# Light Play Arduino firmware commands for use with iPad

Version 0.2 of the Light Play hardware can control 3 rainbow lights and 1 motor. The board has two inputs for resistive sensors.

### **Light Commands**

```
set [all lights, light 1, light 2, light 3] color to [12-bit RGBW values] off [all lights, light 1, light 2, light 3] fade [all lights, light 1, light 2, light 3] to [12-bit RGBW values] fade out [all lights, light 1, light 2, light 3] set brightness [all lights, light 1, light 2, light 3] [8-bit value] set fade speed [8-bit value]
```

### **Motor Commands**

```
on thisway
on thatway
off
set motor speed [8-bit value]
```

### **Sensor Reporting**

tbd

# **Byte Codes**

All light and motor commands are encoded in a single byte sent from Scratch to Arduino, according to the following scheme:

#### **Command format**

```
[uuuxxyyy]
upper bits set command type:
000 = light commands
001 = motor commands
010 = other
light commands
[000xxyyy]
       the x bits select which light:
              0.0 = all lights
              0.1 = light 1
              10 = light 2
              11 = light 3
       the y bits select which light command:
              0 0 0 = set lightcolor to (RGBW values follow in next 8 bytes)
              001 = turn off light
              0 1 0 = fade lightcolor to (RGBW values follow in next 8 bytes)
              0 1 1 = fade out light
              1 0 0 = set brightness (value follows in next byte)
```

## 101 - set fade speed (value follows in next byte)

#### **Motor commands**

```
[001xxyyy]
```

the x bits are set to zero (it's important to avoid sending byte 0x2B, which is ASCII '+', since this is used by the Adafruit BTLE UART to switch to command mode)

the *y* bits select which motor command:

0 0 0 = turn on motor thisway

0 0 1 = turn on motor thatway

0.10 = motor off

0 1 1 = set motor speed (value follows in next byte)

#### **Other commands**

#### reset state variables

[0100000]

## stop

[0100001]

## Reporting

Arduino can stream sensor values at  $\sim$  10 Hz using a protocol to be determined. We'll also have to figure out a way to support the Arduino reporting "fade complete" in a way that's distinguishable from the sensor values.