NLink V1.3				
Data	Туре	Length (Bytes)	KLinkTrack_Anchor_Frame0 (Length: 896Bytes) RO Description	Index
Frame Header Function Mark	uint8 uint8	1	Value = 0x55 Value = 0x00	0
id role	uint8 uint8	1	ID corresponding to this block (Invalid when the value equals "0xFF") Role corresponding to this block, value = TAG, refer to the Role Table for more information	
{pos.x, pos.y, pos.z} * 1000	int24	9	Position of the tag, unit: m	Block0
{dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 100 id	uint16 uint8	16 1	Distance from the tag to the corresponding anchor, unit: m ID corresponding to this block (Invalid when the value equals "0xFF")	
role {pos.x, pos.y, pos.z} * 1000	uint8 int24	9	Role corresponding to this block, value = TAG, refer to the Role Table for more information Position of the tag, unit: m	Block1
{dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 100	uint16	16	Distance from the tag to the corresponding anchor, unit: m	Block2~Block
id	uint8	1	ID corresponding to this block (Invalid when the value equals "0xFF")	Biock2~Biock.
role {pos.x, pos.y, pos.z} * 1000	uint8 int24	9	Role corresponding to this block, value = TAG, refer to the Role Table for more information Position of the tag, unit: m	Block29
{dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 100 reserved	uint16	16 67	Distance from the tag to the corresponding anchor, unit: m	812
local_time	uint32	4	Reserved Time of local node, unit: ms	879
reserved voltage * 1000	uint16	2	reserved Interface supply voltage of the local node, unit: V	883 887
system_time id	uint32 uint8	4	Time of system, unit: ms Local node ID	889 893
role	uint8	1	Local node role, refer to the Role Table for more information	894
Checksum	uint8	1	Value = 0xEE	895
	- m	1 x 4 (D ;)	NLink_LinkTrack_Tag_Frame0 (Length: 128Bytes) RO	
Data Frame Header	Type uint8	Length (Bytes)		Index 0
Function Mark id	uint8	1	Value = 0x01 ID	1 2
role	uint8 uint8	1	Local node role, refer to the Role Table for more information	3
{pos.x, pos.y, pos.z} * 1000 {vel.x, vel.y, vel.z} * 10000	int24 int24	9	Position of the tag, unit: m Velocity of the tag, unit: m/s	13
{dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 1000	int24	24	Distance from the tag to the corresponding anchor, unit: m	22
{g.x, g.y, g.z} {a.x, a.y, a.z}	float	12 12	IMU angular velocity, unit: rad/s IMU acceleration, unit: m/s^2	46 58
reserved {angle.x, angle.y, angle.z}*100	float int16	12 6	* Euler angle of the tag, unit: deg	70 82
{q0, q1, q2, q3}	float	16	Quaternion	88
reserved local time	uint32	4	Reserved Time of local node, unit: ms	104 108
system_time	uint32	4	Time of system, unit: ms	112 116
reserved {eop.x, eop.y, eop.z} * 100	uint8 uint8	3	reserved Estimation of the tag position's precision, unit: m	117
voltage * 1000 reserved	uint16	2	Interface supply voltage of the local node, unit: V Reserved	120 122
Checksum	uint8	1	The Checksum is equal to all previous bytes added	127
		NLinl	k_LinkTrack_Node_Frame0 (Length: Frame_Length Bytes) RO	
Data Frame Header	Type uint8	Length (Bytes)	Description Value = 0x55	Index 0
Function Mark	uint8	1	Value = 0x02	1
Frame Length role	uint16 uint8	2	Frame length Local node role, refer to the Role Table for more information	2 4
