



LNet Documentation

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1 Version History

LNet history

| Version | Changes |
|---------|--|
| 4 | Updated data structure in Get Device Info service |
| 5 | Added TableStruct address to Get Device Info service Added services Get Target State and Set Target State Added 2 error identifiers |
| 6 | Moved Node identifier position in frame to be able to return size errors correctly Changed size to 16-bit to support bigger frames Changed maximum communication size in Get Device Info service to 16 bit Changed checksum algorithm Added Timeout option Added Load I/O Parameter service to receive Inport- and Outport block data |

Document history

| Version | Changes |
|---------|---|
| 1 | Created |
| 2 | Fixed Get Device Info service description |
| 3 | Updated document to LNet version 5 |
| 4 | Fixed LSB & MSB order in Get Device Info example Fixed size and added missing TableStruct address in Get Device Info example Update In-Frame SYN detection for better understanding Added DSP states description |
| 5 | Fixed response service data in Get Target State |
| 6 | Updated documentation regarding to LNet version 6 specifications Fixed byte offset typos in examples |
| 7 | Updated Size field for Get RAM Block & Get Flash Block service from 8 to 16 bits Updated links in Version History |
| 8 | Fixed Services request and response data size |
| 9 | Added Get Device Info service data description |
| 10 | Fixed missing Number-of-bytes-to-read MSB in request frame of Get RAM Block example |

2 Introduction

LNet is a master-slave, multi-node protocol. This means the master sends requests to one or more slave nodes in the network and receives response frames from each node.

LNet uses different commands (e.g. read from memory, write to memory, reboot etc.). Each of these commands uses an unique, so-called 'Service Identifier' (short: Service ID). The master sends the Service ID and the Service data (if required) to the slave. The slave processes the service and sends back the same Service ID, an Error ID to notify the master about the successful or failed service and (if required) the Service Data (e.g. the contents of a 'read RAM' service).

All values are sent LSB first.

3 The LNet frame

The basic structure of an LNet frame consists of 5 parts:

| | | | | |
|-----|------|------|------|-----|
| SYN | NODE | SIZE | DATA | CRC |
|-----|------|------|------|-----|

3.1 SYN

Size: 1 byte

Indicates the start of a frame. This byte is always 0x55.

The value 0x02 is also reserved for future purposes. These 2 reserved values must be specially treated if they occur in any other frame area than in SYN. (see [3.6](#))

3.2 NODE

Size: 1 byte

Slave node identifier. Identifies the slave to which the master wants to send the frame.

The master sets this byte to the slave ID it wants to communicate with and the slave sets this byte to its own ID when responding to the master.

3.3 SIZE

Size: 2 bytes

The number of data bytes.

Optional fill-bytes (see [3.6](#)) will not be added to SIZE.

3.4 DATA

Size: up to 65535 bytes

Contains the data. The data area is also divided into several parts. Master and slave use different data structures.

Master data structure (request frame)

| Data byte | Name | Description |
|-----------|--------------|---------------------------------------|
| 0 | Service ID | Identifies which service will be used |
| 1 ... n | Service data | (optional) service data |

Slave data structure (response frame)

| Data byte | Name | Description |
|-----------|--------------|--|
| 0 | Service ID | Returns the Service ID, which was received from master |
| 1 | Error ID | Returns error identifier |
| 2 ... n | Service data | (optional) service data |

For more details regarding the services see [4](#).

3.5 CRC

Size: 1 byte

CRC polynomial: $0x07 (x^8 + x^2 + x + 1)$

CRC start value: 0xFF

All frame bytes (including header) but without fill bytes (see [3.6](#)) are being used for checksum calculation.

3.6 In-Frame SYN Detection

LNet has 2 reserved key values: 0x55 and 0x02.

To avoid misinterpretation within SIZE, NODE, DATA or CRC area, these values must be differently handled.

If any of these key values occur within SIZE, NODE or DATA area, a 0x00 'fill-byte' will be added which will not be counted to data size and not be used in checksum calculation.

