



## Robin Hood Message Directory

nfuzion, inc.

### ***DOCUMENT OVERVIEW***

This document identifies the messages used in the Robin Hood span network. The messages are divided into sections by message type, and where appropriate, the individual messages are listed. Some message types do not impact the GM/nfuzion interface and are identified as such and the message enumeration is omitted.

## ***REVISION HISTORY***

Version	Date	Author	Changes
0.0	2013-08-21	Christopher George	Partial rough draft.

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## **CHIME**

TYPE: chime

Each type of chime can play simultaneously. This would allow for a seat belt chime to continue playing while a UI feedback click sounded.

### **Messages**

- SetChime(type, count)
  - Where type is one of a TBD enumeration of chimes.
  - Where count is the number of chimes desired with 0 serving as a cancel for the given chime type.

## **GAZE**

TYPE: gaze

TBD

## **GPS**

TYPE: gps

### **Messages**

- LetPosition(latitude, longitude)

## **INTENT**

TYPE: intent

TBD

## **LEAP**

TYPE: leap

### **Messages**

- LetCursor(x, y, phase)
  - One finger interaction.
  - Where phase is start, change, or end.
- LetScroll(deltaX, deltaY, velocityX, velocityY, phase, fingerCount)
  - Two or more finger interaction.
  - Where phase is start, change or end.
- LetPoke(x, y, fingerCount, clickCount)
  - Where the fingers briefly breach a threshold (perhaps relative).

- Analogous to the track pad's LetTap
- LetRotate(deltaAngle, fingerCount)
  - Where deltaAngle is the change in angle measured in radians. Positive is clockwise.
- LetZoom(deltaZoom, fingerCount)
  - Where deltaZoom is the change in zoom as a percentage. Greater than 1 is zoom in.
- LetGesture(gesture)
  - Where gestures are TBD.

## ***MEDIA***

TYPE: media

No GM interface.

## ***NAVIGATION***

TYPE: navigation

TBD

## ***NOTICE***

TYPE: notice

TBD

## ***PHONE***

TYPE: phone

## ***Messages***

- GetCharging
  - Request charging status.
- LetCharging(charging)
  - Report charging status.
  - Where charging is true or false.
- GetHandsFree
  - Report hands-free status.
- SetHandsFree(handsFree)
  - Set hands-free status.
  - Where handsFree is true or false.
- LetHandsFree(handsFree)
  - Report hand-free status.
  - Where handsFree is true or false.

- SetAction(action, number = null)
  - Take a phone action.
  - Where action is hangup, answer, or dial.
  - Where number is indicates the number to dial for the dial action.
- GetCallDuration
  - Request the current call duration.
- LetCallDuration(duration)
  - Report the current call duration.
  - Where duration is the call duration in seconds.
- GetStatus
  - Request phone status.
- LetStatus(status)
  - Report the phone status.
  - Where status is idle, ringing, or call.

## ***PROXIMITY***

TYPE: proximity

### ***Messages***

- GetProximity
  - Request the current phone proximity.
- LetProximity(name, proximity)
  - Report the current phone proximity.
  - Where name is the potential driver's name.
  - Where proximity is none, close, or arrived.

## ***AUDIO ROUTER/MIXER***

TYPE: router

No GM interface.

## ***STEERING WHEEL CONTROLS***

TYPE: swc

### ***Messages***

- LetTap(x, y, fingerCount, clickCount)
- LetRotate(deltaAngle, fingerCount)
  - Where deltaAngle is the change in angle measured in radians. Positive is clockwise.
- LetZoom(deltaZoom, fingerCount)
  - Where deltaZoom is the change in zoom as a percentage. Greater than 1 is zoom in.

- LetGesture(gesture)
  - Where gestures are TBD.
- LetButton(name, state)
  - Where name is TBD.
  - Where state is down or up.

### ***TEXT-TO-SPEECH***

TYPE: tts

No GM interface.

### ***TRACK PAD***

TYPE: magic

#### ***Messages***

- LetCursor(x, y, phase)
  - One finger interaction.
  - Where phase is start, change, or end.
- LetScroll(deltaX, deltaY, velocityX, velocityY, phase, fingerCount)
  - Two or more finger interaction.
  - Where phase is start, change or end.
- LetTap(x, y, fingerCount, clickCount)
- LetRotate(deltaAngle, fingerCount)
  - Where deltaAngle is the change in angle measured in radians. Positive is clockwise.
- LetZoom(deltaZoom, fingerCount)
  - Where deltaZoom is the change in zoom as a percentage. Greater than 1 is zoom in.
- LetGesture(gesture)
  - Where gestures are TBD.

### ***TRAUMA***

TYPE: trauma

#### ***Messages***

- LetLevel(level)
  - Where level is none, low, or high.

### ***TUNER***

TYPE: tuner

No GM interface.

## ***VEHICLE***

TYPE: vehicle

### ***Messages***

This section is incomplete.

- setLocked(true/false)
- letLocked(true/false)
- setHonk(time)
- letDriverDoorOpen(true/false)
- letStarted(true/false)
- letDriverSeated(true/false)
- letSpeed(int)

## ***VOICE RECOGNITION***

TYPE: vr

No GM interface.