



HM10 SERIAL PRO

Content

- Replacement Board Overview of Commands 2
 - Command list..... 2
 - Commands for Prototype, Series 1, Series 2 2
 - Command syntax and combinations 3
- HM10 Serial Pro - Establish connection 4
- HM10 Serial Pro Console 5
- HM10 Serial Pro - Define Function Button 6

- Figure 1 establish a connection 4
- Figure 2 console..... 5
- Figure 3 command buttons 6
- Figure 4 Button configuration (part 1) 7
- Figure 5 button configuration (part 2) 8
- Figure 6 button configuration (part 3) 10

Replacement Board Overview of Commands

To control the board commands are defined, these are sent via Bluetooth connection from the app to the board.

Android has a matching app that controls communication with the board.

For iOS, the app is in work. To still control the board with an iOS device, the app HM10 Serial Pro is used.

Command list

Values in <> brackets must be specified.

Values in {} brackets can be specified.

Commands for Prototype, Series 1, Series 2

Command	Description	Note
c:<channel#>{<channel#>...<channel#>}{&}	Channel <channel#> on / off	Channel counting starts at 0! channel 1 = c:0&
con{&}	Switch on channels 1-10	
coff{&}	Switch channels 1-10 off	
f:<channel#>Y{&}	Channel <channel#> flicker	
b:<channel#>:<BlinkOn>:<BlinkOff>{&}	Channel <Channel#> flash with frequency BlinkOn / BlinkOff	Flashing frequency is given in milliseconds
s:<SoundNumber>{&}	Play sound file <sound#> from directory MP3 play	only with optional sound module
s:<Folder><SoundNumber>{&}	Play sound file <Sound#> from folder <folder>	only with optional sound module
r{&}	Ramp open/close	
n{&}	Engine on/off	
ne{&}	Engine effects on/off	only with optional Neopixel module
nc{&}	Command ne off: engine colour white or blue	only with optional Neopixel module
nc{&}	Command ne on: Change effect	only with optional Neopixel module
q:<1/2>	Fire Quadgun Type 1 or 2	Sound file 2 or 3 from Folder 99 will be played
V:<-/+>{&}	Volume down (-) or up (+)	
V:<Value>{&}	Set volume to value	Values between 1 and 30 allowed

Command syntax and combinations

The basic syntax of the commands is

```
commando:parameter1:parameterN&
```

Kommandoblock	Bedeutung
Command	Command letter(s)
Parameter1..N	Command parameter
&	command end character

The individual command blocks are separated by means of the colon.

The & -sign ends the command, after which another command block can be entered.

There are commands without parameters, the parameter block is omitted.

By means of the command end character it is possible to enter several commands in one line.

The end character is not necessary for one command per line.

Example:

Channel #1 with sound #1 from folder MP3	c:0&s:1&
Channel #1 with Sound #1 from folder #1	c:0&s:1:1&

Channel 1 is switched on or off (depending on the current channel status) by means of this command series and the sound file 1 is played from Folder MP3 or Folder 01.

A maximum of 20 characters per line is allowed.

Example of a command sequence

Command	comment
V:15&	Volume to 15 (half volume) set
s:99:4&	Play File #4 from Folder #99
c:0123&s:1:1&	Switch channels #1-4 and play sound #1 from folder #1
r&	Move ramp
c:4&s:5:1&	Switch channel #5 and play sound #1 from folder #5

