**Sending Byte Packages to the Arduino (Pin Control)**

We will send three-byte packages to the Aruindo. The first byte will be the command code (analog pin command, digital pin command, settings command). The second byte will be the mapping (in the case of pin commands, it will be the pin mapping). The third byte will be the state mapping (for digital pin commands, it will be 1 or 0, and for analog pin mappings it will be from 0 to 255).

**Receiving Byte Packages from the Arduino**

The Arduino board will reply with a package via the serial port. The reply package will change depending on the context (if the sent package was controlling a pin, it will have a different meaning than another package). For pin package replies, this is the basic code I've come up with.

X X X X X X X X

Red (Pin Mapping/Command Mapping): This is the pin mapping.

Green (State): This is the state. 0 means the pin is off and 1 means it's on. The code 111, or 7, means there's an error with the pin. We can designate a few other state codes in here if we want.