



# **CS710S Java Android API and Programmer's Guide**

**Version 1.0**

**2022 07 07**

# Chapter 1: Release Notes

Dates	Release	Description
2022 07 07	1.0	Initial release

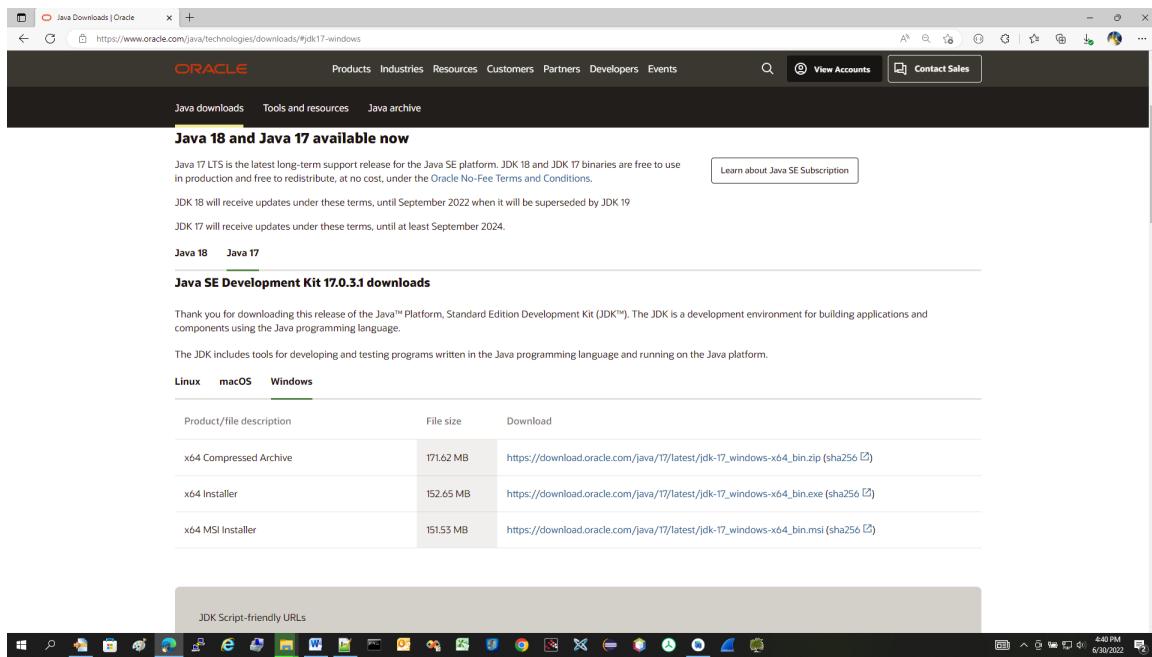
# Chapter 2: Content

Chapter 1: Release Notes.....	2
Chapter 2: Content .....	3
Chapter 3: Programming Environment.....	4
3.1 System Requirements.....	4
3.2 CS710S Project Download .....	12
3.3 Debugging Setup .....	17
3.4 Modify CS710S Project to be Your Project .....	26
3.5 Import CS710S Library to Your Own Project.....	51
3.6 How to Generate APK for Google Play .....	57
3.7 CS710S Android Demo App Classes.....	76
Chapter 4: Library Class and Method .....	79
Chapter 5: Example Command Sequences .....	100
Appendix A: Reader Modes (Link Profiles).....	108
Appendix B: Sessions .....	109
Appendix C: Tag Population and Q.....	111
Appendix D: Query Algorithm .....	113
Appendix E: Target.....	114
Appendix F: Security .....	115
Appendix G: Models & Regulatory Region.....	117
Appendix H: Technical Support .....	118

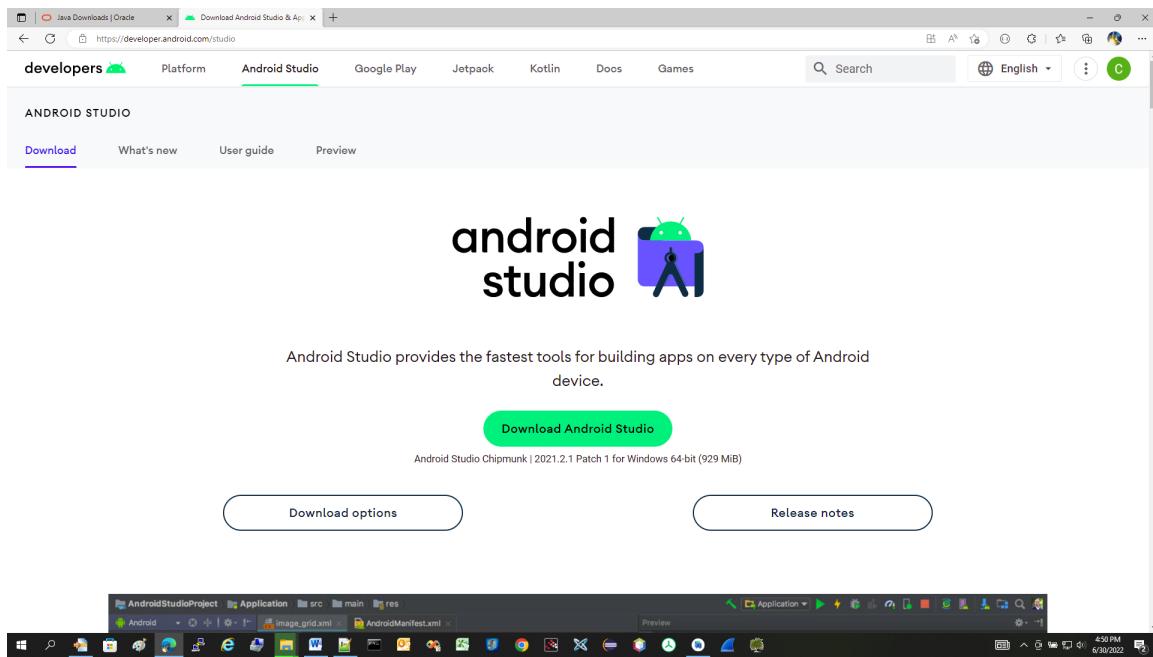
# Chapter 3: Programming Environment

## 3.1 System Requirements

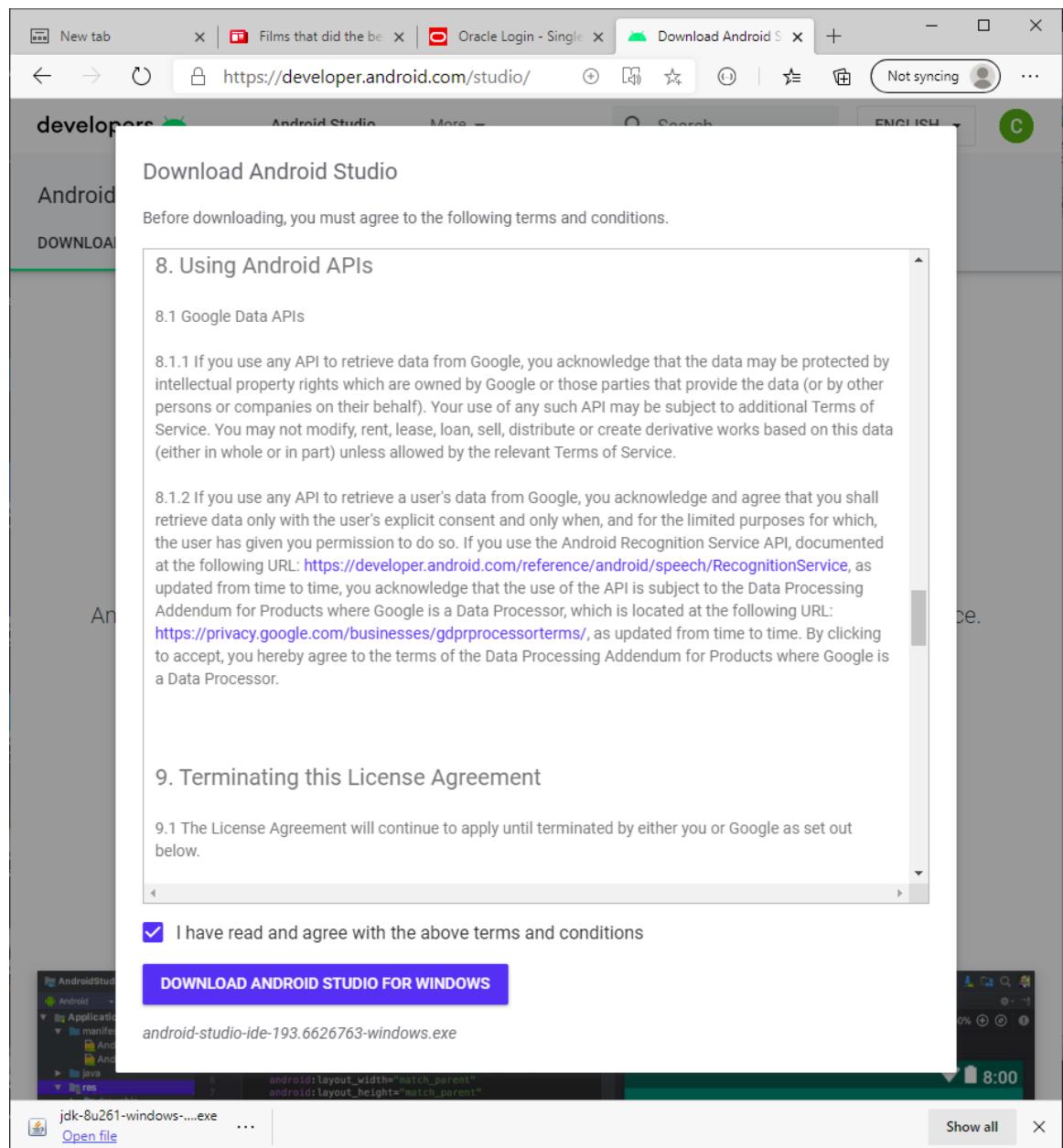
- 1) The demo project is developed under following computer configuration
  - a. Android Studio **Chipmunk | 2021.2.1**
  - b. **Embedded JDK version 11.0.12 or above (Oracle Java 17 or above)**
  - c. Microsoft Windows 10 Pro
  - d. 64-bit operating system, x64-based processor
  - e. Intel(R) Core™ i5-4200U CPU @ 1.60GHz, 229MHz
  - f. Physical Memory(RAM) 8.00 GB
  - g. Hard-disk 500 GB with more than 20 GB free space
- 2) Download and install Java JDK from  
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>
  - a. Select “JDK Download” -> **Java 17 -> Windows**
  - b. Select ‘[jdk-17\\_windows-x64\\_bin.exe or .msi](#)’ for Windows x64



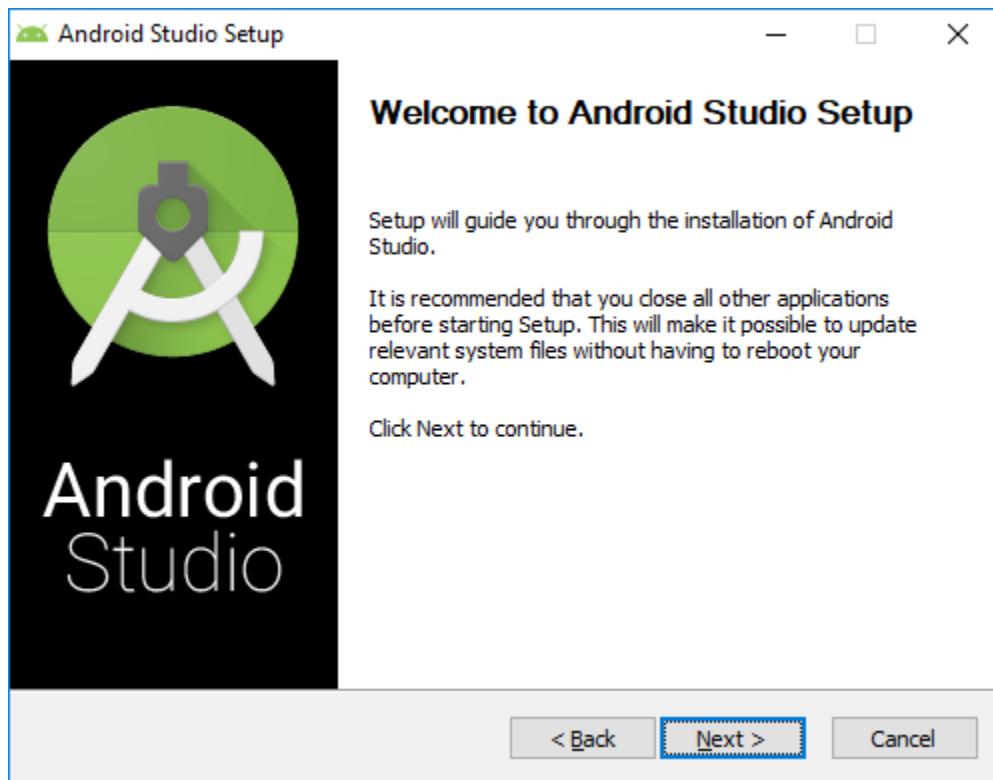
- c. Run the downloaded installer and continue
  - d. Check the presence of Java in command prompt by typing “java –version”
- 3) Download and install latest Android Studio from <https://developer.android.com/studio/>
- a. Press “Download Android Studio”



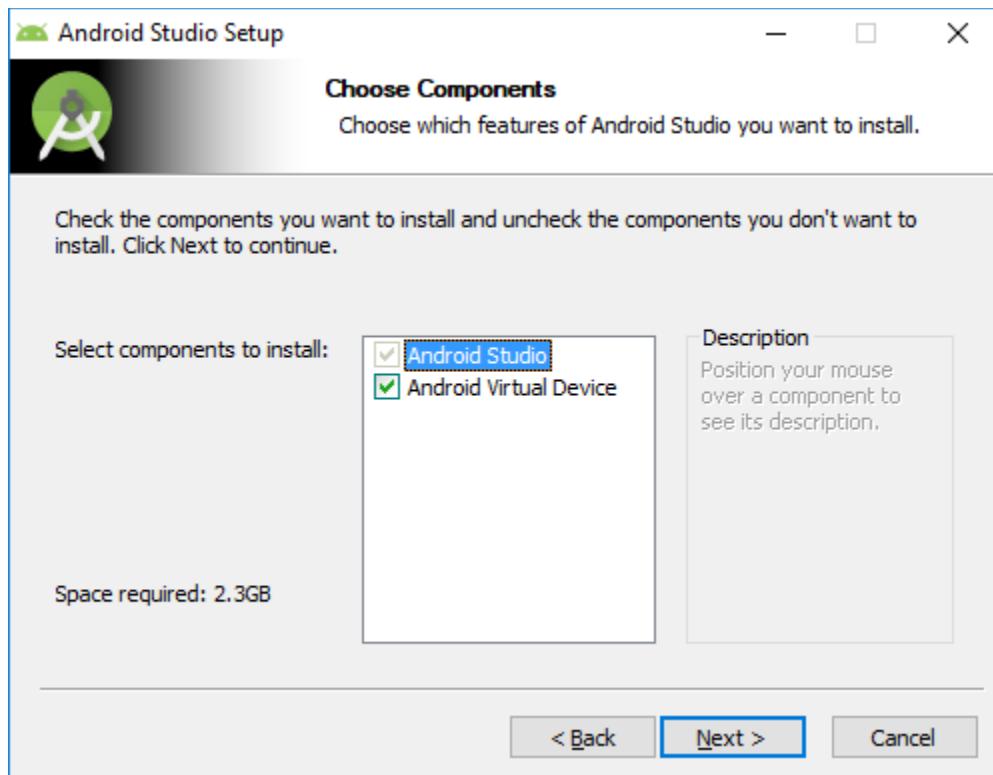
- b. Tick the box “I have read and agree the above items and conditions” and press “Download Android Studio for Windows”



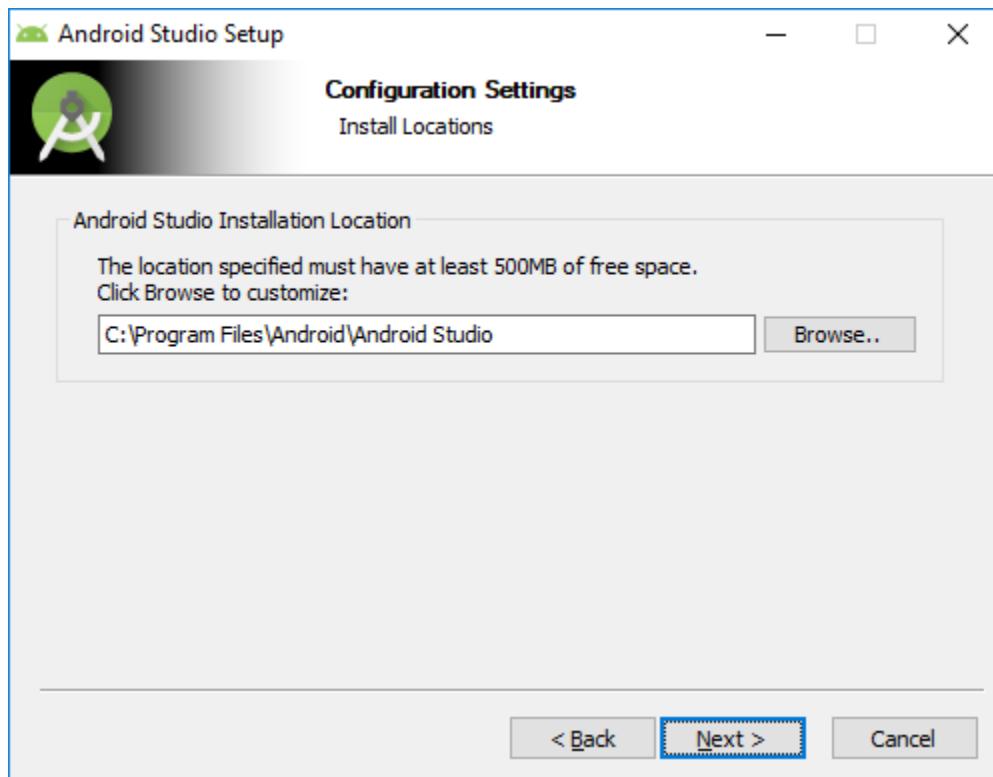
- c. “Run” the downloaded installer and continue up to the “Welcome to Android Studio Setup” page.



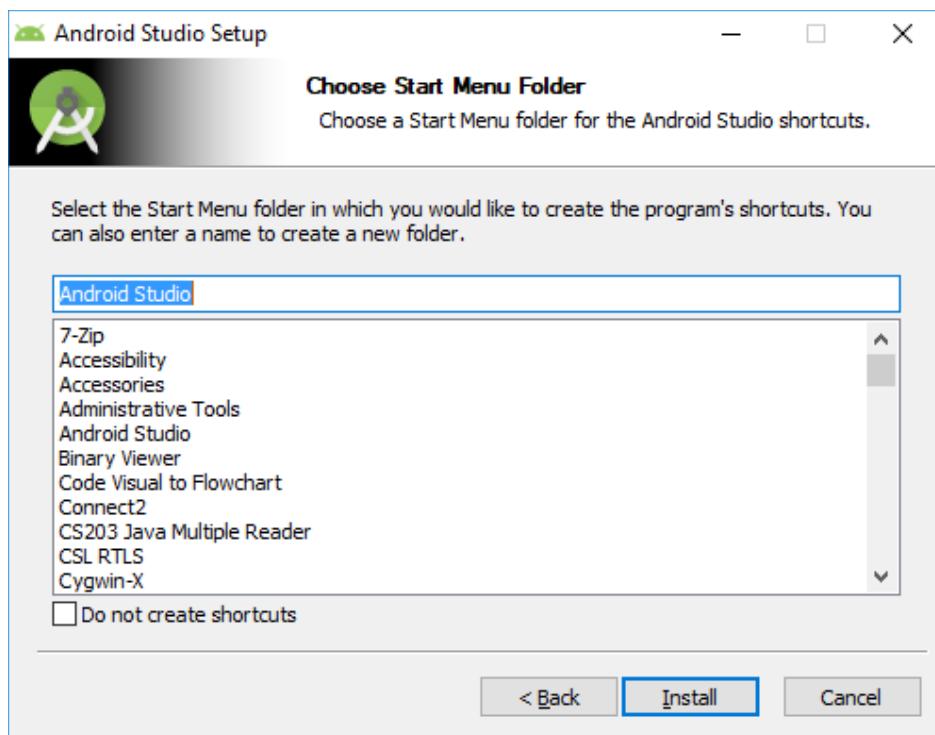
- d. Tick “Android Virtual Device” and Select “Next”



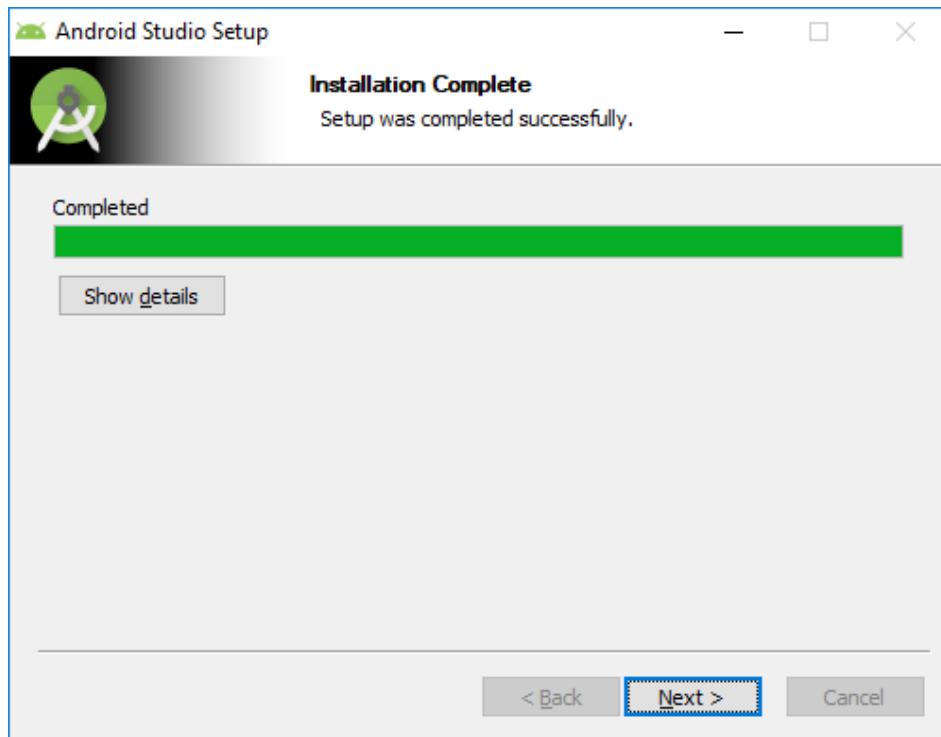
- e. Select “Next”



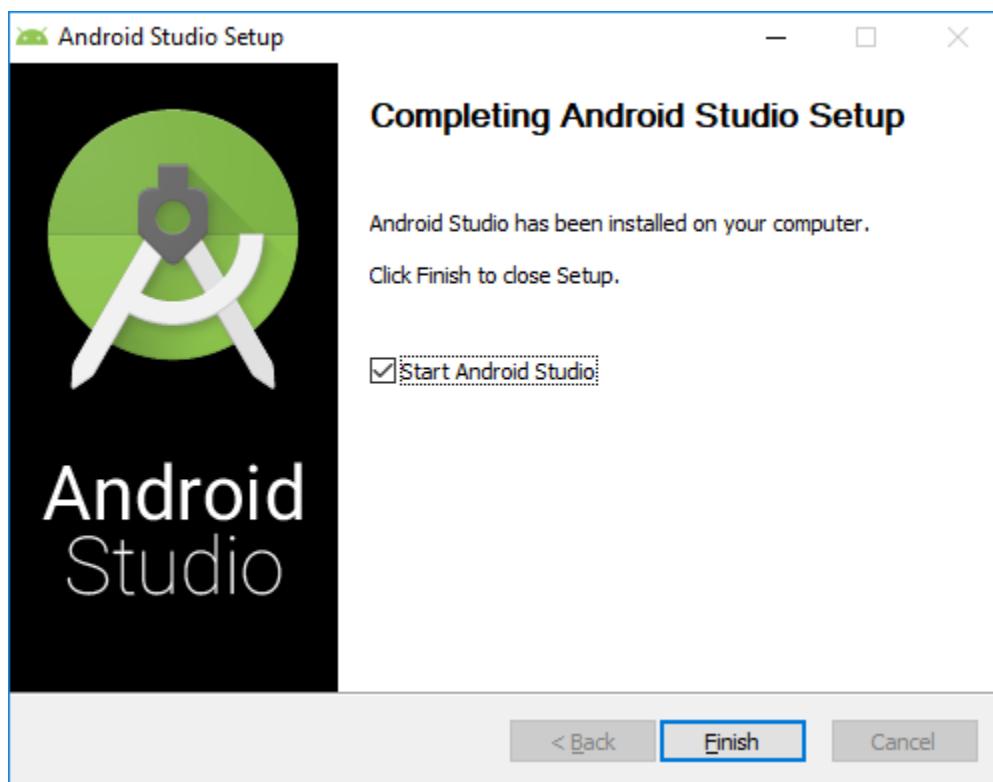
f. Select "Install" and Wait



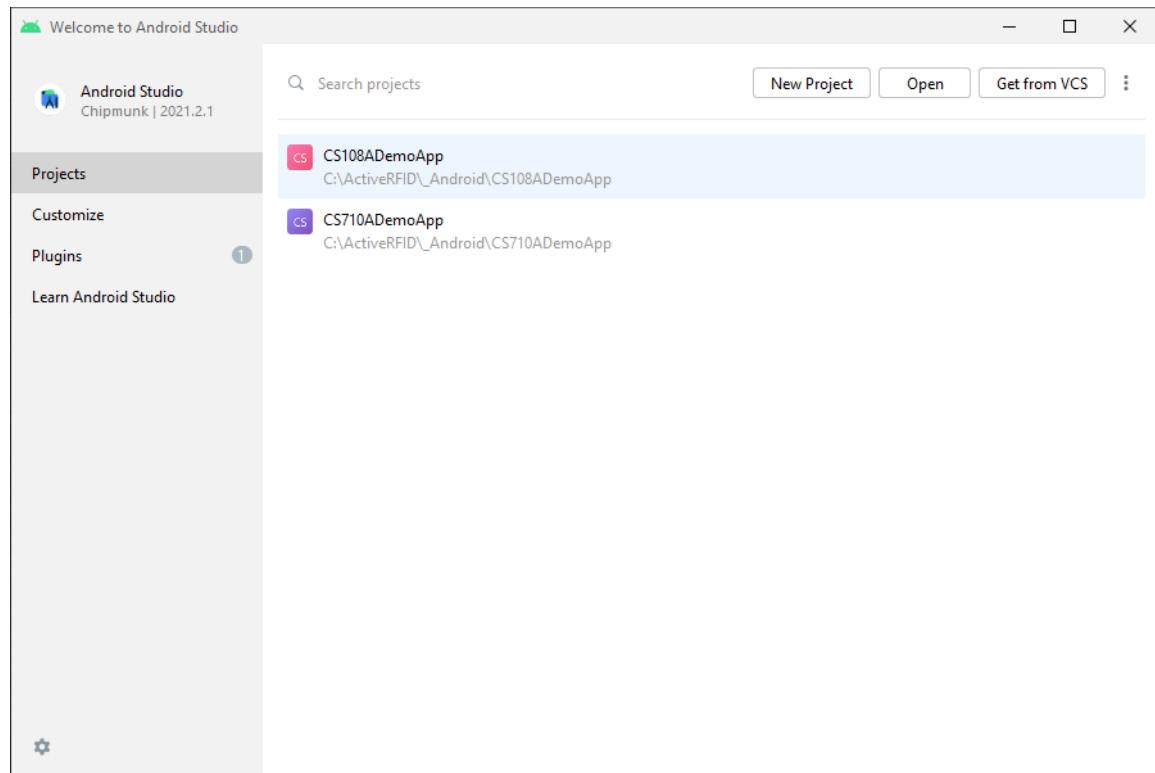
g. Select "Next"



- h. Tick "Start Android Studio" and Press "Finish"

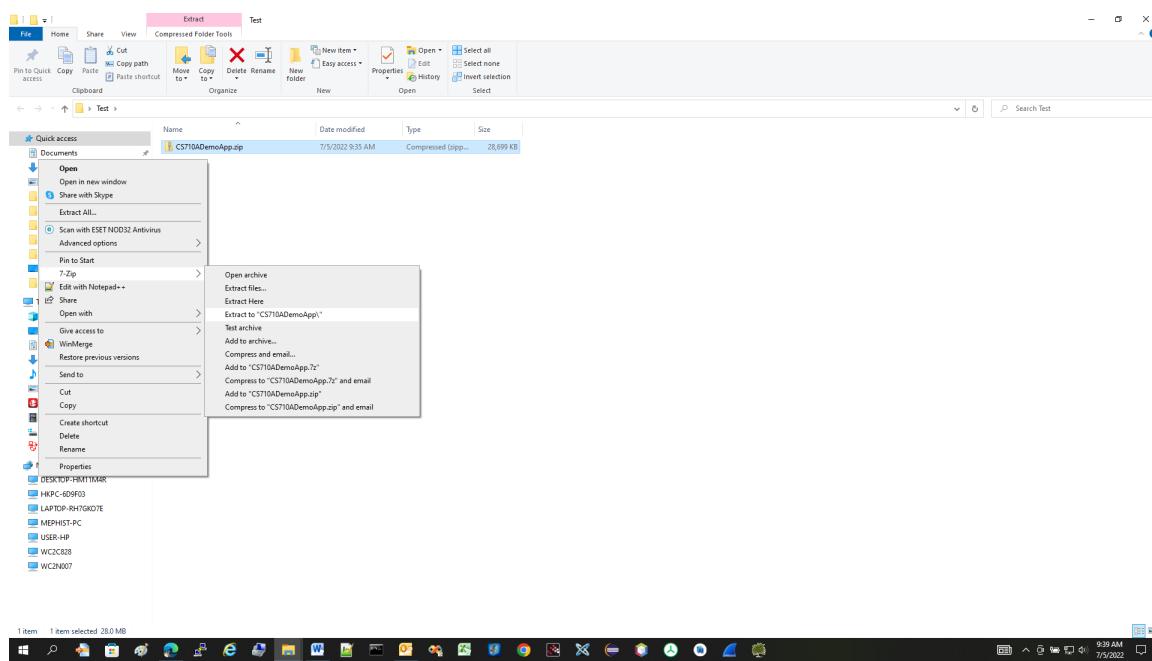


- i. Final display

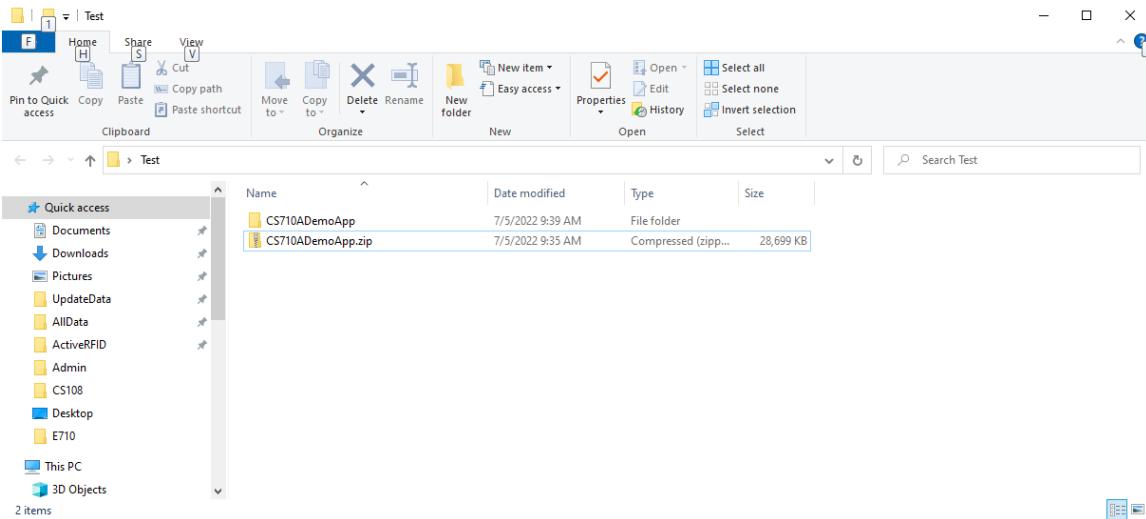


## 3.2 CS710S Project Download

- 1) Please download Demo code from <https://www.convergence.com.hk/downloads/cs710S/>
  - i. Select “CS710S Android Java Bluetooth Demo App and SDK” to go to GitHub
  - ii. Select “Code” -> “Download ZIP” to download the latest code.
  - iii. Find your saved file and move the zip file in your project sub-directory
  - iv. Unzip the zip file

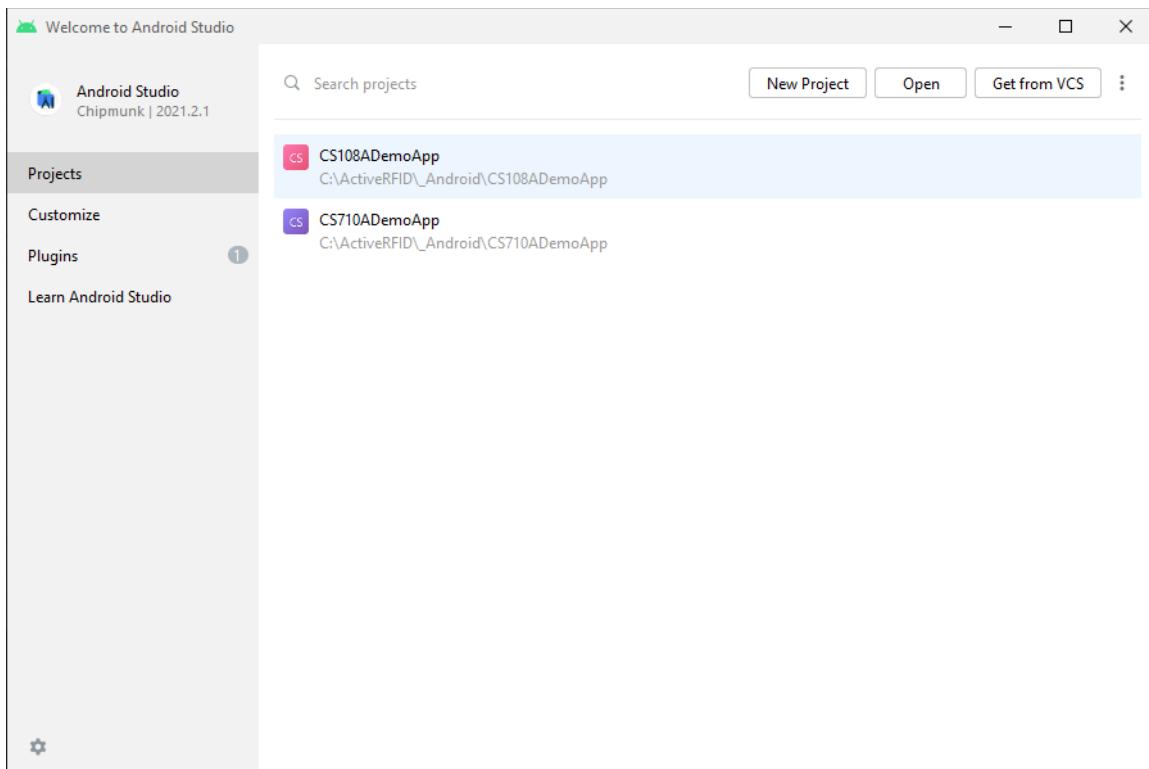


- v. Final display

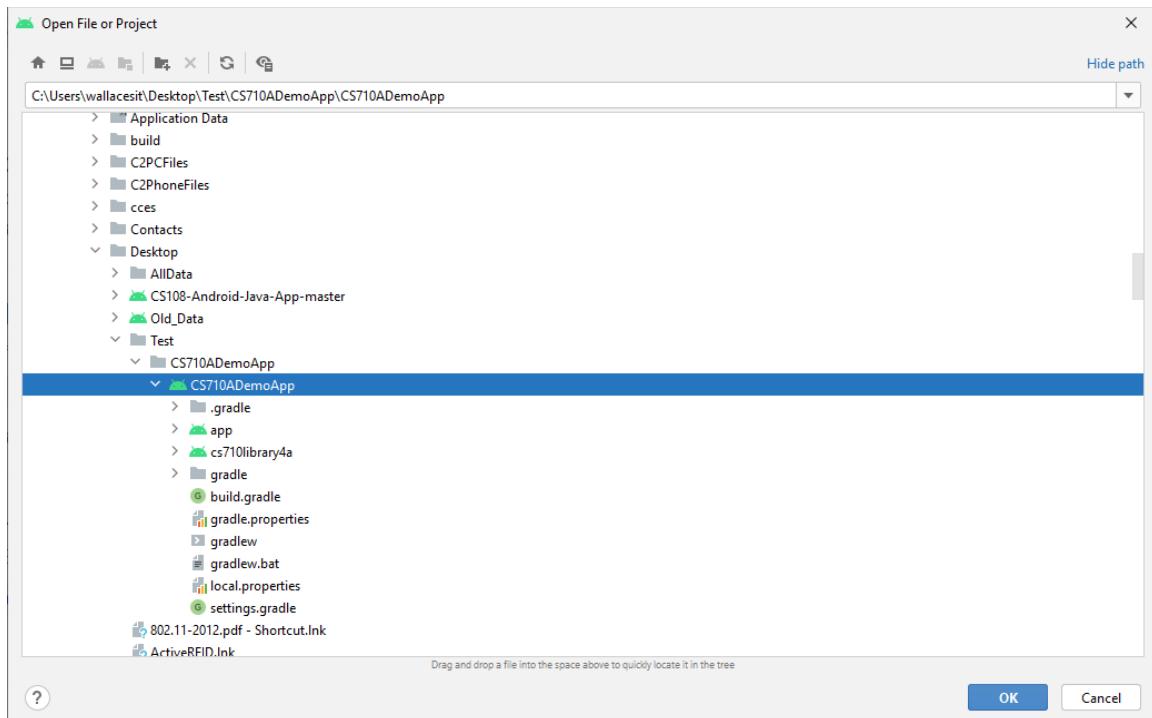


## 2) Android Studio SDK platform setup for the CS710ADemo project

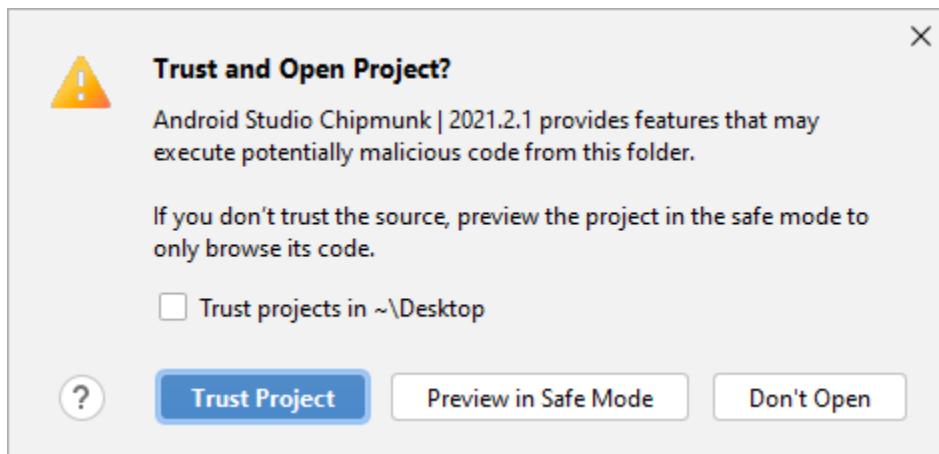
### i. Open android Studio



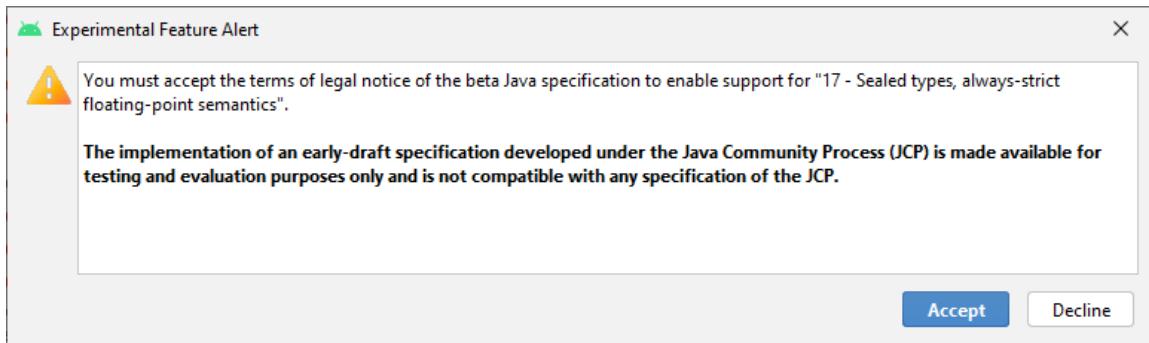
### ii. Select “Projects” -> “Open”, the unzipped “CS710ADemoApp” project. And Select “OK”



