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## Application Note

# Description of 2.4G Lighting Control Remote SDK Functions

AN-19121002-E1

Version 1.0.0

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2019-12-10

### Key Words:

2.4G Lighting Control Remote, SDK Function

### Brief:

This document provides the description for 2.4G lighting control remote SDK functions.



TELINK SEMICONDUCTOR



**Published by**

**Telink Semiconductor**

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## Revision History

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### **Version 1.0.0 (2019-12-10)**

This is the initial release.

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# 1. Overview

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After a remote is powered on, the system will initialize RF, IO ports and data packets. Every remote has a 4- byte PID, which is stored in 0x3fe0 of OTP. Every time the remote send a command packet, the serial number of the packet will increase by 1.

After initialization, the system will enter normal state. The system will scan if there are keys pressed, if yes, the system will check if it is power on. If it is power on, the system will keep the group ID for later chroma or luminance adjustment. Every time the system sends a packet, the system will enter suspend for 10ms and the timer will wake it up. If there is no key pressed within 150ms, the system will enter low power mode and wait for wakeup by pressing a key.

## 2. Description of Data Structure

### 2.1 RF Packet Format

```
typedef struct{
    unsigned int dma_len;
    unsigned char rf_len;
    unsigned char rf_len1;
    unsigned short vid;
    unsigned int pid;
    unsigned char control_key;
    unsigned char rf_seq_no;
    unsigned short button_keep_counter;
    unsigned short control_key_value[3];
    unsigned char reserved;
}rf_packet_led_remote_t;
```

**dma\_len**: RF is in DMA mode, dma\_len represents the length of a packet, excluding dma\_len.

**rf\_len**: If the communication mode is private 2.4G, the length of data, rf\_len = dma\_len-1; if it's BLE mode, rf\_len as header information can be defined by users.

**rf\_len1**: If the communication mode is BLE mode, the length of data, rf\_len1 = dma\_len-2; if it's private 2.4G mode, rf\_len1 as user data can be defined by users.

**vid**: ID of product types. IDs can be defined by users according to different products.

**pid**: Product ID. Every remote has its unique ID.

**rf\_seq\_no**: Serial number of data packets. Once a command is sent by a remote, the serial number will increase by 1 automatically.

**control\_key**: Control command value. The command values are as follows:

```
typedef enum{
    LED_NONE_CMD=0, // Release button, send null value
    LED_ON_CMD, // Key on command
    LED_OFF_CMD, // Key off command
    LED_LUMINANCE_INC_CMD, // Luminance increase command
    LED_LUMINANCE_DEC_CMD, // Luminance decrease command
    LED_CHROME_INC_CMD, // Chroma increase command
    LED_CHROME_DEC_CMD, // Chroma decrease command
    LED_SET_CHRO_LUMI_CMD, // Set chroma/luminance command
    LED_NIGHT_CMD, // Nightlight command
    LED_LAST_CMD,
}Led_control_cmd;
```

**button\_keep\_counter, reserved**: Reserved

**control\_key\_value**: When the value of key\_control is *LED\_SET\_CHRO\_LUMI\_CMD*, control\_key\_value[0] indicates the luminance, and control\_key\_value[1] indicates the chroma.

## 3. Definition of Functions

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### **void gpio\_init\_func(void)**

**Function:** GPIO initialization

**Parameter:**

**Return Value:**

**Note:** Set the 5\*3 matrix keys to input state, set input ports as internal 1M pull-up resistor, set output ports as floating in idle state, set high/low level by internal pull-up/down resistor when scanning keys.

### **void set\_wakeup\_func(void)**

**Function:** Wakeup setting before entering deepsleep

**Parameter:**

**Return Value:**

**Note:** Set wakeup. Before IC enters low power mode, set the level of IO ports, set all output ports to low level so that wakeup pins can detect the low level when any key is pressed. Save the group ID of the remote and serial number of the packet to analog registers 0x3a and 0x3b. The two registers will reset until next power on. Previous data saved by other resets such as low power wakeup reset and watchdog reset will be kept.

### **void package\_data\_init\_func(void)**

**Function:** Initialization of RF packets

**Parameter:**

**Return Value:**

**Note:** Initialization of RF packets. Initialize RF packet length, read remote PIDs and VIDs, read group IDs and serial numbers of packets.

### **unsigned char remote\_key\_scan\_func(void)**

**Function:** Scan key values

**Parameter:**

**Return Value:** List values of keys pressed

**Note:**

### **void rf\_init\_func(void)**

**Function:** RF initialization

**Parameter:**

**Return Value:**

**Note:** Set RF address, buffer address for data received by RF, RF interrupt, etc.

**void send\_package\_data\_func(void)**

**Function:** Send packets

**Parameter:**

**Return Value:**

**Note:** Send every packet to four frequencies to ensure the receiving frequency matches the sending frequency.