Battery Cycler Operations Manual

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# OVERVIEW

## About This Manual

This is a comprehensive manual that contains all the necessary information one should need regardless of their exposure to the Battery Cycler. The manual proceeds chronologically starting with information pertinent to someone that does not know what the Battery Cycler is and if it is right for them. This is followed by sections explaining setup and usage of a system assuming you choose to obtain one. The third section of this manual contains information for advanced users that want to contribute to the system and need to understand the systems architecture, and inner workings.

## What is the Battery Cycler

The battery cycler is an open hardware and software project aimed at creating a low cost battery testing platform that can promote the testing of advanced chemistry batteries and publication of test data. The project was conceived and started by RIT and Argonne National Labs in 2010.

The project provides a complete testing solution consisting of a programmable load and charger, data acquisition system, and environmental control. The system is largely scalable however is intend to allow for accelerated testing via increased environmental and electrical stresses.

Because the battery cycler is an open project it built on budgets an order of magnitude less than that needed for some commercial solutions while performing comparably.

## How it works

The goal of the battery cycler is to provide a system capable of electrically cycling the battery by removing energy from the cell via a load bank and re-energizing the cell with a charger where the power of the load or charge is the output of load profile. We do this to simulate cell use in a controlled environment where the cell can be aged. Over time the cell can be periodically characterized to help discover degradation mechanisms, and there relationships to load profiles.

The battery cycler needs to be programmed with information describing the test that is to be run on the cell. Because a test must describe the load with a step size as small as 100mS, and testing can take weeks to months to complete. We need to describe the test on several different levels, the profile, the schedule, and the program.

The profile is basis of all programming, it has the most resolution and the most accurate timing. It contains the most basic instructions in programming, that is the mode the hardware is to be running in as well as load setting and limits. The profiles that drive the system are all hard programmed into each device to eliminate any timing concerns.

When testing a cell a series a profiles are used to create the desired effect on the cell. This series of profiles is called a schedule and is the intermediate system programming level. A schedule is used to define a number of load profiles and the conditions they are to be run under, this could be combined with a number of other testing profiles as well as charging profiles. This can be used lets say to program what the stress of one day of a batteries life will look like. Therefore assuming all week days and weekend days are the same, you could use one schedule for the weekdays and another schedule for the weekends.

Now let’s say we want to simulate a full three years of use. This becomes very repetitive in that to do this in a single schedule you would need to sequence the needed profiles 365 times, that’s a lot of copy and pasting and a lot of room for error. It would also make modifying the basic daily schedule a very painful process.

Because testing consists of a great amount of repetitive scheduling the top level of programming called the ‘program’ exists. A program dictates a sequence of schedules and the number of times they are to be repeated each step. This can easily decrease the number of lines of programming by an order of magnitude and makes modifications to a test much easier and safer.

The illustration below helps show the hierarchy of the profile, schedule, and program.



## System Specifications

This section details the capabilities and needs of the battery cycler hardware.

Table 1: Hardware Specifications

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Parameter** | **Min** | **Nom** | **Max** | **Units** |
| Channels |  | 2 |  |  |
| Charge current per channel\* | 0.005 |  | 20 | Amp |
| Load current per channel | 0.005 |  | 20 | Amp |
|  |  |  |  |  |
| Profile step resolution |  | 100 |  | mS |
| Data Sampling Rate |  | 10 |  | Hz |
| Data Recording Rate |  | 1 |  | Hz |
|  |  |  |  |  |
| Commanded current resolution |  | 5 |  | mA |
| Measured current resolution |  | 2.5 |  | mA |
| Measured voltage resolution |  |  |  | mV |
|  |  |  |  |  |

\*Note: the charge current per channel is limited by the charging supply, therefore if only a 20 Amp supply is available the sum of the charge current from each channel cannot exceed 20A.

### System Requirements

Hardware:

Host PC with USB

Software:

Java runtime environment

Microsoft Windows XP (although Java is supported on many platforms the serial driver used is currently only supported in windows)

# USING THE BATTERY CYCLER

## System Setup

## Connecting to a Host PC

The battery cycler relies on a Host PC running dedicated software for the storage of all acquired data as well as programming, with the exception of profiles.

