Data packet format

uint8 cmd									Member
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 <i>'R'</i>	uint8 addr	uint8 0							struct Register R
uint8 'W'	uint8 addr	uint8 value							struct Register R
uint8 'S'	uint8 idle	uint8 active							struct Shutter S
uint8 <i>'T'</i>	uint16 period_cts		uint16 n_frames		uint16 shutter_delay_cts		uint16 inject_delay_cts		struct Timer1 T1
uint8 'L'	uint16 skip								struct Timelapse L
uint8 'A'	uint8 mask	uint8 0							struct ALEX A
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