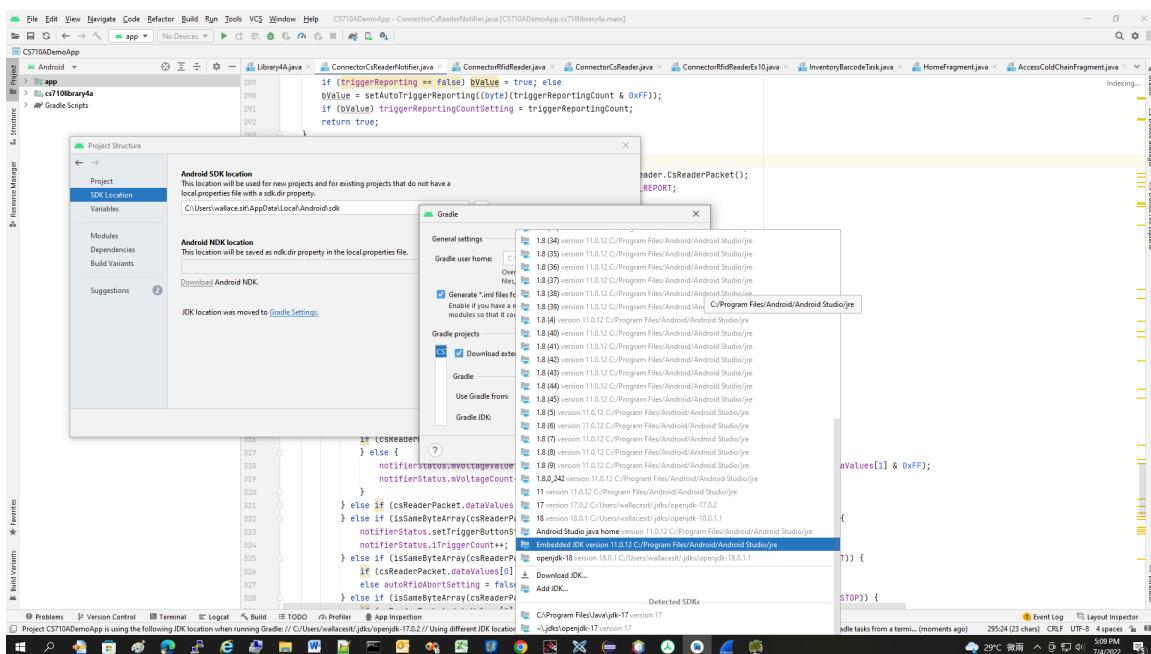
iii. Following pop up may appear. Select “Trust Project”



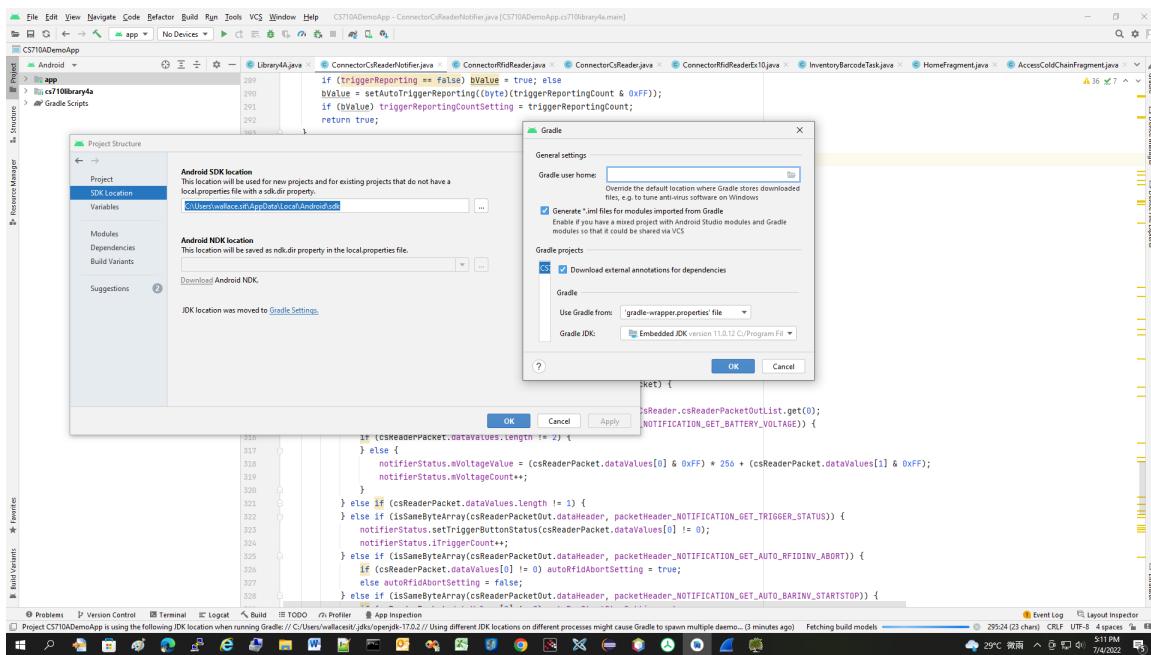
iv. Following pop up may appear. Select “Accept”



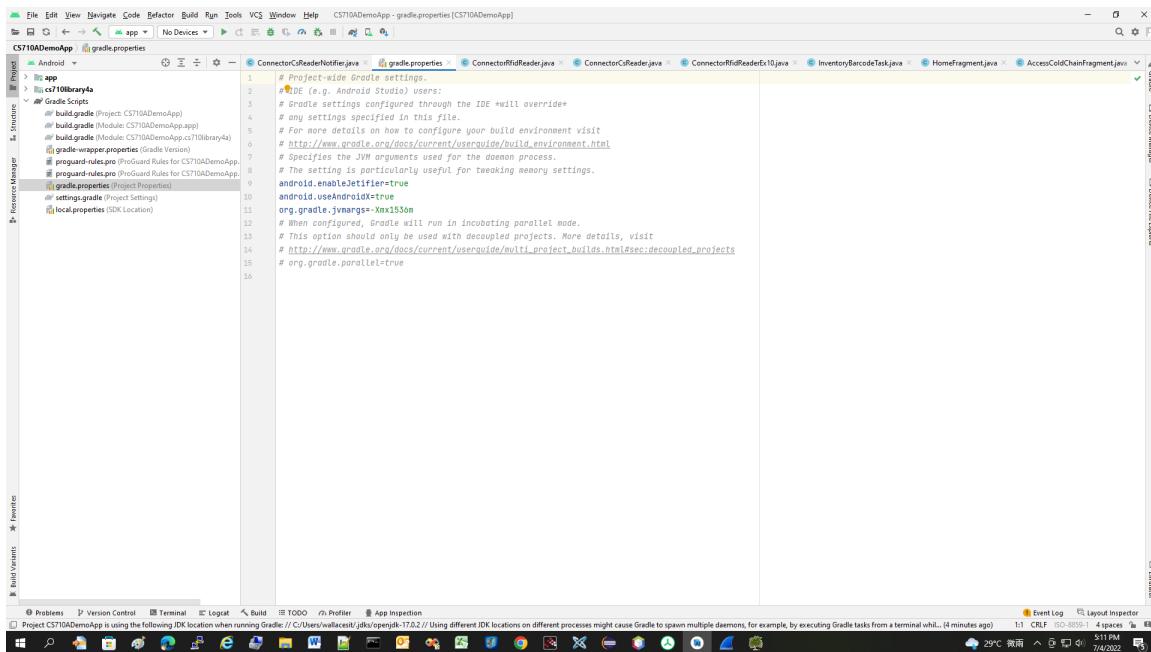
- v. You may have error message about "Unsupported Java". Select "File" -> "Project Structure" -> "SDK Location" -> "Gradle Settings" -> "Gradle JDK". Select "Android Studio java home" or "Embedded JDK". Or try "download JDK" to download latest JDK and select the updated JDK.



- vi. Select "OK" and "OK" to close the settings



## vii. Final display

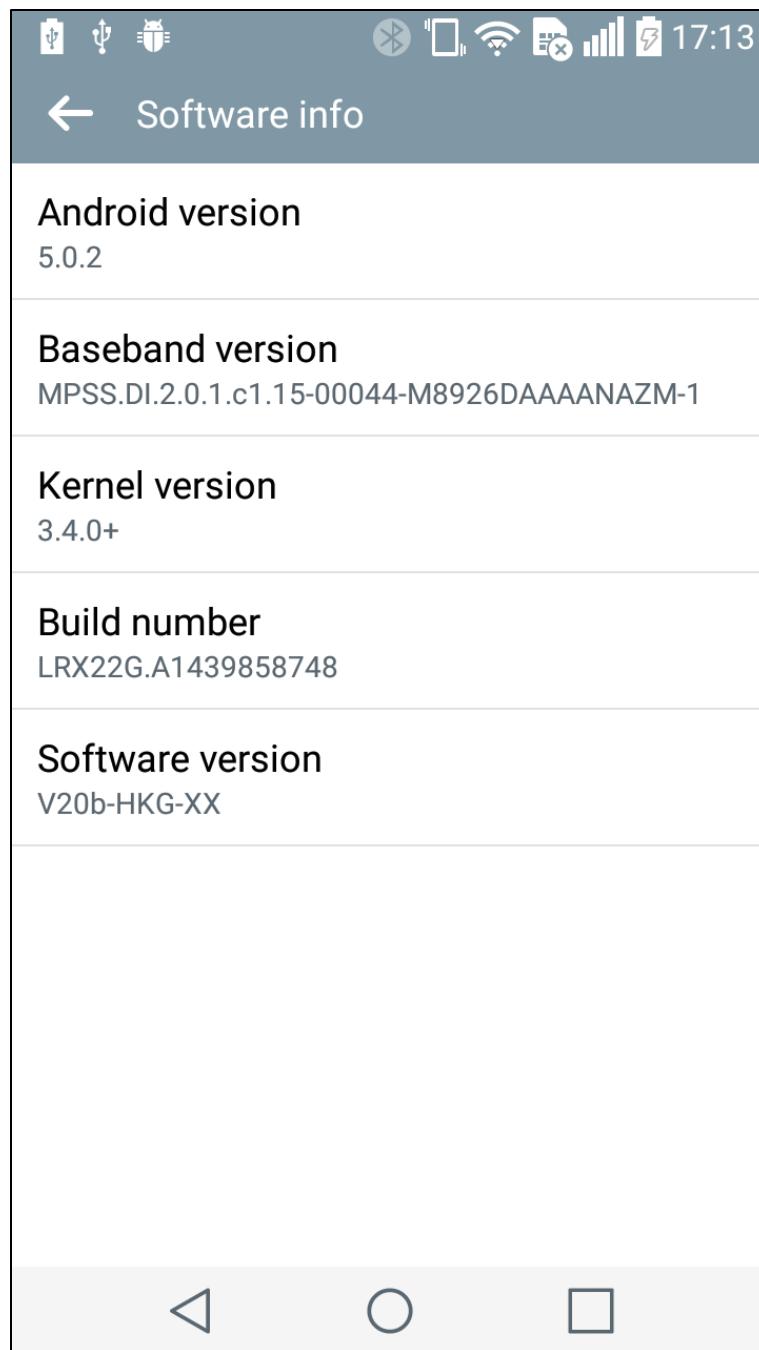


## 3.3 Debugging Setup

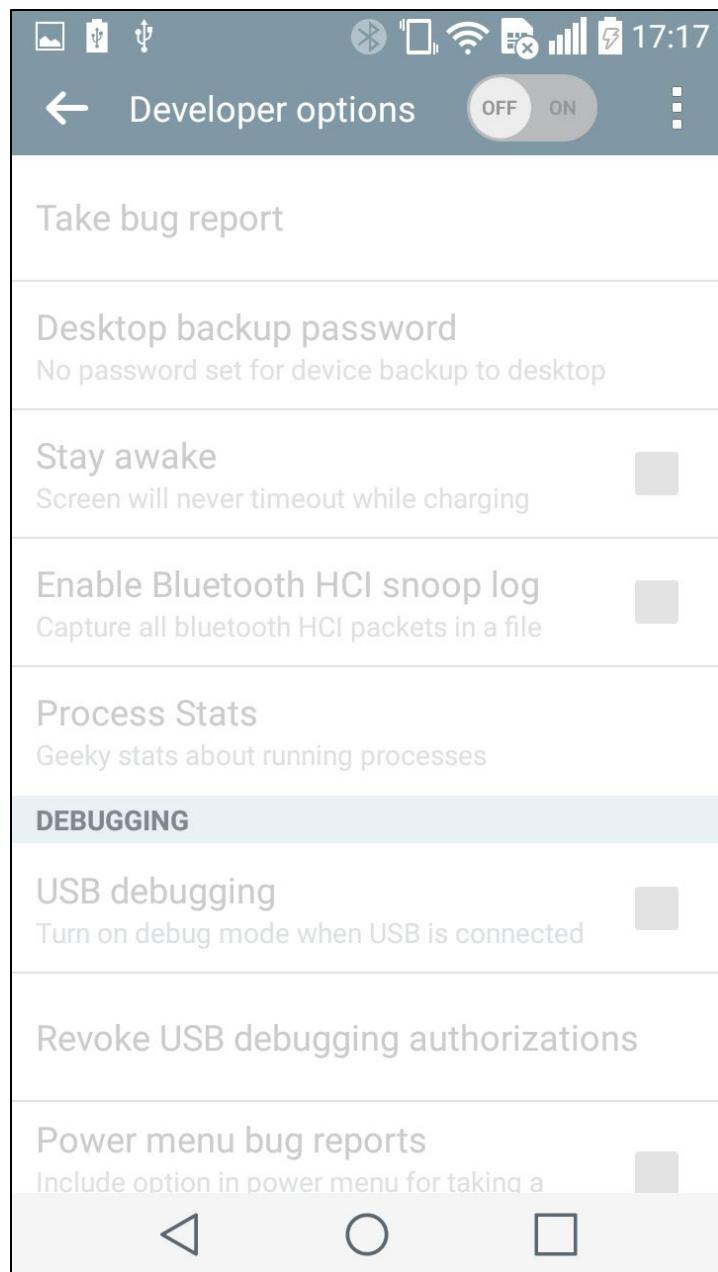
1) Android Debugging setup for Android phone

i. Enable “Developer options” in android phone

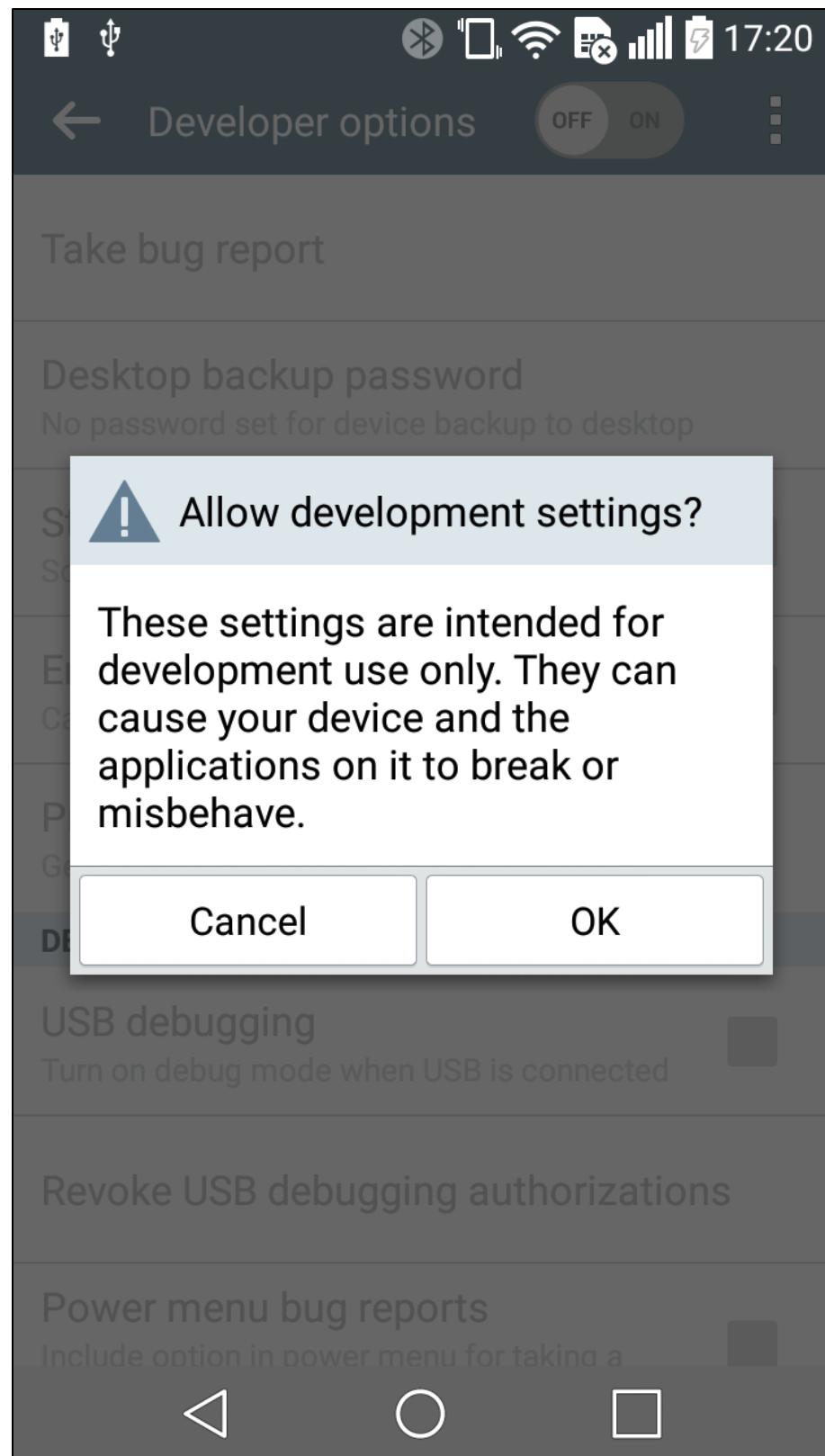
1. Go to “Setting” app -> “General” tab -> “About Phone” -> “Software Info”



2. Press "Build number" more than 6 times until it shows that the phone is in "developer" mode
  - ii. Enable USB debugging
    1. Go to "Setting" app -> "General" tab -> "Developer options"



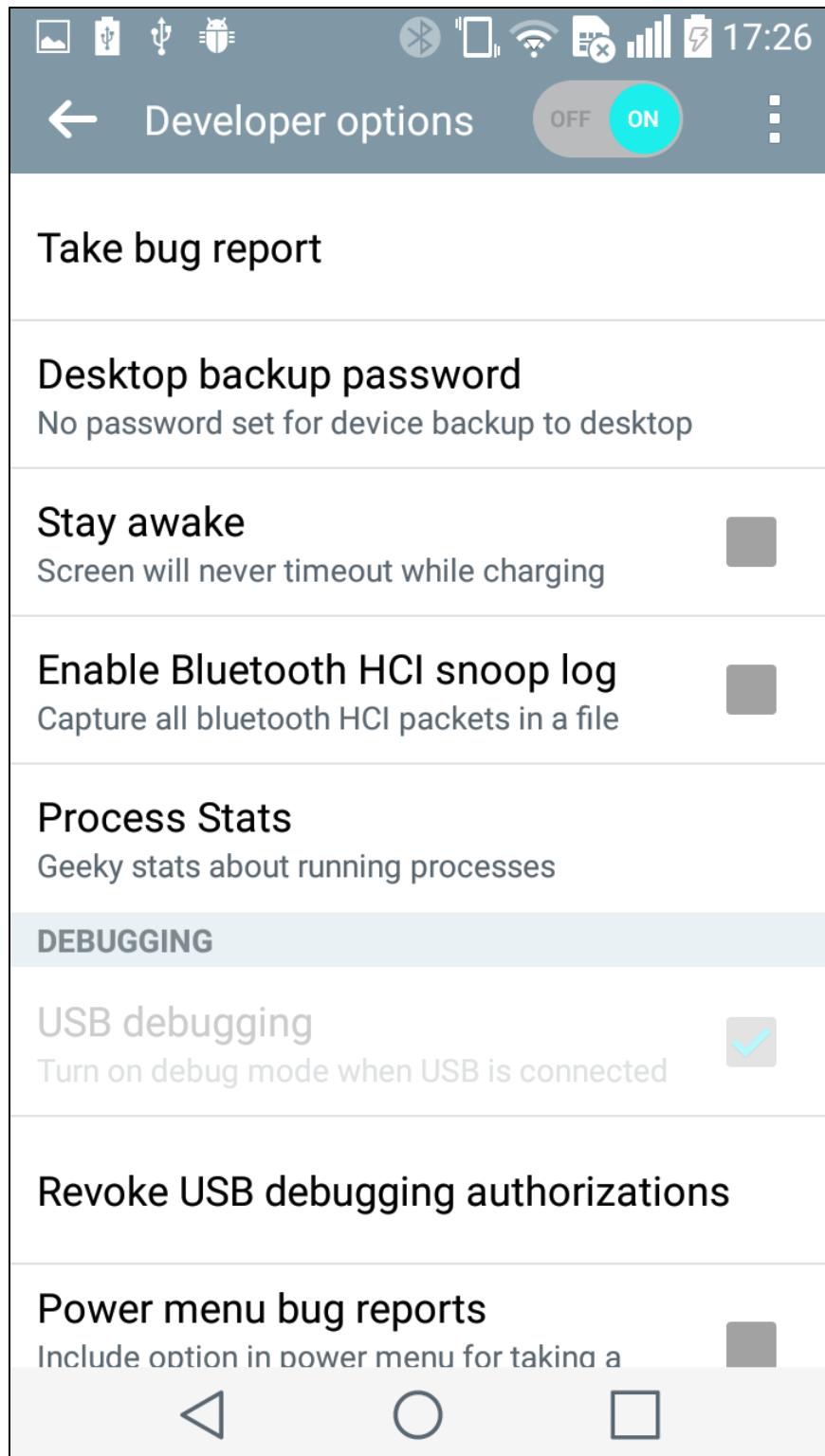
2. Turn on “Developer options” and select “OK” to allow development settings



3. Select “USB debugging” and “OK” to allow USB debugging



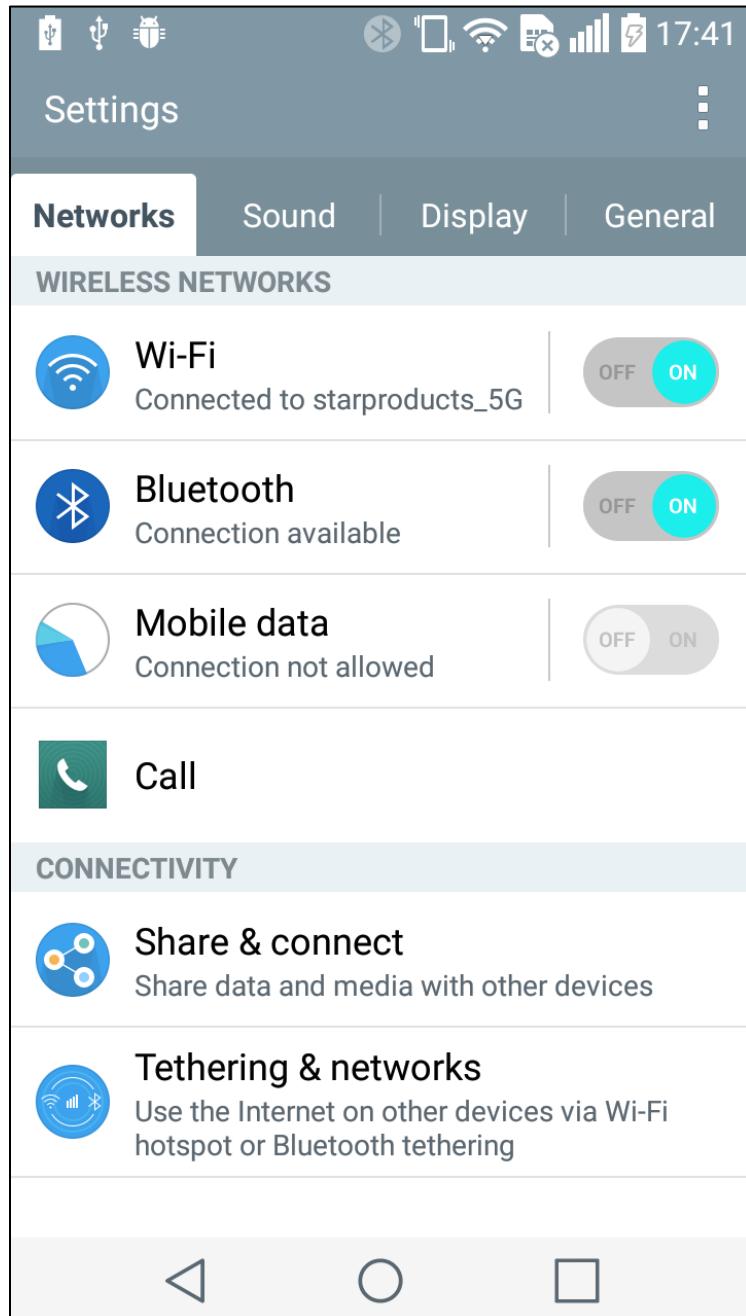
4. Final display which allows USB debugging



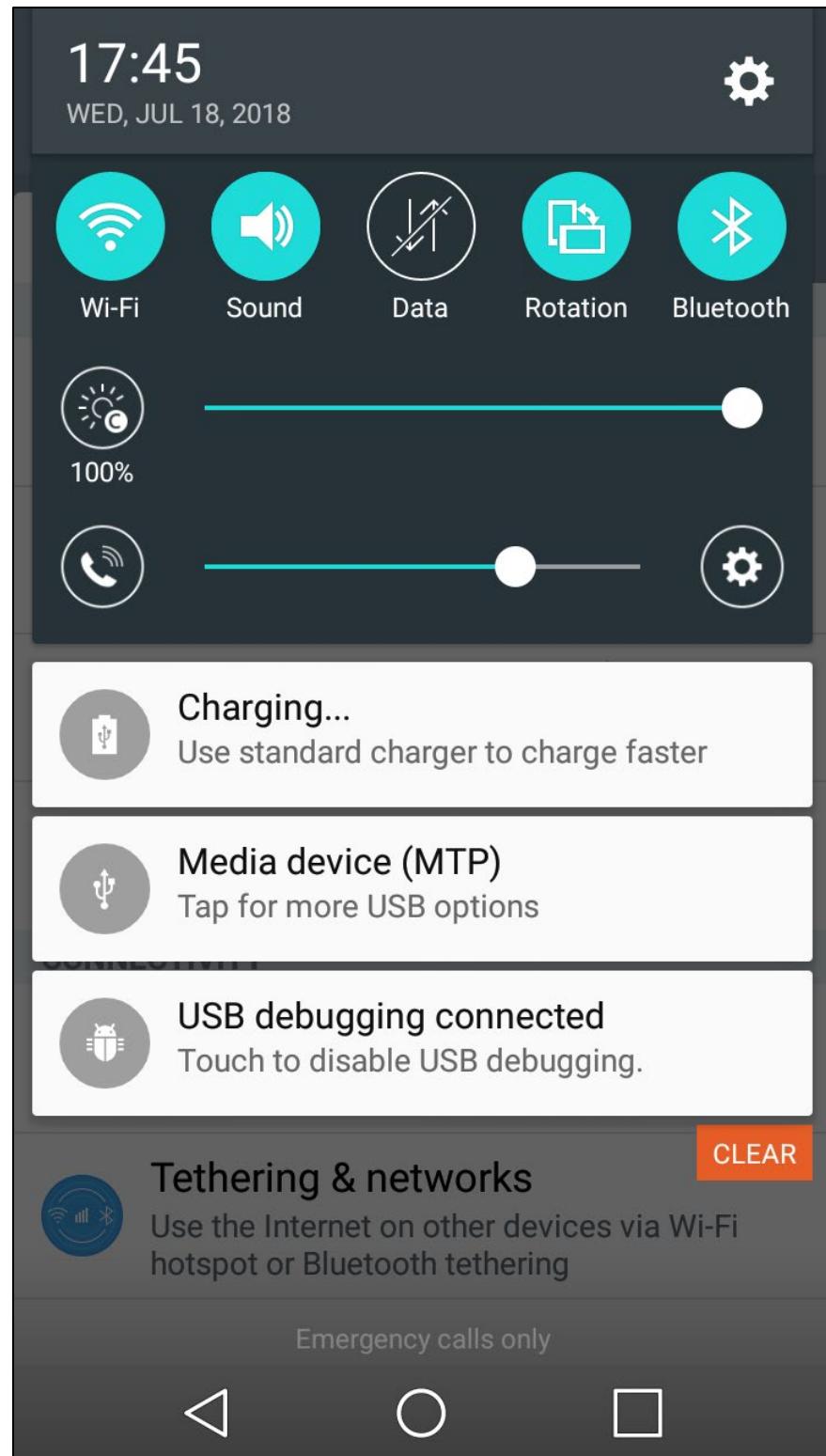
- iii. Connect the USB cable between android phone and computer. There should have an  icon on the top besides  icon.

iv. Enable MTP mode for USB PC Connection setting

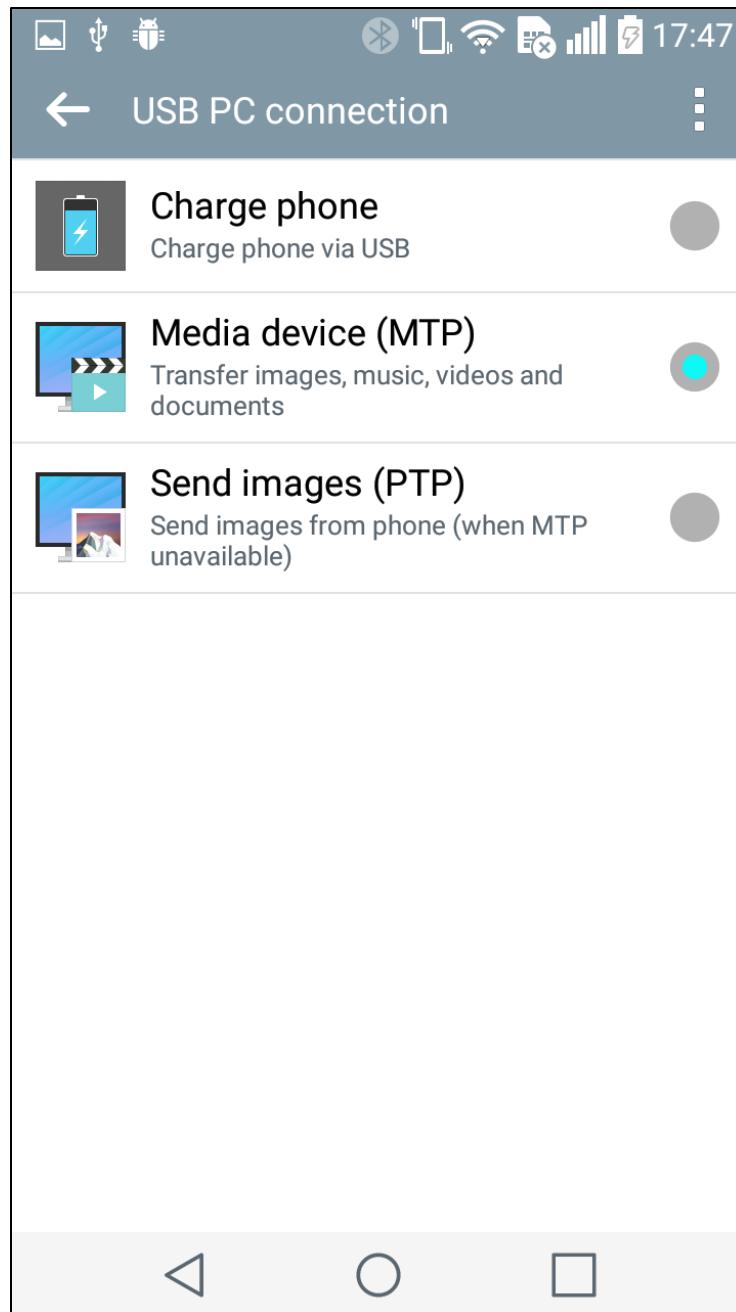
1. Connect the USB cable between android phone and computer



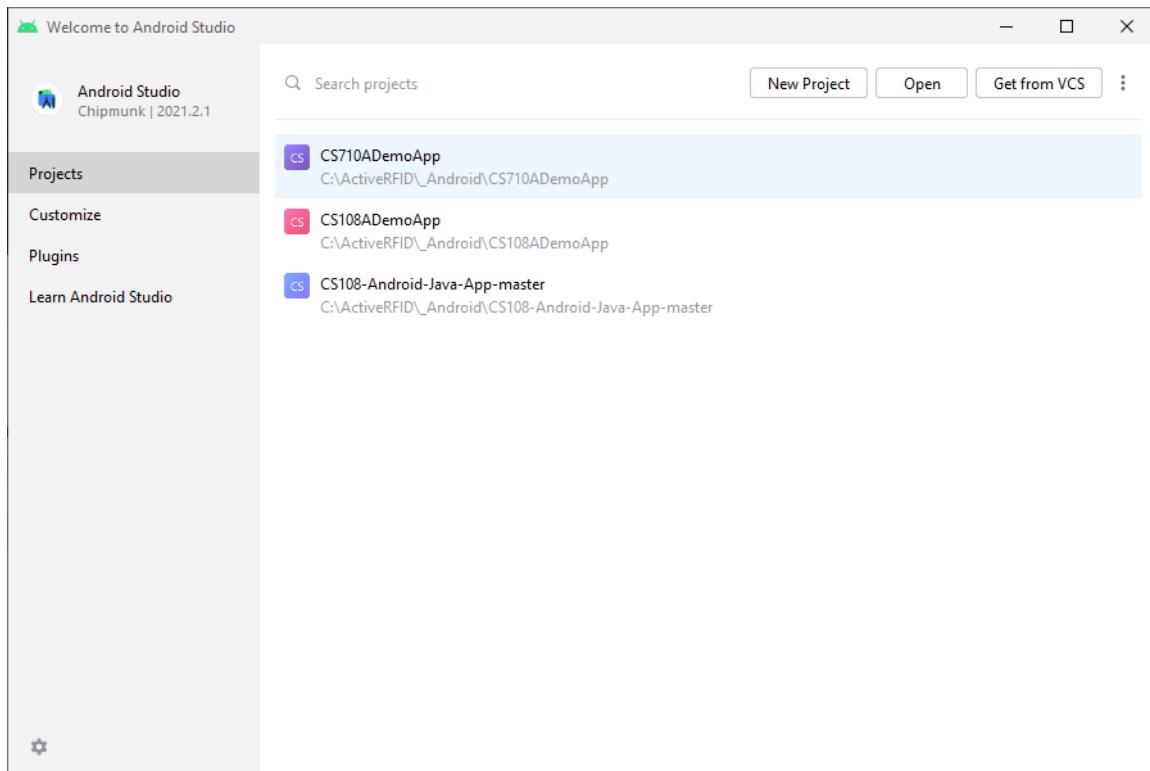
2. Swipe from top line downwards



3. Select “Tap for more USB options”



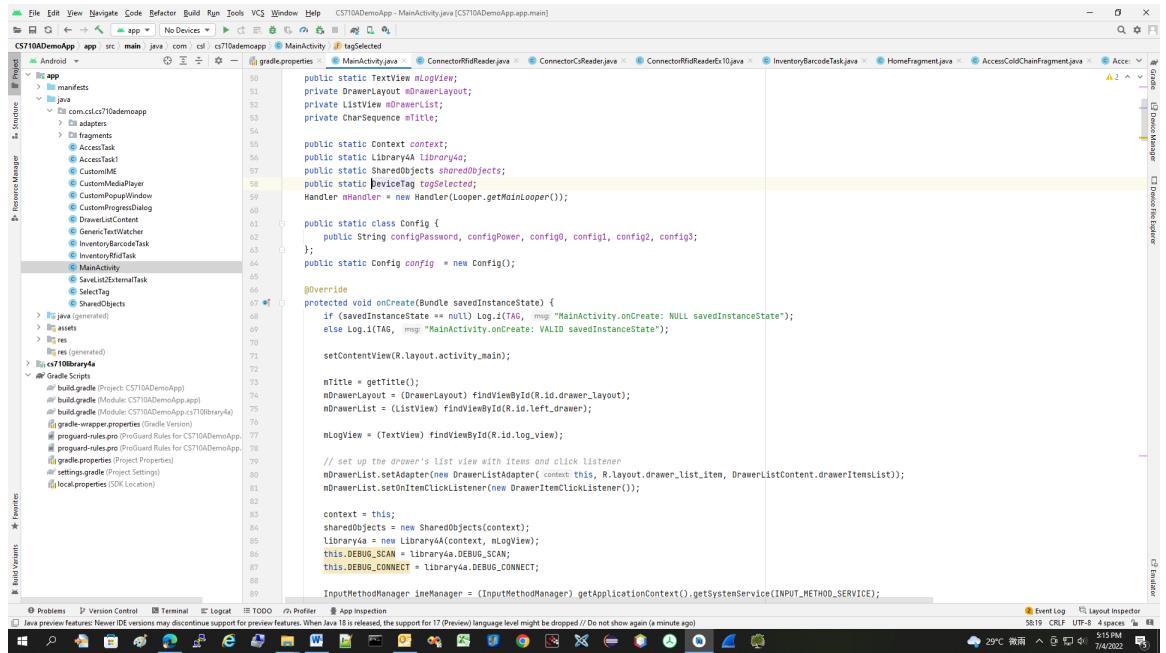
4. Select “Media device (MTP)” for most android phone. Noted that we need to select “Send images(PTP)” in some phone to allow USB debugging.
  - v. End
- 2) Normal Debugging: please connect USB cable from PC to smart phone
- i. Open “Android Studio”



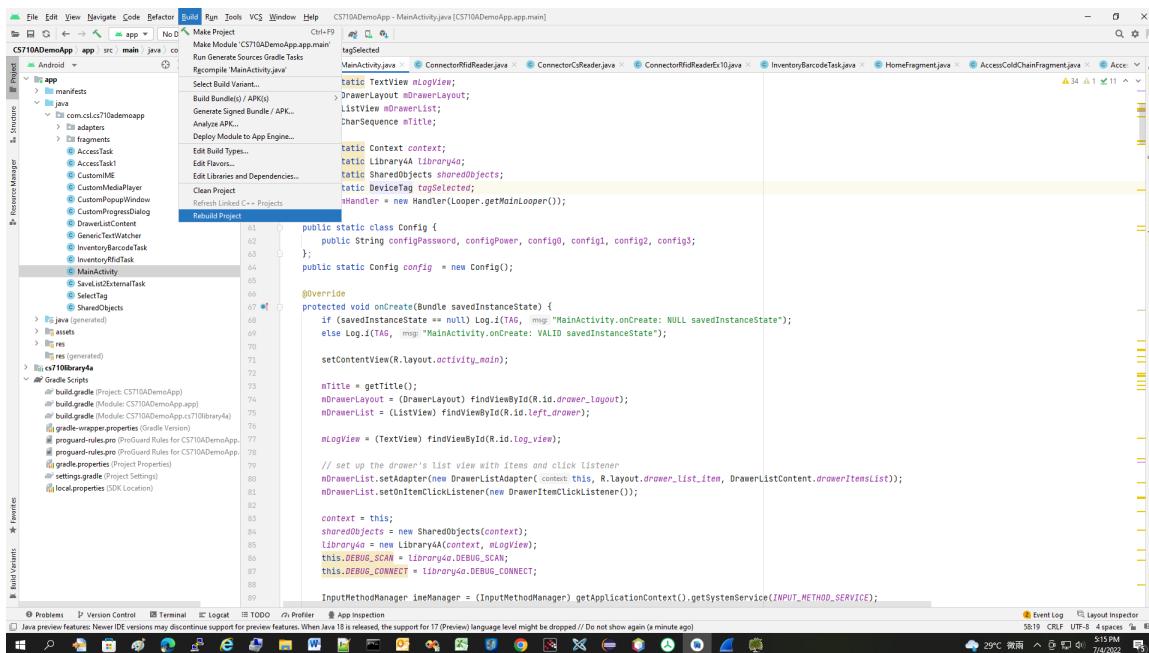
- ii. Select the project file on the CS710ADemoApp project on the right. Noted that this step may not be necessary if we do not close the project before previous exit of the android studio.

## 3.4 Modify CS710S Project to be Your Project

- 1) Modify the project (the files under “app” module) for your own project

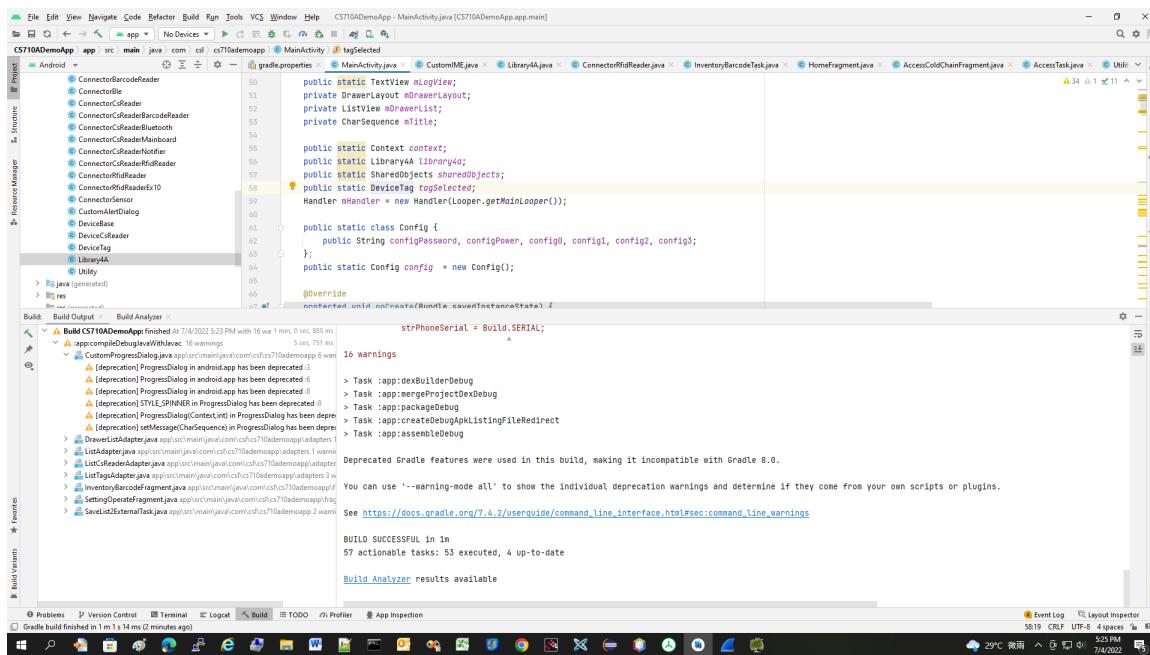


- 2) Select “Rebuild Project” in the “Build” menu bar of Android Studio. This cleans and compiled the whole project.

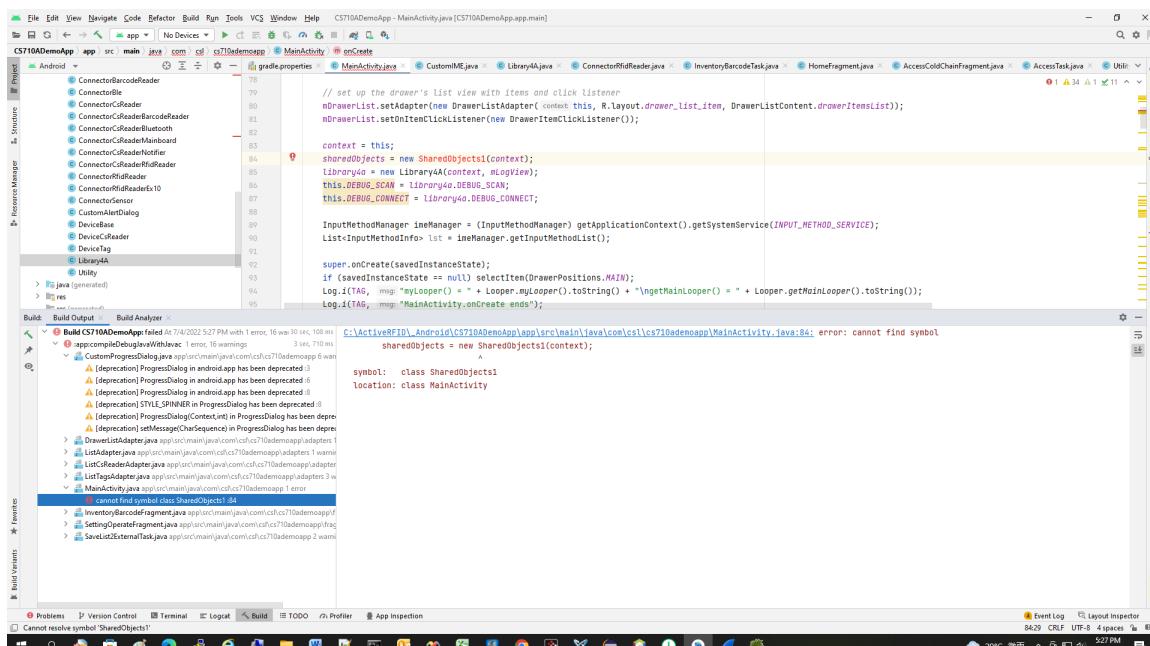


- 3) Select “Build” tab in the bottom to see if there is error

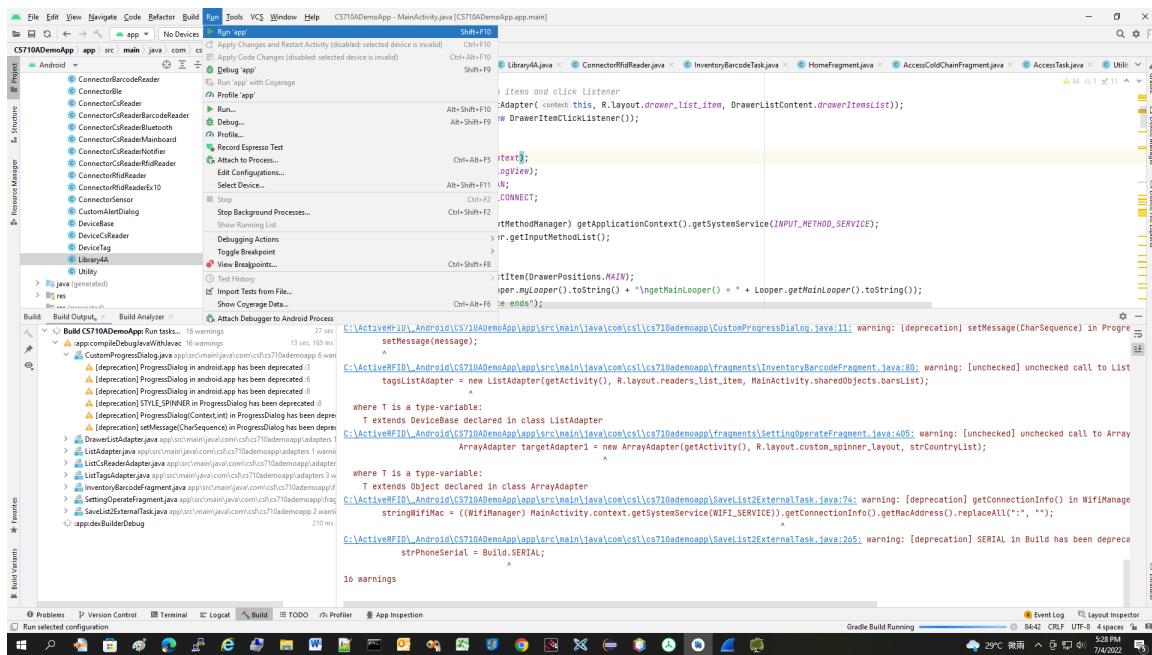
If no error, it shows as followings.



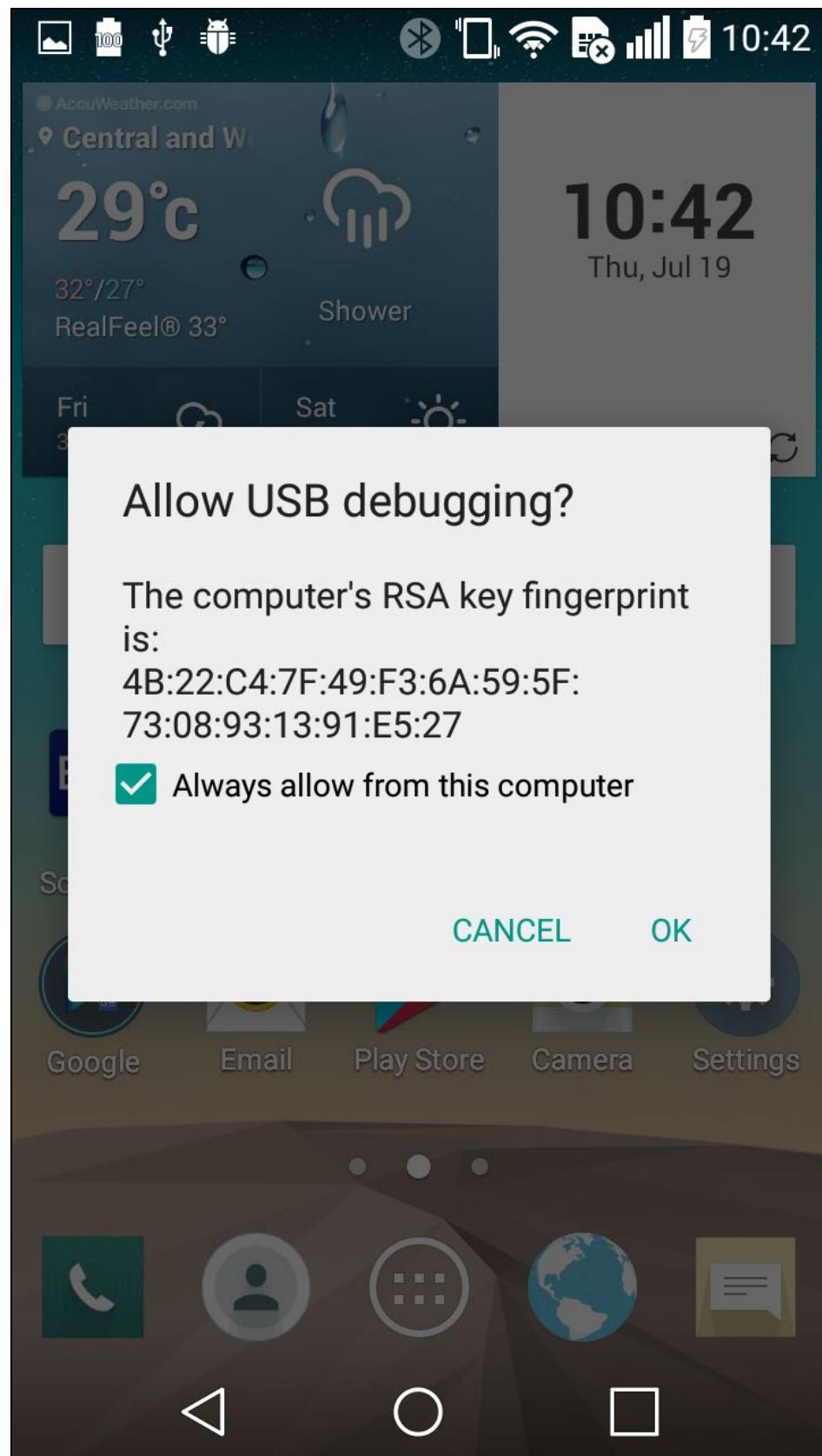
If error, it shows as followings. Select the items with ! in the “Build” message window. Android studio should open the appropriate file with error in the source code windows the top right part. It shows the reason of the error in the lower right part of the ‘build’ window. Modify the source code.



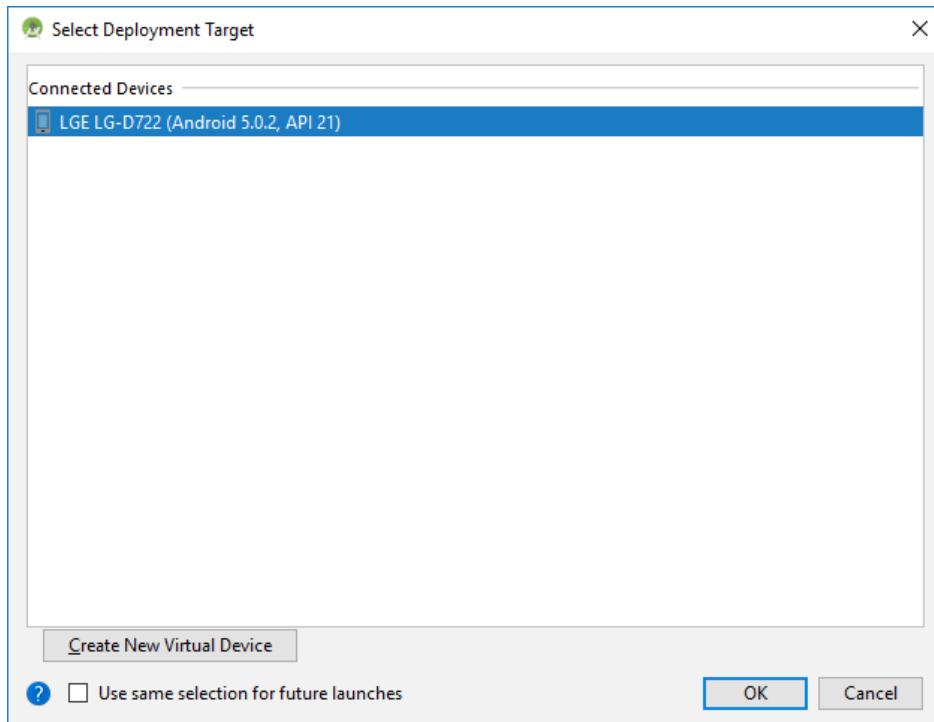
- 4) Plug in the android phone that has set USB debugging.
  - 5) Select “Run app” in the “Run” menu to download and to install the test app to android phone.



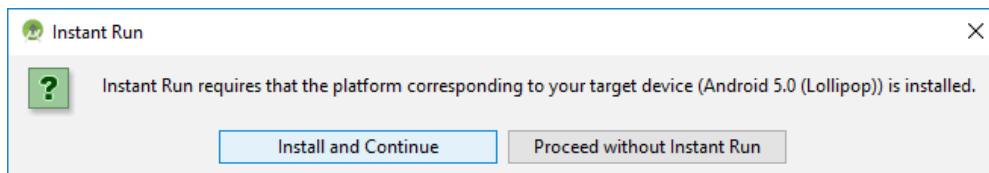
- 5) For the first time of android debugging, the android phone has following message to request to initialize a data transmission key between android phone and the android studio. Tick the box “Always allow from this computer” and Select OK.

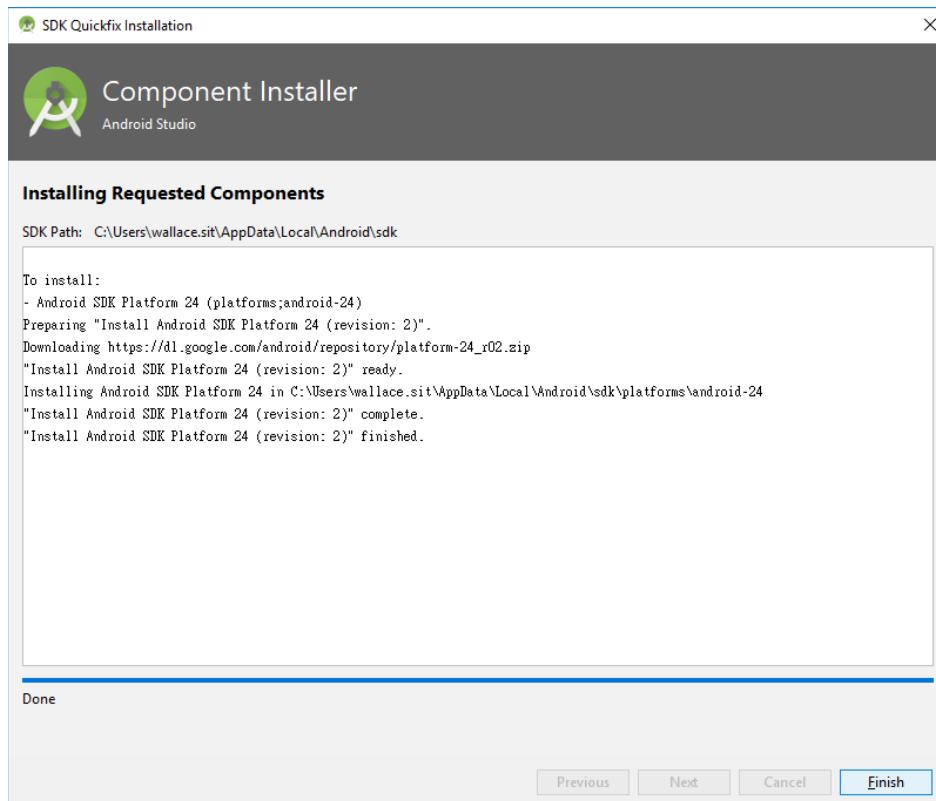


- 6) In Android Studio, select “OK” in the “Select Deployment Target”

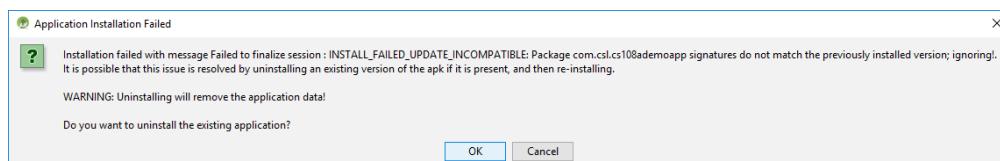


- 7) For the first time of android debugging, after the Android studio recognizes the target phone device platform, it requests to install appropriate “Run” platform. Select “Install and Continue”. Wait. Then press “Finish”





- 8) For some android phone or for the first time of debugging, it may have following message to request to uninstall the previous version of app having the same name. Select “OK” to continue

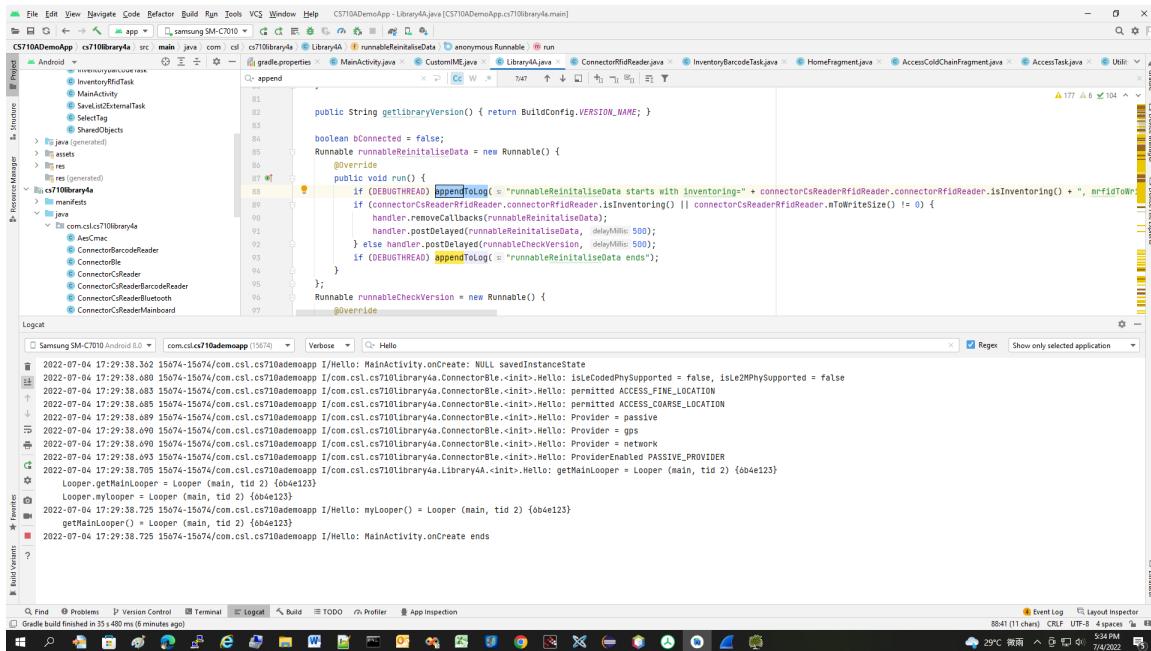


- 9) The previous apps having same name should be uninstalled. The new apps should be installed and executed with the following display in the android phone.



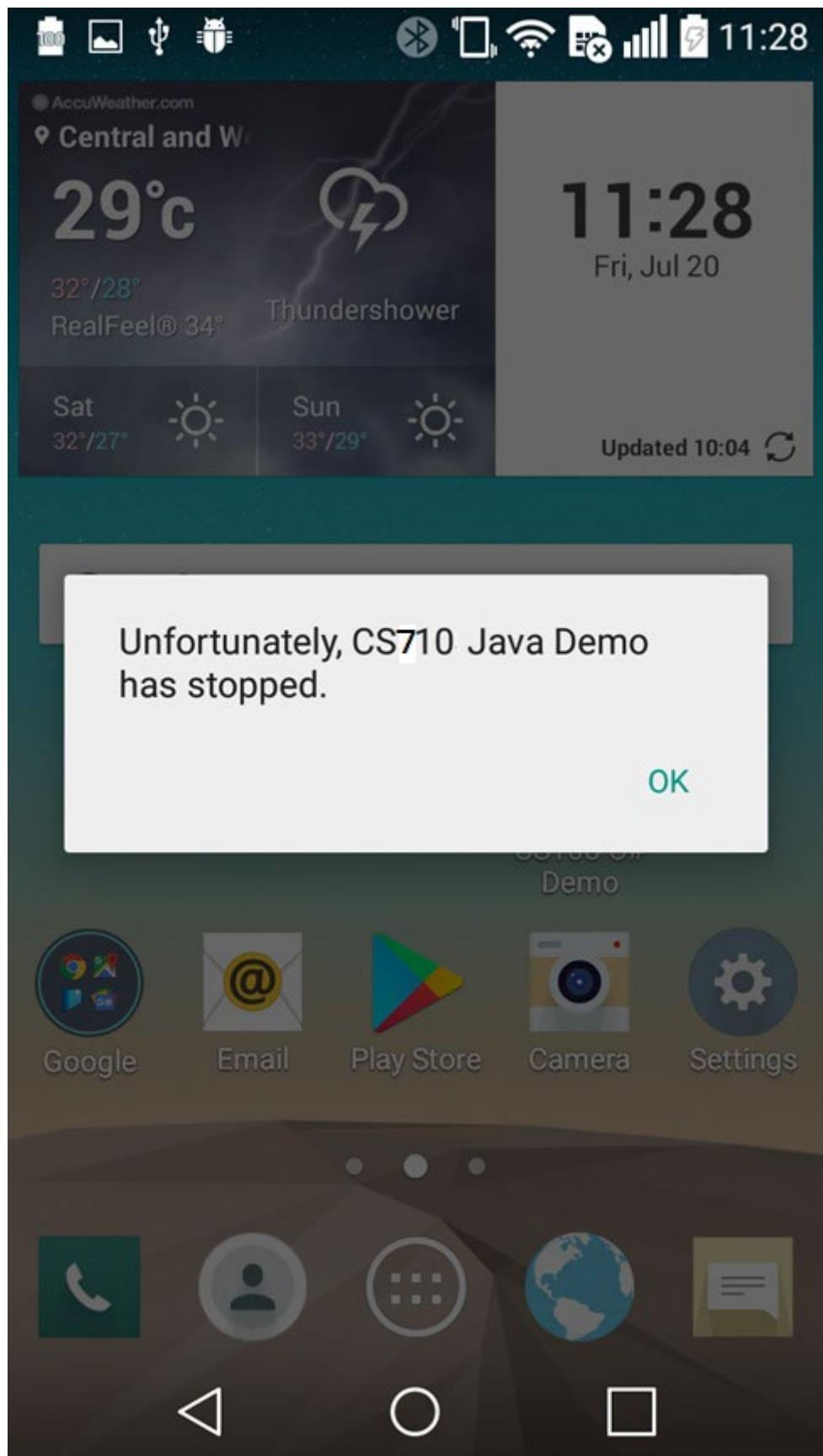
- 10) For the logical software error, we need some debug message to debug the problem. We may place the debug message by using the android command Log.i("Hello", "test debug message") or the library4a command appendToLog("test debug message").

Select “LogCat” tab in the bottom of Android Studio to display the debug message. Select “Verbose” with appropriate filter word, such as “Hello” which is the default TAG of the Log command of the library4a.

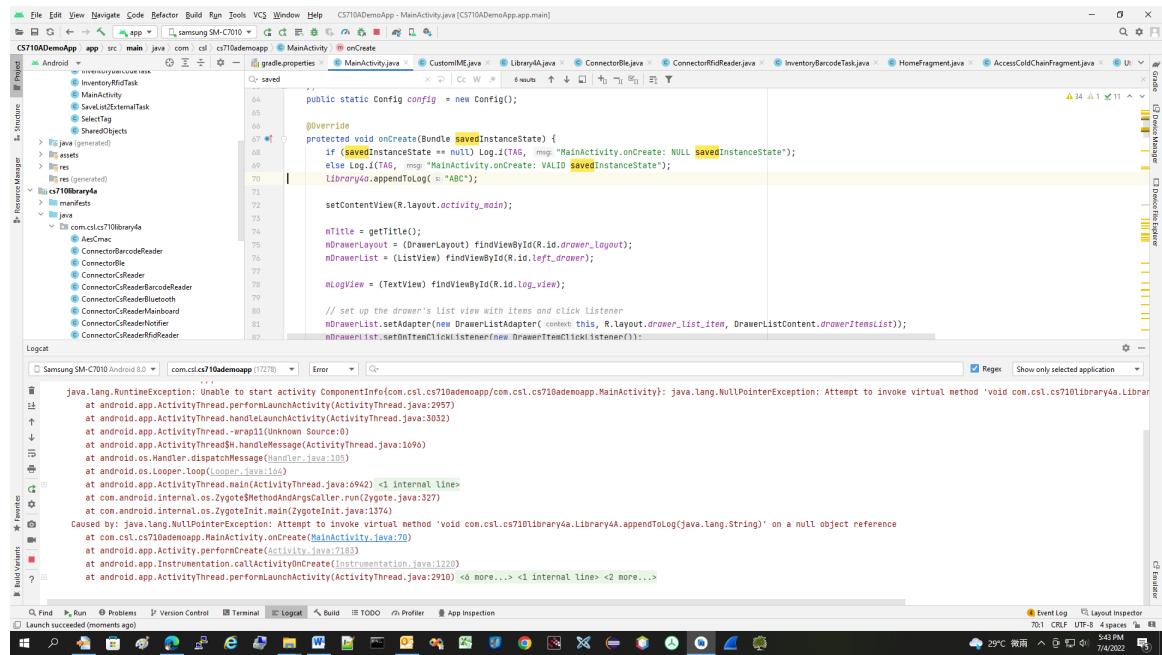


- 11) For software clash and reset problem, we may use Android studio to debug. Connect the phone with usb. Select “LogCat” tab in the bottom of Android Studio to display the debug message. Select “Error” to see possible error messages especially when the app clashes. No filter is needed. Select Run in android studio menu to download and execute the app. Try repeat the clash.

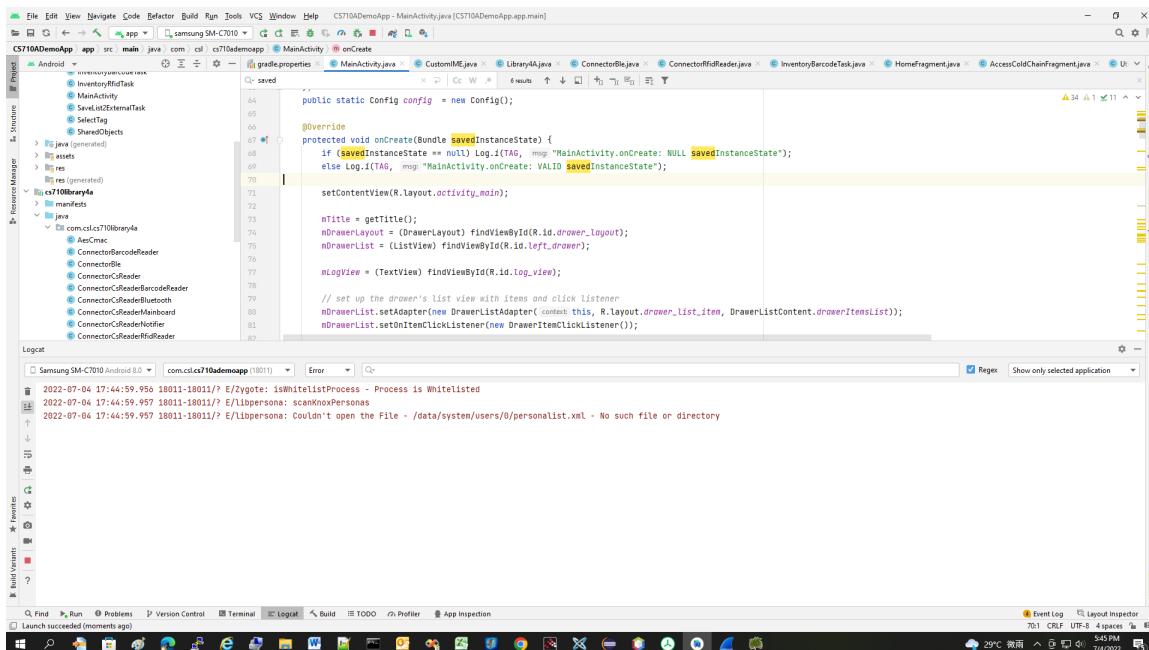
If the application crashes, the phone app has display like the following.



If error, android studio displays like following. Tick the Blue line in the LogCat window to go to the problem line of the problem file in the upper right part of the android studio.



If no error, android studio displays like following.



