

```
1: typedef struct
2: {
3:     short length; // Length of data
4:     char data[30];
5:     char checksum;
6:     short frameID;
7: } FrameType;
8:
9:
10:
11: /*-----XBee_Init-----
12:     Initialize XBee
13:     Inputs: none
14:     Outputs: none */
15: void XBee_Init(void);
16:
17: /*-----XBee_RecieveTxFrame-----
18:     Receives a frame from data in
19:     Inputs: None
20:     Outputs: Input Frame */
21: int XBee_RecieveTxFrame(FrameType * frame);
```