CANID\_HB\_CPSWSV1

payload layout

11/06/2020

DLC: 8

PAYLOAD\_TYPE: S8\_U8\_7

Function that sends: CPSWSV1

Send payload:

When any switch changes, but following msg no sooner than 16 ms after previous msg.

When heartbeat duration expires, but no sooner than 16 ms after previous msg.

Switched states are after debouncing, if applicable to the switch.

SAFE/ACTIVE: NO and NC contacts used for R-S flip-flop type debouncing.

Switch sense: bit is 0 when switch is closed.

Levelwind Mode: Three way switch: OFF-CENTER-TRACK

payload[0] S8

Status

0 = No issues (green)

-1 = Switches appear open

…

payload[1] U8

bit 7 – SAFE/ACTIVE (R-S toggle)

0 = safe

1 = active

bit 6 - (pushbutton) Arm

bit 5 – (pushbutton) Retrieve

bit 4 – (pushbutton) Zero Tension

bit 3 – (pushbutton) Zero Odometer

bit 2 – (pushbutton) Apply brake

bit 1 – (pushbutton) Actuate guillotine

bit 0 – (pushbutton) Emergency

payload[2] U8

bit 7:6 Levelwind Mode

00 = not applicable

01 = Track

10 = Center

11 = Off

bit 5 – (pushbutton) Levelwind Index

bit 4 – (pushbutton) Levelwind Forward

bit 3 – (pushbutton) Remote Control Panel Enable

bit 2:0 – (pushbutton) Active drum

000 = all drums

001 = drum #1

…

111 = drum #7

payload[3] U8 0 = drum not operational, or unassigned

bit 7 – unassigned

bit 6 – Drum #7 operational (toggle switch)

bit 5 – Drum #6 operational (toggle switch)

bit 4 – Drum #5 operational (toggle switch)

bit 3 – Drum #4 operational (toggle switch)

bit 2 – Drum #3 operational (toggle switch)

bit 1 – Drum #2 operational (toggle switch)

bit 0 – Drum #1 operational (toggle switch)

payload[4] U8 = 0 Reserve for switch expansion

payload[5] U8 = 0 Reserve for switch expansion

payload[6] U8 = 0 Reserve for switch expansion

payload[7] U8 = 0 Reserve for switch expansion