

Pro1000/2000/6000 PC Protocols

Revision History

Modified 26 September 2005

Added details of baud rate and parity

Added a table of the commands for switching 1 input to one output for the first 16 inputs and the first 16 outputs

Modified 21 December 2004

Function 14 replaced with a function for controlling a Sony Plasma screen

Modified 27 August 2004 Added details of pin connections for the serial interface. Added an appendix containing a lookup table for calculating the exclusive or of 2 hex values. Added an appendix containing some worked examples.

Modified 23 March 2004 Functions 10 and 11 added

Modified 26 June 2003 The definition of function 5 expanded to allow definition of user names

Function 7 send name added.

Modified 23 June 2003 such that function 8 (enhanced hello) returns the actual number of inputs in the system

Modified 9 October 2002 Function 8 (enhanced Hello) added

Modified 30 September 2002 Function 6 added

Modified 26 July 2002 corrections to document to define parameter OO2 as one greater than the last user. This is to make the documentation conform with the firmware in the Provision 2000 unit

Some typographical errors corrected

Modified 10 July 2002 to include Function 13 – Get version, and to define the format of Function 15 – erase EEPROM

Modified 24 March 2002 to include “query current settings” command function 1

Commands consist of a sequence of binary data bytes. Values preceded by the characters 0X are expressed in hexadecimal notation, otherwise values are in decimal.

The command format is

HH1 HH2 NN OO1H OO1L OO2H OO2L AA BB1 BB2 BB3 BB4 PP1 PP2 PP3 ... CC

Where HH1 and HH2 are the header bytes 0XBE 0XEC

NN is the command code

OO1H and OO1L form a 16 bit value of the first output to which the command is addressed

OO2H and OO2L form a 16 bit value of one greater than the last output to which the command is addressed

OO1 can range from 0 to the total number of users in the system minus 1

OO2 can range from 1 to the total number of users in the system

OO2 is 0X7FFF in the case of the “Hello” command where the actual number of outputs is not known

AA is a flag defining whether all outputs in the range specified by OO1 and OO2 are to be affected, or whether only selected outputs in the range are to be selected. 0 = All, 1 = selected.

BB1 to BB4 are a 32 bit bit field array which define which outputs are to be affected if AA = 1. A

logical 0 indicates don't process the corresponding output

Bit 0 of BB4 corresponds to the output defined by OO1, Bit 1 corresponds to the next output etc.

If the range of outputs extend into 2 units, the bit field will be shifted in the first unit before it passes the command on to the next unit.

If more than 32 outputs need to be processed, and bit fields need to be defined, multiple commands will need to be sent.

Where all outputs in the range are to be processed (AA= 0) BB1 to BB4 are omitted.

PP1 PP2 PP3.. are any number of parameters the command may require

CC is a checksum calculated as the EXCLUSIVE OR of all the previous bytes

A lookup table for calculating the EXCLUSIVE OR of 2 hex values is provided in Appendix 1.

Alternatively, the on-screen calculator provided on computers running Microsoft Windows provides functions for calculating the EXCLUSIVE OR of hexadecimal values.

Response format

HH1 HH2 NN PP1 PP2 PP3... CC

Where HH1 and HH2 are the header bytes 0xBE 0xEC

NN is the Command code to which this is a response

PP1 PP2 PP3... are any number of parameter or status bytes the command needs to return

CC is the checksum which is the EXCLUSIVE OR (XOR) of all the previous bytes

A lookup table for calculating the EXCLUSIVE OR of 2 hex values is provided in Appendix 1.

Alternatively, the on-screen calculator provided on computers running Microsoft Windows provides functions for calculating the EXCLUSIVE OR of hexadecimal values.

Worked examples of some typical commands is provided in appendix 2.

Appendix 3 includes a table of the commands for switching a specified input to a specified output for inputs ranging from 1 to 16 and outputs ranging from 1 to 16.

RS232 Pin Connections (9 way D connector)

*1 DCD Input to PC

Indicates to the PC that the PV1000 is connected and switched on.

*2 RXD Input to PC

Serial Data from PV1000 to PC

*3 TXD Output from PC

Serial Data from PC to PV1000

*4 DTR Output from PC

Indicates to the PV1000 that a PC is connected

*5 GND Common

Ground connection for both PC and PV1000

6 DSR Input to PC

Hardware Handshake signal. Internally connected to pin 1 in PV1000

7 RTS Output from PC

Hardware Handshake signal. Not used in PV1000

8.CTS Input to PC

Hardware Handshake signal. Internally connected to pin 1 in PV1000

9 RI Input to PC

not used

A standard 9-way plug to 9 way socket should be used to connect a PC to the PV1000. Alternatively a cable consisting of a 9 way plug and 9 way socket with the following connections:

Plug	Socket	
1 --	1	DCD
2 --	2	RXD
3 --	3	TXD
4 --	4	DTR
5 --	5	GND

* RXD, TXD, DCD, DTR and GND are required. Other pins are optional.

