| Description | | | N | NLink V1.4 Link LinkTrack Anchor Frame@Length: 896Bytes)—RO | |
|--|--|--|--|---|---|
| | | Type uint8 | | Description | Index 0 |
| Management Man | Function Mark | uint8 | 1 | Value = 0x00 | 1 |
| December Company Com | role | uint8 | | Role corresponding to this block, value = TAG, refer to the Role Table for more information | Block0 |
| International Column | {dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 100 id | uint8 | 16 1 | ID corresponding to this block (Invalid when the value equals "0xFF") | |
| 15 | {pos.x, pos.y, pos.z} * 1000 | int24 | 9 | Position of the tag, unit: m | Block1 |
| March Marc | | | 16 | | Block2~Block28 |
| Indicate and the Second Act 2015 15 | role | uint8 | | Role corresponding to this block, value = TAG, refer to the Role Table for more information | Block29 |
| March Marc | {dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 100 | uint16 | 16 | Distance from the tag to the corresponding anchor, unit: m | |
| Sept. 1982 2 | local time | | 4 | Time of local node, unit: ms | 812 879 |
| | voltage * 1000 | | 2 | Interface supply voltage of the local node, unit: V | 883 887 |
| Table 1 | id | uint8 | 1 | Local node ID | 889 893 894 |
| The color | | | 1 | Local node role, refer to the kole I able for more information Value = 0xEE | 894 895 |
| Proceedings | Date | Toma | | | Index |
| Proceedings | Frame Header | uint8 | Length (Bytes) | Value = 0x55 | 0 |
| Descriptory 100 | id | uint8 | 1 | ID | 2 |
| Special Control of the Control of Control | {pos.x, pos.y, pos.z} * 1000 | int24 | | Position of the tag, unit: m | 3 4 13 |
| 1. 1. 1. 1. 1. 1. 1. 1. | {dis0, dis1, dis2, dis3, dis4, dis5, dis6, dis7} * 1000 | int24 | 24 | Distance from the tag to the corresponding anchor, unit: m | 22 |
| Impair angle marker mark | {a.x, a.y, a.z} | float | 12 | | 46 58 70 |
| Second | {angle.x, angle.y, angle.z}*100 | int16 | 6 | | 82 88 |
| Section Column | reserved | * | 4 | Reserved | 104 108 |
| International Content | system_time | uint32 | | Time of system, unit: ms | 108 112 116 |
| December December | {eop.x, eop.y, eop.z} * 100 | uint8 | 3 | Estimation of the tag position's precision, unit: m | 116 117 120 |
| Note Transchance Transch | reserved | * | 5 | Reserved | 120 122 127 |
| Part | CICCESUII | unito | NI inte | | 127 |
| Particularies unit 1 | | | Length (Bytes) | Description | Index 0 |
| met | Function Mark | uint8 | 1 | Value = 0x02 | 1 2 |
| Percent | role | uint8 | 1 | Local node role, refer to the Role Table for more information | 4 5 |
| mail | reserved | * | 4 | Reserved | 6 10 |
| March Marc | role | uint8 | 1 | Role corresponding to this block, refer to the Role Table for more information | 11 12 |
| Main | data_length | | 2 1*lenoth | | 13 |
| Main Lead Lead Transported also length Lead Le | | | 1 | Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block | 16 17 |
| The Checkman count of person byter abled | data length data[length] | | 2 1*length | Transparent data length | 18 20 |
| Description Primer Incident United 1 | | uint8 | 1 | | Block Frame_Length-1 |
| Francisco Mark units 1 | | | | LinkTrack Node Frame1(Length: Frame LengthBytes) RO | |
| Frame Length | | | | | |
| Section Sect | Frame Header | uint8 | 1 | Description Value = 0x55 | Index 0 |
| Received | Frame Header Function Mark Frame Length | uint8 uint8 uint16 | 1 1 2 | Description Value = 0x55 Value = 0x03 Frame length | 0 1 2 |
| voltage 1000 unit 0 2 | Frame Header Function Mark Frame Length role td | uint8 uint8 uint16 uint8 uint8 | 1 1 2 1 | Description Value = 0x55 Value = 0x03 Frame length Local node role, refer to the Role Table for more information Current node ID | 0 1 2 4 5 |
| | Frame Hender Function Mark Frame Length role id system time local time | uint8 uint8 uint16 uint8 uint8 uint8 uint8 uint32 uint32 | 1 1 2 1 1 4 | Description | 0 1 2 2 4 5 6 |
| Position of the tag, unit m Position of tag, unit m | Frame Header Function Mark Frame Length role id system time local time reserved voltage* 1000 | uint8 uint8 uint16 uint8 uint8 uint8 uint32 uint32 * uint16 | 1 1 2 1 1 1 4 4 4 | Description Value = 0x55 Value = 0x63 Value = 0x63 Frame length Local node role, refer to the Role Table for more information Current node ID Time of system, unit: ms Time of local node, unit: ms Reserved Interface supply voltage of the local node, unit: V | 0 1 2 2 4 5 6 10 14 24 |
| Section Sect | Frame Header Function Mark Frame Length role di di system time local time reserved voltage* 1000 valid node quantity role | uint8 uint8 uint16 uint8 uint8 uint8 uint32 uint32 * uint16 uint8 | 1 1 2 1 1 1 4 4 4 | Description Value = 0x55 Value = 0x03 Value = 0x03 Frame length Local node role, refer to the Role Table for more information Current node ID Time of system, unit: ms Time of local node, unit: ms Reserved Interface supply voltage of the local node, unit: V Total valid nodes Role corresponding to this block, refer to the Role Table for more information | 0 1 2 4 5 6 10 |
| Poss, posy, pos. 2 * 1000 mi.24 9 Possition of the tag, unit m | Frame Header Frame Length The Length Tole Ide Ide Ide Ide Ide Ide Ide Ide Ide Id | uint8 uint8 uint16 uint8 uint8 uint8 uint32 uint32 * uint16 uint8 | 1 1 2 1 1 1 4 4 4 | Description | 0 1 2 2 4 5 6 10 14 24 |
| The Checksum | Frame Header Function Mark Frame Length Tole | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 * uint32 uint32 * uint16 uint8 uint8 uint8 uint8 uint8 uint8 uint8 | 1 1 2 1 1 1 4 4 4 | Description | 0 1 2 2 4 5 6 10 114 24 26 Block0 |
| NLink LinkTrack Node Frame Length Bytes) — BO Data Type Length Bytes) Description | Frame Header Function Mark Frame Length role del del del system time local time reserved voltage* 1000 valid node quantity role del (pos.x.pos.y.pos.z.)* 1000 reserved role id (pos.x.pos.y.pos.z.)* 1000 reserved role id (pos.x.pos.y.pos.z.)* 1000 | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 * uint32 uint32 * uint8 | 1 | Description | 0 1 2 4 5 6 10 114 24 26 |
