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1 Introduction and Scope

This document is designed to supply supplementary information for those OPC-N3 users wishing to write their own programs to drive the OPC unit rather than relying on the supplied software.

This document should be used in conjunction with the OPC-N3 Optical Particle Counter Manual (072-0502).

A coding example, in the form of a flow chart, is provided, as well as additional information on timing, full details of all the SPI Commands and configuration information and also a list of OPC-N3 Factory settings.

The command list supplied is for firmware 1.14 - 1.17a.

2 Coding Example/flow chart

1. Set up SPI interface as follows:
SPI Mode1 (clock idle low, data transmitted on clock leading edge).
Set SPI frequency to between 300 kHz and 750 kHz.
2. SPI Master system must drive MOSI and SCK and SS communication lines.
3. Delay between a command byte and any subsequent bytes of an SPI communication should be $> 10\text{ ms}$ ($< 100\text{ ms}$).
4. Delay between final byte of one SPI communication and first byte (command byte) of the next SPI communication should be $> 10\text{ ms}$ ($< 100\text{ ms}$).
5. Interval between bytes following the command byte of an SPI communication should be $> 10\text{ }\mu\text{s}$ ($< 100\text{ }\mu\text{s}$).
6. Under certain circumstances the intervals may need to be longer i.e. the interval between one 'Get Histogram' communication sequence and the next should be between 0.5 s and 20 s and no greater than 60 s. The interval after a 'Switch Peripherals/Fan on' sequence should be $> 600\text{ ms}$ ($< 2\text{ s}$) to allow the firmware time to perform multiple attempts to switch the fan on. Normally users should allow a much longer time than this anyway e.g. 5-10 s to allow the fan to get up to speed. Following power-up, the OPC should be allowed at least 2 s to initialise before beginning SPI communication.
7. The first histogram data set in a session, or the first histogram obtained after any kind of error condition has passed, will have been recorded over an unknown sampling period and should be discarded.
8. The timings and SPI frequencies specified are guidelines only. Users may experiment with different timings at their own risk.
9. The SS connection to the OPC should be driven LOW during any SPI communication with the OPC.

Notes on OPC-N3 Flow Chart:

Flow chart is an example of switching the OPC fan and laser on and off and reading histogram data. Only one peripheral ON/OFF value can follow a 0x03 power SPI command byte. If it is desired to switch multiple peripherals, each one must be switched with a separate 0x03 byte → option byte sequence.

* 0x03 is SPI command byte to control power states of OPC peripherals: fan, laser etc.

0x02 is SPI byte following 0x03 to turn fan OFF.

0x03 is SPI byte following 0x03 to turn fan ON.

0x06 is SPI byte following 0x03 to turn laser OFF.

0x07 is SPI byte following 0x03 to turn laser ON.

0x30 is SPI command byte to request a histogram data set.

0xF3 indicates OPC ready for SPI communication.

0x31 (not shown on flow chart) indicates OPC is busy and not yet ready for SPI communication

A coding example for use with an Arduino Uno is available on request.

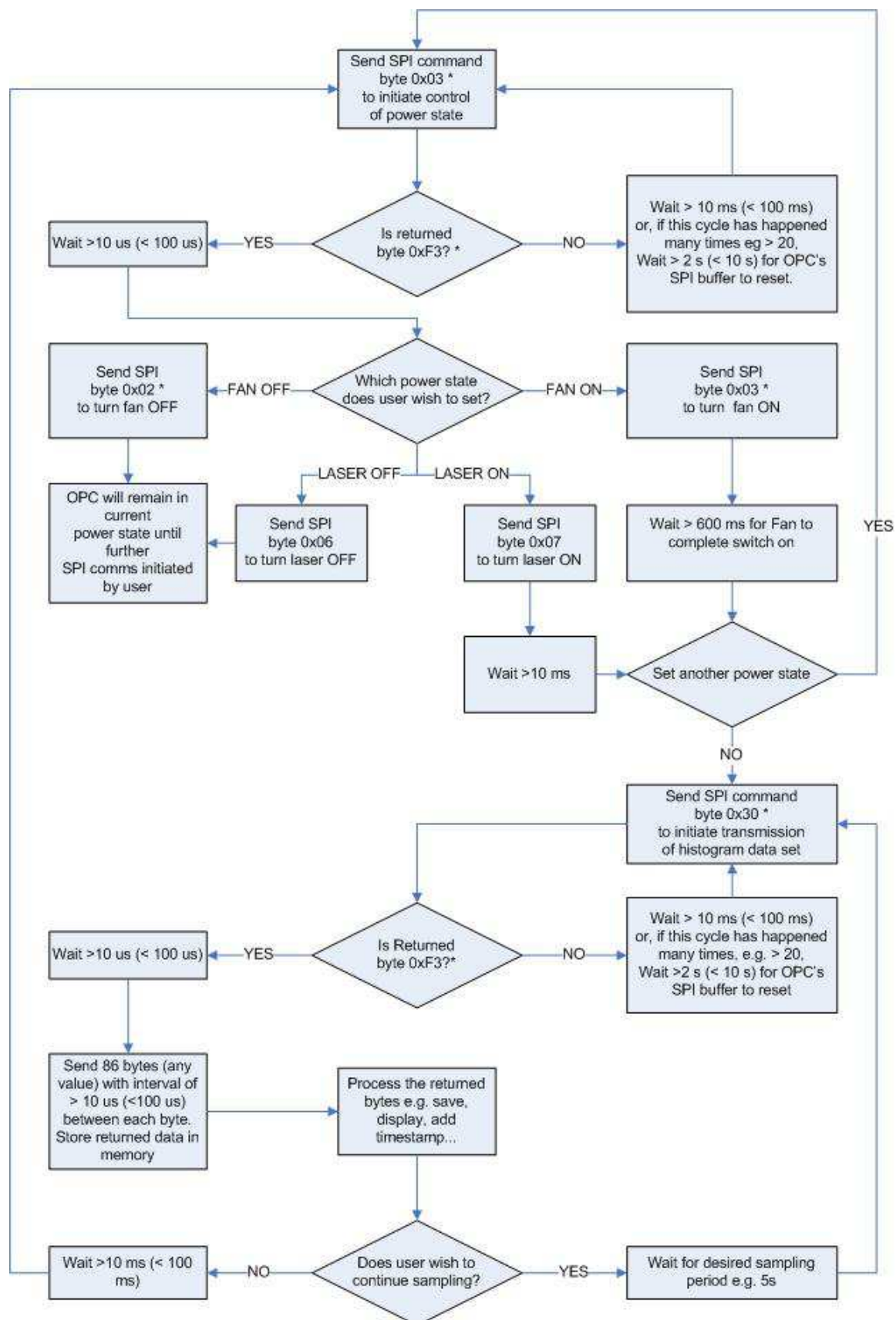


Figure 1: Flow chart depicting a typical sequence of commands and delays to run an OPC-N3 histogram sampling session.

