

EDGE 6D NETWORK INTERFACE SPECIFICATION

21 September 2022

This document describes the network interface of the EDGE 6D motion base. For compatibility with your system, please update to the latest firmware version.

The EDGE 6D system supports different interfaces, including:

- Game interfaces – for direct support of selected games
- Adapter interface – for adapter software (e.g. SimTools, FlyPT) for all other games
- Native interface – for directly driving and logging of the platform

NETWORK ADDRESS

Hostname: EDGE6Dsssss (sssss representing the system's serial number)

Protocol: Ethernet UDP (IPv4)

The IP-address is acquired through DHCP. The acquired IP-address is presented through the dashboard display.

If a static IP-address is required, please configure your router to do so.

GAME INTERFACES

There is a selection of games that can be run without the need for adapter software (such as SimTools). From these games, a selection even runs directly from PS4 and Xbox.

Below you find the required configurations for these games, after which you can run them directly (plug-and-play) with the EGDE 6D system.

Aerofly FS 2 (PC)

From www.gforcefactory.com/support download and extract the game plug-in package.

If <drive> is your Windows installation directory, and <username> is your Windows user folder name, then copy the file gforcefactory_aerofly_fs_2.dll from the Aerofly FS 2 directory of the package to:

<drive>:\Users\<username>\Documents\Aerofly FS 2\external_dll\

Assetto Corsa (PC/PS4/Xbox)

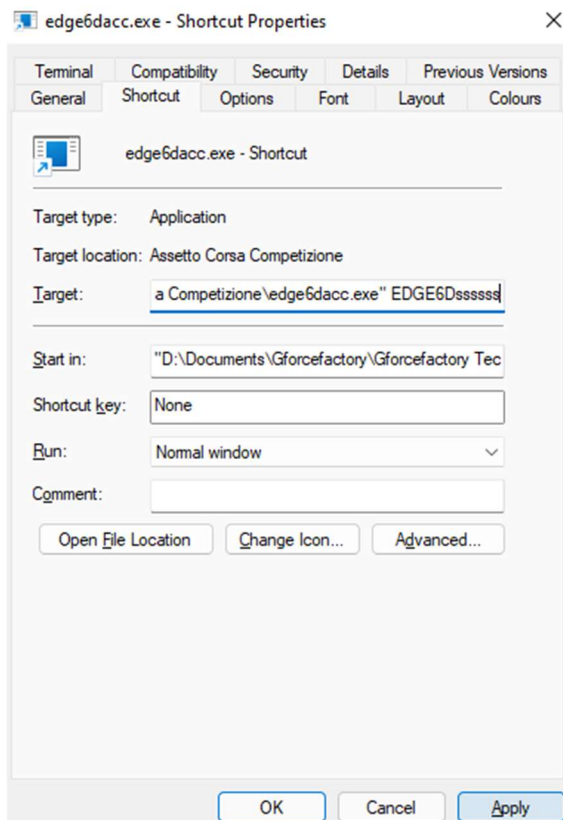
Runs without any configuration.

Assetto Corsa Competizione (PC)

From www.gforcefactory.com/support download and extract the game plug-in package.

From the Assetto Corsa Competizione folder of the package, copy the .exe-file to an arbitrary directory on your computer.

Create a shortcut to this exe-file and open Properties of this shortcut. In the tab 'Shortcut' and line 'Target' add the hostname of the EDGE 6D system:



...where ssssss is the serial number of your EDGE 6D system. Alternatively you can use the IP-address instead of the EDGE 6D hostname.

Run this shortcut every time you play Assetto Corsa Competizione.

Automobilista 2 (PC)

From the main menu, select OPTIONS\SYSTEM:

Shared Memory = No

UDP Frequency = 1

UDP Protocol Version = Project CARS 1

Digital Combat Simulation (PC)

Find the folder where file Export.lua of your DCS install is located.

For DCS World Steam Edition, this should be:

C:\Users\\Saved Games\DCS\Scripts\.

For non-steam version, this should be in the DCS main folder: ...\\DCS World\Scripts.

If the folder does not exist on the C-drive, please create it.

Rename the original Export.lua to some other name to backup this file.

From www.gforcefactory.com/support download and extract the game plug-in package.

From the Digital Combat Simulation folder of the package, copy the Export.lua file to the DCS folder.

Dirt Rally (PC)

Search for the config file:

```
<drive>\Users\<user>\Documents\My Games\  
DiRT Rally\hardwaresettings\hardware_settings_config.xml
```

Search for the line starting with <udp ...> and enable UDP with the IP-address as given on the EDGE 6D display by changing the line:

```
<udp enabled="true" extradata="1" ip="xxx.xxx.xxx.xxx" port="20779" delay="1" />
```

Save the file and start the game.

Dirt Rally 2.0 (PC)

Search for the config file:

```
<drive>\Users\<user>\Documents\My Games\  
DiRT Rally 2.0\hardwaresettings\hardware_settings_config.xml
```

Note there are separate files for use with or without VR headset.

Search for the line starting with <udp ...> and enable UDP with the IP-address as given on the EDGE 6D display by changing the line:

```
<udp enabled="true" extradata="0" ip="xxx.xxx.xxx.xxx" port="20779" delay="1" />
```

Save the file and start the game.

Dirt 3 (PC)

Search for the config file:

```
<drive>\Users\<user>\Documents\My Games\  
DiRT3\hardwaresettings\hardware_settings_config.xml
```

Search for the line <motion ...> and enable motion with the IP-address as given on the EDGE 6D display by changing the line:

```
<motion enabled="true" extradata="1" ip="xxx.xxx.xxx.xxx" port="20778" delay="1" extradata="0"  
/>
```

Save the file and start the game.

