



The communication between the ground and satellite is separated into packets. This document specifies the form and function of these packets.

# Packet Protocol

Detailed Description of  
Communication Packet

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## Table of Contents

1 Packet Header .....	3
1.1 Multipacket Additional Header.....	3
2 Packet Body.....	4
2.1 Single Packet .....	4
2.2 Multipacket .....	4
2.1.1 First Packet.....	4
2.1.2 Second to (n – 1) <sup>th</sup> Packet .....	4
2.1.2 n <sup>th</sup> Packet.....	4
2.1.3 Lost Packet Request .....	4
3 Commands .....	5
3.1 ADCS.....	5
3.2 IFJR .....	5
3.2.1 Processor Binary Image Upload .....	5
3.2.2 Reprogram a Device .....	5
3.3 IHU .....	6
3.3.1 Telemetry .....	6
3.4 PMIC.....	7
3.5 RCS .....	7
3.5.1 Radio Configuration .....	7
3.6 Payload 1.....	7
3.6.1 Configuration .....	8
3.6.2 Data Download .....	8
3.7 Payload 2.....	8
3.7.1 Configuration .....	8
3.7.2 Data Download .....	9
3.8 Payload 3.....	9
3.8.1 Configuration .....	9
3.8.2 Data Download .....	10

4 Units .....	11
4.1 Voltage .....	11
4.2 Current .....	11
4.3 Power .....	11
4.4 Energy .....	11
4.5 Latitude and Longitude .....	11
4.6 Time .....	11
4.7 Temperature .....	11
4.8 Euler Angles.....	11
4.9 Decibels .....	11
4.10 Frequency.....	12
4.11 Unitless.....	12
4.12 “Good” Flags .....	12
4.13 Data Rate.....	12

## 1 Packet Header

The function of the packet header is to convey the recipient, sender, and type of each packet. Specific command IDs for specific recipients use multipacket as the command is transferring a file larger than one packet can fit. See command lists for which ones are multipacket.

The header is two bytes long. The first byte contains the recipient, sender, and command ID, see bit allocation in table 1. The second byte is the length of the packet in number of dwords (32b), including header, minus one. A value of 0x00 indicates the packet is 4B long. The choice of dwords allows packet lengths up to  $2^8 \cdot 32b = 1024B$ , usable data is 1022B. A packet might require padding at the end of the body to increase the body length to a multiple of single dwords, this padding should be zeros.

Table 1: Packet Header First Byte

Bit index	7	6	5	4	3	2	1	0
Function	Sender			Recipient			Command ID	
	0x0: Ground			0x0: ADCS			Up to 4 commands per recipient  See <a href="#">Section 2</a> for list of commands	
	0x1: CougSat-1			0x1: IFJR				
	<del>0x2: CougSat-2<sup>1</sup></del>			0x2: IHU				
	<del>0x3: CougSat-3<sup>1</sup></del>			0x3: PMIC				
	<del>0x4: CougSat-4<sup>1</sup></del>			0x4: RCS				
	<del>0x5: CougSat-5<sup>1</sup></del>			0x5: Payload 1				
	<del>0x6: CougSat-6<sup>1</sup></del>			0x6: Payload 2				
	<del>0x7: CougSat-7<sup>1</sup></del>			0x7: Payload 3				

<sup>1</sup> These CougSats don't exist yet

### 1.1 Multipacket Additional Header

For a multipacket, there are an additional two bytes appended to the packet header. These represent a 16b long serial number for the packet. By analyzing the serial numbers of all packets received for a multipacket, the recipient can figure which packets were lost and request those specific packets from the sender.

## 2 Packet Body

The packet body takes two distinct forms: a single packet, or multipacket. The different forms are described below.

### 2.1 Single Packet

In a single packet, the data directly follows the packet header. This data is specific to the command, this data is described in [section 3](#) under each command.

### 2.2 Multipacket

The function of a multipacket is to transfer data that is longer than a single packet can support. The primary uses of a multipacket are images and processor binaries. Every packet, except the last packet, will be completely full. There is a low chance that the last packet is also completely full. From the file size given in the first packet and the knowledge on the length of packets, the recipient can immediately figure the number of packets it is going to receive and how full the last packet is going to be.

#### 2.1.1 First Packet

The first packet provides details on the file being transferred, including length and file name. The first 4 bytes represents the file length as an unsigned integer, file sizes are limited to  $2^{32}b \approx 4GB$ . The next five bytes are a cyclic redundancy check (CRC32) on the file contents used to verify validity. The next several bytes, until a null character is reached, represents the filename as a string. Immediately following the null character is the start of the file.

#### 2.1.2 Second to (n - 1)<sup>th</sup> Packet

The second and onward packet, to one before the last, just contains the data of the file.

#### 2.1.2 n<sup>th</sup> Packet

The last packet also contains just the data of the file; however, there is a likely possibility that this packet will not be completely full. If so, the same padding rules apply as normal packets: add padding until the body is an even multiple of dwords. Once this packet is received, or communication times out, the recipient will identify which packets were lost in transmission and request them again using their serial numbers

#### 2.1.3 Lost Packet Request

If a packet is lost, the recipient will send a request for retransmission of that specific packet. The body of this message will be a byte to indicate lost packets (0xFF) and the serial numbers of lost packets sequentially appended. If number of lost packets exceeds the number that fit in a single packet, send additional requests. Once all packets are accounted for, send a multipacket transfer success message and began assembling packets.

### 3 Commands

Every command has a specific format which is detailed here. In the byte table, the first two byte are the packet header outlined in [section 1](#).

#### 3.1 ADCS

#### 3.2 IFJR

##### 3.2.1 Processor Binary Image Upload

A binary image is sent by the Ground with command ID 0, see the table below. The file is sent using multipacket, see [section 2.2](#). The IFJR stores this file indefinitely. The IFJR expects the following file name:

[Processor].[Major].[Minor].[Patch].bin  
e.g. "IHU.1.0.5.bin"

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x24	Packet Length	Serial Number		Data	Data	Data	Data...

After the multipacket transfer, the IFJR sends a reply with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x04	0x01	File Good	CRC32 using 0x04C11DB7				Empty Pad

##### 3.2.2 Reprogram a Device

A request for a reprogramming of a device is sent by the Ground with command ID 1, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x25	0x01	Device ID <sup>1</sup>	Ver. Major	Ver. Minor	Ver. Patch	Empty Padding	

<sup>1</sup> See the table below for a list of device IDs

0x00	ADCS	0x01	IFJR	0x02	IHU	0x03	PMIC
0x04	RCS						

After the programming, the IFJR sends a reply with command ID 1, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x05	0x01	Device Good	Programming Duration (1ms/LSB)			Empty Padding	

### 3.3 IHU

#### 3.3.1 Telemetry

A request for a telemetry packet is sent by the Ground with command ID 0, see the table below. This packet contains data on every subsystem of the satellite bus (no payload). This packet is remade and sent at regular intervals during the IHU's periodic event. A request for a telemetry packet is normally not required.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x08	0x00	Empty Padding					

A telemetry packet is prepared and sent by the IHU with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x28	0x31	Mode	IHU Temp	Current Time			
0x0008	SD Card Used Size					Reset Count	Error Status	ADCS Temp
0x0010	Latitude				Longitude			
0x0018	Roll		Pitch		Yaw		X PWM Out	
0x0020	Y PWM Out		Z PWM Out		X Current		Y Current	
0x0028	Z Current		IFJR Temp	PMIC Temp	Batt A Temp	Batt B Temp	3.3V A Temp	3.3V B Temp
0x0030	PV 0 Temp	PV 1 Temp	PV 2 Temp	PV 3 Temp	PV 4 Temp	PV 5 Temp	PV 6 Temp	PV 7 Temp
0x0038	MPPT 0 Temp	MPPT 1 Temp	MPPT 2 Temp	MPPT 3 Temp	MPPT 4 Temp	MPPT 5 Temp	MPPT 6 Temp	MPPT 7 Temp
0x0040	PV 0 Voltage		PV 0 Current		PV 1 Voltage		PV 1 Current	
0x0048	PV 2 Voltage		PV 2 Current		PV 3 Voltage		PV 3 Current	
0x0050	PV 4 Voltage		PV 4 Current		PV 5 Voltage		PV 5 Current	
0x0058	PV 6 Voltage		PV 6 Current		PV 7 Voltage		PV 7 Current	
0x0060	Battery A Voltage		Battery A Current		Battery B Voltage		Battery B Current	
0x0068	3.3V Regulator A Voltage		3.3V Regulator A Current		3.3V Regulator B Voltage		3.3V Regulator B Current	
0x0070	PR_3.3V-0 Current		PR_3.3V-1 Current		PR_3.3V-2 Current		PR_3.3V-3 Current	
0x0078	PR_3.3V-4 Current		PR_3.3V-5 Current		PR_3.3V-6 Current		PR_3.3V-7 Current	