| Data | Frame Header Function Mark Frame Length Provide Provi | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 * uint16 uint8 | 1 | Description | 0 1 2 4 5 6 10 14 24 26 Block0 |
| France Length uin15 1 | Frame Header Function Mark Frame Length Provide Provi | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 * uint16 uint8 | 1 1 2 2 1 1 1 4 4 4 4 4 4 4 4 4 4 4 4 4 | Description | 0 1 2 4 5 6 10 14 24 24 26 Block0 |
| Description | Frame Header Function Mark Frame Length Tode Tode Tode Tode Tode Tode Tode Tode | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 | 1 1 2 2 1 1 4 4 4 4 10 2 2 1 1 1 1 9 9 1 1 1 1 9 9 9 1 1 1 1 9 9 9 1 1 1 1 1 9 9 9 1 | Description | 0 1 2 4 5 6 10 14 224 226 Block0 |
| System time | Frame Header Function Mark Frame Length Proble Tole | uint8 uint8 uint16 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint16 uint8 | 1 | Description | 0 1 2 4 5 6 10 14 24 24 26 Block0 Block1 Block Frame Length-1 |
| [pos., pos.x, | Frame Header Function Mark Frame Length role le le le le le le system time local time reserved voltage* [000 vald note quantity role le l | uint8 uint16 uint16 uint8 uint18 uint18 uint2 uint2 uint2 uint32 uint32 uint32 uint32 uint32 uint32 uint46 uint8 | 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description Value = 0.05 | 0 1 2 2 4 5 5 6 6 10 14 24 26 Block0 Block Block Frame Length-1 Index 0 1 |
| Reserved int24 9 Reserved | Frame Header Function Mark Furne Length fole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.x, pos.z)* 1000 reserved role id (pos.x, pos.x, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (pos.x, pos.x)* 1000 | uint8 uint16 uint16 uint8 uint16 uint8 uint2 uint2 uint32 uint32 uint32 uint32 uint46 uint8 uint4 uint8 | 1 | Description Value = 0x55 | 0 1 2 2 4 5 5 6 6 10 14 24 25 6 10 14 24 26 Block0 Block1 Block Frame Length-1 Index 0 1 2 4 4 |
| (ax, 4, y, az) | Frame Header Function Mark Frame Length role id system time Local | uint8 uint16 uint8 uint16 uint8 uint8 uint2 uint32 uint32 uint32 uint32 uint4 uint8 | 1 | Description Value = 0.03 | 0 1 2 2 4 5 5 6 6 10 14 24 24 25 6 10 10 10 10 10 10 10 |
| fanglex.nugley.nuglex;*100 int16 6 Eutrangle of the tag, unit: deg | Frame Header Function Mark Frame Length role id system time Local time reserved vollage *1000 valid node quantity node id (pos.x, pos.y, *1000 reserved role id (pos.x, pos.y, *1000 reserved Checksum Data Frame Header Frame Length role id system time (eop.x, eop.y, eop.y, *1000 role youth time reserved Frame Length role id system time (eop.x, eop.y, eop.y, *1000 role system time (eop.x, pos.y, pos.y, *1000 role system time (eop.x, pos.y, pos.y, *1000 role system time (eop.x, pos.y, pos.y, *1000 reserved | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 | 1 | Description | 0 1 2 2 4 5 6 6 6 6 6 6 6 6 6 |
| reserved * 4 Reserved | Frame Header Function Mark Frame Length fole id system time local time reserved vollage* 1000 valid node quantity role id (posx.posx.posx.g**1000 reserved role id (posx.posx.g**1000) reserved Checksum Data Frame Header Function Mark Frame Length role id system time (posx.posx.g**1000) reserved Frame Length Frame Header Function Mark Frame Length role id system time (posx.posx.yosx.g**1000) [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**10000] [yex.yosy.yosx.g**1000] [yex.yosy.yosx.g**10000] [yex.yosy.yosx.g**10000] [yex.yosy.yosx.g**10000] | uint8 uint8 uint16 uint16 uint8 uint32 uint32 uint32 uint16 uint8 | 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 1 2 4 5 6 6 10 14 24 26 8 10 10 10 10 10 10 10 |
| Reserved * 10 Reserved Voltage* 1000 uin16 2 Interface supply voltage of the local node, unit V Valid node, quantity uin18 1 Total valid nodes Total valid nodes uin18 1 Role corresponding to this block, refer to the Role Table for more information ii uin18 1 Dotresponding to this block total valid nodes Dotresponding to this block total valid Dotresponding to this block total valid Dotresponding to the corresponding anchor, unit m ii Dotresponding to the corresponding anchor, unit m ii Received Valid Note Valid Valid Note Valid Valid Note Valid Note Valid Note Valid Valid Note Valid Note Valid Note Valid Valid Note Valid Valid Note Valid Valid Valid Note Valid | Frame Header Function Mark Frame Length Fusion Mark Frame Length fole id system time local time reserved vollage* 1000 Vaild node quantity role id (pos.x,pos.x,pos.z)* 1000 reserved role id (pos.x,pos.y,pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x,cop.y,cop.z)* 100 (pos.x,pos.y,pos.z)* 1000 | uint8 uint16 uint8 uint16 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 uint | 1 1 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description Value = 0x55 | 0 1 2 4 5 6 6 10 1 2 6 10 10 10 10 10 10 10 |
| The companies | Frame Header Function Mark Frame Length Fusion Mark Frame Length fole id system time local time reserved vollage* 1000 valid node quantity role id (pos.x,pos.x,pos.z)* 1000 reserved role id (pos.x,pos.y,pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x,cop.y,cop.z)* 100 (pos.x,pos.y,pos.z)* 1000 (pos.x,pos.y,po | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 iint24 uint8 uint3 uint | 1 1 2 1 1 1 4 4 4 10 2 1 1 1 1 9 9 1 1 1 1 9 9 1 1 1 1 9 9 1 1 1 1 9 9 1 1 1 1 9 9 1 1 1 1 9 9 1 1 1 1 1 9 9 1 1 1 1 1 1 9 9 1 | Description | 0 1 2 4 5 6 6 10 1 2 4 24 26 6 10 1 1 2 4 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 2 |
