,1:3	FAIL:SETTINGS	Perform joystick calibration using command (Step 3)
	SUCCESS:CA,1:4	FAIL:SETTINGS	Perform joystick calibration using command (Step 4)
	SUCCESS:CA,1:5:{xHighMax,xLowMax,yHighMax,yLowMax}	FAIL:SETTINGS	Perform joystick calibration using command (Step 5) (xHighMax, xLowMax, yHighMax, yLowMax)
	MANUAL:CA,1:0		Perform joystick calibration using push button
	MANUAL:CA,1:1		Perform joystick calibration using push button (Step 1)
	MANUAL:CA,1:2		Perform joystick calibration using push button (Step 2)
	MANUAL:CA,1:3		Perform joystick calibration using push button (Step 3)
	MANUAL:CA,1:4		Perform joystick calibration using push button (Step 4)



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	MANUAL:CA,1:5:{xHighMax,xLowMax,yHighMax,yLowMax}		Perform joystick calibration using push button (Step 5) (xHighMax, xLowMax,yHighMax,yLowMax)
<b>BM,0:0</b>	SUCCESS:BM,0:{Button Mode}	FAIL:SETTINGS	Get Button mode ( 1=Default Button mode,2=Analog Button mode)
<b>BM,1:1</b>	SUCCESS:BM,1:1	FAIL:SETTINGS	Set Button mode to 1 using command ( Default Button mode)
	MANUAL:BM,1:1		Set Button mode to 1 using push buttons ( Default Button mode)
<b>BM,1:2</b>	SUCCESS:BM,1:2	FAIL:SETTINGS	Set Button mode to 2 using command (Analog Button mode)
	MANUAL:BM,1:2		Set Button mode to 2 using push button ( Analog Button mode)
<b>MP,0:0</b>	SUCCESS:MP,0:{NNNNNN}	FAIL:SETTINGS	Get Button mapping ( Example: SUCCESS:MP,0:012345)
<b>MP,1:{NN NNNN}</b>	SUCCESS:MP,1:{NNNNNN}	FAIL:SETTINGS	Set Button mapping ( Example: MP,1:012345)
<b>FR,0:0</b>	SUCCESS:FR,0:0	FAIL:SETTINGS	Perform factory reset



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### Action Mapping Options

Action Number	Action
0	Button 1
1	Button 2
2	Button 3
3	Button 4
4	Button 5
5	Button 6
6	Button 7
7	Button 8

### Default Action Mapping

Physical Action	LipSync Gaming Action
Short Puff	Press Button 1
Short Sip	Press Button 2
Long Puff	Press Button 3
Long Sip	Hold/Shift Button 4
Very Long Puff	Button 5
Very Long Sip	Button 6