

```
memcpy(handler_states[handler_num].tx_buffer + b_ind, data, len);
b_ind += len;

crc = crc16(data, len);
handler_states[handler_num].tx_buffer[b_ind++] = (uint8_t)(crc >> 8);
handler_states[handler_num].tx_buffer[b_ind++] = (uint8_t)(crc & 0xFF);
handler_states[handler_num].tx_buffer[b_ind++] = 3;

if (handler_states[handler_num].send_func) {
    handler_states[handler_num].send_func(handler_states[handler_num].tx_buffer,
b_ind);
}
```

## **5.3 MIT Mode Communication Protocol**

#### **Special CAN Codes**

Enter Motor Control Mode: {0xFF, 0xFF, 0xF

Note: It is necessary to enter Motor Control Mode before controlling the motor using CAN communication!

PS: (If you want to read the current state in a stateless manner, the command to send is {0xFF, 0xFF, 0xFF,

## MIT Mode Driver Board Receive Data Definition

Identifier: Set Motor ID (default is 1)

Frame Type: Standard Frame

Frame Format: DATA

Data Length Code (DLC): 8 Bytes

Data Field	DATA[0]	DATA[1]	DATA[2]	DATA[3]	
Data Bits 7-0		7-0	7-0	7-4	3-0
Data	Motor Position	Motor Position	Motor Speed	Motor Speed	KP Value High 4
Content	High 8 bits	Low 8 bits	High 8 bits	Low 4 bits	bits

Data Field	DATA[4]	DATA[5]	DATA[6]		DATA[7]	
Data Bits 7-0		7-0	7-4	3-0	0-7	
Data KP Value Low 8		KD Value High 8	KD Value Low 4	Current Value	Current Value	
Content	bits	bits	bits	High 4 bits	Low 8 bits	



## MIT Mode Driver BoardSend Data Definition

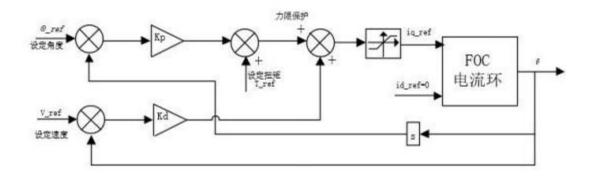
Identifier: 0X00+Driver ID Frame Type: Standard Frame
Frame Format: DATA Data Length Code (DLC): 8 Bytes

Data Field	DATA[0]	DATA[1] DATA[2]		DATA[3]	DATA[4]	
Data Bits 7-0		7-0 7-0		7-0	7-4	
Data Driver ID Number		Motor Position	Motor Position Motor Speed		Motor Speed	
Content		High 8 bits	Low 8 bits	High 8 bits	Low 4 bits	

Data Field	DATA[4]	DATA[5]	DATA[6]	DATA[7]	
Data Bits	3-0	7-0	7-0	7-0	
Data	Current Value	Current Value	Motor	Motor Error Flag	
Content	High 4 bits	Low 4 bits	Temperature		

CAN Speed: 1 MHz

# MIT mode simplified control block diagram



## **Parameter Ranges:**

Module	AK10-9	AK60-6	AK70-10	AK80-6	AK80-9	AK80-64	AK80-8
Position (rad)		-12.5f-12.5f					
Speed (rad/s)	-50.0f-50.0f	-45.0f-45.0f	-50.0f-50.0f	-76.0f-76.0f	-50.0f-50.0f	-8.0f-8.0f	-37.5f-37.5f
Torque (N.M)	-65.0f-65.0f	-15.0f-15.0f	-25.0f-25.0f	-12.0f-12.0f	-18.0f-18.0f	-144.0f-144.0f	-32.0f-32.0f
Kp Range	0-500						
Kd Range	0-5						