- 12) Debug message without Android Studio. Sometimes problem cannot be repeated when the phone connects to android studio. The DemoApp adds ListView class mLogView in the right DrawerLayout. We can add the debug message by mLogView.append("Test debug message"); The mLogView is also used by library4a class.

```

    ...
    Log.i(tag TAG + ".Hello", s);
    String string = "\n" + getReferencedCurrentTimeMs() + "." + s;
    return (string);
}

void appendToLogView(String s) {
    appendToLog();
    String string = "\n" + getReferencedCurrentTimeMs() + "." + s;
    if (mLogView != null && string != null) mLogView.append(string);
}

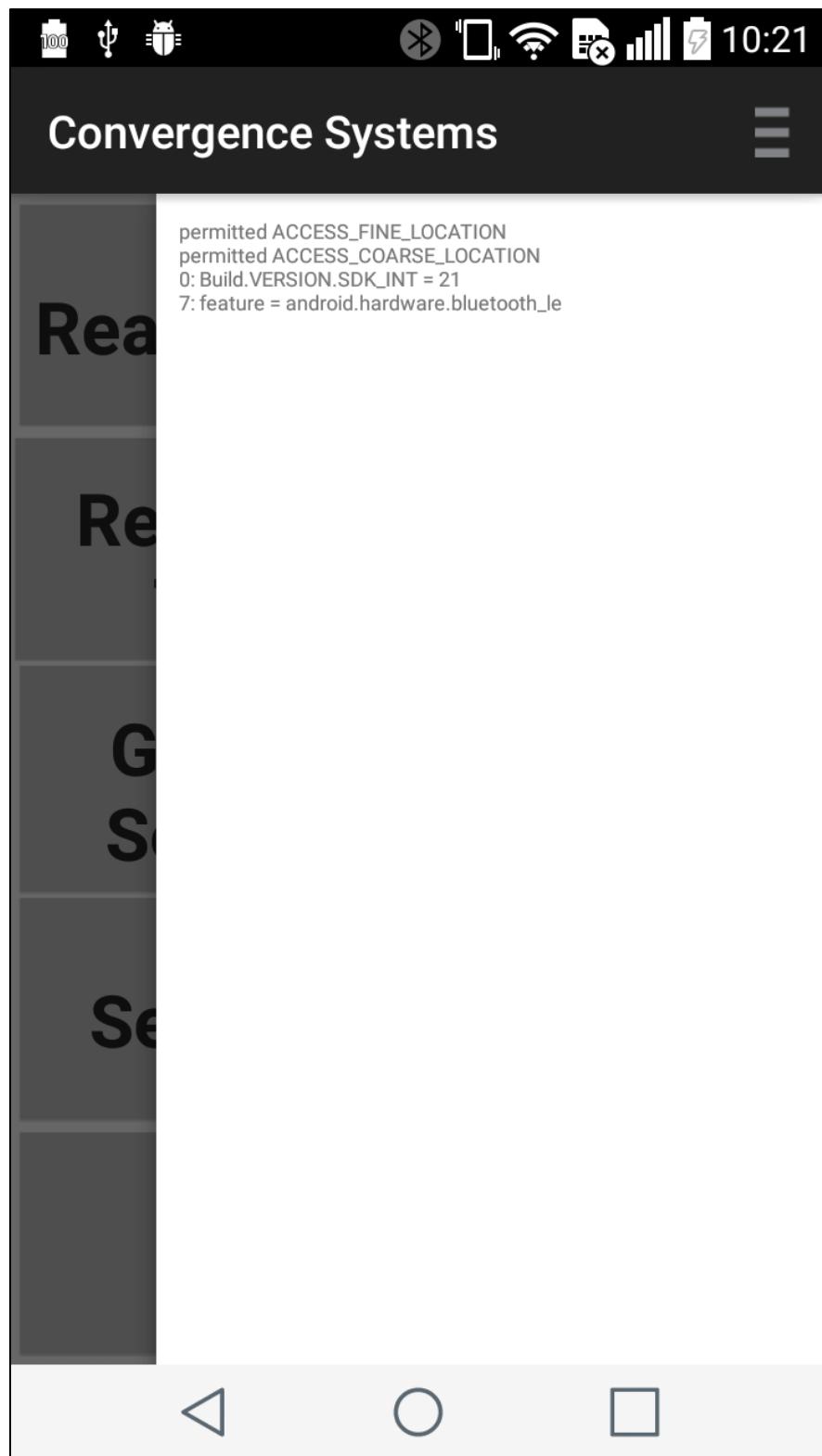
private static long mReferenceTimeMs;
void setReferenceTimeMs() { mReferenceTimeMs = System.currentTimeMillis(); }
long getReferencedcurrentTimeMs() { return System.currentTimeMillis() - mReferenceTimeMs; }

boolean isSameByByteArray(byte[] array1, byte[] array2, int length) {
    int i = 0;
    if (array1 == null) return false;
    if (array2 == null) return false;
    if (array1.length < length || array2.length < length) {
        return false;
    }
    ...
}

```

The screenshot shows the Android Studio interface with the Utility.java file open. A yellow highlight is applied to the entire `appendToLogView(String s)` method. The code block above and below this method is also visible. The bottom part of the screenshot shows the Java code editor with several other methods and their implementations.

The debug message is seen by swiping the right edge of the apps.



13) Modify and debug the test project. Repeat above.

14) End

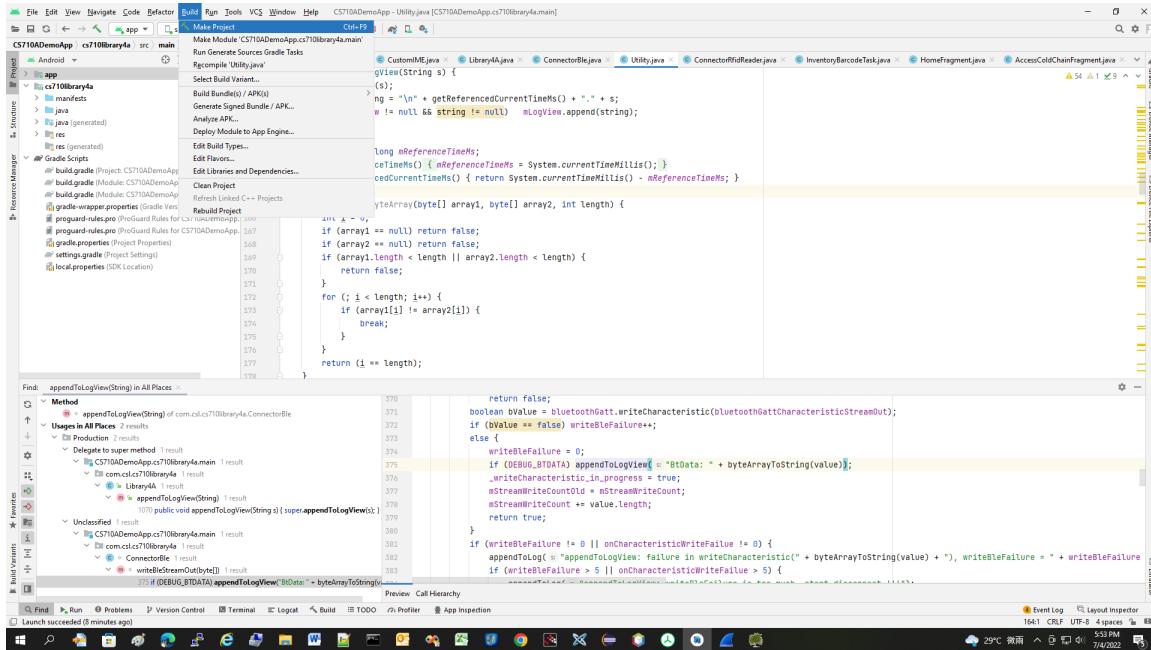
### 3) Demo App Architecture

The demo app has three modules: app, cs710library4a and Gradle

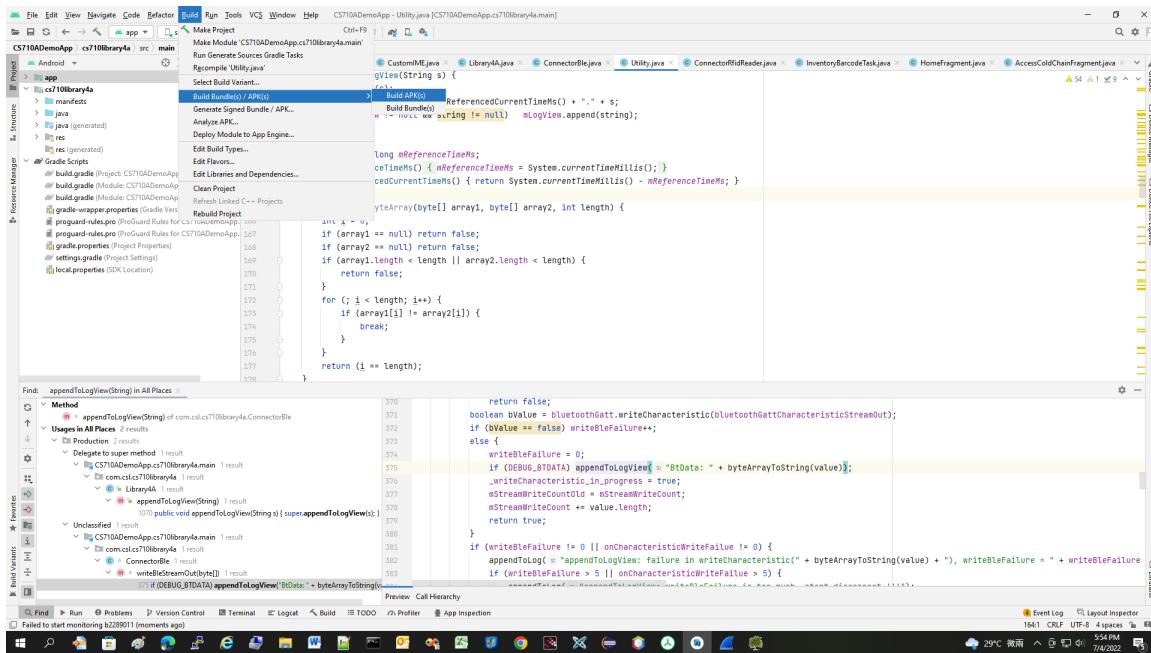
- A. ‘app’: the module contains the UI related classes and methods. It is grouped as manifests, java, assets and resources
    - i. ‘manifests’: it has AndroidManifest.xml which defines the applications and activities, user-permission used in the ‘app’ module.
    - ii. ‘java’: it contains the java UI related source files. It is grouped as adapters, fragments and shared.
      - 1. ‘adapters’: it contains the different adapters for ViewPager, or ListView Android UI components used in some UI pages.
      - 2. ‘fragments’: it contains the definition of different UI pages
      - 3. ‘shared’: it is located directory under ‘java’ directory. It includes ‘AccessTask’, ‘CustomIME’, CustomMediaPlayer,... They are common UI related tasks called by several UI pages.
      - 4. MainActivity.java: it is the starting point of the Demo app.
    - iii. ‘assets’: it contains the audio files used by the UI pages to output sound
    - iv. ‘res’: resource group has the UI data used by the UI pages. It is grouped as drawable, layout, menu, values and xml.
      - 1. Drawable: it contains the pictures for the UI pages
      - 2. Layout: it contains the layout definition of different UI components in different UI pages.
      - 3. Menu: it contains the layout definition of different menu components used in different UI pages
      - 4. Values: it contains colors, dimens, strings and styles used in different UI pages.
      - 5. Xml: it is not used now.
  - B. ‘cs710library4a’: the library module contains non-UI related classes and methods. It is also grouped under manifests, java and resources. ‘manifests’ has AndroidManifest.xml which defines the classes, user-permission used in the module. ‘java’ contains the related source codes. There are 18 files. ‘res’ has the data used by the library modules. There are only useful file – **device\_filter.xml**, **popup.xml** and **strings.xml**.
  - C. ‘Gradle Scripts’: it contains some global properties with .gradle files. Those properties include required sdk versions, version name,.....
- 4) Generate apk for direct download and installation

A. Source file preparation – Change the versionName value within build.gradle for the Module app so that new app version can be displayed for new generated apps.

B. Select “build” -> ‘Make Project’ in Android Studio

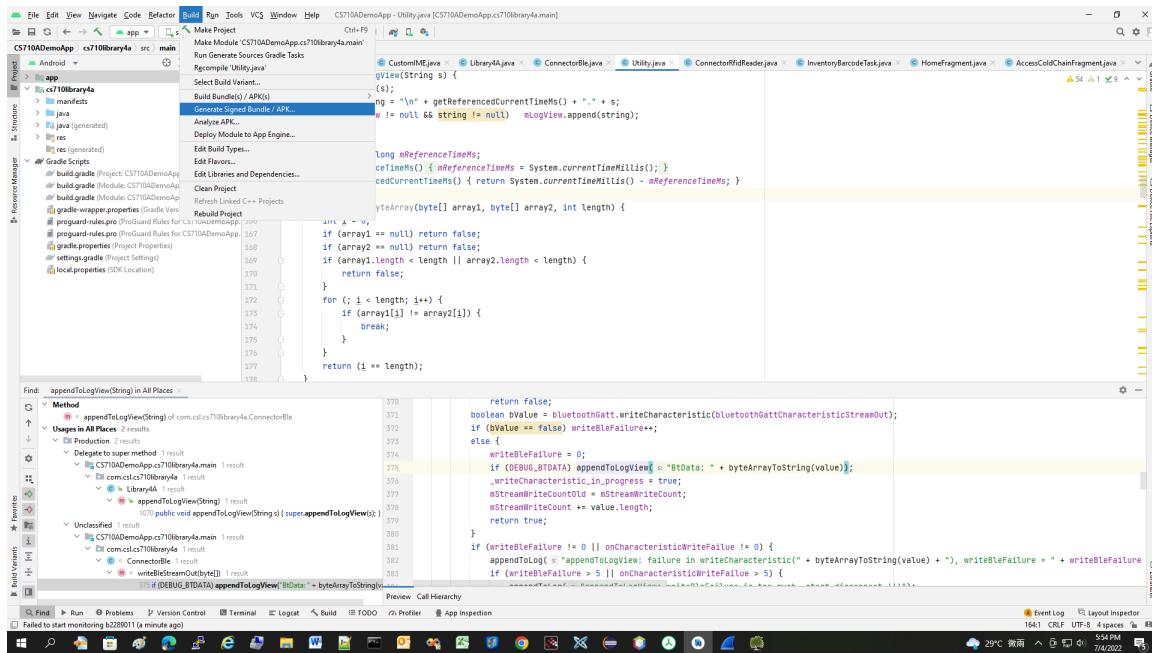


Or select “build” -> “build bundle/apk” -> “build apk”

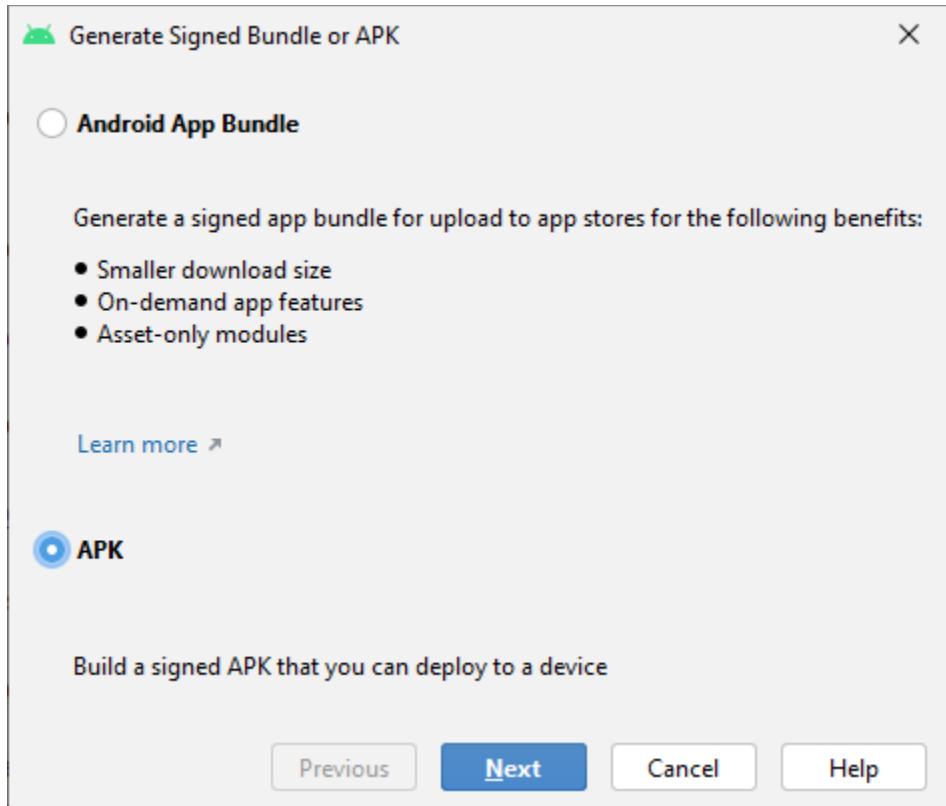


If successful, the file app-debug.apk is in app\build\outputs\apk\debug

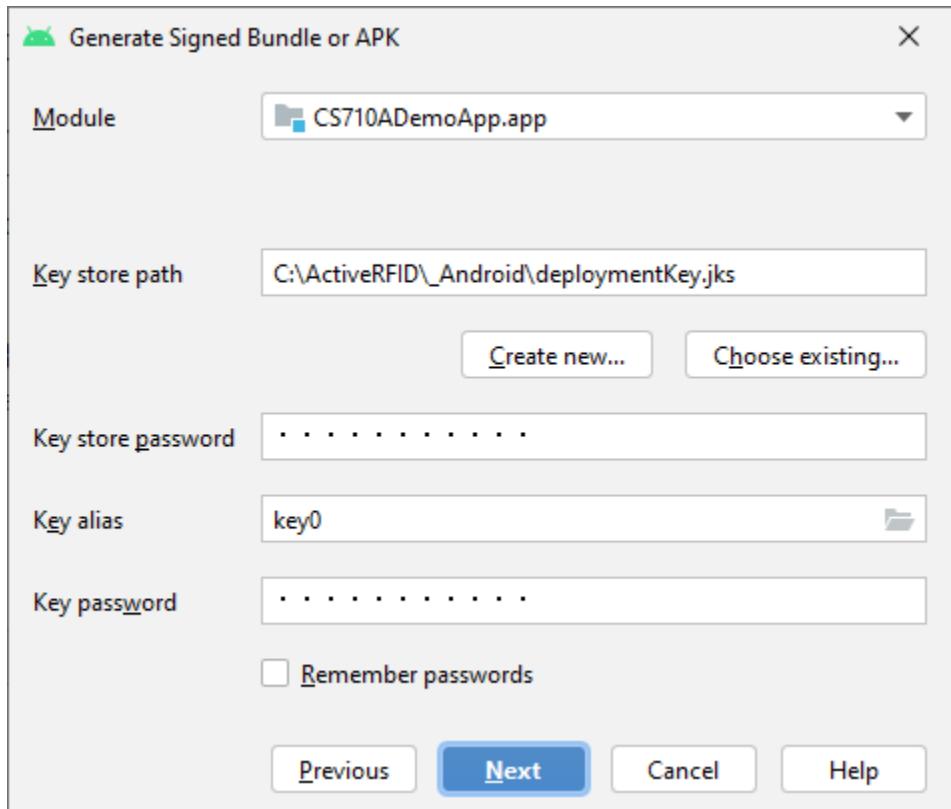
Or Select “build” -> “generate signed bundle/apk”



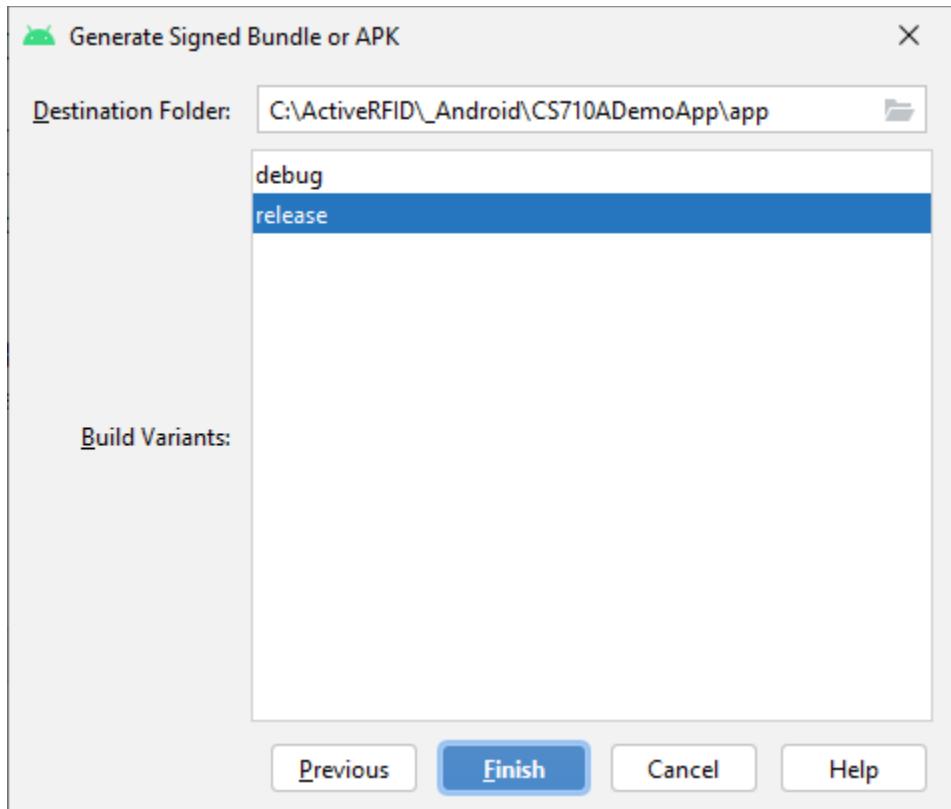
Then Select “apk” and then “next”



Then input the key location, passwords and alias, then “next”

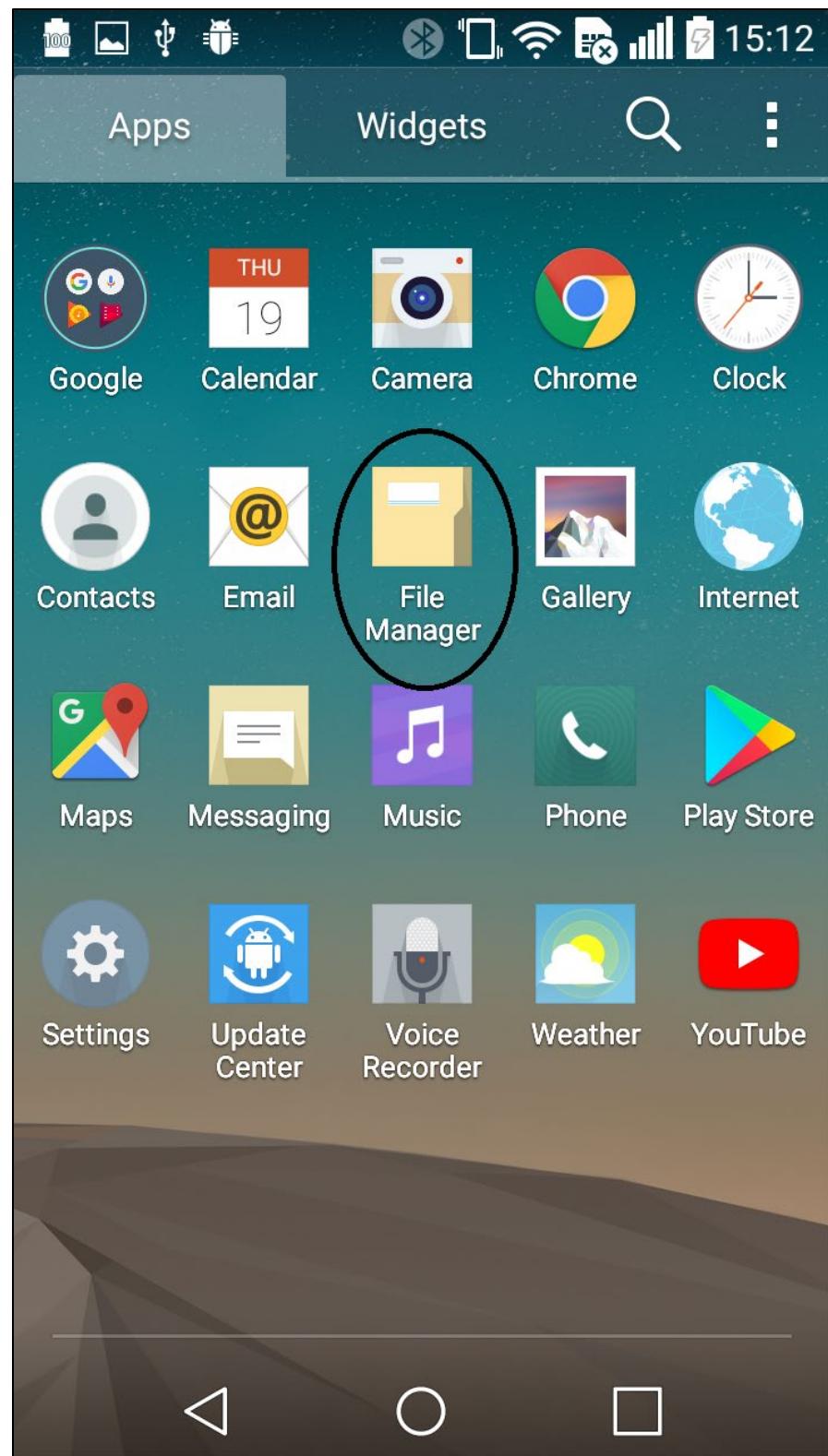


Then select “debug” or “release” and “Finish”

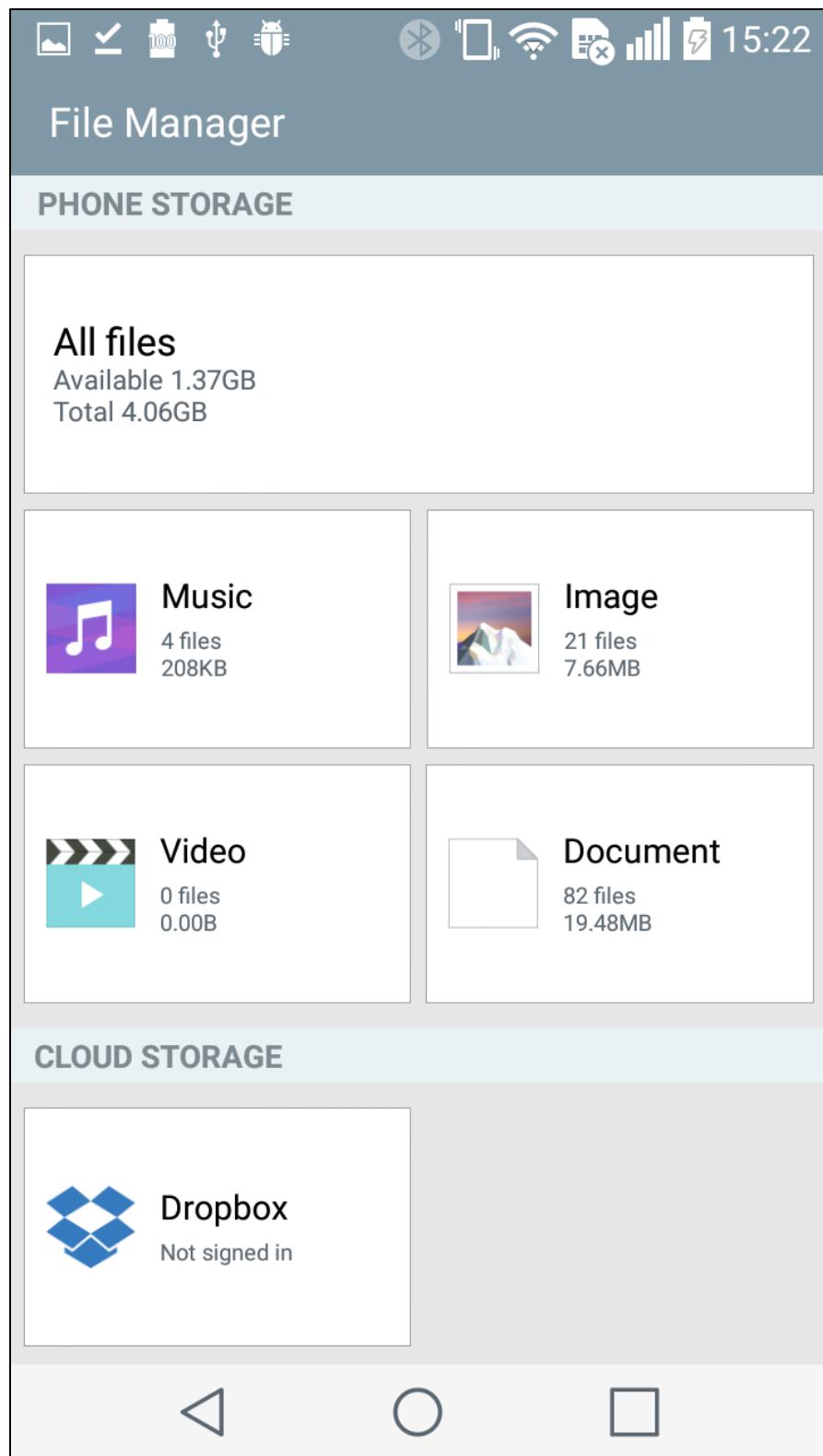


If successful and debug file is selected, the signed file app-debug.apk is located in app\debug. If successful and release file is selected, the signed file app-release.apk is located in app\release.

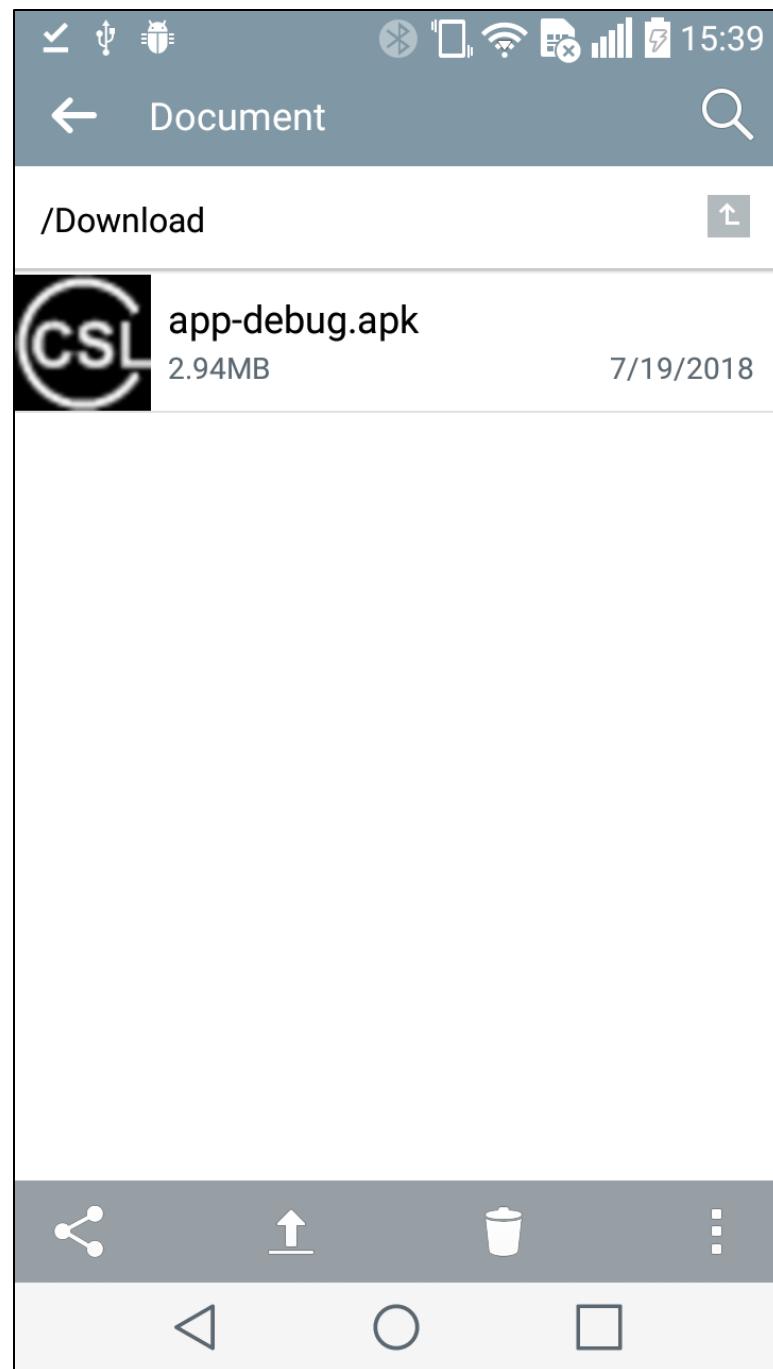
- C. File inventory: Rename the app-debug.apk to any name such as app-debug-180718.apk with the .apk extension. You may zip the file. You may put the file in the website, such as the CS710-Android-Demo-App-1.19.0\_Installer.zip file in <https://www.convergence.com.hk/downloads/cs710S/> for android phone to download. You may send the file to others for installation.
- D. File reception: android phone can get the apk file from website using Android phone browser, or from computer using USB connection with computer. The file is usually placed under /Download sub-directory.
- E. File location in android phone:
  - i. use some 'File Manager' app to locate the received apk file



- ii. Select 'Document'



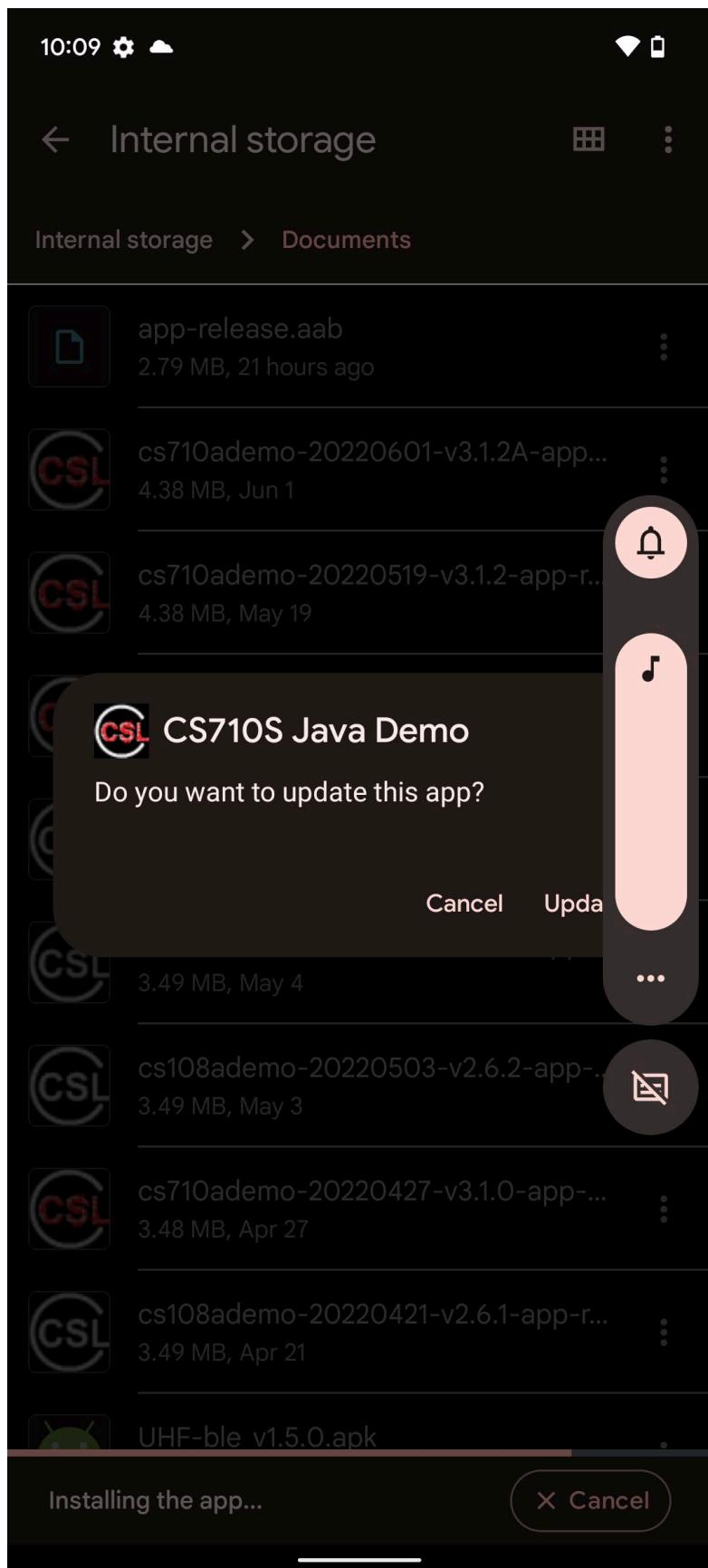
- iii. Browse through different sub-directories until the appropriate apk file is found in the list. Noted that the usual directory is in /storage/emulated/0/Download



