# APCEREEL Protocol

## Packet Length

PACKET\_LEN 9 Bytes

//EX. "~ F 0 0 ?"

## “F” Actions

~ **F** 0 0 ?

SERVO 'O' //D-pad up-down

STEPPER 'S' //D-pad left-right

L\_MOTOR 'L' //Left stick up-down

R\_MOTOR 'R' //Right stick up-down

START 'X' //start button TODO:rename if action is defined

SELECT 'Y' //Back button TODO:rename if action is defined

A\_BUTTON 'A' //... TODO:rename if action is defined

B\_BUTTON 'B' //... TODO:rename if action is defined

Y\_BUTTON 'C' //... TODO:rename if action is defined

X\_BUTTON 'D' //... TODO:rename if action is defined

R\_BUTTON 'E' //... TODO:rename if action is defined

R\_TRIGGER 'F' //... TODO:rename if action is defined

L\_BUTTON 'G' //... TODO:rename if action is defined

L\_TRIGGER 'H' //... TODO:rename if action is defined

DEFAULT 'F' //Unknown command

## Directional Values

~ F **0** 0 ?

UP '1'

DOWN '2'

LEFT '1'

RIGHT '2'

ZEROED '0' //Centered

## Magnitude Values

~ F 0 **0** ?

* Ranged from 0 - 5