The checksum will be inverted if it equals one of these key values, so:

- Checksum 0x55 \Rightarrow 0xAA
- Checksum 0x02 \Rightarrow 0xFD

An example if the key values appear in DATA section:

| SYN | NODE | SIZE (LSB) | SIZE (MSB) | DATA | CRC |
|------|------|------------|------------|------|------|
| 0x55 | 0x01 | 0x01 | 0x00 | 0x55 | 0xFF |

turns into:

| SYN | NODE | SIZE (LSB) | SIZE (MSB) | DATA | FILL | CRC |
|------|------|------------|------------|------|------|------|
| 0x55 | 0x01 | 0x01 | 0x00 | 0x55 | 0x00 | 0xFF |

4 Services

LNet uses services to process different tasks such as: read from memory, write to memory, reboot etc. Every service uses an unique, 1 byte wide, Service ID.

The master sends the Service ID and up to 65534 bytes service data (maximum frame size - 1 byte for Service ID). There are services, which don't required any service data (e.g. `getDeviceInfo`).

The slave responds with the same Service ID sent by the master and adds a 1 byte wide Error ID. This will tell the master a successful or failed service procedure. The slave also adds service data but only up to 65533 bytes. (maximum frame size - 2 bytes for Service ID and Error ID)

Following the list and description of all LNet services. Please note that some services may not be available on all target types. In this case a 'Service not available' error will be returned (for a list of errors see 7).

List with service identifiers and -names:

| Service ID | Service name |
|------------|-------------------------------------|
| 0x00 | Get Device Info |
| 0x01 | Get Target State |
| 0x02 | Set Target State |
| 0x04 | Erase Flash |
| 0x07 | Get Block Data |
| 0x08 | Put Block Data |
| 0x09 | Get RAM Block |
| 0x0A | Put RAM Block |
| 0x0B | Get Flash Block |
| 0x0C | Put Flash Block |
| 0x11 | Load Parameter |
| 0x12 | Save Parameter |
| 0x13 | Load I/O Parameter |
| 0x14 | Load Mask Parameter |
| 0x15 | Save Mask Parameter |
| 0x19 | Reboot |

4.1 Get Device Info

Service ID: 0x00

Returns information from target system.

Request service data:

No service data.

Response service data:

| Data byte | Description |
|-----------|---|
| 0 ... 1 | Bootloader version |
| 2 ... 3 | Application version |
| 4 ... 5 | Maximum target frame size |
| 6 ... 7 | Processor identifier |
| 8 ... 16 | Bootloader date as ASCII string |
| 17 ... 20 | Bootloader time as ASCII string |
| 21 ... 29 | Application date as ASCII string |
| 30 ... 33 | Application time as ASCII string |
| 34 | DSP state (see DSP states) |
| 35 ... 36 | Event type |
| 37 ... 40 | Event identifier |
| 41 ... 44 | TableStruct address as 32 bit value |

Maximum target frame size

The maximum DATA frame size supported by the target system. This parameter can be setup individually for each slave. If a Service is executed that would result in a request or reponse frame that would exceed the targets' maximum DATA size, the slave responds with a 0x15 (Size too large) error (see [Errors](#)).

ATTENTION: This parameter is **NOT** the maximum LNet DATA frame size.

Processor Identifier

Unique target type identifier.

Event Type & Event Identifier

Provides a possibility to indicate occurred event types and events.

TableStruct address

The memory address of the TableStruct variable.

4.2 Get Target State

Service ID: 0x01

Returns current target state which contains the following parameters:

- DSP state (see [DSP states](#))

Request service data:

No service data.

Response service data:

| Data byte | Description |
|-----------|-------------|
| 0 | DSP state |

4.3 Set Target State

Service ID: 0x02

Sets following target parameters:

- DSP state (see [DSP states](#))

Request service data:

| Data byte | Description |
|-----------|-------------|
| 0 | DSP state |

Response service data:

No response service data.

4.4 Erase Flash

Service ID: 0x04

Erases flash memory sectors.

Request service data:

| Data byte | Description |
|-----------|--|
| 0 ... n | Erase sector mask (size depends on flash organization) |

Response service data:

No service data.