Dirt 4 (PC)

Search for the config file:

```
<drive>\Users\<user>\Documents\My Games\  
DiRT 4\hardwaresettings\hardware_settings_config.xml
```

Search for the line starting with <udp ...> and enable UDP with the IP-address as given on the EDGE 6D display by changing the line:

```
<udp enabled="true" extradata="0" ip="xxx.xxx.xxx.xxx" port="20779" delay="1" />
```

Save the file and start the game.

F1 2018/2019/2020/2021/22 (PC/PS4/Xbox)

From the main menu, select:

Home\Game Options\Settings\Telemetry Settings\:

UDP Telemetry = On

Either:

Broadcast Mode = On

...or:

Broadcast Mode = Off

IP Address = <IP address as displayed on EDGE 6D dashboard>

Port = 20777

Send Rate = 60 Hz (recommended)

F1 2018/2019/2020:

UDP Format = Legacy

F1 2021/22:

UDP Format = 2021

Forza Horizon 4 and 5 (PC/Xbox)

From the main menu, select SETTINGS – HUD AND GAMEPLAY:

DATA OUT	ON
DATA OUTPUT IP ADDRESS	<IP address as displayed on EDGE 6D dashboard>
DATA OUTPUT IP PORT	51010

Forza Motorsport 7 (PC/Xbox)

From the main menu, select OPTIONS - HUD.

DATA OUT	ON
DATA OUTPUT IP ADDRESS	<IP address as displayed on EDGE 6D dashboard>
DATA OUTPUT IP PORT	51010
DATA OUT PACKET FORMAT	SLED

IL-2 Sturmovik Great Battles (PC – NON-STEAM VERSION)

In the installation folder, edit the following file: "data/startup.cfg". Then, adjust the following section accordingly:

```
[KEY = motiondevice]
  addr = "xxx.xxx.xxx.xxx"
  decimation = 1
  enable = true
  port = 49001
[END]
```

...with xxx.xxx.xxx.xxx the IP-address of the EDGE 6D system.

FlightGear (PC)

Find the directory with name Protocol of your FlightGear installation. This directory should look like:

<drive>:\Program Files\FlightGear <version_number>\data\Protocol

From www.gforcefactory.com/support download and extract the game plug-in package.

From the FlightGear folder of the package, copy the edge6d_protocol.xml file to the FlightGear Protocol directory.

Now, find the fsfg.exe file. This file can be found in a directory similar to:

<drive>:\Program Files\FlightGear <version_number>\bin

Create a shortcut to fgfs.exe on your computer (e.g. on your desktop). Open the Properties of the shortcut (right-click on the icon). Then under the tab 'Shortcut' change the Target attribute to:

"<PATH>\fgfs.exe" --launcher fgfs --generic=socket,out,50,255.255.255.255,50010,udp,edge6d_protocol

...where <PATH> is the directory path where fgfs.exe is located.

From now, use this shortcut to play Flight Gear with the EDGE 6D.

iRacing (PC)

From www.gforcefactory.com/support download and extract the game plug-in package.

From the iRacing folder of the package, copy the file to an arbitrary directory on your computer.

Run the .exe file every time you play iRacing.

Microsoft Flight Simulator 2020 (PC)

From www.gforcefactory.com/support download and extract the game plug-in package.

From the Microsoft Flight Simulator 2020 folder of the package, copy the files to an arbitrary directory on your computer.

Run the .exe file every time you play Microsoft Flight Simulator 2020. To avoid broadcast, you can add the IP-address or hostname of the EDGE 6D system as the first argument after the executable.

Project Cars (PC/PS4/Xbox)

From the main menu, select: OPTIONS\GAMEPLAY.

Select UDP = '1'.

Project Cars 2 (PC/PS4/Xbox)

From the main menu, select 'SYSTEM – Configure the game's interaction with external apps'.

Set the following:

Shared Memory = No

UDP Frequency = 1

UDP Protocol Version = Project CARS 1

Project Cars 3 (PC)

From the main menu, select the 'SYSTEM' tab, then set the settings below.

NOTE that the main menu may only be accessible after playing your first race after the demo race.

UDP MODE	1
UDP PROTOCOL VERSION	PROJECT CARS 1

SensorLog (iPhone)

The SensorLog interface on the EDGE 6D system can mirror real-time g-forces from iPhone to EDGE 6D system:

1. Install SensorLog App from App Store.
2. Configure SensorLog app according to the settings below
3. In CONFIGURATION - GENERAL LOGGING SETTINGS: Set 'Log to stream' to 'yes'
4. In main menu: press 'record' button to start logging output

CONFIGURATION

GENERAL LOGGING SETTINGS

Logging rate: 50Hz

Log format: “,”, CSV

JSON pretty print: yes

Fill missing data with previous data: yes

ML friendly data types (csv): no

Device ID: <arbitrary>

Display heading calibration: no

Log to file: no

Log to stream: yes [WHEN STARTING LOGGING]

STREAMING SETTINGS

Mode: client

Protocol: UDP

IP: <ip address of EDGE 6D system> [or use: 255.255.255.255 for broadcast]

Port: 50011, set

HTTP SETTINGS: N/A

SENSORS AND DATA

Raw accelerometer data: yes

Raw gyro data: yes

Raw magnetometer data: no

Unbiase: user acceleration, attitude, gravity, heading, magnetic field, rotation: no

Db peak power, db average power: no

Heading: no

SENSOR SAMPLING RATE UP TO 2HZ: all 'no'

MANUALLY CHANGED OR CONSTANT DATA: N/A

SENSOR CONFIGURATION: N/A

X-Plane 11/12 (PC)

From the main menu, select: SETTINGS

Then select the tab 'Data Output' and 'General Data Output'.

Here, select 'Network via UDP' with the following items:

4. Mach,VVI,g-load

16. Angular Velocities

17. Pitch, roll & headings (optional)

Under 'NETWORK CONFIGURATION' select 'Send network data output', with:

IP Address = <IP address as shown on EDGE 6D dashboard> or 255.255.255.255 (for broadcast)

Port = 49000

Military and Space applications (DIS IEEE 1278)

The system supports the Distributed Interactive Simulation standard IEEE 1278, as used by simulation software such as Virtual Battle Space. For details, please contact Gforcefactory support.

