ection					
ital pot (fan and laser power) ON	Command byte 0x03	Byte(s) out 0x03	Byte(s) in (0xF3 is set as standard initial return byte value from OPC-N2) 0xF3	Measured time between end of current and start of next byte	Notes Suggest that 10ms be used as delay between command byte and following byte.
		0x00	0x03	NA NA	Suggest that 10ms be used as delay between command byte and following byte.
ital pot (fan and laser power) OFF	0x03	0x03 0x01	0xF3 0x03	1.5ms NA	Suggest that 10ms be used as delay between command byte and following byte.
ital pot (fan power only) ON	0x03	0x03 0x04	0xF3 0x03	Sms NA	Suggest that 10ms be used as delay between command byte and following byte.
ital pot (fan power only) OFF	0x03	0x03	0xF3	3ms	Suggest that 10ms be used as delay between command byte and following byte.
ital pot (laser power only) ON	0x03	0x05 0x03	0x03 0xF3	NA 6ms	Suggest that 10ms be used as delay between command byte and following byte.
ital pot (laser power only) OFF	0x03	0x02 0x03	0x03 0xF3	NA 3ms	Suggest that 10ms be used as delay between command byte and following byte.
ital pot Set Laser Power	0x42	0x03 0x42	0x03 0xF3	NA 2 Smr	Suggest that 10ms be used as delay between command byte and following byte.
ital pot set casel rowel	0.42	0x01	0x42	6us	LaserDAC is a unsigned 8bit integer variable.
ital pot Set Fan Power	0x42	LaserDAC 0x42	0x01 0xF3	NA 7ms	Suggest that 10ms be used as delay between command byte and following byte.
		0x00 FanDAC	0x42 0x00	NA NA	FanDAC is a unsigned 8bit integer variable.
ital pot Read Status	0x13	0x13 0x13	0xF3 FanON		Suggest that 10ms be used as delay between command byte and following byte. FanON is unsigned 8bit integer variable (1 or 0).
		0x13	LaserON		LaserON is unsigned 8bit integer variable (1 or 0).
		0x13 0x13	FanDACVal LaserDACVal		FanDACVal is unsigned 8bit integer variable. LaserDACVal is unsigned 8bit integer variable.
d information string	0x3F	0x3F 0x3F	0xF3 InfoStr ascil char00: "O" (=0x4F)	1.5ms	Suggest that 10ms be used as delay between command byte and following byte. SerialStr is a string of 60 characters.
		0x3F 0x3F	InfoStr ascii char01: "P" (=0x50) InfoStr ascii char02: "C" (=0x43)		Value of shaded bytes doesn't matter.
		0x3F 0x3F	InfoStr ascil char04: "-" (=0x2D) InfoStr ascil char04: "N" (=0x4E)	•	
		0x3F	InfoStr ascii char05: "2" (=0x32)	•	
		0x3F 0x3F	InfoStr ascii char06: " " (=0x20) InfoStr ascii char07: "F" (=0x46)	-	
		0x3F 0x3F	InfoStr asdii char08: "I" (=0x69) InfoStr asdii char09: "r" (=0x72)		
		0x3F 0x3F	InfoStr ascii char10: "m" (=0x6D) InfoStr ascii char11: "w" (=0x77)		
		0x3F	InfoStr ascii char12: "a" (=0x61)	*	
		0x3F 0x3F	InfoStr ascii char13: "r" (=0x72) InfoStr ascii char14: "e" (=0x65)	-	
		0x3F 0x3F	InfoStr ascii char15: "V" (=0x56) InfoStr ascii char16: "e" (=0x65)	:	
		0x3F 0x3F	InfoStr ascii char17: "r" (=0x72) InfoStr ascii char18: "=" (=0x3D)		
		0x3F 0x3F	InfoStr ascii char19: "O" (=0x4F)	:	
		0x3F	InfoStr ascii char20: "P" (=0x50) InfoStr ascii char21: "C" (=0x43)	-	
		0x3F 0x3F	InfoStr ascii char22: "-" (=0x2D) InfoStr ascii char23: "0" (=0x30)		
		0x3F 0x3F	InfoStr ascii char24: "1" (=0x31) InfoStr ascii char24: "8" (=0x36)	:	
		0x3F	InfoStr ascii char26: "." (=0x2E)	:	
		0x3F 0x3F	InfoStr ascii char27: "." (=0x2E) InfoStr ascii char28: "." (=0x2E)	-	
		0x3F 0x3F	InfoStr asdii char29: "." (=0x2E) InfoStr asdii char30: "." (=0x2E)		
		0x3F 0x3F	InfoStr asoli char31: "." (=0x2E) InfoStr asoli char32: "." (=0x2E)		
		0x3F	InfoStr ascii char33: "." (=0x2E) InfoStr ascii char33: "." (=0x2E) InfoStr ascii char34: " (=0x2E)		
		0x3F 0x3F	InfoStr ascii char35: "." (=0x2E)		
		0x3F 0x3F	InfoStr asoli char36: "." (=0x2E) InfoStr asoli char37: "." (=0x2E)	*	
		0x3F 0x3F	InfoStr ascii char38: "." (=0x2E) InfoStr ascii char39: " " (=0x2E)	:	
		0x3F	InfoStr ascii char40: "." (=0x2E)	•	
		0x3F 0x3F	InfoStr ascii char41: "." (=0x2E) InfoStr ascii char42: "." (=0x2E)	-	
		0x3F 0x3F	InfoStr ascii char43: "." (=0x2E) InfoStr ascii char44: "." (=0x2E)		
		0x3F	InfoStr ascii char45: "." (=0x2E)	:	
		0x3F 0x3F	InfoStr ascii char46: "." (=0x2E) InfoStr ascii char47: "." (=0x2E)	-	
		0x3F 0x3F	InfoStr ascii char48: "." (=0x2E) InfoStr ascii char49: "." (=0x2E)	-	
		0x3F 0x3F	InfoStr ascii char50: "." (=0x2E) InfoStr ascii char51: "." (=0x2E)		
		0x3F 0x3F	InfoStr asdi char52: "." (=0x2E) InfoStr asdi char53: "." (=0x2E)	:	
		0x3F	InfoStr ascii char54: "." (=0x2E)	•	
		0x3F 0x3F	InfoStr ascii char55: "." (=0x2E) InfoStr ascii char56: "." (=0x2E)	-	
		0x3F 0x3F	InfoStr ascii char57: "." (=0x2E) InfoStr ascii char58: "." (=0x2E)		
of codel combandates	0::10	0x3F	InfoStr ascii char59: "." (=0x2E) 0xF3	NA .	Council About 10mg by a said as delay between any money divide and fallenting byte.
id serial number string	0×10	0x10 0x10	SerialStr ascii char00		Suggest that 10ms be used as delay between command byte and following byte. SerialStr is a string of 60 characters.
