MQTT Command Table

(Preliminary)

Network Protocol

Standard Commands

Updates (from BAC to Room Control Software)

Command	Parameter	Description
BACName/get/heartbeat	*none*	Sent every 10 seconds (MQTT and M3 only)
BACName/get/enable	*none*	Sent on enable event
BACName/get/disable	*none*	Sent on disable event
BACName/get/solve	*none*	Sent on solve event
BACName/get/fail	*none*	Sent on fail event
BACName/get/hit	*none*	Sent on hit event
BACName/get/miss	*none*	Sent on miss event
BACName/get/reset	*none*	Sent on reset event
BACName/get/learn	*none*	Sent on learn event
BACName/get/output**n** (0 - 5)	digital state	Indicates digital state of output n
BACName/get/input**n** (0 - 7)	digital state	Indicates digital state of input n
BACName/get/relay**n** (0 - 1)	digital state	Indicates digital state of relay n
BACName/get/fx60_**n** (0 - 1)/input **m** (varies)	digital state	Indicates digital state of input m for fx60 n
BACName/get/fx60_**n** (0 - 1)/output **m** (varies)	digital state	Indicates digital state of output m for fx60 n
BACName/get/fx60_**n** (0 - 1)/relay **m** (0 - 1)	digital state	Indicates digital state of relay m for fx60 n

Commands (from Room Control Software to BAC)

Command	Parameter	Description

BACName/set/poll	*none*	Returns JSON formatted BAC data (ERM only)
BACName/set/enable	*none*	Calls enable event
BACName/set/disable	*none*	Calls disable event
BACName/set/solve	*none*	Calls solve event
BACName/set/fail	*none*	Calls fail event
BACName/set/hit	*none*	Calls hit event
BACName/set/miss	*none*	Calls miss event
BACName/set/reset	*none*	Calls reset event
BACName/set/learn	*none*	Calls learn event
BACName/set/output**n** (n = 0-5)	digital state	Sets output n to digital state
BACName/set/input**n** (n = 0-7)	digital state	Sets input n to digital state
BACName/set/relay**n** (n = 0-1)	digital state	Sets relay n to digital state
BACName/set/fx60_**n** (0 - 1)/input **m** (varies)	digital state	Sets input m for fx60 n to digital state
BACName/set/fx60_**n** (0 - 1)/output **m** (varies)	digital state	Sets output m for fx60 n to digital state
BACName/set/fx60_**n** (0 - 1)/relay **m** (0 - 1)	digital state	Sets relay m for fx60 n to digital state

BACName refers to the name defined in BAM General Settings

Room Controller Mode Commands (additional to above)

Updates (from BAC to Room Control Software)

Command	Parameter	Description
BACName/get/button**n**	digital state	Indicates digital state of button n
BACName/get/light**n**	digital state	Indicates digital state of light n
BACName/get/PropName/solve	*none*	Indicates PropName has been solved
BACName/get/PropName/reset	*none*	Indicates PropName has been reset

Commands (from Room Control Software to BAC)

Command	Parameter	Description
BACName/set/button**n**	digital state	Sets digital state of button n
BACName/set/light**n**	digital state	Sets digital state of light n
BACName/set/PropName/solve	*none*	Force solves prop PropName
BACName/set/PropName/reset	*none*	Resets prop PropName

PropName refers to the name defined in BAM Game Settings when Game is set to Room Controller.

Digital State Parameter

The digital state parameter represents either an on or off state. The following are valid values:

On State	Off State
High	Low
1	0
True	False
On	Off
Yes	No
	Any other value

Example Commands

If you have a BAC called MyProp and want to turn output 5 on, you could send the following command:

MyProp/set/output5/on

If you wanted to reset the same BAC you could send the following command:

MyProp/set/reset

For specific instructions on how to resend / receive commands, reference the documentation for your room control software.