uint8\_t AnswerUT[13] = {"\*UnknownTeam\r"};

uint8\_t AnswerARD[21] = {"\*DisconnectRelays:Ok\r"};

uint8\_t AnswerARC[18] = {"\*ConnectRelays:Ok\r"};

uint8\_t AnswerCR[16] = {"\*CloseRelays:Ok\r"};

uint8\_t AnswerOR[15] = {"\*OpenRelays:Ok\r"};

uint8\_t AnswerGCRN[1000] = {"\*ClosedRelayNames:"};

uint8\_t CommandARD[18] = {"\*DisconnectRelays"};

uint8\_t CommandARC[15] = {"\*ConnectRelays"};

uint8\_t CommandCR[14] = {"\*CloseRelays:"};

uint8\_t CommandOR[13] = {"\*OpenRelays:"};

uint8\_t CommandGCRN[21] = {"\*GetClosedRelayNemes"};

uint8\_t CommandORA[16] = {"\*OpenRelays:All"};