pu	START	COMMAND	ADRE	SS	PARAM_LEN	PARAM	XMODEM CRC16				
PC nmand	Byte	Byte	High-Byte	Low-Byte	Byte	PARAM_LEN x Byte	High-Byte	Low-Byte			
Cor	0x2F	0x30 - 0x3A	0x00 - 0xFF	0x00 - 0xFF	1-255 // 0=256	0x00 - 0xFF	0x00 - 0xFF	0x00 - 0xFF			
ACE	START	COMMAND	ADRE	SS	PARAM_LEN	PARAM	ACK	XMODE	M CRC16		
NTERFACE Answer	Byte	Byte	High-Byte	Low-Byte	Byte	PARAM_LEN x Byte	Byte	High-Byte	Low-Byte		
N N	0x2E	0x30 - 0x3A	0x00 - 0xFF	0x00 - 0xFF	1-255 // 0=256	0x00 - 0xFF	0x00 - 0x0F	0x00 - 0xFF	0x00 - 0xFF		
	Field name	Min Value	Max Value	Descr	Description						
	START	0x2E = 46 = '.'	0x2F = 47 = '/'	Escap	Escape character: (PC) must send 0x2F / Interface must send 0x2E in response						
	COMMAND	0x30 = 48 = '0'	0x3C = 58 = '<'	All cha	All chars are printable to better control with portmonitor						
	ADRESS	0x0000 = 0	0xFFFF = 65535	(May f	(Max for F330 is 0x1DFF). Only <b>Valid if Device Read or Write</b> (Big Endian)						
	ADREOG	0,0000 = 0	021111 = 00000	,	For all other commands the adress bytes will be ignored (better set to 0)						
	PARAM_LEN(n)	0x01 = 1	0x00 = 256	To har The m	Length-Field for the following PARAM Block. To handle the whole Byte range from 0256 a trick is used The minimum Value is 1 so there has to be allways 1 Byte in PARAM Values from 1255 count what they say, but 0 means 256.						
	PARAM	0x00 = 0 $0xFF = 255$		Only V	A Data-block of PARAM_LEN count of Bytes.  Only Valid if Device Read or Write. For other commands PARAM bytes will be ignored (so for other command set PARAM_LEN=1 and the single PARAM byte = 0)						
	ACK	0x00 = 'OK'	0x0F		Interface Response Field with OK or Error Code. Only send by Interface.  Error Codes range is from 0x01 to 0x0F						
	XMODEM CRC16	0x0000 = 0	0xFFFF = 65535	Initial v This is	value: 0x0 the CRC used by	/R-Gcc: Polynomial: x^16  the Xmodem-CRC proto alculated from START to F	col.	- 1 (0x1021)			

Rem: The last 2 byte in sequence = CRC. Hex-Values are show when they are allways equal.

Command Table	HexVal	DecVal	Ascii	Meaning
PC sends: Interface responds	30 2F 30 00 00 2E 30 00 00	48 01 00 CF D4 01 00 00 44 C2	0	May be send by Master to check: Interface still present and responding?  Data: 0  Data: 0  Rem: BLHeli-Setup sends this command 1 time/sec to check the interface connection
cmd_ProtocolGetVersion PC sends: Interface responds	31 2F 31 00 00 2E 31 00 00	49 01 00 65 85 01 bb 00 CRC	1	Retrieve Interface Protocoll version Data: 0 Data: bb = 1 Byte with interface protocol version number Rem: The version number of this command table and handling
Cmd_InterfaceGetVersionStr PC sends: Interface responds	32 2F 32 00 00 2E 32 00 00	50 01 00 8B 57 nn abc 00 CRC	2	Retrieve Interface version as text.  Data: 0  Data: nn = number of chars; abc = chars with interface version text  Rem: Only the name of the interfaces (w/o the Rev. num)
PC sends: Interface responds	33 2F 33 00 00 2E 33 00 00	51 01 00 21 06 02 bb bb 00 CRC	3	Retrieve Interface version as byte value.  Data: 0  Data: bb = 2 Byte with Interface version number I.Byte= 12.3 II.Byte= .4.5  Rem: Rev. Number of the interface
cmd_InterfaceExit PC sends: Interface responds	34 2F 34 00 00 2E 34 00 00	<b>52</b> 01 00 46 D2 01 00 00 42 63	4	Exit Interface PC Mode Resets the BESC's and restarts Boxes Display Mode Data: 0 Data: 0 Rem: Only valid for Dual mode Interfaces (Box with LCD), otherwise simply return OK
PC sends: Interface responds	35 2F 35 00 00 2E 35 00 00	53 01 0n CRC 01 0n 00 CRC	5	C2 Command: Reset connected Target (BESC)  Data: 00-07 select the BESC channel 'V2 / V1 always 00  Data: 00-07 *V2 / V1 always 00  Rem: Used as a single command will restart the BESC
cmd_DeviceGetID PC sends: Interface responds	36 2F 36 00 00 2E 36 00 00	54 01 00 02 51 02 hi lo 00 CRC	6	C2 Command: Retrieve Target MCU ID as byte value.  Data: 0  Data: hi lo = 2 Byte; for SiLabs MCU ID ( 0x0A=F330/0x08=F310) for Atmel: the 2 lower bytes of Device Sign (eg. 0x9307=Atmega8)  Rem: BLHeli-Setup evaluates, if the chip is supported / not the interface