No hardware or XON/XOFF handshaking is used. XON/XOFF handshaking should be disabled in the PC

The data rate is 9600 baud with 8 data bits, 1 stop bit and no parity.

Processing of the command by the unit

When a unit receives a command it checks if OO1 is less than its number of outputs. If it is, it processes that command for all outputs in the range of that unit.

Before propagating the command on to the next unit, OO1 and OO2 are decremented by the number of outputs in the unit. If OO1 is negative, it is set to zero, if OO2 is negative, the command is not propagated.

For example, suppose you have a system comprising 4 Provision units. The first unit has 32 outputs, and the second, third and fourth units have 16 outputs each, i.e. a total of 80 users, i.e. users 0 to 79. Suppose you want to set the outputs for users 40 to 50. The command sent from the PC would have O1 set to 40 and O2 set to 51.

The first unit would see that O1 was greater than 32, so would just subtract 32 from O1 and O2 and send the command on to the next unit.

The second unit would receive the command with O1 set to 8 and O2 set to 19. It would see that O1 was less than its number of outputs (16) and that O2 was greater than 16. It would set the outputs for users 8 to 15 of that unit, then subtract 16 from O1 and O2.

As O1 will now have gone negative, it will be set to 0. The command will be sent on to the third unit with O1 = 0 and O2 = 3.

The third unit will see that both O1 and O2 are less than its number of outputs, so will set the outputs for users 0 to 2 of that unit.

Subtracting 16 from O1 and O2 will make both O1 and O2 negative, so the command is propagated no further.

Command Reprogram

Description reprograms the microprocessor

Command Code 0

OO1 = 0

OO2 = 0

AA = 0

BB1 to BB4 Omitted

Number of parameters 0

Parameters none

Response length 1

Response SS = 0 if success, non-zero if failure

Special PC software is required to reprogram the microprocessor. After the unit has responded with a zero status, the PC will transfer the new program. After the program has been transferred, the unit will reinitialize.

Command Query Current Settings

Description Requests the video and audio channels currently being viewed by the selected user

Command code 1

OO1 = user

OO2 = OO1

AA = 0

BB1 to BB4 omitted

Number of parameter bytes 0

Parameters none

Response length 3

Response VV LL RR

Where VV is the currently selected video channel

LL is the currently selected left audio channel

RR is the currently selected right audio channel

Command Hello

Description determines how many outputs there are in the entire system

Command code 2

OO1 = 0

OO2 = 0x7fff

AA = 0

BB1 to BB4 Omitted

Number of parameter bytes 0

Parameters none

Response length 2

Response XXH XXL

Where XXH and XXL is the total number of outputs reported.

Command Override

Description Immediately switches specified users to specified video and/or audio channels

Command code 3

OO1 First output

OO2 Last output plus 1

AA as required

BB1 to BB4 as required

Number of parameter bytes 3

Parameters VV LL RR

Where VV is the video channel number

LL is the left audio channel number

RR is the right audio channel number

A value of 0 for VV LL or RR indicates don't change

A value of 128 for VV LL or RR signifies blank the screen or mute the audio

A value of 255 for VV LL or RR means switch to previously selected input

Response length 1

Response SS = 0 for success, non-zero for failure

Command Define Buttons

Description Defines the video and audio channels which will be selected by specified buttons on the keypad

Command code 4

OO1 first output

OO2 Last output plus 1

AA as required (0 in current PC software)

BB1 to BB4 as required (omitted in current PC software)

Number of parameter bytes 2 plus 3 times parameter1

Parameters NN FF VV1 LL1 RR1 VV2 LL2 RR2 VV3 LL3 RR3...

Where NN is the number of buttons to program

FF is the first button number to be programmed

VV1 is the video input for the first button

LL1 is the Left audio input for the first button

RR1 is the right audio input for the first button

Etc.

A maximum of 8 buttons should be defined in one command.

Response length 1

Response SS = 0 for success, non-zero for failure

Command Define Name

Description assigns a name to a specified video channel or user

Command Code 5

OO1 = 0 or user number

OO2 the total number of outputs in the system or user number+1

AA = 0

BB1 to BB4 Omitted

Number of parameter bytes 1 plus parameter1

Parameters VV NN SSSSSSS...

