# Message Structure

* Message ID (1-2 Byte) 🡪might encode message type
* Payload length? 1 Byte
* Payload

# Message types

1. “00” InfoMessage (from station or other car)
   1. currentSpeed
   2. steeringInformation
2. “01” EmergencyInfoMessage
   1. emerencyBreaking
3. “10” PollingMessage (from Image Processing Unit)
   1. pollInfoMessages
   2. pollOwnSpeedSensorData
   3. pollIRSensorData
4. “11” ControlMessage (station to Remote-Control the Car)
   1. setMotorControlMessage

# Suggested Message ID (first 2 Bytes)

Extendable version with potential of being stored

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Type | Type | Type | Subtype | Subtype | Subtype |  |  |  |  |  |  |  |  |  |  |

Time stamp (hash)

Or minimal version (not enough bit for later identification):

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Type | Type | Subtype | Subtype | Put | Your | Ad | Here! |