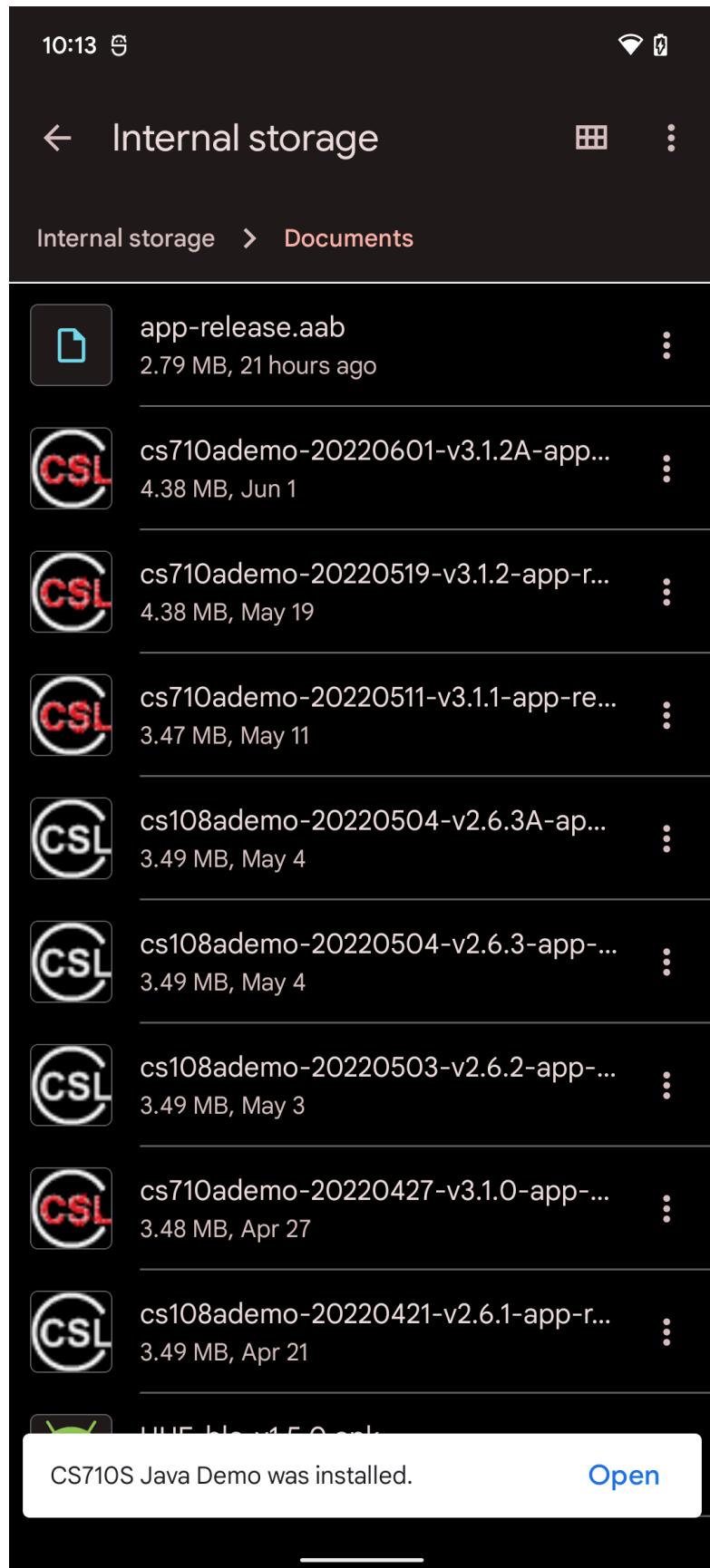
iv. end

F. apk file installation in android phone

- i. Select the appropriate apk file found in 'FileManager' app
- ii. Select 'Install' or 'Update'



iii. Select Open



## iv. Final display

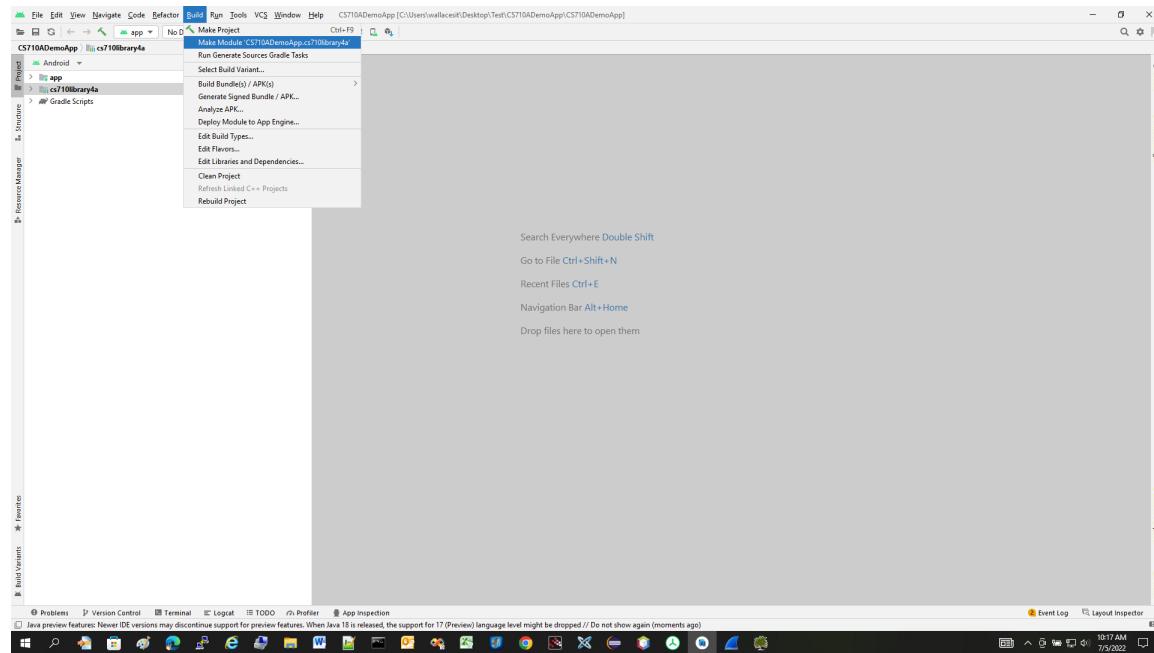


## G. End

# 3.5 Import CS710S Library to Your Own Project

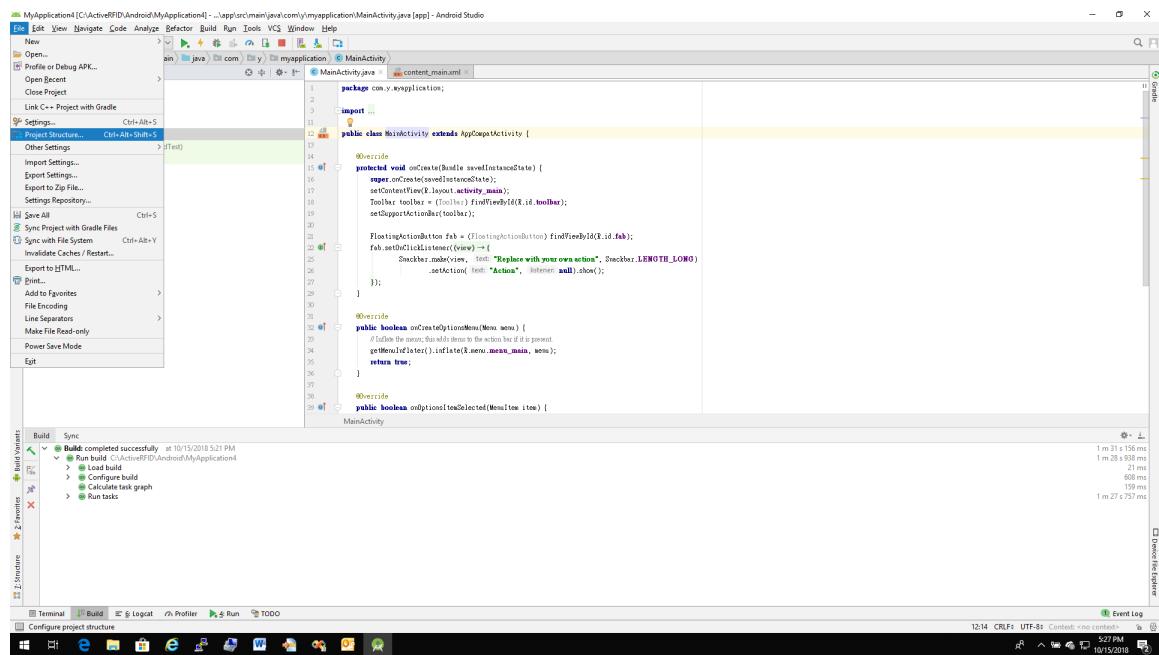
## 1) create library module

- Select the “cs710library4a” module in “Project”->“Andriod” in the left hand side. Select “build”-> “make module ‘...cs710library4a’.

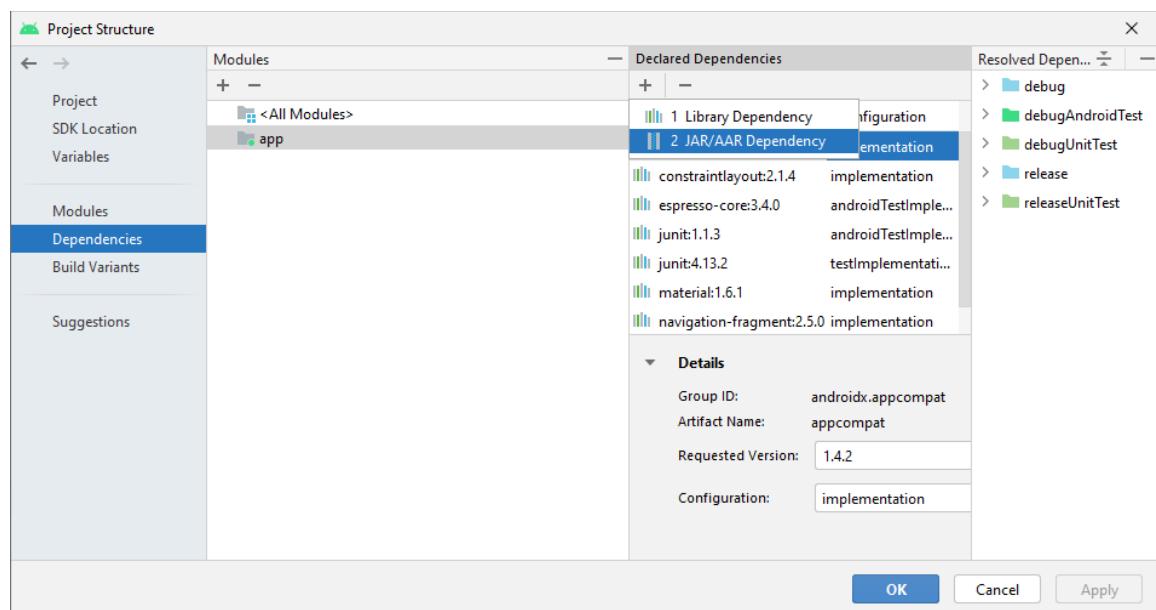


There will have a cs710library4a/build/outputs/aar/cs710library4a-debug.aar

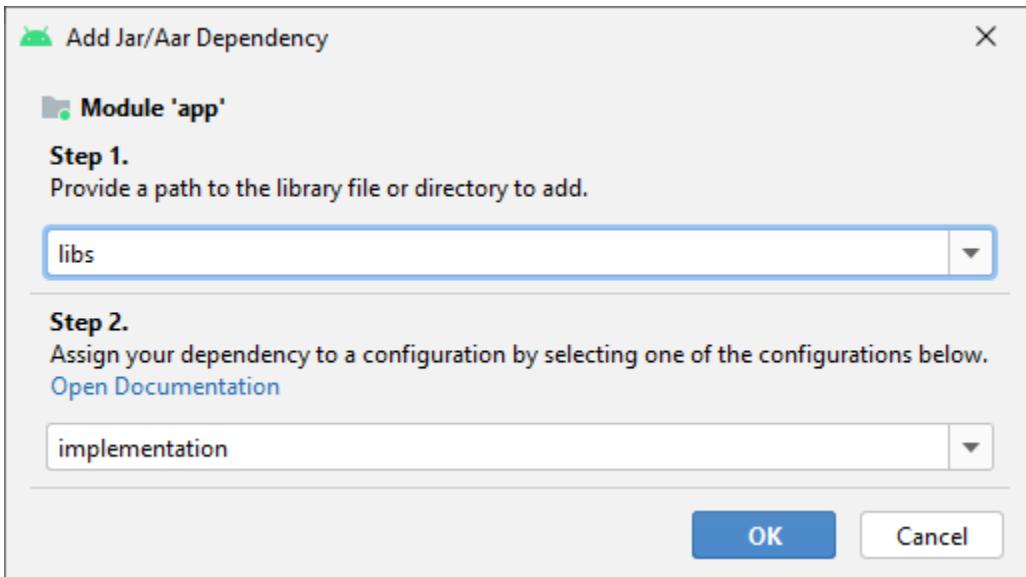
- Copy the cs710library4a-debug.aar from the CS710ADemoApp\app\libs to your own project, for example, call it MyApplication as in the screen captures below, put it under MyApplication\app\libs
- Select File -> Project Structure



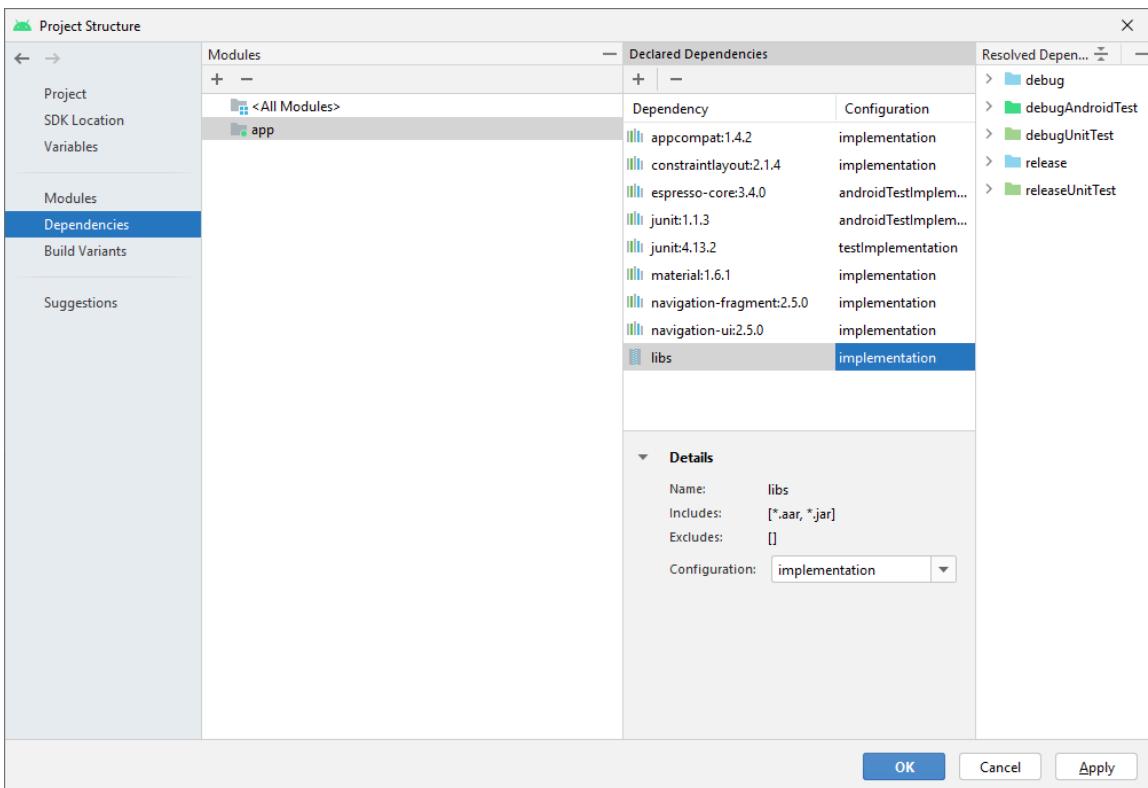
- d. Within ‘project structure’, Select ‘Dependencies’, + in Declared Dependencies, ‘JAR/AAR dependency’



- e. Fill in the path where we put the aar file. Select “OK”



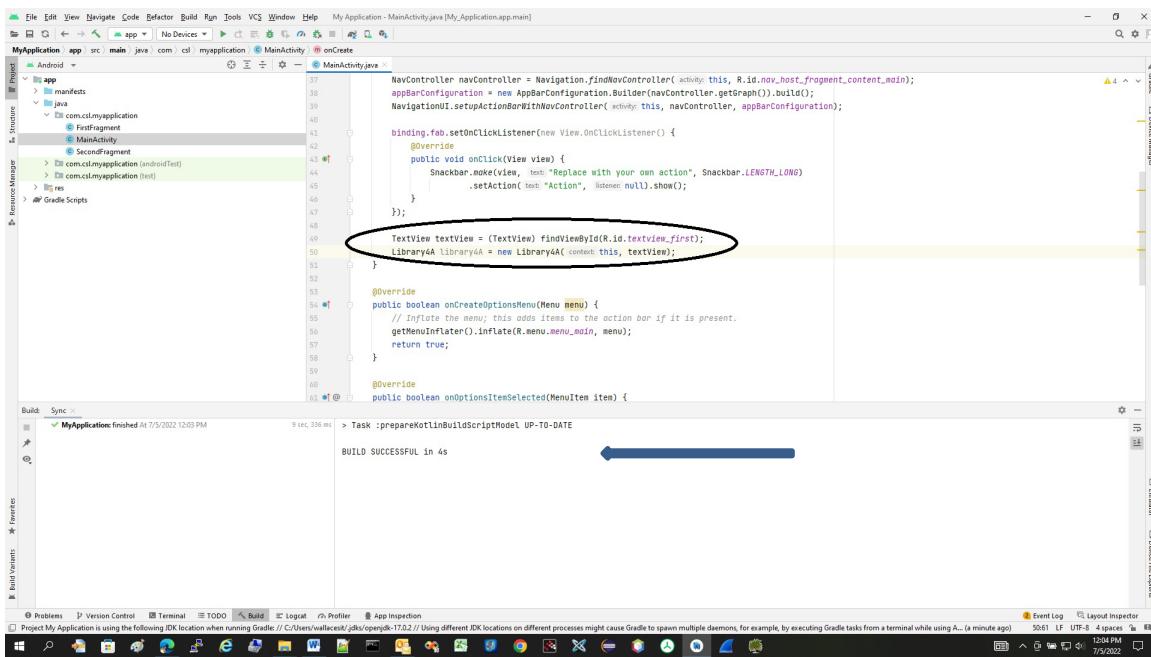
f. There is new dependency for app



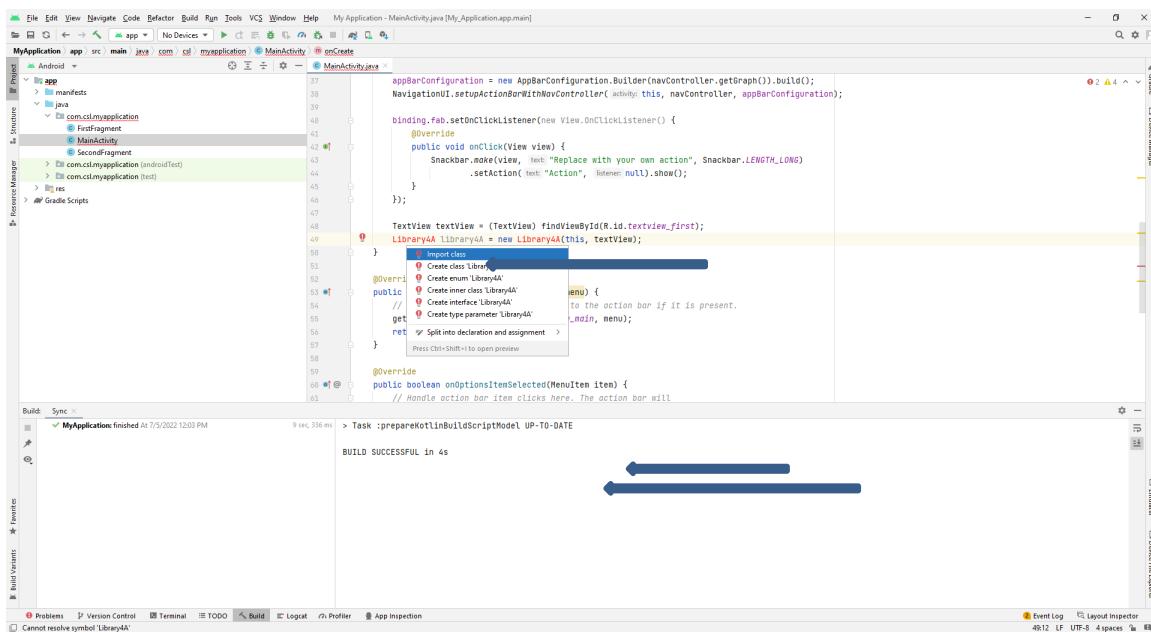
2) Use library module in your project apps

1. Define a TextView class mLogView for library debug

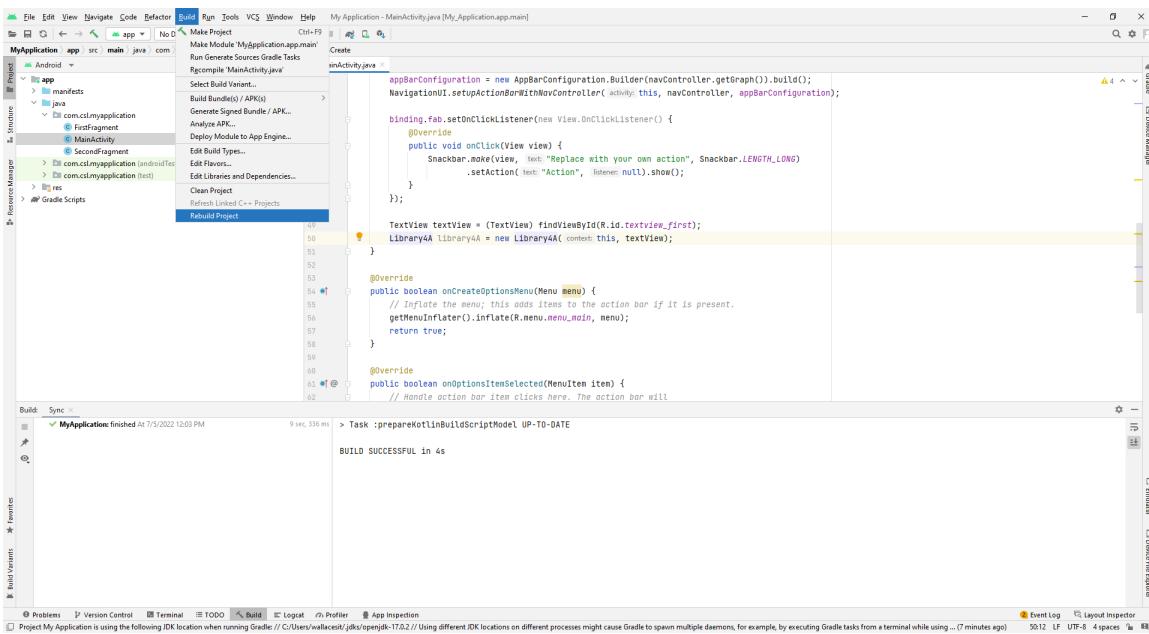
Define the library class in your project apps (Library4A library4A = new Library4A(this, mLogView))



1. The android studio will add “import com.csl.cs710library4a.Library4A” automatically. If now, there is Red word Library4A. Put cursor on the word. Press ALT + Enter. Select ‘Import Class’. You will see Red word changed to black word. You will see new line ‘import com.csl.cs710library4a.Library4A’



2. Rebuild. If no error, it is OK.

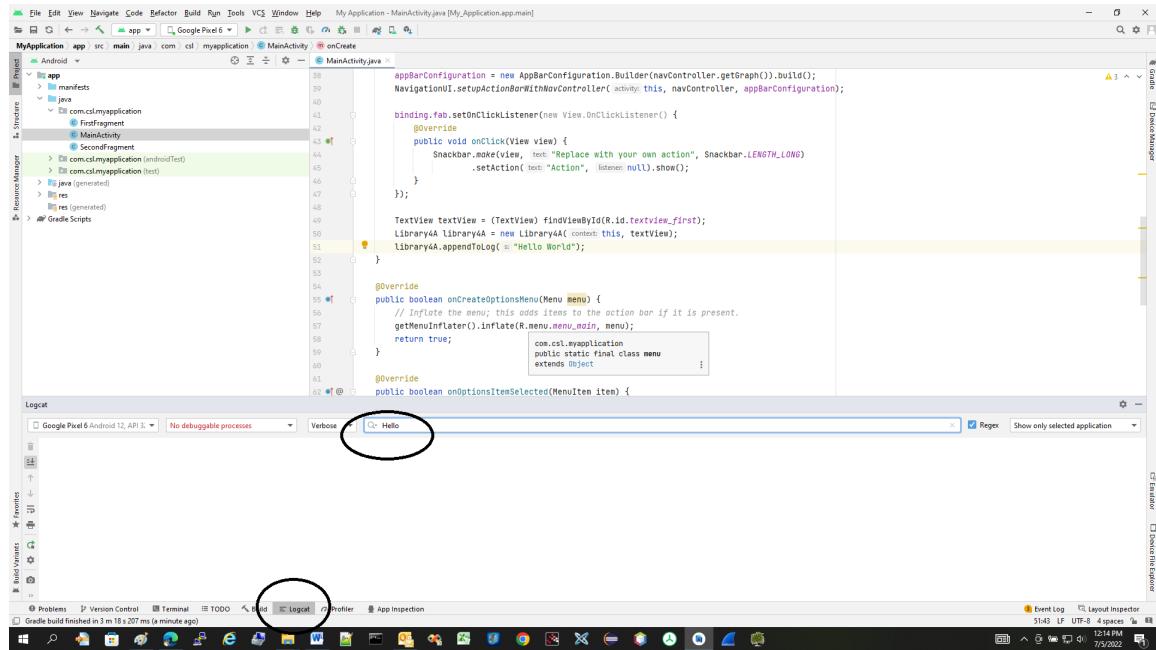


### 3) Test library module in your project apps

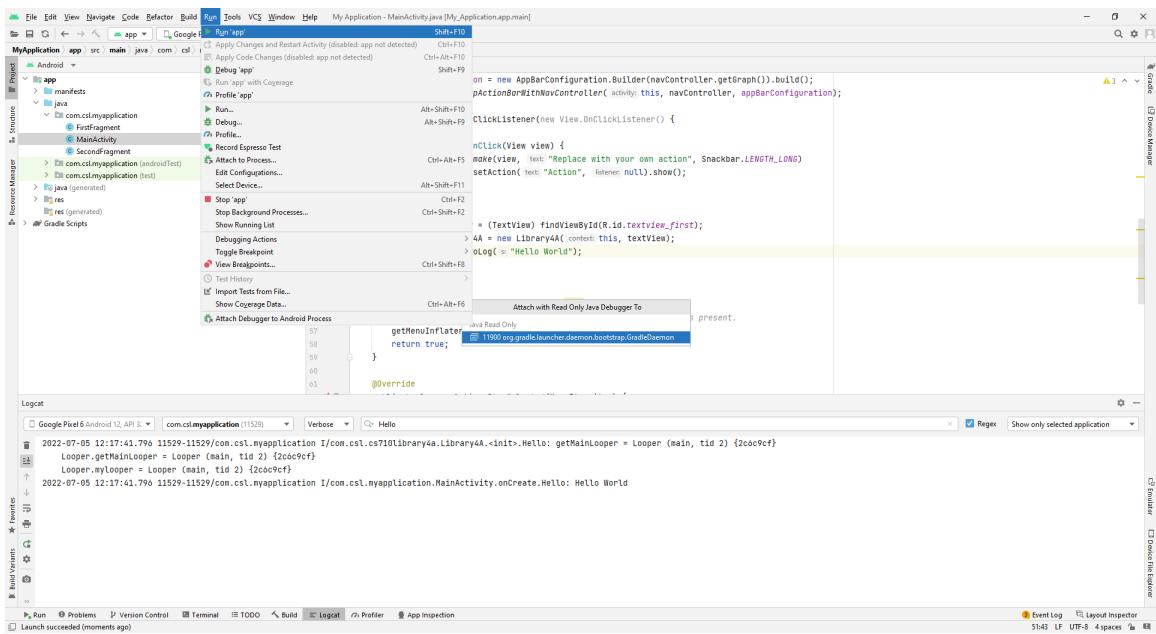
#### 1. Connect your device

#### 2. Select 'Logcat'

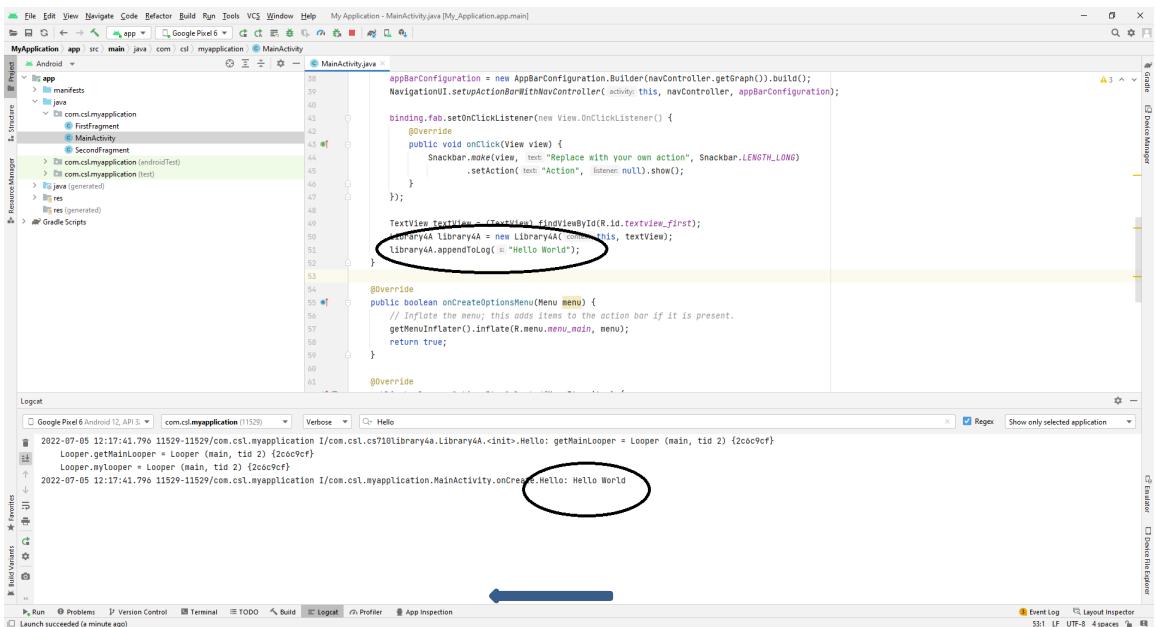
Set 'Hello' in the filter area



#### 3. Download yourProject apps to an android device by selecting 'Run' -> 'Run app'



#### 4. You should see the debug message which implies ok to use the library.

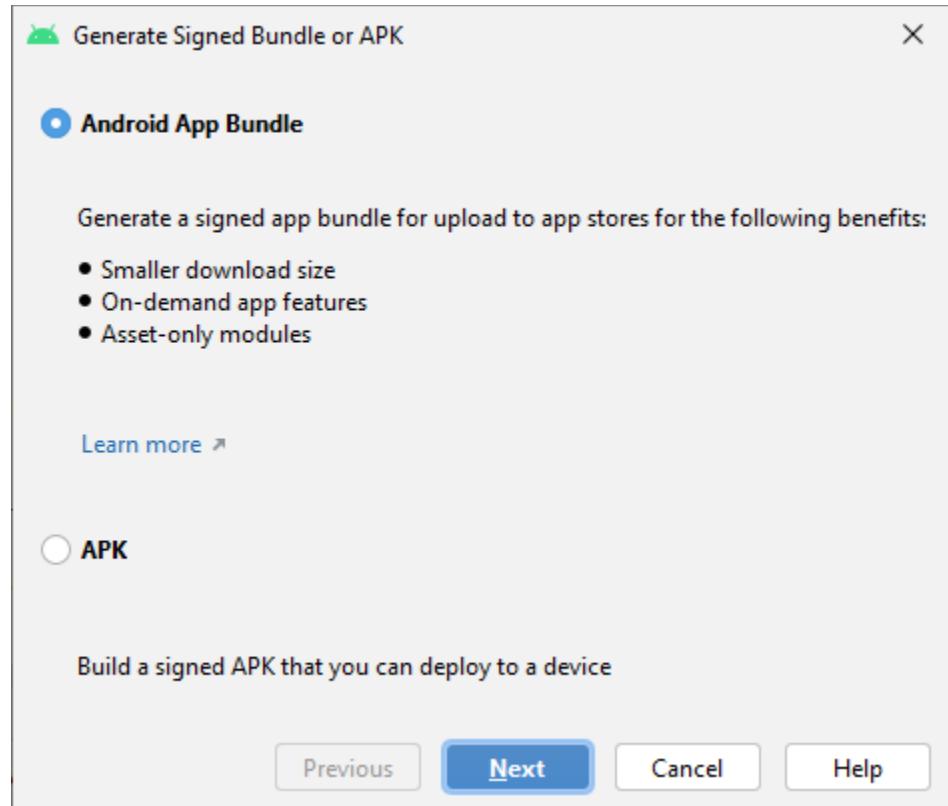
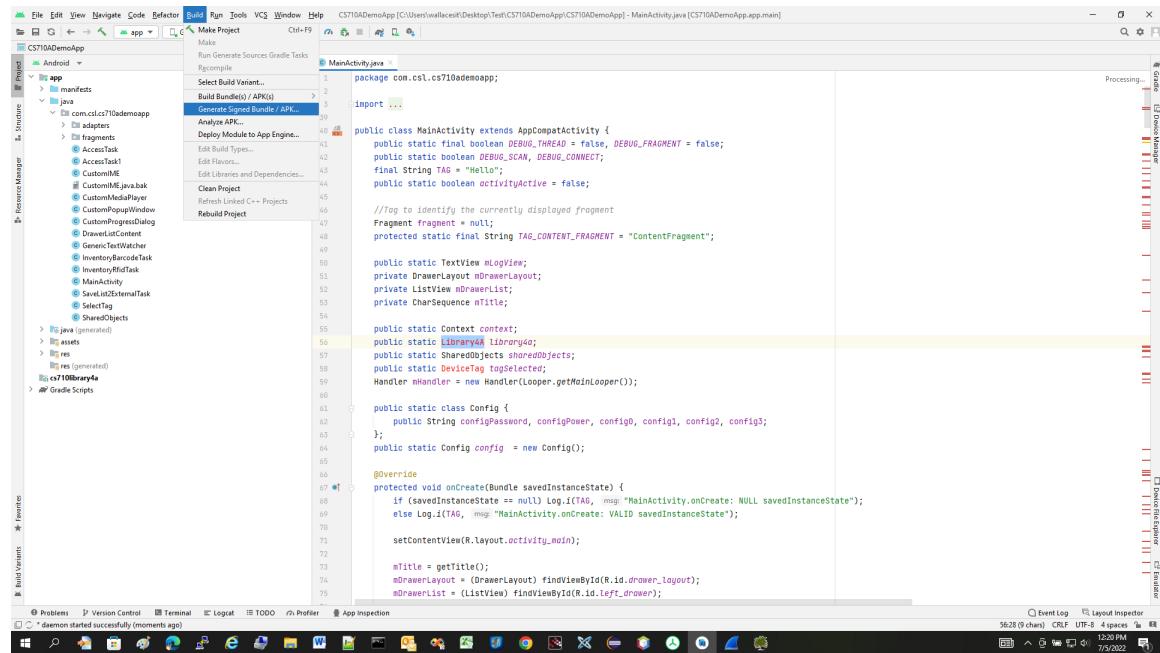


## 3.6 How to Generate APK for Google Play

To generate apk for google play download and installation

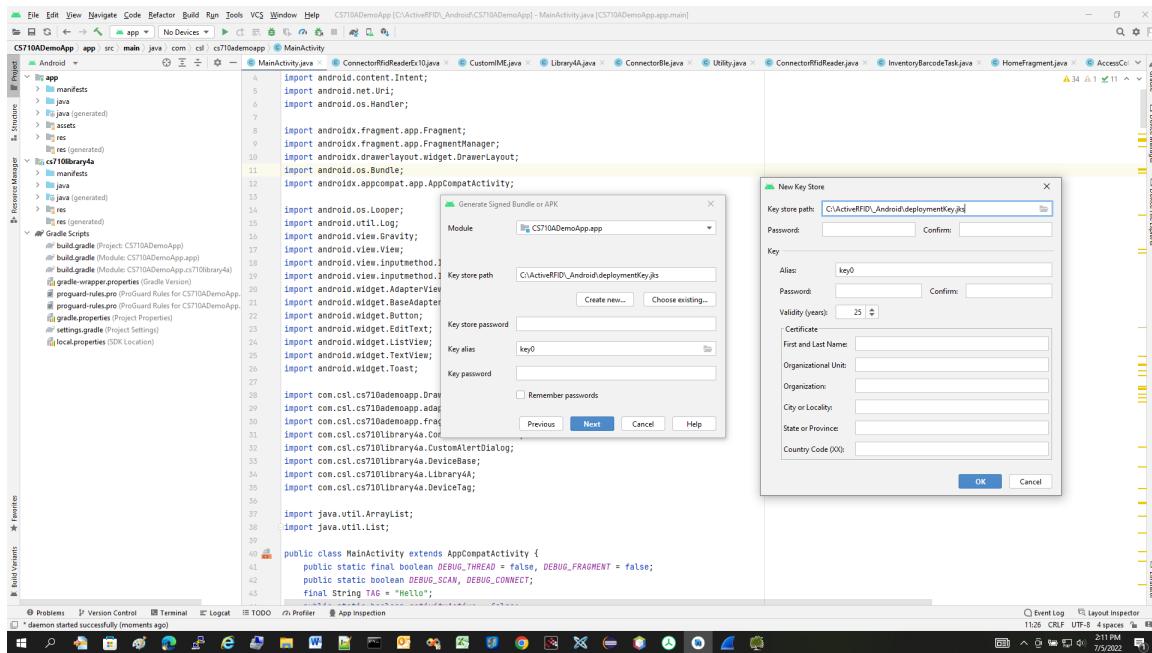
1. Assumption: Google play console account has been setup. This requires account creation, payment and others. For details, please check for example <https://support.shopgate.com/hc/en-us/articles/115004959928-Setting-up-a-Google-Play-Developer-Account>
2. Source file preparation
  - i. If possible, remove debug message in the release source code.
  - ii. Change the versionName value within build.gradle for the Module app. Change the versionCode value within build.gradle for the Module app VersionCode value is used by google play console to compare that of old app and to identify if new app is uploaded. VersionCode must be different and have value greater than the previous versionCode value.