3 Firmware commands

OPC-N3 SPI functions (from point of view of SPI Master system) for firmware version 1.14-1.17a.

Function	Command byte	Byte transfer index	Byte(s) out	Byte(s) in (0xF3 is set as standard initial return byte value from OPC-N3)	Notes
Write peripheral power status	0x03		0x03	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x03	0xF3	
		0	OptionByte	0x03	
Read DAC and power status	0x13		0x13	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x13	0xF3	
		0	0x13	Fan_ON	Fan_ON is an 8bit unsigned integer variable. LaserDAC_ON is an 8bit unsigned integer variable. FanDACval is an 8bit unsigned integer variable. LaserDACval is an 8bit unsigned integer variable. LaserSwitch is an 8bit unsigned integer variable. This parameter is an unsigned 8bit integer comprising Gain and AutoGainToggle settings. Bit 0 represents the Gain setting (1 for high gain, 0 for low gain). Bit 1 represents the AutoGainToggle setting (1 for ON, 0 for OFF). E.g. a decimal value of 3 translated to binary would be "00000011". Here bits 0 and 1 are both at value 1, indicating that High Gain is
		1	0x13	LaserDAC_ON	
		2	0x13	FanDACval	
		3	0x13	LaserDACval	
		4	0x13	LaserSwitch	
		5	0x13	Gain and AutoGainToggle setting	

					selected and Auto Gain Toggle is enabled.
Set Fan or Laser digital pot	0x42		0x42	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x42	0xF3	
		0	Channel	0x42	Channel is 0 for Fan, 1 for Laser. Digital pot setting is unsigned 8bit integer variable.
		1	Digital pot setting	Channel	
Set Bin Weighting Index	0x05		0x05	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x05	0xF3	
		0	BinWeightingIndex	0x05	BinWeightingIndex (0-10) is an 8bit unsigned integer that represents the index of the preset bin weightings to use.
Read information string	0x3F		0x3F	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x3F	0xF3	
		0	0x3F	InfoStr ascii char00: "O" (=0x4F)	SerialStr is a string of 60 characters. Value of shaded bytes doesn't matter.
		1	0x3F	InfoStr ascii char01: "P" (=0x50)	
		2	0x3F	InfoStr ascii char02: "C" (=0x43)	
		3	0x3F	InfoStr ascii char03: "-" (=0x2D)	
		4	0x3F	InfoStr ascii char04: "N" (=0x4E)	
		5	0x3F	InfoStr ascii char05: "3" (=0x33)	
		6	0x3F	InfoStr ascii char06: " " (=0x20)	
		7	0x3F	InfoStr ascii char07: "I" (=0x49)	
		8	0x3F	InfoStr ascii char08: "s" (=0x73)	
		9	0x3F	InfoStr ascii char09: "s" (=0x73)	
		10	0x3F	InfoStr ascii char10: "1" (=0x31)	
		11	0x3F	InfoStr ascii char11: "." (=0x2E)	
		12	0x3F	InfoStr ascii char12: "1" (=0x31)	
		13	0x3F	InfoStr ascii char13: " " (=0x20)	
		14	0x3F	InfoStr ascii char14: "F" (=0x46)	
		15	0x3F	InfoStr ascii char15: "I" (=0x69)	
		16	0x3F	InfoStr ascii char16: "r" (=0x72)	
		17	0x3F	InfoStr ascii char17: "m" (=0x6D)	
		18	0x3F	InfoStr ascii char18: "w" (=0x77)	
		19	0x3F	InfoStr ascii char19: "a" (=0x61)	
		20	0x3F	InfoStr ascii char20: "r" (=0x72)	
		21	0x3F	InfoStr ascii char21: "e" (=0x65)	
		22	0x3F	InfoStr ascii char22: "V" (=0x56)	
		23	0x3F	InfoStr ascii char23: "e" (=0x65)	
		24	0x3F	InfoStr ascii char24: "r" (=0x72)	

		25	0x3F	InfoStr ascii char25: "=" (=0x3D)	
		26	0x3F	InfoStr ascii char26: "1" (=0x31)	
		27	0x3F	InfoStr ascii char27: "." (=0x2E)	
		28	0x3F	InfoStr ascii char28: "1" (=0x31)	
		29	0x3F	InfoStr ascii char29: "4" (=0x34)	
		30	0x3F	InfoStr ascii char30: "." (=0x2E)	
		31	0x3F	InfoStr ascii char31: "." (=0x2E)	
		32	0x3F	InfoStr ascii char32: "." (=0x2E)	
		33	0x3F	InfoStr ascii char33: "." (=0x2E)	
		34	0x3F	InfoStr ascii char34: "." (=0x2E)	
		35	0x3F	InfoStr ascii char35: "." (=0x2E)	
		36	0x3F	InfoStr ascii char36: "." (=0x2E)	
		37	0x3F	InfoStr ascii char37: "." (=0x2E)	
		38	0x3F	InfoStr ascii char38: "." (=0x2E)	
		39	0x3F	InfoStr ascii char39: "." (=0x2E)	
		40	0x3F	InfoStr ascii char40: "." (=0x2E)	
		41	0x3F	InfoStr ascii char41: "." (=0x2E)	
		42	0x3F	InfoStr ascii char42: "." (=0x2E)	
		43	0x3F	InfoStr ascii char43: "." (=0x2E)	
		44	0x3F	InfoStr ascii char44: "." (=0x2E)	
		45	0x3F	InfoStr ascii char45: "." (=0x2E)	
		46	0x3F	InfoStr ascii char46: "." (=0x2E)	
		47	0x3F	InfoStr ascii char47: "." (=0x2E)	
		48	0x3F	InfoStr ascii char48: "." (=0x2E)	
		49	0x3F	InfoStr ascii char49: "." (=0x2E)	
		50	0x3F	InfoStr ascii char50: "." (=0x2E)	
		51	0x3F	InfoStr ascii char51: "." (=0x2E)	
		52	0x3F	InfoStr ascii char52: "." (=0x2E)	
		53	0x3F	InfoStr ascii char53: "." (=0x2E)	
		54	0x3F	InfoStr ascii char54: "." (=0x2E)	
		55	0x3F	InfoStr ascii char55: "." (=0x2E)	
		56	0x3F	InfoStr ascii char56: "." (=0x2E)	
		57	0x3F	InfoStr ascii char57: "." (=0x2E)	
		58	0x3F	InfoStr ascii char58: "B" (=0x42)	
		59	0x3F	InfoStr ascii char59: "S" (=0x53)	
Read serial number string	0x10		0x10	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x10	0xF3	
		0	0x10	SerialStr ascii char00	SerialStr is a string of 60 characters. Value of shaded bytes doesn't matter.
		1	0x10	SerialStr ascii char01	
		2	0x10	SerialStr ascii char02	
		3	0x10	SerialStr ascii char03	
		4	0x10	SerialStr ascii char04	
		5	0x10	SerialStr ascii char05	
		6	0x10	SerialStr ascii char06	

7	0x10	SerialStr ascii char07
8	0x10	SerialStr ascii char08
9	0x10	SerialStr ascii char09
10	0x10	SerialStr ascii char10
11	0x10	SerialStr ascii char11
12	0x10	SerialStr ascii char12
13	0x10	SerialStr ascii char13
14	0x10	SerialStr ascii char14
15	0x10	SerialStr ascii char15
16	0x10	SerialStr ascii char16
17	0x10	SerialStr ascii char17
18	0x10	SerialStr ascii char18
19	0x10	SerialStr ascii char19
20	0x10	SerialStr ascii char20
21	0x10	SerialStr ascii char21
22	0x10	SerialStr ascii char22
23	0x10	SerialStr ascii char23
24	0x10	SerialStr ascii char24
25	0x10	SerialStr ascii char25
26	0x10	SerialStr ascii char26
27	0x10	SerialStr ascii char27
28	0x10	SerialStr ascii char28
29	0x10	SerialStr ascii char29
30	0x10	SerialStr ascii char30
31	0x10	SerialStr ascii char31
32	0x10	SerialStr ascii char32
33	0x10	SerialStr ascii char33
34	0x10	SerialStr ascii char34
35	0x10	SerialStr ascii char35
36	0x10	SerialStr ascii char36
37	0x10	SerialStr ascii char37
38	0x10	SerialStr ascii char38
39	0x10	SerialStr ascii char39
40	0x10	SerialStr ascii char40
41	0x10	SerialStr ascii char41
42	0x10	SerialStr ascii char42
43	0x10	SerialStr ascii char43
44	0x10	SerialStr ascii char44
45	0x10	SerialStr ascii char45
46	0x10	SerialStr ascii char46
47	0x10	SerialStr ascii char47
48	0x10	SerialStr ascii char48
49	0x10	SerialStr ascii char49
50	0x10	SerialStr ascii char50
51	0x10	SerialStr ascii char51
52	0x10	SerialStr ascii char52

		53	0x10	SerialStr ascii char53	
		54	0x10	SerialStr ascii char54	
		55	0x10	SerialStr ascii char55	
		56	0x10	SerialStr ascii char56	
		57	0x10	SerialStr ascii char57	
		58	0x10	SerialStr ascii char58	
		59	0x10	SerialStr ascii char59	
Write serial number string	0x11		0x11	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x11	0xF3	
		0	SerialStr ascii char00	0x11	SerialStr is a string of 60 characters. This string can only be written once.
		1	SerialStr ascii char01	SerialStr ascii char00	
		2	SerialStr ascii char02	SerialStr ascii char01	
		3	SerialStr ascii char03	SerialStr ascii char02	
		4	SerialStr ascii char04	SerialStr ascii char03	
		5	SerialStr ascii char05	SerialStr ascii char04	
		6	SerialStr ascii char06	SerialStr ascii char05	
		7	SerialStr ascii char07	SerialStr ascii char06	
		8	SerialStr ascii char08	SerialStr ascii char07	
		9	SerialStr ascii char09	SerialStr ascii char08	
		10	SerialStr ascii char10	SerialStr ascii char09	
		11	SerialStr ascii char11	SerialStr ascii char10	
		12	SerialStr ascii char12	SerialStr ascii char11	
		13	SerialStr ascii char13	SerialStr ascii char12	
		14	SerialStr ascii char14	SerialStr ascii char13	
		15	SerialStr ascii char15	SerialStr ascii char14	
		16	SerialStr ascii char16	SerialStr ascii char15	
		17	SerialStr ascii char17	SerialStr ascii char16	
		18	SerialStr ascii char18	SerialStr ascii char17	
		19	SerialStr ascii char19	SerialStr ascii char18	
		20	SerialStr ascii char20	SerialStr ascii char19	
		21	SerialStr ascii char21	SerialStr ascii char20	
		22	SerialStr ascii char22	SerialStr ascii char21	
		23	SerialStr ascii char23	SerialStr ascii char22	
		24	SerialStr ascii char24	SerialStr ascii char23	
		25	SerialStr ascii char25	SerialStr ascii char24	
		26	SerialStr ascii char26	SerialStr ascii char25	
		27	SerialStr ascii char27	SerialStr ascii char26	
		28	SerialStr ascii char28	SerialStr ascii char27	
		29	SerialStr ascii char29	SerialStr ascii char28	
		30	SerialStr ascii char30	SerialStr ascii char29	
		31	SerialStr ascii char31	SerialStr ascii char30	
		32	SerialStr ascii char32	SerialStr ascii char31	
		33	SerialStr ascii char33	SerialStr ascii char32	
		34	SerialStr ascii char34	SerialStr ascii char33	