cmd DeviceFraseAll         37         55         7         C2 Command: Enable Flash access to Target MCU           Decision Interface responds V1V3         2E 37 00 00 01 bb 00 CRC         Data: 00-07 select the BESC channel "V2 / V1 always 00 Data: V1 = always 00 /*V2=00-07 / V3 = Derivative ID           Interface responds V4         2E 37 00 00 03 as bb cc 00 CRC         Data: V1 = always 00 /*V2=00-07 / V3 = Derivative ID           Comd DeviceFraseAll         38         56         C2 Command: Erase belease the ESC channel "V2 / V1 always 00 Data: V1 = always 00 /*V2=00-07 / V3 = Derivative ID           Comd DeviceFraseAll         38         56         C2 Command: Erase whole memory of Carcy (bit 1 = C2D (0=Low/1= high) should be both high -> 11b           Comd DevicePageErase         39         57         Data: 0           Interface responds         2E 38 00 00 01 0b CRC         Data: 0           PC sends:         2F 39 00 00 01 bb CRC         Data: bb = 1 Byte with the page number           Interface responds         2E 30 00 00 01 bb CRC         Data: bb = 1 Byte with the page number           Rem:         PC sends:         2F 3A hi lo 01 nn CRC         Data: bb = 1 Byte with the page number           Interface responds         2E 3A hi lo nn bbb 00 CRC         Data: bi = 1 Byte with the page number           Rem:         no mand: Brate address; nn = number of bytes to read         Data: bi = 1 Byte with the page number <th></th> <th></th> <th></th> <th></th> <th></th> <th></th>						
Interface responds V1V3	cmd	_DeviceInitFlash	37	55	7	C2 Command: Enable Flash access to Target MCU
Interface responds V4   2E 37 00 00 03 aa bb cc 00 CRC   Data: aa=DeviceID bb=DerivativeID cc=LineState   Rem: LineState: bit 0 = C2CK, bit 1 = C2D (0=Low/1= high) should be both high -> 11b		PC sends:	2F 37 00 00 01	0n CRC		Data: 00-07 select the BESC channel *V2 / V1 always 00
Interface responds V4   2E 37 00 00 03 aa bb cc 00 CRC   Data: aa=DeviceID bb=DerivativeID cc=LineState   Rem: LineState: bit 0 = C2CK, bit 1 = C2D (0=Low/1= high) should be both high -> 11b		Interface responds V1V3	2E 37 00 00 01	bb 00 CRC		Data: <b>V1 =</b> always 00 /* <b>V2</b> =00-07 / <b>V3</b> = Derivative ID
cmd DevicePaseAll         38         56         8         C2 Command: Erase whole memory of Target MCU           PC sends:         2F 38 00 00 01 00 00 49 80         Data: 0         Data: 0           Interface responds         2E 38 00 00 01 00 00 49 80         PC sends: 0         2E 38 00 00 01 00 00 49 80           PC sends:         2F 39 00 00 01 bb CRC Interface responds         2E 39 00 00 01 bb CRC Data: 0b = 1 Byte with the page number Data: 0b = 1 Byte with the page number Rem:           Cmd DeviceRead         3A         58         : C2 Command: Read memory of Target MCU Data: bb = 1 Byte with the page number Rem:           PC sends:         2F 3A hi lo 01 nn CRC Data: bb = 1 Byte with the page number Rem: nn = number of bytes to read Data: bi lo = start address; nn = number of bytes to read Data: bi lo = start address; nn = number of data bytes; bbb = data bytes Rem: nn = 0 means: read 256 bytes           Cmd DeviceWrite         3B         59         ; C2 command: Write to memory of Target MCU Data: bi lo = start address; nn = number of data bytes; bbb = data bytes           PC sends:         2F 3B hi lo nn bbb CRC Data: bi lo = start address; nn = number of data bytes; bbb = data bytes           Interface responds         2E 3B hi lo 01 00 00 CRC           Cmd DeviceC2CK LOW         3C         60          C2 Command: Set C2 clock line C2CK to low Data: 00-07 select the BESC channel 'V2 / V1 always 00           PC sends: Interface responds         2F 3C 00 00 01 00 0 CRC <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						