Where VV is the video channel number or 7F

NN is the number of characters in the name (maximum 31)

SSSSSS... is an ascii text string defining the channel or user name (maximum 31 characters)

If VV is 7F then the name is a user name, and OO1 identifies the user

Response length 1

Response SS = 0 for success, non-zero for failure

Command set buttons to a specified list of inputs

Description defines a set of inputs which will be selected by a range of buttons. Sets the video, Left audio and right audio channel to the same input number Also defines how to handle excluded users.

Command code 6

OO1 = First User

OO2 = Last user+1
AA = As Required
BB1 to BB4 As Required
Number of parameter bytes 3 plus n
Parameters NN DD FF I1 I2 ... In
Where NN is the number of buttons to program
DD indicates how to handle excluded users
FF is the first button number
I1 is the input number for the first button etc.
Dd =0 set to don't change
Dd=128 set to blank
Dd = 255 leave unchanged
A maximum of 32 buttons should be defined in a single command
Response length 1
Response ss= 0 for Success, non zero for failure

Command send name
Description sends a channel name or user name to the PC
Command code 7
OO1 = 0 or user
OO2 = 1 or user+1
AA = 0
BB1 to BB4 omitted
Number of parameter bytes 1
Parameters channel number or 7f
If parameter is 7f, the name of the user defined by OO1 is returned
Response length 1+n
Response nn SSSSSSSSS
Where nn is the number of characters in the name
SSSSSSSS is a string of characters defining the name

Command Enhanced Hello
Description determines how many inputs and outputs there are in the entire system
Command code 8
OO1 = 0
OO2 = 0x7fff
AA = 0
BB1 to BB4 Ommitted
Number of parameter bytes 0
Parameters none
Response length 3
Response XXH XXL NN
Where XXH and XXL is the total number of outputs reported.
NN indicates the number of units paralleled together to expand the number of inputs. A value of 0 indicates standard configuration (units not paralleled), 1 indicates units are paralleled together in pairs to give 32 inputs.
Modified 23 June 2003 to return the actual number of inputs

Command Query Buttons
Description Requests the video and audio channel numbers for specified buttons
Command Code9
OO1 Required output
OO2 = OO1
AA = 0
BB1 to BB4 Ommitted
Number of parameter bytes 1
Parameters BB= first button number
Response length 2 plus 3 times parameter1
Response NN BB VV1 LL1 RR1 VV2 LL2 RR2...
Where nn is the number of buttons for which data is being sent

BB is the requested first button number
VV1 is the video channel number for the first button
LL1 is the Left audio channel number for the first channel
RR1 is the Right audio channel number for the first button
VV2 is the video channel number for the second button
Etc.
Up to a maximum number of 8 buttons worth of data should be sent in a single block

Command Set Blaster Map

Description sets and/or returns the mapping of the IR outputs on the PV6000 Blaster box to inputs on the 6000

Command code 10

OO1 = 0

OO2 = 0

AA = 0

BB1 to BB4 omitted

Number of parameter bytes n+1

Parameters n b1 b2 b3 ... bn

Where n is the number of bytes to follow

B1 is the blaster output number to be associated with input 1 on the 6000 unit

B2 is the blaster output number to be associated with input 2 on the 6000 unit

Bn is the blaster output number to be associated with input n on the 6000 unit

N may be zero if you are querying the settings Response length 1

Response length m+1

Return parameters m B1 B2 B3 ... Bm-1

Where m is the number of inputs on the unit

B1 is the current mapping of input 1 etc.

Command Restore Defaults

Description Sets some parameters back to their factory defaults

Command code 11

OO1 = 0

OO2 = 0

AA = 0

BB1 to BB4 omitted

Number of parameter bytes n+1

Parameters n f1 f2 f3 ... fn

Where n is the number of flags to follow maximum value 16

F1 to fn are flags which should be set to a non-zero value to reset the corresponding parameter

F1 Reset Handset ID

F2 Reset input order

F3 Reset Blaster map

F4 reset buttons

F5 Reset input names

F6 Reset room names

F7 – f16 available for future releases

Response length 1

Response ss = Ok

Command undefine buttons

Description Makes the specified video and/or audio channels unavailable

Command Code 12

OO1 = 0

OO2 total number of outputs in the system

AA = 0

BB1 to BB4 Ommitted

Number of parameters 1 plus 3 times parameter1

Parameters NN VV1 LL1 RR1 VV2 LL2 RR2...

Where NN is the number of channels to make unavailable.