ADAPTER INTERFACE

For games that have no native support, the EDGE 6D provides interfaces to connect to adapter software. The following adapter software is supported:

- SimTools
- FlyPT

With these adapter software solutions, almost any game can be played with the EDGE 6D system. To use it, you need to install the software, and subsequently install a plug-in for the respective game.

The EDGE 6D system supports two BASIC interfaces for SimTools, and ADVANCED interface for SimTools and FlyPT.

The BASIC interface is easiest to configure, but offers little options for tuning.

The ADVANCED interface allows you to drive the platform directly and offers maximum tuning options.

SIMTOOLS

Simtools can be downloaded from:

<https://simtools.us>

Installation will give you the following applications:

- SimTools GameEngine
- SimTools GameManager
- SimTools PluginUpdater

For downloading plug-ins for games, you need a subscription on the X-Simulator community:

<https://www.xsimulator.net/simtools-motion-simulator-software/#plugins>.

Subsequently, you can download plug-ins from:

<https://www.xsimulator.net/community/marketplace/categories/game-plugins.2/>

Any downloaded plug-in can be installed as follows:

- start SimTools PluginUpdater
- drag the plug-in file onto the PluginUpdater window

After installation of the plug-in, the game should appear in the GameManager.

To verify whether the plug-in was installed correctly, start the game. After starting the game, the GameManager should report 'Connected' and the buttons should change from green color to blue.

For configuring the plug-in, please find instructions below. Please beware that the quality of the plug-ins may differ for each game.

BASIC interface (SimTools only)

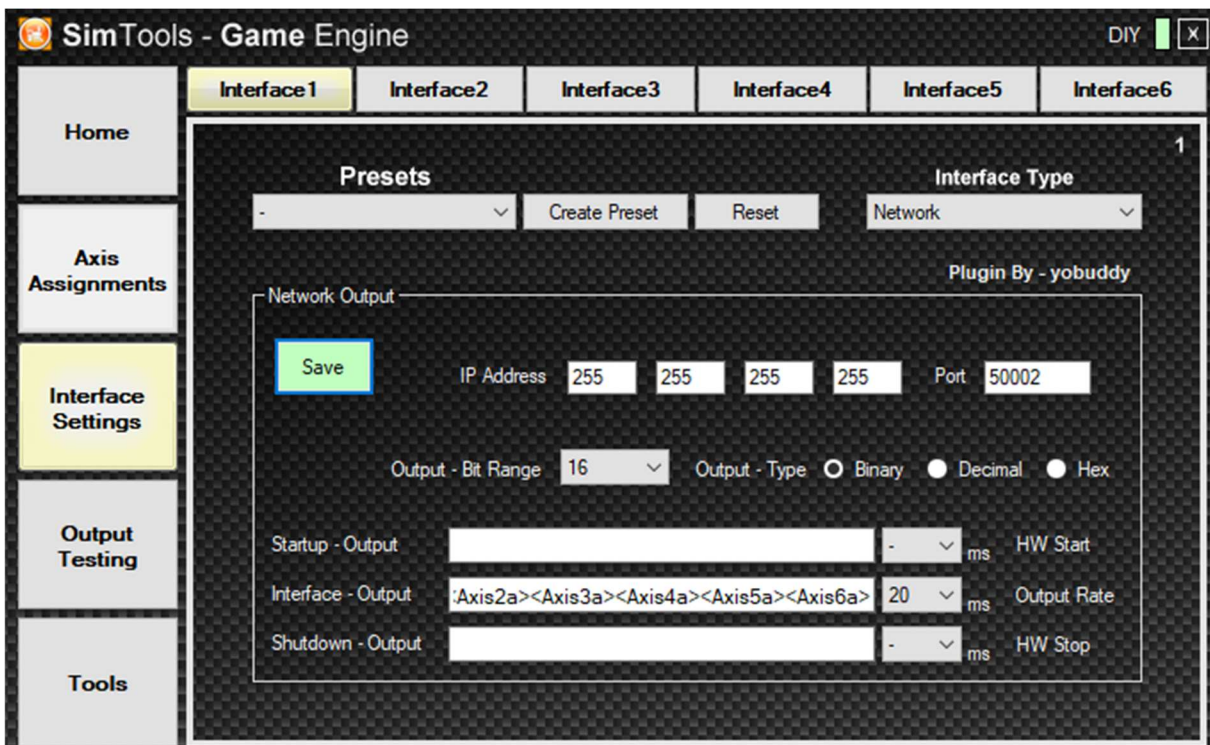
To configure the plug-in you need to configure the Axis assignment and Network interface as follows (see also screenshots):