		35	SerialStr ascii char35	SerialStr ascii char34	
		36	SerialStr ascii char36	SerialStr ascii char35	
		37	SerialStr ascii char37	SerialStr ascii char36	
		38	SerialStr ascii char38	SerialStr ascii char37	
		39	SerialStr ascii char39	SerialStr ascii char38	
		40	SerialStr ascii char40	SerialStr ascii char39	
		41	SerialStr ascii char41	SerialStr ascii char40	
		42	SerialStr ascii char42	SerialStr ascii char41	
		43	SerialStr ascii char43	SerialStr ascii char42	
		44	SerialStr ascii char44	SerialStr ascii char43	
		45	SerialStr ascii char45	SerialStr ascii char44	
		46	SerialStr ascii char46	SerialStr ascii char45	
		47	SerialStr ascii char47	SerialStr ascii char46	
		48	SerialStr ascii char48	SerialStr ascii char47	
		49	SerialStr ascii char49	SerialStr ascii char48	
		50	SerialStr ascii char50	SerialStr ascii char49	
		51	SerialStr ascii char51	SerialStr ascii char50	
		52	SerialStr ascii char52	SerialStr ascii char51	
		53	SerialStr ascii char53	SerialStr ascii char52	
		54	SerialStr ascii char54	SerialStr ascii char53	
		55	SerialStr ascii char55	SerialStr ascii char54	
		56	SerialStr ascii char56	SerialStr ascii char55	
		57	SerialStr ascii char57	SerialStr ascii char56	
		58	SerialStr ascii char58	SerialStr ascii char57	
		59	SerialStr ascii char59	SerialStr ascii char58	
Read Firmware Version	0x12		0x12	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x12	0xF3	
		0	0x12	FirmwareVerMajor	FirmwareVerMajor is an 8bit unsigned integer variable.
		1	0x12	FirmwareVerMinor	FirmwareVerMinor is an 8bit unsigned integer variable.
Read Configuration Variables	0x3C		0x3C	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x3C	0xF3	
		0	0x3C	BB0 LSB	Bin Boundaries ADC (BB0 – BB24) are 16bit unsigned integer variables. Value of shaded bytes doesn't matter.
		1	0x3C	BB0 MSB	
		2	0x3C	BB1 LSB	
		3	0x3C	BB1 MSB	
		4	0x3C	BB2 LSB	
		5	0x3C	BB2 MSB	
		6	0x3C	BB3 LSB	
		7	0x3C	BB3 MSB	
		8	0x3C	BB4 LSB	
		9	0x3C	BB4 MSB	

10	0x3C	BB5 LSB
11	0x3C	BB5 MSB
12	0x3C	BB6 LSB
13	0x3C	BB6 MSB
14	0x3C	BB7 LSB
15	0x3C	BB7 MSB
16	0x3C	BB8 LSB
17	0x3C	BB8 MSB
18	0x3C	BB9 LSB
19	0x3C	BB9 MSB
20	0x3C	BB10 LSB
21	0x3C	BB10 MSB
22	0x3C	BB11 LSB
23	0x3C	BB11 MSB
24	0x3C	BB12 LSB
25	0x3C	BB12 MSB
26	0x3C	BB13 LSB
27	0x3C	BB13 MSB
28	0x3C	BB14 LSB
29	0x3C	BB14 MSB
30	0x3C	BB15 LSB
31	0x3C	BB15 MSB
32	0x3C	BB16 LSB
33	0x3C	BB16 MSB
34	0x3C	BB17 LSB
35	0x3C	BB17 MSB
36	0x3C	BB18 LSB
37	0x3C	BB18 MSB
38	0x3C	BB19 LSB
39	0x3C	BB19 MSB
40	0x3C	BB20 LSB
41	0x3C	BB20 MSB
42	0x3C	BB21 LSB
43	0x3C	BB21 MSB
44	0x3C	BB22 LSB
45	0x3C	BB22 MSB
46	0x3C	BB23 LSB
47	0x3C	BB23 MSB
48	0x3C	BB24 LSB
49	0x3C	BB24 MSB
50	0x3C	BBD0 LSB
51	0x3C	BBD0 MSB
52	0x3C	BBD1 LSB

Bin Boundaries
diameter(um) (BBD0 –
BBD24) are 16bit unsigned
integer variables
representing the diameter in
um x100.

53	0x3C	BBD1 MSB
54	0x3C	BBD2 LSB
55	0x3C	BBD2 MSB
56	0x3C	BBD3 LSB
57	0x3C	BBD3 MSB
58	0x3C	BBD4 LSB
59	0x3C	BBD4 MSB
60	0x3C	BBD5 LSB
61	0x3C	BBD5 MSB
62	0x3C	BBD6 LSB
63	0x3C	BBD6 MSB
64	0x3C	BBD7 LSB
65	0x3C	BBD7 MSB
66	0x3C	BBD8 LSB
67	0x3C	BBD8 MSB
68	0x3C	BBD9 LSB
69	0x3C	BBD9 MSB
70	0x3C	BBD10 LSB
71	0x3C	BBD10 MSB
72	0x3C	BBD11 LSB
73	0x3C	BBD11 MSB
74	0x3C	BBD12 LSB
75	0x3C	BBD12 MSB
76	0x3C	BBD13 LSB
77	0x3C	BBD13 MSB
78	0x3C	BBD14 LSB
79	0x3C	BBD14 MSB
80	0x3C	BBD15 LSB
81	0x3C	BBD15 MSB
82	0x3C	BBD16 LSB
83	0x3C	BBD16 MSB
84	0x3C	BBD17 LSB
85	0x3C	BBD17 MSB
86	0x3C	BBD18 LSB
87	0x3C	BBD18 MSB
88	0x3C	BBD19 LSB
89	0x3C	BBD19 MSB
90	0x3C	BBD20 LSB
91	0x3C	BBD20 MSB
92	0x3C	BBD21 LSB
93	0x3C	BBD21 MSB
94	0x3C	BBD22 LSB
95	0x3C	BBD22 MSB
96	0x3C	BBD23 LSB
97	0x3C	BBD23 MSB
98	0x3C	BBD24 LSB