VV1 is the video input for the first button

LL1 is the Left audio input for the first button
RR1 is the right audio input for the first button
Etc.
Up to a maximum of 8 channels worth of data should be sent in one block.
Response length 1
Response SS = zero if success, non-zero if failure.

Command Get version number
Description returns version number of selected unit
Command code 13
OO1 = First user in the unit
OO2 = OO1
AA = 0
BB1 to BB4 omitted
Number of parameter bytes 0
Parameters none
Response length 3
Response VV1 VV2 UU
Where
VV1 is the major version number
VV2 is the minor version number
UU is the number of outputs in the unit

Command Send a Sony command
Description Sends a control or enquiry command for controlling a Sony plasma screen
Command code 14
OO1 = First user
OO2 = Last user+1
AA = As required
BB1 to BB4 As required
Number of parameter bytes 6
Parameters The sony Control or Enquiry command as defined in the Sony document entitled "Sony Flat Panel Display PFM42X1 PFM42X1N Protocol Manual"
Where the command as defined in the manual is less than 6 bytes, the remaining bytes should be zero.
Response length 34
Response Response1 Flags1 response2 flags2
Where Response1 (5 bytes) is a response code returned by the Flat Panel display as described in the above-mentioned manual. Where the response from the screen is less than 5 bytes, the remaining bytes will be filled with zeroes.
Flags1 (12 bytes) a set of 96 flags indicating which users responded with response1 The LSB of the 12th byte corresponds to output 0
Response2 (5 bytes) a second response code from the Flat Panel display
Flags2 (12 bytes) a set of 96 flags indicating which users responded with response2
Three error responses have been defined in addition to those defined in the manual for the screen
E0 10 No set top box connected or an RS232 device connected to the set top box is not responding to either a poll command or a Sony command
E0 11 No RS232 device connected to the D connector on the set top box
E0 12 The RS232 device connected to the D connector on the set top box is responding to poll commands instead of Sony commands.
If the command is sent to only one screen, or all screens returned the same response, Response2 and Flags2 will be all zeroes.
If the command was sent to more than one screen, and 2 or more different responses were received from the screens, one of the responses will be placed in Response1, and another of the responses will be placed in Response2.
If more than 2 different responses were returned to the main unit, only 2 of these are returned to the host computer. By interrogating the flags returned, and the users to which the command was sent, the users for which responses were not returned may be determined.
To get the responses of the users whose response was not returned, the command must be sent again, but this time, addressing only those users whose response is not known.

Command Synchronize buttons

Description Sets the specified button to be the default button, or returns the current default buttons

Command code 15

OO1 = First user

OO2 = Ignored

AA = 0

BB1 to BB4 omitted

Number of parameter bytes 1+n

Parameters n b1 b2 b3

If n is 0 return the current default button numbers

Otherwise n is the number of button numbers to set

B1 is the button number to set as default for the first user, b2 is the button number to set as default for the second user etc.

If the value of b1 b2 b3 etc. is 0, don't change the default button for that user.

Response ss= success = 0

Or n u b1 b2 b3 etc.

Where n = the number of bytes to follow

U is the first user number

B1 B2 B3 etc are n-1 button numbers corresponding to users u to u+n-2

Appendix 1 EXCLUSIVE OR Lookup table

To find the Exclusive OR of two hexadecimal digits locate one digit on the first (shaded) row and the other digit down the first (shaded) column. Read off the digit where the selected row and column intersect.

To find the Exclusive OR of two 2-digit hexadecimal numbers use the above table to find the Exclusive OR of the most significant digits of the two numbers to give the most significant digit of the result, then find the Exclusive OR of the least significant digits of the two numbers to give the least significant digit of the result.

Appendix 2 Provision Protocol examples

In the following examples the data sent to the Scion unit, and the data returned by the Scion unit is expressed in hexadecimal notation, i.e. the value 12 refers to a single byte with a value of 12 hex, which is 18 decimal. It does not refer to the ASCII code for the digit 1 followed by the ASCII code for the digit 2.

In the text describing the protocol, it should be clear from the context whether the value is expressed in hexadecimal or decimal. In cases where there may be some ambiguity, the notation is specified.

The first user is user number 0

The first input is input number 1

To calculate the Exclusive OR of two values, express each value as a binary value. Where the corresponding bit in each byte is the same (i.e. both 0 or both 1) the corresponding bit in the result is 0. Where the corresponding bits in each byte are different, (i.e. 0 in one byte and 1 in the other byte) the corresponding bit in the result is 1.

The up arrow (^) is usually used to denote exclusive OR.