HM10 Serial Pro - Establish connection

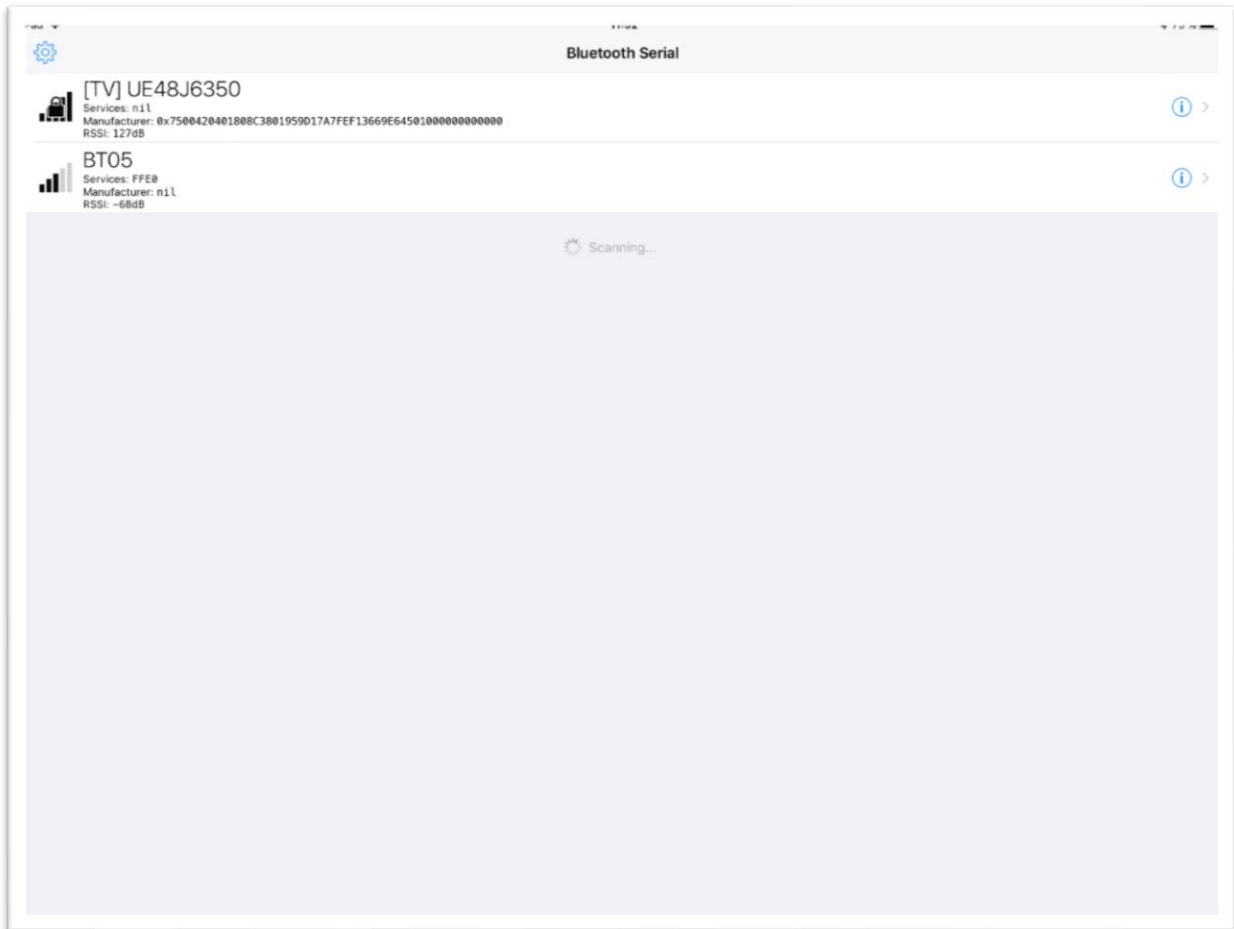


Figure 1 establish a connection

Activate the Bluetooth function on the iPhone / iPad.

After starting the HM10Serial Pro app and the board is switched on, the Bluetooth module is displayed. Mostly with the name BT05 or CC41-A

Tapping the module name will make the connection and show the console of the app.

