ADC SAMPLE PACKET (1472 Bytes)

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 0 0 0 0 0 0 0 0 packet types: Packet Type (8) UDP Packet Number (increments, 24 bits) 0 ADC Samples packet (can wrap) 1 End of Samples Status packet 2 Timed Status packet keep-alive 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 Unique ID assigned to this detector (18) ADC Buffer Number (8) Seconds (6) This secs is internally synced to real time (can wrap) 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

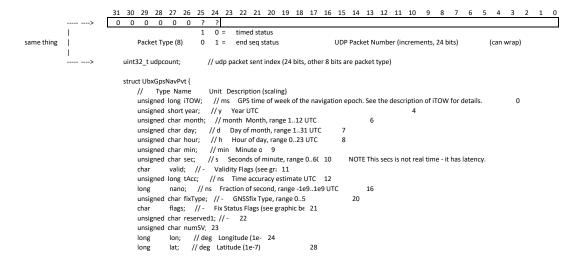
1 Pulse-per-Second Internal Timer snapshot value (32) (Timer approx 108MHz, reloads to zero on 1pps pulse)

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

DMA Complete timer snapshot of 728 ADC samples taken (Timer approx 108MHz, reloads to zero on 1pps pulse)

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 728 Words of 16 bits ADC Sample (12 bits used) spare (4)

Status Packet (140 Bytes)



```
height; // mm Height above Ellipsoid
                                                                                                     32
                                 long
                                           hMSL; // mm Height above mean sea level
                                 unsigned long hAcc; // mm Horizontal Accuracy Estimate
                                 unsigned long vAcc; // mm Vertical Accuracy Estimate
                                                                                                         44
                                                  // mm/s NED north velocity
                                           velE; // mm/s NED east velocity
                                                                                                52
                                           velD; // mm/s NED down velocity
                                 long
                                                                                                 56
                                 long
                                          gSpeed; // mm/s Ground Speed (2-D)
                                                                                             60
                                          heading; // deg Heading of motion 2-D (1e 64
                                 unsigned long sAcc; // mm/s Speed Accuracy Estimate 68
                                 unsigned long headingAcc; // deg Heading Accur: 72
                                 unsigned short pDOP; // - Position DOP (0.01)
                                 short reserved2; // - Reserved
                                                                                                         78
                                 unsigned long reserved3; //- Reserved
                                                                                                         80
                                 } NavPvt;
                              31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
        clktrim
                             average of STM32 clock frequency referenced to 1pps
                             31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
same thing
                                              not used (14)
                                                                                                    Unique ID assigned to this detector (18)
                             uint32_t uid;
                                                      // only 18 bits used
                              31 \quad 30 \quad 29 \quad 28 \quad 27 \quad 26 \quad 25 \quad 24 \quad 23 \quad 22 \quad 21 \quad 20 \quad 19 \quad 18 \quad 17 \quad 16 \quad 15 \quad 14 \quad 13 \quad 12 \quad 11 \quad 10 \quad 9 \quad 8 \quad 7 \quad 6 \quad 5 \quad 4 \quad 3 \quad 2 \quad 1 \quad 0
                                                      ADC number of buffers sent in last capture sequence before status packet
same thing
                             uint32 t adcpktssent;
                                                               // Number of ADC pks sent in this trigger event
                                                                                             16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
                                                                                                                     adc trigger offset (above the noise)
                                                   adctrigoff : uint16_t;
                                                   adcnoise : uint16_t;
                                                                                             16 15 14 13 12 11 10 9 8 7 6 5 4 3
                                                                                                                     adc current noise level
                                                      uint32_t sysuptime;
                                                                               // number of seconds system up from boot uptime
                                                      uint32_t netuptime;
                                                                               // number of seconds network up
                                                      uint32_t gpsuptime;
                                                                               // number of seconds gps locked
                                                      uint8_t majorversion;
                                                                               // major ver
                                                      uint8_t minorversion;
                                                                               // minor ver
                                                      uint16_t adcnoise;
                                                                               // adc average peak noise
                                                      uint32_t reserved1;
                                                                               // spare
                                                      uint32_t reserved2;
                                                                               // spare
                                                      uint32_t reserved3;
                                                                               // spare
                                                      uint32_t reserved4;
                                                                               // spare
                             Any new fields to be added here ......
```

Any new netus to be added nere: