Serial Communication Protocol (PC, F411RE)

UART Setup (8-E-1, Baud rate = 512000)

START	MODE	Check sum
(4 Bit)	(4 Bit)	(1 Byte)

Frame #1

START	MODE	Data Frame	Check sum
(4 Bit)	(4 Bit)	(2 Byte)	(1 Byte)

Frame #2

START	MODE	n Station	Data Frame	Check sum
(4 Bit)	(4 Bit)	(1 Byte)	(n Byte)	(1 Byte)

Frame #3

Mode 01 [0 0 0 1] = **Test Command** (Frame #2)

Mode 02 [0 0 1 0] = **Connect MCU** (Frame #1)

Mode 03 [0 0 1 1] = **Disconnect MCU** (Frame #1)

Mode 04 [0 1 0 0] = **Set Angular Velocity** (Frame #2)

Mode 05 [0 1 0 1] = **Set Angular Position** (Frame #2)

Mode 06 [0 1 1 0] = **Set Goal 1 Station** (Frame #2)

Mode 07 [0 1 1 1] = **Set Goal n Station** (Frame #3)

Mode 08 [1 0 0 0] = Go to Station / Goal Position (Frame #1)

Mode 09 [1 0 0 1] = Request Current Station (Frame #1)

Mode 10 [1 0 1 0] = Request Angular Position (Frame #1)

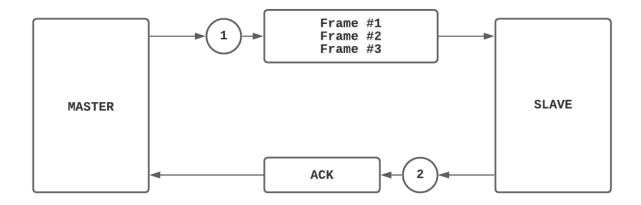
Mode 11 [1 0 1 1] = Request MAX Angular Velocity (Frame #1)

Mode 12 [1 1 0 0] = **Enable Gripper** (Frame #1)

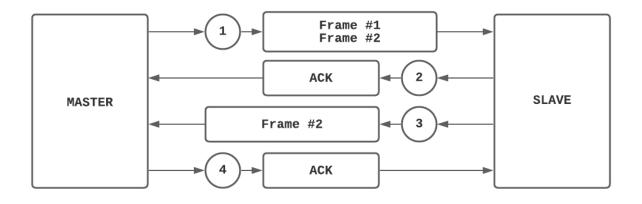
Mode 13 [1 1 0 1] = **Disable Gripper** (Frame #1)

Mode 14 [1 1 1 0] = **Sethome** (Frame #1)

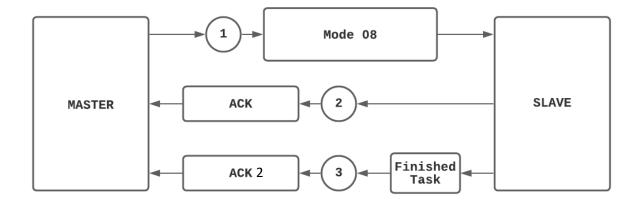
All Communications always have Acknowledge



Mode {2, 3, 4, 5, 6, 7, 12, 13, 14}



Mode {9, 10, 11}



Mode 8

Checksum

Frame #1

Checksum = ~ (START,MODE)

Frame #2

Checksum = ~ (START,MODE + Data Frame 1 + ... + Data Frame n)

Frame #3

Checksum = ~ (START, MODE + n Station + Data Frame 1 + ... + Data Frame n)

Serial Communication Protocol Example

Mode 01 [0 0 0 1] = **Test Command** (Frame #2)

START	MODE	Data Frame	Check sum
(4 Bit)	(4 Bit)	(n Byte)	(1 Byte)

Command_6969 = 0x91 0o100 46

MASTER Send Command_6969 to SLAVE

SLAVE Send ACK to MASTER

SLAVE Send Command 6969 back to MASTER

MASTER Send ACK to SLAVE

Mode 07 [0 1 1 1] = **Set Goal n Station** (Frame #3)

START	MODE	n Station	Data Frame	Check sum
(4 Bit)	(4 Bit)	(1 Byte)	(n Byte)	(1 Byte)

Frame #3

n = number of Stations on Data Frame

Control robot to station A,B,C,D,E

Data on Station bit is 4 bit

START	MODE	5	В	Α	D	С	0	Е	Check sum
(1 B	yte)	(1 Byte)	(1 B	yte)	(1 B	yte)	(1	Byte)	(1 Byte)

Mode 4, 11

	MIN	MAX
RPM	0	10
DATA on Protocol	0	255

Mode 5, 10

	MIN	MAX
Rad	0	2 π
DATA on Protocol	0	65535

DATA on Protocol Decimal degrees = 4

Example

Rad = 1.5634 DATA on Protocol = 15634

 $High_Byte = 0x3D$

Low_Byte = 0b00010010

140	0×3D	0600010010	0.33
149	UX3D	0b00010010	0033