Protocol overview

Serial port settings: baudrate = 115200, databits = 8, stopbits = 1, parity = none

Each device is in a 'daisy chain' configuration

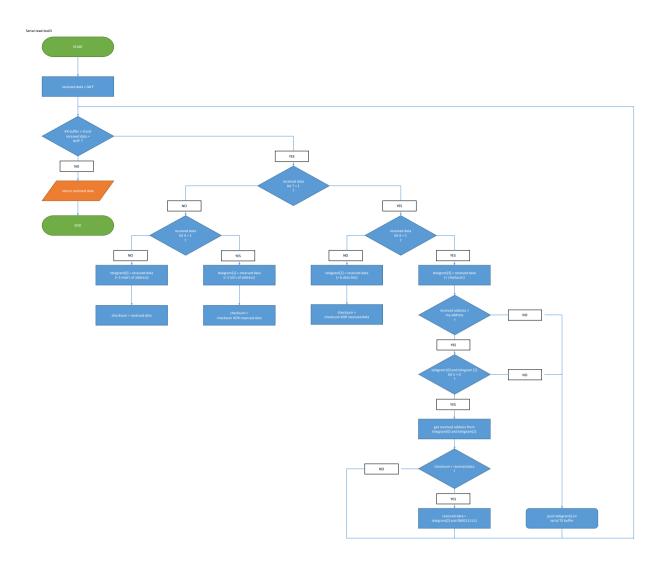
The RX of the device is connected to the TX of the previous device or PC

The TX of the device is connected to the RX of the next device or PC

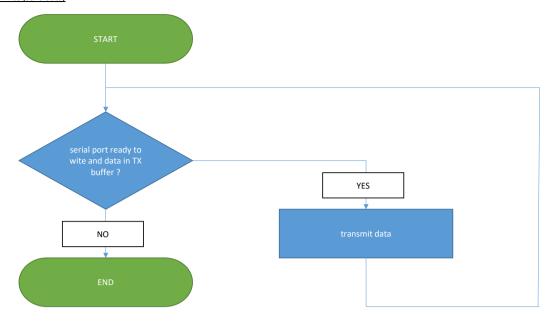
	telegram from PC to device														
	bit 7	bit 7 bit 6 bit 5 bit 4 bit 3 bit 2 bit 1 bit 0													
byte 0	0 0 0 5 msb's address														
byte 1	0	1	0			5 lsb's address	s								
byte 2	1	1 0 6 bit data													
byte 3	XOR checksum (checksum = 'byte 0' XOR 'byte 1' XOR 'byte 2', starts with 0b11xx xxxx)														

			telegra	ım from devic	e to PC									
	bit 7	bit 7 bit 6 bit 5 bit 4 bit 3 bit 2 bit 1 bit 0												
byte 0	0	0 0 1 5 msb's address												
byte 1	0	1	1			5 lsb's address	S							
byte 2	1	0			6 bit	data								
byte 3	XC	XOR checksum (checksum = 'byte 0' XOR 'byte 1' XOR 'byte 2', starts with 0b11xx xxxx)												

For more detailed information about the address and data configuration format, see next pages



Serial write (send data)



TX buffer, principle of working

The TX buffer is a ringbuffer with a size of 1024 bytes The TX (ring)buffer is a FIFO buffer (first-in-first-out)

- The purpose of this buffer is:

 1) to push incomming telegrams in the buffer which are not for my device and that must be forwarded to the next device
 2) to push telegrams that must be sended to the PC coming from my device

The TX (ring)buffer has 2 pointers, the push pointer and the 'get pointer'
The push pointer will be used to push data (bytes) into the buffer
The get pointer will be used to get data (bytes) from the buffer At the end of the buffer size (1023), the pointer restart from 0

To test if there is data in the TX buffer (data that is not yet transmitted), see if the push pointer <> the get pointer !

		initial state (push pointer = get pointer, nothing to send)														
					initial sta	te (push po	inter = get p	ointer, not	hing to send	d)						
								TX buffer								
byte	0	0 1 2 3 4 5 6 7 8 9 10 1021 1022 1023														
data	?	?	?	?	?	?	?	?	?	?	?		?	?	?	
push pointer	I'm here															
get pointer	I'm here															

			pu	ish a telegra	am on the T	X buffer (pu	sh pointer <	> get point	er, 4 bytes a	are ready to	send)				
	TX buffer														
byte	0	1	2	3	4	5	6	7	8	9	10		1021	1022	1023
data	0x00	0x40	0x80	0xC0	?	?	?	?	?	?	?		?	?	?
push pointer					I'm here										
get pointer	I'm here														

			push a	nother tele	egram on th	e TX buffer	(push point	er <> get po	inter, 8 byt	es are ready	y to send)				
								TX buffer							
byte	0	0 1 2 3 4 5 6 7 8 9 10 1021 1022 1023													
data	0x00	0x40	0x80	0xC0	0x20	0x62	0x81	0xC3	?	?	?		?	?	?
push pointer									I'm here						
get pointer	I'm here														

		get a	a telegram f	rom the TX	buffer (afte	r sending 4	bytes, push	pointer <>	get pointer	, 4 bytes are	still ready	to send)			
								TX buffer							
byte	0	0 1 2 3 4 5 6 7 8 9 10 1021 1022 1023													
data	0x00	0x40	0x80	0xC0	0x20	0x62	0x81	0xC3	?	?	?		?	?	?
push pointer									I'm here						
get pointer					I'm here										

		get	a telegram	from the T	K buffer (aft	er sending	another 4 b	ytes, push p	ointer = get	t pointer, no	othing left to	send)			
								TX buffer							
byte	0	0 1 2 3 4 5 6 7 8 9 10 1021 1022 1023													1023
data	0x00	0x40	0x80	0xC0	0x20	0x62	0x81	0xC3	?	?	?		?	?	?
push pointer									I'm here						
get pointer									I'm here						