Each bit in the mask represents a flash sector, for example:

- byte #0, bit 3 = flash sector 3 (or C)
- byte #1, bit 2 = flash sector 5 (or E)

Each set bit represents a flash sector which will be erased.

A minimum of 2 bytes must be sent even if the device has less than 9 sectors.

4.5 Get Block Data

Service ID: 0x07

Reads block data.

Request service data:

| Data byte | Description |
|-----------|---|
| 0 ... n | block address (size depends on target memory width) |

Response service data:

| Data byte | Description |
|-----------|------------------------------------|
| 0 ... n | block data (depends on block type) |

4.6 Put Block Data

Service ID: 0x08

Writes block data.

Request service data:

| Data byte | Description |
|-----------|---|
| 0 ... n | Block address (size depends on target memory width) |
| n+1 ... m | block data (length & content depends on block type) |

Response service data:

No service data.

4.7 Get RAM Block

Service ID: 0x09

Reads values from target memory address.

Request service data:

| Data byte | Description |
|-------------|--|
| 0 ... n | Memory address (size depends on target memory width) |
| n+1 ... n+2 | Number of bytes to read |
| n+3 | Value data type (see 5 for details) |

Response service data:

| Data byte | Description |
|-----------|-------------|
| 0 ... n | Values |

4.8 Put RAM Block

Service ID: 0x0A

Writes values to target memory address.

Request service data:

| Data byte | Description |
|-----------|--|
| 0 ... n | Memory address (size depends on target memory width) |
| n+1 | Value data type (see 5 for details) |
| n+2 ... m | Bytes to write to target |

Response service data:

No service data.

4.9 Get Flash Block

Service ID: 0x0B

Reads values from target flash memory address.

The service uses the same data frame structure as 'Get RAM Block'. The only difference is the usage of Service ID 0x0B instead of 0x09. Please refer to [4.7](#) for more details regarding to data frame structure

4.10 Put Flash Block

Service ID: 0x0C

Writes values to target flash memory address.

The service uses the same data frame structure as 'Put RAM Block'. The only difference is the usage of Service ID 0x0C instead of 0x0A. Please refer to [4.8](#) for more details regarding to data frame structure

4.11 Load Parameter

Service ID: 0x11

Reads block data by using an unique parameter ID.

It uses the same functionality as service 'Get block data' (see [4.5](#)).

The difference is to use a 16 bit unique parameter ID instead of the block address.

This unique parameter ID is linked with a block in the current frame program (application) and must be especially implemented.

Request service data:

| Data byte | Description |
|-----------|---------------------------------|
| 0 ... 1 | Unique parameter ID for a block |

Response service data:

| Data byte | Description |
|-----------|------------------------------------|
| 0 ... n | Block data (depends on block type) |

4.12 Save Parameter

Service ID: 0x12

Writes block data by using an unique parameter ID.

It uses the same functionality than service 'Put Block Data' (see 4.6) with the difference to use a 16 bit unique parameter ID instead of the block address.

This unique parameter ID is linked with a block in the current frame program (application) and must be especially implemented.

Request service data:

| Data byte | Description |
|-----------|---|
| 0 ... 1 | Unique parameter ID for a block |
| 2 ... n | Block data (length depends on block type) |

Response service data:

No service data.

4.13 Load I/O Parameter

Service ID: 0x13

Reads Inport- or Outport data.

Request service data:

| Data byte | Description |
|-----------|---|
| 0 ... 1 | Parameter ID |
| 2 | I/O type 0 ... Inport 1 ... Outport |

Response service data:

| Data byte | Description |
|-----------|---|
| 0 ... n | I/O data (length depends on I/O byte size) |

4.14 Load Mask Parameter

Service ID: 0x14

Reads Mask Parameter Block data by using an unique parameter identifier. The identifier is linked with a Block in the current application and must be especially implemented.

Request service data:

| Data byte | Description |
|-----------|--------------|
| 0 ... 1 | Parameter ID |

Response service data:

| Data byte | Description |
|-----------|---------------------------|
| 0 ... n | Mask Parameter Block data |

4.15 Save Mask Parameter

Service ID: 0x15

Saves Mask Parameter Block data by using an unique parameter identifier. The identifier is linked with a Block in the current application and must be especially implemented.

