



Robin Hood Message Directory

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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.
0.1	2013-09-05	Christopher George	Complete all GM interface section except for Head Gesture Sensor and Gaze Sensor.
0.2	2013-09-12	Christopher George	Add TTS and VR messages.
0.3	2013-10-23	Christopher George	Split voice service into separate vr an tts services.

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AMP BRIDGE

TYPE: amp

No GM interface.

AUDIO ROUTER/MIXER

TYPE: router

No GM interface.

CHIME SERVICE

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 SENSOR

TYPE: gaze

TBD

GPS

TYPE: gps

Messages

- LetPosition(latitude, longitude)

HEAD GESTURE SENSOR

TYPE: head

TBD

LEAP SENSOR

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).
 - Analagous 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 SERVICE

TYPE: media

No GM interface.

NAVIGATION SERVICE

TYPE: navigation

Messages

- GetWaypoints()
 - Request the current waypoints.
- SetWaypoints ([{name, address}, ...])
 - Change to a new set of waypoints.
 - Where an empty array means no waypoints.
- LetWaypoints ([{name, address}, ...])
 - Report the current destinations.
 - Where an empty array means no waypoints.

NOTICE MANAGER

TYPE: notice

Message

- SetAddNotice(notice)
 - Set a new notice to set.
- GetStatus()
 - Request notices length.
- LetStatus(count)
 - Where count is the total number of notices available.
- GetNotices(start, end)
 - Where start and end indicate a window into the list of notices.
- LetNotices(start, notices)
 - Where start is the beginning of a window into the list of notices.
 - Where notices is an array of notice objects.
- SetDeleteNotice(id)

Notice Class

A notice will contain the following properties:

- title
- text
- options
 - An array of actions
- type
 - One of an enumeration of valid notice types.
- priority
 - One of an enumeration of notice priorities.
- id

Action Class

An action will contain the following properties:

- name
- action
 - One of an enumeration of valid actions types.
- data
 - A string of data associated with the action. May be null.

PHONE SERVICE

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 inCall.
- SetText(recipient, text)
 - Send a text.

PROXIMITY SERVICE

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.

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.

TRACK PAD

TYPE: touch

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.

TEXT-TO-SPEECH

TYPE: tts1

Messages

- LetText(text)
 - Where text is the text that is being spoken.
- LetTextComplete(text)
 - Where text is the text that was spoken.
- SetCacheText(text)
 - Where text is the cache to prefetch and cache.
- SetClearCache()
 - Clear the cache.
- SetText(text)
 - Where text is the text to speak.

TRAUMA SERVICE

TYPE: trauma

Messages

- GetLevel()
 - Request the current trauma level.
- LetLevel(level)
 - Where level is none, low, or high.

TUNER SERVICE

TYPE: tuner

No GM interface.

VEHICLE SERVICE

TYPE: vehicle

Messages

This section is incomplete.

- GetLocked()
- SetLocked(true/false)
- LetLocked(true/false)
- SetHonk(time)
- LetDriverDoorOpen(true/false)
- LetStarted(true/false)
- LetDriverSeated(true/false)
- LetSpeed(int)

VOICE RECOGNITIOND

TYPE: vr

Messages

- LetCapture(true/false)
 - Report the status of voice capture.
- SetCapture(start)
 - Where start = true to begin capture, and false to end capture.
- LetText(text)
 - Where text is the text that was spoken.