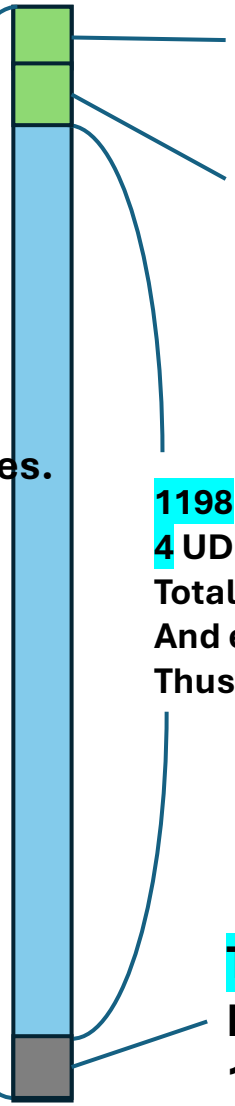
RX-AA (Raw Value Retrieved from [Ambient] Slot)



1 byte of **UDP Number** (Value **0 → 3**)
Indicate which part of the vertical line we are currently receiving.

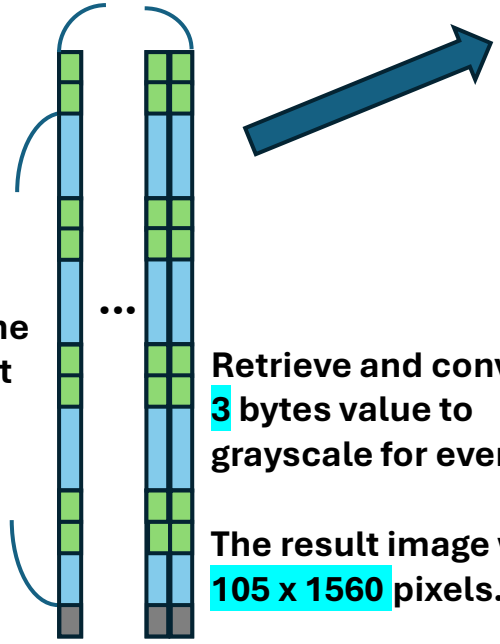
1 byte of **PSN** (Value **0 → 104**)
Indicate which vertical line we are currently receiving. (from left → right)

An UDP packet has **1200** bytes.
4 UDP packets form
a vertical line of image.

1198 bytes of raw value. (The 4th UDP packet has **1086** bytes)
4 UDP packets with the same PSN form a vertical line on image.
Total **1198** + **1198** + **1198** + **1086** = **4680 bytes from the Ambient slot**.
And every **3** bytes represent a pixel on the result image.
Thus, the image will have **1560** pixels in height.

The last of the 4 UDP packets will have some trailing data just to make it 1200 bytes like the other packets.

PSN 0 ~ 104

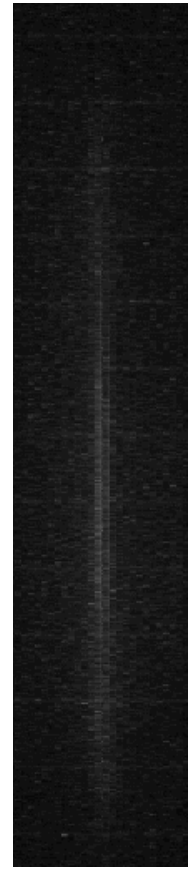


Blue parts become **1560** pixels height

Retrieve and convert the **3** bytes value to grayscale for every pixel.

The result image will be **105 x 1560** pixels.

BS-AA (Raw Value Retrieved from [Intensity] Slot)



1 byte of PSN (Value 0 → 104)
Indicate a vertical line of pixels of the result image (from left → right)

An UDP packet has 1047 bytes.
Due to format change,
we only use the first 1041
bytes (including PSN) for now.

1040 bytes of a vertical line's raw value from Intensity slot.
Every 2 bytes represent a pixel on the result image.
Thus, the image will have 520 pixels in height.

Due to last-minute changes,
there are some unused trailing bytes.

PSN 0 ~ 104

Becomes 520 pixels height

Retrieve and convert the 2 bytes value to grayscale for every pixel.

The result image will be 105 x 520 pixels.