Request service data:

| Data byte | Description |
|-----------|---------------------------|
| 0 ... 1 | Parameter ID |
| 2 ... n | Mask Parameter Block data |

Response service data:

No service data.

4.16 Reboot

Service ID: 0x19

Reboots the target.

Request service data:

No service data.

Response service data:

No service data.

In case of success, this service will not send a response frame.

5 Variable Types

Some services require extra information about how to treat the received/sent data. The data type value is defined as the number of bytes required to cover the data type. This data type values are currently implemented:

| Value | Data type width |
|-------|-----------------|
| 0x01 | 8 bit |
| 0x02 | 16 bit |
| 0x04 | 32 bit |
| 0x08 | 64 bit |

6 DSP states

The DSP state indicates the current state of X2C.
Following states are being supported by X2C:

| State name | Value | Description |
|------------------------------------|-------|--|
| BOOTLOADER | 0x00 | Bootloader runs on target but no application |
| APPLICATION LOADED | 0x01 | Application runs on target ⇒ X2C Update function is being executed |
| IDLE | 0x02 | Application is idle ⇒ X2C Update Function is not being executed |
| INIT | 0x03 | Application is initializing and usually changes to state 'IDLE' after being finished |
| APPLICATION RUNNING - POWER OFF | 0x04 | Application is running with disabled power electronics |
| APPLICATION RUNNING - POWER ON | 0x05 | Application is running with enabled power electronics |

7 Errors

If the target system detects an error condition either in the protocol header or in the data area, an Error ID is returned.

The Error ID is located at data byte #1 ('Error ID' in slave response frame).

This is a list of all possible Protocol- & service error identifiers:

| Error ID | Description |
|----------|---|
| 0x00 | No error |
| 0x13 | Checksum error |
| 0x14 | Format error |
| 0x15 | Size too large |
| 0x21 | Service not available |
| 0x22 | Invalid DSP state |
| 0x23 | Invalid data type |
| 0x30 | Flash write error |
| 0x31 | Flash write protect error |
| 0x32 | Flash erase error |
| 0x33 | Flash address alignment error |
| 0x34 | Flash data error |
| 0x40 | Invalid Parameter ID |
| 0x41 | Invalid Block ID |
| 0x42 | Parameter limit error |
| 0x43 | Parameter table not initialized |
| 0x44 | Function table not initialized |
| 0x45 | Inport Parameter table not initialized |
| 0x46 | Outport Parameter table not initialized |
| 0x47 | Mask Parameter table not initialized |
| 0x48 | Save Mask Parameter error |
| 0x49 | Load Mask Parameter error |
| 0x50 | Power-on error |
| 0xFF | Unknown error |

8 Examples

Examples with whole LNet frame for each service.

The following examples were performed on a TMS320F28035 target. This target type uses a 32 bit memory address width.

8.1 Get Device Info

Read the system's device info.

Request frame:

| Byte | Value | Description |
|------|-------|----------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave Node ID |
| 2 | 0x01 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x00 | Service ID for 'get Device Info' |
| 5 | 0x53 | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|---------------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x2F | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x00 | Service ID for 'get Device Info' |
| 5 | 0x00 | No error |
| 6 | 0x06 | Bootloader version (LSB) |
| 7 | 0x00 | Bootloader version (MSB) |
| 8 | 0x01 | Application version (LSB) |
| 9 | 0x00 | Application version (MSB) |
| 10 | 0xFF | Maximum target frame size (LSB) |
| 11 | 0x00 | Maximum target frame size (MSB) |
| 12 | 0x71 | Processor identifier (LSB) |
| 13 | 0x01 | Processor identifier (MSB) |
| 14 | 0x4A | Bootloader date (ASCII character 'J') |
| 15 | 0x75 | Bootloader date (ASCII character 'u') |
| 16 | 0x6C | Bootloader date (ASCII character 'l') |
| 17 | 0x31 | Bootloader date (ASCII character '1') |
| 18 | 0x37 | Bootloader date (ASCII character '7') |
| 19 | 0x32 | Bootloader date (ASCII character '2') |
| 20 | 0x30 | Bootloader date (ASCII character '0') |