cmd DevicePaseAll         38         56         8         C2 Command: Erase whole memory of Target MCU           PC sends:         2F 38 00 00 01 00 00 49 80         Data: 0           Interface responds         2E 38 00 00 01 00 00 49 80         Data: 0           PC sends:         2F 39 00 00 01 bb CRC         Data: bb = 1 Byte with the page number           Interface responds         2E 39 00 00 01 bb 00 CRC         Data: bb = 1 Byte with the page number           Rem:         PC sends:         2F 3A hi lo 01 nn CRC         Data: hi lo = start address; nn = number of bytes to read           Interface responds         2E 3A hi lo nn bbb 00 CRC         Data: hi lo = start address; nn = number of data bytes; bbb = data bytes           Rem:         PC sends:         2F 3B hi lo nn bbb CRC         Data: hi lo = start address; nn = number of data bytes; bbb = data bytes           Interface responds         2B 3B hi lo nn bbb CRC         Data: hi lo = start address; nn = number of data bytes; bbb = data bytes           PC sends:         2F 3B hi lo nn bbb CRC         Data: hi lo = start address; nn = number of data bytes; bbb = data bytes           Interface responds         2E 3B hi lo 01 00 00 CRC         Data: hi lo = start address; nn = number of data bytes; bbb = data bytes           Rem: nn = 0 means: read 256 bytes         Rem: Write to memory of Target MCU         Data: hi lo = start address; nn = number of data bytes; bbb = da			•			Rem: LineState: bit 0 = C2CK, bit 1 = C2D (0=Low/1= high) should be both high -> 11b
Data: 0   Data						
Interface responds   2E 38 00 00 01 00 00 49 80   Data: 0   Rem:	cmd	_DeviceEraseAll	38	56	8	C2 Command: Erase whole memory of Target MCU
Rem:    Cmd DevicePageErase   39   57   9   C2 Command: Erase one page in memory of Target MCU   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Rem:    Cmd DeviceRead   3A   58   C2 Command: Read memory of Target MCU   Data: hi lo = start address; nn = number of bytes to read   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data		PC sends:	2F 38 00 00 01	00 CD F9		Data: 0
Common DevicePageErase   39   57   9   C2 Command: Erase one page in memory of Target MCU   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Data: bb = 1 Byte with the page number   Rem:   C2 Command: Read memory of Target MCU   Data: hi lo = start address; nn = number of bytes to read   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Rem: nn = 0 means: read 256 bytes   C2 Command: Write to memory of Target MCU   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes		Interface responds	2E 38 00 00 01	00 00 49 80		Data: 0
Data: bb = 1 Byte with the page number		<u> </u>	•			Rem:
Data: bb = 1 Byte with the page number						
Data: bb = 1 Byte with the page number	cmd	_DevicePageErase	39	57	9	C2 Command: Erase one page in memory of Target MCU
Rem:    Comd DeviceRead   SA		PC sends:	2F 39 00 00 01	bb CRC		Data: bb = 1 Byte with the page number
Rem:		Interface responds	2E 39 00 00 01	bb 00 CRC		Data: bb = 1 Byte with the page number
Data: hi lo = start address; nn = number of bytes to read Data: hi lo = start address; nn = number of data bytes; bbb = data bytes	'	·	•			Rem:
Data: hi lo = start address; nn = number of bytes to read Data: hi lo = start address; nn = number of data bytes; bbb = data bytes						
Interface responds    Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Rem: nn = 0 means: read 256 bytes   C2 Command: Write to memory of Target MCU   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes	cmd	_DeviceRead	3A	58	:	C2 Command: Read memory of Target MCU
