CANID\_MC\_STATE

payload layout

11/06/2020

Function that sends:

(repo:branch)

stepper:levelwind

DLC 1

PAYLOAD\_TYPE: U8\_U8

payload[0] U8

bit7:4 Major state number

bit3:0 Major sub-state

payload[1] U8

bit7:4 Minor state number

- zero = final state achieved

- non-zero = sub-state in progress

// Major state numbers

#define MC\_INIT (0<<4)

#define MC\_SAFE (1 << 4)

#define MC\_PREP (2 << 4)

#define MC\_ARMED (3 << 4)

#define MC\_GRNDRTN (4 << 4)

#define MC\_RAMP (5 << 4)

#define MC\_CLIMB (6 << 4)

#define MC\_RECOVERY (7 << 4)

#define MC\_RETRIEVE (8 << 4)

#define MC\_ABORT (9 << 4)

#define MC\_STOP (10 << 4)

#define MC\_TEST (11<<4)