For example, to exclusive OR the values BE hex and EC hex

BE = 10111110 binary

EC = 11101100 binary

BE^EC = 01010010 binary = 52 hexadecimal

Example 1

We want to immediately switch the third, fourth and fifth users to the sixth input.

We would use the Override command, command 3

The format of the command is

HH1 HH2 NN OO1H OO1L OO2H OO2L AA BB1 BB2 BB3 BB4 VV LL RR CC

Where HH1 and HH2 are the 2 header bytes BE hex and EC hex

NN is the command code, which, in this case, is 03

The 2 bytes OO1H and OO1L represent a 16 bit value, high order byte first, defining the lowest user for which the command is intended.

In this case, the lowest user is the third user, which is user number 2, therefore the values of OO1H and OO1L are 00 02

The 2 bytes OO2H and OO2L represent a 16 bit value, high order byte first, defining the highest user plus 1 for which the command is intended.

In this case, the highest user is the fifth user, which is user number 4, therefore the values of OO2H and OO2L are 00 05

AA is a flag which can have a value of 0 or 1. A value of 0 signifies that all the users between the lowest user and the highest user are also to be affected.

A value of 1 signifies that not all of the users in the range are to be effected.

If AA is 1, the following 4 bytes, BB1 BB2 BB3 BB4 specify which users are to be effected. (see example 2).

If AA is 0, the 4 bytes BB1 BB2 BB3 and BB4 are ommitted.

In this example, all users in the range are effected (the third, fourth and fith users), so AA is 0 and BB1 BB2 BB3 and BB4 are ommitted.

The next three bytes, VV LL RR define the video, input, left audio input and right audio input to be switched to the specified users. It is possible for VV LL and RR to have different values, but will normally all have the same value..

In this example VV LL and RR will all have the value 6.

The final byte is a checksum byte which is calculated by Exclusive Oring together all the previous bytes in the command.

The complete command would therefore be

BE EC 03 00 02 00 05 00 06 06 06 50

Example 2

If, in addition to the third, fourth and fifth users in example 1, we also wanted to switch the seventh user, The highest user plus 1 would be 7 giving values for OO2H and OO2L of 00 07

As not all the users in the range are to be switched, the value of AA is 1 and BB1 BB2 BB3 and BB4 specify which users in the range are to be switched.

BB1 BB2 BB3 and BB4 form a 32 bit value. BB1 being the most significant byte.

Each bit in BB1 BB2 BB3 BB4 represents one user in the specified range, the least significant bit representing the lowest user. If the bit is set to 1, the corresponding user will be affected.

In this example, the least significant bit will correspond to the third user, the next bit will correspond to the fourth user, and so on.

Expressing BB1 BB2 BB3 BB4 as a binary value gives

00000000 00000000 00000000 00010111 representing the third, fourth, fifth and seventh user.

