LipSync Gaming Command List

Command	Success Response	Failure Response	Description
SETTINGS	SUCCESS:SETTINGS	FAIL:SETTINGS	Enter Settings mode
EXIT	SUCCESS:EXIT	FAIL:SETTINGS	Exit Settings mode
MN,0:0	SUCCESS:MN,0:2	FAIL:SETTINGS	Get Model number (2=Gaming)
VN,0:0	SUCCESS:VN,0:V{N.NN}	FAIL:SETTINGS	Get version number (V{N.NN})
SS,0:0	SUCCESS:SS,0:{Level}	FAIL:SETTINGS	Get joystick sensitivity value (Level)
SS,1:1	SUCCESS:SS,1:{Level}	FAIL:SETTINGS	Decrease the sensitivity using command (Level)
	MANUAL:SS,1:{Level}		Decrease the sensitivity using push button (Level)
SS,1:2	SUCCESS:SS,1:{Level}	FAIL:SETTINGS	Increase the sensitivity using command (Level)
	MANUAL:SS,1:{Level}		Increase the sensitivity using push button (Level)
PT,0:0	SUCCESS:PT,0:{Threshold 1% to 50%}:{Nominal Pressure}	FAIL:SETTINGS	Get pressure threshold (threshold 1% to 50%) (Nominal Pressure V)
PT,1:{threshold 1% to 50%}	SUCCESS:PT,1:{Threshold 1% to 50%}:{Nominal Pressure}	FAIL:SETTINGS	Set pressure threshold (threshold 1% to 50%) (Nominal Pressure V)
DM,0:0	SUCCESS:DM,0:{Debug Mode}	FAIL:SETTINGS	Get debug mode value (0=debug mode disabled,1=debug mode enabled)
DM,1:0	SUCCESS:DM,1:0	FAIL:SETTINGS	Set debug mode value to 0 (Disabled)
DM,1:1	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
RM,0:0	SUCCESS:RM,0:{Raw Mode}	FAIL:SETTINGS	Get Raw mode value (0=raw mode disabled,1=raw mode enabled)
RM,1:0	SUCCESS:RM,1:0	FAIL:SETTINGS	Set Raw mode value to 0 (Disabled)

RM,1:1	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
DZ,0:0	SUCCESS:DZ,0:{Deadzone Value 1 to 99}	FAIL:SETTINGS	Get deadzone value (Deadzone Value 1 to 99)
DZ,1:{Value 1 to 99}	SUCCESS:DZ,1:{Deadzone Value 1 to 99}	FAIL:SETTINGS	Set deadzone value (Deadzone 1 to 99)
IN,0:0	SUCCESS:IN,0:{xHighNeutral,xLowNeutral,yHighNeutral,yLowNeutral}	FAIL:SETTINGS	Get joystick initialization values (xHighNeutral, xLowNeutral,yHighNeutral,yLowNeutral)
IN,1:1	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}		
CA,0:0	SUCCESS:CA,0:{xHighMax,xLowMax,yHighMax,yLowMax}	FAIL:SETTINGS	Get joystick calibration values (xHighMax, xLowMax,yHighMax,yLowMax)
CA,1:1	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)
	MANUAL:CA,1:5:{xHighMax,xLowMax,yHighMax,yLowMax}		Perform joystick calibration using push button (Step 5) (xHighMax, xLowMax,yHighMax,yLowMax)

CT,0:0	SUCCESS:CT,0:{changePercent, xHighChangeTolerance,xLowChangeTolerance, yHighChangeTolerance,yLowChangeTolerance}	FAIL:SETTINGS	Get change tolerance values based on max value of FSRs and change tolerance percentage
BM,0:0	SUCCESS:BM,0:{Button Mode}	FAIL:SETTINGS	Get Button mode (1=Default Button mode,2=Analog Button mode)
BM,1:1	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)
BM,1:2	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)
MP,0:0	SUCCESS:MP,0:{NNNNNN}	FAIL:SETTINGS	Get Button mapping (Example: SUCCESS:MP,0:012345)
MP,1:{NN NNNN}	SUCCESS:MP,1:{NNNNNN}	FAIL:SETTINGS	Set Button mapping (Example: MP,1:012345)
FR,0:0	SUCCESS:FR,0:0	FAIL:SETTINGS	Perform factory reset

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