

PLAYTONE

Byte 0: 0x00 or 0x80

Byte 1: 0x03

Byte 2 - 3: Frequency for the tone, Hz (UWORD; Range: 200 – 14000 Hz)

Byte 4 - 5: Duration of the tone, ms (UWORD; Range: ???)

Return package:

Byte 0: 0x02

Byte 1: 0x03

Byte 2: Status Byte

SETOUTPUTSTATE

Byte 0: 0x00 or 0x80

Byte 1: 0x04

Byte 2: Output port (Range: 0 – 2; 0xFF is special value meaning 'all' for simple control purposes)

Byte 3: Power set point (Range: -100 – 100)

Byte 4: Mode byte (Bit-field)

Byte 5: Regulation mode (UBYTE; enumerated)

Byte 6: Turn Ratio (SBYTE; -100 – 100)

Byte 7: RunState (UBYTE; enumerated)

Byte 8 – 12: TachoLimit (ULONG; 0: run forever)

Return package:

Byte 0: 0x02

Byte 1: 0x04

Byte 2: Status Byte

Valid enumeration for "Mode":

MOTORON	0x01	Turn on the specified motor
BRAKE	0x02	Use run/brake instead of run/float in PWM
REGULATED	0x04	Turns on the regulation

Valid enumeration for "Regulation Mode":

REGULATION_MODE_IDLE	0x00	No regulation will be enabled
REGULATION_MODE_MOTOR_SPEED	0x01	Power control will be enabled on specified output
REGULATION_MODE_MOTOR_SYNC	0x02	Synchronization will be enabled (Needs enabled on two output)

Valid enumeration for "RunState":

MOTOR_RUN_STATE_IDLE	0x00	Output will be idle
MOTOR_RUN_STATE_RAMPUP	0x10	Output will ramp-up
MOTOR_RUN_STATE_RUNNING	0x20	Output will be running
MOTOR_RUN_STATE_RAMPDOWN	0x40	Output will ramp-down