



## Packet Types

### Bidirectional (Standard) Packet

```
struct standardpacket {
    const char    preamble;    // Byte: Preamble (Magic Number)
    struct flagfield flags;    // Byte: Struct containing 8 flag bits
    unsigned short sourceaddr; // 2Bytes: Source Address
    unsigned short destaddr;   // 2Bytes: Destination Address
    unsigned short sensorid;   // 2Bytes: Sensor Number
    unsigned char  length;     // Byte: Length of Payload section
    char*          payload;    // Payload of length (MTU - 12)
    unsigned char  checksum;   // Byte: CRC against header and payload
    const char    endpacket;  // Byte: End of Data
};
```

### Unidirectional (One-Way) Packet

```
struct unidirectionalpacket {
    const char    preamble;    // Byte: Preamble (Magic Number)
    struct flagfield flags;    // Byte: Struct containing 8 flag bits
    unsigned short sensorid;   // 2Bytes: Sensor Number
    unsigned char  length;     // Byte: Length of Payload section
    char*          payload;    // Payload of length (MTU - 8)
    unsigned char  checksum;   // Byte: CRC against header and payload
    const char    endpacket;  // Byte: End of Data
};
```

### Flags bit-field struct

```
struct flagfield {
    unsigned int FLAG1: 1;
    unsigned int FLAG2: 1;
    unsigned int FLAG3: 1;
    unsigned int FLAG4: 1;
    unsigned int FLAG5: 1;
    unsigned int FLAG6: 1;
    unsigned int FLAG7: 1;
    unsigned int FLAG8: 1;
};
```

