7.Communication protocol and control instruction code

Communication protocol：（Baud rate 115200, data bits 8, stop bit 1, no parity bit ）

Type	control instruction	Functional description
Operating instructions	aXb.take.	Switch a channel input to b channel output
	aX1-b.take.	Switch a channel input to 1-b channel output
	aXb1,b2,b3.take.	Switch a channel input to b1,b2,b3 channel output
	a1Xb1.a2Xb2.a3Xb3.take.	Switch a1,a2,a3 channels input to corresponding b1,b2,b3 channels output
	Save[Y].	Save current scene to [Y], [Y] means number keys from 1 to8
	Recall[Y].	recall the input/output switching saved in [Y], [Y] means number keys from 1 to 8
	Buzzer on..	Turn on buzzer
	Buzzer off.	Turn off buzzer

Remarks:

1. a represent input , b represent output,The subscript "1", "2", "3" in instruction are not input characters.Numerical range of a and b decided according to the matrix type. For example, S-Mix32*32 matrix has up to 32 input/output channels. Any channel out of range of 1-32 would be regarded as input error.

2、 Do not forget the last punctuation ".". Every instruction ends with the punctuation ".". Punctuations are all English punctuations;

3、Pay attention to the letter case. (Save/Recall/Buzzer These 3 words should be capitalized.)

Examples of some codes

1.Input "1X2.take." to switch NO. 1 channel input to NO. 2 channel output;

2.Input"1X1-5.take." to switch NO. 1 channel input to NO. 1-5 channels output.

3.Input "1X3,4,5.take." to switch NO. 1 channel input to NO. 3,4,5 channel output;

4.Input "4X3.5X4.6X5.take." to switch NO. 4,5,6 channel input to NO. 3,4,5 channel output;

5.Save current scene: Save[Y].

For example: Input "Save7." to save the current scene to NO.7 storage unit.

6.Load the saved code: Recall[Y].

For example: Input "Recall7." to load the scene saved in NO.7

storage unit.

7.Turn on and turn off the buzzer.

For example:

Buzzer on: The buzzer is turned on, and we hear buzzing when switching .

Buzzer off: The buzzer is turned off, and we hear no buzzing when switching .