SOP[1] HDR[1] PAYLOAD[0.255] CRC[2]

SOP = 0xF0

Bit 7 6 5 4 3 2 1 0

CMD => ---------------------------------------------------------------------------------------------------------------------

| 0 | PL6 | PL5 | PL4 | PL3 | PL2 | PL1 | PL0 | data cmd

| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | ack (reply)

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0 .. 127 data bytes

CRC1 => ---------------------------------------------------------------------------------------------------------------------

| v | v | v | v | v | v | v | v | 16-bit CRC MSB

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CRC0 => ---------------------------------------------------------------------------------------------------------------------

| v | v | v | v | v | v | v | v | 16-bit CRC LSB

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If an SOP byte occurs in the payload or CRC, the transmitter handler escapes it by inserting an adjacent additional SOP byte. The receiver expects a single (unescaped) SOP byte at the start of each transmit frame, and If two consecutive SOP bytes are received, one of the pair is discarded.