		0x10 0x10	SerialStr ascii char01 SerialStr ascii char02		Value of shaded bytes doesn't matter.
		0x10 0x10	SerialStr ascii char03 SerialStr ascii char04		
		0x10 0x10	SerialStr ascil char05 SerialStr ascil char06		
		0x10	SerialStr ascii char07		
		0x10 0x10	SerialStr ascii char08 SerialStr ascii char09		
		0x10 0x10	SerialStr ascii char10 SerialStr ascii char11		
		0x10 0x10	SerialStr ascii char12 SerialStr ascii char13		
		0x10	SerialStr ascii char14 SerialStr ascii char15		
		0x10 0x10	SerialStr ascii char16		
		0×10 0×10 0×10	SerialStr ascii char17 SerialStr ascii char18		
		0x10 0x10	SerialStr ascii char19 SerialStr ascii char20		
		0x10	SerialStr ascii char21 SerialStr ascii char22		
		0x10 0x10	SerialStr ascii char23		
		0x10 0x10	SerialStr ascii char24 SerialStr ascii char25		
		0x10 0x10	SerialStr ascii char26 SerialStr ascii char27		
		0x10	SerialStr ascii char28 SerialStr ascii char28		
		0x10 0x10	SerialStr ascii char30		
		0x10 0x10	SerialStr ascii char31 SerialStr ascii char32		
		0x10 0x10	SerialStr ascii char33 SerialStr ascii char34		
		0x10 0x10	SerialStr ascii char35 SerialStr ascii char35 SerialStr ascii char36		
		UA1U	Security days Charac		I.
		0x10	SerialStr ascii char37		
		0x10 0x10	SerialStr ascii char38 SerialStr ascii char39		
		0×10 0×10 0×10	SerialStr ascii char38 SerialStr ascii char39 SerialStr ascii char40		
		0x10 0x10 0x10 0x10 0x10	Senalstr axuli char38 Senistr axuli char39 Senistr axuli char40 Senistr axuli char40 Senistr axuli char41 Senistr axuli char42 senistr axuli char42		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10	Serialtr asci chur38 Serialtr asci chur39 Serialtr asci chur40 Serialtr asci chur40 Serialtr asci chur41 Serialtr asci chur41 Serialtr asci chur42 Serialtr asci chur43 Serialtr asci chur43		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Semilatir acci chan38 Semilatir acci chan39 Semilatir acci chan49 Semilatir acci chan41 Semilatir acci chan41 Semilatir acci chan41 Semilatir acci chan41 Semilatir acci chan44 Semilatir acci chan44 Semilatir acci chan44 Semilatir acci chan44 Semilatir acci chan46		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10	Sensitis racii chara 8 Sensitis racii chara 9 Sensitis racii chara 9 Sensitis racii chara 10 Sensitis racii chara 14 Sensitis racii chara 14 Sensitis racii chara 2 Sensitis racii chara 2 Sensitis racii chara 3 Sensitis racii chara 4 Sensitis racii chara 4 Sensitis racii chara 4		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidor search chardills Servidor search chardills Servidor search chardill Servidor search chardill Servidor search chardill Servidor search chardil Servidor search chardill		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci charális Servidos acuci Servi		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci charális formatios acuci formatios fo		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci charális formatios acuci charális formatios acuci charális formatios acuci charáli formatios acuci formatios formatios acuci formatios formati		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Sentidos acuci cursilla Sentidos acuci cursilla Sentidos acuci chursilla Sentidos acuci		
		0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci charális Servidos acuci		
ss wirds anabor story	0:11	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Sensible search charlis Sensible search charl		Suggred that 10ms be used as delay between command byte and following byte.
to and suche stony	Odl	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidor search char38 Internation search char38 Internation search char38 Internation search char38 Internation search char34 Internation search char37 Internation search char37 Internation search char37 Internation search char38 Internation search char38 Internation search char32 Internation search char32 Internation search char32 Internation search char32 Internation search char33 Internation search char35 Internation search char37 Internation search ch		Suggret that 10ms be used at delay between command byte and following byte. Serialfor is a string of 60 characters. This string can only be written once.
ns with methor string	041	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci cursilla Servidos acuci cursilla Servidos acuci chursilla Servidos acuci churs		
to mid-sumber stony	0d1	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acucionados Servidos acucionados		
	041	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servicios acuci cursalis formatica seasi charalis formatica seasi ch		
Ma Maria Carabid Ching	0411	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci cursalis Servidos acuci cursalis Servidos acuci churalis Servidos acuci chural		
No action member storage	Octi	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Sensition search charids Sensition search charid Sensition search charid Sensition search charid Sensition search charid Sensition search charids		
	0x1	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servicios acuci cursalis formatios acuci churalis formatica acuci ch		
g weld Auchor Sting	Oall	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Sentido soci charális femello soci femello soc		
in wild havebory (Mrs.)	0:11	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servidos acuci cursalis Servidos acuci churalis Servidos acuci chural		
	041	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servicios acuci charális formatios acus formatios formatios acus formatios formatios formatios formatios		
	Oxil	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servicios acuci cursalis formatios acuci churalis formatios acuci ch		
	OAL	0x10 0x10 0x10 0x10 0x10 0x10 0x10 0x10	Servicios acucio charális cerentifica seudo char		

		la cua como	h in an an an	1	
		SerialStr ascii char24	SerialStr ascil char22 SerialStr ascil char23		
		SerialStr ascii char25 SerialStr ascii char26	SerialStr ascii char24 SerialStr ascii char25		
		SerialStr ascii char27	SerialStr ascii char26		
		SerialStr ascii char28 SerialStr ascii char29	SerialStr ascii char27 SerialStr ascii char28		
		SerialStr ascii char30 SerialStr ascii char31	SerialStr ascii char29 SerialStr ascii char30		
		SerialStr ascii char32	SerialStr ascii char31		
		SerialStr ascii char33 SerialStr ascii char34	SerialStr ascii char32 SerialStr ascii char33		
		SerialStr ascii char35	SerialStr ascii char34		
		SerialStr ascii char36 SerialStr ascii char37	SerialStr ascii char35 SerialStr ascii char36		
		SerialStr ascii char38	SerialStr ascii char37		
		SerialStr ascii char39 SerialStr ascii char40	SerialStr ascil char38 SerialStr ascil char39		
		SerialStr ascii char41 SerialStr ascii char42	SerialStr ascii char40 SerialStr ascii char41		
		SerialStr ascii char43	SerialStr ascii char42		
		SerialStr ascii char44 SerialStr ascii char45	SerialStr ascil char43 SerialStr ascil char44		
		SerialStr ascii char46 SerialStr ascii char47	SerialStr ascii char45 SerialStr ascii char46		
		SerialStr ascii char48	SerialStr ascii char47		
		SerialStr ascii char49 SerialStr ascii char50	SerialStr ascil char48 SerialStr ascil char49		
		SerialStr ascii char51	SerialStr ascii char50		
		SerialStr ascii char52 SerialStr ascii char53	SerialStr ascii char51 SerialStr ascii char52		
		SerialStr ascii char54	SerialStr ascii char53		
		SerialStr ascii char55 SerialStr ascii char56	SerialStr ascii char54 SerialStr ascii char55		
		SerialStr ascii char57 SerialStr ascii char58	SerialStr ascii char56 SerialStr ascii char57		
		SerialStr ascii char59	SerialStr ascii char58		
d Firmware Version	0x12	0x12 0x12	0xF3 FirmwareVerMajor		Suggest that 10ms be used as delay between command byte and following byte. FirmwareVerMajor is unsigned 8bit integer variable.
