

# GROUND Communications Protocol Specification

## Version 1.1

B.B.F.M. Verspaandonk

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## Overview

The GROUND (GAIA Radio OUtput Network Delivery) protocol is designed for transmitting data from the Cansat to the ground station. All data is serialized in little-endian format, meaning the least significant byte is sent first. For example, the number 0x1234 would be transmitted as 0x34 0x12.

## Packet Structure

A packet comprises the following fields:

#	Field Name	Size
1	<code>magic</code>	4 bytes
2	<code>content_type</code>	2 bytes
3	<code>content_size</code>	2 bytes
4	<code>content</code>	<code>content_size</code> bytes

## Field Descriptions

**magic:** A constant value 0x47414941 (ASCII for GAIA) that marks the start of a packet.

**content\_type:** Specifies the type and structure of the data. Its two bytes are interpreted as follows:

- **First byte:**
  - High nibble (0xF0): Indicates if the content includes a CRC checksum (0x0 = no, 0x1 = yes).
  - Low nibble (0x0F): Specifies the data category (see [Data Types](#)). May never be 0x0.
- **Second byte:**
  - High nibble (0xF0): Indicates whether the data is a single value (0x0) or an array (0x1).
  - Low nibble (0x0F): Specifies the data's primitive type (see [Data Types](#)).

**content\_size:** The number of bytes in the `content` field.

**content:** The actual data payload. Its interpretation depends on `content_type`.

## Handling magic in Content

If the `magic` sequence 0x47414941 appears in the `content`, it must be escaped by appending a 0x00 byte immediately after. For example:

47 41 49 41 → 47 41 49 41 00

The escape byte contributes to `content_size` but is excluded from array length calculations. It should be removed during packet parsing.

## Data Types

### Raw Data Types

Value	Type	Description
0x00	u8	Unsigned 8-bit integer
0x01	u16	Unsigned 16-bit integer
0x02	u32	Unsigned 32-bit integer
0x03	u64	Unsigned 64-bit integer
0x04	s8	Signed 8-bit integer
0x05	s16	Signed 16-bit integer
0x06	s32	Signed 32-bit integer
0x07	s64	Signed 64-bit integer
0x08	float	32-bit floating point number
0x09	double	64-bit floating point number
0x0A	bool	Boolean
0x0B	char	ASCII character

### Categorical Data Types

Value	Type	Description
0x01	GPS	GPS coordinates
0x02	G-force	G-force measurement
0x03	Angle	Angle measurement
0x04	Time	GPS Time
0x05	Age	Time in ms since last gps fix

## Examples

### Single Value

Packet encoding a single unsigned 16-bit integer with value 4660:

```
47 41 49 41 21 01 02 00 34 12
```

**Breakdown:**

```
47 41 49 41 // Magic number
21           // Content type: Unsigned 16-bit integer
02 00       // Content size: 2 bytes
34 12       // Content: 4660
```

### Array

Packet encoding GPS coordinates (latitude, longitude) as two 64-bit doubles:

```
47 41 49 41 11 19 11 00 8C 01 E2 36 9D B4 49 40 1B F1 90 7B 96 F4 15 40 6D
```

**Breakdown:**

```
47 41 49 41           // Magic number
11                    // Content category: GPS coordinates with CRC
19                    // Content type: Array of 64-bit doubles
10 00                 // Content size: 17 bytes
1F 8B 8C 0C F4 B6 49 40 // Latitude: 51.411047802309525
77 05 98 4A 64 D4 15 40 // Longitude: 5.488855295869395
6D                    // CRC-8 checksum
```

## Escaped Magic Number

GPS coordinates with a magic sequence in the content:

47 41 49 41 11 19 12 00 47 41 49 41 00 F8 B6 49 40 10 61 4A 8F 35 D4 15 40 6D

### Breakdown:

```
47 41 49 41          // Magic number
11                   // Content category: GPS coordinates with CRC
19                   // Content type: Array of 64-bit doubles
12 00                // Content size: 17 bytes
47 41 49 41 00 F8 B6 49 40 // Latitude: 51.429451142090834 (with escaped magic number)
10 61 4A 8F 35 D4 15 40  // Longitude: 5.457235564150565
6D                   // CRC-8 checksum
```