Byte	Block	Byte Info	HEX	Extra info (numbers as int by default)			Coded HEX
0	Flags (3 bytes)	Block len	02	= 2 bytes			02
1		Block type = flags	01				01
2		Block/Flag data	0-	0x01 or 0x02			0-
3	Data (28 bytes)	Block len	1b	= 27 bytes			1b
4		Block type = data	03	0x03 - complete list of 16 bit UUIDs, unknown if 0xFF is accepted			03
5		Protocol prefix (4 bytes)	f0				f0
6			08				08
7			10			CRC16 input	10
8			80				80
9		Unknown/static	00		Coding input (coding before CRC)		--
10		Counter	CNT	Increases with each sent command, probably kind of extra seed.			--
11		PAR3/static	FF	LSB, MSB - 16bit little endian parameter. Static = 256.			--
12			00				--
13		Remote/App ID	ID (LSB)				--
14			ID (3B)				--
15			ID (2B)				--
16			ID (MSB)				--
17		PAR5/static	00	Static parameter = 0			--
18		Lamp command	CMD	0x10 - Power On, 0x11 - Power off, 0x28 - Setup/Pair, etc..			--
19		Unknown/static	00				--
20		Unknown/static	00				--
21		Unknown/static	00				--
22		Argument 1	ARG1				--
23		Argument 2	ARG2				--
24		Unknown/static	00				--
25		Unknown/static	00				--
26		Unknown/static	00				--
27		Random/seed RND	R LSB	LSB, MSB - 16bit little endian random number			R LSB
28			R MSB				R MSB
29		CRC16		CRC-16-CCITT, the input array is prefixed with extra copy of RND (16 bit little endian) before CRC being calculated - so we have both RND in the begining and end of the extended input			CRC LSB
30							CRC MSB

Cmd	Cmd type	Arg1	Arg2
10	Power on	00	00
11	Power off	00	00
28	Setup/Pair	00	00
21	Set channels	CH1	CH2