99	0x3C	BBD24 MSB	Bin Weightings (BW0 – BW23) are 16bit unsigned integer variables.
100	0x3C	BW0 LSB	
101	0x3C	BW0 MSB	
102	0x3C	BW1 LSB	
103	0x3C	BW1 MSB	
104	0x3C	BW2 LSB	
105	0x3C	BW2 MSB	
106	0x3C	BW3 LSB	
107	0x3C	BW3 MSB	
108	0x3C	BW4 LSB	
109	0x3C	BW4 MSB	
110	0x3C	BW5 LSB	
111	0x3C	BW5 MSB	
112	0x3C	BW6 LSB	
113	0x3C	BW6 MSB	
114	0x3C	BW7 LSB	
115	0x3C	BW7 MSB	
116	0x3C	BW8 LSB	
117	0x3C	BW8 MSB	
118	0x3C	BW9 LSB	
119	0x3C	BW9 MSB	
120	0x3C	BW10 LSB	
121	0x3C	BW10 MSB	
122	0x3C	BW11 LSB	
123	0x3C	BW11 MSB	
124	0x3C	BW12 LSB	
125	0x3C	BW12 MSB	
126	0x3C	BW13 LSB	
127	0x3C	BW13 MSB	
128	0x3C	BW14 LSB	
129	0x3C	BW14 MSB	
130	0x3C	BW15 LSB	
131	0x3C	BW15 MSB	
132	0x3C	BW16 LSB	
133	0x3C	BW16 MSB	
134	0x3C	BW17 LSB	
135	0x3C	BW17 MSB	
136	0x3C	BW18 LSB	
137	0x3C	BW18 MSB	
138	0x3C	BW19 LSB	
139	0x3C	BW19 MSB	
140	0x3C	BW20 LSB	
141	0x3C	BW20 MSB	
142	0x3C	BW21 LSB	
143	0x3C	BW21 MSB	

		144	0x3C	BW22 LSB	
		145	0x3C	BW22 MSB	
		146	0x3C	BW23 LSB	
		147	0x3C	BW23 MSB	
					M_A (PM diameter A) is a 16bit unsigned integer variable representing diameter in um * 100.
		148	0x3C	M_A LSB	
		149	0x3C	M_A MSB	
					M_B (PM diameter B) is a 16bit unsigned integer variable representing diameter in um * 100.
		150	0x3C	M_B LSB	
		151	0x3C	M_B MSB	
					M_C (PM diameter C) is a 16bit unsigned integer variable representing diameter in um * 100.
		152	0x3C	M_C LSB	
		153	0x3C	M_C MSB	
					MaxTOF (Maximum Time Of Flight) is a 16bit unsigned integer variable.
		154	0x3C	MaxTOF LSB	
		155	0x3C	MaxTOF MSB	
					AMSamplingIntervalCount is a 16bit unsigned integer variable.
		156	0x3C	AMSamplingIntervalCount LSB	
		157	0x3C	AMSamplingIntervalCount MSB	
					AMIdleIntervalCount is a 16bit unsigned integer variable.
		158	0x3C	AMIdleIntervalCount LSB	
		159	0x3C	AMIdleIntervalCount MSB	
					AMMaxDataArraysInFile is a 16bit unsigned integer variable.
		160	0x3C	AMMaxDataArraysInFile LSB	
		161	0x3C	AMMaxDataArraysInFile MSB	
					AMOnlySavePMDData is an 8bit unsigned integer variable.
		162	0x3C	AMOnlySavePMDData	
		163	0x3C	AMFanOnInIdle	AMFanOnInIdle is an 8bit unsigned integer variable.
		164	0x3C	AMLaserOnInIdle	AMLaserOnInIdle is an 8bit unsigned integer variable.
					Time of Flight to Sample Flow Rate conversion factor' is an 8bit unsigned integer variable.
		165	0x3C	TOF to SFR factor	
					PVP (Particle Validation Period) is an 8bit unsigned integer variable.
		166	0x3C	PVP	
					BinWeightingIndex (0-9) is an 8bit unsigned integer that represents the index of the preset bin weightings to use.
		167	0x3C	BinWeightingIndex	
Write Configuration Variables	0x3A		0x3A	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x3A	0xF3	
		0	BB0 LSB	0x3A	Bin Boundaries ADC (BB0 – BB16) are 16bit unsigned integer variables.

1	BB0 MSB	BB0 LSB
2	BB1 LSB	BB0 MSB
3	BB1 MSB	BB1 LSB
4	BB2 LSB	BB1 MSB
5	BB2 MSB	BB2 LSB
6	BB3 LSB	BB2 MSB
7	BB3 MSB	BB3 LSB
8	BB4 LSB	BB3 MSB
9	BB4 MSB	BB4 LSB
10	BB5 LSB	BB4 MSB
11	BB5 MSB	BB5 LSB
12	BB6 LSB	BB5 MSB
13	BB6 MSB	BB6 LSB
14	BB7 LSB	BB6 MSB
15	BB7 MSB	BB7 LSB
16	BB8 LSB	BB7 MSB
17	BB8 MSB	BB8 LSB
18	BB9 LSB	BB8 MSB
19	BB9 MSB	BB9 LSB
20	BB10 LSB	BB9 MSB
21	BB10 MSB	BB10 LSB
22	BB11 LSB	BB10 MSB
23	BB11 MSB	BB11 LSB
24	BB12 LSB	BB11 MSB
25	BB12 MSB	BB12 LSB
26	BB13 LSB	BB12 MSB
27	BB13 MSB	BB13 LSB
28	BB14 LSB	BB13 MSB
29	BB14 MSB	BB14 LSB
30	BB15 LSB	BB14 MSB
31	BB15 MSB	BB15 LSB
32	BB16 LSB	BB15 MSB
33	BB16 MSB	BB16 LSB
34	BB17 LSB	BB16 MSB
35	BB17 MSB	BB17 LSB
36	BB18 LSB	BB17 MSB
37	BB18 MSB	BB18 LSB
38	BB19 LSB	BB18 MSB
39	BB19 MSB	BB19 LSB
40	BB20 LSB	BB19MSB
41	BB20 MSB	BB20 LSB
42	BB21 LSB	BB20 MSB
43	BB21 MSB	BB21 LSB
44	BB22 LSB	BB21 MSB
45	BB22 MSB	BB22 LSB
46	BB23 LSB	BB22 MSB

