**Simple-User-Interface-for-Machinery-Protocol (SUIfM-Protocol)**

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*Version:* 1.0

*Description:*

An abstract protocol allowing for communicating with the user though a limited set of interactive components. This protocol provides basic communication with the controlling program.

The protocol can respond to certain commands by sending back the desired output terminated by a newline-character.

Implementations of this protocol are expected to provide methods for the user to access the information provided by the protocol in some interactive way.

*Interface:*

*public functions:*

|  |  |
| --- | --- |
| Syntax | Description |
| void interpretLines(char\*) | Searches in the given null-terminated char array for commands and tries to execute those.  *parameters:* null-terminated char array with commands  *return values:* - |
| void confirm() | Sends a confirmation-message of the following format:  /confirm\r\n. Implementations of this protocol should provide an interactive method to allow an user to trigger this.  *parameters:* -  *return values:* - |
| void setControlStatus(byte) | Set the control status.  Implementations of this protocol should provide a graphical display for this status.  *parameters:* the status  *return values:* - |
| byte getControlStatus() | Return the current control status.  *parameters:* -  *return values:* the status |

*commands:*

|  |  |
| --- | --- |
| Syntax (<…>: argument) | Description |
| /s cs <status> \n | Set the control status.  Implementations of this protocol should provide a graphical display for this status.  *arguments:* status (byte): the status  *sends back:* - |
| /g cs \n | Sends back the current control status.  *arguments:* -  *sends back:* cs<byte>\r\n |