

Packet (Data) Structure

Typical Packet, 8 Bytes Minimum

<0x43> <ADR> <DATA_0> ... <DATA_N> <0xFF> <0xEE> <0xFF> <0xEE>

Breakdown

<0x43> = Header, fixed

<ADR> = Command, 0-127. (128+ is used for addressed packets)

<DATA> = Typically 2 bytes.

<0xFF> <0xEE> <0xFF> <0xEE> = Terminator (packet gap)

Commands

Positioning

```
#define ADR_FOCUS_16BIT          100
#define ADR_IRIS_16BIT           101
#define ADR_ZOOM_16BIT          102
```

Positioning Examples

Direct FOCUS to position 0x8000, i.e. middle of the allowable movement range.

```
<0x43> <100> <0x80> <0x00> <0xFF> <0xEE> <0xFF> <0xEE>
```

Direct IRIS to position 0xFFFF, i.e. fully to end of allowable movement range.

```
<0x43> <101> <0xFF> <0xFF> <0xFF> <0xEE> <0xFF> <0xEE>
```

C-Code Examples

```
void RTB4_SendPacket( uint8_t Adr, uint16_t Data ) {
    UART1_PushByte( 0x43);
    UART1_PushByte( Adr);
    UART1_PushByte( Data >> 8 );
    UART1_PushByte( Data & 0xFF );
    UART1_PushByte( 0xFF );
    UART1_PushByte( 0xEE );
    UART1_PushByte( 0xFF );
    UART1_PushByte( 0xEE );
}
```