### MIT Mode Sending&Receiving Code Example

### Sending Example Code

```
void pack_cmd(CANMessage * msg, float p_des, float v_des, float kp, float kd, float t_ff){
    /// limit data to be within bounds ///
     float P_MIN =-12.5f;
     float P_MAX =12.5f;
     float V_MIN =-30.0f;
     float V_MAX =30.0f;
     float T MIN =-18.0f;
     float T_MAX =18.0f;
     float Kp_MIN =0;
     float Kp_MAX =500.0f;
     float Kd MIN =0;
     float Kd_MAX =5.0f;
     float Test_Pos=0.0f;
     p_des = fminf(fmaxf(P_MIN, p_des), P_MAX);
     v_des = fminf(fmaxf(V_MIN, v_des), V_MAX);
     kp = fminf(fmaxf(Kp_MIN, kp), Kp_MAX);
     kd = fminf(fmaxf(Kd MIN, kd), Kd MAX);
     t_ff = fminf(fmaxf(T_MIN, t_ff), T_MAX);
    /// convert floats to unsigned ints ///
     int p_int = float_to_uint(p_des, P_MIN, P_MAX, 16);
     int v_int = float_to_uint(v_des, V_MIN, V_MAX, 12);
     int kp_int = float_to_uint(kp, KP_MIN, KP_MAX, 12);
     int kd_int = float_to_uint(kd, KD_MIN, KD_MAX, 12);
     int t_int = float_to_uint(t_ff, T_MIN, T_MAX, 12);
    /// pack ints into the can buffer ///
     msg->data[0] = p int>>8;
                                        // Position High 8
     msg->data[1] = p_int&0xFF; // Position Low 8
     msg->data[2] = v_int>>4;
                                        // Speed High 8 bits
     msg->data[3] = ((v_int\&0xF)<<4)|(kp_int>>8); // Speed Low 4 bits KP High 4 bits
     msg->data[4] = kp_int&0xFF; // KP Low 8 bits
     msg->data[5] = kd_int>>4;
                                  // Kd High 8 bits
     msg->data[6] = ((kd_int&0xF)<<4)|(t_int>>8);
                                                       // KP Low 4 bits Torque High 4 bits
     msg->data[7] = t_int&0xff;
                                  // Torque Low 8 bits
}
```



When sending packets, all numbers need to go through the following function to be converted into integer values before being sent to the motor:

```
int float_to_uint(float x, float x_min, float x_max, unsigned int bits){
            /// Converts a float to an unsigned int, given range and number of bits ///
            float span = x_max - x_min;
            if(x < x_min) x = x_min;
            else if(x > x \max) x = x \max;
            return (int) ((x-x_min)*((float)((1<<bits)/span)));
       }
Receiving Example Code
       void unpack_reply(CANMessage msg){
            /// unpack ints from can buffer ///
            int id = msg.data[0]; //Driver ID
            int p_int = (msg.data[1]<<8)|msg.data[2];</pre>
                                                                      // Motor Position Data
            int v int = (msg.data[3] << 4) | (msg.data[4] >> 4);
                                                                      // Motor Speed Data
            int i_int = ((msg.data[4]&0xF)<<8)|msg.data[5];
                                                                      //Motor Torque Data
            Int T int = msg.data[6];
            /// convert ints to floats ///
            float p = uint to float(p int, P MIN, P MAX, 16);
            float v = uint_to_float(v_int, V_MIN, V_MAX, 12);
            float i = uint_to_float(i_int, -l_MAX, l_MAX, 12);
            float T =T int;
            if(id == 1){
               postion = p;
                                               // Read corresponding data based on ID
               speed = v;
               torque = i;
               Temperature = T-40; // Temperature range: -40~215
            }
          }
When receiving, convert all values to floating-point numbers using the following function:
float uint_to_float(int x_int, float x_min, float x_max, int bits){
    /// converts unsigned int to float, given range and number of bits ///
     float span = x_max - x_min;
     float offset = x_min;
     return ((float)x_int)*span/((float)((1<<bits)-1)) + offset;</pre>
}
```