id	uint8	1	Current node ID	5
reserved valid_node_quantity	uint8	1	Reserved Total valid nodes	6 10
role id	uint8 uint8	1	Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block	11
data_length	uint16	2	Transparent data length	13
data[length] role	uint8 uint8	1*length	Transparent data Role corresponding to this block, refer to the Role Table for more information	15 16
id data length	uint8 uint16	1 2	ID corresponding to this block Transparent data length	17 18
data[length]	uint8	1*length	Transparent data	20
Checksum	uint8	1	The Checksum is equal to all previous bytes added	Block Frame Length
		NV ·		
Data	Туре	Length (Bytes)	k_LinkTrack_Node_Frame1 (Length: Frame_Length Bytes) RO Description	Index
Frame Header Function Mark	uint8 uint8	1	Value = 0x55 Value = 0x03	0
Frame Length	uint16	2	Frame length	2
role id	uint8 uint8	1	Local node role, refer to the Role Table for more information Current node ID	4 5
system_time	uint32	4	Time of system, unit: ms	6
local_time reserved	uint32	4 10	Time of local node, unit: ms Reserved	10 14
voltage * 1000 valid node quantity	uint16 uint8	2	Interface supply voltage of the local node, unit: V Total valid nodes	24 26
role	uint8	1	Role corresponding to this block, refer to the Role Table for more information	20
id {pos.x, pos.y, pos.z} * 1000	uint8 int24	9	ID corresponding to this block Position of the tag, unit: m	Block0
reserved	*	9	Reserved Role corresponding to this block, refer to the Role Table for more information	
role id	uint8 uint8	1	ID corresponding to this block	Block1
{pos.x, pos.y, pos.z} * 1000 reserved	int24	9	Position of the tag, unit: m Reserved	Biocki
				Block
Checksum	uint8		The Checksum is equal to all previous bytes added	Frame_Length
Data	Туре	NLini Length (Bytes)	x_LinkTrack_Node_Frame2 (Length: Frame_Length Bytes) RO Description	Index
Frame Header	uint8	1	Value = 0x55	0
Function Mark Frame Length	uint8 uint16	2	Value = 0x04 Frame length	1 2
role	uint8	1	Local node role, refer to the Role Table for more information	4 5
id system_time	uint8 uint32	4	Local node ID Time of system, unit:ms	6
{eop.x, eop.y, eop.z} * 100 {pos.x, pos.y, pos.z} * 1000	uint8 int24	3 9	Estimation of the tag position's precision, unit: m Position of the tag, unit: m	10 13
{vel.x, vel.y,vel.z} * 10000	int24	9	Velocity of the tag, unit: m/s	22
reserved {g.x, g.y, g.z}	int24 float	9	Reserved IMU angular velocity, unit: rad/s	31 40
{a.x, a.y, a.z}	float	12	IMU acceleration, unit: m/s^2	52
reserved {angle.x, angle.y, angle.z}*100	float int16	12 6	Euler angle of the tag, unit: deg	64 76
{q0, q1, q2, q3} reserved	float *	16 4	Quaternion Reserved	82 98
local_time	uint32	4	Time of local node, unit:ms	102
reserved voltage * 1000	uint16	10	Reserved Interface supply voltage of the local node, unit: V	106 116
valid_node_quantity	uint8	1	Total valid nodes	118
role id	uint8 uint8	1	Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block	
	int24	3	Distance from the tag to the corresponding anchor, unit: m	Block0
dis * 1000		1		BIOCKU
dis * 1000 fp_rssi * (-2) rx_rssi * (-2) reserved	uint8 uint8	1 1	First path power level, unit: dB Received power level, unit: dB Reserved	Віоско