### 3. Select 'Generate Signed Bundle/APK' in 'Build' menu of Android Studio

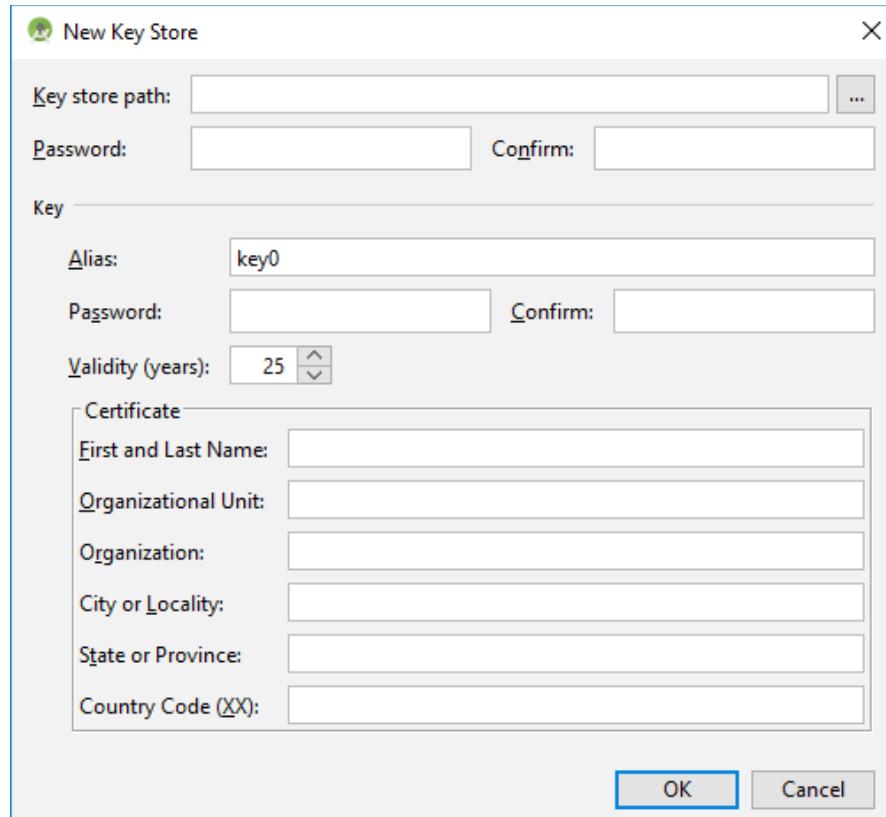


Select either "bundle" or "apk". "Bundle" will generate .aab file. "apk" will generate .apk file. Select "next"

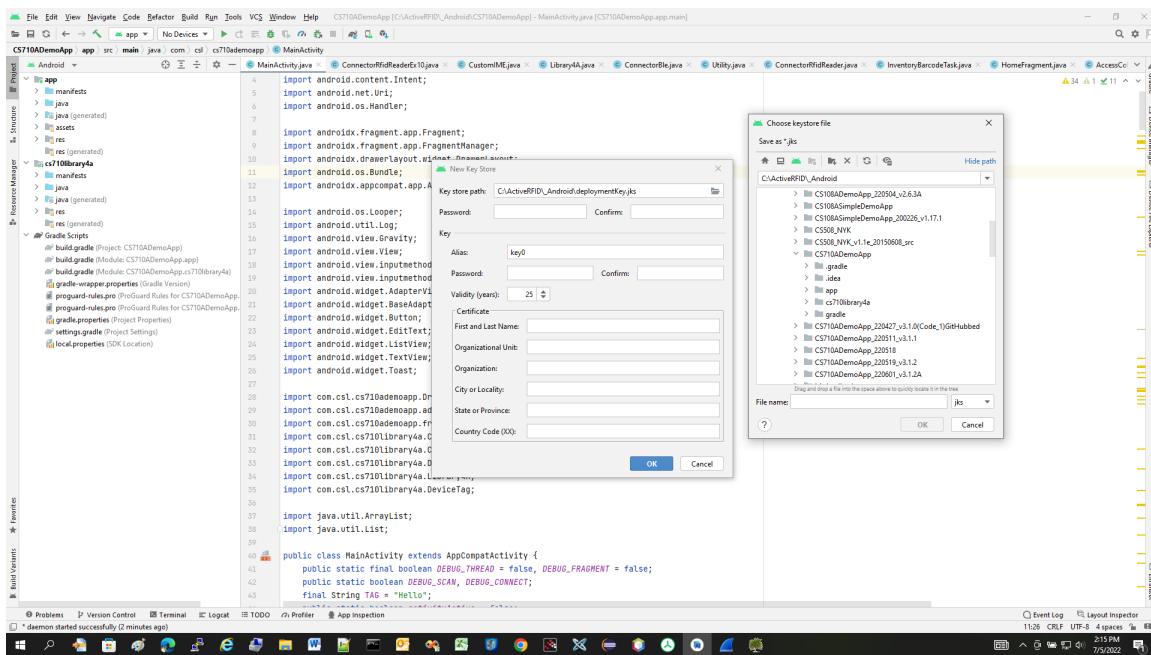
4. For the first signed APK generation, select “Create new...” to generate the upload key



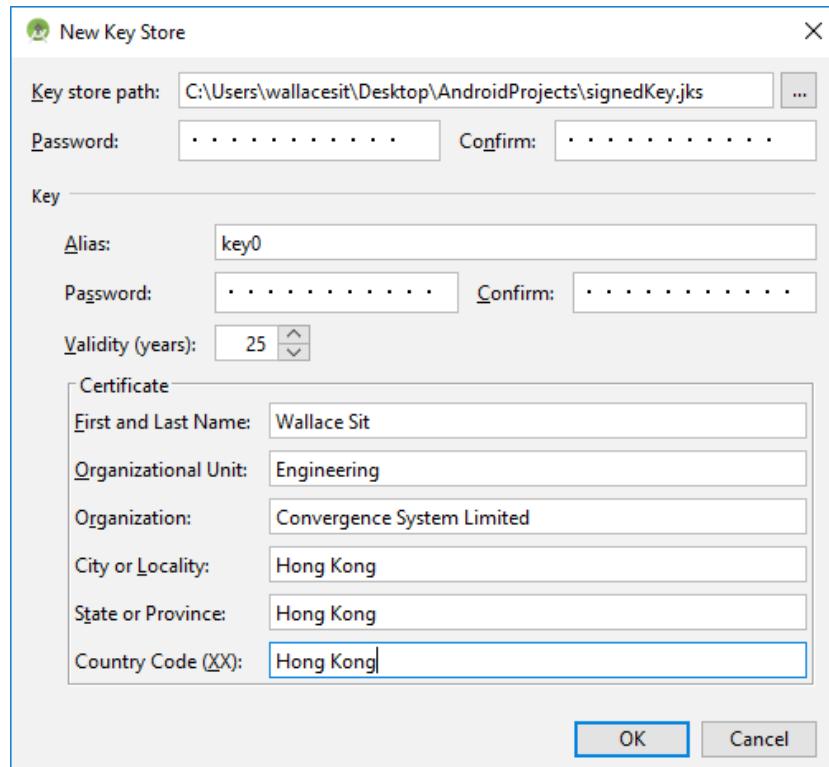
5. Select “....” In the row “Key store path”



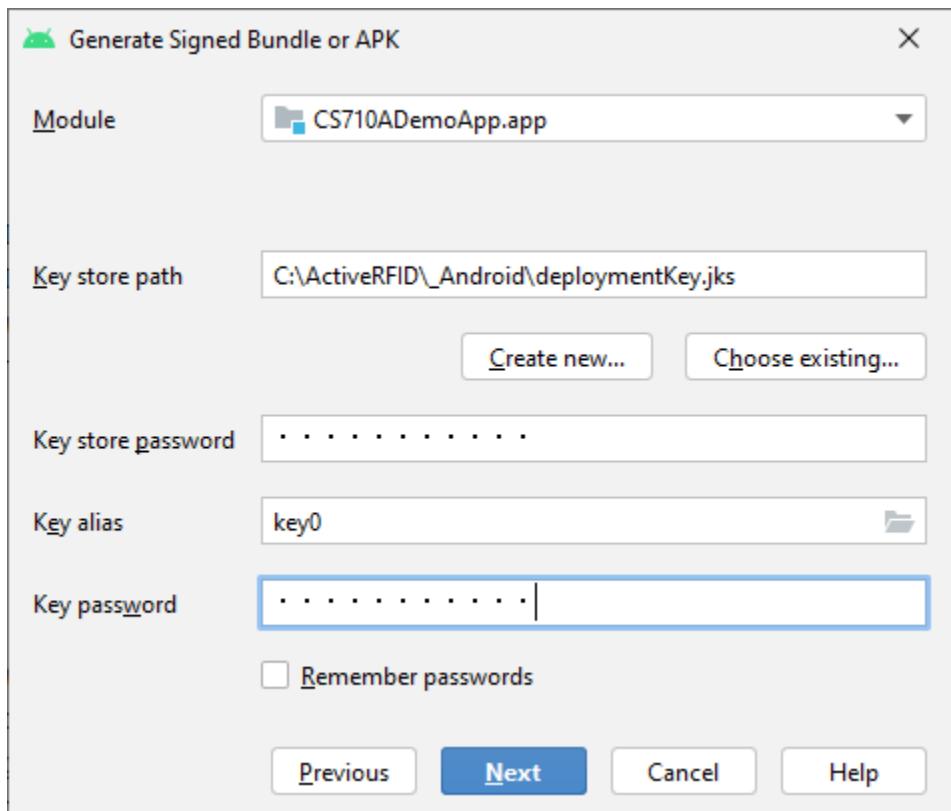
6. Select the location in the directory tree. Give name, such as signedKey in ‘File name’ row. Select ‘OK’



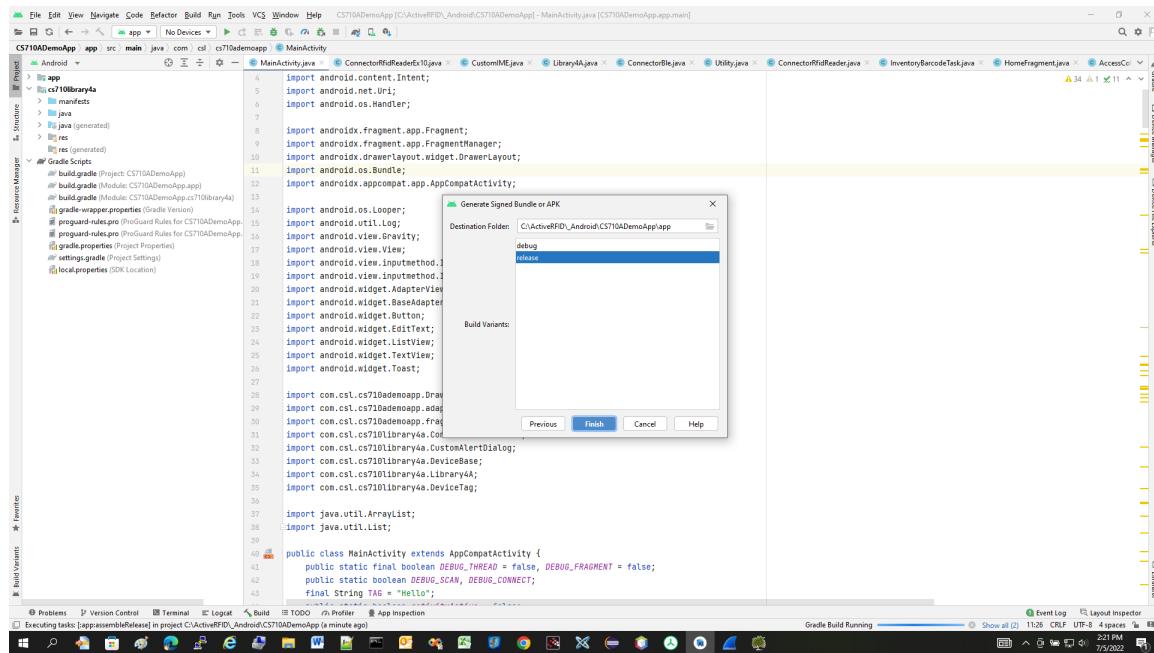
7. Enter all fields and Select 'OK'



8. Enter passwords and Select 'Next'

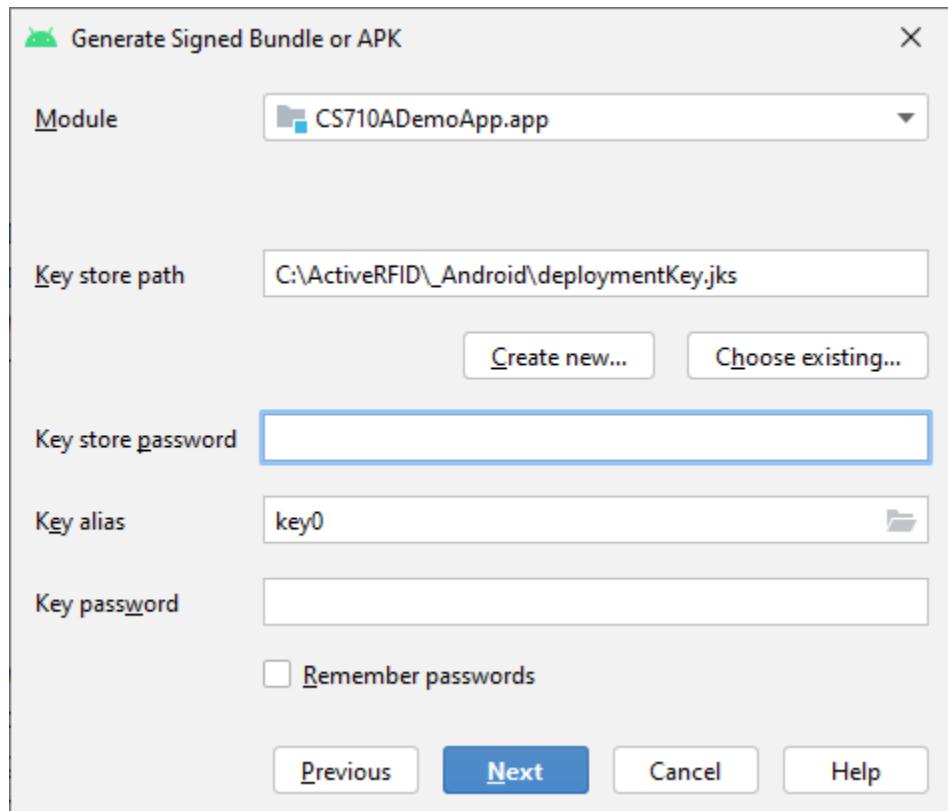


**9. Select “release” build variants. Then Select ‘Finish’**

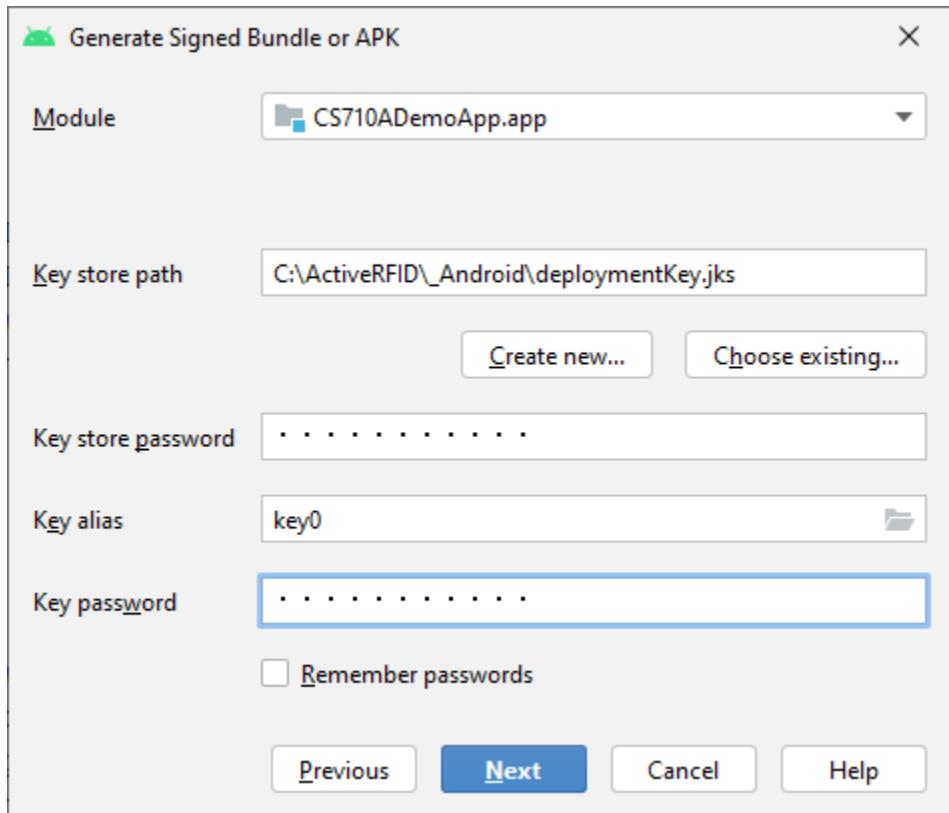


**10. Wait for the end of ‘Gradle Build Running’ to create the signed APK**

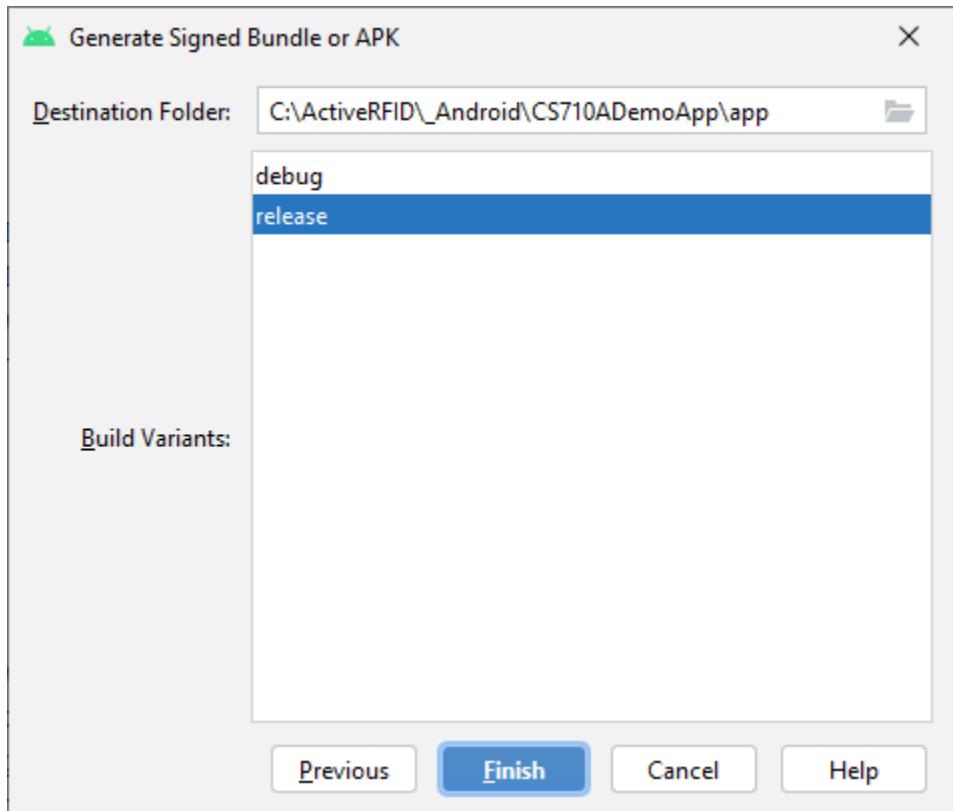
**11. For the normal signed APK generation,**



12. Fill in the password fields and Select 'Next'



13. Select "release" build variant. Select 'Finish'



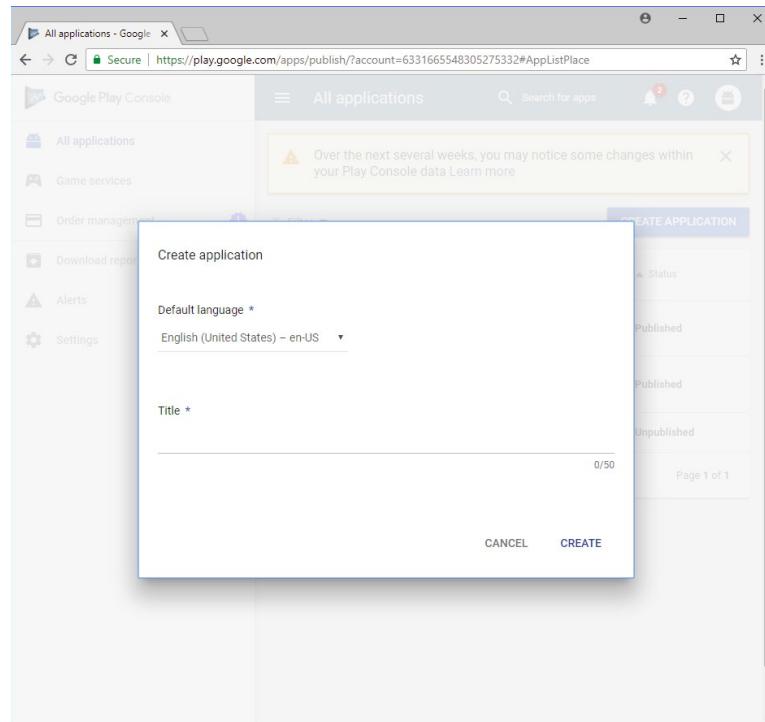
14. Wait the ending of ‘Gradle Build Running’ to create the signed APK
15. Signed APK file location: if successful, the file app-release.apk is in CS710AdemoApp\app\release.
16. File inventory: rename the app-release.apk to any name such as app-release-180718.apk with .apk extension.
17. File publish: within google play console. For the first time publish, select “Create application”

The screenshot shows the Google Play Console interface. On the left, there's a sidebar with links like 'All applications', 'Game services', 'Order management', 'Download reports', 'Alerts', and 'Settings'. The main area is titled 'All applications' and contains a message: 'Over the next several weeks, you may notice some changes within your Play Console data [Learn more](#)'. Below this is a table with columns: App name, Active installs, Avg. rating / Total #, Last update, and Status. The table lists three apps:

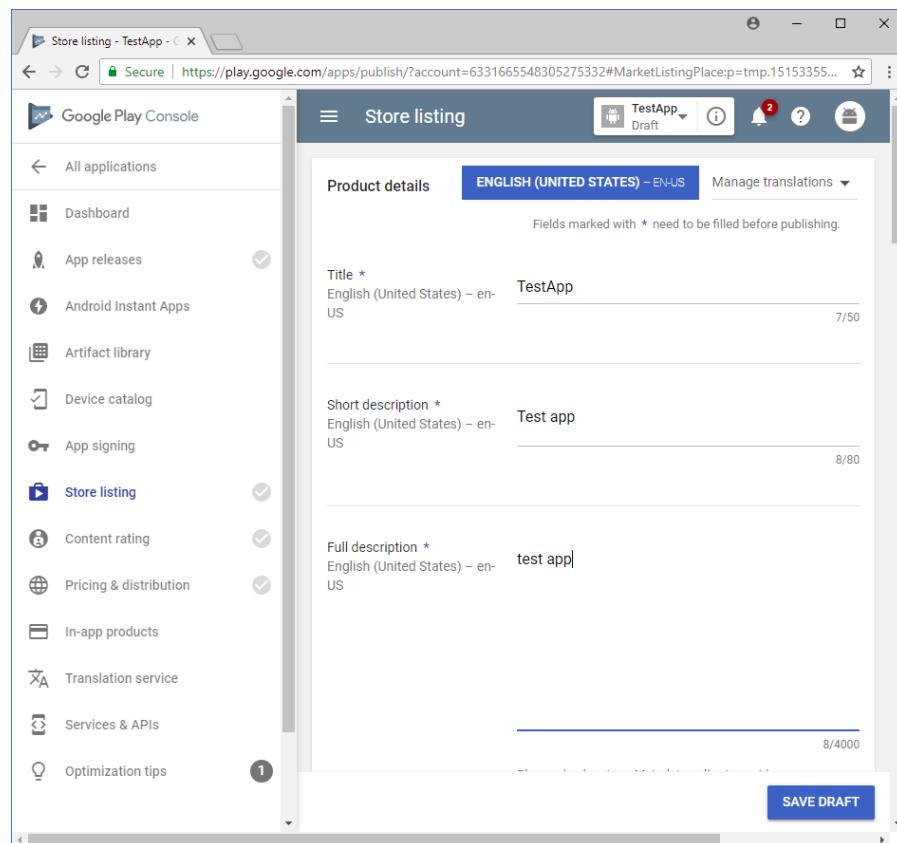
App name	Active installs	Avg. rating / Total #	Last update	Status
CS108 C# demo csl.cs108.demo	20	★ —	Mar 23, 2018	Unpublished
CS108 C# Demo csl.cs108fulld...	31	★ —	Jun 29, 2018	Published
CS108 Java Demo com.csl.cs108...	59	5.00 / 1	Jun 28, 2018	Published

At the bottom right of the table, it says 'Page 1 of 1'.

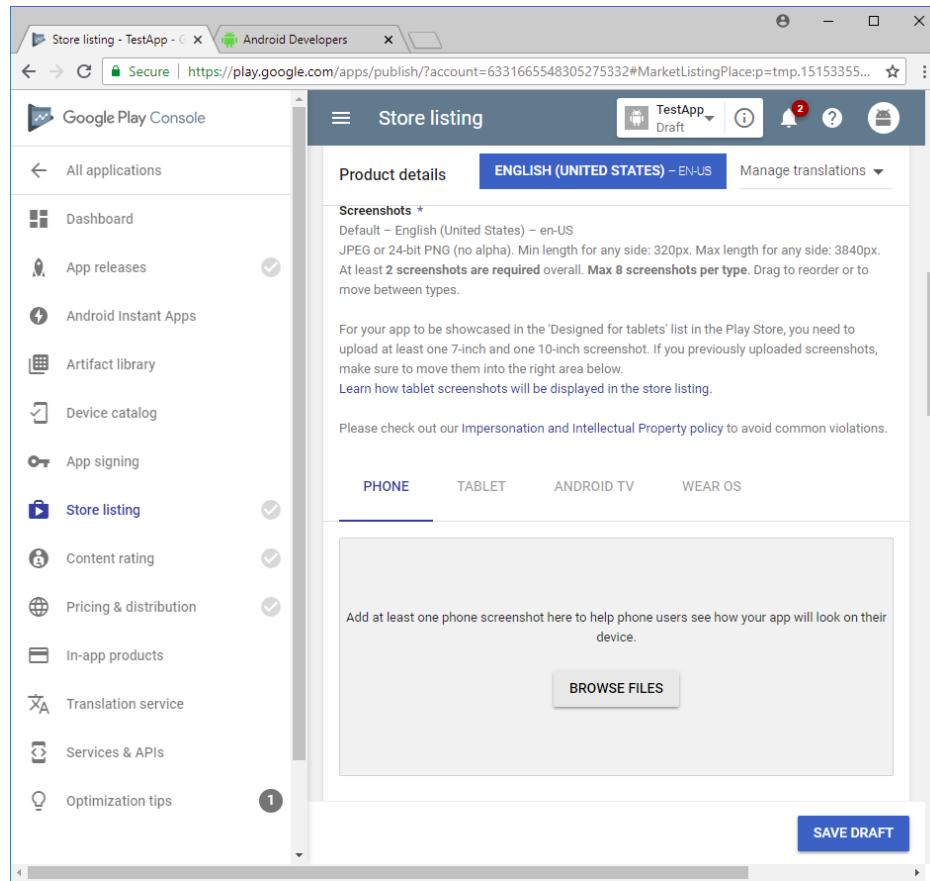
18. Set language and Title. Then Select 'Create'



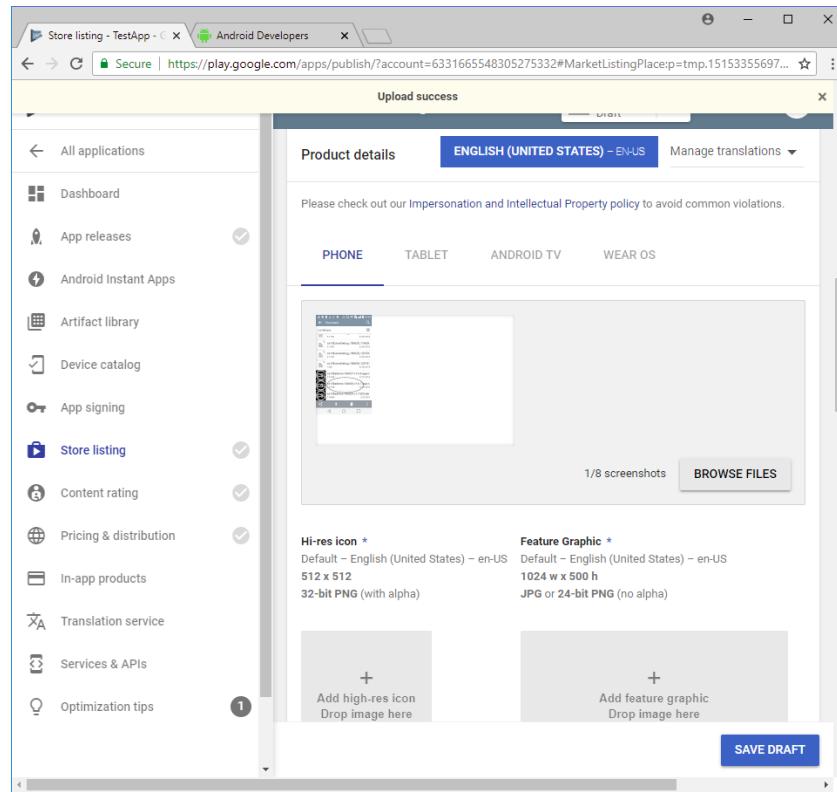
19. Fill in 'Title', 'Short description' and 'Full description'.



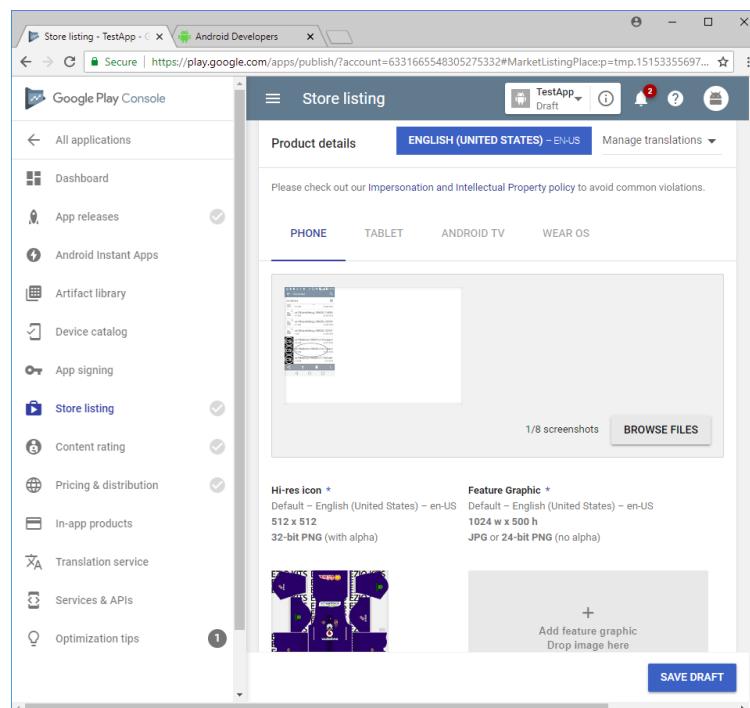
20. Go downwards to find the Screenshots and Select ‘Browse Files’ to select some screen shot pictures.

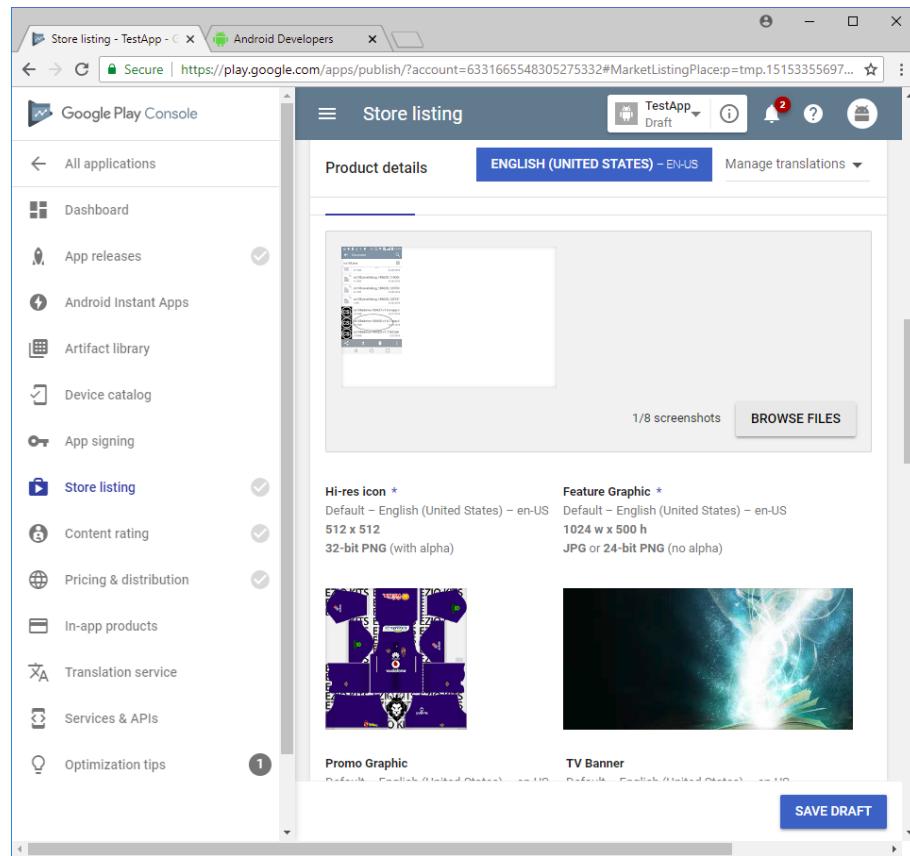


21. Select “Add high-res icons Drop image here” in ‘Hi-res icon’ section to select the picture with resolution 512x512.

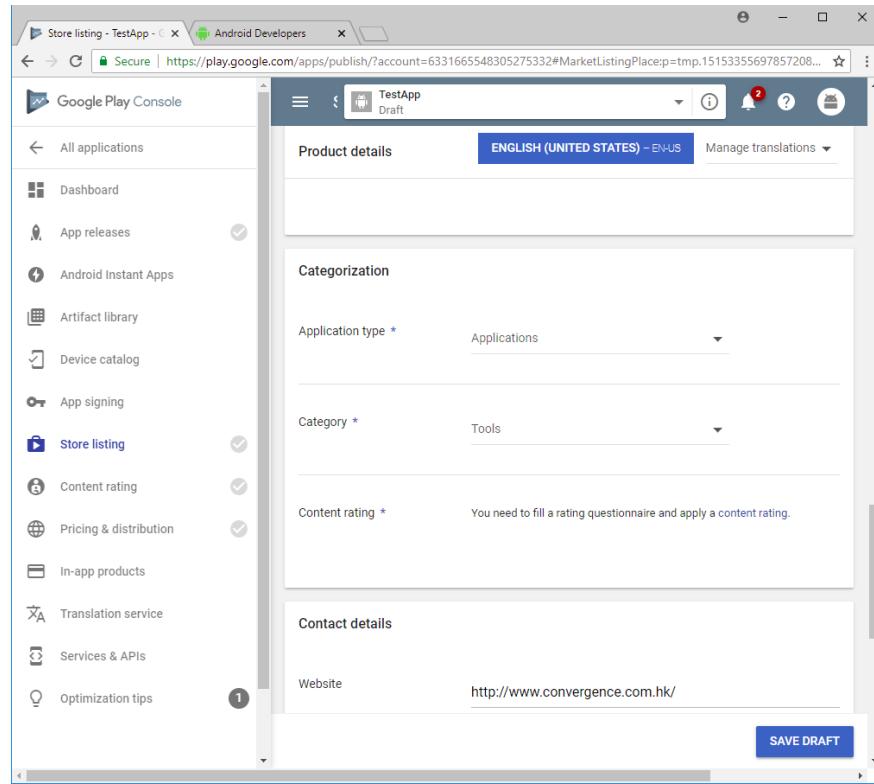


22. Select 'Add feature graphic. Drop image here' icon in 'Feature Graphic' section to select the picture with resolution 1024x500.