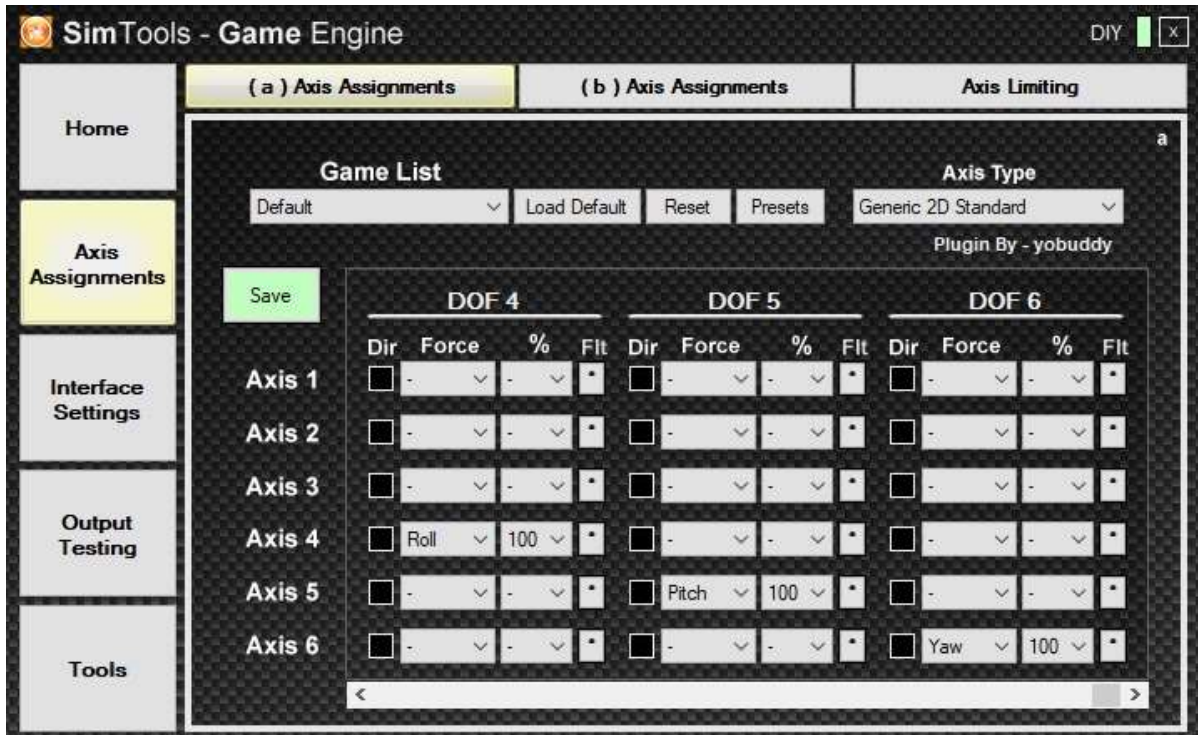
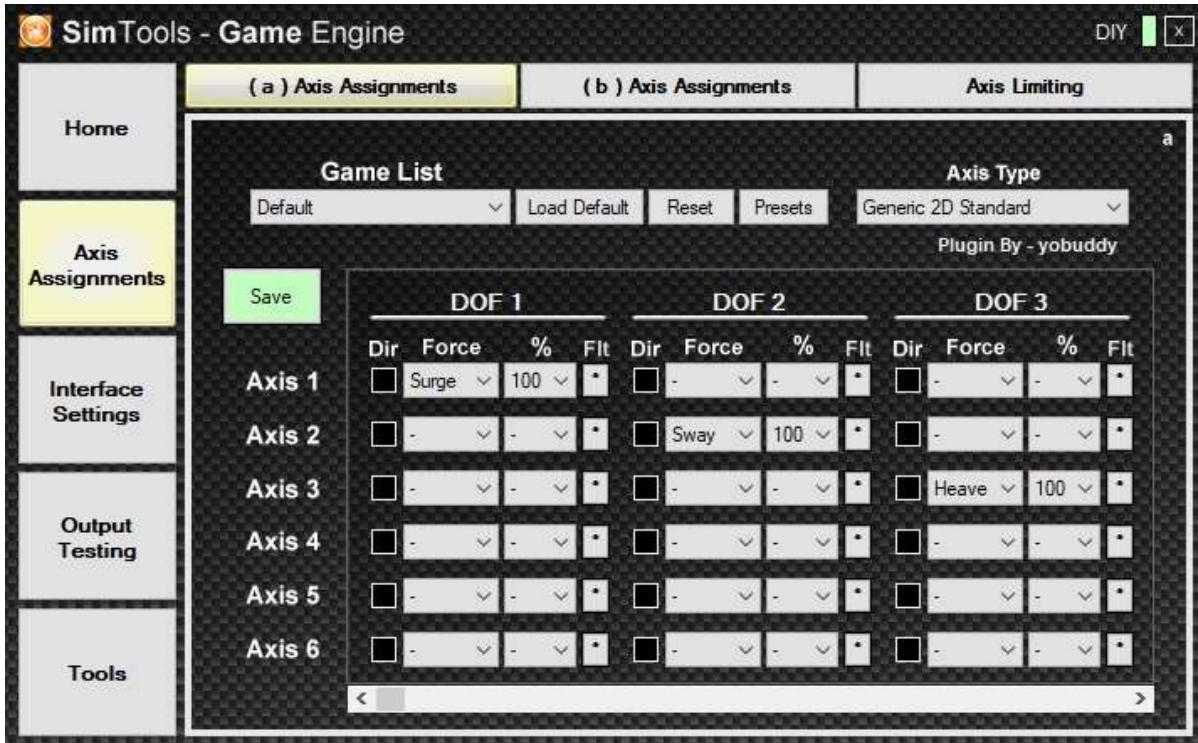
Axis assignment (DOF 1-6): <Surge><Sway><Heave><Roll><Pitch><Yaw>
 Network interface: <Axis1a><Axis2a><Axis3a><Axis4a><Axis5a><Axis6a>
 Data size: 16 bits
 Port: 50002 or 50003 (see below)

Ensure that the <Roll>, <Pitch> and <Yaw> are all set to 100%. This is important, as these dimensions are expressed in angle positions. If you set these dimensions at a lower percentage, anomalies in movements will occur at certain angle positions (e.g. rolling over/looping a plane or cornering a plane/car).

For the port you can either use 50002 or 50003. Using port 50002, the roll and pitch angles are included. In 50003 these angles are not included, so here it is expected that the roll and pitch angles are included in the Surge and Sway as gravity components.