47	BB23 MSB	BB23 LSB
48	BB24 LSB	BB23 MSB
49	BB24 MSB	BB24 LSB
50	BBD0 LSB	BB24 MSB
51	BBD0 MSB	BBD0 LSB
52	BBD1 LSB	BBD0 MSB
53	BBD1 MSB	BBD1 LSB
54	BBD2 LSB	BBD1 MSB
55	BBD2 MSB	BBD2 LSB
56	BBD3 LSB	BBD2 MSB
57	BBD3 MSB	BBD3 LSB
58	BBD4 LSB	BBD3 MSB
59	BBD4 MSB	BBD4 LSB
60	BBD5 LSB	BBD4 MSB
61	BBD5 MSB	BBD5 LSB
62	BBD6 LSB	BBD5 MSB
63	BBD6 MSB	BBD6 LSB
64	BBD7 LSB	BBD6 MSB
65	BBD7 MSB	BBD7 LSB
66	BBD8 LSB	BBD7 MSB
67	BBD8 MSB	BBD8 LSB
68	BBD9 LSB	BBD8 MSB
69	BBD9 MSB	BBD9 LSB
70	BBD10 LSB	BBD9 MSB
71	BBD10 MSB	BBD10 LSB
72	BBD11 LSB	BBD10 MSB
73	BBD11 MSB	BBD11 LSB
74	BBD12 LSB	BBD11 MSB
75	BBD12 MSB	BBD12 LSB
76	BBD13 LSB	BBD12 MSB
77	BBD13 MSB	BBD13 LSB
78	BBD14 LSB	BBD13 MSB
79	BBD14 MSB	BBD14 LSB
80	BBD15 LSB	BBD14 MSB
81	BBD15 MSB	BBD15 LSB
82	BBD16 LSB	BBD15 MSB
83	BBD16 MSB	BBD16 LSB
84	BBD17 LSB	BBD16 MSB
85	BBD17 MSB	BBD17 LSB
86	BBD18 LSB	BBD17 MSB
87	BBD18 MSB	BBD18 LSB
88	BBD19 LSB	BBD18 MSB
89	BBD19 MSB	BBD19 LSB

Bin Boundaries
diameter(um) (BBD0 –
BBD24) are 16bit unsigned
integer variables
representing the diameter in
um x100.

90	BBD20 LSB	BBD19 MSB
91	BBD20 MSB	BBD20 LSB
92	BBD21 LSB	BBD20 MSB
93	BBD21 MSB	BBD21 LSB
94	BBD22 LSB	BBD21 MSB
95	BBD22 MSB	BBD22 LSB
96	BBD23 LSB	BBD22 MSB
97	BBD23 MSB	BBD23 LSB
98	BBD24 LSB	BBD23 MSB
99	BBD24 MSB	BBD24 LSB

100	BW0 LSB	BBD24 MSB
101	BW0 MSB	BW0 LSB
102	BW1 LSB	BW0 MSB
103	BW1 MSB	BW1 LSB
104	BW2 LSB	BW1 MSB
105	BW2 MSB	BW2 LSB
106	BW3 LSB	BW2 MSB
107	BW3 MSB	BW3 LSB
108	BW4 LSB	BW3 MSB
109	BW4 MSB	BW4 LSB
110	BW5 LSB	BW4 MSB
111	BW5 MSB	BW5 LSB
112	BW6 LSB	BW5 MSB
113	BW6 MSB	BW6 LSB
114	BW7 LSB	BW6 MSB
115	BW7 MSB	BW7 LSB
116	BW8 LSB	BW7 MSB
117	BW8 MSB	BW8 LSB
118	BW9 LSB	BW8 MSB
119	BW9 MSB	BW9 LSB
120	BW10 LSB	BW9 MSB
121	BW10 MSB	BW10 LSB
122	BW11 LSB	BW10 MSB
123	BW11 MSB	BW11 LSB
124	BW12 LSB	BW11 MSB
125	BW12 MSB	BW12 LSB
126	BW13 LSB	BW12 MSB
127	BW13 MSB	BW13 LSB
128	BW14 LSB	BW13 MSB
129	BW14 MSB	BW14 LSB
130	BW15 LSB	BW14 MSB
131	BW15 MSB	BW15 LSB
132	BW16 LSB	BW15 MSB
133	BW16 MSB	BW16 LSB
134	BW17 LSB	BW16 MSB

Bin Weightings (BW0 – BW23) are 16bit unsigned integer variables.

		135	BW17 MSB	BW17 LSB	
		136	BW18 LSB	BW17 MSB	
		137	BW18 MSB	BW18 LSB	
		138	BW19 LSB	BW18 MSB	
		139	BW19 MSB	BW19 LSB	
		140	BW20 LSB	BW19 MSB	
		141	BW20 MSB	BW20 LSB	
		142	BW21 LSB	BW20 MSB	
		143	BW21 MSB	BW21 LSB	
		144	BW22 LSB	BW21 MSB	
		145	BW22 MSB	BW22 LSB	
		146	BW23 LSB	BW22 MSB	
		147	BW23 MSB	BW23 LSB	
		148	M_A LSB	BW23 MSB	M_A (PM diameter A) is a 16bit unsigned integer variable representing diameter in $\mu\text{m} * 100$.
		149	M_A MSB	M_A LSB	
		150	M_B LSB	M_A MSB	M_B (PM diameter B) is a 16bit unsigned integer variable representing diameter in $\mu\text{m} * 100$.
		151	M_B MSB	M_B LSB	
		152	M_C LSB	M_B MSB	M_C (PM diameter C) is a 16bit unsigned integer variable representing diameter in $\mu\text{m} * 100$.
		153	M_C MSB	M_C LSB	
		154	MaxTOF Byte0	M_C MSB	Max Time of Flight' is a 16bit unsigned integer variable.
		155	MaxTOF Byte1	MaxTOF Byte0	
		156	AMSamplingIntervalCount LSB	MaxTOF Byte1	AMSamplingIntervalCount is a 16bit unsigned integer variable.
		157	AMSamplingIntervalCount MSB	AMSamplingIntervalCount LSB	
		158	AMIdleIntervalCount LSB	AMSamplingIntervalCount MSB	AMIdleIntervalCount is a 16bit unsigned integer variable.
		159	AMIdleIntervalCount MSB	AMIdleIntervalCount LSB	
		160	AMMaxDataArraysInFile LSB	AMIdleIntervalCount MSB	AMMaxDataArraysInFile is a 16bit unsigned integer variable.
		161	AMMaxDataArraysInFile MSB	AMMaxDataArraysInFile LSB	
		162	AMOnlySavePMDData	AMMaxDataArraysInFile MSB	AMOnlySavePMDData is an 8bit unsigned integer variable.
		163	AMFanOnInIdle	AMOnlySavePMDData	AMFanOnInIdle is an 8bit unsigned integer variable.
		164	AMLaserOnInIdle	AMFanOnInIdle	AMLaserOnInIdle is an 8bit unsigned integer variable.
		165	TOF to SFR factor	AMLaserOnInIdle	'Time of Flight to Sample Flow Rate conversion factor' is an 8bit unsigned integer variable.
		166	PVP	TOF to SFR factor	PVP (Particle Validation Period) is an 8bit unsigned

