

## Baytek-DQuid Protocol

Request Protocol (from DQuid IO)			
Bytes	1		1
Nibble	H(4MSb)	L(4LSb)	
Content	Req	ID	PL
Description			
	Req	0b1010 = 0xA = DQuidIO requests to Baytek MotherBoard	
	ID	Signal ID. See "Signals" folder	
	PL	Signal payload. See "Signals" folder	
Baytek Mother Board responses			
Bytes	1		1
Nibble	H(4MSb)	L(4LSb)	
Content	Res	ID	PL
Description			
	Res	0b1011 = 0xB = Baytek MotherBoard responses to DQuid IO	
	ID	Signal ID. See "Signals" folder	
	PL	Signal payload. See "Signals" folder	

# Baytek-DQuid Protocol

## Signals of the Request protocol

Signal Name	Get/Set	ID	PL	Description	FlappyBird specific	Piano Tiles specific	PrizeHub specific
Get Version and ID Informaiton	Get	0x0	0x00	Get Machine ID. ID identifies Machine type (Flappy, Piano Tiles etc.)			
			0x01		Get major game version	Get major game version	Get major game version
			0x02		Get minor game version	Get minor game version	Get minor game version
			0x03		Get embedded aux board major version	Get embedded aux board major version	Gin subminor game version
			0x04		Get embedded aux board minor version	Get embedded aux board minor version	Get embedded aux board major version
			0x05		Command not Applicable	Command not Applicable	Get embedded aux board minor version
Play sound	Set	0x1	0x00	Play sound in game			Command not Applicable
Get last score	Get	0x2	0x00	Get last score LSB			Command not Applicable
			0x01	Get last score MSB			Command not Applicable
Set lights	Set	0x3	0x00	Set game control lights			Command not Applicable
			0x01	Set green lights			Command not Applicable
			0x02	Set yellow lights			Command not Applicable
			0x03	Set light blue lights			Command not Applicable
			0x04	Set blue lights			Command not Applicable
			0x05	Set purple lights			Command not Applicable
			0x06	Set red lights			Command not Applicable
			0x07	Set white lights			Command not Applicable
Get game mode	Get	0x4	0x00	Get current game mode			Command not Applicable
Toggle input	Set	0x5	0xzz	Toggle input bitwise encoded	Flappy Bird: 0xzz=0x01=Button Pressed	Key #1-#4 = bits 0x0000bbbb	Command not Applicable
Add credits	Set	0x6	0xzz	Add 0xzz number of credits to the game			Command not Applicable
Clear all credits	Set	0x7	0x00	Clear all credits from the game			Command not Applicable
Dispense tickets / Add tickets	Set	0x8	0xzz	Dispense 0xzz tickets from the game			This command for Prizehub is for ADDING tickets to the Prizehub
Get Machine Statistics #1		0xA	0xzz	Get Game Statistic #0	Number of Games Played LSB	Number of Games Played LSB	Total Tickets Added LSB
				Get Game Statistic #1	Number of Games Played MSB	Number of Games Played MSB	Total Tickets Added MLSB
				Get Game Statistic #2	Number Of Tickets Dispensed LSB	Number Of Tickets Dispensed LSB	Total Tickets Added MSB
				Get Game Statistic #3	Number Of Tickets Dispensed MSB	Number Of Tickets Dispensed MSB	Total Tickets Redeemed LSB
				Get Game Statistic #4	Current Daily High Score	Command not Applicable	Total Tickets Redeemed MLSB
				Get Game Statistic #5	Command not Applicable	Command not Applicable	Total Tickets Redeemed MSB
				Get Game Statistic #6	Command not Applicable	Command not Applicable	Total Tickets Printed LSB
				Get Game Statistic #7	Command not Applicable	Command not Applicable	Total Tickets Printed MSB
Get Machine Statistics #2	Get	0xb	0x00 - 0xff	Get Specific Game Information / Settings Information	Command not Applicable	Command not Applicable	0x00 - 0xFF corresponds to Prize Location On PrizeHub
Get Machine Statistics #3	Get	0xc	0x00 - 0xff	Get Specific Game Informaiton / Setting Information	Command not Applicable	Command not Applicable	0x00 - 0xFF corresponds to Prize Location On PrizeHub