Expressed in hexidecimal, this gives 00 00 00 17

The complete command would be

BE EC 03 00 02 00 07 01 00 00 00 17 06 06 06 44

Appendix 3

Input	Output	Command String												
1	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x00	0x01	0x00	0x01	0x01	0x01	0x51
1	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x00	0x02	0x00	0x01	0x01	0x01	0x53
1	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x00	0x03	0x00	0x01	0x01	0x01	0x51
1	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x00	0x04	0x00	0x01	0x01	0x01	0x57
1	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x00	0x05	0x00	0x01	0x01	0x01	0x51
1	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x00	0x06	0x00	0x01	0x01	0x01	0x53
1	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x00	0x07	0x00	0x01	0x01	0x01	0x51
1	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x00	0x08	0x00	0x01	0x01	0x01	0x5F
1	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x00	0x09	0x00	0x01	0x01	0x01	0x51
1	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x00	0x0A	0x00	0x01	0x01	0x01	0x53
1	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x00	0x0B	0x00	0x01	0x01	0x01	0x51
1	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x00	0x0C	0x00	0x01	0x01	0x01	0x57
1	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x00	0x0D	0x00	0x01	0x01	0x01	0x51
1	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x00	0x0E	0x00	0x01	0x01	0x01	0x53
1	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x00	0x0F	0x00	0x01	0x01	0x01	0x51
1	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x00	0x10	0x00	0x01	0x01	0x01	0x4F
2	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x00	0x01	0x00	0x02	0x02	0x02	0x52
2	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x00	0x02	0x00	0x02	0x02	0x02	0x50
2	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x00	0x03	0x00	0x02	0x02	0x02	0x52
2	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x00	0x04	0x00	0x02	0x02	0x02	0x54
2	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x00	0x05	0x00	0x02	0x02	0x02	0x52
2	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x00	0x06	0x00	0x02	0x02	0x02	0x50
2	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x00	0x07	0x00	0x02	0x02	0x02	0x52
2	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x00	0x08	0x00	0x02	0x02	0x02	0x5C
2	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x00	0x09	0x00	0x02	0x02	0x02	0x52
2	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x00	0x0A	0x00	0x02	0x02	0x02	0x50
2	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x00	0x0B	0x00	0x02	0x02	0x02	0x52
2	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x00	0x0C	0x00	0x02	0x02	0x02	0x54
2	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x00	0x0D	0x00	0x02	0x02	0x02	0x52
2	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x00	0x0E	0x00	0x02	0x02	0x02	0x50
2	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x00	0x0F	0x00	0x02	0x02	0x02	0x52
2	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x00	0x10	0x00	0x02	0x02	0x02	0x4C
3	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x00	0x01	0x00	0x03	0x03	0x03	0x53
3	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x00	0x02	0x00	0x03	0x03	0x03	0x51
3	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x00	0x03	0x00	0x03	0x03	0x03	0x53
3	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x00	0x04	0x00	0x03	0x03	0x03	0x55
3	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x00	0x05	0x00	0x03	0x03	0x03	0x53
3	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x00	0x06	0x00	0x03	0x03	0x03	0x51
3	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x00	0x07	0x00	0x03	0x03	0x03	0x53
3	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x00	0x08	0x00	0x03	0x03	0x03	0x5D
3	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x00	0x09	0x00	0x03	0x03	0x03	0x53
3	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x00	0x0A	0x00	0x03	0x03	0x03	0x51
3	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x00	0x0B	0x00	0x03	0x03	0x03	0x53
3	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x00	0x0C	0x00	0x03	0x03	0x03	0x55
3	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x00	0x0D	0x00	0x03	0x03	0x03	0x53
3	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x00	0x0E	0x00	0x03	0x03	0x03	0x51
3	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x00	0x0F	0x00	0x03	0x03	0x03	0x53
3	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x00	0x10	0x00	0x03	0x03	0x03	0x4D
4	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x00	0x01	0x00	0x04	0x04	0x04	0x54
4	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x00	0x02	0x00	0x04	0x04	0x04	0x56
4	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x00	0x03	0x00	0x04	0x04	0x04	0x54

4	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x04	0x04	0x04	0x52
4	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x04	0x04	0x04	0x54
4	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x04	0x04	0x04	0x56
4	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x04	0x04	0x04	0x54
4	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x04	0x04	0x04	0x5A
4	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x04	0x04	0x04	0x54
4	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x04	0x04	0x04	0x56
4	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x04	0x04	0x04	0x54
4	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x04	0x04	0x04	0x52
4	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x04	0x04	0x04	0x54
4	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x04	0x04	0x04	0x56
4	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x04	0x04	0x04	0x54
4	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x04	0x04	0x04	0x4A
5	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x05	0x05	0x05	0x55
5	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x05	0x05	0x05	0x57
5	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x05	0x05	0x05	0x55
5	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x05	0x05	0x05	0x53
5	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x05	0x05	0x05	0x55
5	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x05	0x05	0x05	0x57
5	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x05	0x05	0x05	0x55
5	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x05	0x05	0x05	0x5B
5	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x05	0x05	0x05	0x55
5	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x05	0x05	0x05	0x57
5	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x05	0x05	0x05	0x55
5	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x05	0x05	0x05	0x53
5	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x05	0x05	0x05	0x55
5	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x05	0x05	0x05	0x57
5	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x05	0x05	0x05	0x55
5	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x05	0x05	0x05	0x4B
6	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x06	0x06	0x06	0x56
6	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x06	0x06	0x06	0x54
6	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x06	0x06	0x06	0x56
6	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x06	0x06	0x06	0x50
6	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x06	0x06	0x06	0x56
6	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x06	0x06	0x06	0x54
6	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x06	0x06	0x06	0x56
6	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x06	0x06	0x06	0x58
6	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x06	0x06	0x06	0x56
6	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x06	0x06	0x06	0x54
6	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x06	0x06	0x06	0x56
6	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x06	0x06	0x06	0x50
6	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x06	0x06	0x06	0x56
6	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x06	0x06	0x06	0x54
6	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x06	0x06	0x06	0x56
6	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x06	0x06	0x06	0x48
7	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x07	0x07	0x07	0x57
7	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x07	0x07	0x07	0x55
7	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x07	0x07	0x07	0x57
7	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x07	0x07	0x07	0x51
7	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x07	0x07	0x07	0x57
7	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x07	0x07	0x07	0x55
7	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x07	0x07	0x07	0x57
7	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x07	0x07	0x07	0x59
7	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x07	0x07	0x07	0x57