uint8	1	ID corresponding to this block	Ī
int24	3	Distance from the tag to the corresponding anchor, unit: m	Block1
uint8	1	First path power level, unit: dB	BIOCKI
uint8	1	Received power level, unit: dB	
*	6	Reserved	Ī
·····			Block
uint8	1	The Checksum is equal to all previous bytes added	Frame_Length - 1
	int24 uint8 uint8 *	int24 3 uint8 1 uint8 1 * 6	int24 3 Distance from the tag to the corresponding anchor, unit: m unit8 1 First path power level, unit: dB unit8 1 Received power level, unit: dB * 6 Reserved Reserved * * * * * * * * * * * * * * * * * *

	NLink LinkTrack Node Frame3 (Length: Frame Length Bytes) RO				
Data	Type	Length (Bytes)	Description	Index	
Frame Header	uint8	1	Value = 0x55	0	
Function Mark	uint8	1	Value = 0x05	1	
Frame Length	uint16	2	Frame length	2	
role	uint8	1	Local node role, refer to the Role Table for more information	4	
id	uint8	1	Local node ID	5	
local_time	uint32	4	Time of local node, unit:ms	6	
system_time	uint32	4	Time of system, unit:ms	10	
reserved	*	4	Reserved	14	
voltage * 1000	uint16	2	Interface supply voltage of the local node, unit: V	18	
valid_node_quantity	uint8	1	Total valid nodes	20	
role	uint8	1	Role corresponding to this block, refer to the Role Table for more information		
id	uint8	1	ID corresponding to this block		
dis * 1000	int24	3	Distance from the tag to the corresponding anchor, unit: m	Block0	
fp_rssi * (-2)	uint8	1	First path power level, unit: dB		
rx_rssi * (-2)	uint8	1	Received power level, unit: dB		
role	uint8	1	Role corresponding to this block, refer to the Role Table for more information		
id	uint8	1	ID corresponding to this block		
dis * 1000	int24	3	Distance from the tag to the corresponding anchor, unit: m	Block1	
fp_rssi * (-2)	uint8	1	First path power level, unit: dB		
rx_rssi * (-2)	uint8	1	Received power level, unit: dB		
				Block	
Checksum	uint8	1	The Checksum is equal to all previous bytes added	Frame_Length	

NLink_LinkTrack_User_Frame1 (Length: (11 + data_length) Bytes) WO				
Data	Type	Length (Bytes)	Description	Index
Frame Header	uint8	1	Value = 0x54	0
Function Mark	uint8	1	Value = 0xF1	1
reserved	*	4	Reserved. The byte written must be 0xFF	2
remote_role	uint8	1	Value = NODE/SLAVE, refer to the Role Table for more information	6
remote_id	uint8	1	Remote ID. Range: [0,254]	7
data_length	uint16	2	Transparent data length	8
data[length]	uint8	1*length	Transparent data	10
Checksum	uint8	1	The Checksum is equal to all previous bytes added	10 + data_length

NLink LinkTrack Setting Frame0 (Length: 128Bytes) RW					
Data	Type	Length (Bytes)	Description	Index	
Frame Header	uint8	1	Value = 0x54	0	
Function Mark	uint8	1	Value = 0x00	1	
mix	uint8		Value = 0x00WO	2	
mix	uinto	1	Value = 0x01RO	- 4	
role	uint8	1	Local node role, refer to the Role Table for more informationRW	3	
reserved		* It must be the same as the parameter readWO	It must be the same as the parameter readWO	4	
reserved		3	ReservedRO	4	
id	uint8	1	Local node IDRW	9	
reserved		26	It must be the same as the parameter readWO	10	
reserved		20	ReservedRO	10	
group	uint8	1	Role = ANCHOR, Value = id / 10; Role = TAG, Range: [0,11]; Role = CONSOLE, Value = 0	36	
{ag0.x, ag0.y, ag0.z} * 1000	int24	9	If anchor_group = 0, then	37	
{ag1.x, ag1.y, ag1.z} * 1000	int24	9	ag0.x ->a00.x/a0.x , ag0.y ->a00.y/a0.y, ag0.z ->a00.z/a0.z	46	
{ag2.x, ag2.y, ag2.z} * 1000	int24	9		55	
{ag3.x, ag3.y, ag3.z} * 1000	int24	9	ag9.x ->a09.x/a9.x , ag9.y ->a09.y/a9.y, ag9.z ->a09.z/a9.z	64	
{ag4.x, ag4y, ag4.z} * 1000	int24	9	If anchor_group = 1, then	73	
{ag5.x, ag5.y, ag5.z} * 1000	int24	9	ag0.x ->a10.x, ag0.y ->a10.y, ag0.z ->a10.z	82	
{ag6.x, ag6.y, ag6.z} * 1000	int24	9		91	
{ag7.x, ag7.y, ag7.z} * 1000	int24	9	ag0.x ->a19.x, ag0.y ->a19.y, ag0.z ->a19.z	100	
{ag8.x, ag8.y, ag8.z} * 1000	int24	9		109	
{ag9.x, ag9.y, ag9.z} * 1000	int24	9		118	
Checksum	uint8	1	The Checksum is equal to all previous bytes added	127	

Role Table enum{NODE,ANCHOR,TAG,CONSOLE,MASTER,SLAVE}

Typedef				
Byte's Quantities	Type			
1	uint8, int8			
2	uint16, int16			
3	unit24, int24			
4	uint32, int32, float			
8	uint64. int64			

Typedef				
Abbreviation	Full Title	Туре		
RW	Read Write	Terminal can read data from node & write data to node		
RO	Read Only	Terminal can only read data from node		
WO	Write Only	Terminal can only write data to node		