The Host PC software can connect to multiple battery cycler devices and control them simultaneously. You can have a whole bank of battery cycler devices and control them all from a single Host PC. Testing on each channel can be configured, start, stop, etc independently of other channels.

When the software is launched for the first time no connections have been configured and the workspace will be blank as seen in figure . You must manually connect to each device that is connected to the Host PC to establish a connection and initialize the device with the Host PC.

To establish a new connection click on <File -> New Connection>. The window shown in Figure 1 below. Select the appropriate com port corresponding to the unit that you wish to connect to and click ‘connect’



Figure

The host software will then attempt to open a connection and initialize with the device. The status bar and text box at the bottom of the window will update throughout the process to provide feedback for debugging in the event a connection cannot be established. If a connection is successfully established the window will close, and a new pane will open in the main BC Host window for the device. As shown in Figure 2 below.

A new pane will appear for each device that is connected to the Host PC. Each pane displays the devices unique hardware ID for identification. If no tests are running on any of the channels on device the ‘Disconnect’ button will be enabled to disconnect the pane from that port.



Figure

## Running a Test

Once a device has been connected and initialized with the Host PC software it can be configured with test information. This is done using the ‘new test’ button on the right side of the row for a channel that is not currently configured for running a test. Clicking ‘new test’ will open the new test dialogue as shown in Figure 3.

Select the appropriate Test ID and Cell ID for the test from the drop down menus to make sure all data will be saved in the correct directories.

Use the browse button to open a file explorer and navigate to the Batch file that describes the test that is to be run.

Click on start once all entries are correct to configure the channel and immediately start testing.



Figure

### About Experiment ID’s and Cell ID’s

Because battery testing can often involve several different large tests involving a large number of individual cells it is important to be able to keep the cells relevant to a test and all the resulting data organized. This organization is accomplished by used of unique Experiment ID’s and Cell ID’s. The software comes by default with one Experinent ID and one Cell ID. The default Experiment ID is ‘Self Test’ and can be used to running system self testing to check device calibration. The default Cell ID is ‘Test’ and is only provided for testing purposes.

It is a good idea to use the Cell ID as a serial number and tag every cell that is ever connected to the system. This allows you to easily find all data from all testing that is relevant to a particular cell.

It is also a good idea to use descriptive Experiment ID’s to organize groups of cells implementing a specific experiment, Multiple Cell ID’s may be run under the same Experiment ID simultaneously.

### Adding Experiment ID’s and Cell ID’s

New Cell ID’s and Experiment ID’s can be added from the New Test window as well as the ID Database Managers by clicking on the New Experiment ID or New Cell ID buttons. This will open the windows shown in Figure 4 and Figure 5. To create a new ID simply ender an alphanumeric ID along with a detailed description in the respective fields and click Save.

Figure



Figure

### Reviewing and Editing Cell or Experiment ID information

All of the Experiment ID’s and Cell ID’s in the Host PCs database can be viewed using the Cell ID and experiment ID database managers. These are accessible by clicking on <File -> Experiment ID Database> or <File -> Cell ID Database>. The windows shown in Figure 6 and Figure 7 will open and allow browsing of all current entries via the pull down menu’s. The description test fields are editable, make sure you click on save after editing to save any changes. You can also remove an entry by clicking the delete button, as well as open the new entry window by clicking on the New Experient ID button.

Figure



Figure

## Controlling a Test

Control of the test once running can be done from the device pane as shown in Figure 2.

Each channel on the device will occupy a row of the pane for its device. Text feedback is provided and updated with information pertaining to the Status of each channel as well as what test is being run and its current progress. Controls are also provided for controlling tests that are configured on the channel, the available controls will vary depending on the status of the channel.

On the Far left side of each channels row the Channels status is displayed, this will update to display if the channel is ‘Idle’, ‘Active’, or in a ‘Fault’ mode. If the channel is in a fault mode it will also display the fault ID.

If a test has been configured but has not yet been started or was previously paused or stopped the ‘start’ button will be enabled and send the start command to the device to continue where testing left off. If testing is currently active the ‘start’ button will toggle to the ‘pause’ button. Clicking the pause button will halt the sending of any further commands to the device for that channel until the ‘start’ button is clicked. The pause button will not instantly stop the device during an active profile, it will only prevent another profile from being run once the current once has finished. This is useful for events where a change to the physical test setup is required and you do not want to interrupt the testing.

