## Data communication protocol

Description of the data communication protocol between FRDM-KL25Z board and the PC application.

#### Sensor value from FRDM-KL25Z to PC-app

The size of a valid frame is four characters.

Start character for synchronisation	Three digit sensor value in ASCII representation.			
	Leading zeros are added if a sensor value is only one or two digits.			
\r	Sensor value hundreds	Sensor value tens	Sensor value units	

#### Examples.

Integer sensor value	Frame			
1	∕\r'	<b>'</b> 0'	'0'	<b>'1'</b>
20	∕\r'	<b>'</b> 0'	'2'	'0'
505	∕r'	<b>'</b> 5'	'0'	<b>'5'</b>
999	∕\r'	<b>'</b> 9'	<b>'</b> 9'	<b>'</b> 9'

#### RGB on/off from PC-app to FRDM-KL25Z

The size of a valid frame is four characters.

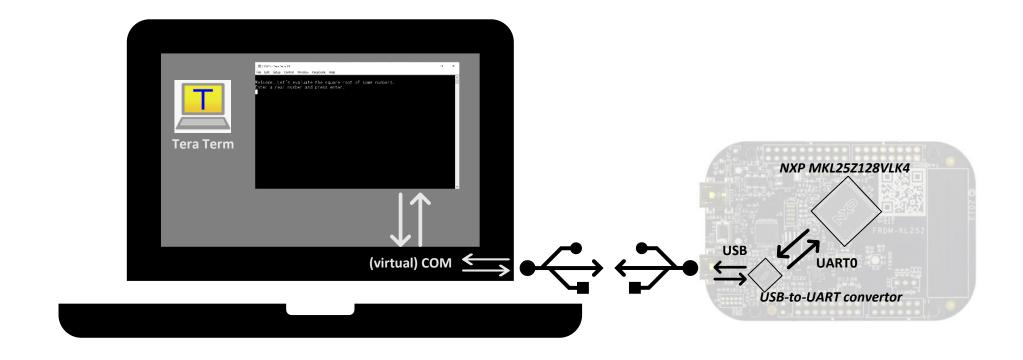
Start character for synchronisation	Three digit RGB on/off values in ASCII representation.			
	0: LED off			
	1: LED on			
\r	Red	Green	Blue	

#### Examples.

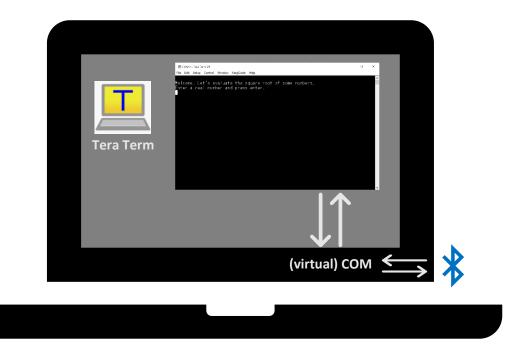
Red	Green	Blue	Frame			
Off	Off	Off	<b>\</b> r'	'0'	'0'	'0'
Off	On	Off	<b>\</b> r'	'0'	<b>'1'</b>	'0'
On	On	On	\r'	<b>'1'</b>	<b>'1'</b>	<b>'1'</b>

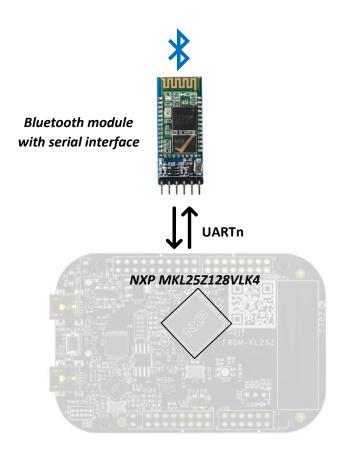
The remainder of this document visualizes several options for communication interfaces and PC applications.

## UARTO and Tera Term

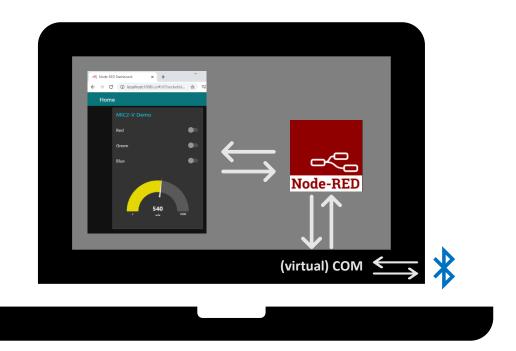


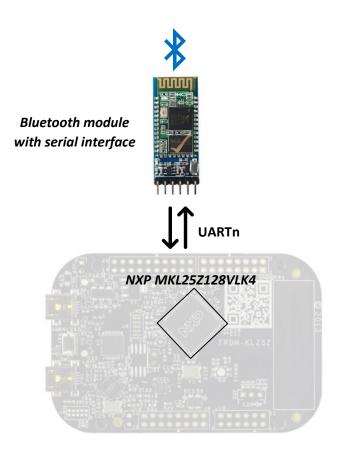
## UARTn and Tera Term



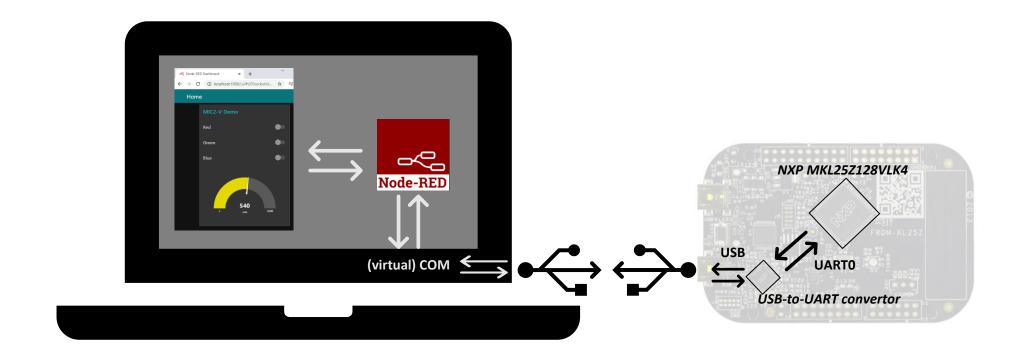


# UARTn and Node-RED





## UARTO and Node-RED



# UARTO and Qt

