



type uint32-t Address
type uint32-t Payload

Request {
Command { 0=invalid,
1=read,
2=write,
3=getIRQ,
4=keepalive,
5=setTime,
6=exit }
Address {
Response
Read {
ResponseStatus { irq_waiting=1,
Ack=0=never,
1=ok,
not-mapped,
other_problem=7 }
Payload p }

Address {

Response Read {

ResponseStatus { irq_waiting=1,
Ack=0=never,
1=ok,
not-mapped,
other_problem=7 }
Payload p }