Coefficiently Model		0x12	FirmwareVerMinor		FirmwareVerMinor is unsigned 8bit integer variable.
onfiguration Variables (Dx3C	0x3C 0x3C	0xF3 BB0 LSB	1.5ms 6us	Suggest that 10ms be used as delay between command byte and following byte. Bin Boundaries (BBO - BB14) are unsigned 16bit integer variables.
		0x3C	BBO MSB	:	Value of shaded bytes doesn't matter.
		0x3C 0x3C	BB1 LSB BB1 MSB	Į.	
		0x3C	BB2 LSB	Ŀ	
		0x3C 0x3C	BB2 MSB BB3 LSB	[-	
		0x3C	BB3 MSB	Ŀ	
		0x3C 0x3C	884 LSB 884 MSB	Į.	
		0x3C	885 LS8	Ŀ	
		UX3C UX3C	BB5 MSB BB6 LSB	-	
		0x3C	BB6 MSB	Ŀ	
		0x3C 0x3C	BB7 LSB BB7 MSB	-	
		0x3C	BB8 LSB	li .	
		0x3C 0x3C	B88 MSB B89 LSB	-	
		0x3C	BB9 MSB	i:	
		0x3C	BB10 LSB BB10 MSB	-	
		0x3C	BB11 LSB	i:	
		0x3C	BB11 MSB BB12 LSB	-	
		0x3C	BB12 MSB	:	
		0x3C	BB13 LSB BB13 MSB	-	
		0x3C	8814 LSB 8814 MSB	[:	
		DOCK	Spare byte	-	
		0x3C	Spare byte BPVO ByteO		Bin Particle Volumes (BPV0 - BPV15) are float variables occupying 4 bytes each.
		0x3C	BPV0 Byte1	<u> </u>	
		0x3C 0x3C	BPV0 Byte2 BPV0 Byte3		
		0x3C	BPV0 Byte3 BPV1 Byte0 BPV1 Byte1	-	
		0x3C 0x3C	BPV1 Byte1 BPV1 Byte2	[
		0x3C	BPV1 Byte3	-	
		0x3C 0x3C	BPV2 Byte0 BPV2 Byte1		
		0x3C	BPV2 Byte2	-	
		0x3C	BPV2 Byte3 BPV3 Byte0	[:	
		0x3C	BPV3 Byte1	-	
		0x3C	BPV3 Byte2	[:	
		0x3C	BPV3 Byte3 BPV4 Byte0	-	
		0x3C	BPV4 Byte1 BPV4 Byte2	[.	
		0x3C	BPV4 Byte3	-	
		0x3C	BPV5 Byte0 BPV5 Byte1	-	
		0x3C	BPV5 Byte2	-	
		0x3C 0x3C	BPV5 Byte3 BPV6 Byte0	-	
		0x3C	BPV6 Byte1	-	
		0x3C	BPV6 Byte2 BPV6 Byte3		
		0x3C	BPV7 Byte0	Ŀ	
		0x3C 0x3C	BPV7 Byte1 BPV7 Byte2	[-	
		0x3C	BPV7 Byte3	-	
		0x3C 0x3C	BPV8 Byte0 BPV8 Byte1 BPV8 Byte2	[-	
		0x3C	BPV8 Byte2	-	
		0x3C	BPV8 Byte3	[.	
		0x3C	BPV9 Byte0 BPV9 Byte1 BPV9 Byte2	-	
		0x3C	BPV9 Byte2		
		0x3C	BPV9 Byte3 BPV10 Byte0	-	
		0x3C	BPV10 Byte1	:	
		0x3C	BPV10 Byte1 BPV10 Byte2 BPV10 Byte3 BPV11 Byte0	-	
		0x3C	BPV11 Byte0	li .	
		0x3C 0x3C		-	
		0x3C	ervii pyez Bevii Bytež Bevii Bytež Bevii Byteš Bevii Byteš Bruii Byteš	i:	
		0x3C	BPV12 Byte1	-	
		0x3C	BPVIZ Dyte2 BPVIZ Dyte3 BPVIZ Byte3 BPVIS Dyte0 BPVIS Byte0 BPVIS Byte1 BPVIS Byte2		
		0x3C	BPV13 Byte0	-	
		0x3C	BPV13 Byte1		
		0x3C		-	
		0x3C	BPV14 Byte0	i:	
		0x3C 0x3C	BPV14 Byte3 BPV14 Byte3 BPV14 Byte3	[-	
		0x3C	BPV14 Byte3	lt.	
		0x3C	BPVIS Byte0 BPVIS Byte1 BPVIS Byte2 BPVIS Byte2 BPVIS Byte3	-	
		0x3C	BPV15 Byte2	i:	
		0x3C 0x3C	BPD0 Byte0	-	Bin Particle Densities (BPD0 - BPD15) are float variables occupying 4 bytes each.
		0x3C	BPDO Byte1	Ŀ	
		0x3C 0x3C	RPCO Byez BPCO Byez BPCO Byez BPCO Byes BPCO Byes BPCO Byes BPCO Byes	Į.	
		0x3C	BPD1 Byte0	Ŀ	
		0x3C 0x3C	BPD1 Byte1 BPD1 Byte2	[-	
		0x3C	BPC1 Byte2 BPC1 Byte3 BPC2 Byte0 BPC2 Byte0 BPC2 Byte1 BPC2 Byte2	-	
		0x3C	BPD2 Byte0		
		0x3C	BPD2 Byte2	-	
		0x3C	BPD2 Byte3	i:	
		0x3C 0x3C	8PD2 Byee3 8PD3 Byed 8PD3 Byed 8PD3 Bye2 8PD3 Bye2 8PD3 Bye3	Į.	