The ‘stop’ button will send the stop command to the device and will instantly halt any active profiles on the device. The channel will change to the idle state and the output of the channel will be deactivated instantly. This is to be used in an emergency when it is not feasible to wait until the end of the active profile to make any needed changes.

Textual feedback is given to inform the user or the current test that is being run and the tests progress. Basic information is provided similar to what will be used in the file name for the saved test data. The current Test ID and Cell ID can be used to identify the current test that is being run on the channel. The Batch#-it#, and Schedule#-it# can be used to identify test progress. See the section ‘Storing Data’ for a description of the progress identifiers.

When no testing is in progress the New Test Button will be shown on the far right of the window, clicking this will open up the New Test dialogue as discussed in the section ‘Running a Test’. The New Test button will toggle to ‘End Test’ when a test has been configured on the channel. Clicking End Test will send the stop command to the device and end all testing for that channel. Do not click on end test if you simply wish to pause or stop testing and continue later from where you left off as this will not be possible.

## Creating a Custom Test

**Schedule and Program files:**

**Definition:**

Let’s start with the definition of each term relative to the battery cyclers operation.

A program is a sequential list of commands that is what the scheduler is going to read and transmit to the battery cycler system to be processed. It is processed one line at a time and the next line cannot be run until the previous one has been finished. A battery researcher can use a program to tell the system what tests to run and in what order, when to save a new data file and what to call it, etc. You can also have as many different programs and you desire.

A schedule is very similar to a program. A schedule is simply a list of programs and how many times to run each one. Again this is a list where one program must be completed before the next one can begin.

Why do we need both a schedule and a program if they are almost the same thing? This is because, as the name would imply cycling batteries requires a lot of cycling, or a lot of repetitive actions. So by having a separate schedule file where we can specify that we want one program to be repeated 400 times before we move on we just saved your fingers a lot of copy and pasting and it becomes much easier to modify the length of a test.

**Formatting:**

So how are these schedules and programs formatted? They are both comma delaminated files that are formatted as shown in the examples below. A program being the lower level file list the exact transmission type, the ID of the request #, variable#, or profile# to be run. As well as any additional data necessary; a variable value for updating variables, and a temperature for running profiles.

There is one very special line that can be used in a program file that does not actually send a transmission to the arduino. These commands control the scheduler program on the host pc directly. Currently the only command that does this is transmission type number 16. This specifies to save all the previously collected data that is currently being buffered if ram. It is followed by a description that the file name will end with. The file naming structure is as follows:

<Schedule name>\_<program name>\_<program cycle#>\_<description>

//The program file is written in a comma delaminated format as follows:

// <Transmission Type>, <Request# / Variable# / Profile #>, <Additional data if needed>

//Example Program File

1, 1, 800 // setting max temp

1, 2, 650 // setting the BSF

1, 3, 4300 // setting upper vlim

1, 4, 2200 // setting lower vlim

0, 2 // clearing energy counter

2, 5, 500 // run profile number 5 at a temp of 50 deg C

16, HPPC\_Charge // Setting the file name for following data collected ending with “HPPC\_Charge”

0, 2

2, 13, 500

2, 13, 500

2, 13, 500

2, 13, 500

16, HPPC\_Cycle

The higher level schedule file only lists two things; a programs name, and the number of times to run it.

Note: When a schedule file refers to a program file it should be a relative directory. IE assume the program file is in the same directory as the schedule file so just list its name.

//The schedule file is written in a comma delaminated format as follows:

// <Program Name>, <# of cycles>

//Example Schedule File

Table\_5\_CD, 60

HPCC, 1

HF\_IR, 1

Table\_5\_CD, 60

HPCC, 1

HF\_IR, 1

Table\_5\_CD, 60

HPCC, 1

HF\_IR, 1

Table : List of Basic Requests

|  |  |  |
| --- | --- | --- |
| **Request #** | **Request Name** | **Description** |
| **0** | **Stop** | **Halts testing on the specified channel, sets output to 0. Status becomes idle.** |
| **1** | **Start** | **Will enable the specified channel at whatever step and profile it was stopped at. (ex. Resume from a fault)** |
| **2** | **Reset energy counters** | **Zeros out the Charge, load, and SOC, counts for the specified channel.** |
| **3** |  |  |
| **4** |  |  |
| **5** | **Test mode** | **Outputs ramp data ~~for channels 0 and 1~~ until stopped** |
|  |  |  |