HM10 Serial Pro Console

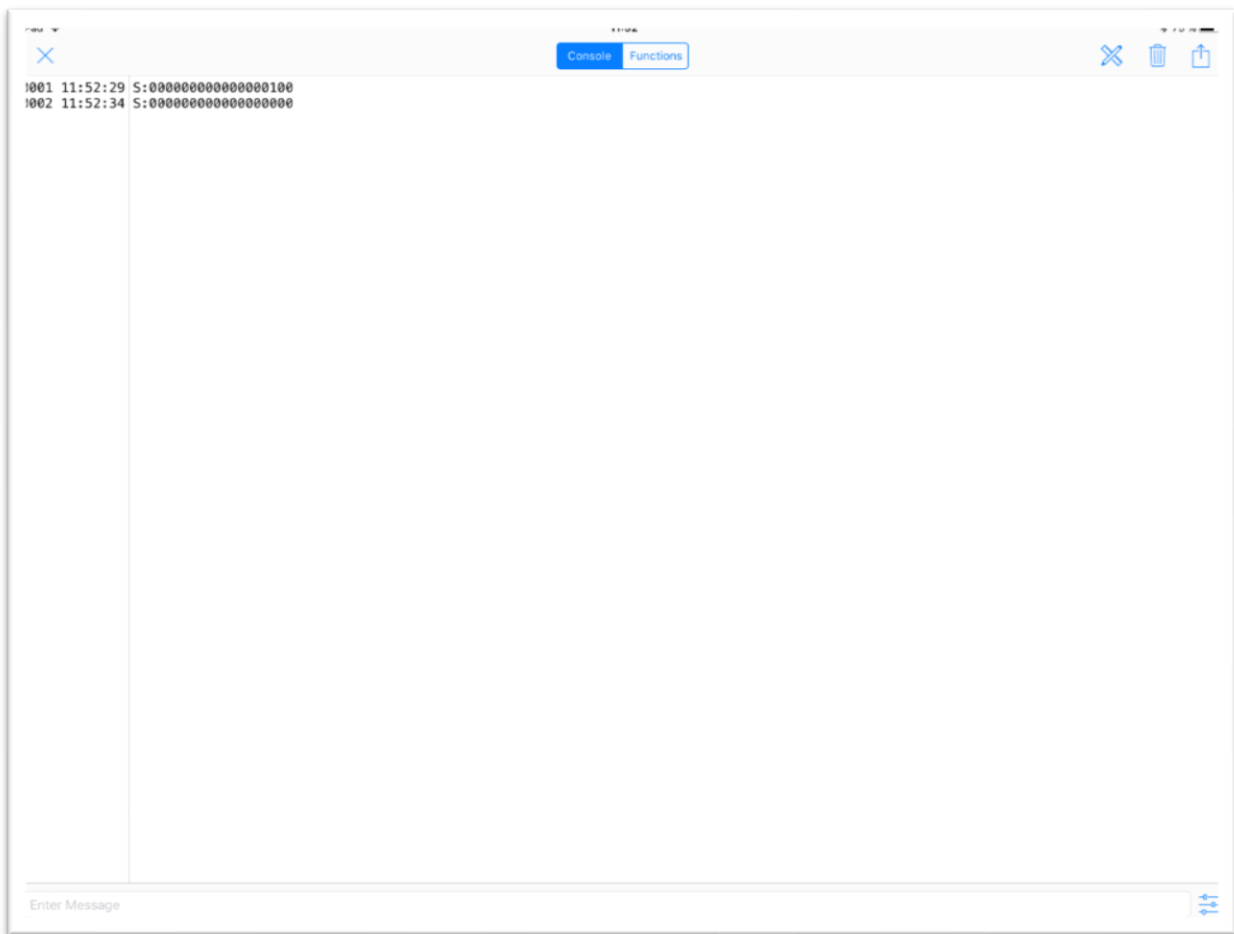


Figure 2 console

The console of the app displays all information sent by the board - the status information.

Also, appropriate commands can be sent to the board.