Rem: nn = 0 means: read 256 bytes    C2 Command: Write to memory of Target MCU		PC sends:	2F 3A hi lo 01	nn CRC		Data: hi lo = start address; nn = number of bytes to read
Rem: nn = 0 means: read 256 bytes    C2 Command: Write to memory of Target MCU		Interface responds	2E 3A hi lo nn	bbb 00 CRC		Data: hi lo = start address; nn = number of data bytes; bbb = data bytes
PC sends: 2F 3B hi lo nn bbb CRC   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address   Rem: nn = 0 means: read 256 bytes   Rem: Writes are internally verified (Interface reads back after write and compares)      Cmd_DeviceC2CK_LOW   3C   60   C2 Command: Set C2 clock line C2CK to low   PC sends:   2F 3C 00 00 01 0n CRC   Data: 00-07 select the BESC channel 'V2 / V1 always 00   Data: 00-07 *V2 / V1 al		<u> </u>	•			Rem: nn = 0 means: read 256 bytes
PC sends: 2F 3B hi lo nn bbb CRC   Data: hi lo = start address; nn = number of data bytes; bbb = data bytes   Data: hi lo = start address   Rem: nn = 0 means: read 256 bytes   Rem: Writes are internally verified (Interface reads back after write and compares)      Cmd_DeviceC2CK_LOW   3C   60   C2 Command: Set C2 clock line C2CK to low   PC sends:   2F 3C 00 00 01 0n CRC   Data: 00-07 select the BESC channel 'V2 / V1 always 00   Data: 00-07 *V2 / V1 al	•					•
Interface responds  2E 3B hi lo 01 00 00 CRC  Data: hi lo = start address Rem: nn = 0 means: read 256 bytes Rem: Writes are internally verified (Interface reads back after write and compares)  Cmd_DeviceC2CK_LOW  3C  60  C2 Command: Set C2 clock line C2CK to low PC sends: Data: 00-07 select the BESC channel 'V2 / V1 always 00 Data: 00-07 *V2 / V1 always 00	cmd	_DeviceWrite	3B	59	;	C2 Command: Write to memory of Target MCU
Rem: nn = 0 means: read 256 bytes Rem: Writes are internally verified (Interface reads back after write and compares)  Cmd_DeviceC2CK_LOW 3C 60		PC sends:	2F 3B hi lo nn	bbb CRC		Data: hi lo = start address; nn = number of data bytes; bbb = data bytes
Rem: Writes are internally verified (Interface reads back after write and compares)  Cmd_DeviceC2CK_LOW 3C 60 < C2 Command: Set C2 clock line C2CK to low  PC sends: 2F 3C 00 00 01 0n CRC Data: 00-07 select the BESC channel 'V2 / V1 always 00  Data: 00-07 *V2 / V1 always 00		Interface responds	2E 3B hi lo 01	00 00 CRC		Data: hi lo = start address
cmd_DeviceC2CK_LOW         3C         60          C2 Command: Set C2 clock line C2CK to low           PC sends:         2F 3C 00 00 01 0n CRC         Data: 00-07 select the BESC channel 'V2 / V1 always 00           Interface responds         2E 3C 00 00 01 0n 00 CRC         Data: 00-07 *V2 / V1 always 00	[ '	·	•			Rem: nn = 0 means: read 256 bytes
cmd_DeviceC2CK_LOW         3C         60          C2 Command: Set C2 clock line C2CK to low           PC sends:         2F 3C 00 00 01 0n CRC         Data: 00-07 select the BESC channel 'V2 / V1 always 00           Interface responds         2E 3C 00 00 01 0n 00 CRC         Data: 00-07 *V2 / V1 always 00						Rem: Writes are internally verified (Interface reads back after write and compares)
PC sends:         2F 3C 00 00 01 0n CRC         Data: 00-07 select the BESC channel 'V2 / V1 always 00           Interface responds         2E 3C 00 00 01 0n 00 CRC         Data: 00-07 *V2 / V1 always 00						• • • • • • • • • • • • • • • • • • • •
Interface responds 2E 3C 00 00 01 0n 00 CRC Data: 00-07 *V2 / V1 always 00	cmd	_DeviceC2CK_LOW	3C	60	<	C2 Command: Set C2 clock line C2CK to low
Interface responds 2E 3C 00 00 01 0n 00 CRC Data: 00-07 *V2 / V1 always 00		PC sends:	2F 3C 00 00 0	1 <mark>0n</mark> CRC		Data: 00-07 select the BESC channel 'V2 / V1 always 00
,		Interface responds	2E 3C 00 00 0	1 <mark>0n</mark> 00 CRC		•
		·	•			Rem: Not yet implemented in BLHeli-Setup; may help recover wrong flashed BESC