Table : List of updatable variables

|  |  |  |  |
| --- | --- | --- | --- |
| **Variable #** | **Variable Name** | **Units / type (Range)** | **Description** |
| **0** | **Chamber Temp** | **0.1 Deg C / int (+- 3,200)** | **Setpoint for chamber** |
| **1** | **Max cell temperature** | **0.1 Deg C / int (+- 3,200)** | **Fault temp for cell** |
| **2** | **BSF (battery scale factor)** | **- / Unsigned int (64,000)** | **BSF for relative profiles** |
| **3** | **Max cell voltage** | **mV / unsigned int (64V)** | **Battery voltage for high voltage fault** |
| **4** | **Min cell voltage** | **mV / unsigned int (64V)** | **Battery voltage for low voltage fault** |
| **5** | **PID kP** | **TBD** |  |
| **6** | **PID kI** | **TBD** |  |
| **7** | **PID kD** | **TBD** |  |
|  |  |  |  |

Table : List of Profile Requests

|  |  |  |
| --- | --- | --- |
| **Request #** | **Profile Name** | **Description** |
| **0** |  |  |
| **1** |  |  |
| **2** |  |  |
| **3** |  |  |
| **4** |  |  |
| **5** |  |  |
| **6** |  |  |

Assuming that you see your paragraph marks, you’ll notice a paragraph mark attached to the lower-right corner of the picture. Click the picture, and notice too, the name of the style—not surprisingly, the Picture style. Pictures attached to paragraph styles make it possible for pictures to act like paragraphs.

Battery Cycler recognized commands:

**(0-32) - Basic commands that can be run while the system is not busy and don’t change any system variables**

0 – Stop

1 – Pause

2 – Clear charging energy

3- Clear load energy

4 –

**(33-64) - Update system variables, can only be done when system is not busy:**

**Chamber temp, BSF, max battery voltage, min batt voltage, max batt temp, min batt SOC?, other safety conditions.**

33 –

How our profiles are defined:

A simple profile is defined as a series of steps that contain 4 variables;

**-8bit mode:** the mode defines how the system is operated and how the limit is interpreted.

**-16bit output value:** the value determines what the output of the system is to be in the particular mode for this particular step.

**-16bit limit value:** will typically be a time limit but could be re-allocated depending on the modes needs. the maximum time in units of seconds that the step is to run for before moving on. Max time limit for a step is 18hours

**- 16bit limit value:** a second value that when reached completes the step, similar to time, could possibly be combined. The relevance of the limit value and time value are dependent on the particular mode of operation.

Note: A limit should be able to be set to its max value or 0 to be ignored…

Modes: (0-256)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Mode (0-256) | Output value | Limit value 1 | Limit value 2 | Notes |
| 0 | Channel off | Time limit |  | Resting periods |
| 1 | Constant Current charging(mA) | High cell voltage | Time limit | 1st step charging. |
| 2 | Constant Current load (mA) | Low cell voltage | Time limit | Dirving profiles, CC capacity, |
| 3 | Constant Current load | Low cell voltage | Low SOC | Decreasing SOC (without hitting fault voltage) |
| 4 | Constant Voltage charging | Low current limit | Time limit | 2nd step charging. |
| 5 | Constant Voltage load | Low cell voltage | Time limit |  |
| 6 | Constant Power charging | High cell voltage | Time limit |  |
| 7 | Constant Power load | Low cell voltage | Time limit | CW capacity |
| 8 | Constant power load | Low cell voltage | Low SOC | Decreasing SOC without hitting voltage fault. |

## Data Acquisition

### Storing Data

For the most part the Battery Cycler is a standalone platform, the requirements of a Host PC is mainly the result of two requirements. One of those requirements is a vast amount of storage and easy accessibility. Using a Host PC allows for the storage of acquired test data on cheep magnetic storage as well as options redundancy via RAID or network backup. Data can be accessed as soon as it is stored while a test is running.

Test data is stored in CSV files that contain the raw data that is reported at 1Hz while a profile is active. One file is generated for every profile that is run, it is generated as soon as the profile is finished.

