RS-232C / 485 PROTOCOL FOR M500N-7X80RG2



Communication Parameters:

- Baud rate: 2400 bits/s;

Data: 8 bits;End code: 1 bit;Checksum: Nil;

P.S: Networking Capacity: Up to 128 nos. LED signs in maximum. Sign address is addressable at the controller card, ranging from 0 to 127 (lower 7 bits).

Format For Transmitting Package

Each package has no restriction in length, and can contain different data groups. But, the "Data 1" should be Sign Address, and the end code is "0". As follows;

"Data 1" + "Data 2" + "Data 3" - - - - - "Data n" + "0"

Protocol For Different Data Group:

There are 11 different data groups in total.

I: Data for sign address

II: Data for file

III: Data for special file

IV: Data for alarming

V: Data for time alarming

VI: Data for sign on VII: Data for sign off

VIII: Data for date / time resetting

IX: Data for custom graphic

X: Data for testingXI: Data for signs' list

P.S: The length for each data group cannot exceed 8190 bytes (1FFE).

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1 Data For Sign Address	
Format	"0" + "Sign Address" + "1"
Code	Description
"0"	Leading code for Sign Address
	2 bytes (16 bits)
"Sign Address"	e.g: sign 0 = bit 0; sign 1 = bit 1etc.
	Remark: See examples in Appendix II
"1"	Clear all the previous messages
'	Remark: Previous messages will be retained if the bit is not "1

P.S: If there are 128 nos. LED signs linked together, sign address="FFFFH", and then followed by data group for signs' list

2 Data For File		
Format	"1" + "File Name" + "Data For File"	
Code	Description	
"1"	Leading code	
"File Name"	2 ASCII codes, "00"~"99"	
riie ivairie	Remark: " *6 " means special file "6"	
	Standard file: displays messages in various modes (see appendix I)	
	Special file: displays different files according to scheduling	
"Data Group For File"	e.g: "00" + space + "01" + space + " 11" + space"37" + "0FFH"	
	"00" = FILE 00; "01" = FILE 01; "11" = FILE 11; "37" = FILE 37; "0FFH" = End Code	
	Remark: see example 2 in Appendix II	

P.S: Each file can contain many frames, one file data or many files' data

Format	"2" + "Special File Name" + "Running Date" + "On Time" + "Off Time" + "Data for special file"
Code	Description
2"	Leading code
'Special File Name"	An ASCII code: "0"~"9"
"Running date"	"Bit0" = "Sunday" "Bit1" = "Monday" "Bit2" = "Tuesday" "Bit7" = "Saturday"
'On Time"	4 ASCII codes e.g:"0830" = 8:30am
'Off Time"	As above

Data	for	special	Files' list
file		•	e.g: "00" + "01" + " 11" +"37" + "0FFH"
			"00" = FILE 00; "01" = FILE 01; "11" = FILE 11; "37" = FILE 37; "0FFH" = End Code
			Remark: see example 3 in Appendix II

P.S: Special file includes many files' names, and displays these files according to its on/off time, repeatedly.

4 Data For Alarming	
Format	"4" + "Nos. Of Alarming" + "Time Interval" + "0FFH"
Code	Description
"4"	Leading code
"Nos. Of Alarming"	1 byte, "0"~"255" Remark: " *6 " means special file "6"
"Time Interval"	1 byte, "0"~"255" Remark: time interval between two alarms; Unit: minutes Remark: see example 4 in Appendix II
"OFFH"	End code

5 Data For Time Alarming	
Format	"5" + "Time Alarming" + "0FFH"
Code	Description
"5"	Leading code
	1 byte
"Time Alarming"	"0" = Alarm Off
Time Alaming	Remark: Alarm On if the bit <>"0"
	Remark: Example 4 in Appendix II
"OFFH"	End code

6 Data For Sign On	
Format	"6" + "Time For Sign On" + "0FFH"
Code	Description
"6"	Leading code
	2 ASCII codes, "0"~"9"
	e.g: "08", "30", "00"
"Time For Sign On"	"08"= Hour
	"30"= Minute
	"00"= Second
"0FFH"	End code

7 Data For Sign Off	
Format	"7" + "Time For Sign Off" + "0FFH"
Code	Description
"7"	Leading code
	2 ASCII codes, "0"~"9"
	e.g: "18", "30", "00"
"Time For Sign Off"	"18"= Hour
	"30"= Minute
	"00"= Second
"OFFH"	End code

8 Data For Date / Time Resetting	
Format	"8" + "Week" + "Hour Mode" + "Current Time" + "0FFH"
Code	Description
"8"	Leading code
	1 ASCII code
"Week"	"0" = Sunday; "1" = Monday; "2" = Tuesday; "3" = Wednesday; "4" = Thursday; "5" = Friday; "6" =
	Saturday
"Hour Mode"	"0" = 24-hrs mode
Tiodi Wodo	Remark: if the bit <> "0", it represents 12-hrs mode
	2 ASCII codes
"Current Time"	"Year" + "Month" + "Day" + "Hour" + "Minute" + "Second"
Current fillie	e.g: "98" + "03" + "13" + "08" + "59" + "50"
	Remark: see example 6 in Appendix II
"0FFH"	End code