## Errror codes

If a command sequence is send by the master and the interface fails to proceed, it will answer with an Error code.

Interface Error Response 2E cc hi lo 01 00 er CRC Data: 00 cc = command which failed; hi+lo = address value which failed; er = Error Code

## **Error codes defined for ACK**

ACK_OK	0x00	Operation succeeded. No Error.	
ACK_I_UNKNOWN_ERROR	0x01	Failure in the interface for unknown reason	
ACK_I_INVALID_CMD	0x02	Interface recognized an unknown command	
ACK_I_INVALID_CRC	0x03	Interface calculated a different CRC / data transmission form Master failed	
ACK_I_VERIFY_ERROR	0x04	Interface did a successful write operation over C2, but the read back data did not match	
ACK_D_INVALID_COMMAND	0x05	Device communication failed and the Status was 0x00 instead of 0x0D	
ACK_D_COMMAND_FAILED	0x06	Device communication failed and the Status was 0x02 or 0x03 instead of 0x0D	
ACK_D_UNKNOWN_ERROR	0x07	Device communication failed and the Status was of unknow value instead of 0x0D	
ACK_I_INVALID_CHANNEL	80x0	Interface recognized: unavailable Port is adressed in Multi BESC Mode	* V2 only
ACK_I_INVALID_PARAM	0x09	Interface recognized an invalid Parameter	
ACK_D_GENERAL_ERROR	0xFF	Device communication failed for unknown reason	

History: V1.0 Intial release

V2.0 Added Support für Multiple BESC Handling

Interface Name starting with "m..." indicates: this is a multiple BESC Interface

The following Commands got a new parameter 0-7 which selects the BESC Channel 1..8

Once selected, the Channel will remain activ till another one is selcted.

cmd\_DeviceC2CK\_LOW

cmd\_DeviceReset

cmd\_DeviceInitFlash

To enable Interfaces with less than 8 channels ACK\_I\_INVALID\_CHANNEL is added Interface will respond if a Channel higher than supported is addressed.

V3.0 cmd\_DeviceInitFlash returns the SiLabs device Derivative ID

V4.0 cmd\_DeviceInitFlash combines cmd\_DeviceReset + cmd\_DeviceGetID + cmd\_DeviceInitFlash and returns DeviceID, DerivativeID and LineState for C2D and C2CK wires

V5.0 cmd\_InterfaceGetVersion now returns 2 bytes.

(first byte = 2 digit main+ 1.digit sub / second byte 3. and 4. digit sub)

Length of cmd\_InterfaceGetVersionStr is no longer fixed to 12 but variable length

V105 First Rev of 4wa Interface (4w-if); Some Changes in Names

New Error Code ACK\_I\_INVALID\_PARAM