Button disconnects the Bluetooth connection



Button allows configuration and adding buttons



Button deletes the console output



Button allows the export of the console output to a text file

HM10 Serial Pro - Define Function Button

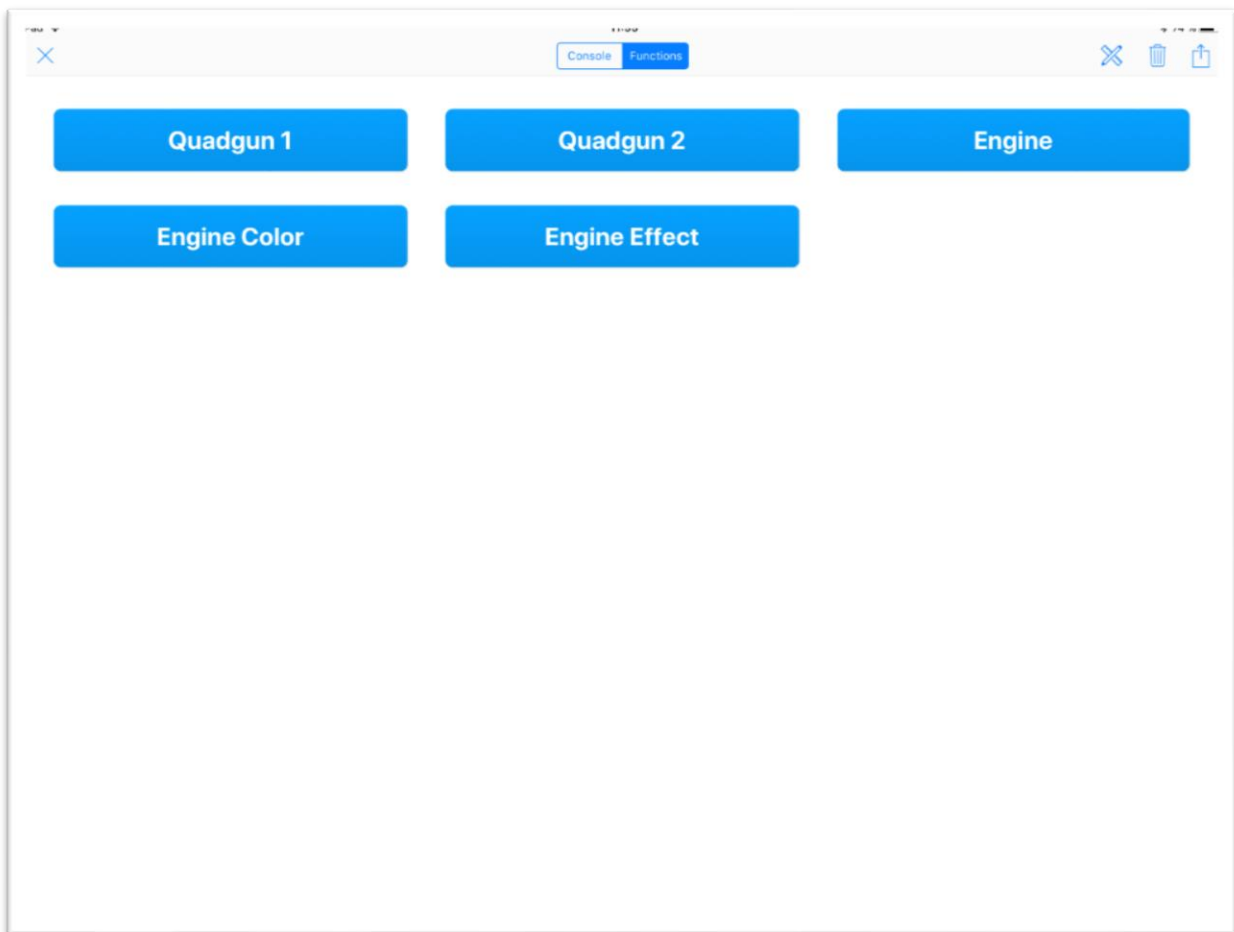


Figure 3 command buttons

For quicker sending of commands, you can define suitable buttons. These then send the appropriately configured command sequence to the board.