| dis * 1000 int24 3 Distance from the tag to the corresponding anchor, unit: m fp rasi * (-2) uint8 1 First pull power level, unit: dB | Frame Header Function Mark Function Mark Frame Length tole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.y, pos.z) * 1000 reserved role id (pos.x, pos.y, pos.z) * 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z) * 100 (pos.x, pos.y, pos.z) * 100 (pos.x, pos.y, | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 1 2 4 5 6 6 10 1 2 6 6 10 1 1 1 1 1 1 1 1 |
| Received power level, unit: B Received power level, unit: B | Frame Header Function Mark Furne Length Fusion Mark Frame Length fole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.y, pos.z)* 1000 reserved role id (pos.x, pos.y, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z)* 100 (pos.x, pos.y, pos.z)* | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint16 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description Value = 0x55 | 0 1 1 2 2 4 4 5 6 6 10 14 4 24 26 |
| role uim8 1 Role corresponding to this block, refer to the Role Table for more information id uim8 1 Decrresponding to this block for the role Table for more information id uim8 1 Decrresponding to this block dis *1000 im24 3 Distance from the tag to the corresponding anchor, unit: m fp_rss* *{2} uim8 1 First path power level, unit: dB | Frame Header Function Mark Parme Length fole id system time local time reserved voltage * 1000 valid node quantity role id (pos.x, pos.y, pos.z) * 1000 reserved role id (pos.x, pos.y, pos.z) * 1000 reserved Checksum Data Frame Header Function Mark Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z) * 1000 (pos.x, pos.y, pos.z) * 1 | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint32 uint32 uint16 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description Value = 0x55 | 0 1 2 2 4 4 5 5 6 6 6 6 6 6 6 6 |
| dis * 1000 int24 3 Distance from the tag to the corresponding anchor, unit: m fp_rssi * (-2) uint8 1 First path power level, unit: dB | Frame Header Function Mark Frame Length role id system, time Local time reserved voltage *1000 valid node quantity volt id [pos.x, pos.y, pos.z] *1000 reserved role | uint8 uint8 uint16 uint8 uint8 uint8 uint8 uint12 uint8 uint2 uint16 uint8 uint24 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 1 2 4 5 6 6 10 1 2 6 6 10 1 1 1 1 1 1 1 1 |
| | Frame Header Function Mark Function Mark Frame Length fole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.y, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z)* 1000 (pos.x, pos.y, pos.z)* 1000 (pos.x, pos.y, pos.z) | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint16 uint8 uint8 uint32 uint16 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 1 2 2 4 5 5 6 6 10 1 1 2 4 1 2 4 1 2 4 1 2 4 1 2 4 1 2 1 1 1 1 2 1 1 1 |
| reserved * 6. | Frame Header Function Mark Frame Length fole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.x, pos.z)* 1000 reserved role id (pos.x, pos.x, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.x)* 100 (pos.x, pos.y, pos.z)* 100 (pos.x, pos | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint16 uint8 uint8 uint32 uint16 uint8 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 |
| | Frame Header Function Mark Function Mark Frame Length fole id system time local time reserved voltage* 1000 Vaild node quantity role id (pos.x, pos.y, pos.z)* 1000 reserved role id (pos.x, pos.y, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z)* 100 (pos.x, pos.y, pos.z)* 100 (pos.x, po | uint8 uint8 uint16 uint8 uin | 1 | Description | 0 1 2 4 5 6 10 11 24 4 5 6 10 10 14 24 24 26 Block1 Block. Frame Length 1 Index 0 0 1 1 2 4 4 5 6 6 10 10 11 13 22 24 10 64 66 10 11 11 11 11 11 11 11 11 11 11 11 11 |
| | Frame Header Function Mark Frame Length fole fole fole fole fole fole fole fole | uint8 uint8 uint16 uint8 uint16 uint8 uint32 uint32 uint16 uint8 uint32 uint16 uint8 | 1 | Description | 0 1 2 4 5 6 6 10 14 24 26 6 10 10 10 10 10 10 10 |
| Data Type Length (Bytes) Description | Frame Header Function Mark Function Mark Frame Length fole id system time local time reserved voltage* 1000 Vaild node quantity role id (pos.x, pos.y, pos.z)* 1000 reserved role id (pos.x, pos.y, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z)* 100 (pos.x, pos.y, pos.z)* 100 (pos.x, po | uint8 uint8 uint16 uint8 uin | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Description | 0 1 1 2 2 4 4 5 5 6 6 10 14 24 26 |
| Function Mark uint8 1 Value = 0x05 | Frame Header Function Mark Function Mark Frame Length fole id system time local time reserved voltage* 1000 valid node quantity role id (pos.x, pos.y, pos.z)* 1000 reserved role id (pos.x, pos.y, pos.z)* 1000 reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x, cop.y, cop.z)* 100 (pos.x, pos.y, pos.z)* 100 (pos.x, pos.z)* 100 (pos.x, pos.z)* 100 (pos.x, pos.z)* 100 (po | uint8 uint8 uint8 uint8 uint8 uint8 uint8 uint8 uint8 uint32 uint16 uint8 ui | 1 | Description Value = 0.03 | 0 1 2 2 4 5 6 6 10 14 24 26 6 10 1 10 10 10 10 10 |
| role | Frame Header Function Mark Frame Length Frame Length role id system, time Local time reserved voltage *1000 valid node quantity role id [pos.x, pos.y, pos.z] *1000 reserved reserved reserved reserved All [pos.x, pos.y, pos.z] *1000 reserved reserved reserved Checksum Data Frame Header Function Mark Frame Length role id system time (cop.x. cop.y, cop.z] *100 (pos.x, pos.y, pos.z] *100 reserved checksum Data Frame Length role id system time (cop.x. cop.y, cop.z] *100 (pos.x, pos.y, pos.z] *100 | uint8 uint8 uint16 uint8 uint8 uint8 uint8 uint8 uint16 uint8 uint2 uint16 uint8 uint2 uint16 uint8 | 1 | Description Value = 0.03 | 0 1 2 2 4 5 6 6 10 14 24 26 6 10 10 10 10 10 10 10 |

| local_time | uint32 | 4 | Time of local node, unit:ms | 6 |
|--|---|--|--|-------------------------|
| system time reserved | uint32 | 4 | Time of system, unit:ms Reserved | 10 14 |