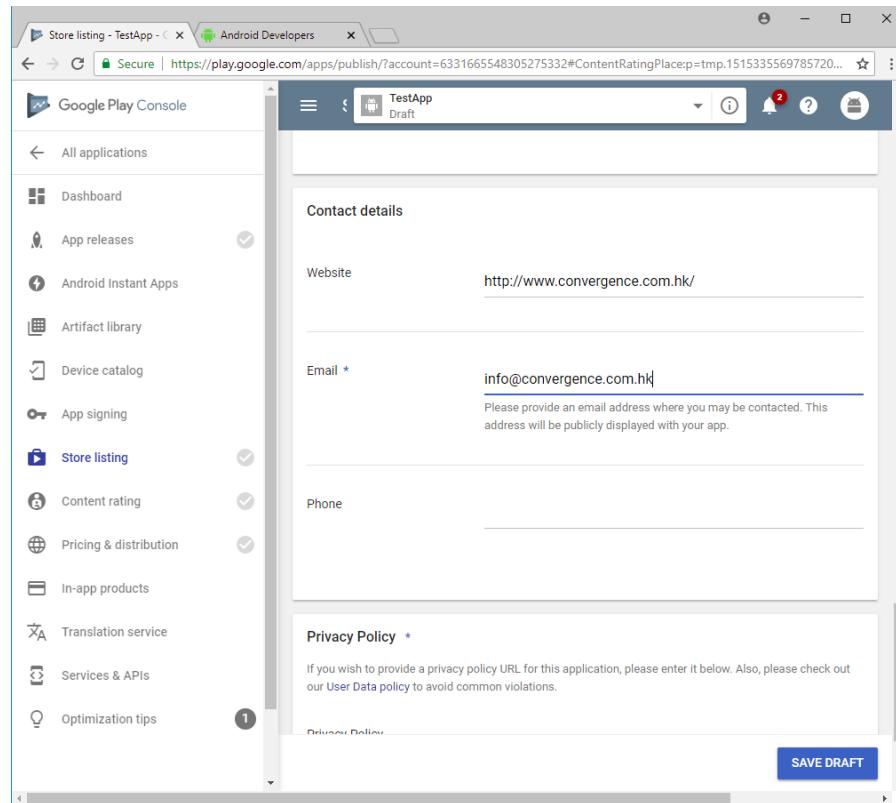




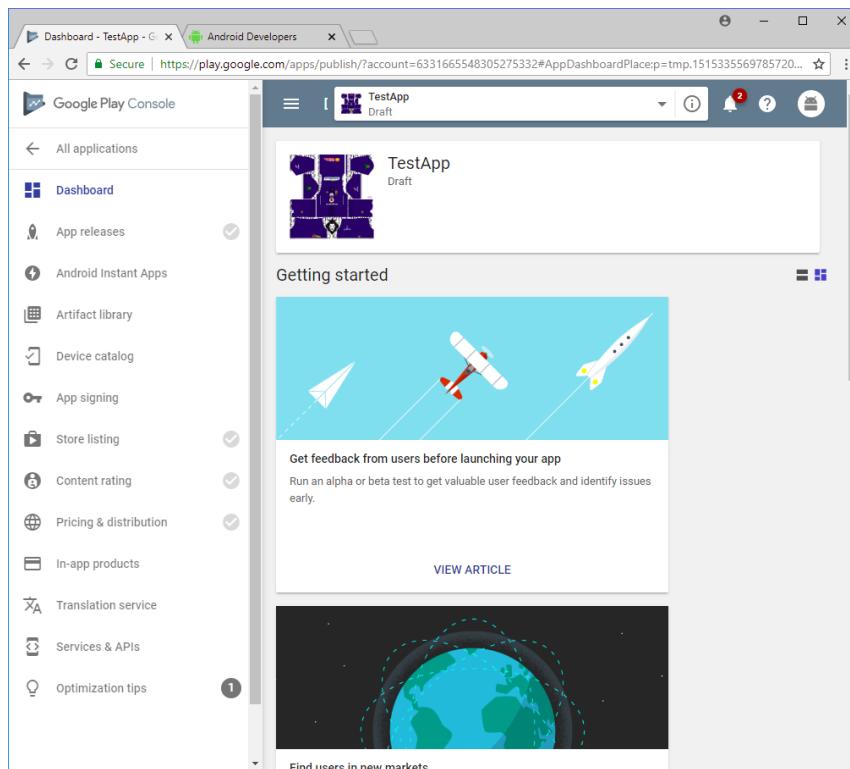
23. Go downwards to the ‘Categorization’ section. Select ‘Application type’, ‘Category’ and then ‘content rating’.



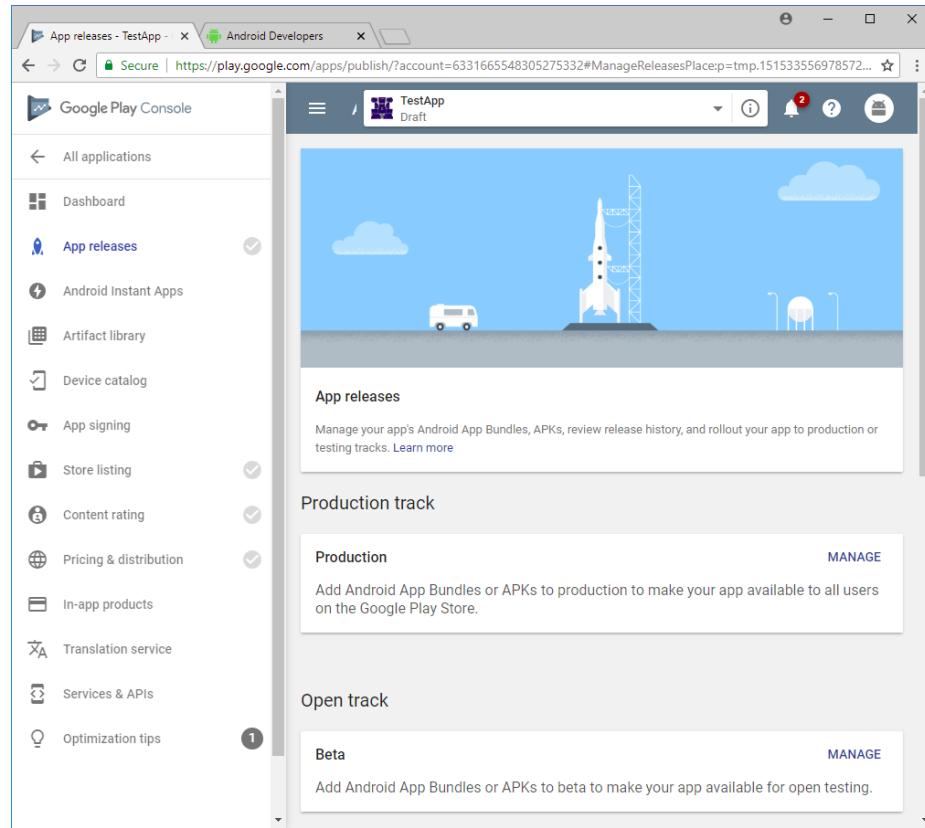
24. Go downwards to 'Contact details' and input 'Email' information



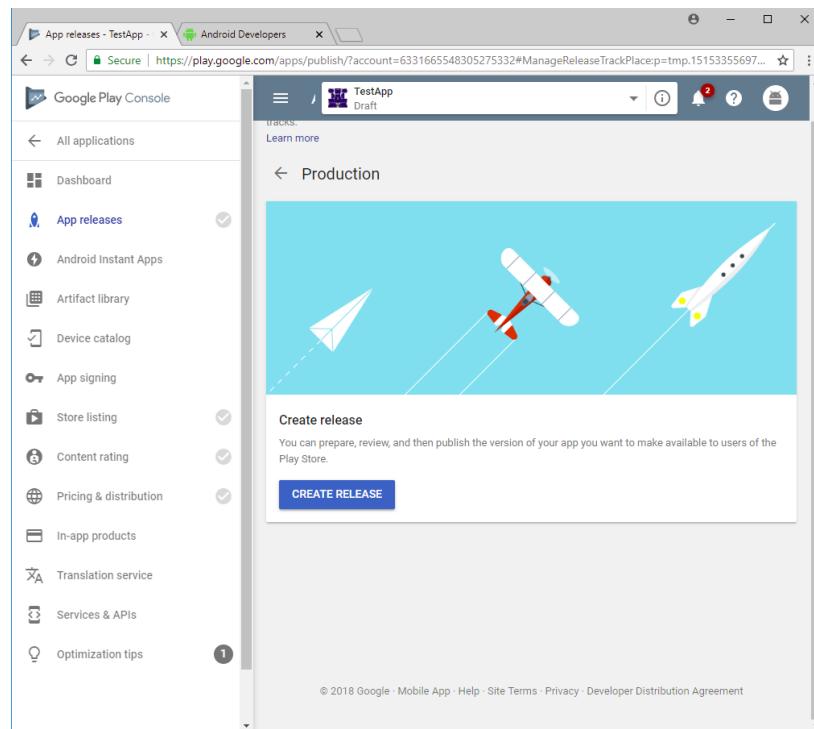
25. Tick “Not submitting a privacy policy URL ...” in the “Privacy Policy’ section.
26. Press ‘Save Draft’
27. File publish: within google play console. Assume the application is created. Select the application, such as ‘TestApp’



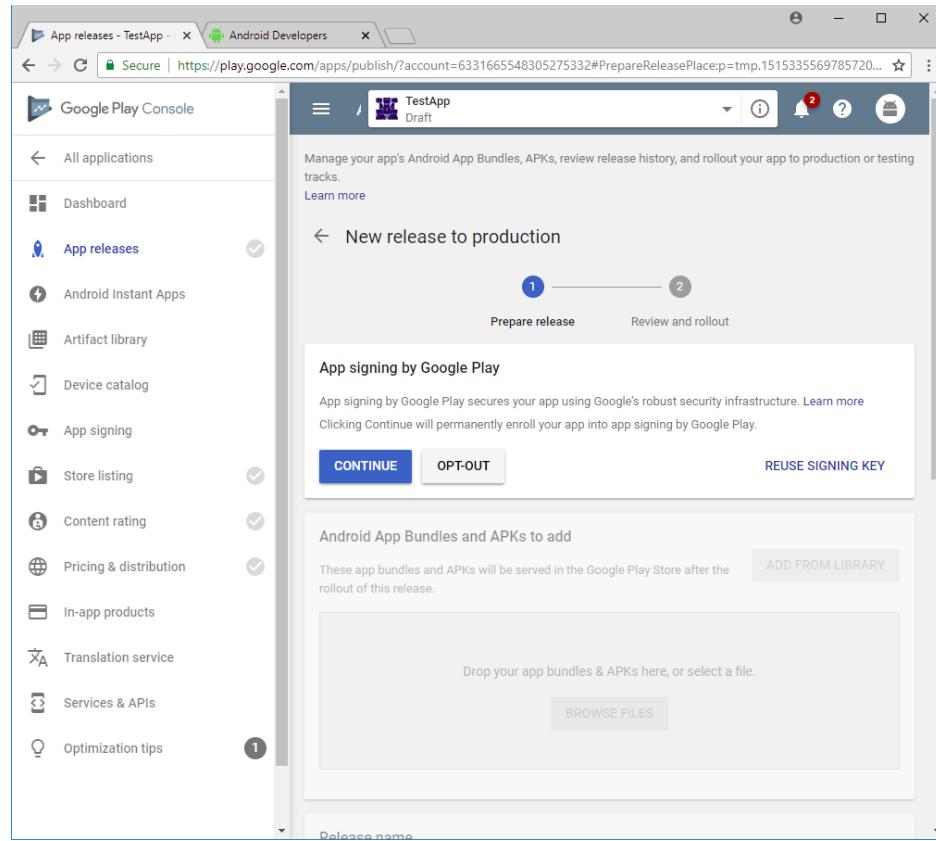
28. Select ‘App releases’ on the left hand side



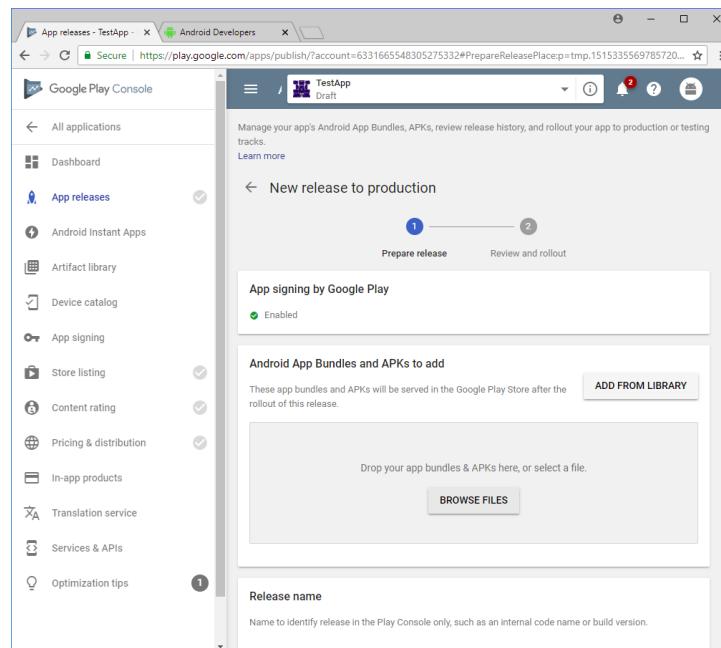
**29. Select 'Manage' in 'Production track' -> 'Production' section**



**30. Select 'Create Release'**



**31. Select 'Continue'**



**32. Select 'Browse files' to select the signed APK file built previously.**

**33. Select 'Review' .... To finally publish the APK**

34. Apk installation from Google play: execute “Play” apps. Search and install your android apps.

35. End

# 3.7 CS710S Android Demo App Classes

\*\*\* Note: the following information is updated as per Android Demo App **2.6.0**

## Cs710ademoapp classes

Class name	Description
AccessTask	The class handles the AsyncTask to do RFID access operation
AccessTask1	The class is a superclass of AccessTask. It adds access retry, text formatting and deformatting and others.
CustomIME	The class handles the custom IME for keyboard wedge feature
CustomMediaPlayer	The class handles the custom media player to output sound
CustomPopupWindow	The class handles the custom popup window to display message
CustomProgressDialog	The class handles the custom progress dialog that are used for all Spinner UI component.
DrawerListContent	The class defines the drawer item list
GenericTextWatcher	The class handles the custom EditText UI component
InventoryBarcodeTask	The class handles the AsyncTask to do barcode inventory
InventoryRfidTask	The class handles the AsyncTask to do RFID inventory
MainActivity	This class is the entry point of the application
SaveList2ExternalTask	The class handles the task to save data to external files
SelectTag	The class handles the tag selected for further action (first used in AuraSense)
SharedObjects	This class stores the shared data of the application.

Fragment classes are called from MainActivity.

Fragment Class name	Description
AboutFragment	The class handles the 'About' page UI
AccessAuraSenseFragment	The class handles the 'configuration' tab UI of 'AuraSense' page
AccessAxzonConfigFragment	The class handles the 'read' tab UI of 'Axzon' page
AccessColdChainFragment	The class handles the 'logging' tab UI with 'uEm4325' page.
AccessEm4325PassiveFragment	The class handles the 'One-shot' tab UI of 'uEm4325' page
AccessFdmicroFragment	The class handles the 'configuration' tab UI of 'FM13DT160' page
AccessImpinjFragment	The class handles the 'configuration' tab UI of 'Impinj FastID' page

<b>AccessMicronFragment</b>	The class handles the 'configuration' tab UI with 'Axzon Magnus' page.
<b>AccessReadWriteFragment</b>	The class handles the 'Read/Write' page UI
<b>AccessReadWriteUserFragment</b>	<b>The class handles the 'Large Sized memory read' page UI</b>
<b>AccessRegisterFragment</b>	The class handles the 'Register Tag' page UI
<b>AccessSecurityFragment</b>	The class handles the 'Security' page UI
<b>AccessSecurityKillFragment</b>	The class handles the 'Kill' tab UI within 'Security' page
<b>AccessSecurityLockFragment</b>	The class handles the 'Lock' tab UI within 'Security' page
<b>AccessUcode8Fragment</b>	The class handles the 'configuration' tab UI of 'Ucode 8' page
<b>AccessUcodeFragment</b>	The class handles the 'configuration' tab UI of 'Ucode Dna' page
<b>AccessXerxesLoggerFragment</b>	The class handles the 'Logger' tab UI of 'Axzon' page
<b>AuraSenseFragment</b>	The class handles the 'AuraSense' page UI within 'Special Functions' page.
<b>AxonFragment</b>	The class handles the 'Axzon' page UI within 'Special Functions' page.
<b>AxonSelectorFragment</b>	The class handles the tag selection after selecting 'Axzon' or 'Axzon Magnus' within 'Special Functions' page and before going to AccessConfigFragment /AxzonFragment /MicronFragment
<b>ColdChainFragment</b>	The class handles the 'Cold Chain CS8300' page UI within 'Special Functions' page.
<b>CommonFragment</b>	The class is the base class of all fragment classes
<b>ConnectionFragment</b>	The class handles the 'Connection' page UI
<b>FdmicroFragment</b>	<b>The class handles the 'FM13DT160' page UI</b>
<b>HomeFragment</b>	The class handles the 'Main' page UI
<b>HomeSpecialFragment</b>	The class handles the 'Special Functions' page UI
<b>ImpinjFragment</b>	The class handles the 'Impinj FastID' page UI within 'Special Functions' page.
<b>InventoryBarcodeFragment</b>	The class handles the 'Barcode' tab UI of the 'Inventory' page.
<b>InventoryFragment</b>	The class handles the 'Inventory' page UI
<b>InventoryRfidMultiFragment</b>	The class handles the 'RFID' tab UI of the 'Inventory' page. The class also handles the 'Multi-bank inventory' page UI within 'Special Functions' page.
<b>InventoryRfidSearchFragment</b>	The class handles the 'Geiger Search' page UI
<b>InventoryRfidSimpleFragment</b>	<b>The class handles the 'Simple Inventory' page</b>
<b>MicronFragment</b>	The class handles the 'Axzon Magus' page UI within 'Special Functions' page.
<b>SettingAdminFragment</b>	The class handles the 'Administration' tab of the

	<b>'Settings' page</b>
<b>SettingFilterFragment</b>	The class handles the 'Filter' page UI
<b>SettingFilterPostFragment</b>	The class handles the "Post-Filter" tab UI within 'Filter' page
<b>SettingFilterPreFragment</b>	The class handles the "Pre-Filter" tab UI within 'Filter' page
<b>SettingFilterRssiFragment</b>	<b>The class handles the "Rssi-Filter" tab UI within 'Filter' page</b>
<b>SettingFragment</b>	The class handles the 'Settings' page UI
<b>SettingOperateFragment</b>	The class handles the 'Operation' tab of the 'Settings' page
<b>Ucode8Fragment</b>	The class handles the 'Ucode 8' page UI within 'Special Functions' page.
<b>UcodeFragment</b>	The class handles the 'Ucode Dna' page UI within 'Special Functions' page.
<b>UtraceFragment</b>	The class handles the 'untrace' page UI

# Chapter 4: Library Class and Method

## Class Name: com.csl.cs710library4a.AesCmac

AesCmac(int length)	Initialize Aes calculation
init(Key key)	Initialize with the Aes key
void updateBlock(byte[] data)	Update Aes value
final byte[] doFinal()	Finalize Aes value

## Class Name: com.csl.cs710library4a.ConnectorRfidReader

Class used by AccessTask in application

## Class Name: com.csl.cs710library4a.CustomAlertDialog

boolean Confirm(Activity act, String Title, String ConfirmText, String OkBtn, Runnable okProcedure, String CancelBtn, Runnable cancelProcedure)	Start the custom dialog
---	-------------------------

## Class Name: com.csl.cs710library4a.DeviceBase

## Class Name: com.csl.cs710library4a.DeviceCsReader

## Class Name: com.csl.cs710library4a.DeviceTag

DeviceBase implements Comparable<DeviceBase> (for barcode data)	DeviceBase(String name, String identity, boolean selected, int count)	Initialize device data record
	DeviceBase(String identity, boolean selected, int count)	Initialize device data record
	String getName()	Get name of data record
	void setName(String name)	Set name of data record
	String getIdentity()	Get address of data record

	<code>void setIdentity(String identity)</code>	Set address of data record
	<code>boolean getSelected()</code>	Get selected status of the data record
	<code>void setSelected(boolean selected)</code>	Set selected status of the data record
	<code>int getCount()</code>	Get count of data record
	<code>void setCount(int count)</code>	Set count of data record
	<code>int compareTo(ReaderDevice other)</code>	Compare routine for sorting sharedObjects
DeviceCsReader extends DeviceBase (for scanning data – to be simplified)	<code>DeviceCsReader(String name, String address, boolean selected, String details, int count, double rssi, int serviceUUID2p1)</code>	Initialize device data record
	<code>String getDetails()</code>	Get details of data record
	<code>void setDetails(String details)</code>	Set details of data record
	<code>String getPc()</code>	Get Pc of data record
	<code>String getXpc()</code>	Get Xpc of data record
	<code>setXpc(String strXpc)</code>	Set Xpc of data record
	<code>String getRes()</code>	Get Res of data record
	<code>String getRes2()</code>	Get Res2 of data record
	<code>String getEpc()</code>	Get Epc of data record
	<code>String getTid()</code>	Get Tid of data record
	<code>String getUser()</code>	Get User of data record
	<code>String getMdid()</code>	Get Mdid of data record
	<code>double getRssi()</code>	Get rssi of data record
	<code>void setRssi(double rssi)</code>	Set rssi of data record
	<code>int getPhase();</code>	Get phase of data record
	<code>void setPhase(int phase)</code>	Set phase of data record
	<code>int getChannel()</code>	Get channel of data record
	<code>void setChannel(int channel)</code>	Set channel of data record
	<code>int getPort()</code>	Get port of data record
	<code>void setPort(int port)</code>	Set port of data record
	<code>int getStatus()</code>	Get status of data record
	<code>void setStatus(int status)</code>	Set status of data record
	<code>int getBackport1()</code>	Get backport1 of data record
	<code>void setBackport1(int backport1)</code>	Set backport1 of data record
	<code>int getBackport2()</code>	Get backport2 of data record
	<code>void setBackport2(int</code>	Set backport2 of data

	<b>backport1)</b>	<b>record</b>
	<b>int getCodeSensor()</b>	<b>Get codesensor of data record</b>
	<b>setCodeSensor(int codeSensor)</b>	<b>Set codesensor of data record</b>
	<b>int getCodeSensorMax()</b>	<b>Get codesensorMax of data record</b>
	<b>setCodeSensorMax(int codeSensorMax)</b>	<b>Set codesensorMax of data record</b>
	<b>int getCodeRssi()</b>	<b>Get CodeRssi of data record</b>
	<b>void setCodeRssi(int codeRssi)</b>	<b>Set CodeRssi of data record</b>
	<b>float getCodeTempC()</b>	<b>Get CodeTempC of data record</b>
	<b>void setCodeTempC(float codeTempC)</b>	<b>Set CodeTempC of data record</b>
	<b>String getBrand()</b>	<b>Get Brand of data record</b>
	<b>void setBrand(String brand)</b>	<b>Set Brand of data record</b>
	<b>int getSensorData()</b>	<b>Get SensorData of data record</b>
	<b>void setSensorData(int sensorData)</b>	<b>Set SensorData of data record</b>
	<b>String getstrExtra1()</b>	<b>Get the string of extra bank 1</b>
	<b>setExtra1(String strExtra1, int extra1Bank, int extra1Offset)</b>	<b>Set the string of extra bank 1</b>
	<b>String getstrExtra2()</b>	<b>Get the string of extra bank 2</b>
	<b>setExtra2(String strExtra2, int extra2Bank, int extra2Offset)</b>	<b>Set the string of extra bank 2</b>
	<b>void setExtra(String strExtra1, int extra1Bank, int extra1Offset, String strExtra2, int extra2Bank, int extra2Offset)</b>	<b>Set ExtraData of data record</b>
	<b>boolean isConnected()</b>	<b>Check connection status of data record</b>
	<b>void setConnected(boolean isConnected)</b>	<b>Set connection status of data record</b>
	<b>String getTimeOfRead()</b>	<b>Get TimeOfRead of data record</b>
	<b>String getTimeZone ()</b>	<b>Get TimeZone of data</b>

		<b>record</b>
	<b>String getLocation ()</b>	<b>Get Location of data record</b>
	<b>void setLocation(String location)</b>	<b>Set Location of data record</b>
	<b>String getCompass ()</b>	<b>Get Compass of data record</b>
	<b>void setCompass(String compass)</b>	<b>Set Compass of data record</b>
DeviceTag extends DeviceBase (for tag data – to be extends to DeviceCsReader, currently same as DeviceCsReader)	DeviceTag(String name, String address, boolean selected, String details, String strPc, String strXpc, String strCrc16, String strMdid, String strExtra1, int extra1Bank, int extra1Offset, String strExtra2, int extra2Bank, int extra2Offset, String strTimeOfRead, String strTimeZone, String strLocation, String strCompass, int count, double rssi, int phase, int channel, int port, int status, int backPort1, int backPort2, int codeSensor, int codeRssi, float codeTempC, String brand, int sensorData)	
	DeviceTag(String name, String address, boolean selected, String details, int count, double rssi, int serviceUUID2p1)	
	DeviceTag(String address, boolean selected, int count)	

## Class Name: com.csl.cs710library4a.Library4A.AsyncTasknAsync

<b>void cancel(boolean bCancel)</b>	Cancel the task
<b>boolean isCancelled()</b>	Check if the task is cancelled
<b>boolean isRunning()</b>	Check if the task running
<b>void execute()</b>	Start the task
<b>void publishProgress</b>	Put the result to the UI material

## Class Name: com.csl.cs710library4a.Library4A.**MultiBankData**

<pre>int extra1Bank; int extra2Bank; int extra1Count; int extra2Count; int extra1Offset; int extra2Offset;</pre>	This is multibank register in Atmel controller
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## Class Name: com.csl.cs710library4a.Library4A

This library class provides some high-level function calls for CS710S Android Demo App. The description is updated for library cs710library4a version 3.1.3.

### Public Constants

UplinkPacketTypes	TYPE_UPLINK_RESPONDED, TYPE_UPLINK1_RESPONDED, TYPE_BARCODE_GOODREAD, TYPE_COMMAND_BEGIN, TYPE_COMMAND_END, TYPE_18K6C_INVENTORY, TYPE_18K6C_INVENTORY_COMPACT, TYPE_18K6C_TAG_ACCESS, TYPE_ANTENNA_CYCLE_END, TYPE_ERRORCODE, TYPE_BARCODE_INVENTORY
HostCommands	NULL, CMD_WROEM, CMD_RDOEM, CMD_ENGTEST, CMD_MBPRDREG, CMD_MBWRREG, CMD_18K6CINV, CMD_18K6CREAD, CMD_18K6CWRITE, CMD_18K6CLOCK, CMD_18K6CKILL, CMD_SETPWRMGMTCFG, CMD_UPDATELINKPROFILE, CMD_18K6CBLOCKWRITE, CMD_CHANGEEAS, CMD_GETSENSORDATA,

	CMD_AUTHENTICATE, CMD_READBUFFER, CMD_UNTRACEABLE, CMD_FDM_RDMEM, CMD_FDM_WRMEM, CMD_FDM_AUTH, CMD_FDM_GET_TEMPERATURE, CMD_FDM_START_LOGGING, CMD_FDM_STOP_LOGGING, CMD_FDM_WRREG, CMD_FDM_RDREG, CMD_FDM_DEEP_SLEEP, CMD_FDM_OPMODE_CHECK, CMD_FDM_INIT_REGFILE, CMD_FDM_LED_CTRL, <b>CMD_18K6CINV_SELECT,</b> <b>CMD_18K6CINV_COMPACT,</b> <b>CMD_18K6CINV_COMPACT_SELECT,</b> <b>CMD_18K6CINV_MB,</b> <b>CMD_18K6CINV_MB_SELECT</b>
CsvColumn	RESERVE_BANK, EPC_BANK, TID_BANK, USER_BANK, PHASE, CHANNEL, TIME, TIMEZONE, LOCATION, DIRECTION, OTHERS
	INVALID_STATUS INVALID_BACKPORT INVALID_CODESENSOR INVALID_CODERSSI INVALID_SENSORDATA INVALID_CODETEMPC iNO_SUCH_SETTING byNO_SUCH_SETTING, strNO SUCH_SETTING
TaskCancelReason	NULL, SAME_SETTING, INVALID_REQUEST, DESTORY, STOP, BUTTON_RELEASE,

	<b>ERROR,</b> <b>TIMEOUT,</b> <b>RFID_RESET</b>
TagTypes	TAG_NULL, TAG_IMPINJ4, TAG_UCODE8, TAG_UCODEDNA, TAG_BAPCARD, TAG_COLDCHAIN, TAG_AURASENSE, TAG_MAGNUS, TAG_MAGNUS_S1, TAG_MAGNUS_S2, TAG_MAGNUS_S3, TAG_XERXES, TAG_FDMICRO, TAG_CTESIUS

## Public data classes

<b>CsReaderScanData</b>	<b>String deviceName, deviceAddress; int deviceBondState</b>	Scanned device object
	<b>int rssi</b>	device rssi
	<b>byte[] scanRecord</b>	advertisement data
	<b>String getDeviceName()</b>	Get device name
	<b>String getDeviceAddress()</b>	Get device address
	<b>int getDeviceBondState()</b>	<b>Get device bond state</b>
	<b>byte[] getScanRecord()</b>	Get the device advertisement data
<b>UplinkPacket</b>	<b>UplinkPacketTypes decodeDataType</b>	E710 response package type
	<b>byte[] dataValues</b>	E710 response package data
	<b>long decodedTime</b>	decoded time field within response data
	<b>double decodedRssi</b>	decoded rssi field within response data
	<b>int decodedPhase</b>	decoded phase field within response data
	<b>int decodedChidx</b>	decoded channel index field within response data
	<b>int decodedPort</b>	decoded port field within response data
	<b>byte[] decodedPc</b>	decoded PC field within response data

	byte[] decodedEpc	decoded EPC field within response data
	byte[] decodedCrc	decoded CRC field within response data
	byte[] decodedData1	Decoded data1 field within response data
	byte[] decodedData2	Decoded data2 field within response data
	String decodedResult	Decoded string available for user application if Ok
	String decodedError	Debug string to be displayed for user application if error
TagData	<pre>String strCrc16; String strPc, strXpc; String strEpc, strAddress; int portstatus; int backport1, backport2, codeSensor, codeRssi; String brand; float codeTempC; int iSensorData; String strExtra1, strExtra2; Library4A.MultiBankData multiBankData;</pre>	This is part of data object of DeviceTag. This is displayed as a list during inventory.

## Public constructors

Library4A (Context context, TextView mLogView)	Initialize the class with parameters: Context: context, such as getActivity(), of the calling object mLogView: the textView in the calling object for debugging purpose.
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## Public interfaces

NotificationListener	Callback for the trigger button press or release
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## Public methods

### General:

String getlibraryVersion()	Get the version of library
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boolean <b>isVersionGreaterEqual</b> (String version, int majorVersion, int minorVersion, int buildVersion)	check if the version is above specific version values.
void appendToLogView(String s)	Show the debug string to the EditText of the right hand side drawer.
void appendToLog(String s)	Show the debug string to the android studio LogCat window
<b>String byteArrayToString(byte[] packet)</b>	Convert the byte array to String
float decodeMicronTemperature(int iTag35, String strActData, String strCalData)	Decode the temperature in degree C from different Micron tag action data and calibration data
<b>String strFloat16toFloat32(String strData)</b>	Change the 16bit float data to normal 32bit float data
<b>String str2float16(String strData)</b>	Change the string to 16bit float data
<b>String temperatureC2F (String strValue)</b>	Convert temperature from degree C to F
<b>String temperatureF2C (String strValue)</b>	Convert temperature from degree F to C
void setSameCheck(boolean sameCheck1)	set if parameter setting check is same as stored value and skips repeated storage
void saveSetting2File()	save the user configurable parameters to file.
int getRssiDisplaySetting()	Get the rssi display type with output: 0 for dBuV, 1 for dBm
boolean setRssiDisplaySetting(int rssiDisplaySelect)	Set the rssi display type with parameter: 0 for dBuV, 1 for dBm
byte getPopulation2Q(int population)	get the Q value from population
int getPopulation()	get the tag population set
boolean setPopulation(int population)	set the tag population
public byte getQValue()	get the Q Value to be set
boolean setQValue(byte byteValue)	set the Q value
int getBeepCount()	Get beep delay count for tag received
boolean setBeepCount(int beepCount)	set beep delay count for tag received
boolean getInventoryBeep()	Get if beep is needed for RFID inventory
boolean setInventoryBeep(boolean inventoryBeep)	Set if beep is needed for RFID inventory with parameter: true for enable, false for disable
<b>boolean getInventoryVibrateEnable()</b>	Get if vibrator is needed for RFID inventory
<b>boolean setInventoryVibrateEnable(boolean inventoryVibrate)</b>	Set if vibrator is needed for RFID inventory with parameter: true for enable, false for disable
<b>int getVibrate4AllSetting()</b>	Get the vibrator operation mode with output: 0 for vibrate for new tag, 1 for vibrate for all tag
<b>boolean setVibrate4AllSetting(int vibrateModeSelect)</b>	Get the vibrator operation mode with parameter: 0 for vibrate for new tag, 1 for vibrate for all tag
int getVibrateTime()	Get vibration time in ms for RFID inventory
boolean setVibrateTime(int vibrateTime)	Set vibration time in ms for RFID inventory
int getVibrateWindow()	Get the vibration window in second for RFID inventory
boolean setVibrateWindow(int vibrateWindow)	set the vibration window in second for RFID

	inventory
boolean setVibrateOn(boolean on)	turn the vibrator on or off parameter: on: true for on. False for off.
boolean getSaveFileEnable()	Get if inventory data is saved to external file
boolean setSaveFileEnable(boolean saveFileEnable)	Set if inventory data is saved to external file with parameter: true for enable, false for disable
boolean getSaveCloudEnable()	Get if inventory data is saved to cloud server
boolean setSaveCloudEnable(boolean saveCloudEnable)	Set if inventory data is saved to cloud server with parameter: true for enable, false for disable
boolean getSaveNewCloudEnable()	Get if inventory NEW data is saved to cloud server
boolean setSaveNewCloudEnable(boolean saveNewCloudEnable)	Set if inventory NEW data is saved to cloud server with parameter: true for enable, false for disable
boolean getSaveAllCloudEnable()	Get if inventory ALL data is saved to cloud server
boolean setSaveAllCloudEnable(boolean saveNewCloudEnable)	Set if inventory ALL data is saved to cloud server with parameter: true for enable, false for disable
String getServerLocation()	Get the cloud server location
boolean setServerLocation(String serverLocation)	Set the cloud server location
int getServerTimeout()	Get the cloud connection timeout in second
boolean setServerTimeout(int serverTimeout)	Set the cloud connection timeout in second
int getSavingFormatSetting()	Get the saving format
boolean setSavingFormatSetting(int savingFormatSelect)	Set the file saving format
int getCsvColumnSelectSetting()	Get columns selected in csv format
boolean setCsvColumnSelectSetting(int csvColumnSelect)	Set the columns selected in csv format
boolean getTriggerReporting()	Check if trigger auto reporting is enabled
boolean setTriggerReporting(boolean triggerReporting)	Enable/Disable trigger auto reporting
short getTriggerReportingCount()	Get the period of trigger auto reporting
boolean setTriggerReportingCount(short triggerReportingCount)	Set the period of trigger auto reporting
String checkVersion()	Check different firmware versions.
int getTriggerCount()	Get the number of trigger received
double dBm_to_dBuV(double value)	Conversion from dBm to dBuV
double dbuV_to_dBm(double value)	Conversion from dBuV to dBm
String deformatWriteAccessData(String strIn)	Routine to deformat the format in
boolean isWriteExtStoragePermitted(boolean requestPermission)	Check if write external file is permitted
String openWriteFile(String strFileNameHeader)	Open a file for writing
File getFileOpened()	Get the opened file for writing data
boolean isModifiedEntry()	Check if the text box in Setting page is modified before
void resetModifiedEntry()	Reset the modified status of the textbox

<code>void showConfigFile()</code>	Show the configuration parameters saved in Setting page
<code>void showRxGainChangeLog()</code>	Show the log data when the RxGain is changed before in Setting page

**Bluetooth related:**

<code>String getBluetoothICFirmwareVersion()</code>	get the bluetooth firmware version in string, in sequence of major, minor and build versions separated by dot character.
<code>String getLinkedDeviceName()</code>	get the bluetooth name
<code>boolean setLinkedDeviceName(String name)</code>	set the bluetooth name
<code>boolean isScanning()</code>	check if scanning bluetooth devices. Return: true implies scanning
<code>boolean scanLeDevice(final boolean enable)</code>	Start/stop scanning Bluetooth devices with parameters: enable: true to start scanning. False to stop scanning
<code>boolean isConnected()</code>	check if the Bluetooth is connected return: true implies connected.
<code>boolean connect(DeviceCsReader tagDevice)</code>	start Bluetooth connection with parameter: readerDevice: the selected scanned bluetooth device
<code>boolean connectAgain()</code>	<b>Do disconnect and connect again</b>
<code>void disconnect(boolean tempDisconnect)</code>	start bluetooth disconnection with parameter: tempDisconnect: true to disconnect temporarily. False to disconnect permanently.
<code>String getLinkedDeviceAddress()</code>	get the mac address of the connected bluetooth device
<code>int getLinkedDevicePortNumber()</code>	get the name of the connected bluetooth device
<code>int getRssi()</code>	get the rssi signal strength of the bluetooth connection in unit -dbm.
<code>long getStreamInRate()</code>	get the data rate of incoming data in byte per second.
<code>CsReaderScanData getNewDeviceScanned()</code>	Get new scanned device information with output: null for nothing.
<code>int getMtu()</code>	<b>Get the MTU value of the connection</b>
<code>void turnOnLocationDevice(boolean onStatus)</code>	turn on location device
<code>void turnOnSensorDevice(boolean onStatus)</code>	turn on Ecompass sensor device

<code>String getTimeStamp()</code>	Get the time stamp
<code>String getLocation()</code>	Get the global location data
<code>String getEcompass()</code>	Get the Ecompass data

**Host Processor Firmware related:**

<code>String getHostProcessorICSerialNumber()</code>	get the serial number of the reader
<code>String getHostProcessorICBoardVersion()</code>	get the main board version
<code>String hostProcessorICGetFirmwareVersion()</code>	Get the Firmware version of the host processor