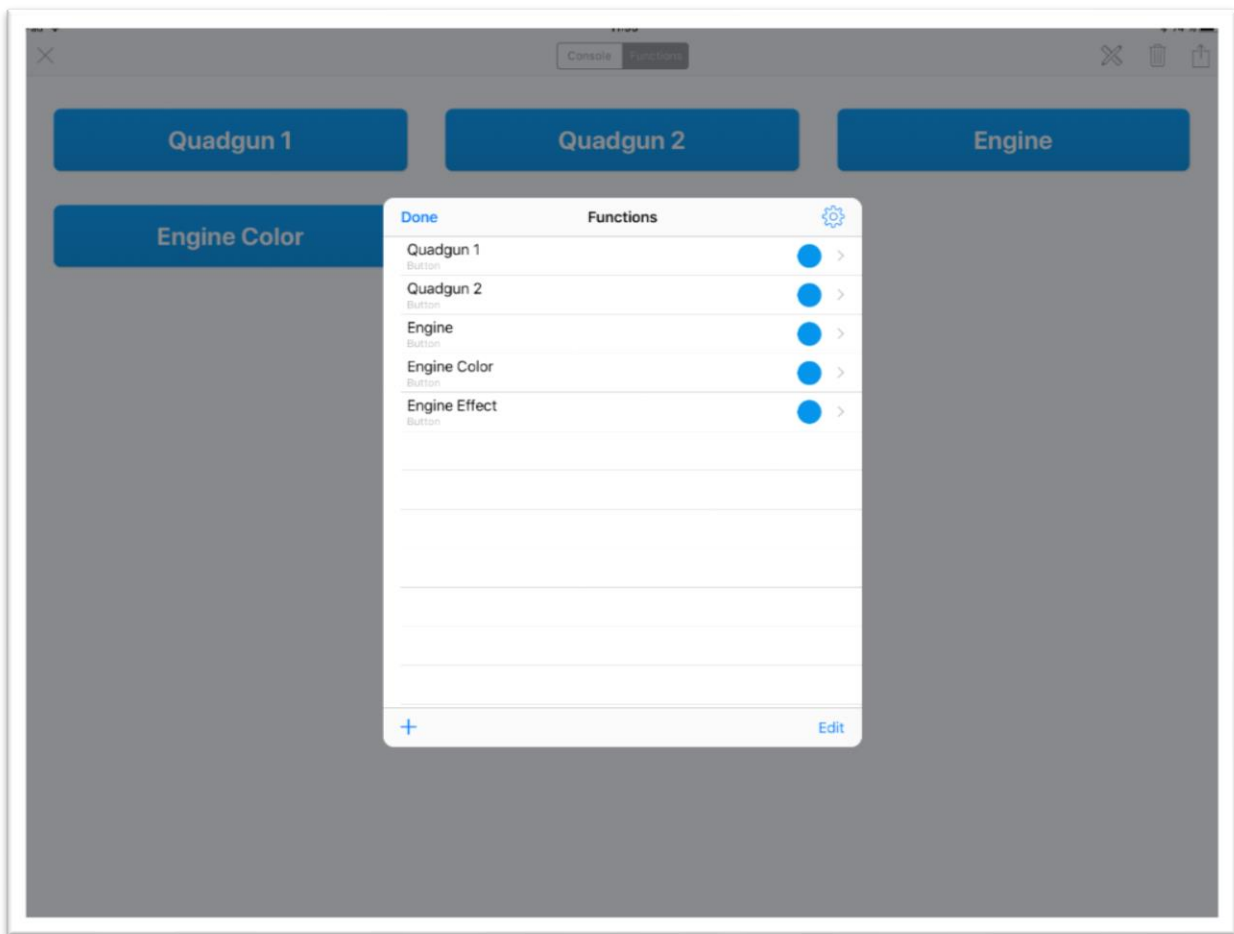





Figure 4 Button configuration (part 1)

The button Functions (A) takes you to the function config window.

Button  adds new buttons.