		0x3C	BPD3 Byte2	Ŀ	
		0x3C	BPD3 Byte3	[
		0x3C	BPD4 Byte1	-	
		0x3C	FOTO Byeco BITLE Byeco BITLE Byeco BITLE Byeco BITLE Byeco BITLE Byeco BITLE Byeco	i:	
		0x3C	BPDS Byte0	-	
		0x3C	BPD5 Byte1	Ľ.	
		0x3C 0x3C	BPD5 Byte2 BPD5 Byte3 BPD6 Byte0	[-	
II.		0x3C	BPD6 Byte0	Ŀ	
		0x3C 0x3C	BPD6 Byte1 BPD6 Byte2	[-	
		0x3C	BPD6 Byte3	-	
		0x3C	BPD7 Byte0		
			DFD/ Bylč1	I.	
		0x3C 0x3C	BPD7 Byte2		
		0x3C 0x3C	BPD7 Byte2 BPD7 Byte3	•	
		0x3C 0x3C 0x3C 0x3C 0x3C	BPOS Byte3 BPOT Byte1 BPOT Byte1 BPOT Byte1 BPOT Byte2 BPOT Byte3 BPOS Byte1 BPOS Byte1		
		0x3C 0x3C 0x3C 0x3C 0x3C 0x3C	BPD7 Byte2 BPD7 Byte3 BPD8 Byte1 BPD8 Byte1 BPD8 Byte2	-	
		Design	8907 8ye2 8907 8ye3 8908 8ye4 8908 8ye4 8908 8ye2 8908 8ye2 8908 8ye3	• •	

		0x3C 0x3C	BPD9 Byte1 BPD9 Byte2 BPD9 Byte3	* *	
		Description Description	BPD10 Byte0 BPD10 Byte1 BPD10 Byte2	•	
		0x3C 0x3C 0x3C 0x3C	BPD10 Byte3 BPD11 Byte0 BPD11 Byte1 BPD11 Byte2	-	
		0x3C 0x3C 0x3C	BPD11 Byte3 BPD12 Byte0 BPD12 Byte1 BPD12 Byte2	•	
		0x3C 0x3C 0x3C 0x3C	BPD12 Byte3 BPD13 Byte0 BPD13 Byte1		
		0x3C 0x3C 0x3C	BPD13 Byte2 BPD13 Byte3 BPD14 Byte0	•	
		0x3C 0x3C 0x3C	BPD14 Byte1 BPD14 Byte2 BPD14 Byte3 BPD15 Byte0	•	
		0x3C 0x3C 0x3C	BPD15 Byte1 BPD15 Byte2 BPD15 Byte3		
		0x3C 0x3C 0x3C	BSVW0 Byte0 BSVW0 Byte1 BSVW0 Byte2		Bin Sample Volume Weightings (BSVW0 - BSVW15) are float variables occupying 4 bytes each.
		0x3C 0x3C 0x3C	BSVWD Byte3 BSVW1 Byte0 BSVW1 Byte1 BSVW1 Byte2		
		0x3C 0x3C	BSVW1 Byte3 BSVW2 Byte0 BSVW2 Byte1	•	
		0x3C 0x3C 0x3C 0x3C	BSVW2 Byte2 BSVW2 Byte3 BSVW3 Byte0 BSVW3 Byte1		
		0x3C 0x3C 0x3C	BSVW3 Byte2 BSVW3 Byte3 BSVW4 Byte0	•	
		0x3C 0x3C 0x3C	BSVW4 Byte1 BSVW4 Byte2 BSVW5 Byte3 BSVW5 Byte0		
		0x3C 0x3C 0x3C	BSVW5 Byte1 BSVW5 Byte2 BSVW5 Byte3		
		0x3C 0x3C 0x3C	BSVW6 Byte0 BSVW6 Byte1 BSVW6 Byte2	•	
		0x3C 0x3C 0x3C	BSVW6 Byte3 BSVW7 Byte0 BSVW7 Byte1 BSVW7 Byte2	* *	
		0x3C 0x3C	BSVW7 Byte3 BSVW8 Byte0 BSVW8 Byte1	•	
		0x3C 0x3C 0x3C 0x3C	BSVW8 Byte2 BSVW8 Byte3 BSVW9 Byte0 BSVW9 Byte1	- - -	
		0x3C 0x3C 0x3C	BSVW9 Byte2 BSVW9 Byte3 BSVW10 Byte0	- -	
		0x3C 0x3C 0x3C	BSVW10 Byte1 BSVW10 Byte2 BSVW10 Byte3 BSVW11 Byte0	* * *	
		0x3C 0x3C 0x3C	BSVW11 Byte1 BSVW11 Byte2 BSVW11 Byte3		
		0x3C 0x3C	BSVW12 Byte0 BSVW12 Byte1 BSVW12 Byte2 BSVW12 Byte3	•	
		0x3C 0x3C 0x3C 0x3C	BSVW13 Byte0 BSVW13 Byte1 BSVW13 Byte1		
		0x3C 0x3C	BSVW13 Byte3 BSVW14 Byte0 BSVW14 Byte1	•	
		0x3C 0x3C 0x3C 0x3C	BSVW14 Byte2 BSVW14 Byte3 BSVW15 Byte0 BSVW15 Byte1		
		0x3C 0x3C 0x3C	BSVW15 Byte2 BSVW15 Byte3 GSC Byte0		Gain Scaling Coefficient (GSC) is float variable occupying 4 bytes.
		0x3C 0x3C 0x3C	GSC Byte1 GSC Byte2 GSC Byte3 SFR Byte0	* · · · · · · · · · · · · · · · · · · ·	Sample Flow Rate' is a float variable occupying 4 bytes that represents the sample flow rate in mi/s.
		0x3C 0x3C 0x3C	SFR Byte1 SFR Byte2 SFR Byte3	•	
		0x3C 0x3C 0x3C 0x3C	LaserDACVal FanDACVal TOF to SFR factor Soare byte	* * * * * * * * * * * * * * * * * * *	LaserDACVal is unsigned 8bit integer variable. FanDACVal is unsigned 8bit integer variable. Time of Flight to Sample Flow Rate conversion factor is unsigned 8bit integer variable. 21 spare bytes follow configuration variables.
		0x3C	Spare byte Spare byte Spare byte	•	
		0x3C 0x3C 0x3C	Spare byte Spare byte Spare byte	•	
		0x3C 0x3C 0x3C 0x3C 0x3C 0x3C 0x3C 0x3C	Spare byte Spare byte Spare byte Spare byte	* *	
		0x3C 0x3C 0x3C 0x3C 0x3C	Spare byte Spare byte Spare byte	•	
		0x3C 0x3C 0x3C 0x3C	Spare byte Spare byte Spare byte Spare byte	- - -	
		0x3C 0x3C 0x3C	Spare byte Spare byte Spare byte	nA	
Write Configuration Variables 0	0x3A	0x3A BB0 LSB	0x3A B80 LSB B80 MSB	3ms 6us	Suggest that 10ms be used as delay between command byte and following byte. Bin Boundaries (BB-BB1) are unigned 16bit integer variables. Value of shaded bytes doesn't matter.
