function Decoder(bytes, port) {

//LSN50 Decode

if(port==0x02)

{

var decode = {};

var mode=(bytes[6] & 0x7C)>>2;

decode.Digital\_IStatus= (bytes[6] & 0x02)? "H":"L";

if(mode!=2)

{

decode.BatV= (bytes[0]<<8 | bytes[1])/1000;

if((bytes[2]==0x7f)&&(bytes[3]==0xff))

decode.TempC1= "NULL";

else

decode.TempC1= parseFloat(((bytes[2]<<24>>16 | bytes[3])/10).toFixed(1));

if(mode!=8)

decode.ADC\_CH0V= (bytes[4]<<8 | bytes[5])/1000;

}

if((mode!=5)&&(mode!=6))

{

decode.EXTI\_Trigger= (bytes[6] & 0x01)? "TRUE":"FALSE";

decode.Door\_status= (bytes[6] & 0x80)? "CLOSE":"OPEN";

}

if(mode=='0')

{

decode.Work\_mode="IIC";

if((bytes[9]<<8 | bytes[10])===0)

decode.Illum= (bytes[7]<<8 | bytes[8]);

else

{

if(((bytes[7]==0x7f)&&(bytes[8]==0xff))||((bytes[7]==0xff)&&(bytes[8]==0xff)))

decode.TempC\_SHT= "NULL";

else

decode.TempC\_SHT= parseFloat(((bytes[7]<<24>>16 | bytes[8])/10).toFixed(1));

if((bytes[9]==0xff)&&(bytes[10]==0xff))

decode.Hum\_SHT= "NULL";

else

decode.Hum\_SHT= parseFloat(((bytes[9]<<8 | bytes[10])/10).toFixed(1));

}

}

else if(mode=='1')

{

decode.Work\_mode="Distance";

if((bytes[7]===0x00)&&(bytes[8]===0x00))

decode.Distance\_cm= "NULL";

else

decode.Distance\_cm= parseFloat(((bytes[7]<<8 | bytes[8])/10).toFixed(1));

if(!((bytes[9]==0xff)&&(bytes[10]==0xff)))

decode.Distance\_signal\_strength= (bytes[9]<<8 | bytes[10]);

}

else if(mode=='2')

{

decode.Work\_mode="3ADC+IIC";

decode.BatV= bytes[11]/10;

decode.ADC\_CH0V= (bytes[0]<<8 | bytes[1])/1000;

decode.ADC\_CH1V= (bytes[2]<<8 | bytes[3])/1000;

decode.ADC\_CH4V= (bytes[4]<<8 | bytes[5])/1000;

if((bytes[9]<<8 | bytes[10])===0)

decode.Illum= (bytes[7]<<8 | bytes[8]);

else

{

if(((bytes[7]==0x7f)&&(bytes[8]==0xff))||((bytes[7]==0xff)&&(bytes[8]==0xff)))

decode.TempC\_SHT= "NULL";

else

decode.TempC\_SHT= parseFloat(((bytes[7]<<24>>16 | bytes[8])/10).toFixed(1));

if((bytes[9]==0xff)&&(bytes[10]==0xff))

decode.Hum\_SHT= "NULL";

else

decode.Hum\_SHT= parseFloat(((bytes[9]<<8 | bytes[10])/10).toFixed(1));

}

}

else if(mode=='3')

{

decode.Work\_mode="3DS18B20";

if((bytes[7]==0x7f)&&(bytes[8]==0xff))

decode.TempC2= "NULL";

else

decode.TempC2= parseFloat(((bytes[7]<<24>>16 | bytes[8])/10).toFixed(1));

if((bytes[9]==0x7f)&&(bytes[10]==0xff))

decode.TempC3= "NULL";

else

decode.TempC3= parseFloat(((bytes[9]<<24>>16 | bytes[10])/10).toFixed(1));

}

else if(mode=='4')

{

decode.Work\_mode="Weight";

decode.Weight= (bytes[9]<<24 | bytes[10]<<16 | bytes[7]<<8 | bytes[8]);

}

else if(mode=='5')

{

decode.Work\_mode="1Count";

decode.Count= (bytes[7]<<24 | bytes[8]<<16 | bytes[9]<<8 | bytes[10])>>>0;

}

else if(mode=='6')

{

decode.Work\_mode="3Interrupt";

decode.EXTI1\_Trigger= (bytes[6] & 0x01)? "TRUE":"FALSE";

decode.EXTI1\_Status= (bytes[6] & 0x80)? "CLOSE":"OPEN";

decode.EXTI2\_Trigger= (bytes[7] & 0x10)? "TRUE":"FALSE";

decode.EXTI2\_Status= (bytes[7] & 0x01)? "CLOSE":"OPEN";

decode.EXTI3\_Trigger= (bytes[8] & 0x10)? "TRUE":"FALSE";

decode.EXTI3\_Status= (bytes[8] & 0x01)? "CLOSE":"OPEN";

}

else if(mode=='7')

{

decode.Work\_mode="3ADC+1DS18B20";

decode.ADC\_CH1V= (bytes[7]<<8 | bytes[8])/1000;

decode.ADC\_CH4V= (bytes[9]<<8 | bytes[10])/1000;

}

else if(mode=='8')

{

decode.Work\_mode="3DS18B20+2Count";

if((bytes[4]==0x7f)&&(bytes[5]==0xff))

decode.TempC2= "NULL";

else

decode.TempC2= parseFloat(((bytes[4]<<24>>16 | bytes[5])/10).toFixed(1));

if((bytes[7]==0x7f)&&(bytes[8]==0xff))

decode.TempC3= "NULL";

else

decode.TempC3= parseFloat(((bytes[7]<<24>>16 | bytes[8])/10).toFixed(1));

decode.Count1= (bytes[9]<<24 | bytes[10]<<16 | bytes[11]<<8 | bytes[12])>>>0;

decode.Count2= (bytes[13]<<24 | bytes[14]<<16 | bytes[15]<<8 | bytes[16])>>>0;

}

if(bytes.length!=1)

return decode;

}

else if(port==5)

{

var freq\_band;

var sub\_band;

if(bytes[0]==0x01)

freq\_band="EU868";

else if(bytes[0]==0x02)

freq\_band="US915";

else if(bytes[0]==0x03)

freq\_band="IN865";

else if(bytes[0]==0x04)

freq\_band="AU915";

else if(bytes[0]==0x05)

freq\_band="KZ865";

else if(bytes[0]==0x06)

freq\_band="RU864";

else if(bytes[0]==0x07)

freq\_band="AS923";

else if(bytes[0]==0x08)

freq\_band="AS923\_1";

else if(bytes[0]==0x09)

freq\_band="AS923\_2";

else if(bytes[0]==0x0A)

freq\_band="AS923\_3";

else if(bytes[0]==0x0F)

freq\_band="AS923\_4";

else if(bytes[0]==0x0B)

freq\_band="CN470";

else if(bytes[0]==0x0C)

freq\_band="EU433";

else if(bytes[0]==0x0D)

freq\_band="KR920";

else if(bytes[0]==0x0E)

freq\_band="MA869";

if(bytes[1]==0xff)

sub\_band="NULL";

else

sub\_band=bytes[1];

var firm\_ver= (bytes[2]&0x0f)+'.'+(bytes[3]>>4&0x0f)+'.'+(bytes[3]&0x0f);

var tdc\_time= bytes[4]<<16 | bytes[5]<<8 | bytes[6];

return {

FIRMWARE\_VERSION:firm\_ver,

FREQUENCY\_BAND:freq\_band,

SUB\_BAND:sub\_band,

TDC\_sec:tdc\_time,

}

}

}