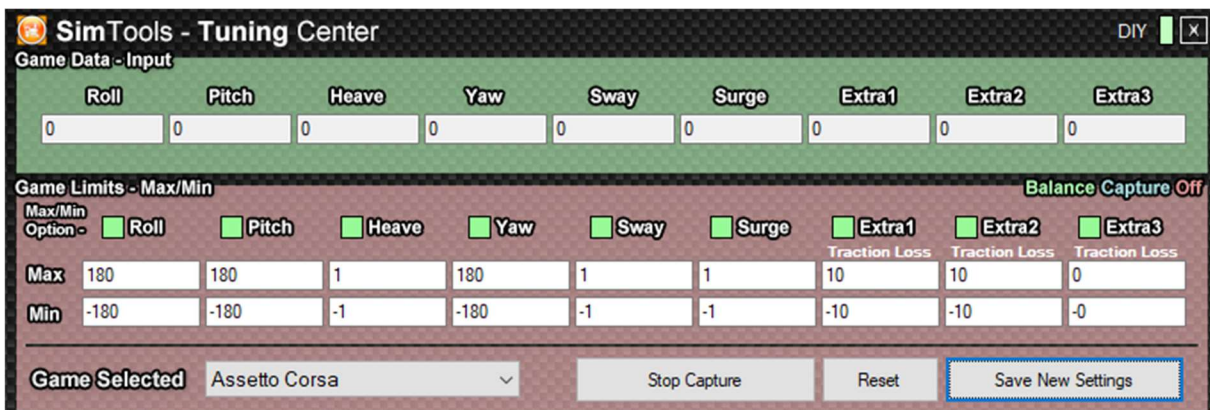
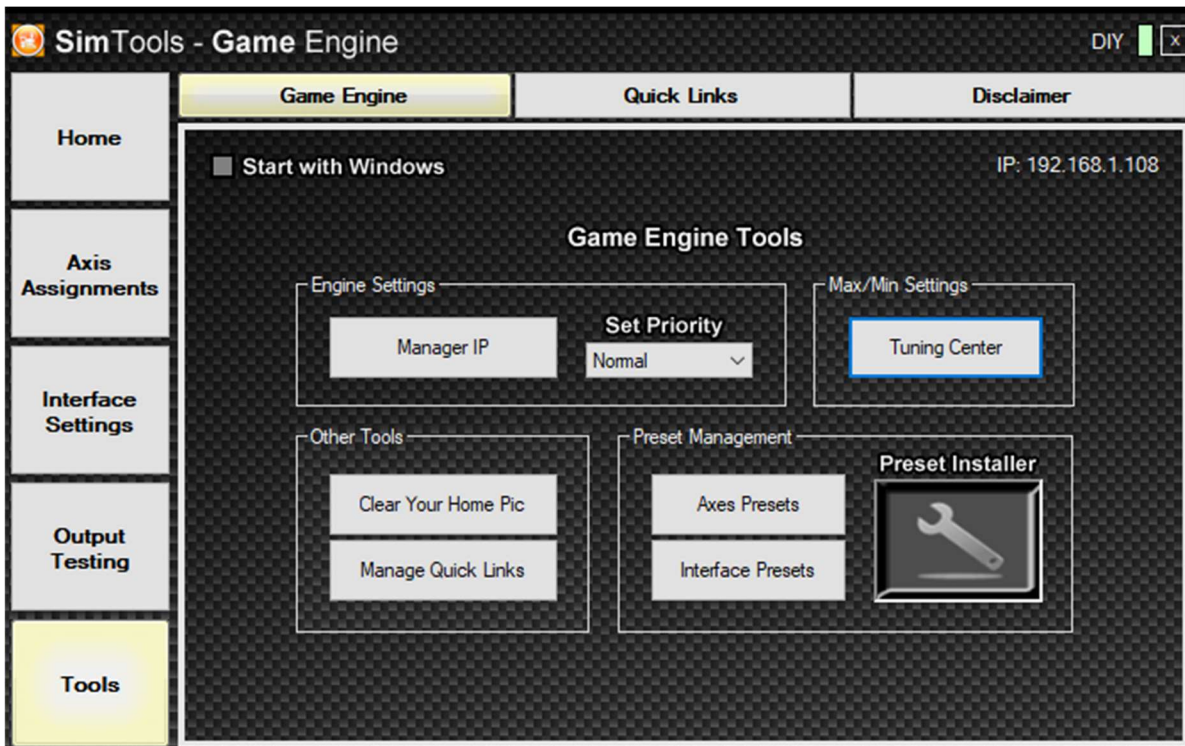
The configuration should look like the pictures below. Note that the Game list must show your game, and the IP address should correspond to the IP address shown on the dashboard of the EDGE 6D system. If your EDGE 6D system is on the same network segment as your PC, you can also configure a broadcast using the IP address 255.255.255.255.





You should now be able to test SimTools with the EDGE6D system through Output testing.

Finally, to further tune the system, be sure to adjust the values in the Tuning Center, accessible through the Tools menu, as follows:



ADVANCED interface (SimTools & FlyPT)

The ADVANCED interface can be used to drive both the SimTools and FlyPT Mover adapter software.

For using the advanced interface, you need to configure as follows:

Network interface:

```
<71><version_number><mode_Axis1a><Axis1a><mode_Axis2a><Axis2a><mode_Axis3a><Axis3a><mode_Axis4a><Axis4a><mode_Axis5a><Axis5a><mode_Axis6a><Axis6a>
```

Data size: 16 bits

Port: 50004

The *version_number* represents the version network interface and should be set as follows:

- number '0' for SimTools

- number '1' for FlyPT

The *mode_AxisXX* must be a number, as follows:

- 0: power offset (Axis 1 represents pod 1, Axis 2 represents pod 2,...)
- 1: servo angle offset (Axis 1 represents pod 1, Axis 2 represents pod 2,...)
- 2: pod length offset (Axis 1 represents pod 1, Axis 2 represents pod 2,...)
- 3: platform offset:
 - Axis 1 represents platform surge (+/-)
 - Axis 2 represents platform sway (+/-)
 - Axis 3 represents platform heave (+/-)
 - Axis 4 represents platform roll (+/-)
 - Axis 5 represents platform pitch (+/-)
 - Axis 6 represents platform yaw (+/-)
- 4: platform acceleration (use if gravity is NOT included in surge and sway)
 - Axes similar to platform offset (mode 3)
- 5: platform acceleration (use if gravity is included in surge and sway)
 - Axes similar to platform offset (mode 3)

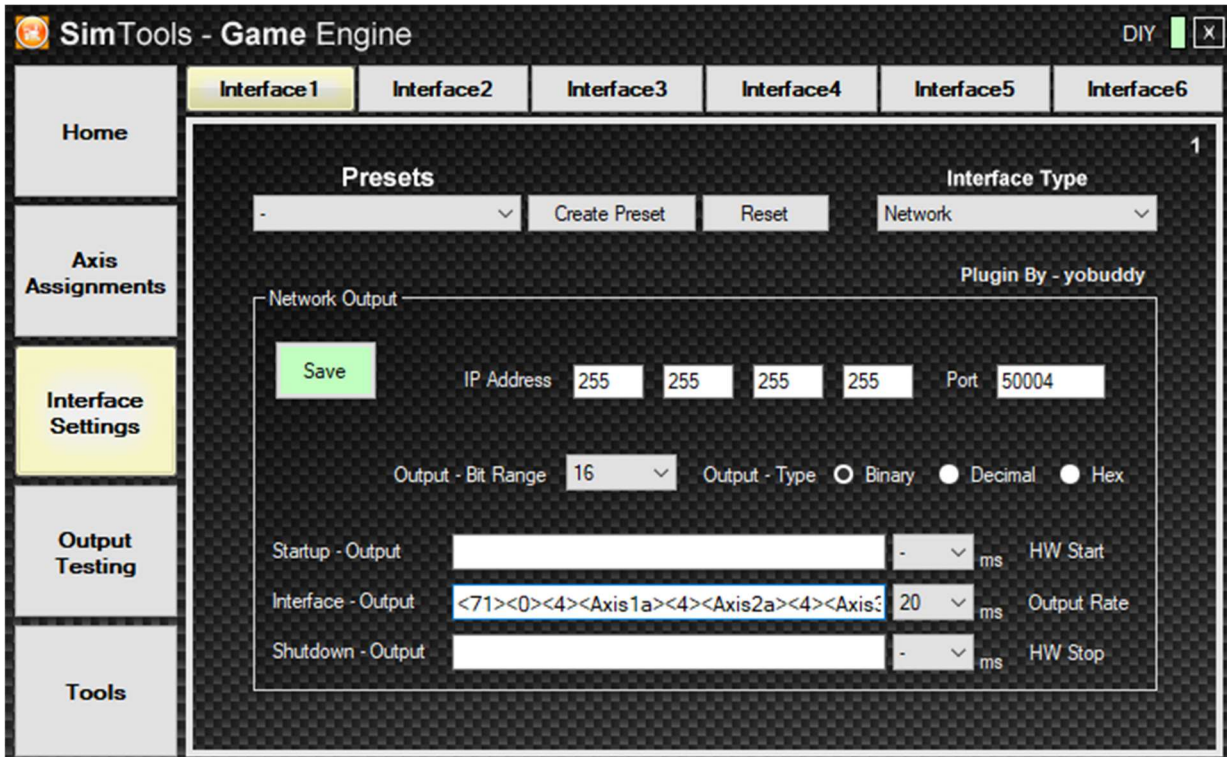
Effectively, the behavior of mode 4 and 5 is the same as the BASIC input, but here it is possible to assign it for each axis individually. This may be useful, if the filter settings of the adapter software do not have the desired result.

The pod numbering starts from the user perspective at the right front and increments clock-wise.

Within SimTools it is possible to assign the game outputs (Surge, Sway, Heave, Roll, Pitch, Yaw) to more than one axis. For example, it is possible to assign the game Surge to the platform surge by assigning Surge to Axis 1, and at the same time assign the game Surge to platform pitch by assigning Surge to Axis 5. For natural behavior we recommend for the Surge on Axis 1 a high-frequency wash-out and for the Surge on Axis 5 a low-pass filter/slow smooth.

As an example, please consider the screenshots below.

SimTools



The axis assignments are similar to the SimTools BASIC interface.

FlyPT Mover

RIG :: LINEAR HEXAPOD

Stay on last possible pose (actuators) OUT OF RANGE / SINGULARITY

Pose keys: Sway, Surge, Heave, Yaw, Roll, Pitch

Pose limits: PoseSway, PoseSurge, PoseHeave, PoseYaw, PoseRoll, PosePitch

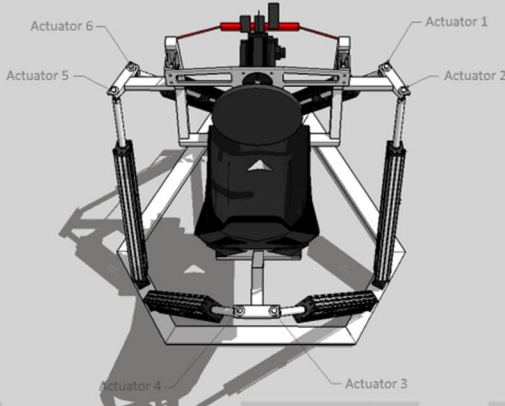
Drive pose: 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 [Set]

Center of rotation: 0, 0, 0 mm

Pose filtering: VALUE Singularity angle: 10.0 °

Actuator filtering: VALUE Gain: 1.000 [Auto gain] Bit output: 16 (0 to 65535 in 2 bytes) Scale: 1.000 x

Middle: 1025.0 mm L1: 1030.0 mm L3: 125.0 mm
 Range: 200.0 mm L2: 125.0 mm L4: 1030.0 mm
 Default height: 881.8 mm



