

```
1. struct scdSTRuct {
2.     uint16_t co2m;          /**< High order 16 bit word of CO2 */
3.     uint16_t co2l;          /**< Low order 16 bit word of CO2 */
4.     uint16_t tempm;         /**< High order 16 bit word of Temp */
5.     uint16_t templ;         /**< Low order 16 bit word of Temp */
6.     uint16_t humm;          /**< High order 16 bit word of Hum */
7.     uint16_t huml;          /**< Low order 16 bit word of Hum */
8.
9.     uint16_t ready;         /**< 1 = ready, 0 = busy */
10.
11.    uint32_t co2i;           /**< 32 bit int of CO2 */
12.    uint32_t tempi;          /**< 32 bit int of Temp */
13.    uint32_t humi;           /**< 32 bit int of Hum */
14.
15.    float co2f;              /**< float of CO2 concentration */
16.    float tempf;             /**< float of Temp */
17.    float humf;              /**< float of Hum */
18.
19.    uint16_t acode;          /**< Article code number?? */
20.    uint8_t sn[24];          /**< ASCII Serial Number */
21. } scdSTR;
```