| voltage * 1000 valid_node_quantity role | uint16 uint8 uint8 | 1 | Interface supply voltage of the local node, unit: V Total valid nodes Role corresponding to this block, refer to the Role Table for more information | 18 20 |
| id dis * 1000 | uint8 int24 | 1 3 | ID corresponding to this block Distance from the tag to the correspondinganchor, unit: m | Block0 |
| fp_rssi * (-2) rx_rssi * (-2) | uint8 uint8 | 1 1 | First path power level, unit: dB Received power level, unit: dB | |
| role id dis * 1000 | uint8 uint8 int24 | 1 1 3 | Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block Distance from the tag to the corresponding anchor, unit: m | Block1 |
| fp_rssi * (-2) rx_rssi * (-2) | uint8 | 1 | First path power level, unit: dB Received power level, unit: dB | DIOCKI |
| Checksum | uint8 | 1 | The Checksum is equal to all previous bytes added | Block Frame_Length-1 |
| | 1 | NLink | LinkTrack_Node_Frames(Length: Frame_LengthBytes) — RO | |
| Data Frame Header Function Mark | Type uint8 uint8 | Length (Bytes) | Description Value = 0x55 Value = 0x06 | 0 1 |
| Frame Length role | uint16 uint8 | 2 | Frame length Local node role, refer to the Role Table for more information | 2 4 |
| id local_time | uint8 uint32 | 1 4 | Local node ID Time of local node, unit:ms | 5 |
| system_time reserved voltage * 1000 | uint32 * uint16 | 4 | Time of system, unit:ms Reserved Interface supply supply large of the local pode supit: V | 10 14 18 |
| voltage + 1000 valid_tag_quantity tag_id | uint8 | 1 | Interface supply voltage of the local node, unit: V Total valid tags TAG ID | 20 |
| reserved tag_voltage * 20 | * uint8 | 2 | Reserved Interface supply voltage of the TAG, unit: V | |
| anchor quantity anchor id | uint8 uint8 | 1 | Total valid anchors, the value doesn't exceed 8 ANCHOR ID | Block0 |
| dis * 1000 anchor id dis * 1000 | int24 uint8 int24 | 3 1 3 | Distance from the tug to the corresponding anchor, unit: m ANCHOR ID Distance from the tag to the corresponding anchor, unit: m | |
| tag id | uint8 | 1 | TAGID | |
| reserved tag_voltage * 20 | * uint8 | 2 1 | Reserved Interface supply voltage of the TAG, unit: V | |
| anchor quantity anchor id | uint8 | 1 | Total valid anchors ANCHOR ID | Block1 |
| dis * 1000 anchor_id dis * 1000 | int24 uint8 int24 | 3 1 3 | Distance from the tag to the corresponding anchor, unit: m ANCHOR ID Distance from the tag to the corresponding anchor, unit: m | |
| dis 1000 | 111124 | - | | Block |
| Checksum | uint8 | 1 | The Checksum is equal to all previous bytes added | Frame Length-1 |
| Data Frame Header | Type | NLink Length (Bytes) | LinkTrack_Node_FrameS(Length: Frame_Length Bytes) — RO Description Value = 0.055 | Index |
| Frame Header Function Mark Frame Length | uint8 uint8 uint16 | 1 1 2 | Value = 0x55 Value = 0x08 Frame length | 0 1 2 |
| role id[4] | uint8 uint8 | 1 4 | Local node role, refer to the Role Table for more information Local node ID | 4 5 |
| local_time system_time | uint32 uint32 | 4 4 | Time of local node, unit:ms Time of system, unit:ms | 9 13 |
| reserved voltage* 1000 | uint16 | 2 | Reserved Interface supply voltage of the local node, unit: V | 17 21 |
| valid_node_quantity role id [4] | uint8 uint8 uint8 | 1 1 4 | Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block | 23 |
| dis * 1000 fp_rssi * (-2) | int24 uint8 | 3 | Distance from the tag to the correspondinganchor, unit: m First path power level, unit: dB | Block0 |
| rx_rssi * (-2) role | uint8 uint8 | 1 | Received power level, unit: dB Role corresponding to this block, refer to the Role Table for more information | |
| id [4] dis * 1000 | uint8 int24 | 3 | ID corresponding to this block Distance from the tag to the corresponding anchor, unit: m | Block1 |
| | | | | |
| fp_rssi*(-2) rx_rssi*(-2) | uint8 uint8 | 1 | First path power level, unit: dB Received power level, unit: dB | Block |
| ip. ISSN *(-2) IX_ISSN *(-2) Checksum | | 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added | Block Frame Length-1 |
| rx_rssi*(-2) Checksum Data | uint8 uint8 Type | l NLink | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_Length Bytes) — RO Description | Frame Length- 1 Index |
| rx_rsi* (-2) Checksum Data Frame Header Function Mark | uint8 | 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node Frame@Length: Frame_Length Bytes) RO | Frame Length-1 |
| nx_nsi * (-2) Checksum Data Frame Header | uint8 Uint8 Type uint8 uint8 | Length (Bytes) 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_Length Bytes) — RO Description Value = 0x55 Value = 0x99 | Index |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role | uint8 Type uint8 uint8 uint8 uint8 uint16 uint8 | 1 1 2 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_Length Bytes) — RO Description Value = 0.855 Value = 0.059 Fame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes | Index 0 1 2 4 |
| Data Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] role id[4] | uint8 Uint8 Type uint8 uint8 uint16 uint8 uint8 uint8 uint8 uint8 uint8 | 1 1 2 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_Length Bytes) — RO Description Value = 0.55 Value = 0.55 Value = 0.09 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information Decorresponding to this block. | Index |
