

CAN parameter setting command

| | | Definition |
|----|----------------|--|
| 0 | Message header | 0xaa |
| 1 | Message header | 0x55 |
| 2 | Type | 0x02- Fixed 20 byte communication 0x12- Short message communication |
| 3 | CAN BPS | 0x01(1Mbps) 0x02 (800kbps) 0x03 (500kbps), 0x04 (400kbps), 0x05 (250kbps), 0x06 (200kbps), 0x07 (125kbps), 0x08 (100kbps), 0x09 (50kbps) 0x0a (20kbps) 0x0b (10kbps) 0x0c (5kbps) |
| 4 | Frame type | 0x01- Standard frame, 0x02-Extended frame |
| 5 | Filter ID 1 | 1~8bit |
| 6 | Filter ID 2 | 9~16bit |
| 7 | Filter ID 3 | 17~24bit |
| 8 | Filter ID 4 | 25~32bit |
| 9 | Mask ID1 | 1~8bit |
| 10 | Mask ID2 | 9~16bit |
| 11 | Mask ID3 | 17~24bit |
| 12 | Mask ID4 | 25~32bit |
| 13 | CAN Mode | 0x00-- Normal mode 0x01-- Silent mode 0x02- Loop back mode 0x03- Loop back + silent mode |
| 14 | Auto resending | 0x00——Automatic retransmission is prohibited. 0x01——auto resending |
| 15 | | 0x00 |
| 16 | | 0x00 |
| 17 | | 0x00 |
| 18 | | 0x00 |
| 19 | Check code | When the red fonts are added up, they are 8 bits lower. |

For example

-Set as default the fixed 20 byte length protocol

-Change the CAN baudrate 250K , **Standard frame**

| | | Definition |
|----|----------------|------------|
| 0 | Message header | 0xaa |
| 1 | Message header | 0x55 |
| 2 | Type | 0x02 |
| 3 | CAN BPS | 0x05 |
| 4 | Frame type | 0x01 |
| 5 | Filter ID 1 | 0x00 |
| 6 | Filter ID 2 | 0x00 |
| 7 | Filter ID 3 | 0x00 |
| 8 | Filter ID 4 | 0x00 |
| 9 | Mask ID1 | 0x00 |
| 10 | Mask ID2 | 0x00 |
| 11 | Mask ID3 | 0x00 |
| 12 | Mask ID4 | 0x00 |
| 13 | CAN Mode | 0x00 |
| 14 | Auto resending | 0x01 |
| 15 | | 0x00 |
| 16 | | 0x00 |
| 17 | | 0x00 |
| 18 | | 0x00 |
| 19 | Check code | 0x09 |

Unsigned char sendbyte[20]

Unsigned int crc,i;

Sendbyte[0]=0xaa;

Sendbyte[1]=0x55;

Sendbyte[2]=0x02; // Fixed 20 byte communication

Sendbyte[3]=0x05; // 250kbps

Sendbyte[4]=0x01; // Standard frame

Sendbyte[5]=0x00;

Sendbyte[6]=0x00;

Sendbyte[7]=0x00;

Sendbyte[8]=0x00;

Sendbyte[9]=0x00;

Sendbyte[10]=0x00;

Sendbyte[11]=0x00;

Sendbyte[12]=0x00;

Sendbyte[13]=0x00; // Normal mode

Sendbyte[14]=0x01; // auto resending

Sendbyte[15]=0x00;

Sendbyte[16]=0x00;

Sendbyte[17]=0x00;

```
Sendbyte[18]=0x00;  
crc=0;  
for(i=2;i<=18;i++)  
    crc+= Sendbyte[i];  
Sendbyte[19]=crc&0xff;
```