By default all test data is stored in within the ‘Data’ directory within the Battery Cycler program files directory. Typically when looking for test data it will be for a specific cell or a group a cells from a specific Experiment. Typically a cell is a valuable asset and will be run through many tests. Because of this all tests are first grouped by Cell ID, this helps identify a specific cell when looking for test data. Within the Cell ID directory is a Experiment ID directory that separates test data by the Experiment that it was run for. Furthermore within the Experiment ID directory batch directory that identifies all test data by the name of the batch file that it was run under.

The file naming convention for the CSV test data files is <Batch#-it#\_Schedule#-it#\_Profile\_Device ID-CH#\_Date\_Time>

The following is a list of definitions for each element of the file name:

Batch#-it# - The current step of the batch file that is being run, followed by the iteration of that step

Schedule#-it# - The current step of the schedule file that is being run, followed by the iteration of that step

Profile – The name of the profile that was being run

Device ID-CH# - The unique device ID and Channel number of the device that the results were generated from

Date – The date the results were generated ‘MM-DD-YYYY’

Time – The time the results were generated, 24 hour format ‘HH-MM-SS’

**NOTE: Add information detailing how the CSV file is formatted**



### Post-Processing Test Data

Post-Processing test data analysis is currently not a feature that is integrated into the Battery Cycler software, although this is an area we would like to explore in the future. The software is only responsibly for generating the test data.

# Safety

## Safety Features

Safety is paramount when testing batteries. The battery cycler has been built with safety in mind to guarantee the safety of the unit under test as well as the hardware itself. A full battery of fault testing is integrated into the system and continuously monitored. In the event of a fault the system is halted and in some cases power is cut to any heating elements and the charging power supply.

Temperatures from each cell as well as a thermal chamber if in use are continuously monitored.

A list of fault conditions as well as a description of each one is provided below.

### List of System Faults

Table : List of System Faults

|  |  |  |
| --- | --- | --- |
| **Fault #** | **Fault Name** | **Description** |
| **0** |  |  |
| **1** |  |  |
| **2** |  |  |
| **3** |  |  |
| **4** |  |  |
| **5** |  |  |
| **6** |  |  |

# Appendix A: Host Software Details

**Notes about system operation**

Chamber temp setting: When a request for changing a chamber temp is sent in a message to CH-0 or CH-1 it is referring to the same setting as there is only one chamber!

IF one channel requests a temperature change that is not the current set temp, and the other channel is busy. It will wait until the other channel has completed its current cycle and then pause it. Change the temperature and run the original requests profile.

All requests besides profiles can be run while the channel is being held for the different temperature.

**Sending transmissions to the Arduino and error checking:**

Using CRC to check data from host PC and acknowledging receipt of good data:

**Error! Reference source not found.** below shows the flow diagram for sending transmissions to the Arduino. We begin by checking if there is a fault, if there is a fault we do not want to send any more information to the Arduino until the fault is cleared.

If there is not a fault we need to check of the channel we are communicating with is idle or not.

If the channel is idle we can always assume it is ok to send the next line. If the channel is active / busy then we must first check if the next line to be sent is one that can be sent while the system is active / busy. Those commands are basic requests with an ID of 0-127 as outlined earlier.

Once we have been able to send a transmission we do not send another transmission until we receive a ACK flag from the arduino. The ACK flag is set on the start byte of the transmission from the arduino when it has read the transmission and the CRC has checked OK.

If we do not receive a ACK within 5seconds ( 5 heartbeats ) then consider the transmission lost or corrupted and attempt sending the same thing again.

Once we have received an ACK for the transmission the process is finished and we can begin waiting to transmit the next line.



Figure

# Appendix B: Device Software Details

**Below the process for receiving and verifying Serial data by the battery cycler hardware is defined. This process insures that two safety requirements are met.**

**1 – Errenous data in the serial stream and buffer is ignored.**

**2 – The hardware is able to verify a start byte and insure that it is ‘in sync’ with the host pc.**

**This will prevent the hardware from performing unwanted actions in the event data is corrupted during transmission or the hardware is connect to by a terminal and sent incorrect information.**

**The process also insures that incomplete messages are properly handled. Because the sending and receiving of serial data are two independent processes. It is not guaranteed that all data for a message will be in the FIFO of the UART when the hardware reads it. Therefore the start byte and one data byte may be there, however more data and CRC bytes may still be in transmission. In this case, the hardware will postpone the processing of transmission for one loop, or 100mS. Communicating at 115200Baud this is more than enough time to send even the longest of messages.**



# Appendix C: Serial Communications Protocol

The battery cycler uses a custom serial communication protocol that has been designed specifically for the devices needs.