					integer variable.
Read histogram data (and reset histogram)	0x30		0x30 0x30	0x31 0xF3	Suggest that 10ms be used as delay between command byte and following byte.
					Bin Counts (Bin0 - Bin15) are 16bit unsigned integer variables. Value of shaded bytes doesn't matter.
		0	0x30	Bin0 LSB	
		1	0x30	Bin0 MSB	
		2	0x30	Bin1 LSB	
		3	0x30	Bin1 MSB	
		4	0x30	Bin2 LSB	
		5	0x30	Bin2 MSB	
		6	0x30	Bin3 LSB	
		7	0x30	Bin3 MSB	
		8	0x30	Bin4 LSB	
		9	0x30	Bin4 MSB	
		10	0x30	Bin5 LSB	
		11	0x30	Bin5 MSB	
		12	0x30	Bin6 LSB	
		13	0x30	Bin6 MSB	
		14	0x30	Bin7 LSB	
		15	0x30	Bin7 MSB	
		16	0x30	Bin8 LSB	
		17	0x30	Bin8 MSB	
		18	0x30	Bin9 LSB	
		19	0x30	Bin9 MSB	
		20	0x30	Bin10 LSB	
		21	0x30	Bin10 MSB	
		22	0x30	Bin11 LSB	
		23	0x30	Bin11 MSB	
		24	0x30	Bin12 LSB	
		25	0x30	Bin12 MSB	
		26	0x30	Bin13 LSB	
		27	0x30	Bin13 MSB	
		28	0x30	Bin14 LSB	
		29	0x30	Bin14 MSB	
		30	0x30	Bin15 LSB	
		31	0x30	Bin15 MSB	
		32	0x30	Bin16 LSB	
		33	0x30	Bin16 MSB	
		34	0x30	Bin17 LSB	
		35	0x30	Bin17 MSB	
		36	0x30	Bin18 LSB	
		37	0x30	Bin18 MSB	
		38	0x30	Bin19 LSB	

39	0x30	Bin19 MSB	
40	0x30	Bin20 LSB	
41	0x30	Bin20 MSB	
42	0x30	Bin21 LSB	
43	0x30	Bin21 MSB	
44	0x30	Bin22 LSB	
45	0x30	Bin22 MSB	
46	0x30	Bin23 LSB	
47	0x30	Bin23 MSB	
48	0x30	Bin1 MToF	MToF' is an 8bit unsigned integer that represents the average amount of time that particles sized in the stated bin took to cross the OPS's laser beam. Each value is in 1/3 us. i.e. a value of 10 would represent 3.33us.
49	0x30	Bin3 MToF	
50	0x30	Bin5 MToF	
51	0x30	Bin7 MToF	
52	0x30	Sampling Period LSB	Sampling Period' is a 16bit unsigned integer and is a measure of the histogram's actual sampling period in seconds x100
53	0x30	Sampling Period MSB	
54	0x30	Sample Flow Rate LSB	Sample Flow Rate' is a 16bit unsigned integer variable that represents the sample flow rate in ml/s x100
55	0x30	Sample Flow Rate MSB	
56	0x30	Temperature LSB	Temperature is a 16bit unsigned integer.
57	0x30	Temperature MSB	
58	0x30	Relative humidity LSB	Relative humidity is a 16bit unsigned integer.
59	0x30	Relative humidity MSB	
60	0x30	PM_A Byte0	PM_A is a float variable occupying 4 bytes. Units are ug/m ³ .
61	0x30	PM_A Byte1	
62	0x30	PM_A Byte2	
63	0x30	PM_A Byte3	
64	0x30	PM_B Byte0	PM_B is a float variable occupying 4 bytes. Units are ug/m ³ .
65	0x30	PM_B Byte1	
66	0x30	PM_B Byte2	
67	0x30	PM_B Byte3	
68	0x30	PM_C Byte0	PM_C is a float variable occupying 4 bytes. Units are ug/m ³ .
69	0x30	PM_C Byte1	
70	0x30	PM_C Byte2	
71	0x30	PM_C Byte3	
72	0x30	Reject count Glitch LSB	Reject count Glitch' is a 16bit unsigned integer.
73	0x30	Reject count Glitch MSB	

		74	0x30	Reject count LongTOF LSB	Reject count LongTOF' is a 16bit unsigned integer.
		75	0x30	Reject count LongTOF MSB	
		76	0x30	Reject count Ratio LSB	Reject count Ratio' is a 16bit unsigned integer.
		77	0x30	Reject count Ratio MSB	
		78	0x30	Reject count OutOfRange LSB	Reject count Ratio' is a 16bit unsigned integer.
		79	0x30	Reject count OutOfRange MSB	
		80	0x30	Fan rev count LSB	Fan rev count' is a 16bit unsigned integer.
		81	0x30	Fan rev count MSB	
		82	0x30	Laser status LSB	Laser status' is a 16bit unsigned integer.
		83	0x30	Laser status MSB	
		84	0x30	Checksum LSB	Checksum is a 16bit unsigned integer.
		85	0x30	Checksum MSB	
Read PM data (and reset histogram)	0x32		0x32	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x32	0xF3	
		0	0x32	PM_A Byte0	PM_A is a float variable occupying 4 bytes. Units are ug/m ³ .
		1	0x32	PM_A Byte1	
		2	0x32	PM_A Byte2	
		3	0x32	PM_A Byte3	
		4	0x32	PM_B Byte0	PM_B is a float variable occupying 4 bytes. Units are ug/m ³ .
		5	0x32	PM_B Byte1	
		6	0x32	PM_B Byte2	
		7	0x32	PM_B Byte3	
		8	0x32	PM_C Byte0	PM_C is a float variable occupying 4 bytes. Units are ug/m ³ .
		9	0x32	PM_C Byte1	
		10	0x32	PM_C Byte2	
		11	0x32	PM_C Byte3	
		12	0x32	Checksum Byte0	Checksum is a 16bit unsigned integer.
		13	0x32	Checksum Byte1	
Save Configuration Variables in non-volatile memory	0x43		0x43	0x31	Suggest that 10ms be used as delay between command byte and following byte.
			0x43	0xF3	
		0	0x3F	0x43	Initial command byte must be followed by sequence of bytes (shown in red).
		1	0x3C	0x3F	
		2	0x3F	0x3C	
		3	0x3C	0x3F	
		4	0x43	0x3C	