| Data Frame Header Frame Cought role id[4] reserved valid node quantity role id[4] data length data length data length data length data length data length | uint8 | Length (Bytes) 1 1 2 1 4 4 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_Length Bytes) — RO Description Value = 0.55 Value = 0.55 Value = 0.59 Frame(Length: Frame_Length Length Bytes) — Role of the Common Length Level node role, refer to the Role Table for more information Current node ID Reserved Total value do node to the Role Table for more information Role corresponding to this block, refer to the Role Table for more information Decorresponding to this block. Tunaspacent data length Transpacent data | Index |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity node id[4] data length data[length] role id[4] data length data[length] data length | uint8 uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 1 2 1 4 4 4 1 1 1 4 4 2 1*length 1 4 2 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame Length Bytes) — RO Description Value = 0x55 Value = 0x55 Value = 0x69 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block. | Index |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] data length data[ngth] data length data length data length data length data length data length | uint8 Type uint8 uint8 uint8 uint8 uint16 uint8 uint8 uint16 uint8 uint16 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame(Length: Frame_Length Bytes)—RO Description Value = 0x55 Value = 0x55 Value = 0x69 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block Transparent data length Transparent data length Transparent data length | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity node id[4] data length data[length] role id[4] data length data[length] data length | uint8 uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 1 1 4 2 1*length 1 4 2 1*length | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame(Length: Frame_Length Bytes)—RO Description Value = 0x55 Value = 0x55 Value = 0x59 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information Description of this block, refer to the Role Table for more information Description of this block, refer to the Role Table for more information Description of the Role Table for more information of the Role Table for more i | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frume Header Function Mark France Length role id(4) Freserved valid node quantity role id(4) data length data length data length data length Checksum Checksum | uint8 Type uint8 uint8 uint8 uint8 uint16 uint8 uint8 uint16 uint8 uint16 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 1 1 4 2 1*length 1 4 2 1*length | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_LengthBytes)—RO Description Value = 0.65 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved To all value nodes Role corresponding to this block, refer to the Role Table for more information Decorresponding to this block, refer to the Role Table for more information Decorresponding to this block. Transparent data length | Frame Length-1 |
| Data Frame Header Function Mark Frame Length Practice Frame Length Adata Length Adata Length Adata Length Adata Length Checksum Data Frame Header Frame Header Frame Header Frame Frame Frame Header Frame F | uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 4 2 1*length 1 4 2 1*length 1 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack_Node_Frame(Length: Frame_LengthBytes)—RO Description Value = 0.55 Value = 0.55 Value = 0.55 Value = 0.679 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved To all value nodes Role corresponding to this block, refer to the Role Table for more information Decraponaling to this block, refer to the Role Table for more information Decraponaling to the Role Table for more information Decraponaling to the Role Table for more information Decraponaling to this block. Transparent data length | Frame Length-1 |
| Data Frame Header Frame Length Prante Length Frame Length Autority Frame Length Gld High Gld Length Gld High Gld Length Gld Length Gld Length Gld Length Gld Length Gld Length Frame Header Frame Header Frame Header Frame Frame Length Frame | uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 4 2 1*length 1 4 2 1*length 1 1 Length (Bytes) | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame(Length: Frame_Length Bytes)—RO Description Value = 0.655 Value = 0.655 Value = 0.659 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block. Transparent data length Transparent data The Checksoum is equal to all previous bytes added AnkTrack User Frame(Length: (11+ data length) Bytes)—WO Description Value = 0.544 Value = 0.541 Value = 0.541 Value = NODE SLAVE, refer to the Role Table for more information Remote ID Range; (0.2454) | Frame Length-1 |
| Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] Treserved Valid node quantity role id[4] Treserved Treserved Valid node quantity role id[4] data length data[length] role id[4] frame Header Frame Header Frame Header Frame Frame Frame Frame Frame Peader France Frame F | uints | Length (Bytes) 1 2 1 4 4 4 1 1 4 2 1*length 1 4 2 1*length 1 Length (Bytes) 1 Length (Bytes) | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node, Frame(Length: Frame, Length Bytes)—RO Description Value = 0.655 Value = 0.655 Value = 0.655 Value = 0.690 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information to the Role Table for m | Frame Length-1 |
| Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] Greater Frame Length role id[4] Autility Tole id[4] | uint8 | Length (Bytes) 1 1 2 1 4 4 4 1 1 1 4 2 1*length 1 1 Length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame(Length: Frame_Length Bytes)—RO Description Value = 0.655 Value = 0.655 Value = 0.659 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to his bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke, refer to the Role Table for more information ID corresponding to this bloke Transparent data length Transparent data The Checksum is equal to all previous bytes added Resorted. The byte written must be 0xFF Value = 0x54 Value = 0x54 Value = 0x54 Tansparent data Renote ID Range; (0.234) Transparent data Transparent data The Checksum is equal to all previous bytes added | Frame Length-1 |