Button  allows the deletion of buttons

Button  allows you to change an existing button

Button  for display configuration

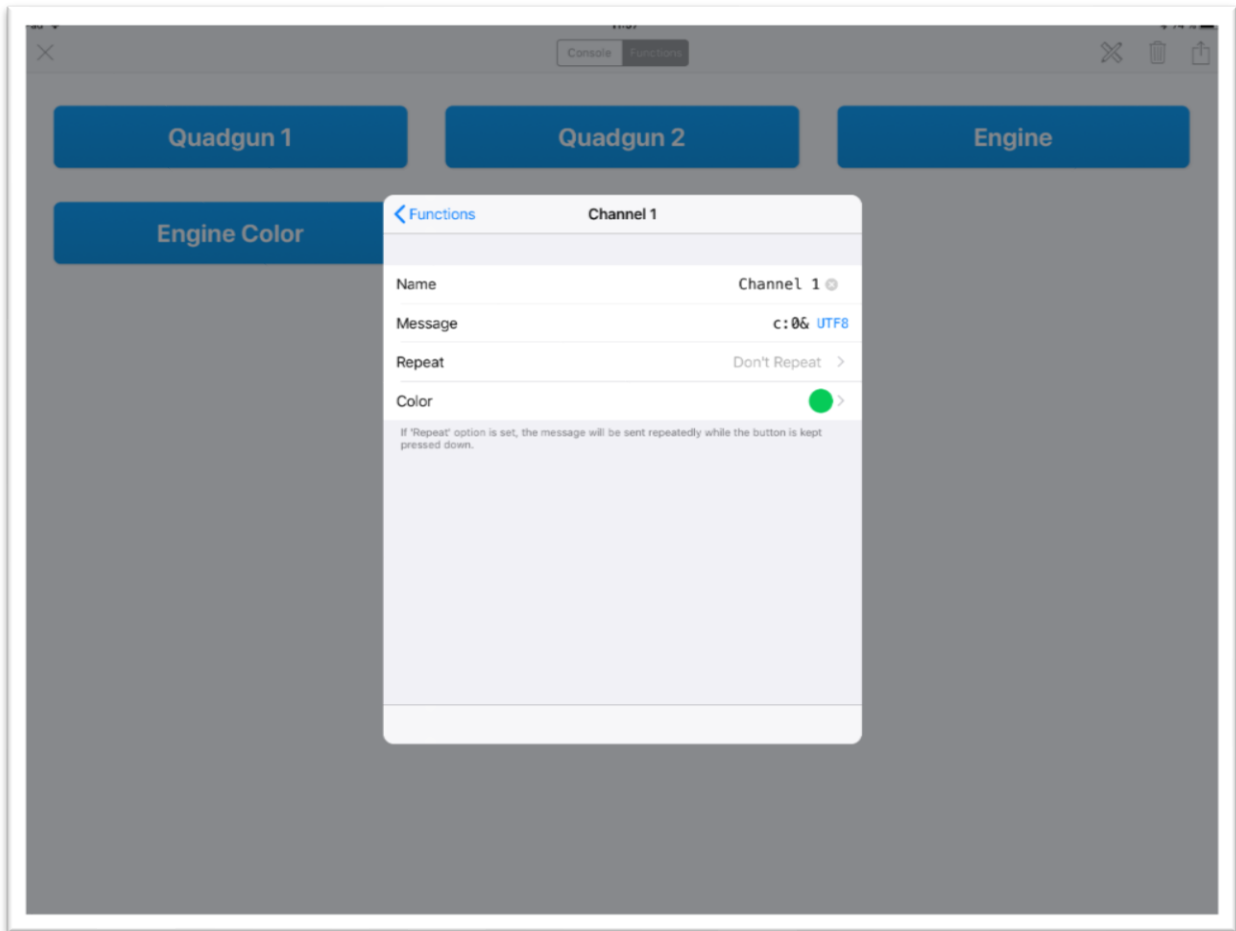



Figure 5 button configuration (part 2)

The button configuration is the same for new and existing buttons.

The following values can be adjusted:

Name	Button Name	
Message	command(s)	Change input format from HEX to UTF-8
Repeat	Don't Repeat	
Color	Button color	

Via the  button one comes to the selection of the input format:

UTF8
Hexadecimal
Decimal
Octal
Binary

Select the UTF8 format to enter the command as text.

