

STICK Remote Protocol

1 – Quick Triggering

If you just want to start a specific scenario use the following kind of packet:

Send a TCP Packet to port 2431 or UDP packet to 2430 to trigger the STICK.

Field	Name	Size	Description
1	ID[8]	8 bytes	Array of 8 characters. Value must be “Stick_3A”
2	OpCode	2 bytes	Operation code. Value must be 109
3	Scene nr.	2 bytes	Scene number
4	Zone Sync id.	1 byte	For synchronising zones between controllers
5	Command	1 byte	The scene state - paused/stoped
6	Dimmer val.	2 bytes	The configured dimmer value
7	Speed val.	2 bytes	The configured Speed Value
8	Unused	1Byte	Alignement
9	Unused	1Byte	Alignement
10	Color val.	4 bytes	The configured color value

Quick triggering commands:

Scene Off	0
Scene On	1
Scene Pause Off	2
Scene Pause On	3
Scene Reset	4
Scene Dimmer Set	5
Scene Speed Set	6
Scene Color Set	7
Black Out Off	8
Black Out On	9

Example:

All the packets must be sent via TCP protocol, on the 2431 port.

To trigger a scene: Scene Number = Page Number * 50 + SceneNumber

The maximum number of scenes per page is 50. If more than 50 scenes have been added to a page, a second page will be allocated even if it does not appear this way on the display.

For triggering scene 5 on page A (page 0):

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x6D 0x00) (0x05 0x00)(0x00)
(0x01)(0x00 0x00)(0x00 0x00)(0x00 x00)(0x00 0x00 0x00 0x00)

For triggering scene 5 on page B (page 1 as pages are numbered from 0):

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x6D 0x00) (0x37 0x00)(0x00)
(0x01)(0x00 0x00)(0x00 0x00)(0x00 x00)(0x00 0x00 0x00 0x00)

For setting color RGB-FFFFFF for scene 5 on page B:

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x6D 0x00) (0x37 0x00)(0x00)
(0x07)(0x00 0x00)(0x00 0x00)(0xFF 0xFF 0xFF 0x00)

Note: to send a scene number higher than 255, set the 2nd scene byte to 0x01

2 – Button Simulation

Send TCP Packet to port 2431 to trigger STICK's buttons.

Field	Name	Size	Description
1	ID[8]	8 bytes	Array of 8 characters. Value must be "Stick_3A"
2	OpCode	1 byte	Operation code. Value must be 101
3	Button_ID Mask	1 byte	The number of button
4	Button Event Mask	1 byte	Button Event - SingleClick/Touched/Released
5	aValue	1 byte	Represents the slider's value you want to set

Button ID		
ButtonLeft	7	Button on left side to the screen
Button ON_OFF	1	Button to Turn on/off the device
Button Right	2	Button on right side to the screen
Button UNDO	5	Button to acknowledge last changes
Button COLORCONF	9	Start <u>colorconfig</u> screen
Button DIMMERCONF	8	Start Dimmer screen
Button SPEED	4	Change the speed of the current speed
Button SCENE	3	Start scene screen
Button Set	0	Used in menu to set value
Button Cancel	6	Used in menu to cancel operation
Slider	10	Moving slider
Button Event		
Single Click	1	Button Touched and released
Touched	2	Button Touched
Released	3	Button Released after touched
Double CLick	4	Button Touched and Released Twice in defined time
Long Touch	5	Button Touched for longer defined time
Ultra Long	6	Button Touched for long defined time, mostly used for hidden functions
Semi Touch	7	Touch longer than click, but much shorter than long touch. Used by slider during sliding on.
No Event	8	

Examples:

Single Click on Scene Button datagram:

(Stick_3A) (101) (003 001 000)

>>>

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x65) (0x03 0x01 0x00)

Long Touch on Arrow Left Button datagram:

(Stick_3A) (101) (003 005 000)

>>>

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x65) (0x03 0x05 0x00)

Changing slider value to 85 datagram:

(Stick_3A) (101) (00A 008 055)

>>>

(0x53 0x74 0x69 0x63 0x6b 0x5f 0x33 0x41) (0x65) (0x0A 0x08 0x55)

The status message:

As soon you will get connected to Stick3 on port 2431, the STICK will send you a status packet every 5s.

Field	Name	Size	Description
1	ID[8]	8 bytes	Array of 8 characters. Value must be "Stick_3A"
2	OpCode	1 bytes	Operation code.
3	Version nr	1 byte	0x02
4	Scene nr	2 bytes	The number displayed on the <u>scene screen</u>
5	Scene Name[12]	12 bytes	The currently played scene Name 12 characters
6	Zone number	1 byte	The currently <u>dispalyed</u> zone on <u>scene screen</u>
7	Zone name[12]	12 bytes	The Currently displayed zone name
8	Dimmer value	2 bytes	The number displayed on the dimmer screen
9	Color Value R	1 byte	The red value displayed on the color screen
10	Color Value G	1 byte	The green value displayed on the color screen
11	Color Value B	1 byte	The blue value displayed on the color screen
12	Speed Value	2 bytes	The number displayed on the speed screen
13	Speed Icon Visible	1 byte	indicator if speed icon is visible/have been modified
14	Color Icon Visible	1 byte	indicator if color icon is visible/have been modified
15	Dimmer Icon Visible	1 byte	indicator if dimmer icon is visible/have been modified
16	Remote Clients Count	1 byte	Number of connected remote clients
17	Live Mode Is Activated	1 byte	Live mode is activated by <u>ethernet</u> or USB client
18	Screen Current	1 byte	The currently displayed screen
19	Led Status	1 byte	The current status of <u>onboard leds</u>
20	Zone Count	1 byte	The current status of <u>onboard ledsCount of configured zones</u>
21	Scene State	1 byte	Number of configured zones The currently displayed scene state" The currently displayed scene state"
22	Is Image Displayed	1 byte	The scene picture
23	Is Image OnFulscreen	1 byte	if the scene picture is displayed in <u>fullscreen</u> mode or not

Packets must be sent to the stick via TCP on port 2431.

A maximum of 6 remote clients can be connected to one Stick_3A device.