**Notification related:**

<code>boolean batteryLevelRequest()</code>	request to update the battery level immediately. Return: true for success request.
<code>boolean setAutoRFIDAbort(boolean enable)</code>	set automatic RFID inventory Abort
<code>boolean getAutoRfidAbortRequest()</code>	Get status of automatic RFID inventory Abort
<code>boolean setAutoBarStartSTop (boolean enable)</code>	set automatic Barcode start/stop
<code>getAutoBarStartSTopRequest()</code>	Get the status of automatic Barcode start/stop
<code>String getBatteryDisplay(boolean voltageDisplay)</code>	Get the display information about battery status with parameter: true for voltage display. False for percentage display
<code>public String isBatteryLow()</code>	Check if battery is low. If output string is null, Ok. Otherwise, it shows the battery level percentage.
<code>int getBatteryCount()</code>	get the battery reported index which is used to check if battery is updated.
<code>int getBatteryDisplaySetting()</code>	get the battery display type. 0 for voltage display, 1 for percentage display
<code>boolean setBatteryDisplaySetting(int batteryDisplaySelect)</code>	set the battery display type with parameters: 0 for voltage display, 1 for percentage display
<code>boolean getTriggerButtonStatus()</code>	get the latest trigger button status received from the reader.
<code>boolean getTriggerStatusRequest()</code>	Get the immediate trigger status
<code>void setNotificationListener(NotificationListener listener)</code>	set the listener routine for the trigger button.
<code>Library4A.UplinkPacket readCsReaderUplinkPacketDecoded()</code>	Read the RFID uplink data

**Barcode detector related:**

boolean isBarcodeFailure()	check if barcode module is failure
String getBarcodeSerial()	get the serial number of the barcode module
boolean getBarcodeOnStatus()	get the on status of the barcode device
boolean setBarcodeOn(boolean on)	turn the barcode detector on or off parameter: on: true for on. False for off.
boolean barcodeSendCommandTrigger()	send command data to set trigger mode in the barcode module
boolean barcodeSendCommandSetPreSuffix()	send command data to set a pre-defined prefix and suffix in the barcode module
boolean barcodeSendCommandResetPreSuffix()	send command data to clear the prefix and suffix in the barcode module
boolean barcodeSendCommandContinuous()	send command data to set continuous mode
boolean barcodeInventory(boolean start)	start/stop barcode inventory
Library4A.UplinkPacket readCsReaderUplinkPacketDecoded()	Get new barcode inventoried information with output: null for nothing.
String getBarcodeVersion()	Get barcode firmware version
String getBarcodeESN()	Get ESN of barcode
String getBarcodeDate()	Get firmware date of the barcode

**RFID detector related:**

boolean getRfidOnStatus()	check if RFID detector is on or off. Return: true if on
boolean isRfidFailure()	check if barcode module is failure
int mToWriteSize()	get the length of the data queuing to send to RFID detector.
String getRadioSerial()	get the serial number of the radio module
String getRadioChipSerial()	Get the serial number of the E710 chip
String getRadioBoardVersion()	get the board version of the radio module
String getMacVer()	get the Mac version in string, in sequence of major, minor and build version, separated by dot character.
String getModelNumber()	get the model number of the radio

	module
<code>void setImpinJExtension(boolean tagFocus, boolean fastId)</code>	<code>void setImpinJExtension(boolean tagFocus, boolean fastId)</code>
<code>int getAntennaSelect()</code>	Get the antenna port selected for the csModel
<code>boolean setAntennaSelect(int number)</code>	Set the antenna port selected for the csModel
<code>boolean getAntennaEnable()</code>	Get the antenna enable status for the csMode
<code>boolean setAntennaEnable(boolean enable)</code>	Enable/Disable the antenna for the csModel
<code>long getAntennaDwell()</code>	get the antenna dwell time
<code>boolean setAntennaDwell(long antennaDwell)</code>	set the antenna dwell time parameter: antennaDwell in unit of 1ms.
<code>long getAntennaPower()</code>	get the antenna power level
<code>boolean setAntennaPower(long pwrlevel)</code>	set the antenna power level parameter: pwrlevel in unit of 0.1dbm, up to 300.
<code>int getQueryTarget()</code>	get the query target value set for inventory.
<code>int getQuerySession()</code>	get the query session value set for inventory.
<code>int getQuerySelect()</code>	get the query select value set for inventory.
<code>boolean setTagGroup(int sL, int session, int target1)</code>	set query group parameters parameters: sL: set the query select value for the inventory. From 0 to 3. Session: set the query session for the inventory. From 0 to 3 Flag: set the query target for the inventory. 0 for A. others for B.
<code>int getTagFocus()</code>	get the tag focus value set for inventory.
<code>int getFastId()</code>	<code>get the tag fastId value set for inventory.</code>
<code>boolean setTagFocus(boolean tagFocusNew)</code>	set the tag focus value set for inventory.
<code>boolean setInvBrandId(boolean invBrandId)</code>	Set the brand ID for brand checking of the tag information.
<code>boolean getDynamicAlgo()</code>	get the query algorithm set for the inventory.

boolean setInvAlgo(boolean dynamicAlgo)	set the query algorithm for the inventory. Parameter: invAlgo: false implies fixed. True implies dynamic algorithm.
List<String> getProfileList()	Get the list of available profiles
int getCurrentProfile()	get the query profile set for the inventory.
boolean setCurrentLinkProfile(int profile)	set the query profile for the inventory.
String getEnvironmentalRSSI()	Get the environmental RSSI read in the RFID module.
void resetEnvironmentalRSSI()	Reset the environmental RSSI read in the RFID module.
int getHighCompression()	Get High Compression value for inventory
int getRflnaGain()	Get RF LNA Gain value for inventory
int getIflnaGain()	Get IF LNA Gain value for inventory
int getAgcGain()	Get AGC Gain value for inventory
int getRxGain()	Get RX Gain value for inventory
boolean setRxGain(int highCompression, int rflnagain, int iflnagain, int agcgain)	Set HighCompression, RF LNA Gain, IF LNA Gain, AGC Gain values for inventory
byte getTagDelay()	get the tag delay time (in ms) before next tag coming.
boolean setTagDelay(byte tagDelay)	set the tag delay before next tag coming in unit of ms.
byte getSelectDelay()	Get Select delay register in Atmel controller
boolean setSelectDelay(byte tagDelay)	Set Select delay register in Atmel controller
List<String> getRxAttenList()	Get the enum list of RxAtten register in E710
List<String> getMixerList()	Get the enum list of Mixer register in E710
List<String> getPga1List()	Get the enum list of Pga1 register in E710
List<String> getPga2List()	Get the enum list of Pga2 register in E710
List<String> getPga3List()	Get the enum list of Pga3 register in E710
short getRxAttenGain()	Get the value of RxAtten register in E710
int getMixerGain()	Get the value of Mixer register in

	E710
int getPga1Gain()	Get the value of Pga1 register in E710
int getPga2Gain()	Get the value of Pga2 register in E710
int getPga3Gain()	Get the value of Pga3 register in E710
boolean setRxGain(int rxAttenGain, int mixerGain, int pga1Gain, int pga2Gain, int pga3Gain)	Set the value of rxAtten, mixerGain, pga1, pga2, pga3 of E710
long getCycleDelay()	get the tag delay before running next inventory cycle in unit of ms
boolean setCycleDelay(long cycleDelay)	set the tag delay before running next inventory cycle in unit of ms
int getIntraPacketDelay()	Get intraPacket delay in Atmel controller
boolean setIntraPacketDelay(int intraPkgDelay)	Set intraPacket delay in Atmel controller
void getAuthenticateReplyLength()	get the length of the authentication reply data
boolean setTam1Configuration(int keyId, String matchData)	Set the Tam1 data for the tam1 authentication check
boolean setTam2Configuration(int keyId, String matchData, int profile, int offset, int blockId, int protMode)	Set the Tam2 data for the tam2 authentication check
int getUntraceableEpcLength()	get the length of the untraceable Epc
boolean setUntraceable(boolean bHideEpc, int ishowEpcSize, int iHideTid, boolean bHideUser, boolean bHideRange)	set the untraceable parameters
boolean setUntraceable(int range, boolean user, int tid, int epcLength, boolean epc, boolean uxpc)	set the untraceable parameters
Int getQValue()	get the start Q value set for dynamic algorithm.
int getMaxQ()	get the maximum Q value set for dynamic algorithm.
boolean setMaxQ(int maxQ)	Set max Q in the E710 register
int getMinQ()	get the minimum Q vale set for dynamic algorithm.
boolean setMinQ(int minQ)	Set min Q in the E710 register
byte getNumMinQcycles()	Get number of min Q cycles in E710 register
boolean setNumMinQCycles(int numMinQCycles)	Set number of min Q cycles in E710 register
byte getQincreaseUseQuery()	Get Q value increase use Query in E710 register
boolean setQincreaseUseQuery(boolean qIncreaseUseQuery)	Set Q value increase use Query in E710 register
getQdecreaseUseQuery()	Get Q value decrease use Query in

	<b>E710 register</b>
<code>setQdecreaseUseQuery(boolean qDecreaseUseQuery)</code>	Set Q value decrease use Query in E710 register
<code>long getMaxQueries()</code>	Get Max queries in E710 register
<code>boolean setMaxQueries(long maxQueries)</code>	Set Max queries in E710 register
<code>int getRetryCount()</code>	get the retry count set for dynamic algorithm.
<code>boolean setRetryCount(int retryCount)</code>	Set the retry count set for dynamic algorithm.
<code>public int getInvSelectIndex()</code>	get the inventory select index
<code>boolean getSelectEnable()</code>	get the enable status of the inventory select index.
<code>int getSelectTarget()</code>	get the target selected for the inventory select index.
<code>int getSelectAction()</code>	get the action selected for the inventory select index.
<code>int getSelectMaskBank()</code>	get the mask bank for the inventory select index.
<code>int getSelectMaskOffset()</code>	get the mask offset for the inventory select index.
<code>String getSelectMaskData()</code>	get the mask data for the inventory select index.
<code>boolean setInvSelectIndex(int invSelect)</code>	set inventory select index for the inventory select index. Parameter: invSelect from 0 to 7.
<code>boolean setSelectCriteriaDisable()</code>	Disable the select of the select index for inventory
<code>boolean setSelectCriteria(int index, boolean enable, int target, int action, int bank, int offset, String mask, boolean maskbit)</code>	set the select criteria parameters: enable: the enable status of the inventory select index. target: the target selected for the inventory select index. action: the action selected for the inventory select index. bank: the mask bank for the inventory select index. offset: the mask offset for the inventory select index. mask: the mask data for the inventory select index. maskbit: indicate the mask string is binary or hexadecimal String.
<code>boolean setSelectCriteria(boolean enable, int target, int action, int bank, int offset, String mask)</code>	set the select criteria parameters:

	<p>enable: the enable status of the inventory select index.      target: the target selected for the inventory select index.      action: the action selected for the inventory select index.      bank: the mask bank for the inventory select index.      offset: the mask offset for the inventory select index.      mask: the mask data for the inventory select index.</p>
boolean setSelectCriteria(int index, boolean enable, int target, int action, int bank, int offset, String mask, int maskblen)	<p>set the select criteria parameters:      enable: the enable status of the inventory select index.      target: the target selected for the inventory select index.      action: the action selected for the inventory select index.      bank: the mask bank for the inventory select index.      offset: the mask offset for the inventory select index.      mask: the mask data for the inventory select index.      Maskblen: indicate valid bit of the mask string.</p>
boolean getRssiFilterEnable()	Check if RSSI filtering is enabled or not
int getRssiFilterType()	Check the Filter type
int getRssiFilterOption()	Check the Filter Option
boolean setRssiFilterConfig(boolean enable, int rssiFilterType, int rssiFilterOption)	Set RSSI filtering parameters
double getRssiFilterThreshold1()	Get RSSI filter threshold 1
getRssiFilterThreshold2()	Get RSSI filter threshold 2
boolean setRssiFilterThreshold(double rssiFilterThreshold1, double rssiFilterThreshold2)	Set RSSI filter thresholds
long getRssiFilterCount()	Check RSSI filter count
setRssiFilterCount(long rssiFilterCount)	Set RSSI filter count
boolean getInvMatchEnable()	get the enable status set for post-filter
boolean getInvMatchType()	get the match type set for the post-filter.
int getInvMatchOffset()	get the match offset for the post-filter.
String getInvMatchData()	get the mask data for the post-filter.
boolean setPostMatchCriteria(boolean enable, boolean target,	set the post filter match criteria

int offset, String mask)	parameters: enable: the enable status set for post-filter target: the match type set for the post-filter.. True to filter matched ones. offset: the match offset for the post-filter. mask: the mask data for the post-filter
int getCountryNumberInList()	get logical channel number used for fixed channel usage.
String[] getCountryList()	Get the list of country selectable for the radio device.
boolean setCountryInList(int countryInList)	set the country in the selectable list for the radio device
boolean getChannelHoppingStatus ()	get frequency hopping order. 0 for hopping, 1 for fixed frequency.
boolean setChannelHoppingStatus(boolean channelOrderHopping)	Set frequency hopping order. 0 for hopping, 1 for fixed frequency.
int getChannel()	get the channel used
boolean setChannel(int channelSelect)	select the channel to be used
int FreqChnCnt()	Get the number of the frequency used
double getLogicalChannel2PhysicalFreq(int channel)	get actual physical channel number from logical channel number
int getDuplicateEliminationTime()	Get duplication elimination time
boolean setDuplicateEliminationTime(int duplicateEliminationTime)	Set duplication elimination time
boolean setEventPackageUplinkEnable(byte bEnable)	Enable event package uplink
boolean setMultibankReadConfig(int iSet, byte[] byteArrayData)	Set event packet uplink
boolean setInvModeCompact(boolean invModeCompact)	set inventory mode as compact mode if true, normal mode if false.
boolean setKillPassword(String password)	set the kill password
boolean setAccessPassword(String password)	set the access password
boolean setAccessRetry(boolean accessVerify, int accessRetry)	set the access retry parameters: accessVerify: need to verify or not after access accessRetry: number of retry if access failure
boolean setAccessLockAction(int accessLockAction, int accessLockMask)	set lock configuration for lock operation.
void restoreAfterTagSelect()	restore user configured parameter after selected operation

boolean setSelectedTag(String strTagId, int selectBank, long pwrlevel)	set the selected tag to be selected or matched for the RFID operation. Parameter: strTagId: the Epc of the matching tag. selectBank: the bank of the matching tag. Pwrlevel: power level
boolean setSelectedTag(String selectMask, int selectBank, int selectOffset, long pwrlevel, int qValue, int matchRep)	set the selected tag to be selected or matched for the RFID operation. Parameter: selectMask: the mask of the matching tag. selectBank: the bank of the matching tag selectOffset: the mask offset of matching tag. Pwrlevel: power level qValue: the qValue matchRep: the match repeat count
<b>boolean startRfidInventory()</b>	start RFID inventory.
<b>boolean startRfidSearching()</b>	<b>Start RFID searching</b>
<b>Library4A.MultiBankData startRfidInventoryWithMultiBank(Library4A.MultiBankData multiBankData, String mDid, boolean bMultiBank, boolean needTagFiltering)</b>	<b>Start RFID multibank inventory</b>
<b>boolean abortRfidOperation()</b>	stop the operation.
<b>void resetInvalidata()</b>	<b>Reset invalidate</b>
<b>getInvalidata()</b>	<b>Get invalidate</b>
<b>int getInvalidUpdata()</b>	<b>Get invalidUpdata</b>
<b>int getValidata()</b>	<b>Get validate</b>
<b>long getTagRate()</b>	<b>Get tagRate</b>
<b>long getcrcErrorTagRate()</b>	<b>Get crcErrorTagRate</b>
<b>boolean sendHostRegRequestHST_CMD(HostCommands hostCommand)</b>	set operation command to be executed in StartOperation command
<b>Library4A.UplinkPacket readCsReaderUplinkPacketDecoded()</b>	<b>Get new RFID inventoried tag information with output: null for nothing. Otherwise it returns the package data inventoried.</b>
<b>UplinkPacket readUplinkPacket()</b>	<b>This is packet without decoding</b>
<b>ConnectorRfidReader.TagData decodeXerxesTagData(UplinkPacket uplinkPacket, String strMdid, Library4A.MultiBankData multiBankData)</b>	<b>Decode the uplink RFID data</b>

<code>void setRfidReaderDefault()</code>	Set the default parameters in Settings
<code>void settagTypeExpected(TagTypes tagType)</code>	Set the expected Tag Type for the inventory
<code>TagTypes gettagTypeExpected()</code>	Get the expected Tag type set in the library
<code>void setselectFor(int selectFor)</code>	Set the expected operation for the expected tag type for the inventory
<code>int getselectFor()</code>	Get the expected operation for the expected tag type for the inventory
<code>void setmDid(String mDid)</code>	Set no expected tag type for the inventory
<code>void startSettingTask(Context context, boolean sameSetting, String invalidRequest)</code>	Start the Setting task
<code>boolean isSettingTaskRunning()</code>	Check if the setting task is finished or not
<code>void stopSettingTask()</code>	Stop the setting task
<code>void resetSelectData()</code>	Reset all tag select registers
<code>void setselectHold(int selectHold)</code>	Set the select hold time
<code>boolean disableMultibankReadConfig()</code>	Disable multibank registers
<code>set_em4245_commandConfig()</code>	Set em4245 register value
<code>boolean setKillPassword(String password)</code>	Set the killPassword register in E710 Atmel controller
<code>boolean setAccessPassword(String password)</code>	Set AccessPassword register in E710 Atmel controller
<code>setAccessRead(int accessBank, int accessOffset, int accessCount)</code>	Set AccessRead register in E710 Atmel controller
<code>boolean setAccessWrite(int accessBank, int accessOffset, int accessCount, String dataInput)</code>	Set AccessWrite Register in E710 Atmel controller

# Chapter 5: Example Command Sequences

## 5.1 Introduction

This chapter gives some example sequences of commands of common operations on CS710S

1. Scan and Connect Bluetooth
2. Start RFID Tag/Label Inventory (Simplest – using default configuration)
3. Start RFID Tag/Label Inventory (with non-default Configuration)
4. Start Barcode Inventory
5. Search an RFID Tag/Label (Geiger Search)
6. Read an RFID Tag/Label TID Bank
7. Write an RFID Tag/Label EPC Bank

## 5.2 Scan and Connect Bluetooth

1. `scanLeDevice(true)`: start scanning
2. `scanLeDevice(false)`: stop scanning
3. `isScanning()`: check if scanning
4. `getNewDeviceScanned()`: to get possible scanned device data
5. `connect(readerDevice)`: connect with one of the readerDevice scanner
6. `disconnect(false)`: disconnect the bluetooth connection.
7. `isConnected()`: check bluetooth connection

## 5.3 Start RFID Tag/Label Inventory using Default Configuration

1. `startRfidInventory()`: start inventory
2. `readCsReaderUplinkPacketDecoded()`: to get possible inventoried package data
3. `abortRfidOperation()`: to stop inventory (do this when you are done reading RFID tags)

## 5.4 Start RFID Tag/Label Inventory using Non-Default Configuration

1. `abortRfidOperation()`: to stop any previous RFID inventory and check RFID module health
2. `setAntennaPower(300)`: Set Power = 300
3. `setAntennaDwell(0)`: Set Antenna Dwell=0
4. `setCurrentLinkProfile (1)`: Set Link Profile = 1
5. `setTagGroup(0, 0, 0)`: Set select = all, Session = S0, target = A
6. `setInvAlgo(true)`: Set Algorithm **true for Dynamic, false for Fixed**
7. `setQValue(8), setMinQ(0), setMaxQ(15), setInvModeCompact(false)`: set Q, MinQ, MaxQ for the algorithm, set non-Compact mode inventory
8. `startRfidInventory()`: start inventory
9. `readCsReaderUplinkPacketDecoded()`: to get possible inventoried package data
10. `abortRfidOperation()`: to stop RFID inventory (do this when you are done reading RFID tags)

## 5.5 Start Barcode Inventory

1. `setBarcodeOn(true)`: start barcode
2. `barcodeInventory(true)`: start inventory
3. `readCsReaderUplinkPacketDecoded()`: get possible inventoried barcode data
4. `barcodeInventory(false)`: stop inventory
5. `setBarcodeOn(false)`: stop barcode (do this when you are done reading barcodes)

## 5.6 Search an RFID Tag/Label (Geiger Search)

1. `abortRfidOperation()`: to stop any previous RFID inventory and check RFID module health
2. `setSelectedTag("2017000000000000000000000001", 1, 300)`: set target tag ID, such as 2017000000000000000000000001, bank selected = 1, and power = 300
3. `setCurrentLinkProfile (103)`: Set Link Profile = 103
4. `setTagGroup(0, 1, 2)`: Set select = all, Session = S1, target = A/B toggle
5. `setInvAlgo(0)`: Set Algorithm = Fixed
6. `setQValue(0), setInvModeCompact(false)`: Q=0 for fixed algorithm, compact mode as false
7. `startRfidInventory()`: start inventory
8. `readCsReaderUplinkPacketDecoded()`: to get possible inventoried package data
9. `abortRfidOperation()`: to stop RFID inventory (do this when you are done reading RFID tags)

## 5.7 Read an RFID Tag/Label TID Bank

1. `abortRfidOperation()`: to stop any previous RFID inventory and check RFID module health
2. `setAccessRead(2, 0, 1)`: to access read TID bank, offset as 0, count as 1
3. `setAccessPassword("0000")`: to set the access password. "0000" means no password.
4. `setAccessRetry(true, 7)`: to enable retry and set retry count as 7
5. `setSelectedTag("20170000000000000000000000000001", 1, 300)`: set target tag ID, such as 20170000000000000000000000000001, bank selected as 1, and power = 300
6. `setCurrentLinkProfile(1)`: Set Link Profile = 1
7. `setTagGroup(0, 1, 2)`: Set select = all, Session = S1, target = A/B toggle
8. `setInvAlgo(0)`: Set Algorithm = Fixed
9. `setQValue(0), setInvModeCompact(false)`: Q=0 for fixed algorithm, compact mode as false
10. `sendHostRegRequestHST_CMD(CMD_18K6CREAD)`: to start read operation.
11. `readCsReaderUplinkPacketDecoded()`: to get possible command response package data. The data to be read will come back in this Event.
12. `abortRfidOperation()`: to stop RFID inventory (do this when you are done reading RFID tags)

## 5.8 Write an RFID Tag EPC Bank

1. `abortRfidOperation()`: to stop any previous RFID inventory and check RFID module health
2. `setAccessWrite(1, 2, 1, "2018")`: to access read EPC bank, offset as 2, count as 1, data as '2018'
3. `setAccessPassword("0000")`: to set the access password. "0000" means no password.
4. `setAccessRetry(true, 7)`: to enable retry and set retry count as 7
5. `setSelectedTag("20170000000000000000000000000001", 1, 300)`: set target tag ID, such as 20170000000000000000000000000001, bank=1, and power = 300
6. `setCurrentLinkProfile (1)`: Set Link Profile = 1
7. `setTagGroup(0, 1, 2)`: Set select = all, Session = S1, target = A/B toggle
8. `setInvAlgo(0)`: Set Algorithm = Fixed
9. `setQValue(0), setInvModeCompact(false)`: Q=0 for fixed algorithm, compact mode as false
10. `sendHostRegRequestHST_CMD(CMD_18K6CWRITE)`: to start write operation.
11. `readCsReaderUplinkPacketDecoded()`: to get possible command response package data. decodedResult will come back if successful. decodedError will come back if failed.
12. `abortRfidOperation()`: to stop RFID inventory (do this when you are done reading RFID tags)

# Appendix A: Reader Modes (Link Profiles)

There are 11 link profiles in CS710S. Only 1 profile is active at any time in CS710S. The purpose of each link profile is explained below. These purposes correspond to different business and physical scenarios. The user should try out each profile to see which one gives best performance.

Mode ID	Mode Optimization	Intended Region	Forward Link Modulation	Tari (μs)	BLF (kHz)	Reverse Link Modulation	Chip RX Sensitivity (dBm)	Maximum Read Rate (tags/s)
<b>103</b>	Read Rate	FCC	DSB	6.25	640	Miller M=1	<b>-78</b>	<b>1000</b>
<b>120</b>	Read Rate	FCC	DSB	6.25	640	Miller M=2	<b>-81</b>	<b>700</b>
<b>345</b>	Read Rate	FCC, ETSI UB	PR_ASK	7.5	640	Miller M=4	<b>-84</b>	<b>400</b>
<b>302</b>	Read Rate	All	PR_ASK	7.5	640	Miller M=1	<b>-78</b>	<b>800</b>
<b>323</b>	Read Rate	All	PR_ASK	7.5	640	Miller M=2	<b>-81</b>	<b>550</b>
<b>344</b>	ETSI UB DRM	All	PR_ASK	7.5	640	Miller M=4	<b>-84</b>	<b>400</b>
<b>223</b>	ETSI LB	ETSI	PR_ASK	15	320	Miller M=2	<b>-84</b>	<b>300</b>
<b>222</b>	ETSI LB	ETSI	PR_ASK	20	320	Miller M=2	<b>-84</b>	<b>250</b>
<b>241</b>	ETSI LB DRM	ETSI	PR_ASK	20	320	Miller M=4	<b>-87</b>	<b>200</b>
<b>244</b>	FCC DRM	FCC	PR_ASK	20	250	Miller M=4	<b>-88</b>	<b>150</b>
<b>285</b>	Sensitivity	All	PR_ASK	20	160	Miller M=8	<b>-93</b>	<b>50</b>

## Appendix B: Sessions

Session is a concept of EPC to allow a tag to respond to multiple readers inventorying it at the same time, each using a different session number.

There are 4 possible sessions: S0, S1, S2, S3.

The user however has to be careful because these 4 sessions have different behavior, notably how the tag flag “persist” in time. A tag, before inventory or when just after power on, has a flag of State A. When it is inventoried, the flag will go to State B. The tag flag will stay in State B until the tag powers off or the persistence time is up.

A reader can declare it only wants to inventory flag A, so that after a tag is inventoried and its flag gone to State B, it will no longer respond to further inventory rounds – until the end of the persistence time.

Now for S0, S1, S2 and S3, the persistence times are DIFFERENT! Because of that, one has to be very careful in choosing which session to use.

Session	Tag Flags Persistence Time
S0	Tag Energized: indefinite Tag Not Energized: none
S1	Tag Energized: 0.5 second < Persistence Time < 5 seconds Tag Not Energized: 0.5 second < Persistence Time < 5 seconds

S2	Tag Energized: indefinite  Tag Not Energized: 2 seconds < Persistence Time
S3	Tag Energized: indefinite  Tag Not Energized: 2 seconds < Persistence Time

## Appendix C: Tag Population and Q

Tag Population is the RFID tag population that is to be inventoried. To be more precise, it is the population of tags that can be “seen” by the RFID reader.

Q is an EPC concept related to the way a group of tags is inventoried. When a reader broadcast its desire to inventory tags, it sends out a Q value. The tag will, based on that Q, calculate a certain number and define that as the number of repeated inventories the reader will do. Basically, the relationship of Inventory Repeats and Q is:

$$\text{Inventory Repeats} = 2^Q$$

The tag will then choose by random a certain number less than this Inventory Repeats. When the reader starts doing inventory, the tag will then respond at that repeat number.

In other words, the Inventory Repeats should correspond to Tag Population:

$$\text{Tag Population} = \text{Inventory Repeats} = 2^Q$$

For example, if there are 8 tags, then in theory the Q can be 3, and if each tag chooses a number different from that of the other 7 (miraculously, of course), then the 8 tags will be inventoried in an orderly manner in turn.

**Of course this will never happen**, as the tags will easily choose a number the same as that of another one, and a collision will happen.

Therefore, it is a normal practice to have a bigger Q, such as 4 in this case, so that the 8 tags would have a lower chance of choosing the same number.

Therefore, reversing the equation, ideally, we can have:

$$Q = \text{INTEGER}(\log_2(\text{Tag Population}))$$

But in reality, we need some headroom, so that:

$$Q = \text{INTEGER}(\log_2(\text{Tag Population} \times 2) + 1)$$

## Appendix D: Query Algorithm

There are 2 types of Query Algorithm: Fixed Q and Dynamic Q.

For Fixed Q, the Q value does not change. In other words, the expected Tag Population does not change.

For Dynamic Q, the Q value changes adaptively: when there are a lot of inventory repeats where no tags respond, the reader will interpret that there are not that many RFID tags in the front, and hence it is more efficient to change the Q to a smaller value. When there are a lot of inventory repeats where the reader receive data but they do not satisfy checksum, meaning there is heavy collision, then the reader will interpret that there are too many RFID tags in the front of the reader, and hence it is better to increase the value of Q. Dynamic Q algorithm is a way to allow the RFID reader to adapt to different amount of RFID tags being seen by the reader. The idea is that if there are not so many tags, then the Q can be reduced and the reader can collect all the tag data faster.

## Appendix E: Target

Target here actually refers to the target flag that the reader wants to inventory. There are 2 possible flags of an RFID tag: State A and State B.

When an RFID tag is first powered up, it has a flag of State A. After it is inventoried, the state of the flag becomes State B.

The tag will only go back to State A if either it is powered off and powered on again, or if its persistence time has run up (See Appendix B).

For each round of inventory, the reader sends out notification to the world which tag flag state it wants to inventory. It can keep on inventory State A, or it can inventory State A and State B alternatively from one round of inventory to the next round of inventory.

In theory, it is a good thing to inventory only State A. The reason being that those tags that have been inventoried should not respond again, and will hence quickly reduce the amount of collision between tags. So in general if you set inventory to State A only, the inventory of large amount of tags can be very fast.

The only catch is that when a tag responds to the reader, it does not know another tag is colliding with it. It sends out the response and thinks it has done the job, hence transitioning to flag State B. So in such case, the tag will not respond to further inventory, even though its response has been lost due to collision. Because of that, sometimes the user will set the inventory to target State A in one inventory round, and then State B in the next round, and vice versa, and so on. This is called A/B Toggle or A & B Dual Target or simply Dual Target.

# Appendix F: Security

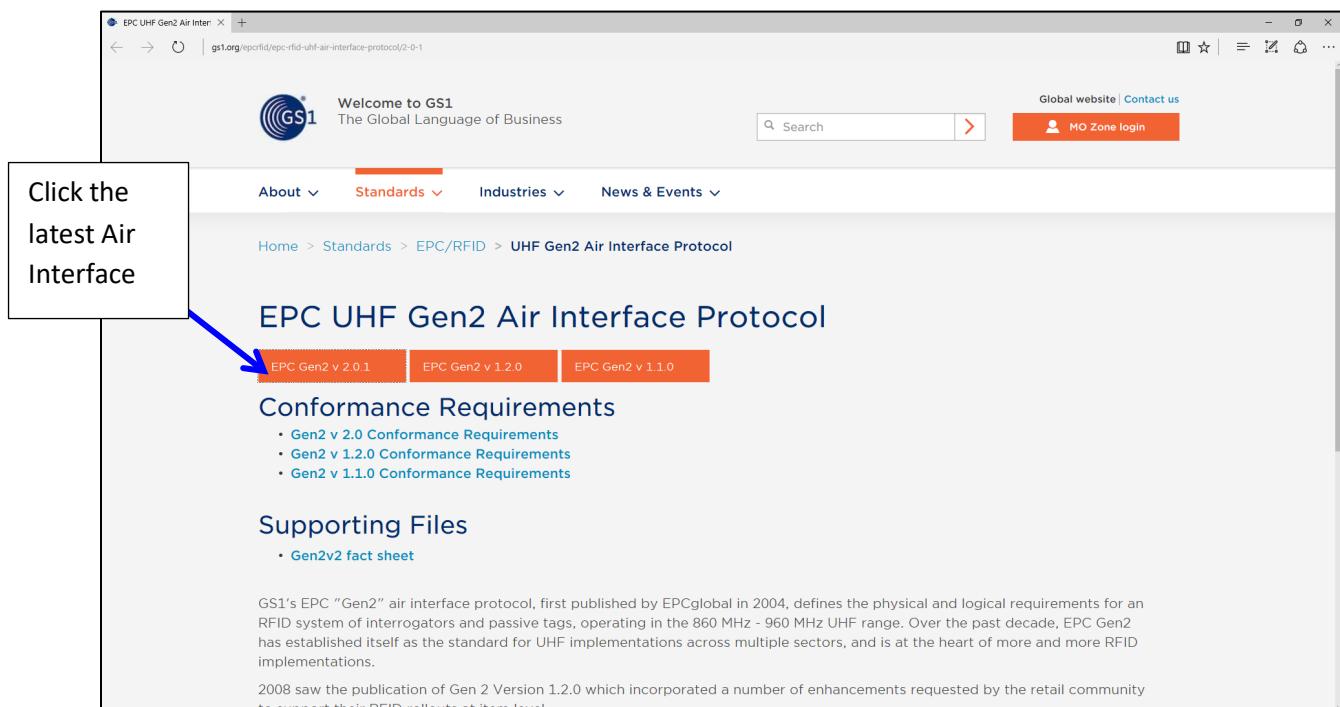
There are 4 actions you can apply on the memory inside an RFID tag:

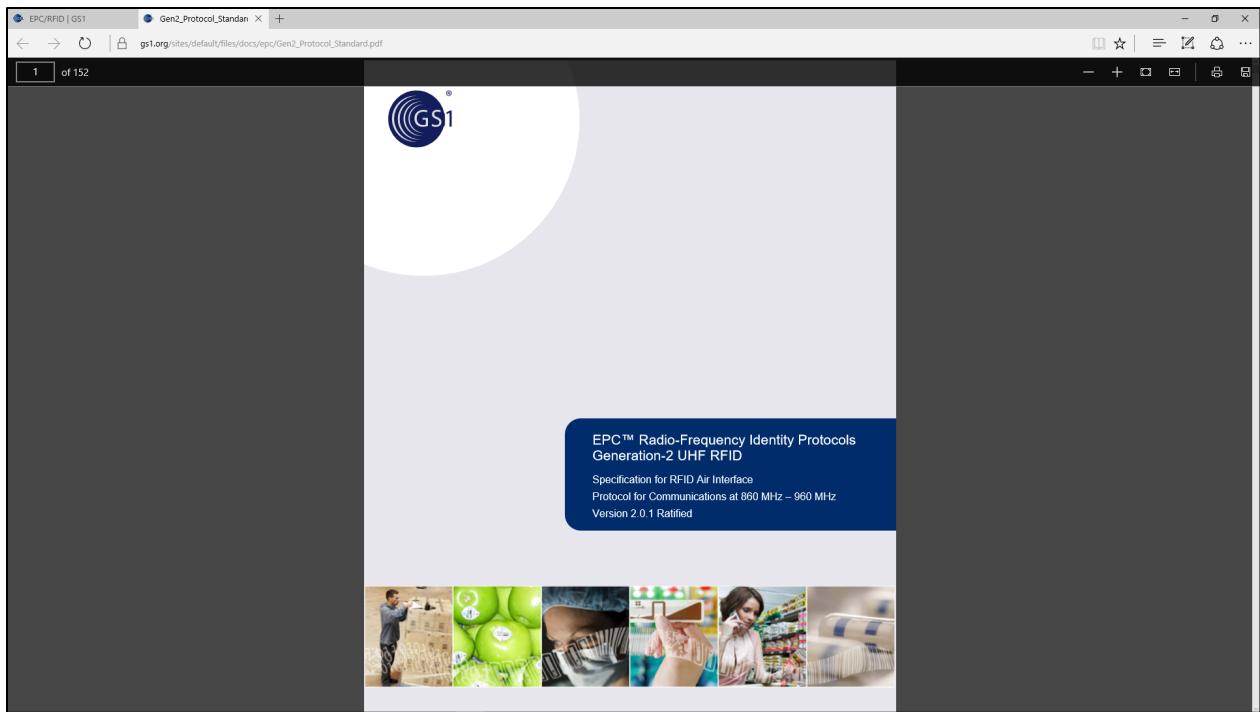
- 1) Lock
- 2) Unlock
- 3) Permanent Lock
- 4) Permanent Unlock

EPC document which can be found from EPC website:

<https://www.gs1.org/epcrfid/epc-rfid-uhf-air-interface-protocol/2-0-1>

Once there, press the button showing the latest air interface and mouse click to get the pdf file.





For Access Password and Kill Password the security locking affects both reading and writing.

For EPC bank and User bank, the security locking affects only writing.

For TID bank, since we are the user and not the manufacturing vendor, security action has no effect. It has been permanently unlocked in the factory anyway.

## Appendix G: Models & Regulatory Region

There are various models, denoted by the alphanumeric right after the “CS710-”, here denoted by “**N**”. The applicable regulatory regions for each model are described to the right of it below:

- N=1:** 865-868 MHz for Europe ETSI, Russia, Mid-East countries,  
865-867 MHz for India
- N=2:** 902-928 MHz, FCC, for USA, Canada and Mexico. Hopping frequencies locked
- N=2 AS:** 920-926 MHz, Australia. Hopping frequencies locked
- N=2 NZ:** 921.5-928 MHz, New Zealand. Hopping frequencies locked
- N=2 OFCA:** 920-925 MHz, Hong Kong. Hopping frequencies locked
- N=2 RW:** 920-928 MHz, Rest of the World, e.g. Philippines, Brazil, Peru, Uruguay, etc.
- N=4:** 922-928 MHz, Taiwan
- N=7:** 920-925 MHz, China
- N=8:** 916.7-920.9 MHz, Japan
- N=9:** 915-921 MHz, Europe Upper Band

## Appendix H: Technical Support

All technical support should be sent to the following email:

[info@convergence.com.hk](mailto:info@convergence.com.hk)