For each different function there is a defined transmission type, this transmission type dictates how the message is to be formatted and what type of data it is to contain.

Communication is bi-directional allowing control and data logging from the device.

The format of each type of supported transmission is detailed in the tables below. Notice that all messages from the Host PC to the Device have a fixed frame size whereas transmissions from the Device to the Host PC do not.

The overall format of all transmissions are similar in that each transmission starts with a header byte that defines the type of transmission along with the channel number if relevant. Each transmission will also end with a 1 Byte checksum for the transmission to allow error checking. The table below shows the overall format of a transmission, data is transmitted header byte first.

Table : Byte order

|  |
| --- |
| Header byte |
| X number of Argument bytes |
|
| Checksum |

Table : Start Byte

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Contents | *Unused* | | | CH# | Type of transmission | | | |

**Types of transmissions (HOST PC)(0-7):**

1. **Basic request:** A basic request is an action request from the host PC that may or may not be completed while the system is busy. The basic request transmission uses one data byte that contains the request number. Requests 0-127 may be processed while the system is busy. Requests 128-255 may not be processed while the system is busy.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0x1** | | | |
| B2 – Arg 1 | **Basic Request ID** | | | | | | | |
| B3 – Arg 2 | *Unused* | | | | | | | |
| B4 – Arg 3 | *Unused* | | | | | | | |
| B5 – Arg 4 | *Unused* | | | | | | | |
| B6 – Arg 5 | *Unused* | | | | | | | |
| B7 – Arg 6 | *Unused* | | | | | | | |
| B8 – Arg 7 | *Unused* | | | | | | | |
| B9 – Arg 8 | *Unused* | | | | | | | |
| B10 – Arg 9 | *Unused* | | | | | | | |
| B11 – Arg 10 | *Unused* | | | | | | | |
| B12 -Checksum | **Checksum** | | | | | | | |

**2) Profile request:** A profile request message uses only 1 data byte; it contains the profile ID that is to be started. A profile request can only be made while the system is idle. Sending a profile request will set the requested profile as the current one as well as start the specified profile.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0x2** | | | |
| B2 – Arg 1 | **Profile Request ID** | | | | | | | |
| B3 – Arg 2 | *Unused* | | | | | | | |
| B4 – Arg 3 | *Unused* | | | | | | | |
| B5 – Arg 4 | *Unused* | | | | | | | |
| B6 – Arg 5 | *Unused* | | | | | | | |
| B7 – Arg 6 | *Unused* | | | | | | | |
| B8 – Arg 7 | *Unused* | | | | | | | |
| B9 – Arg 8 | *Unused* | | | | | | | |
| B10 – Arg 9 | *Unused* | | | | | | | |
| B11 – Arg 10 | *Unused* | | | | | | | |
| B12 -Checksum | **Checksum** | | | | | | | |

1. **Variable update:** A variable update message uses 3 data bytes; the first contains the variable ID that is to be updated. Followed by the 16bit integer.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0x3** | | | |
| B2 – Arg 1 | **Variable ID** | | | | | | | |
| B3 – Arg 2 | **Var upper nibble** | | | | | | | |
| B4 – Arg 3 | **Var lower nibble** | | | | | | | |
| B5 – Arg 4 | *Unused* | | | | | | | |
| B6 – Arg 5 | *Unused* | | | | | | | |
| B7 – Arg 6 | *Unused* | | | | | | | |
| B8 – Arg 7 | *Unused* | | | | | | | |
| B9 – Arg 8 | *Unused* | | | | | | | |
| B10 – Arg 9 | *Unused* | | | | | | | |
| B11 – Arg 10 | *Unused* | | | | | | | |
| B12 -Checksum | **Checksum** | | | | | | | |

