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		Block len	1b	= 27 bytes (or 1a = 26 bytes)			1b
4	Data (27 bytes)	Block type = data	03	0x03 or 0xFF, 0x03 - complete list of 16 bit UUIDs, 0xFF - manufacturer specific			03
5		Protocol prefix/ static (11 bytes)	71				f9
6			Of				08
7			55				49
8			aa			13	
9			98				f0
10			43				69
11			af			25	
12			0b				4e
13			46			31	
14			46			Coding input (coding after CRC)	51
15			46				ba
16		Lamp command	CMD	0x10 - Power On, 0x11 - Power off, 0x28 - Setup/Pair, etc			
17		Remote/App ID	ID1		(cod		
18			ID2				
19		Argument 1	ARG1				
20		Argument 2	ARG2				
21		Unknown/static	XX				
22		Random/seed	RND				
23		Unknown/static	00				71
24		Unknown/static	XX				
25		Unknown/static	XX				
26		Unknown/static	00				55
27		Unknown/static	XX				
28		CRC16		CRC-16-CCITT with precomputed lookup table			CRC MSB
29							CRC LSB
30	XX	Dummy byte	4c	Not needed when packet is only 30 bytes long			4c
Cmd	Cmd type	Arg1	Arg2				
10	Power on		00				
11	Power off	00	00				
28	Setup/P air	ID MSB	ID LSB				
21	Set channel s	CH1	CH2				