7	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x07	0x07	0x07	0x55
7	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x07	0x07	0x07	0x57
7	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x07	0x07	0x07	0x51
7	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x07	0x07	0x07	0x57
7	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x07	0x07	0x07	0x55
7	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x07	0x07	0x07	0x57
7	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x07	0x07	0x07	0x49
8	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x08	0x08	0x08	0x58
8	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x08	0x08	0x08	0x5A
8	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x08	0x08	0x08	0x58
8	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x08	0x08	0x08	0x5E
8	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x08	0x08	0x08	0x58
8	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x08	0x08	0x08	0x5A
8	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x08	0x08	0x08	0x58
8	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x08	0x08	0x08	0x56
8	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x08	0x08	0x08	0x58
8	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x08	0x08	0x08	0x5A
8	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x08	0x08	0x08	0x58
8	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x08	0x08	0x08	0x5E
8	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x08	0x08	0x08	0x58
8	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x08	0x08	0x08	0x5A
8	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x08	0x08	0x08	0x58
8	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x08	0x08	0x08	0x46
9	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x09	0x09	0x09	0x59
9	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x09	0x09	0x09	0x5B
9	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x09	0x09	0x09	0x59
9	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x09	0x09	0x09	0x5F
9	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x09	0x09	0x09	0x59
9	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x09	0x09	0x09	0x5B
9	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x09	0x09	0x09	0x59
9	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x09	0x09	0x09	0x57
9	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x09	0x09	0x09	0x59
9	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x09	0x09	0x09	0x5B
9	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x09	0x09	0x09	0x59
9	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x09	0x09	0x09	0x5F
9	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x09	0x09	0x09	0x59
9	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x09	0x09	0x09	0x5B
9	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x09	0x09	0x09	0x59
9	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x09	0x09	0x09	0x47
10	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0A	0x0A	0x0A	0x5A
10	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0A	0x0A	0x0A	0x58
10	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0A	0x0A	0x0A	0x5A
10	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0A	0x0A	0x0A	0x5C
10	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0A	0x0A	0x0A	0x5A
10	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0A	0x0A	0x0A	0x58
10	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0A	0x0A	0x0A	0x5A
10	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0A	0x0A	0x0A	0x54
10	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0A	0x0A	0x0A	0x5A
10	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0A	0x0A	0x0A	0x58
10	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0A	0x0A	0x0A	0x5A
10	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0A	0x0A	0x0A	0x5C
10	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0A	0x0A	0x0A	0x5A
10	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0A	0x0A	0x0A	0x58
10	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0A	0x0A	0x0A	0x5A

10	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0A	0x0A	0x0A	0x44
11	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0B	0x0B	0x0B	0x5B
11	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0B	0x0B	0x0B	0x59
11	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0B	0x0B	0x0B	0x5B
11	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0B	0x0B	0x0B	0x5D
11	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0B	0x0B	0x0B	0x5B
11	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0B	0x0B	0x0B	0x59
11	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0B	0x0B	0x0B	0x5B
11	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0B	0x0B	0x0B	0x55
11	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0B	0x0B	0x0B	0x5B
11	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0B	0x0B	0x0B	0x59
11	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0B	0x0B	0x0B	0x5B
11	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0B	0x0B	0x0B	0x5D
11	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0B	0x0B	0x0B	0x5B
11	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0B	0x0B	0x0B	0x59
11	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0B	0x0B	0x0B	0x5B
11	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0B	0x0B	0x0B	0x45
12	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0C	0x0C	0x0C	0x5C
12	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0C	0x0C	0x0C	0x5E
12	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0C	0x0C	0x0C	0x5C
12	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0C	0x0C	0x0C	0x5A
12	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0C	0x0C	0x0C	0x5C
12	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0C	0x0C	0x0C	0x5E
12	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0C	0x0C	0x0C	0x5C
12	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0C	0x0C	0x0C	0x52
12	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0C	0x0C	0x0C	0x5C
12	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0C	0x0C	0x0C	0x5E
12	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0C	0x0C	0x0C	0x5C
12	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0C	0x0C	0x0C	0x5A
12	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0C	0x0C	0x0C	0x5C
12	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0C	0x0C	0x0C	0x5E
12	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0C	0x0C	0x0C	0x5C
12	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0C	0x0C	0x0C	0x42
13	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0D	0x0D	0x0D	0x5D
13	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0D	0x0D	0x0D	0x5F
13	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0D	0x0D	0x0D	0x5D
13	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0D	0x0D	0x0D	0x5B
13	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0D	0x0D	0x0D	0x5D
13	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0D	0x0D	0x0D	0x5F
13	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0D	0x0D	0x0D	0x5D
13	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0D	0x0D	0x0D	0x53
13	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0D	0x0D	0x0D	0x5D
13	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0D	0x0D	0x0D	0x5F
13	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0D	0x0D	0x0D	0x5D
13	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0D	0x0D	0x0D	0x5B
13	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0D	0x0D	0x0D	0x5D
13	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0D	0x0D	0x0D	0x5F
13	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0D	0x0D	0x0D	0x5D
13	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0D	0x0D	0x0D	0x43
14	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0E	0x0E	0x0E	0x5E
14	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0E	0x0E	0x0E	0x5C
14	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0E	0x0E	0x0E	0x5E
14	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0E	0x0E	0x0E	0x58
14	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0E	0x0E	0x0E	0x5E

