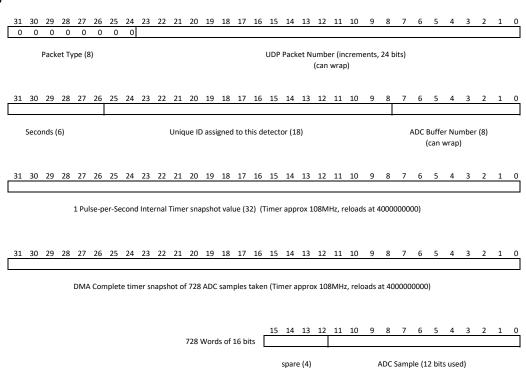
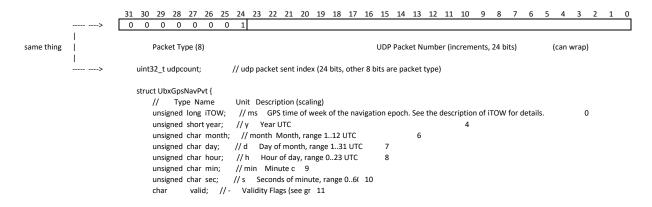
ADC SAMPLE PACKET (1472 Bytes)



Status Packet (104 Bytes)



```
unsigned long tAcc; // ns Time accuracy estimate UTC 12
                                       nano; // ns Fraction of second, range -1e9..1e9 UTC
                                                                                                 16
                                unsigned char fixType; //- GNSSfix Type, range 0..5
                                                                                            20
                                         flags; // - Fix Status Flags (see graphic b) 21
                                unsigned char reserved1; // - 22
                                unsigned char numSV: 23
                                         lon; // deg Longitude (1e- 24
                                         lat; // deg Latitude (1e-7)
                                                                                28
                                         height; // mm Height above Ellipsoid
                                                                                                 32
                                long
                                long
                                         hMSL; // mm Height above mean sea level
                                                                                                         36
                                unsigned long hAcc; // mm Horizontal Accuracy Estimate
                                                                                                             40
                                unsigned long vAcc; // mm Vertical Accuracy Estimate
                                                                                                     44
                                         velN; // mm/s NED north velocity
                                                                                         48
                                         velE; // mm/s NED east velocity
                                                                                            52
                                long
                                         velD; // mm/s NED down velocity
                                                                                             56
                                         gSpeed; // mm/s Ground Speed (2-D)
                                                                                         60
                                long
                                        heading; // deg Heading of motion 2-D (16 64
                                unsigned long sAcc; // mm/s Speed Accuracy Estimate 68
                                unsigned long headingAcc; // deg Heading Accura 72
                                unsigned short pDOP; //- Position DOP (0.01)
                                short reserved2; // - Reserved
                                                                                                     78
                                unsigned long reserved3; //- Reserved
                                                                                                     80
                                } NavPvt;
same thing
                                            not used (14)
                                                                                                Unique ID assigned to this detector (18)
                            uint32 t uid;
                                                   // only 18 bits used
                             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
                                                   ADC number of buffers sent in last capture sequence before status packet
                            uint32 t adcpktssent;
                                                            // Number of ADC pks sent in this trigger event
                                                                                                                adc trigger offset (above the noise)
                                                adctrigoff: uint16 t;
                                                 adcnoise : uint16 t;
                                                                                                                adc current noise level
```