0x0080	PR_3.3V-8 Current	PR_3.3V-9 Current	PR_3.3V-10 Current	PR_3.3V-11 Current
0x0088	PR_3.3V-12 Current	PR_BATT-0 Current	PR_BATT-1 Current	PR_BATT-2 Current
0x0090	PR_BATT-3 Current	PR_BATT-4 Current	PR_BATT-5 Current	PR_BATT-6 Current
0x0098	PV_3.3-0 Current	PV_3.3-1 Current	PV_3.3-2 Current	PV_3.3-3 Current
0x00A0	PR_BH-0 Current	PR_BH-1 Current	PR_DEPLOY Current	PV Switching State <sup>1</sup>
0x00A8	Output Switching State <sup>1</sup>			
0x00B0	RCS Temp	RX Temp	TX Temp	Amp Temp
0x00B8	Bad Packet Count	RX Center Frequency		TX Center Frequency
0x00C0	TX Power	TX Amplifier Voltage		

<sup>1</sup> See PMIC switching states for conversion details

## 3.4 PMIC

## 3.5 RCS

### 3.5.1 Radio Configuration

A change to the radio configuration is sent by the Ground with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x10	0x05	TX Baseband Frequency		RX Baseband Frequency			
0x0008	CW TX Power		Voice Beacon TX Power		High Speed TX Power		CW Data Rate	
0x0010	Voice Beacon Data Rate		High Speed Data Rate					

A reply is generated and sent by the RCS with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x30	0x05	RX Good	TX Good				

## 3.6 Payload 1

CougSat-1's Payload 1 is health data logging



### 3.6.1 Configuration

A change to Payload 1's operation is sent by the Ground with command ID 0, see the table below. The file is sent using multipacket, see [section 2.2](#). The file is specific to the payload, see Payload 1 documentation for details.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x14	Packet Length	Serial Number		Data	Data	Data	Data...

After the multipacket transfer, Payload 1 sends a reply with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x34	0x01	File Good	CRC32 using 0x04C11DB7				Empty Pad

### 3.6.2 Data Download

A request for the next enqueued data package is sent by the Ground with command ID 1, see the table below. The file is sent using multipacket, see [section 2.2](#). If Ack is a 0, the rest of the message will be ignored and Payload 1 will start a multipacket transfer of the next data. If Ack is a 1, the status flag is success, and the CRC32 is valid, the file was successfully downloaded and it will be removed from the queue.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x15	0x01	Ack	File Good	CRC32 using 0x04C11DB7			

If ACK is a 0, Payload 1 will send a multipacket with command ID 1, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x35	Packet Length	Serial Number		Data	Data	Data	Data...

## 3.7 Payload 2

CougSat-1's Payload 2 is a ground facing camera.

### 3.7.1 Configuration

A change to Payload 2's operation is sent by the Ground with command ID 0, see the table below. The file is sent using multipacket, see [section 2.2](#). The file is specific to the payload, see Payload 2 documentation for details.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x18	Packet Length	Serial Number		Data	Data	Data	Data...

