

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	

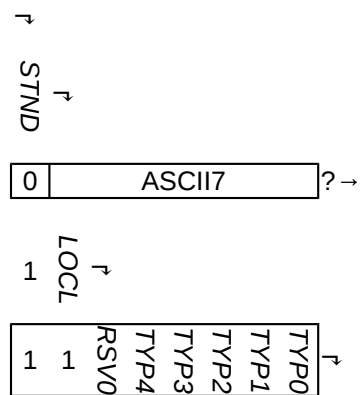
**Packet header**

**T2 packet**

**Non-standard**

**Standard**

*Local standard*



*Local standard packets are defined per source/destination*

<i>PRU → PRU</i>	Not used	
<i>PRU → LKM</i>	Page 3	↗
<i>LKM → PRU</i>	Page 3	↗
<i>LKM → MFM</i>	Page 3	↗
<i>MFM → LKM</i>	Page 3	↗

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	

Page 2

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	

illegal	1	1	*	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	ASCII7:Code	0	ASCII7:PRU	0	ASCII7:DIR	
Packet sync	1	1	*	0	0	0	1	1	0	'P'	0	'0'..'1'	0	'0'..'2'	
Frame error	1	1	*	0	0	0	1	1	0	'F'	0	'0'..'1'	0	'0'..'2'	
Timeout	1	1	*	0	0	0	1	1	0	'T'	0	'0'..'1'	0	'0'..'2'	
Monitor	1	1	*	0	0	0	1	1	0	'M'	0	'0'..'1'	0	'3'	0 0 0 0 0 EN2 EN1 EN2
reserved	1	1	*	0	0	0	1	1	0	..all other values..	0	'0'..'1'	0	'0'..'3'	? →
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	?	→					

reserved    

1	1	*	x	x	x	x	x
---	---	---	---	---	---	---	---

 ? →

**standard**    ***LKM* → *MFM***

illegal	1	1	*	0	0	0	0	0	?	→
reserved	1	1	*	0	0	0	0	1	?	→
reserved	1	1	*	0	0	0	1	x	?	→
reserved	1	1	*	0	0	1	x	x	?	→
reserved	1	1	*	0	1	x	x	x	?	→
reserved	1	1	*	1	x	x	x	x	?	→

illegal	1	1	*	0	0	0	0	0	?	→
reserved	1	1	*	0	0	0	0	1	?	→
reserved	1	1	*	0	0	0	1	x	?	→
reserved	1	1	*	0	0	1	x	x	?	→
reserved	1	1	*	0	1	x	x	x	?	→
reserved	1	1	*	1	x	x	x	x	?	→

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	

Abbreviations:	Code:	Meaning
	?	Optional data not defined by this spec
	*	Reserved, should ignore on read, should be 0 on write
	→	For rest of packet
	↪	Defined below
	ACT	Active, sender is performing an event
	CTL	Circuit control packet
	CNn	Circuit number, bit <i>n</i>
	CTRX	Requested event window center, X coordinate, relative to ITC, s8
	CTRY	Requested event window center, Y coordinate, relative to ITC, s8
	ENn	Enable status bit, prudir <i>n</i>
	ERR	Error, corrupted packet
	ITC	Intertile Connection
	KITC	Kernel Intertile Connection
	LOCL	Local packet moving PRU ↔ ARM, but not PRU ↔ PRU
	MFm	Movable Feast Machine
	n	Bit index counting from least significant bit is 0
	OVR	Overflow, packet too long
	RADIUS	Requested event window radius, 1..4
	RSVn	Reserved, bit <i>n</i>
	SDn	Packet source direction on read, destination direction on write, bit <i>n</i>
	SNn	State number, bit <i>n</i>
	STND	Standard packet format, defined by this spec
	TYPn	Type code, bit <i>n</i>
	URG	Urgent
	x	0 or 1
	XITC	Extended ITC
	YNK	Random 'Yoink' bit for race resolutions

