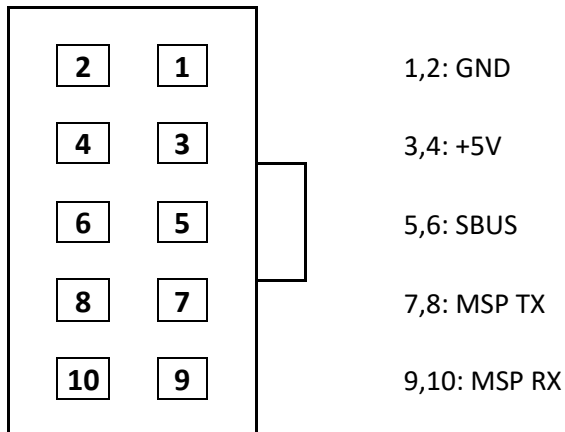


DAQuad connector:



SBUS-protocol (25 byte)

Serial, inverted, 100kbit, 8 bit, even parity, 2 stop, 11bit/channel

Received SBUS-package with value 1024 on each channel:

```
[0] 11110000 (start byte)
[1] 00000000
[2] 00001000 CH1 = Throttle, min 172, mid 992, max 1811
[3] 00100000 CH2 = Roll, min 172, mid 992, max 1811
[4] 00000000
[5] 00000001 CH3 = Pitch, min 172, mid 992, max 1811
[6] 00001000 CH4 = Yaw, min 172, mid 992, max 1811
[7] 01000000 CH5 = Flight mode, min 172, mid 992, max 1811
[8] 00000000
[9] 00000010 CH6 = Arm, min 172, max 1811
[10] 00010000 CH7
[11] 10000000 CH8
[12] 00000000
[13] 00001000 CH9
[14] 00100000 CH10
[15] 00000000
[16] 00000001 CH11
[17] 00001000 CH12
[18] 01000000 CH13
[19] 00000000
[20] 00000010 CH14
[21] 00010000 CH15
[22] 10000000 CH16
[23] 00000000 (flags byte) Frame lost, Failsafe activated, rest are NA
[24] 00000000 (end byte)
```

```
CH1 = ((RX_buffer[2]<<8 | (RX_buffer[1])) & 0x07FF);
CH2 = ((RX_buffer[3]<<5 | (RX_buffer[2]>>3)) & 0x07FF);
CH3 = ((RX_buffer[5]<<10 | (RX_buffer[4]<<2) | (RX_buffer[3]>>6)) & 0x07FF);
etc ..
```

MultiWiiSerialprotocol(MSP)

http://www.multiwii.com/wiki/index.php?title=Multiwii_Serial_Protocol