

USB to CAN Communication Adapter

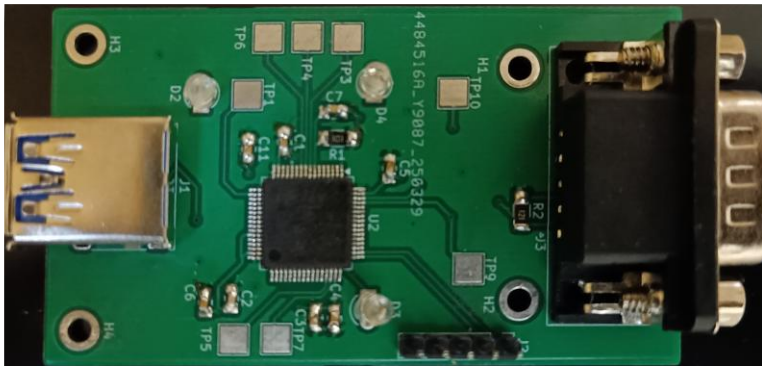
Model: SLCANv1

Overview

The DynoSure SLCANv1 adapter provides a reliable and convenient connection between a PC and a CAN(Controller Area Network) bus. It is based on the open-source CANable2 firmware and utilizes the Lawicel SLCAN protocol for serial-line CAN communication.

It is designed with mobility in mind and features a compact and lightweight plastic enclosure suitable for on-the-go diagnostics and embedded development.

The device uses the Lawicel SLCAN Protocol to expose the CAN interface as a standard virtual COM port, simplifying integration with existing tools and reducing software overhead.



Specifications

- Microcontroller: STM32G4 Series, 170 MHz
- CAN Standards Supported:
 - CAN 2.0A (11-bit ID)
 - CAN 2.0B (29-bit extended ID)
 - CAN-FD (Flexible Data-rate)
- Communication Interface: USB 2.0 Full-Speed (compatible with USB 1.1 and USB 3.0)
- Standard CAN Bit Rate Support: 5 kbit/s to 1 Mbit/s
- Power Supply: USB-powered (no external supply required)
- Operating Temperature: Extended range suitable for industrial environments
- Software Interface:
 - Exposed as a virtual COM port (no proprietary driver required)
 - Compatible with BusMaster, Python, and C++
- Operating System Compatibility: Windows & Linux

Variants and Price


- Without Plastic Encloser – 2889 + 18% GST & Shipping
- With Plastic Encloser – 3789 + 18% GST & Shipping

Included in Package

- DynoSure USB to CAN Adapter
- Documentation and open-source design files

Design files and Software

- <https://github.com/mac-can/SLCAN> (Library for Lawicel SLCAN Protocol (Serial-Line CAN))

D-Sub	Pin	Pin assignment
	1	Not connected
	2	CAN-L
	3	GND
	4	Not connected
	5	Not connected
	6	GND
	7	CAN_H
	8	Not connected
	9	Not connected

- <https://github.com/normaldotcom/canable2-fw> (CANable 2.0 Firmware)
- <https://www.canusb.com/products/canusb/> (LAWICEL CANUSB Protocol)

D-Sub 9 Connector Pinout

For Quotation & Inquiries

Please contact us at: dynosure.india@gmail.com