1. **User profile update:** A user profile update message is used to add steps to user defined profiles. The message must contain the profile ID as well as step number for the profile, followed by mode, step, limit 1, and limit 2.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | | **0x4** | | | |
| B2 – Arg 1 | **User profile #** | | | | | | | |
| B3 – Arg 2 | **Profile step #** | | | | | | | |
| B4 – Arg 3 | **Mode upper nibble** | | | | | | | |
| B5 – Arg 4 | **Mode lower nibble** | | | | | | | |
| B6 – Arg 5 | **Output upper nibble** | | | | | | | |
| B7 – Arg 6 | **Output lower nibble** | | | | | | | |
| B8 – Arg 7 | **Limit 1 upper nibble** | | | | | | | |
| B9 – Arg 8 | **Limit 1 lower nibble** | | | | | | | |
| B10 – Arg 9 | **Limit 2 upper nibble** | | | | | | | |
| B11 – Arg 10 | **Limit 2 lower nibble** | | | | | | | |
| B12 -Checksum | **Checksum** | | | | | | | |

**Types of transmissions (SYSTEM)(8-15):**

1. **System Idle:** When a channel is Idle its heartbeat transmission will have 4 data bytes containing two temperatures. Cell temp and chamber temp. In units of 0.1 deg C.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0x8** | | | |
| B2 – Arg 1 | **Device ID** | | | | | | | |
| B3 – Arg 2 | **Cell Temp upper nibble** | | | | | | | |
| B4 – Arg 3 | **Cell Temp lower nibble** | | | | | | | |
| B5 – Arg 4 | **Chamber Temp upper nibble** | | | | | | | |
| B6 – Arg 5 | **Chamber Temp lower nibble** | | | | | | | |
| B7 -Checksum | **Checksum** | | | | | | | |

1. **System Active:** When a channel is active its heartbeat transmission will have a large number of bytes of data, this data is outlined in table 2. Its current implementation is shown below

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0x9** | | | |
| B2 – Arg 1 | **Device ID** | | | | | | | |
| B3 – Arg 2 | **Profile ID** | | | | | | | |
| B4 – Arg 3 | **Step #** | | | | | | | |
| B5 – Arg 4 | **Step time & 0xF000** | | | | | | | |
| B6 – Arg 5 | **Step time & 0x0F00** | | | | | | | |
| B7 – Arg 6 | **Step time & 0x00F0** | | | | | | | |
| B8 – Arg 7 | **Step time & 0x000F** | | | | | | | |
| B9 – Arg 8 | **Voltage mV upper nibble** | | | | | | | |
| B10 – Arg 9 | **Voltage mV lower nibble** | | | | | | | |
| B11 – Arg 10 | **Current mA upper nibble** | | | | | | | |
| B12 – Arg 11 | **Current mA lower nibble** | | | | | | | |
| B13 – Arg 12 | **Cell Temp upper nibble** | | | | | | | |
| B14 – Arg 13 | **Cell Temp lower nibble** | | | | | | | |
| B15 – Arg 14 | **Chamber Temp upper nibble** | | | | | | | |
| B16 – Arg 15 | **Chamber Temp lower nibble** | | | | | | | |
| B17 – Arg 16 | **Cum Energy upper nibble** | | | | | | | |
| B18 – Arg 17 | **Cum Energy lower nibble** | | | | | | | |
| B19 - Checksum | **Checksum** | | | | | | | |

1. **System Fault:** When a channel is in the fault state its heartbeat transmission will have 1 data byte that contains the specific fault code the channel is experiencing.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | **CH#** | **0xA** | | | |
| B2 – Arg 1 | **Device ID** | | | | | | | |
| B3 – Arg 2 | **Fault ID** | | | | | | | |
| B4 -Checksum | **Checksum** | | | | | | | |

1. **Rx ACK:** When the device receives a transmission from the host pc, it checks the checksum of the message. If it is correct it will send an ACK message back to the host PC acknowledging its receipt. An ACK message has only a single data byte, it contains the checksum of the message that it is acknowledging.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| bit # | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| B1 – Header | *Unused* | | | | **0xB** | | | |
| B2 – Arg 1 | **Device ID** | | | | | | | |
| B3 – Arg 2 | **Checksum being ACKed** | | | | | | | |
| B4 -Checksum | **Checksum** | | | | | | | |

Specific examples of the communications are shown here:

# Appendix D: Hardware Design