| | | |
|----|------|--|
| 21 | 0x31 | Bootloader date (ASCII character '1') |
| 22 | 0x37 | Bootloader date (ASCII character '7') |
| 23 | 0x31 | Bootloader time (ASCII character '1') |
| 24 | 0x35 | Bootloader time (ASCII character '5') |
| 25 | 0x33 | Bootloader time (ASCII character '3') |
| 26 | 0x32 | Bootloader time (ASCII character '2') |
| 27 | 0x74 | Application date (ASCII character 'J') |
| 28 | 0x75 | Application date (ASCII character 'u') |
| 29 | 0x6C | Application date (ASCII character 'l') |
| 30 | 0x31 | Application date (ASCII character '1') |
| 31 | 0x31 | Application date (ASCII character '1') |
| 32 | 0x32 | Application date (ASCII character '2') |
| 33 | 0x30 | Application date (ASCII character '0') |
| 34 | 0x31 | Application date (ASCII character '1') |
| 35 | 0x37 | Application date (ASCII character '7') |
| 36 | 0x31 | Application time (ASCII character '1') |
| 37 | 0x39 | Application time (ASCII character '9') |
| 38 | 0x32 | Application time (ASCII character '2') |
| 39 | 0x30 | Application time (ASCII character '0') |
| 40 | 0x01 | DSP state |
| 41 | 0x00 | Event type (LSB) |
| 42 | 0x00 | Event type (MSB) |
| 43 | 0x00 | Event identifier(LSB) |
| 44 | 0x00 | Event identifier(LSB) |
| 45 | 0x00 | Event identifier(MSB) |
| 46 | 0x00 | Event identifier(MSB) |
| 47 | 0xDC | TableStruct address (LSB) |
| 48 | 0x05 | TableStruct address (LSB) |
| 49 | 0x00 | TableStruct address (MSB) |
| 50 | 0x20 | TableStruct address (MSB) |
| 51 | 0x9E | CRC |

8.2 Erase flash

Erase flash sectors 1 (B) and (H).

Request frame:

| Byte | Value | Description |
|------|-------|------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x03 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x04 | Service ID for 'erase Flash' |
| 5 | 0x82 | Erase sector mask, byte #0 |
| 6 | 0x00 | Erase sector mask, byte #1 |
| 7 | 0xC0 | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x02 | Size (LSB) |
| 3 | 0x00 | FILL BYTE |
| 4 | 0x00 | Size (MSB) |
| 5 | 0x04 | Service ID for 'erase Flash' |
| 6 | 0x00 | No error |
| 7 | 0xD0 | CRC |

8.3 Get Block Data

Read block data from a Gain block, 16 bit implementation.
The block is located at address 0x9568.
It holds a gain value of 0.75 (Q-value = 0x6000, shift factor = 15).

Request frame:

| Byte | Value | Description |
|------|-------|---------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x05 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x07 | Service ID for 'Get Block Data' |
| 5 | 0x68 | Block address (byte #0) |
| 6 | 0x95 | Block address (byte #1) |
| 7 | 0x00 | Block address (byte #2) |
| 8 | 0x00 | Block address (byte #3) |
| 9 | 0x16 | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|---------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x05 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x07 | Service ID for 'Get Block Data' |
| 5 | 0x00 | No error |
| 6 | 0x00 | Gain value (byte #0) |
| 7 | 0x60 | Gain value (byte #1) |
| 8 | 0x0F | Gain shift factor |
| 9 | 0x42 | CRC |

8.4 Put Block Data

Write block data to a Gain block, 16 bit implementation.

The block is located at address 0x9568.

Write the value 0.25 (Q-value = 0x2000, shift factor = 15).