| TX_DSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] Checksum Data Frame Header Function Mark Frame Header Function Mark reserved reserved Data Frame Header Function Mark reserved remote id data length data[length] Checksum | uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 4 2 1*length 1 4 2 1*length 1 1 Length (Bytes) 1 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node, Frame(Length: Frame Length Bytes) — RO Description Value = 0x55 Value = 0x55 Value = 0x59 Frame length Local node role, refer to the Role Table for more information Current node ID Received Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information Renote ID. Respect Observation of the Role Table for more information Renote ID. Range: (0.254) Transparent data length Transparent data lengt | Frame Length-1 |
| Data Frame Header Frame Length Green wild node quantity mode id[4] data length data[length] Frame Checksum Data Frame Header Frame Header Frame Header Frame | uint8 I ype uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 1 2 1 4 4 1 1 4 2 2 1°length 1 1 4 2 2 1°length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame Length Bytes) — RO Description Value = 0x55 Value = 0x55 Value = 0x55 Value = 0x69 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block. Transparent data length Reserved. In the Previous bytes added. LinkTrack, User Frame (Length: (11+ data length) Bytes) — WO Value = 0x54 Value = 0x54 Value = 0x54 Value = 0x64 Transparent data length Tra | Frame Length-1 |
| TX_DSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] Checksum Data Frame Header Function Mark Frame Header Function Mark reserved reserved Data Frame Header Function Mark reserved remote id data length data[length] Checksum | uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 1 4 2 1*length NLink L 2 1*length Length (Bytes) 1 NLength (Bytes) Length (Bytes) | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame_Length Bytes) — RO Description Value = 0.655 Value = 0.655 Value = 0.655 Value = 0.656 Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block. Transparent data Transparent data length Transparent data length Transparent data Transparent data Transparent data Transparent data Transparent data The Checksom is equal to all previous bytes added. LinkTrack, User Frame(Length: (11+ data length) Bytes) — WO Description Value = 0.544 Value = 0.544 Value = 0.645 Transparent data length Transpare | Frame Length-1 |
| Data Frame Header Frame Condition Frame Header Frame Condition Frame Length Greeved Valid node quantity Frame Frame Length Frame Header Frame Header Frame Length Frame Lengt | uints | Length (Bytes) 1 1 2 1 4 4 4 1 1 1 4 2 1*length 1 1 Length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame Length Bytes) — RO Description Value = 0.655 Value = 0.656 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block. Transparent data length Reserved. In all previous bytes added. LinkTrack User Frame(Length: (11+ data length) Bytes) — WO Description Value = 0.544 Value = 0.541 Transparent data length Transparent | Frame Length-1 |
| Data Frame Header Function Mark Frame Length Gata Length Gata Length Gata Length Gata Length Gata Length Frame Header Frame Header Frame Length Frame Length Gata Length Gata Length Frame | uint8 I ype uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 2 1 4 4 1 1 4 2 1*length 1 4 2 1*length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame_Length Bytes) — RO Description Value = 0.655 Value = 0.656 Reserved Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block. Transparent data length Transparent data length Transparent data length Transparent data length Reserved. In all previous bytes added. LinkTrack User Frame(Length: (11+ data length) Bytes) — WO Description Value = 0.544 Value = 0.541 Transparent data length Transparent | Frame Length-1 |
| Data Frame Header Function Mark Frame Length Gree Frame Length Gree Frame Length Gree Frame Length Gree Frame Header Frame Header Frame Length Gree Frame Length | uint8 uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 1 2 1 4 4 4 1 1 4 2 2 1°length 1 1 Length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame((Length: Frame_LengthBytes)—RO Poscription Value = 0x55 Value = 0x55 Value = 0x59 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to his block, refer to the Role Table for more information ID corresponding to his block, refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information The Checksum is equal to all previous bytes added inkTrack User Frame(Length: (11+ data length) Bytes) — WO Description Value = 0x54 Value = 0x54 Value = 0x54 Value = 0x50-SLAVE_refer to the Role Table for more information Remote ID. Range: (0.254) Transparent data length) Transparent data The Checksum is equal to all previous bytes added Link LinkTrack Setting Frame(Length: 128 Bytes) — RW Malue = 0x54 — RW Value = 0x54 — RW Nalue = 0x54 — RW | Frame Length-1 |
| Tx_rss* (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] tole id[4] Checksum Checksum Data Frame Header Function Mark reserved renote role id[4] data length data[length] role id[4] data length data[length] Checksum Data Frame Header Function Mark reserved remote role remo | uint8 uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) 1 1 2 1 1 4 4 1 1 4 2 1*length 1 4 2 1*length (Bytes) 1 1 Length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksumis equal to all previous bytes added LinkTrack, Node Frame(Length: Frame_Length Bytes) — RO Description Value = 0.655 Value = 0.656 Reserved Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block. Transparent data length Reserved. In the value = 0.644 Value = 0.644 Value = 0.644 Value = 0.644 Value = 0.645 Transparent data length Transparent da | Frame Length-1 |
| Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data[length] role id[4] Grame Header Frame Header | uints uints | Length (Bytes) 1 1 2 1 4 4 4 1 1 4 2 2 1*length 1 4 2 2 1*length (Bytes) 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node_Frame((Length: Frame_Length Bytes)—RO Value = 0.655 Value = 0.655 Value = 0.659 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Reserved Total valid nodes Role corresponding to his block, refer to the Role Table for more information ID corresponding to his block, refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information ID corresponding to his block refer to the Role Table for more information Remote ID Range; (0.254) In Reserved The byte written must be 0xFF Value = 0x54 - x84 Value = 0x | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity node id[4] data length data[length] role id[4] Checksum Data Frame Header Frame Header Frunction Mark reserved remote jd data length data[length] checksum The checksum Data Frame Header Frunction Mark reserved remote jd data length data[length] checksum The checksum Data Frame Header Frunction Mark reserved remote role remote jd data length data[length] checksum Data Frame Header Frunction Mark role remote jd data length data[length] checksum | uints | Length (Bytes) 1 2 1 4 4 4 1 1 1 4 2 1*length 1 1 1 1 1 1 1 1 1 1 | InkTrack, Node_Frame(Length: Frame_LengthBytes)—RO Description Value=0x55 Value=0x55 Value=0x69 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information Remote ID. Range: (0.254) Value=0x54 Value=0x54 Value=0x51 Transparent data length Transparent data le | Frame Length-1 |
| Data Frame Header Frame Color of the Auto Parame Header Frame | uint8 | Length (Bytes) 1 2 1 4 4 4 1 1 4 2 11*length 1 4 2 11*length (Bytes) | Received power level, unit: dB The Checksum is equal to all previous bytes added LinkTrack, Node Frame(Length: Frame Length Bytes) — RO Description Value = 0.55 Value = 0.655 Value = 0.655 Value = 0.679 Frame length Local node role, refer to the Role Table for more information Current node ID Reserved Total valud nodes Role corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, refer to the Role Table for more information ID corresponding to this block, remparent data length Transparent data length Transparent data length Transparent data The Checksum is equal to all previous bytes added inkTrack, User Frame(Length; (11+ data length) Bytes) — WO Description Value = 0.54 Value = 0.54 Value = 0.54 Remote ID, Range; (0.254) Transparent data length Transparent data length Transparent data length Transparent data The Checksum is equal to all previous bytes added Link, LinkTrack, Setting Frame(U.ength; 128 Bytes) — RW Description Value = 0.54 — RW Value = 0.54 — RW Value = 0.54 — RW Description Value = 0.54 — RW Pale = 0.54 — RW Pale = 0.54 — RW Refer to IP Mode Table = RW Bit 1: Reserved Bit 1: Res | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity node id[4] data length data[length] role id[4] Checksum Data Frame Header Frame Header Frunction Mark reserved remote jd data length data[length] checksum The checksum Data Frame Header Frunction Mark reserved remote jd data length data[length] checksum The checksum Data Frame Header Frunction Mark reserved remote role remote jd data length data[length] checksum Data Frame Header Frunction Mark role remote jd data length data[length] checksum | uints | Length (Bytes) | The Checksum is equal to all previous bytes added LinkTrack, Node Frame(Length: Frame_Length Bytes)— RO Description Value= 0.855 Value= 0.855 Value= 0.809 Frame length Local node role, refer to the Role Table for more information Current node ID Received. Role corresponding to this block, refers to the Role Table for more information Description Transparent data length Transparent | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity role id[4] data length data length data length data length data length data length conserved Prame Header Frame Hea | uint8 uint8 uint8 uint8 uint8 uint16 uint8 | Length (Bytes) | The Checksum is equal to all previous bytes added LinkTrack, Node Frame(Length: Frame Length Bytes)—RO Description Value = 0.855 Value = 0.855 Value = 0.859 Local node role, refer to the Role Table for more information Current node ID Received Role corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information Description Role corresponding to this block, refer to the Role Table for more information Description Transparent data length Transparent data leng | Frame Length-1 |
| TX_PSS * (-2) Checksum Data Frame Header Function Mark Frame Length role id[4] reserved valid node quantity node id[4] data length data[length] role id[4] Grame Header Frame Header Frame Header Frame Header Function Mark reserved remote zid data length data[length] Checksum Data Frame Header Function Mark reserved remote role remote zid data length data[length] checksum Data Frame Header Frunction Mark reserved remote zid data length data[length] checksum Data Frame Header Function Mark role role remote zid data length data[length] checksum Data Frame Header Frunction Mark role role math model uart baudrate system ch id id update rate yestem id reserved on off reserved filter property | uints | Length (Bytes) | The Checksum is equal to all previous bytes added LinkTrack, Node Frame@Length Frame Length Bytes)—RO Description Value - 0x55 Value - 0x55 Value - 0x55 Local node role, refer to the Role Table for more information Reserved Reserved Total valid nodes Role corresponding to this block, refer to the Role Table for more information Description Transparent data length Transparent data | Frame Length - 1 |

| tx_gain | uint8 | 1 | Range: [0,33.5]dB → [0,67] → RW | 20 |
