

If you wish to trigger a specific scene without waiting for an answer from the STICK, use the following kind of datagram:

All the datagrams must be sent via the ! " protocol, on the # \$ % & port'

! " ! atagram to trigger Stick(s scenarios) * # +ytes,'

*	! ! - . /	. bytes	Array of . characters' 0alue must be 1Stick2 *3
#	4pCode	# bytes	4peration code' 0alue must be 5
%	Scene6umber	# bytes	Scene number from * to #&&'). buttons 7 #8 pages,

97ample:

: or tiggering scene number #) " age A, button #,:

Stick2 * 5 &&# ; &78% &7<8 &759 &75C &75= &7<\$ &758 &78: &7&5 &7&& &7&# &7&&

: or triggering scene #&) " age C, button \$,:

Stick2 * 5 &#& ; &78% &7<8 &759 &75C &75= &7<\$ &758 &78: &7&5 &7&& &7*\$ &7&&

6ote that each byte is inverted because of endianness:

#& in decimal ; *\$ in he7adecimal ; && *\$ as a +yte ; *\$ && in the datagram'

! " ! atagram to trigger Sticks(s buttons) * % +ytes,'

*	! ! - . /	. bytes	Array of . characters' 0alue must be 1Stick2 *3
#	4pCode	# bytes	4peration code' 0alue must be * & *
%	Scene+utton	nsigned char	Scene number * ; * Scene number # ; # Scene number % ; \$ Scene number \$; . Scene number 8 ; *5 Scene number 5 ; %# Scene number < ; 5\$ Scene number . ; *#.
\$	4ther+utton	nsigned char	4ther buttons: "age ! own ; * "age p ; # Select ; \$ +lackout ; .
8	Slider+utton	nsigned char	>epresents the slider(s value from & to * &&

; To build **SceneButton**, you must need to understand that each bit of the char is linked to a button' : or example:

If you want to simulate button *, **SceneButton** will be:

*)in binary &&&&&*, in hexa &7&*,

If you want to simulate button #, **SceneButton** will be:

)in binary &&&&&*#, in hexa &7&#,

If you want to simulate button 8, **SceneButton** will be:

5)in binary &&& &&&&, in hexa &7*&,

If you want to simulate button ., **SceneButton** will be:

*#.)in binary *&&&&&, in hexa &7.&.,

; To build **OtherButton**, it's the same' : or example:

"age ! own is *)&7&*,

"age p is #)&7&#,

Select is \$)&7&\$,

+lack4ut is .)&7&.,

; The last char **SliderButton** is just the slider value between & and *&&'

example in C:

int i @ .8A

+yte b @)+yte, iA

below are a few examples:

Empty datagram:

Stick2 * * &* &&& &&& &&& ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7&& &7&& &7&&

Triggering scene 8 datagram:

Stick2 * * &* &*5 &&& &&& ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7*& &7&& &7&&

"Pressing Select button datagram:

Stick2 * * &* &&& &&\$ &&& ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7&& &7&\$ &7&&

Changing slider value to .8 datagram:

Stick2 * * &* &&& &&& &.8 ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7&& &7&& &788

You can also simulate the multi touch capabilities of the Stick:

Activate audio triggering)Select C +utton <,::

Stick2 * * &* &5\$ &&\$ &&& ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7\$& &7&\$ &7&&

"Pressing buttons 8 and . simultaneously:

*5 0 *#.)in binary *&&* &&&, in hexa &7=&.,

Stick2 * * &* *\$ \$ &&& &&& ; &78% &7<\$ &75= &75% &75b &78f &788 &7%* &758 &7&& &7=& &7&& &7&&

Finally, you must send an empty datagram _____ 1button pressed3 datagram so the stick understands that the 1virtual finger3 has been lifted up from it'

6.4 T9: All the commands described are subject to change without notice' This is 6.4 T an official release of the protocol' Use it at your own risk'