

Serial Encapsulation

Indices: 0 1 2 3

Data to be sent:

0x03	0x7E	0x5F	0x48
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Encapsulating the Array:

Start with the Start Flag:

0x7E

Then iterate through the byte array to send, and add the bytes as you go:

Index 0	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td></tr></table>	0x7E	0x03						
0x7E	0x03								
Index 1	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td><td>0x7E</td></tr></table>	0x7E	0x03	0x7E	'--> Here we see the 0x7E in the data, but to avoid the software from thinking this is the stop flag, we will escape it: 0x7E --> 0b01111110				
0x7E	0x03	0x7E							
Index 1 (escaped)	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td><td>0x7D</td><td>0x5E</td></tr></table>	0x7E	0x03	0x7D	0x5E	'--> The escape character is inserted in front so we know the following value has been escaped			
0x7E	0x03	0x7D	0x5E						
Index 2	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td><td>0x7D</td><td>0x5E</td><td>0x5F</td></tr></table>	0x7E	0x03	0x7D	0x5E	0x5F			
0x7E	0x03	0x7D	0x5E	0x5F					
Index 3	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td><td>0x7D</td><td>0x5E</td><td>0x5F</td><td>0x48</td></tr></table>	0x7E	0x03	0x7D	0x5E	0x5F	0x48		
0x7E	0x03	0x7D	0x5E	0x5F	0x48				
Finally add the Stop Flag:	<table border="1" style="display: inline-table;"><tr><td>0x7E</td><td>0x03</td><td>0x7D</td><td>0x5E</td><td>0x5F</td><td>0x48</td><td>0x7E</td></tr></table>	0x7E	0x03	0x7D	0x5E	0x5F	0x48	0x7E	
0x7E	0x03	0x7D	0x5E	0x5F	0x48	0x7E			

0x20 --> 0b00100000

0x7E XOR 0x20 --> 0b01011110

= 0x5E

Serial Unencapsulation

Indices: 0 1 2 3 4 5 6

Data to be received:

0x7E	0x03	0x7D	0x5E	0x5F	0x48	0x7E
------	------	------	------	------	------	------

Encapsulating the Array:

Start by removing the Start Flag

0x03	0x7D	0x5E	0x5F	0x48	0x7E
------	------	------	------	------	------

Then iterate through the byte array until you see the Stop Flag:

Index 1

0x03	0x7D	0x5E	0x5F	0x48	0x7E
------	------	------	------	------	------

Index 2

0x03	0x7D	0x5E	0x5F	0x48	0x7E
------	------	------	------	------	------

--> Here is an escape character, so we need to remove it, and escape the following byte:

0x5E --> 0b01011110

Index 2 (escaped)

0x03	0x7E	0x5F	0x48	0x7E
------	------	------	------	------

0x20 --> 0b00100000

Index 4

0x03	0x7E	0x5F	0x48	0x7E
------	------	------	------	------

0x5E XOR 0x20 --> 0b01011110

Index 5

0x03	0x7E	0x5F	0x48	0x7E
------	------	------	------	------

= 0x7E

Hit the Stop Flag and remove it

0x03	0x7E	0x5F	0x48
------	------	------	------