		BB1 MSB BB2 LSB BB2 MSB	BB1 LSB BB1 MSB BB2 LSB	•	
		BB3 MSB BB4 LSB BB4 MSB	882 MSB 883 LSB 883 MSB 884 LSB	* * * * * * * * * * * * * * * * * * *	
		BB5 LSB BB5 MSB BB6 LSB	BB4 MSB BB5 LSB BB5 MSB	• •	
		BB6 MSB BB7 LSB BB7 MSB	886 LS8 886 MSB 887 LSB 887 MSB	•	
		BB8 MSB BB9 LSB BB9 MSB	BB8 LSB BB8 MSB BB9 LSB	- -	
		BB10 LSB BB10 MSB BB11 LSB	BB9 MSB BB10 LSB BB10 MSB	•	
		BB12 MSB BB13 LSB	8811 LS8 8811 MSB 8812 LS8 8812 MSB	* *	
		BB13 MSB BB14 LSB BB14 MSB	B813 LSB B813 MSB B814 LSB	•	
		0x3A 0x3A BPV0 Byte0 BPV0 Byte1	BB14 MSB Spare byte Spare byte BPV0 ByteO	* * * * * * * * * * * * * * * * * * *	Bin Particle Volumes (BPV0 - BPV15) are float variables occupying 4 bytes each.
		BPV0 Byte2 BPV0 Byte3 BPV1 Byte0	BPV0 Byte1 BPV0 Byte2 BPV0 Byte3	• •	
		BPV1 Byte1	BPV1 Byte0	[-	
		BPV1 Byte2 BPV1 Byte3	BPV1 Byte1 BPV1 Byte2 BPV1 Byte3		
		BPV1 Byte2 BPV1 Byte3 BPV2 Byte0 BPV2 Byte1 BPV2 Byte2 BPV2 Byte3	BPV1 Byte2 BPV1 Byte3 BPV2 Byte0 BPV2 Byte1 BPV2 Byte2	-	
		BPV1 Byte2 BPV2 Byte3 BPV2 Byte0 BPV2 Byte1 BPV2 Byte2 BPV3 Byte3 BPV3 Byte1 BPV3 Byte1 BPV3 Byte1	18/13 [tyt2] 18/13 [tyt3] 18/12 [tyt4] 18/12 [tyt4] 18/12 [tyt4] 18/12 [tyt4] 18/12 [tyt4] 18/12 [tyt4] 18/13 [tyt4] 18/13 [tyt4] 18/13 [tyt4]		
		BPV1 Byte2 BPV1 Byte3 BPV2 Byte0 BPV2 Byte1 BPV2 Byte1 BPV2 Byte3 BPV3 Byte3 BPV3 Byte0 BPV3 Byte1 BPV3 Byte2 BPV3 Byte2 BPV3 Byte2 BPV3 Byte3	BPV1 Byte2 BPV2 Byte3 BPV2 Byte4 BPV2 Byte4 BPV2 Byte2 BPV2 Byte3 BPV3 Byte5		

BPV4 Byte2	BPV4 Byte1		
BPV4 Byte3 BPV5 Byte0	BPV4 Byte2 BPV4 Byte3		
BPV5 Byte1	BPV5 Byte0	*	
BPV5 Byte2 BPV5 Byte3	BPVS Byte1 BPVS Byte2		
BPV6 Byte0	BPVS Byte3		
BPV6 Byte1 BPV6 Byte2	BPV6 Byte0 BPV6 Byte1		
BPV6 Byte3 BPV7 Byte0	BPV6 Byte2 BPV6 Byte3		
BPV7 Byte1	BPV7 Byte0		
BPV7 Byte2 BPV7 Byte3	BPV7 Byte1 BPV7 Byte2		
BPV8 Byte0	BPV7 Byte3		
BPV8 Byte1 BPV8 Byte2	BPV8 Byte0 BPV8 Byte1		
BPV8 Byte3	BPV8 Byte2	*	
BPV9 Byte0 BPV9 Byte1	BPV8 Byte3 BPV9 Byte0		
BPV9 Byte2	BPV9 Byte1		
BPV9 Byte3 BPV10 Byte0	BPV9 Byte2 BPV9 Byte3		
BPV10 Byte1 BPV10 Byte2	BPV10 Byte0 BPV10 Byte1		
BPV10 Byte3	BPV10 Byte2		
BPV11 Byte0 BPV11 Byte1	BPV10 Byte3 BPV11 Byte0		
BPV11 Byte2	BPV11 Byte1	*	
BPV11 Byte3 BPV12 Byte0	BPV11 Byte2 BPV11 Byte3		
BPV12 Byte1	BPV12 Byte0	*	
BPV12 Byte2 BPV12 Byte3	BPV12 Byte1 BPV12 Byte2		
BPV13 Byte0	BPV12 Byte3	*	
BPV13 Byte1 BPV13 Byte2	BPV13 Byte0 BPV13 Byte1		
BPV13 Byte3	BPV13 Byte2		
BPV14 Byte0 BPV14 Byte1	BPV13 Byte3 BPV14 Byte0		
BPV14 Byte2	BPV14 Byte1		
BPV14 Byte3 BPV15 Byte0	BPV14 Byte2 BPV14 Byte3		
BPV15 Byte1	BPV15 Byte0	*	
BPV15 Byte2 BPV15 Byte3	BPV15 Byte1 BPV15 Byte2		
BPD0 Byte0 BPD0 Byte1	BPV15 Byte3 BPD0 Byte0	:	Bin Particle Densities (BPD0 - BPD15) are float variables occupying 4 bytes each.
