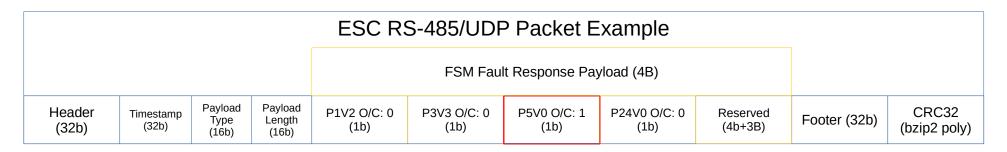
Conventions

- * Sending an empty packet with the correct type from the computer to the hardware queries that attribute on the hardware; sending a packet with data will set the associated parameters
- * The hardware should reply to every packet type sent from the computer with a packet of the same type as an acknowledgment (it can have a payload in the case of parameters to be queried, or can be an empty packet to ack any operation that does not have associated data.



Payload length: CCSDS protocol (space) uses 8k packets

Recommended but not required that all payloads are multiples of 32bits

?Do we need NACK for highspeed re-transmit (i.e. DM)?

Timestamp can be used for NACKs