

T2 Tile Packet Header Formats

VERSION 11
DATE 2020-02-07

Packet length is 1..255 bytes. Transport layer must handle byte and packet framing.

BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	...
7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	7 6 5 4 3 2 1 0	

Packet header

↑

T2 packet

STND ↑

Non-standard

0	ASCII7	? →
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Standard

1 LOCAL ↑

Local standard

	1	1	RSV0	TPP4	TPP3	TPP2	TPP1	TPP0	↑
illegal	1	1	*	0	0	0	0	0	? →
debug	1	1	*	0	0	0	0	1	? →
value	1	1	*	0	0	0	1	0	? →
control	1	1	*	0	0	0	1	1	0
Packet sync	1	1	*	0	0	0	1	1	0
Frame error	1	1	*	0	0	0	1	1	0
Timeout	1	1	*	0	0	0	1	1	0
Monitor	1	1	*	0	0	0	1	1	0
reserved	1	1	*	0	0	0	1	1	0
reserved	1	1	*	0	0	0	1	1	1
reserved	1	1	*	0	0	1	x	x	? →
reserved	1	1	*	0	1	x	x	x	? →
reserved	1	1	*	1	x	x	x	x	? →

ASCII7:Code	0	ASCII7:PRU	0	ASCII7:DIR
'P'	0	'0'..'1'	0	'0'..'2'
'F'	0	'0'..'1'	0	'0'..'2'
'T'	0	'0'..'1'	0	'0'..'2'
'M'	0	'0'..'1'	0	'3'
..all other values..	0	'0'..'1'	0	'0'..'3'

0	0	0	0	0	0	EN2	EN1	EN2
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