9 Data For Custom Graphic	
Format	"9" + "Graphic Number" + "Data For Graphic"
Code	Description
"9"	Leading code
"Graphic Number"	1 ASCII code
"Data For Graphic"	e.g: char Graphic[4][7][10] [4]: Four color page, sequence in Red1, Red2, Green1 & Green2 [7]: Line 7th [10]: Each line contains 10 bytes (80 dots)

10 Data For Testing

Format	"10" + "Testing Code" + "0FFH"
Code	Description
"10"	Leading code
"Testing Code"	Testing code = "01H"
resting Code	Phenomenon: All red, all green & all amber; 5 seconds delay for each color.
"0FFH"	End code

11 Data For Signs' List	
Format	"11" + "Signs' List" + "0FFH"
Code	Description
"11"	Leading code
"Signs' List"	Variable length. Each byte represents one sign number. Remark: "FFFFH" for every signs
"0FFH"	End code

Appendix I

Format For Standard File		
Format	"Run Mode" + "Property" + + "English Characters" ++ " Property" " Run Mode"	
Code	Description	
"Run Mode"	"00H" ~ "18H" (25 different kinds of running modes)	
Kuii wode	In communication: use "01H"~"19H" instead of using "00H"~"18H"	
"English Characters"	"20H"~"EDH"	
"Property"	Property = "EFH"	
Порену	It means the next byte is for property only.	
	Remark:	
	"FFH" = End of a frame (Generally, next frame should be began with "Run Mode")	
	"FFH" + "FFH" = End of standard file	

Properties:

"60H"~"7DH": 30 nos. pre-defined symbols (SYMBOLS)

"80H": Insert clock "81H": Insert date

"90H~97H": 8 different kinds of animations (ANIM n)

"A0H~A5H": 6 different kinds of fonts (FONTS)

"B0H~BFH": 16 different kinds of colors (COLORS)
"C0H~C7H": 8 levels moving speeds (SPEED n)
"C8H~CFH": 8 levels pause time (PAUSE n)

"D0H~DFH": 8 nos. of custom graphics and 8 nos. of pre-defined graphics (GET GRAPHICS)

"E0H~E2H": 3 different kinds of beep sounds (BEEP n)

Appendix II

Example 1: Data For File

Data	Item	Description
0, 0xff, 0xff, 1	0	Leading code for sign address
	Oxff, Oxff	For every signs
	1	Clear ALL messages
1, '01'	1	Leading code for file
	01	File name = 01
1, 0xef, 0xb0, 'User\'s Guide', 0xff	1	Mode=1(CYCLIC)
	0xef, 0xb0	Color= bright red
8, 0xef, 0xb5, 'easy to use', 0xff		Frame 2
15, 0xef, 0xb5, 'give you power', 0xff		Frame 3
20, 0xef, 0xb5, 'moving sign', 0xff		Frame 4
5, 0xef, 0xb7, 'Your wise choice', 0xff		Last Frame
0xff		End of File 01
0		End code

Example 2: Data For Files, Followed By Special File

Data	Item	Description
0, 0xff, 0xff, 1	0	Leading code for sign address
	Oxff, Oxff	For every signs
	1	Clear ALL messages
1, '01', 0xef, 0xb0, 'FILE 01', 0xff, 0xff		File 1
1, '02', 0xef, 0xb5, 'FILE 02', 0xff, 0xff		File 2
1, '03', 0xef, 0xb7, 'FILE 03', 0xff, 0xff		File 3
1, '*0', '01 02 03', 0xff, 0xff		Special Package 'S0'
0		End code

Example 3: Data for Special File

Data	Item	Description
0, 0xff, 0xff, 1		Sign address
1, '01', 0xef, 0xb0, 'FILE 01", 0xff, 0xff		File 1
1, '02', 0xef, 0xb5, 'FILE 02", 0xff, 0xff		File 2
1, '03', 0xef, 0xb7, 'FILE 03", 0xff, 0xff		File 3
2, '0', 0x3e, '0800', '1759', '010203', 0xff	0	Special Package 'S0'
	0x3e	Monday to Friday
	0800	On time
	1759	Off time
	010203	Sequence: File01, File02 & File03,
		repeatedly
0		End code

Example 4: Data For Alarming

Data	Item	Description
0, 0xff, 0xff, 0		Sign address
4,255,1,0xff		Alarm 255 times
		One alarm per minute
0		End code

Example 5: Data For Time Alarming

Data	Item	Description
0, 0xff, 0xff, 0		Sign address
8, '5', 1, '980313085950', 0xff	8	Data For Date / Clock Resetting
	'5'	Friday
	1	12-hour mode
	'980313085950'	Date: 1998.3.13 & Clock:
		08:59:50
5, 1, 0xff		Data For Time Alarming
0		End code

Example 6: Data For Date / Clock Resetting

Data	Item	Description
0, 0xff, 0xff, 1		Sign address
8, '5', 0, '980313173000', 0xff	8	Data For Date / Clock Resetting
	'5'	Friday
	0	24-hour mode
	'980313173000'	Date: 1998.3.13 & Clock:
		17:30:00
0		End code