Rocket Telemetry System

Communication Protocol Definition

	Address	Type	Definition	Value
Header	0x00	Byte	Packet start byte	0x82
	0x01	String	Rocket telemetry system ID. This will be the same value as Rocket ID.	
	0x02			
	0x03			
	0x04			
	0x05			
	0x06			
	0x07			
	0x08			
	0x09			
	0x0A			
	0x0B	Byte	Packet number. Will be reset every 256 frame.	0x00 − 0xFF
	0x0C	Byte	Packet size	0x24
Payload	0x0D	Float	Altitude as metre m	
	0x0E			
	0x0F			
	0x10			
	0x11	Float	Speed as metre per second m/s	
	0x12			
	0x13			
	0x14			
	0x15	Float	Acceleration as metre per second per second m/s^2	
	0x16			
	0x17			
	0x18			
	0x19	Float	Thrust as Newton N	
	0x1A			
	0x1B			
	0x1C			
	0x1D	Float	Temperature as degree Celsius ℃	
	0x1E			

	0x1F			
	0x20			
Footer	0x21	Short	CRC16/BUYPASS value. Calculated from header and payload combined.	
	0x22			
	0x23	Byte	Delimiter	0x80

Notes:
- All values are sent in big-endian notation.