



Protocol handshaking

ArdeoNova Innovation Technologies, Inc
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Communication protocol uses three-way handshake to establish communication channel, handshake is initiated by application that is connecting to device. Initiating message has following format:

HS request marker	Empty filed	Empty field	Checksum
0x6873	Reserved	Reserved	CRC-16
2 bytes	4 bytes	4 bytes	2 bytes

Device must respond to handshake other packet:

HS response marker	Protocol version	Empty field	Checksum
0x6872	Version number(int)	Reserved	CRC-16
2 bytes	4 bytes	4 bytes	2 bytes

After response client application must accept or reject handshake with specified packets.

Handshake accept packet:

HS request marker	Empty filed	Empty field	Checksum
0x6861	Reserved	Reserved	CRC-16
2 bytes	4 bytes	4 bytes	2 bytes

Handshake reject packet:

HS request marker	Empty filed	Empty field	Checksum
0x686e	Reserved	Reserved	CRC-16
2 bytes	4 bytes	4 bytes	2 bytes

Handshake must be completed before any packets can be sent to device, if communication is done over TCP protocol handshake must be performed right after establishing connection. UDP communication must also begin with handshake, if no heartbeat packets were sent during 10 seconds from same remote port/address endpoint device considers channel to be closed and handshake must be performed again.