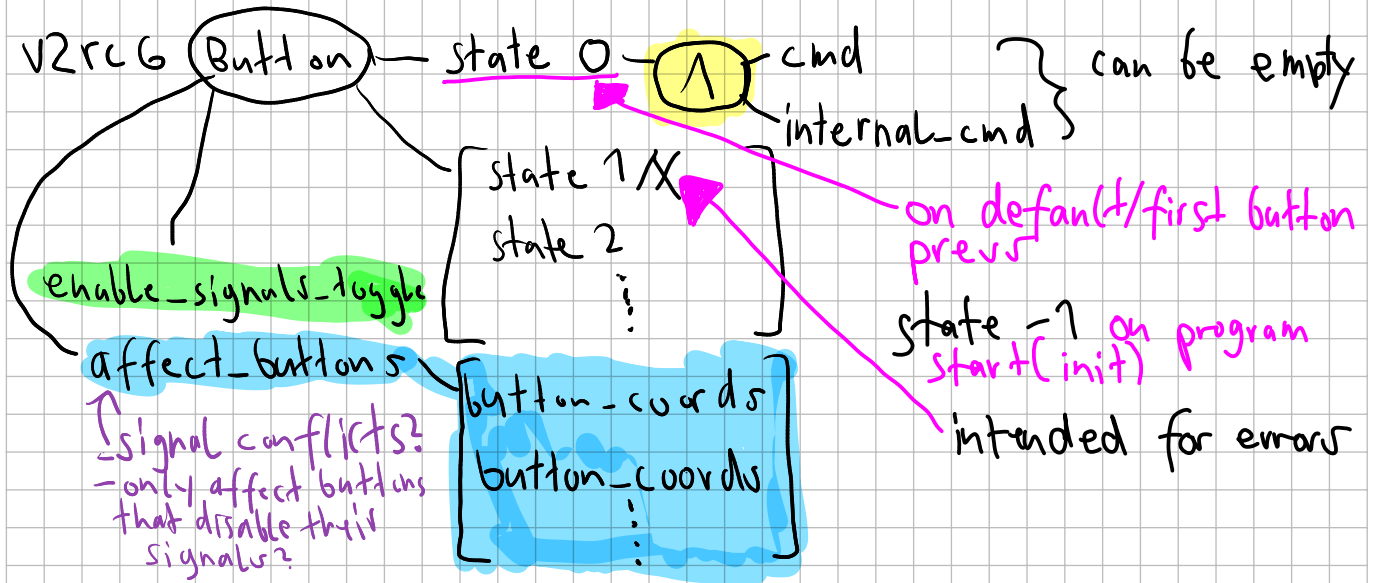




Signal  
↳ exit\_code → Set Button X to State Y



An external program can change button states via an api.

!get\_states &x=&y=

!set\_state &x=&y=&state=