Version: 1

1. float CM\_gain
2. float CM\_lcBot\_staticUpperLimit
3. float CM\_lcTop\_staticUpperLimit
4. double CM\_Ankle.jointAngle[0]
5. double CM\_Ankle.jointSpeed
6. double CM\_Ankle.limbAngle
7. float CM\_Ankle.jointTorque
8. float CM\_Ankle.ImpCtrl.eqPoint
9. float CM\_Ankle.ImpCtrl.kd
10. float CM\_Ankle.ImpCtrl.kp
11. float CM\_Ankle.StanceCtrl.eqPoint
12. float CM\_Ankle.StanceCtrl.kd
13. float CM\_Ankle.StanceCtrl.kp
14. float CM\_Ankle.SwingFlexCtrl.eqPoint
15. float CM\_Ankle.SwingFlexCtrl.kd
16. float CM\_Ankle.SwingFlexCtrl.kp
17. float CM\_Ankle.SwingExtCtrl.eqPoint
18. float CM\_Ankle.SwingExtCtrl.kd
19. float CM\_Ankle.SwingExtCtrl.kp
20. double CM\_Ankle.IMUData.ax
21. double CM\_Ankle.IMUData.ay
22. double CM\_Ankle.IMUData.az
23. double CM\_Ankle.IMUData.gx
24. double CM\_Ankle.IMUData.gy
25. double CM\_Ankle.IMUData.gz
26. double CM\_Knee.jointAngle[0]
27. double CM\_Knee.jointSpeed
28. double CM\_Knee.limbAngle
29. float CM\_Knee.jointTorque
30. float CM\_Knee.ImpCtrl.eqPoint
31. float CM\_Knee.ImpCtrl.kd
32. float CM\_Knee.ImpCtrl.kp
33. float CM\_Knee.StanceCtrl.eqPoint
34. float CM\_Knee.StanceCtrl.kd
35. float CM\_Knee.StanceCtrl.kp
36. float CM\_Knee.SwingFlexCtrl.eqPoint
37. float CM\_Knee.SwingFlexCtrl.kd
38. float CM\_Knee.SwingFlexCtrl.kp
39. float CM\_Knee.SwingExtCtrl.eqPoint
40. float CM\_Knee.SwingExtCtrl.kd
41. float CM\_Knee.SwingExtCtrl.kp
42. double CM\_Knee.IMUData.ax
43. double CM\_Knee.IMUData.ay
44. double CM\_Knee.IMUData.az
45. double CM\_Knee.IMUData.gx
46. double CM\_Knee.IMUData.gy
47. double CM\_Knee.IMUData.gz
48. double CM\_LoadCell\_Filtered.bot[0]
49. double CM\_LoadCell\_Filtered.top[0]
50. uint8\_t CM\_start
51. uint16\_t CM\_ankleEncBias
52. uint16\_t CM\_kneeEncBias
53. uint16\_t CM\_state