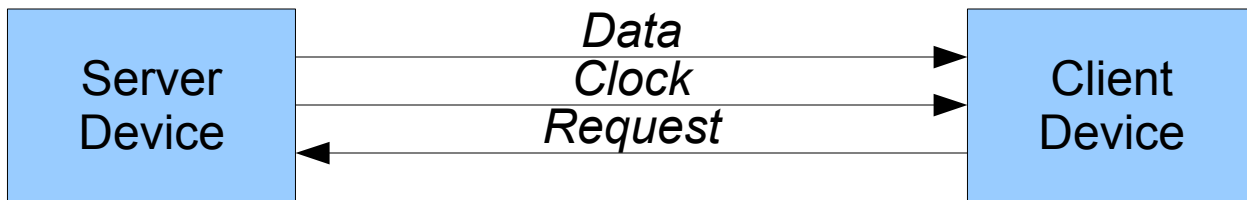
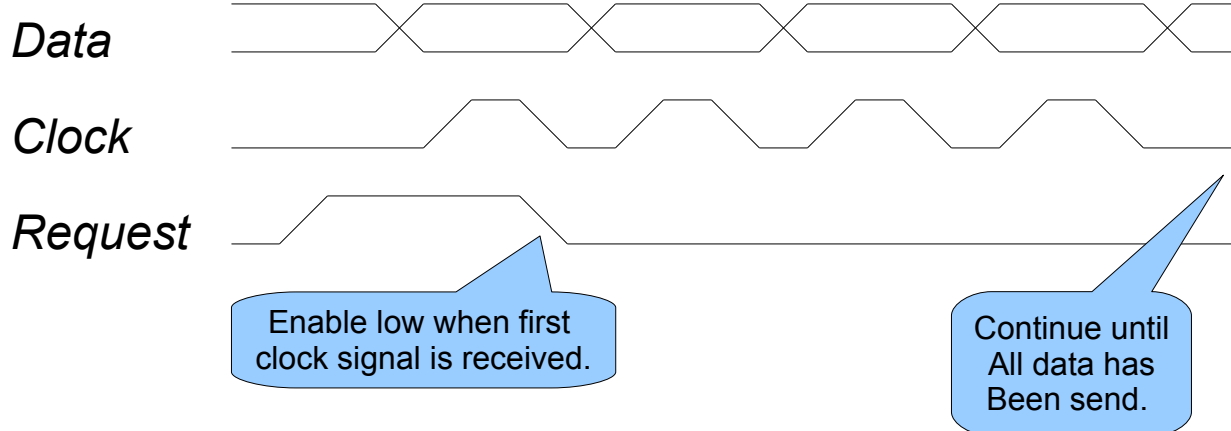


# Oneway Serial Communication



## Digital signal diagram



## Description:

Client sends an *request* signal to indicate it wants new data. The server receives the signal and puts the first bit on the *data* line. When the *data* line is set, the server sends an *clock* signal to indicate there is a bit available. The client now knows there is data incoming, so it puts the *request* line on low and retrieves the bit on the *data* line and starts waiting for the second *clock* event and so on until all data has been send.

The server always sends 64 bits (8 bytes) after a single request event. The server device always controls the speed of the data transmission. The transmission speed therefor mustn't be to fast so that the client device has time to receive the data. It is recommended that the implementor extensively tests the transmission speed on there selected hardware before deployment.