BPD0 Byte2	BPD0 Byte1	·	
BPD0 Byte3 BPD1 Byte0	BPDO Byte2 BPDO Byte3	:	
BPD1 Byte1	BPD1 Byte0	·	
BPD1 Byte2 BPD1 Byte3	BPD1 Byte1 BPD1 Byte2	:	
BPD2 Byte0	BPD1 Byte3	·	
BPD2 Byte1 BPD2 Byte2	BPD2 Byte0 BPD2 Byte1	:	
BPD2 Byte3	BPD2 Byte2	·	
BPD3 Byte0 BPD3 Byte1	BPD2 Byte3 BPD3 Byte0	:	
BPD3 Byte2	BPD3 Byte1	·	
BPD3 Byte3 BPD4 Byte0	BPD3 Byte2 BPD3 Byte3	:	
BPD4 Byte1	BPD4 Byte0	·	
BPD4 Byte2 BPD4 Byte3	BPD4 Byte1 BPD4 Byte2		
BPD5 Byte0	BPD4 Byte3		
BPD5 Byte1 BPD5 Byte2	BPDS Byte0 BPDS Byte1		
BPD5 Byte3	BPD5 Byte2		
BPD6 Byte0 BPD6 Byte1	BPD5 Byte3 BPD6 Byte0		
BPD6 Byte2	BPD6 Byte1		
BPD6 Byte3 BPD7 Byte0	BPD6 Byte2 BPD6 Byte3		
BPD7 Byte1	BPD7 Byte0		
BPD7 Byte2 BPD7 Byte3	BPD7 Byte1 BPD7 Byte2		
BPD8 Byte0	BPD7 Byte3		
BPD8 Byte1 BPD8 Byte2	BPDS Byte0 BPDS Byte1		
BPD8 Byte3	BPD8 Byte2	*	
BPD9 Byte0 BPD9 Byte1	BPD8 Byte3 BPD9 Byte0		
BPD9 Byte2	BPD9 Byte1	*	
BPD9 Byte3 BPD10 Byte0	BPD9 Byte2 BPD9 Byte3		
BPD10 Byte1	BPD10 Byte0	*	
BPD10 Byte2 BPD10 Byte3	BPD10 Byte1 BPD10 Byte2		
BPD11 Byte0	BPD10 Byte3	*	
BPD11 Byte1 BPD11 Byte2	BPD11 Byte0 BPD11 Byte1		
BPD11 Byte3	BPD11 Byte2		
BPD12 Byte0 BPD12 Byte1	BPD11 Byte3 BPD12 Byte0		
BPD12 Byte2 BPD12 Byte3	BPD12 Byte1 BPD12 Byte2		
BPD13 Byte0	BPD12 Byte3		
BPD13 Byte1 BPD13 Byte2	BPD13 Byte0 BPD13 Byte1		
BPD13 Byte3	BPD13 Byte2		
BPD14 Byte0 BPD14 Byte1	BPD13 Byte3		
	BBD14 Byte0		
BPD14 Byte2	BPD14 Byte0 BPD14 Byte1	•	
BPD14 Byte2 BPD14 Byte3	BPD14 Byte1 BPD14 Byte2		
BPD14 Byte2 BPD14 Byte3 BPD15 Byte0 BPD15 Byte1	BPD14 Byte1 BPD14 Byte2 BPD14 Byte3 BPD15 Byte0		
BPD14 Byte2 BPD14 Byte3 BPD15 Byte0 BPD15 Byte1 BPD15 Byte2	BPD14 Byte1 BPD14 Byte2 BPD14 Byte3		
BPD14 Byte2 BPD14 Byte3 BPD15 Byte0 BPD15 Byte1 BPD15 Byte2 BPD15 Byte2 BPD15 Byte3 BSYWD Byte0	8014 Byte1 8014 Byte2 8014 Byte3 8015 Byte3 8015 Byte1 8015 Byte1 8015 Byte2 8015 Byte3		Bin Sample Volume Weightings (BSVWO - BSVVIS) are float variables occupying 4 bytes each.
BP014 Byte3 BP015 Byte3 BP015 Byte0 BP015 Byte1 BP015 Byte2 BP015 Byte3 BP015 Byte2 BP015 Byte2 BP015 Byte2 BP015 Byte2 BS0VW Byte0 BSWW Byte1 BSWW Byte1	IBPOSE Byest IB		Bin Sample Volume Weightings (BSVW0 - BSVW15) are float variables occupying 4 bytes each.
BP014 Byte3 BP015 Byte0 BP015 Byte0 BP015 Byte2 BP015 Byte2 BP015 Byte3 BSVW0 Byte0 BSVW0 Byte1 BSVW0 Byte3 BSVW0 Byte3	##014 Rynz ##014 Rynz ##014 Rynz ##015 Rynz ##015 Rynz ##015 Rynz ##015 Rynz ##015 Rynz ##015 Rynz ##		Bin Sample Volume Weightings (BSVWO - BSVWSS) are float variables occupying 4 bytes each.
##014 Byre2 ##015 Byre1 ##015 Byre1 ##015 Byre1 ##015 Byre1 ##015 Byre2 ##015 Byre2 ##015 Byre2 ##015 Byre3 ##016 ##016 Byre0 ##016 ##016 Byre0 ##016 ##016 Byre0 ##016 Byre1	BETO 14 Inject		Bin Sample Volume Weightings (BSVWO - BSVWIS) are float variables occupying 4 bytes each.
##DOL4 Byte2 ##DOL4 Byte3 ##DOL5 Byte0 ##DOL5 Byte0 ##DOL5 Byte1 ##DOL5 Byte2 ##DOL5 Byte2 ##DOL5 Byte3 ##DOL	##014 Mye1 ##014 Mye2 ##014 Mye3 ##015 Mye3 ##015 Mye4 ##015 Mye4 ##015 Mye2 ##015 Mye2 ##015 Mye2 ##015 Mye2 ##015 Mye2 ##016 Mye2 ##016 Mye2 ##016 Mye4		Bin Sample Volume Weightings (BSVW0 - BSVW15) are float variables occupying 4 bytes each.
BPOLE Byed BOWN Byed	##014 hybri. ##014 hybri. ##014 hybri. ##015 hybri. ##016		Bin Sample Volume Weightings (BSVWO - BSVW) \$\frac{1}{2}\$ are floar variables occupying 4 bytes each.
BPDL4 Spe2 BPDL4 Spe4 BPDL5 Spe4	BETOLA Spical		Bin Sample Volume Weightings (BSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPOLE Speed BPOLE	### 18 ### 1		Bin Sample Volume Weightings (BSVWO - BSVW15) are float variables occupying 4 bytes each.
BPOLE Speed BROWN Speed	IBPOLE Ilput IBPO		Bin Sample Volume Weightings (IBSVWO - BSVWZŠ) are float variables occupying 4 bytes each.