Request frame:

| Byte | Value | Description |
|------|-------|---------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x08 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x08 | Service ID for 'Put Block Data' |
| 5 | 0x68 | Block address (byte #0) |
| 6 | 0x95 | Block address (byte #1) |
| 7 | 0x00 | Block address (byte #2) |
| 8 | 0x00 | Block address (byte #3) |
| 9 | 0x00 | Gain value (byte #0) |
| 10 | 0x20 | Gain value (byte #1) |
| 11 | 0x0F | Gain shift factor |
| 12 | 0x3B | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|---------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x02 | Size (LSB) |
| 3 | 0x00 | FILL BYTE |
| 4 | 0x00 | Size (MSB) |
| 5 | 0x08 | Service ID for 'Put Block Data' |
| 6 | 0x00 | No error |
| 7 | 0x2C | CRC |

8.5 Get RAM Block

Read 2x 32 bit values from memory address 0x9602.

The values 0xBA44D1DC and 0x7E208699 are stored at this location.

Request frame:

| Byte | Value | Description |
|------|-------|---|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x08 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x09 | Service ID for 'get RAM Block' |
| 5 | 0x02 | Memory address (byte #0) |
| 6 | 0x00 | FILL BYTE |
| 7 | 0x96 | Memory address (byte #1) |
| 8 | 0x00 | Memory address (byte #2) |
| 9 | 0x00 | Memory address (byte #3) |
| 10 | 0x08 | Number of bytes to read (2x 32 bit = 8 bytes) (LSB) |
| 11 | 0x00 | Number of bytes to read (2x 32 bit = 8 bytes) (MSB) |
| 12 | 0x04 | Value data type (see 5) |
| 13 | 0x2A | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|--------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x0A | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x09 | Service ID for 'get RAM Block' |
| 5 | 0x00 | No error |
| 6 | 0xDC | Value #1, byte #0 |
| 7 | 0xD1 | Value #1, byte #1 |
| 8 | 0x44 | Value #1, byte #2 |
| 9 | 0xBA | Value #1, byte #3 |
| 10 | 0x99 | Value #2, byte #0 |
| 11 | 0x86 | Value #2, byte #1 |
| 12 | 0x20 | Value #2, byte #2 |
| 13 | 0x7E | Value #2, byte #3 |
| 14 | 0xEC | CRC |

8.6 Put RAM Block

Write 3x 16 bit values to memory address 0x9600.
The values to write are 0xBEEF, 0xCAFE, 0x5502.

Request frame:

| Byte | Value | Description |
|------|-------|--------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x0C | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x0A | Service ID for 'put RAM Block' |
| 5 | 0x00 | Memory address (byte #0) |
| 6 | 0x96 | Memory address (byte #1) |
| 7 | 0x00 | Memory address (byte #2) |
| 8 | 0x00 | Memory address (byte #3) |
| 9 | 0x02 | Value data type (see 5) |
| 10 | 0x00 | FILL BYTE |
| 11 | 0xEF | Value #1, byte #0 |
| 12 | 0xBE | Value #1, byte #1 |
| 13 | 0xFE | Value #2, byte #0 |
| 14 | 0xCA | Value #2, byte #1 |
| 15 | 0x02 | Value #3, byte #0 |
| 16 | 0x00 | FILL BYTE |
| 17 | 0x55 | Value #3, byte #1 |
| 18 | 0x00 | FILL BYTE |
| 19 | 0x23 | CRC |

Response frame:

| Byte | Value | Description |
|------|-------|--------------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x02 | Size (LSB) |
| 3 | 0x00 | FILL BYTE |
| 4 | 0x00 | Size (MSB) |
| 5 | 0x0A | Service ID for 'put RAM Block' |
| 6 | 0x00 | No error |
| 7 | 0x06 | CRC |

8.7 Reboot

Reboot device.

Request frame:

| Byte | Value | Description |
|------|-------|-------------------------|
| 0 | 0x55 | SYN |
| 1 | 0x01 | Slave node ID |
| 2 | 0x01 | Size (LSB) |
| 3 | 0x00 | Size (MSB) |
| 4 | 0x19 | Service ID for 'reboot' |
| 5 | 0x1C | CRC |

Response frame:

No response frame if reboot was successful.