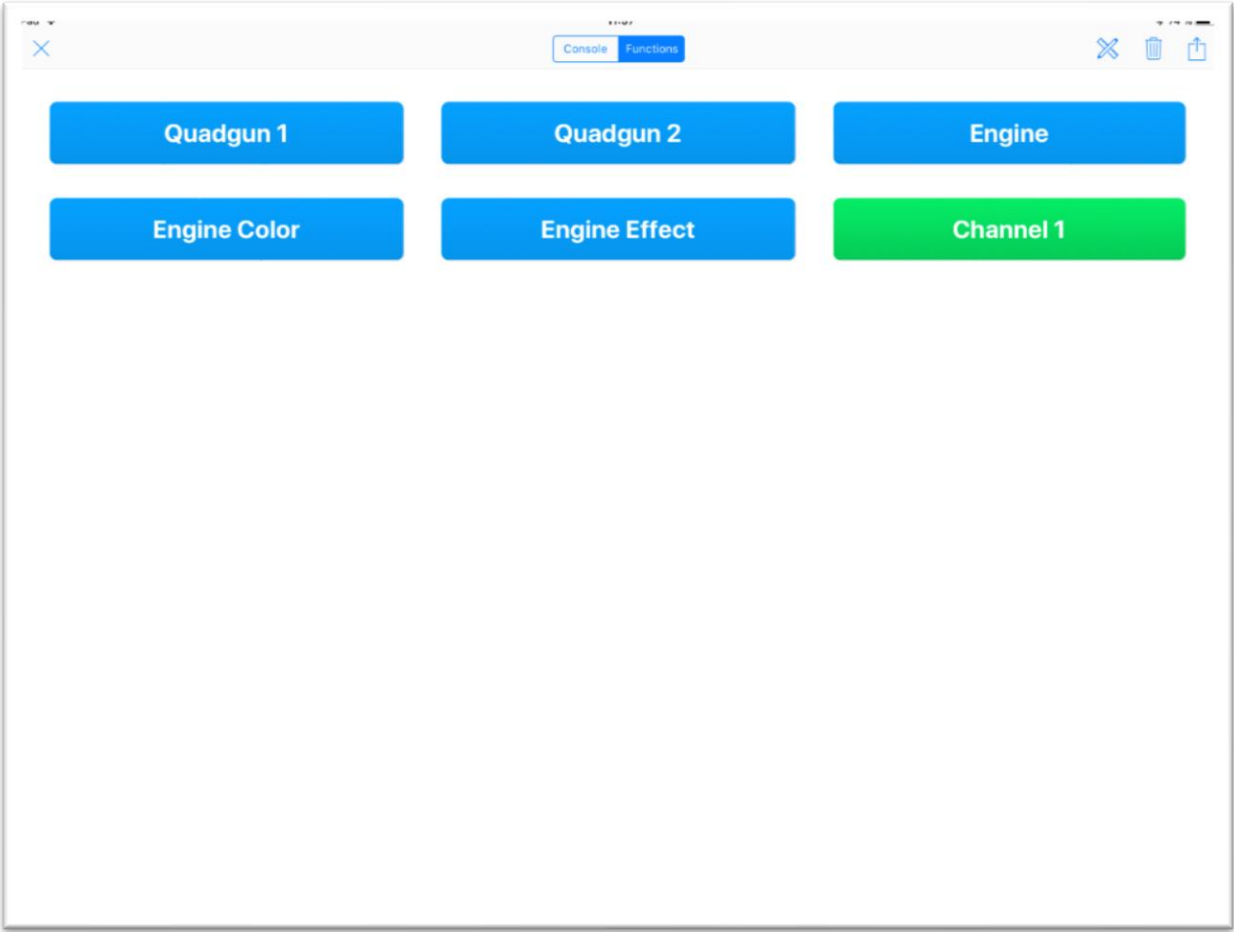


Figure 6 button configuration (part 3)