BPOLA Byez BPOLA Byez BPOLA Byes BPOLA Byes BPOLA Byes BPOLA Byez BPOLA Byez BPOLA Byez BEWOOD Byes BYES BEWOOD BY	IBPOTA Byest IB		Bin Sample Volume Weightings (BSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPDL4 Byeld BPDL5 Byeld BEXWO	### UPD 14 Ppc1 ### UPD 14 Ppc2 ### UPD 14 Ppc2 ### UPD 15 Ppc0 ### UPD 15 Ppc		Bin Sample Volume Weightings (BSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPDL4 Byez BPDL5 Byed BEVW ByeL BEVW BY	BPD14 Bpd2 BPD14 Bpd2 BPD14 Bpd2 BPD14 Bpd3 BPD14 Bpd3 BPD14 Bpd3 BPD14 Bpd3 BPD14 Bpd3 BPD14 Bpd3 BPD14 BPD15 Bpd3 BPD14 BPD15 Bpd3 BDV00 Bpd3 BDV00 Bpd3 BDV00 Bpd3 BDV00 Bpd3 BDV00 Bpd4 BDV000 Bpd4 BDV000 Bpd4 BDV000 Bpd4 BDV000 Bpd4 BDV000 Bpd4 BDV000 Bpd5 BDV000 Bpd5 BDV000 Bpd6 BDV0000 Bpd6 BDV0000 Bpd6 BDV0000 Bpd7 BDV0000 Bpd7 BDV0000 Bpd7 BDV00000 Bpd7 BDV00000 Bpd7 BDV000000 Bpd7 BDV000000000000000000000000000000000000		Bin Sample Volume Weightings (ISSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPOLE Speed BPOLE	IBPOTA Byest IBPO		Bin Sample Volume Weightings (BSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPDL4 Spe2 BPDL4 Spe4 BPDL5 Spe4 BPDL5 Spe4 BPDL5 Spe4 BPDL5 Spe4 BPDL5 Spe4 BSWW Spe1	### 1 ### 1		Bin Sample Volume Weightings (BSVWO = BSVWTS) are floar variables occupying 4 bytes each.
BPDL4 Special	IBPOTAL Bytes IBPOTA		Bin Sample Volume Weightings (ISVWO - BSVWS) are float variables occupying 4 bytes each.
BPOLE Speed BPOLE			Bin Sample Volume Weightings (ISSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPDL4 Special	### 18 ### 1 ### 18 #### 18 ##### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 #### 18		Bin Saingle Volume Weightings (BSVWG - BSVW15) are floar variables occupying 4 bytes each.
BPOLE Speed BPOLE			Bin Sample Volume Weightings (ISVWO - BSVWS) are float variables occupying 4 bytes each.
BPOLE Speed BROWN Speed			Bin Sample Volume Weightings (IBSVWO - BSVWIS) are float variables occupying 4 bytes each.
BPDL4 Special	### 18 ##### 18 #### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18 ### 18		Bin Sample Volume Weightings (BSVWG - BSVW15) are floar variables occupying 4 bytes each.
BPOLE Speed BPOLE			Bin Sample Volume Weightings (BSVWO - BSVWS) are float variables occupying 4 bytes each.
BPDL4 Special	IEDTOLA Spiral IEDTOL		Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.
BPDL4 Byed BPDL5 Byed BRDL5 Byed	IBPOLE Ilput Ilp		Bin Sample Volume Weightings (ISVWO - BSVWZŠ) are float variables occupying 4 bytes each.
BPDL4 Byeld BPDL5			Bin Sample Volume Weightings (IBSVWO - BSVWTŠ) are floar variables occupying 4 bytes each.
BPDL4 Special	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWG - BSVW) \$\frac{1}{2}\$ are floar variables occupying 4 bytes each.
BPDL4 Special			Bin Sample Volume Weightings (ISSVWO - BSVWYS) are float variables occupying 4 bytes each.
BPDL4 Special	IEROTA Byest IEROT		Bin Sample Volume Weightings (BSVWO - BSVWTS) are float variables occupying 4 bytes each.
BPDL4 Special	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWG - BSVW15) are floar variables occupying 4 bytes each.
BPOLE Speed BPOLE			Bin Sample Volume Weightings (BSVWO - BSVWYS) are floar variables occupying 4 bytes each.
BPDL4 Special	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.
BPOLE Speed BROWN	IBOTAL Byest IB		Bin Sample Volume Weightings (IBSWWO - BSWWSS) are floar variables occupying 4 bytes each.
BPOLE Speed BPOLE			Bin Sample Volume Weightings (IBSVWO - BSVWTS) are float variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BSWW	IEDTALE SPECEL IEDTAL		Bin Sample Volume Weightings (IBSVWO - BSVW) \$\frac{1}{2}\$ are floar variables occupying 4 bytes each.
BPOLE Speed BROWN			Bin Sample Volume Weightings (ISSWWO - BSVWXS) are float variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BDV00 Sped	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BDV00 Spe1	IBOTAL Spiral IBOTAL		Bin Sample Volume Weightings (BSVWG - BSVW15) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Spe4 BSWW Spe5 BSWW Spe6 BSWW S	BEDTALE SPECE BE		Bin Sample Volume Weightings (BSVWO - BSVWTŠ) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BSW0 Spe1 BSW0 Spe	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BDV05 Sped BDV07 Sped			Bin Sample Volume Weightings (IBSVWG - BSVW15) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Spe4 BSWW Spe5 BSWW Spe6 BSWW S	### ### ### ### ### ### ### ### ### ##		Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.
BPD14 Spe2 BPD15 Sped BDV05 Sped BDV07 Sped			Bin Sample Volume Weightings (BSVWO - BSVWTS) are floar variables occupying 4 bytes each.

I.	1	GSC Byte0	BSVW15 Byte3	•	Gain Scaling Coefficient (GSC) is float variable occupying 4 bytes.
		GSC Byte1	GSC Byte0		
		GSC Byte2 GSC Byte3	GSC Byte1 GSC Byte2		
		NA Byte0	GSC Byte3		"NA" is unused float variable occupying 4 bytes.
		NA Byte1	NA Byte0		
		NA Byte2 NA Byte3	NA Byte1 NA Byte2		
		LaserDAC	NA Byte3		LaserDAC is unsigned 8bit integer variable.
			LaserDAC FanDAC		FanDAC is unsigned 8bit integer variable. Time of Flight to Sample Flow Rate conversion factor' is unsigned 8bit integer variable.
Read Configuration Variables 2	0x3D	0x3D	0xF3		Suggest that 10ms be used as delay between command byte and following byte. AMSamplingIntervalCount is unsigned 16bit integer variable.
		0x3D	AMSamplingIntervalCount LSB		AMSamplingIntervalCount is unsigned 16bit integer variable.
		0x3D 0x3D	AMSamplingIntervalCount MSB AMIdleIntervalCount LSB		AMidleIntervalCount is unsigned 16bit integer variable.
		0x3D	AMIdleIntervalCount MSB		Portidente succom a diagnos son meger su more.
		0x3D 0x3D 0x3D	AMFanOnInidle		AMFanOnInIdle is unsigned 8bit integer variable (1 or 0).
		0x3D 0x3D	AMLaserOnInidie AMMaxDataArraysInFile LSB		AMLaserOnInIdie is unsigned 8bit integer variable (1 or 0). AMMaxDataArraysInFile is unsigned 16bit integer variable.
		0x3D	AMMaxDataArraysInFile MSB		
	0x3B	0x3D	AMOnlySavePMData		AMOnlySavePMData is unsigned 8bit integer variable (1 or 0). Suggest that 10ms be used as delay between command byte and following byte.