|--|--------|---|--|-----|
| reserved | uint8 | 3 | Reserved | 21 |
| node_capacity | uint8 | 1 | DR_MODE: node_capacity, Others: invalid RW | 24 |
| reserved | uint8 | 2 | Reserved | 25 |
| local time | uint32 | 4 | terminal system time:uint:ms WO | 27 |
| = | | 4 | local_time: uint:ms RO | |
| reserved | uint8 | 5 | Reserved | 31 |
| | | | anchor_group_index=0:A0-A9 RW | |
| anchor_group_index | uint8 | 1 | anchor_group_index=1:A10-A19 RW | 36 |
| | | | anchor_group_index=2:A20-A29 RW | |
| {a0_coordinate.x,a0_coordinate.y,a0_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 37 |
| {a1_coordinate.x,a1_coordinate.y,a1_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 46 |
| {a2_coordinate.x,a2_coordinate.y,a2_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 55 |
| {a3_coordinate.x,a3_coordinate.y,a3_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 64 |
| {a4_coordinate.x,a4_coordinate.y,a4_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 73 |
| {a5_coordinate.x,a5_coordinate.y,a5_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 82 |
| {a6_coordinate.x,a6_coordinate.y,a6_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 91 |
| {a7_coordinate.x,a7_coordinate.y,a7_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 100 |
| {a8_coordinate.x,a8_coordinate.y,a8_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 109 |
| {a9_coordinate.x,a9_coordinate.y,a9_coordinate.z}*1000 | int24 | 9 | Unit: m RW | 118 |
| Checksum | uint8 | 1 | The Checksum is equal to all previous bytes added RW | 127 |

| NLink System Common Frame@(Length: 32 Bytes) RO | | | | | |
|---|--------|----------------|--|-------|--|
| Data | Type | Length (Bytes) | Description | Index | |
| Frame Header | uint8 | 1 | Value = 0x52 RW | 0 | |
| Function Mark | uint8 | 1 | Value = 0x00 RW | 1 | |
| mix | uint8 | 1 | bit0: [0: write],[1: read] WO | 2 | |
| b. a t | uint8 | 1 | product version 1: decimal fraction RO | 3 | |
| product_version | uint8 | 1 | product_version_h:integer RO | 4 | |
| hardware version | uint8 | 1 | hardware_version_l:decimal fraction RO | 5 | |
| nardware_version | uint8 | 1 | hardware version h:integer RO | 6 | |
| firmware_version | uint8 | 1 | firmware version b RO | 7 | |
| | uint8 | 1 | firmware version 1 RO | 8 | |
| | uint8 | 1 | firmware version m RO | 9 | |
| | uint8 | 1 | firmware version h RO | 10 | |
| reserved | * | 8 | Reserved. The byte written must be 0xFF | 11 | |
| uart baudrate | uint24 | 3 | reference lps setting frame.uart baudrate RO | 19 | |
| role | uint8 | 1 | enum{NODE,ANCHOR,TAG,CONSOLE,MASTER,SLAVE} RW | 22 | |
| id | uint8 | 1 | Refer to Mode Table RW | 23 | |
| reserved | * | 7 | Reserved. The byte written must be 0xFF | 24 | |
| Checksum | uint8 | 1 | The Checksum is equal to all previous bytes added RW | 31 | |

| NLink LinkTrack Error Frame0(Length: 32 Bytes) RO | | | | | |
|---|--------|----------------|--|-------------|--|
| Data | Type | Length (Bytes) | Description | Index | |
| Frame Header | uint8 | 1 | Value = 0x54 | 0 | |
| Function Mark | uint8 | 1 | Value = 0xFA | 1 | |
| Frame Length | uint16 | 2 | Value = 32 | 2 | |
| role | uint8 | 1 | Reference Role Table RO | 4 | |
| id | uint8 | 1 | Local node ID RO | 5 | |
| local_time | uint32 | 4 | Time of local node, unit:ms RO | 6 | |
| reserved | * | 4 | Reserved. The bytes written must be 0xFF | 10 | |
| error_type | uint8 | 1 | hitt: (D none. . node repeat RO | 14 | |
| reserved | * | 2 | Reserved. | 15 | |
| error type mark0 | uint8 | 1 | range[0,255] | 17 | |
| error type mark1 | uint8 | 1 | range[0,255] | 18 | |
| error type mark2 | uint8 | 1 | range[0,255] | 19 | |
| reserved | * | 11 | Reserved. | 20 | |
| Checksum | uint8 | 1 | The Checksum is equal to all previous bytes added WO | Frame Lengt | |

| LP Mode Table | | | | | |
|---------------|------------------------|----------------------------------|--|--|--|
| mode | update_rate | id | | | |
| LP_MODE0 | 1,2,5,10,25,50 | ANCHOR: 8, TAG: 40, CONSOLE: 1 | | | |
| LP_MODE1 | 1,2,5,10,20 | ANCHOR: 30, TAG: 40, CONSOLE: 1 | | | |
| LP_MODE2 | 1,2,5,10 | ANCHOR: 8, TAG: 200, CONSOLE: 1 | | | |
| LP_MODE3 | 1,5,25 | ANCHOR: 13, TAG: 100, CONSOLE: 1 | | | |
| LP_MODE4 | 1,2,5,10 | ANCHOR: 120, TAG: 40, CONSOLE: 1 | | | |
| LP MODE5 | 1,2,5,10,25,50,100,200 | ANCHOR: 4, TAG: 4, CONSOLE: 0 | | | |
| LP MODE6 | 1 2 5 10 25 50 100 200 | ANCHOR: 6 TAG: 16 CONSOLE: 1 | | | |

Role Table(In DR MODE0 and DR MODE1.therole is NODE, the default value is 0, but it can be set to 0 to 254) cnum[NODE, ANCHOR, TAG, CONSOLE, MASTER, SLAVE]

LibelTrack Posteod Table

enum[ANCHOR FRAME0,TAG FRAME0,NODE FRAME0,NODE FRAME1,NODE FRAME2,NODE FRAME3,NODE FRAME4,NODE FRAME5,NODE FRAME

| . Protocol Rule | | | | | |
|--------------------|----------------|--|--|--|--|
| mode | role | protocol | | | |
| LP_MODE0/1/2/3/4/5 | ANCHOR/CONSOLE | LINKTRACK_ANCHOR_FRAME0LINKTRACK_NODE_FRAME1,LINKTRACK_NODE_FRAME4 | | | |
| | TAG | LINKTRACK_TAG_FRAME0,LINKTRACK_NODE_FRAME2,LINKTRACK_NODE_FRAME3,NMEA-0183 | | | |
| DR MODE0 | NODE | LINKTRACK NODE FRAME2,LINKTRACK NODE FRAME3 | | | |
| DR MODE1 | NODE | LINKTRACK NODE FRAME5 | | | |
| DT MODE0 | MASTER | * | | | |
| DI_MODE0 | SLAVE | * | | | |

| Typedef | | | | | |
|-------------------|----------------------|--|--|--|--|
| Byte's Quantities | Туре | | | | |
| 1 | uint8, int8 | | | | |
| 2 | uint16, int16 | | | | |
| 3 | unit24, int24 | | | | |
| 4 | uint32, int32, float | | | | |
| | | | | | |

| Typedef | | | | |
|--------------|------------|---|--|--|
| Abbreviation | Full Title | Туре | | |
| RW | Read Write | Terminal can read data from node & write data to node | | |
| RO | Read Only | Terminal can only read data from node | | |
| WO | Write Only | Terminal can only write data to node | | |