Series Remote Control Syntax V2.0

Command format: VSET<X>:<NR2>

1. VSET: command header

2. X: output channel

3.: separator

4. NR2: parameter

Command Details:

1. ISET<X>:<NR2>

Description: Sets the output current.

Example: ISET1:2.225

Sets the CH1 output current to 2.225A

2. ISET<X>?

Description: Returns the output current setting.

Example: ISET1?

Returns the CH1 output current setting.

3. VSET<X>:<NR2>

Description: Sets the output voltage.

Example VSET1:20.50

Sets the CH1 voltage to 20.50V

4. VSET<X>?

Description: Returns the output voltage setting.

Example VSET1?

Returns the CH1 voltage setting

5. IOUT<X>?

Description: Returns the actual output current.

Example IOUT1?

Returns the CH1 output current

6. VOUT<X>?

Description: Returns the actual output voltage.

Example **VOUT1?**

Returns the CH1 output voltage

7. BEEP<Boolean>

Description: Turns on or off the beep. Boolean: boolean logic.

Example BEEP1 Turns on the beep.

8. OUT<Boolean>

Description: Turns on or off the output.

Boolean: 0 OFF,1 ON

Example: **OUT1** Turns on the output

9. **STATUS?**

Description: Returns the POWER SUPPLY status.

Contents 8 bits in the following format

Bit Item Description

0 CH1 0=CC mode, 1=CV mode

1 CH2 0=CC mode, 1=CV mode

2, 3 Tracking 00=Independent, 01=Tracking series,11=Tracking parallel

4 Beep 0=Off, 1=On

5 Lock 0=Lock, 1=Unlock

6 Output 0=Off, 1=On

7 N/A N/A

10. *IDN?

Description: Returns the KA3005P identification.

Example *IDN?

Contents TENMA 72-2535 V2.0 (Manufacturer, model name,).

11. RCL<NR1>

Description: Recalls a panel setting.

NR1 1 – 5: Memory number 1 to 5

Example RCL1 Recalls the panel setting stored in memory number 1

12. SAV<NR1>

Description: Stores the panel setting.

NR1 1-5: Memory number 1 to 5

Example: SAV1 Stores the panel setting in memory number 1

13. OCP< Boolean >

Description: Stores the panel setting.

Boolean: 0 OFF,1 ON

Example: OCP1 Turns on the OCP

14. OVP< Boolean >

Description: Turns on the OVP.

Boolean: 0 OFF,1 ON

Example: **OVP1** Turns on the OVP