14	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0E	0x0E	0x0E	0x5C
14	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0E	0x0E	0x0E	0x5E
14	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0E	0x0E	0x0E	0x50
14	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0E	0x0E	0x0E	0x5E
14	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0E	0x0E	0x0E	0x5C
14	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0E	0x0E	0x0E	0x5E
14	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0E	0x0E	0x0E	0x58
14	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0E	0x0E	0x0E	0x5E
14	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0E	0x0E	0x0E	0x5C
14	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0E	0x0E	0x0E	0x5E
14	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0E	0x0E	0x0E	0x40
15	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x0F	0x0F	0x0F	0x5F
15	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x0F	0x0F	0x0F	0x5D
15	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x0F	0x0F	0x0F	0x5F
15	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x0F	0x0F	0x0F	0x59
15	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x0F	0x0F	0x0F	0x5F
15	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x0F	0x0F	0x0F	0x5D
15	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x0F	0x0F	0x0F	0x5F
15	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x0F	0x0F	0x0F	0x51
15	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x0F	0x0F	0x0F	0x5F
15	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x0F	0x0F	0x0F	0x5D
15	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x0F	0x0F	0x0F	0x5F
15	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x0F	0x0F	0x0F	0x59
15	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x0F	0x0F	0x0F	0x5F
15	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x0F	0x0F	0x0F	0x5D
15	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x0F	0x0F	0x0F	0x5F
15	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x0F	0x0F	0x0F	0x41
16	1	0xBE	0xEC	0x03	0x00	0x00	0x00	0x01	0x00	0x10	0x10	0x10	0x40
16	2	0xBE	0xEC	0x03	0x00	0x01	0x00	0x02	0x00	0x10	0x10	0x10	0x42
16	3	0xBE	0xEC	0x03	0x00	0x02	0x00	0x03	0x00	0x10	0x10	0x10	0x40
16	4	0xBE	0xEC	0x03	0x00	0x03	0x00	0x04	0x00	0x10	0x10	0x10	0x46
16	5	0xBE	0xEC	0x03	0x00	0x04	0x00	0x05	0x00	0x10	0x10	0x10	0x40
16	6	0xBE	0xEC	0x03	0x00	0x05	0x00	0x06	0x00	0x10	0x10	0x10	0x42
16	7	0xBE	0xEC	0x03	0x00	0x06	0x00	0x07	0x00	0x10	0x10	0x10	0x40
16	8	0xBE	0xEC	0x03	0x00	0x07	0x00	0x08	0x00	0x10	0x10	0x10	0x4E
16	9	0xBE	0xEC	0x03	0x00	0x08	0x00	0x09	0x00	0x10	0x10	0x10	0x40
16	10	0xBE	0xEC	0x03	0x00	0x09	0x00	0x0A	0x00	0x10	0x10	0x10	0x42
16	11	0xBE	0xEC	0x03	0x00	0x0A	0x00	0x0B	0x00	0x10	0x10	0x10	0x40
16	12	0xBE	0xEC	0x03	0x00	0x0B	0x00	0x0C	0x00	0x10	0x10	0x10	0x46
16	13	0xBE	0xEC	0x03	0x00	0x0C	0x00	0x0D	0x00	0x10	0x10	0x10	0x40
16	14	0xBE	0xEC	0x03	0x00	0x0D	0x00	0x0E	0x00	0x10	0x10	0x10	0x42
16	15	0xBE	0xEC	0x03	0x00	0x0E	0x00	0x0F	0x00	0x10	0x10	0x10	0x40
16	16	0xBE	0xEC	0x03	0x00	0x0F	0x00	0x10	0x00	0x10	0x10	0x10	0x5E