CANID\_CMD\_BEEPERV1

V1 = First version

11/06/2020

DLC 6

PAYLAYOUT: U8\_U8\_U8\_S8\_U16

Functions that send: various

payload[0] U8

bit 7:6 Priority: Supersede/append

00 = Append this to request buffer

01 = Place at top of request buffer

10 = Clear buffer, Complete any in-progress request

11 = Clear buffer (Stop output immediately)

bit 5:0 Repetition count

00000 = no beep

00001 = one beep

...

11110 = 30 repetitions

11111 = Continuous

payload[1] U8

ON duration (10 ms)

0 = No On (use to extend OFF)

payload[2] U8

OFF duration(10 ms)

Off follows On.

0 = zero Off duration

Completion of Off ends one Beep

payload[4] S8

Chirp rate (10 Hz/sec)

0 = no chirp

payload[5-6] U16

Base\_Freq (Hz)