

# PC

# MCU

CMD

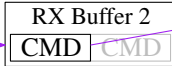
ACK

UART  
/ USB

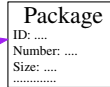
UART  
/ USB



Transferred to the buffer by hardware / ISRs in the background. Buffer 1 can hold multiple commands.



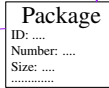
The function `GSBP_SaveBuffer()` must be called regularly, to transfer the bytes to the second buffer and to reset buffer 1.



Each command is parsed into a package with a common structure by the function `GSBP_BuildPackage()`.



This package can then be evaluated by the user function `GSBP_EvaluatePackage()` and a response is created.



The correctly filled ACK is parsed by the function `GSBP_SendPackage()` into a byte stream and is stored in a TX buffer.



The function `GSBP_SendPackage()` also starts the hardware accelerated transfer to the PC.