RTE frame payload

unit count	pack id	pack count	pack number	TPU	- - -	TPU	fragmented TPU

1 byte	1 byte	1 byte	1 byte

'unit count' describes the number of TPU transmitted bundled inside 'pack count' RTE frames

if fragmented, 'pack count' is greater 1 and denotes the number of RTE frames needed to unpack the fragmented message

'pack id' is a unique identifier for a RTE frame containing TPUs, much like a sequence number

if fragmented, 'pack number' is the current offset of 'pack count' RTE frames belonging together

TPU

encapsulation ID	time stamp	source bus ID	CAN message ID	payload byte size	payload

4 byte	4 byte	1 byte	4 byte	2 byte	

gateway logic internal	HW counter value	unique ID of origin	original CAN ID	payload length	processed message

Hint:

Fragmented TPU may be cut off at any position, depending on RTE frame size. They will be proceeded in the following RTE frame (pack number + 1).

*RTE = real time ethernet
**TPU = transport protocol unit