

## Communication with interface Net512 for an external application

### In the external application

The communication has to be established in UDP, on the interface Net512 port (which is 7349 by default).

### Network message sent by the external application

#### **10|{button nb}|BUTTONPRESSED|**

{button nb} is the number of the button to press.

It goes from "0" (button 1) to "8" (button 9).

It is "9" for the button "-".

It is "10" for the button "+".

It is "11" for the button "=".

#### Examples

**10|0|BUTTONPRESSED|** - to press button 1

**10|1|BUTTONPRESSED|** - to press button 2

...

**10|8|BUTTONPRESSED|** - to press button 9

**10|9|BUTTONPRESSED|** - to press button "-"

**10|10|BUTTONPRESSED|** - to press button "+"

**10|11|BUTTONPRESSED|** - to press button "="

### Network message returned by the interface Net512

#### **10|1111xxxxxxxxxxxx|**

"x" is the state of each button.

"1" means off.

"0" means on.

#### Examples

**10|1111111111111110|** - means button 1 is on

**10|1111111111111101|** - means button 2 is on

...

**10|1111111011111111|** - means button 9 is on

**10|1111110111111110|** - means button "-" is on

**10|1111101111111110|** - means button "+" is on

**10|1111011111111110|** - means button "=" is on

**10|1111111011111101|** - means button 2 and button 9 are on

Note: when there is no uploaded scene in a button, its state is always off.