

## 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]

### Other Commands

**stopfades**

## 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

[u u u x x y y y]

upper bits set command type:

001 = motor commands

010 = light commands

011 = other

### light commands

[0 1 0 x x y y y]

the x bits select which light:

0 0 = all lights

0 1 = light 1

1 0 = light 2

1 1 = light 3

the y bits select which light command:

0 0 0 = **set lightcolor to** (RGBW values follow in next 8 bytes, high byte/low byte)

0 0 1 = **turn off light**

0 1 0 = **fade lightcolor to** (RGBW values follow in next 8 bytes, high byte/low byte)

0 1 1 = **fade out light**

1 0 0 = **set brightness** (divisor value follows in next byte)

1 0 1 - **set fade speed (value in seconds follows in next byte)**

### Motor commands

[0 0 1 x x y y y]

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 1 0 = **motor off**

0 1 1 = **set motor speed (value follows in next byte, ranges from 1 to 10)**

### Other commands

[0 1 1 x x y y y]

#### *reset state variables*

[0 1 1 0 0 0 0 0] (motorspeed = 10, tfade = 1000, all light powers = 1) (really don't need this since it can all be done with individual commands)

#### *stopfades*

[0 1 1 0 0 0 0 1] (stop fades, to stopall do this followed by turning motor and all lights off)

### Reporting

Bytes sent by the Arduino follow the following protocol:

Bytes with MSB clear contain 7-bit sensor values. These are streamed at ~ 20 Hz.

Bytes with MSB set are fade done messages. (128=light1 fade done, 129= light2 fade done, 130 =light3 fade done.)