Actuator 1, Actuator 2, Actuator 3, Actuator 4, Actuator 5, Actuator 6

Actuators

	Original	Filtered	Cropped	Bit output	Current	Speed
Actuator 1	0.0	0.0	0.0	32,767	-	-
Actuator 2	0.0	0.0	0.0	32,767	-	-
Actuator 3	0.0	0.0	0.0	32,767	-	-
Actuator 4	0.0	0.0	0.0	32,767	-	-
Actuator 5	0.0	0.0	0.0	32,767	-	-
Actuator 6	0.0	0.0	0.0	32,767	-	-

Actuator position test

Park	Park bit value	Key
0 mm	32767	Axis 1a
0 mm	32767	Axis 2a
0 mm	32767	Axis 3a
0 mm	32767	Axis 4a
0 mm	32767	Axis 5a
0 mm	32767	Axis 6a

OUTPUT :: UDP

Connect

Type of output: Binary Interval loops: 10 (20 ms)
 Port: 50004

Start string: [] 0 ms
 Output string: <71><1><4><Axis 1a><4><Axis 2a><4><Axis 3a><4><Axis 4a><4><Axis 5a><4><Axis 6a>
 Stop string: [] 0 ms

Debug

Rigs/Directs

```
071 001 004 127 255 004 127 255 004 127 255 004 127 255 004 127 255
```

RIG :: LINEAR HEXAPOD

- <Axis 1a>
- <Axis 2a>
- <Axis 3a>
- <Axis 4a>
- <Axis 5a>
- <Axis 6a>
- <PoseSway>
- <PoseSurge>
- <PoseHeave>
- <PoseYaw>
- <PoseRoll>
- <PosePitch>

NATIVE INTERFACE

Port: 50001

The NATIVE INTERFACE can be used to drive the platform directly from custom applications (e.g Unreal and Unity).

Numbering and coordinate system

From the user perspective, the six pods are numbered clockwise, starting with pod 0 at the front right.

EDGE 6D adopts the ISO coordinate system. The ISO coordinate system means that x is forward, y is leftward and z is upward. Rotations are clockwise, relative to positive direction along the axes.

‘World’ coordinates refer to the global position/orientation of the user in the simulation world. For example, if a user moves forward, it may be in all directions x, y and z simultaneously, depending on the orientation of the user.

‘User’ coordinates refer to the (local) position/orientation as experienced by the user. For example, if a user moves forward, it is only in the direction of x.

Platform motion packets

The following motion packets are defined. Packets of different types may be used during the same session, enabling offsets during simulation.

<i>Type</i>	<i>Meaning</i>	<i>Value / Unit</i>
CHAR	Header	‘G’
CHAR	Packet version	0
CHAR	Motion packet type	‘M’
CHAR	Type ‘Servo Power Offset’	0
UINT32	Timestamp of the data	microseconds
FLOAT32	Power Offset 0	-1.0 – 1.0
FLOAT32	Power Offset 1	-1.0 – 1.0
FLOAT32	Power Offset 2	-1.0 – 1.0
FLOAT32	Power Offset 3	-1.0 – 1.0
FLOAT32	Power Offset 4	-1.0 – 1.0
FLOAT32	Power Offset 5	-1.0 – 1.0

CHAR	Header	‘G’
CHAR	Packet version	0
CHAR	Motion type	‘M’
CHAR	Type ‘Servo Angle Offset’	1
UINT32	Timestamp of the data	microseconds
FLOAT32	Angle Offset 0	rad (+/-)
FLOAT32	Angle Offset 1	rad (+/-)
FLOAT32	Angle Offset 2	rad (+/-)
FLOAT32	Angle Offset 3	rad (+/-)
FLOAT32	Angle Offset 4	rad (+/-)
FLOAT32	Angle Offset 5	rad (+/-)

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Motion type	'M'
CHAR	Type 'Servo Length Offset'	2
UINT32	Timestamp of the data	microseconds
FLOAT32	Length Offset 0	m (+/-)
FLOAT32	Length Offset 1	m (+/-)
FLOAT32	Length Offset 2	m (+/-)
FLOAT32	Length Offset 3	m (+/-)
FLOAT32	Length Offset 4	m (+/-)
FLOAT32	Length Offset 5	m (+/-)

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Motion type	'M'
CHAR	Type 'Platform position'	3
UINT32	Timestamp of the data	microseconds
FLOAT32	Tx – platform position	m (+/-)
FLOAT32	Ty – platform position	m (+/-)
FLOAT32	Tz – platform position	m (+/-)
FLOAT32	Rx – platform orientation	rad (+/-)
FLOAT32	Ry – platform orientation	rad (+/-)
FLOAT32	Rz – platform orientation	rad (+/-)

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Motion type	'M'
CHAR	Type 'User incl. gravity and centrifugal'	4
UINT32	Timestamp of the data	microseconds
FLOAT32	Tx – acceleration incl. gravity and centrifugal	m/s ² (user)
FLOAT32	Ty – acceleration incl. gravity and centrifugal	m/s ² (user)
FLOAT32	Tz – acceleration incl. gravity and centrifugal	m/s ² (user)
FLOAT32	Rx – rotation speed	rad/s (user)
FLOAT32	Ry – rotation speed	rad/s (user)
FLOAT32	Rz – rotation speed	rad/s (user)

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Motion type	'M'
CHAR	Type 'User incl. centrifugal'	5
UINT32	Timestamp of the data	microseconds
FLOAT32	Tx – acceleration incl. centrifugal	m/s ² (user)
FLOAT32	Ty – acceleration incl. centrifugal	m/s ² (user)
FLOAT32	Tz – acceleration incl. centrifugal	m/s ² (user)
FLOAT32	Rx – orientation	rad (user)
FLOAT32	Ry – orientation	rad (user)
FLOAT32	Rz – orientation	rad (user)

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Motion type	'M'
CHAR	Type 'World speed & orientation'	6
UINT32	Timestamp of the data	microseconds
FLOAT32	Tx – speed	m/s (world)
FLOAT32	Ty – speed	m/s (world)
FLOAT32	Tz – speed	m/s (world)
FLOAT32	Rx –orientation	rad (world)
FLOAT32	Ry –orientation	rad (world)
FLOAT32	Rz –orientation	rad (world)

Platform commands

It is possible to send commands to start platform logging or to change the state of the EDGE 6D system.