Write Configuration variables 2	UX3B	AMSamplingIntervalCount LSB	0x3B		Suggest that 10ms be used as delay between command byte and following byte. AMSamplingIntervalCount is unsigned 16bit integer variable.
		AMSamplingIntervalCount MSB	AMSamplingIntervalCount LSB		
		AMidleIntervalCount LSB AMidleIntervalCount MSB	AMSamplingIntervalCount MSB AMIdleIntervalCount LSB		AMIdleIntervalCount is unsigned 16bit integer variable.
		AMFanOnInidle	AMIdleIntervalCount MSB		AMFanOnInIdle is unsigned 8bit integer variable (1 or 0).
		AMLaserOnInIdle AMMaxDataArraysInFile LSB	AMFanOninidie AMI aserOninidie		AMLaserOnInIdle is unsigned 8bit integer variable (1 or 0).
		AMMaxDataArraysInFile LSB AMMaxDataArraysInFile MSB	AMLaserOnInidie AMMaxDataArraysInFile LSB		AMMaxDataArraysinFile is unsigned 16bit integer variable.
		AMOnlySavePMData	AMMaxDataArraysInFile MSB		AMOnlySavePMData is unsigned 8bit integer variable (1 or 0).
Read histogram data (and reset histogram)	0x30	0x30	0xF3 Rin0 LSB	9ms	Suggest that 10ms be used as delay between command byte and following byte. Bin Counts (Bin0 - Bin15) are unsigned 16bit integer variables.
		0x30 0x30 0x30 0x30 0x30	Bin0 MSB	*	Value of shaded bytes doesn't matter.
		0x30	Bin1 LSB	Ľ.	
		0x30 0x30	Bin1 MSB Bin2 LSB		
		0x30	Bin2 MSB	-	
		0x30 0x30	Bin3 LSB Bin3 MSB	[
		0x30 0x30	Bin3 MSB Bin4 LSB	-	
		0x30	Bin4 MSB	Ľ.	
		0x30 0x30	BinS LSB BinS MSB		
		0x30	Bin6 LSB	-	
		0x30	Bin6 MSB Bin7 LSB	Ľ.	
		0x30 0x30	Bin7 LSB Rin7 MSR		
		0x30 0x30	Bin8 LSB	•	
			Bin8 MSB Bin9 LSB		
		0x30	Bin9 MSB		
		0x30	Bin10 LSB Rin10 MSR	:	
		0x30	Bin11 LSB		
		0x30	Bin11 MSB		
		0x30 0x30	Bin12 LSB Bin12 MSB		
		0x30	Bin13 LSB		
			Bin13 MSB	•	
		0x30 0x30	Bin14 LSB Bin14 MSB		
		0v20	Bin15 LSB		
		0x30 0x30	Bin15 MSB Bin1 MToF		"MToF" is an unsigned 8bit integer that represents the average
		0x30	Bin3 MToF		amount of time that particles sized in the stated bin took to
		0x30 0x30	BIn5 MToF Bin7 MToF	:	cross the OPS's laser beam. Each value is in 1/3 us. i.e. a value of 10 would represent 3.33us.
		0x30 0x30	Sample Flow Rate Byte0	•	'Sample Flow Rate' is a float variable occupying 4 bytes that represents the sample flow rate in ml/s.
		0x30	Sample Flow Rate Byte1		
		0x30 0x30	Sample Flow Rate Byte2 Sample Flow Rate Byte3		
		0x30 0x30	Temperature/Pressure LSB		Temperatrue and Pressure alternating. 'Temperature' is an unsigned 32bit integer that represents temperature in C multiplied by 10.
		0x30 0x30	Temperature/Pressure Byte1 Temperature/Pressure Byte2	:	32bit integer that represents temperature in C multiplied by 10.
		0x30	Temperature/Pressure MSB	-	'Pressure' is an unsigned 32bit integer that represents pressure in pascals.
		0x30	Sampling Period Byte0	L	Sampling Period' is a float variable occupying 4 bytes and is a
		0x30	Sampling Period Byte1 Sampling Period Byte2		measure of the histogram's actual sampling period in seconds.
		0x30	Sampling Period Byte3	•	
		0x30 0x30	Checksum LSB Checksum MSB		'Checksum' is an unsigned 16bit integer and is the least significant 16bits of the gum of the country in all the histogram blor.
		0x30	PM1 Byte0		16bits of the sum of the counts in all the histogram bins. PM1 is a float variable occupying 4 bytes. Units are ug/m ¹ .
		0x30	PM1 Byte1	Ľ.	
		0x30 0x30	PM1 Byte2 PM1 Byte3		
		0x30	PM2.5 Byte0		PM2.5 is a float variable occupying 4 bytes. Units are ug/m¹.
		0x30 0x30	PM2.5 Byte1 PM2.5 Byte2		
			PM2.5 Byte2 PM2.5 Byte3	-	
		0x30	PM10 Byte0	•	PM10 is a float variable occupying 4 bytes. Units are ug/m ¹ .
		0x30 0x30	PM10 Byte1 PM10 Byte2	[
		0x30	PM10 Byte3	NA NA	
Read PM data (and reset histogram)	0x32		0xF3		Suggest that 10ms be used as delay between command byte and following byte.
		0x32 0x32 0x32 0x32	PM1 Byte0 PM1 Byte1		PM1 is a float variable occupying 4 bytes. Units are ug/m1.
		0x32	PM1 Byte2		
		0x32	PM1 Byte3		
		0x32 0x32	PM2.5 Byte0 PM2.5 Byte1		PM2.5 is a float variable occupying 4 bytes. Units are ug/m¹.
		0x32	PM2.5 Byte2		
		0x32	PM2.5 Byte3		MATO In a Rest world in committee of the day Unite services
		0x32 0x32	PM10 Byte0 PM10 Byte1		PM10 is a float variable occupying 4 bytes. Units are ug/m ¹ .
		0x32	PM10 Byte2		
Save Configuration Variables in non-volatile memory	0x43	0x32	PM10 Byte3 0xF3	Emr	Support that 10mr ha used as delay habusen command buts and following buts
Save Co. miguration variables in non-volatile memory	UA43	0x3F	0x43	6us	Suggest that 10ms be used as delay between command byte and following byte. Initial command byte must be followed by sequence of bytes (shown in red).
			0x3F		
		0x3F 0x3C	0x3C 0x3F	-	
		0x43	0x3C	NA NA	
	0xCF 0x41		0xF3 0xF3	NA NA	
Eriter Duotitudaer mode	0.041	OWET	June 2	INA.	

In general, suggest that the delay following first byte of any command sequence is 10ms and the delay between subsequent byte transfers is 10us.