Check Status	0xCF		0xCF	0x31	
			0xCF	0xF3	
Reset	0x06		0x06	0x31	
			0x06	0xF3	
Enter bootloader mode	0x41		0x41	0x31	
			0x41	0xF3	

In response to any initial command byte, the OPC-N3 should return a byte of value 0x31, indicating it is busy.

Upon receiving a command byte OPC-N3 will stop its activities and prepare data for a response if required.

During this period, until the response data is ready, if further bytes are sent to the OPC-N3, the returned byte will continue to be 0x31 (busy). When the OPC-N3 has prepared its response data it will load the SPI buffer with a byte value 0xF3 to indicate it is ready to transfer data. The command byte value must remain consistent with the original command byte value sent for the command to be validated by the OPC-N3. If it is not, the OPC-N3 will load the SPI buffer with 0x31 (busy) value and return to its normal mode of operation. THE SAMPLING TRIGGER WILL NOT BE ARMED IF THIS OCCURS. Rearming of the trigger can be achieved by a successful histogram or PM data request.

To communicate with the OPC-N3, the SPI master should poll the OPC-N3 with the command byte value, checking the returned byte for the value 0x31 (busy) or 0xF3 (ready). The first returned byte should always be 0x31 (busy). Subsequent returned bytes will either be 0x31 (busy) or 0xF3 (ready) depending on the status of the OPC-N3. If another byte value is received by the SPI master at this stage, an error has occurred and communication should cease for > 2s to allow the OPC-N3 to realise the error and clear its buffered data. The SPI master should also clear any buffered data.

In general, it is suggested that the command byte polling interval is 10 ms and the delay between byte transfers following a receipt of byte value 0xF3 (ready) is 10 µs.

4 Conversion of Signal Output from the temperature and humidity signal on the OPC N3

Measurement data is always transferred as 16-bit values (unsigned integer). These values are already linearized and compensated for temperature and supply voltage effects. Converting those raw values into a physical scale can be achieved using the following formulas.

Relative humidity conversion formula (result in %RH):

$$RH = 100 \cdot \frac{S_{RH}}{2^{16} - 1}$$

Temperature conversion formula (result in °C & °F):

$$T^{\circ}C = -45 + 175 \cdot \frac{S_T}{2^{16} - 1}$$

$$T^{\circ}F = -49 + 347 \cdot \frac{S_T}{2^{16} - 1}$$

S_{RH} and S_T denote the raw sensor output for humidity and temperature, respectively. The formulas only work correctly when S_{RH} and S_T are used in decimal representation.

5 Comment on Check Sum

A 16-bit CRC checksum is transmitted after each histogram data set, which can be used, if desired, to verify the data sent. If the OPC is configured to only transmit PM data, a checksum will still accompany this data.

The CRC calculation is a 16-bit method similar to that used in MODBUS communication. It uses the generator polynomial value 0xA001 and is initialised to 0xFFFF. Example 'C' programming code showing how the checksum can be recalculated is shown.

```
unsigned int CalcCRC(unsigned char data[], unsigned char nbrOfBytes)
{
    #define POLYNOMIAL 0xA001 //Generator polynomial for CRC
    #define InitCRCval 0xFFFF //Initial CRC value

    unsigned char _bit; // bit mask
    unsigned int crc = InitCRCval; // initialise calculated checksum
    unsigned char byteCtr; // byte counter

    // calculates 16-Bit checksum with given polynomial
    for(byteCtr = 0; byteCtr < nbrOfBytes; byteCtr++)
    {
        crc ^= (unsigned int)data[byteCtr];
        for(_bit = 0; _bit < 8; _bit++)
        {
            if (crc & 1) //if bit0 of crc is 1
            {
                crc >>= 1;
                crc ^= POLYNOMIAL;
            }
            else
                crc >>= 1;
        }
    }
    return crc;
}
```


6 OPC-N3 Factory settings

The OPC firmware retains the factory settings and calibrations. These settings should not be modified as this will affect the OPC calibration and its accuracy. If you wish to modify any of these settings, then contact Alphasense at (+44) 1376 556700.

The following parameters are factory set and stored in the firmware:

Bin boundaries	The upper and lower particle size limits defining each of the 24 size bins. Note the lower boundary of bin 0 and the higher of bin 23 are fixed. These are defined in ADV values and microns.
Bin weightings	Correction for size dependent sampling efficiency and density. The OPC-N3 has 9 preset indexes of weightings and one end user configurable index (index 0). Note these are not all defined in initially released units. Index 2, which selects a particle density of 1.65 is recommended for most applications
Laser digital pot setting	A parameter to determine laser beam power.
Fan digital pot setting	A parameter to set fan power, default 255.

NOTE: Changing the laser power will change calibration and the OPC-N3 will require recalibration. When the OPC-N3 is not sampling, both the laser and fan are switched automatically to low-power settings/off.

7 Revision Control

Version	Comment	Release Date	Released by
A	First Draft	December 2017	Mark Giles
B	Second Draft	February 2018	Mark Giles
C	Third Draft (Fw 1.16)	February 2018	Mark Giles
D	Fourth Draft (Fw 1.17 and flow chart correction)	May 2018	Mark Giles
1	Issue 1 (T and H)	August 2018	Mark Giles
2	Issue 2 clarification of laser switch on	December 2018	Mark Giles