# Baytek-DQuid Protocol

## Signals of the Response protocol

Signal Name		ID	PL	Description	FlappyBird specific	Piano Tiles specific	PrizeHub specific
Send Game Version		0x0	0x00	Get Machine ID. ID identifies Machine type (Flappy, Piano Tiles etc.)	0x00	0x01	0x02
			0x01		Return major version of Flappybird	Return major version of Piano Tiles	Return major version of PrizeHub
			0x02		Return minor version of Flappybird version	Return minor version of Piano Tiles version	Return minor version of PrizeHub version
			0x03		Return aux board major version	Return aux board major version	Return subminor version of PrizeHub version
			0x04		Return aux board minor version	Return aux board minor version	Return controller board major version
			0x05		Command not Applicable	Command not Applicable	Return controller board minor version
Send Play sound ACK		0x1	0x00	Send Play sound in game acknowledgement			Command not Applicable
Send last score		0x2	0xzz	Send last score LSB			Command not Applicable
			0xzz	Send last score MSB			Command not Applicable
Send lights ACK		0x3	0x00	Send game control lights acknowledgement			Command not Applicable
			0x01	Send green lights acknowledgement			Command not Applicable
			0x02	Send yellow lights acknowledgement			Command not Applicable
			0x03	Send light blue lights acknowledgement			Command not Applicable
			0x04	Send blue lights acknowledgement			Command not Applicable
			0x05	Send purple lights acknowledgement			Command not Applicable
			0x06	Send red lights acknowledgement			Command not Applicable
			0x07	Send white lights acknowledgement			Command not Applicable
Send game mode		0x4	0x00	Send current game mode	Flappy Bird: 0x00=Attract Mode	Piano Tiles: 0x00=Attract Mode	Command not Applicable
			0x01	Send current game mode	Flappy Bird: 0x01=Game Playing	Piano Tiles: 0x01=Game Playing	
Send Toggle input ACK		0x5	0x00	Send Toggle input acknowledgement			Command not Applicable
Send Add credits ACK		0x6	0xzz	Send Add credits acknowledgement			Command not Applicable
Send Clear all credits ACK		0x7	0x00	Send Clear all credits acknowledgement			Command not Applicable
Send Dispense tickets / Add tickets ACK		0x8	0xzz	Send Dispense tickets acknowledgement			
Send Machine statistic		0xA	0xzz	Send statistic #0	Number of Games Played LSB	Number of Games Played LSB	Total Tickets Added LSB
				Send statistic #1	Number of Games Played MSB	Number of Games Played MSB	Total Tickets Added MLSB
				Send statistic #2	Number Of Tickets Dispensed LSB	Number Of Tickets Dispensed LSB	Total Tickets Added MSB
				Send statistic #3	Number Of Tickets Dispensed MSB	Number Of Tickets Dispensed MSB	Total Tickets Redeemed LSB
				Send statistic #4	Current Daily High Score	Command not Applicable	Total Tickets Redeemed MLSB
				Send statistic #5	Command not Applicable	Command not Applicable	Total Tickets Redeemed MSB
				Send statistic #6	Command not Applicable	Command not Applicable	Total Tickets Printed LSB
				Send statistic #7	Command not Applicable	Command not Applicable	Total Tickets Printed MSB

## Baytek-DQuid Protocol

Send Machine Statistics #2	Get	0xB	0x00 - 0xff	Send Specific Game Information / Settings Information	Command not Applicable	Command not Applicable	Returns the number of vend successes for the location specified above, or returns 0xff for location does not exist
Send Machine Statistics #3	Get	0xC	0x00 - 0xff	Send Specific Game Informaiton / Setting Information	Command not Applicable	Command not Applicable	Returns the number of vend failures from the location specified above, or returns 0xff for location does not exist