Platform logging

Platform logging is initiated by sending a log COMMAND UDP packet by the host computer to port 50001 of the system.

The log COMMAND packet has the following format:

CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Command type	'L'
CHAR	Packet type	Power = 0 Angle = 1 Length = 2 Platform position = 3 Acceleration and rotation = 4 LOG RESET = 255

Subsequently, the EDGE 6D system will respond to the host computer at port 50001 with corresponding log DATA packets at 200 Hz, with the following structure:

<i>Type</i>	<i>Meaning</i>	<i>Value/Unit</i>
CHAR	Header	'G'
CHAR	Packet version	0
CHAR	Logging type	'L'
CHAR	Number of log DATA packets	0-255

...followed by the corresponding log DATA packets, as specified below:

<i>Type</i>	<i>Meaning</i>	<i>Value / Unit</i>
<i>DATA</i>		
CHAR	Type 'Power'	0
FLOAT32	Power 0	-1.0 – 1.0
FLOAT32	Power 1	-1.0 – 1.0
FLOAT32	Power 2	-1.0 – 1.0
FLOAT32	Power 3	-1.0 – 1.0
FLOAT32	Power 4	-1.0 – 1.0
FLOAT32	Power 5	-1.0 – 1.0

CHAR	Type 'Angle'	1
FLOAT32	Angle 0	rad (0-2pi)
FLOAT32	Angle 1	rad (0-2pi)
FLOAT32	Angle 2	rad (0-2pi)
FLOAT32	Angle 3	rad (0-2pi)
FLOAT32	Angle 4	rad (0-2pi)
FLOAT32	Angle 5	rad (0-2pi)

CHAR	Type 'Length'	2
FLOAT32	Length 0	m (+/-)
FLOAT32	Length 1	m (+/-)
FLOAT32	Length 2	m (+/-)
FLOAT32	Length 3	m (+/-)
FLOAT32	Length 4	m (+/-)
FLOAT32	Length 5	m (+/-)

CHAR	Type 'Platform position'	3
FLOAT32	Tx – platform displacement	m (+/-)
FLOAT32	Ty – platform displacement	m (+/-)
FLOAT32	Tz – platform displacement	m (+/-)
FLOAT32	Rx – platform rotation	rad (+/-)
FLOAT32	Ry – platform rotation	rad (+/-)
FLOAT32	Rz – platform rotation	rad (+/-)

CHAR	Type 'Acceleration and rotation'	4
FLOAT32	Tx – acceleration	m/s ² (+/-)
FLOAT32	Ty – acceleration	m/s ² (+/-)
FLOAT32	Tz – acceleration	m/s ² (+/-)
FLOAT32	Rx – rotation	rad (+/-)
FLOAT32	Ry – rotation	rad (+/-)
FLOAT32	Rz – rotation	rad (+/-)

State commands

It is possible to change the state of the EDGE 6D system by sending a log COMMAND UDP packet by the host computer to port 50001 of the system. State changes will be forgotten once the system is powered down.

The COMMAND packet has the following format:

Header	CHAR	'G'
Packet version	CHAR	0
Command type	CHAR	'C'
Command	CHAR	ToState = 1, SetVolume = 2, SetPreset = 3, SetFilter = 4, ReadState = 5, ReadVolume = 6, ReadPreset = 7, ReadFilter = 8
<command specific parameters>	<see below>	<see below>

In case the COMMAND is a read command, the following packet will be returned:

Header	CHAR	'G'
Packet version	CHAR	0
Command type	CHAR	'R'
Command	CHAR	ToState = 1, SetVolume = 2, SetPreset = 3, SetFilter = 4, ReadState = 5, ReadVolume = 6, ReadPreset = 7, ReadFilter = 8, ReadSeatBelt = 9
<command specific parameters>	<see below>	<see below>

ToState

Sets the EDGE 6D either in MOTION state or in READY state

Command specific parameters:

ToState	CHAR	ToMotion = 0, ToReady = 1
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SetVolume

Sets the motion intensity of the system

Command specific parameters:

Volume	CHAR	0 - 100
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SetPreset

Sets the EDGE 6D to the preset with the designated number (if available).

Command specific parameters:

Preset number	CHAR	0-255
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SetFilter

Configures the parameters in the appropriate EDGE 6D filter. This command can be used for fine tuning the system for specific applications. For more information, please contact Gforcefactory support.

ReadState

Returns whether the EDGE 6D is in MOTION state or not

Command specific parameters to send: NONE

Command specific parameters to receive:

State	CHAR	Not motion = 0, Motion = 1
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ReadVolume

Returns the motion intensity displayed on the dashboard.

Command specific parameters to send: NONE

Command specific parameters to receive:

Volume	CHAR	0-100
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ReadPreset

Returns the filter preset that is currently active.

Command specific parameters to send: NONE

Command specific parameters to receive:

Preset	CHAR	0-255
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ReadFilter

Returns the filter settings of the corresponding filter. For more information, please contact Gforcefactory support.

ReadSeatBelt

Returns the current state of the active seat belt.

Command specific parameters to send: NONE

Command specific parameters to receive:

SeatBeltState	CHAR	BIT0: seat belt open (0) / closed (1) BIT1: seat belt detected: no (0) / yes (1) (seat belt is only detected after the first close)
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