

## Packet Types

```
Bidirectional (Standard) Packet
struct standardpacket {
                                           // Byte: Preamble (Magic Number)
        const
                 char
                              preamble;
                                           // Byte: Struct containing 8 flag bits
        struct
                 flagfield
                              flags;
        unsigned short
                                           // 2Bytes: Source Address
                              sourceaddr;
        unsigned short
                              destaddr;
                                           // 2Bytes: Destination Address
                                           // 2Bytes: Sensor Number
        unsigned short
                              sensorid;
        unsigned char
                                           // Byte: Length of Payload section
                              length;
                                           // Payload of length (MTU - 12)
        char*
                              payload;
        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)
                                           // Byte: Struct containing 8 flag bits
        struct
                 flagfield
                              flags;
                                           // 2Bytes: Sensor Number
        unsigned short
                              sensorid;
                                           // Byte: Length of Payload section
        unsigned char
                              length;
                                           // Payload of length (MTU - 8)
        char*
                              payload;
```

checksum;

endpacket;

## 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;

unsigned char

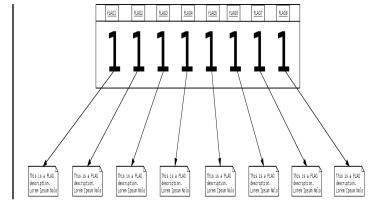
char

const

};

Flags bit-field struct

};



// Byte: CRC against header and payload

// Byte: End of Data