Data packet format

uint8 **cmd**									Member	Description	Reply
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]	uint8 **bytes**[9]		
uint8 ***'R'***	uint8 **addr**								struct Register **R**	Read register	uint8 **value**
uint8 ***'W'***	uint8 **addr**	uint8 **value**							struct Register **R**	Write register	
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*
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*
Once the data acquisition is completed, the reply is *DONE* \n