After the multipacket transfer, Payload 1 sends a reply with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x38	0x01	File Good	CRC32 using 0x04C11DB7				Empty Pad

## 3.7.2 Data Download

A request for the next enqueued data package is sent by the Ground with command ID 1, see the table below. The file is sent using multipacket, see [section 2.2](#). If Ack is a 0, the rest of the message will be ignored and Payload 2 will start a multipacket transfer of the next data. If Ack is a 1, the status flag is success, and the CRC32 is valid, the file was successfully downloaded and it will be removed from the queue.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x19	0x01	Ack	File Good	CRC32 using 0x04C11DB7			

If ACK is a 0, Payload 2 will send a multipacket with command ID 1, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x39	Packet Length	Serial Number		Data	Data	Data	Data...

## 3.8 Payload 3

CougSat-1's Payload 3 is a germination experiment

### 3.8.1 Configuration

A change to Payload 3's operation is sent by the Ground with command ID 0, see the table below. The file is sent using multipacket, see [section 2.2](#). The file is specific to the payload, see Payload 3 documentation for details.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x1C	Packet Length	Serial Number		Data	Data	Data	Data...

After the multipacket transfer, Payload 3 sends a reply with command ID 0, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x3C	0x01	File Good	CRC32 using 0x04C11DB7				Empty Pad

### 3.8.2 Data Download

A request for the next enqueued data package is sent by the Ground with command ID 1, see the table below. The file is sent using multipacket, see [section 2.2](#). If Ack is a 0, the rest of the message will be ignored and Payload 3 will start a multipacket transfer of the next data. If Ack is a 1, the status flag is success, and the CRC32 is valid, the file was successfully downloaded and it will be removed from the queue.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x1D	0x01	Ack	File Good	CRC32 using 0x04C11DB7			

If ACK is a 0, Payload 3 will send a multipacket with command ID 1, see the table below.

Byte Offset	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07
0x0000	0x3D	Packet Length	Serial Number		Data	Data	Data	Data...

## 4 Units

When a number is sent down, it is raw byte data that needs to be reassembled and converted to appropriate units. Below is a list of all numbers transferred and how to convert their byte data to a real number. Unless otherwise specified, these conversion factors are used for every value of the appropriate type.

All values use big-endian byte ordering. The most significant byte is located in the first index.

### 4.1 Voltage

Unsigned 16*b* integer with  $100\mu\frac{V}{LSB} = 0V \text{ to } 6.55V$

### 4.2 Current

Signed 16*b* integer with  $150\mu\frac{A}{LSB} = \pm 4.92A$

### 4.3 Power

Unsigned 16*b* integer with  $250\mu\frac{W}{LSB} = 0W \text{ to } 6.4W$

### 4.4 Energy

Unsigned 8*b* integer with  $500\frac{J}{LSB} = 0J \text{ to } 127kJ$

### 4.5 Latitude and Longitude

Signed 32*b* integer with  $10\mu\frac{min}{LSB} = \pm 358^\circ$

### 4.6 Time

Unsigned 32*b* integer, UNIX Epoch time

### 4.7 Temperature

Signed 8*b* integer with  $1\frac{^\circ C}{LSB} = -128 \text{ to } 127^\circ C$

### 4.8 Euler Angles

Unsigned 16*b* integer with  $2^{16} = 360^\circ$

### 4.9 Decibels

Signed 16*b* integer with  $1m\frac{dB}{LSB} = \pm 32.8dB$

#### 4.10 Frequency

Unsigned 24*b* integer with  $100 \frac{\text{Hz}}{\text{LSB}} = 0 \text{ to } 1.67\text{GHz}$

#### 4.11 Unitless

Unsigned integer (variable bit length) with  $1 \frac{\text{ul}}{\text{LSB}}$

#### 4.12 “Good” Flags

Unsigned 8*b* integer representing an error code, see [Code SOP, section 6.4.1](#)

#### 4.13 Data Rate

Unsigned 16*b* integer with  $1 \frac{\sqrt{\text{bps}}}{\text{LSB}} = (\text{value})^2 \text{ bps} = 0 \text{ to } 4.29\text{Gbps}$