## **LipSync Gaming Command List**

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| --- | --- | --- | --- |
| 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, changeTolerance,xHighMax,xLowMax,yHighMax,yLowMax} | FAIL:SETTINGS | Get change tolerance value 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:{NNNNNN} | 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 |