Data packet format

uint8 bytes[0]	uint8 bytes[1]	uint8 bytes[2]	uint8 bytes[3]	uint8 bytes[4]	uint8 bytes[5]	uint8 bytes[6]	uint8 bytes[7]	uint8 bytes[8]	Member	Description	Reply
uint8 'R'	uint8 addr								struct Register R	Read register	uint8 value
uint8 'W'	uint8 addr	uint8 value							struct Register R	Write register	OK\n
uint8 'F'	uint16 fluidics_delay_ms								struct Fluidics F	Set Fluidics injection delay	OK\n
uint8 'L'	uint8 active	uint8 idle	bool ALEX						struct Shutter L	Set Laser shutter states	OK\n
uint8 'C'	uint16 exp_time_n64us		uint16 n_frames						struct Timer1 T	Start Continuous timer	OK\n
uint8 'S'	uint16 exp_time_n64us		uint16 n_frames		uint16 interframe_time_n64us		uint16 timelapse_delay_s		struct Timer1 T	Start Stroboscopic timer	OK\n
uint8 'E'	uint16 exp_time_n64us								struct Timer1 T	Change Exposure time	OK\n
uint8 'Q'										Stop timer (Quit)	OK\n

(uint8 **cmd**; uint8 **bytes**[9]; index i: 0 1 2 3 4 5 6 7 8)

Legend
Color shows belonging to a particular data structure.
Normal font shows data type (uint8, uint16).
Bold font shows member names.
Bold italic shows constant values.
Gray hatched areas are filled with ZERO.

Notes
Each data packet is always 9 byte long. If shorter than 9 bytes, pad it with zeros.
On startup, the system prints *Arduino is ready. Firmware version: <x.y.z>\n*
Wrong formatted packets are silently ignored (wrong command or shorter than 9 bytes).
If a command has wrong arguments, the reply is *ERR\n*