		Version 1.3		Byte 1								Byte 2								Byte 3								Byte 4							
Hex	**Use***	**Operation**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
0x	P/W/S	Long Write	lw adr,RGB(hex)[cbm-],mask	0	0	adr**						blue				green				red				b	c	-	m	mask							
4x-7x	P/W/S	Write	w adr,mask	0	1	adr**						mask								b=Auto Blink								d=1 Auto Decay							
8x-9x	S	Delay	delay value	1	0	0	x50ms					80 is NO-OP								c=1 Auto Colorwheel								m=1 momentary							
Ax	P/W/S	Short Write	sw [l,r][+,-]	1	0	1	0	m	l	a	+	Shift mask l/r, adr inc/dec and write (0xd0=write previous) set Flag if adr=0/49																							
B0-B7	P/W/S	Dec BGR	dec [b][g][r]	1	0	1	1	0	b	g	r	Decrement B,G,and/or R, set Flag if any = 0 (clamps to 0)																							
B8-BF	P/W/S	Inc BGR	inc [b][g][r]	1	0	1	1	1	b	g	r	Increment B,G,and/or R, set Flag if max (clamps to 0xDDD)																							
C0	S	Jump	jmp	1	1	0	0	0	0	0	0	Relative Address																							
C1	S	Cond Jump	jmpc	1	1	0	0	0	0	0	1	Relative Address																Jump if Flag not set							
C2	S	Call	call	1	1	0	0	0	0	1	0	Relative Address																Two-deep stack							
C3	S	Return	ret	1	1	0	0	0	0	1	1																								
C4	P/W/S	Toggle Decay	togd	1	1	0	0	0	1	0	0																								
C5	P/W/S	Toggle Blink	togb	1	1	0	0	0	1	0	1																								
C6	P/W/S	Toggle Colorwh	togc	1	1	0	0	0	1	1	0																								
C7	P/W/S	(spare)		1	1	0	0	0	1	1	1																								
C8	P/W/S	Erase	erase	1	1	0	0	1	0	0	0	Clears RGB, Flushes AutoBuffer, ignores MASK settings																							
C9	P/W/S	Flood	flood	1	1	0	0	1	0	0	1	Observes current MASK setting																							
CA	P/W/S	Push	push	1	1	0	0	1	0	1	0	Pushes the adr,RGB,mask onto two deep stack (see POP,SWAP)																							
CB	P/W/S	Swap	swap	1	1	0	0	1	0	1	1	Swaps current context with top of stack (see PUSH,POP)																							
CC	P/W/S	Clr Flag	clrf	1	1	0	0	1	1	0	0																								
CD	P/W/S	Flush Auto	flush	1	1	0	0	1	1	0	1	Flushes all stored Auto operations																							
CE	P/W/S	Pop	pop	1	1	0	0	1	1	1	0	Pops top entry off two deep stack (see SWAP,PUSH)																							
CF	S	end	end	1	1	0	0	1	1	1	1																								
Dx-Fx		Wireless Cmds	These commands are only used from Master to Slaves																																
Dx-Ex	PW	Start		1	0	1	index					Run program in PROM																							
F0	PW	Start RAM		1	1	1	1	0	0	0	0	Run program in RAM																							
F1	PW	Timer Tick		1	1	1	1	0	0	0	1																								
F2	PW	Halt		1	1	1	1	0	0	1	0																								
F3	PW	Release		1	1	1	1	0	0	1	1	Stand-alone operation																							
F4	PW	Set Adr		1	1	1	1	0	1	0	0	address																							
F5	PW	Write RAM		1	1	1	1	0	1	0	1	byte count								data															
F6	PW	(Write PROM)		1	1	1	1	0	1	1	0	byte count								data															
F7	PW	Test		1	1	1	1	0	1	1	1	256 data bytes																							

Auto-Operation:

When a LED is written, the current value of RGB are written into a buffer. Each time a "Delay" (or "Timer Tick") is executed, the buffer is examined for tasks. If "b" is set, the LED blinks at an 8 tick rate. If "c" is set, the LED color is cycled through a 12 step color wheel. If "d" is set, the INTEN field is reduced on each pass. The "m" bits specifies a momentary effect. If combinations of bits are set, the precedence is Blink, then ColorWheel, then Momentary, then Decay. The "d" bit is useful for creating a "trail" behind a moving object. An entry is removed when a LED is written again or decays to zero.

Branch Flag: The Branch Flag is set or cleared by “sw”, “dec”, and “inc” operations. “jmpc” operation does not affect flag.

* The **USE** column indicates where the commands may appear. When on the wireless, they are bundled with two leading SYN character to reduce spurious commands due to the Master being off or out of range. P=PC to Master, W=wireless, S=Slave resident

** If adr=63, this is a broadcast to the LED inten field. If adr=62, it defines a background color(used for erase, decay, and momentary)