

## 304,309 PROTOCOL OF SERIAL INTERFACE

RS232 command	Function	Remarks
A(ASC 41H)	Inquire all encoded data	
C(ASC 43H)	C/F button	
E(ASC 45H)	REC button	Only for 309
H(ASC 48H)	Hold button	
K(ASC 4BH)	Ask for model No.	
M(ASC 4DH)	MAX/MIN button	
N(ASC 4EH)	Cancel AVG/MAX/MIN	
R(ASC 52H)	REL button	
T(ASC 54H)	T1-T2 button	

### Command A(304,309):

#### 1<sup>st</sup> BYTE:

The first byte is the start byte , it value is 2.

#### 2<sup>nd</sup> BYTE:

bit7	bit6	bit5	bit4	Bit3	bit2	bit1	bit0
C/F	Low Bat	Hold	REL	T1-T2	MAX/MIN		Recording

bit0: 1->now is recording , 0->not recording

bit 2 bit 1

0 0 ->normal mode

0 1 ->MAXIMUM mode

1 0 ->MINIMUM mode

1 1 -> calculate MAX/MIN in background and lcd "MAX""MIN" will flash.

bit3 1 ->LCD now is displaying T1-T2 .

bit4:1->REL

bit5:1- HOLD 0->not HOLD

bit6:1->LOW BATTERY 0->BATTERY NORMAL

bit7:1->C 0->F

#### 3<sup>rd</sup> BYTE:

bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
Auto Off							MemFull

Bit7:1->Auto power off enabled.

4<sup>th</sup> BYTE:T1\_State db ? ;

5<sup>th</sup> BYTE:T2\_state db ? ;

6<sup>th</sup> BYTE:T3\_state db ? ;

7<sup>th</sup> BYTE:T4\_state db ? ;

<b>8<sup>nd</sup> BYTE:</b>	T1BinH	db	?	;
<b>9<sup>nd</sup> BYTE:</b>	T1BinL	db	?	;
<b>10<sup>nd</sup> BYTE:</b>	T2BinH	db	?	;
<b>11<sup>nd</sup> BYTE:</b>	T2BinL	db	?	;
<b>12<sup>nd</sup> BYTE:</b>	T3BinH	db	?	;
<b>13<sup>nd</sup> BYTE:</b>	T3BinL	db	?	;
<b>14<sup>nd</sup> BYTE:</b>	T4BinH	db	?	;
<b>15<sup>nd</sup> BYTE:</b>	T4BinL	db	?	;
				;
<b>16<sup>nd</sup> BYTE:</b>	T1RelbinH	db	?	;
<b>17<sup>nd</sup> BYTE:</b>	T1RelbinL	db	?	;
<b>18<sup>nd</sup> BYTE:</b>	T2RelbinH	db	?	;
<b>19<sup>nd</sup> BYTE:</b>	T2RelbinL	db	?	;
<b>20<sup>nd</sup> BYTE:</b>	T3RelbinH	db	?	;
<b>21<sup>nd</sup> BYTE:</b>	T3RelbinL	db	?	;
<b>22<sup>nd</sup> BYTE:</b>	T4RelbinH	db	?	;
<b>23<sup>nd</sup> BYTE:</b>	T4RelbinL	db	?	;
				;
<b>24<sup>nd</sup> BYTE:</b>	T1MinbinH	db	?	;
<b>25<sup>nd</sup> BYTE:</b>	T1MinbinL	db	?	;
<b>26<sup>nd</sup> BYTE:</b>	T2MinbinH	db	?	;
<b>27<sup>nd</sup> BYTE:</b>	T2MinbinL	db	?	;
<b>28<sup>nd</sup> BYTE:</b>	T3MinbinH	db	?	;
<b>29<sup>nd</sup> BYTE:</b>	T3MinbinL	db	?	;
<b>30<sup>nd</sup> BYTE:</b>	T4MinbinH	db	?	;
<b>31<sup>nd</sup> BYTE:</b>	T4MinbinL	db	?	;
				;
<b>32<sup>nd</sup> BYTE:</b>	T1MaxbinH	db	?	;
<b>33<sup>nd</sup> BYTE:</b>	T1MaxbinL	db	?	;
<b>34<sup>nd</sup> BYTE:</b>	T2MaxbinH	db	?	;
<b>35<sup>nd</sup> BYTE:</b>	T2MaxbinL	db	?	;
<b>36<sup>nd</sup> BYTE:</b>	T3MaxbinH	db	?	;
<b>37<sup>nd</sup> BYTE:</b>	T3MaxbinL	db	?	;
<b>38<sup>nd</sup> BYTE:</b>	T4MaxbinH	db	?	;
<b>39<sup>nd</sup> BYTE:</b>	T4MaxbinL	db	?	;
<b>40<sup>nd</sup> BYTE:</b>	Channel_OL_Set	db	?	;
<b>41<sup>nd</sup> BYTE:</b>	Rel_OL_Set	db	?	;
<b>42<sup>nd</sup> BYTE:</b>	Max_OL_Set	db	?	;
<b>43<sup>nd</sup> BYTE:</b>	Min_OL_Set	db	?	;
<b>44<sup>th</sup> BYTE:</b>	Channel_X1_X10	db	?	
<b>45<sup>th</sup> BYTE:</b>				

The last byte is the end byte , it value is 3, first and last byte are used to check frame error.