

DT4000 数据采集器

用户手册

(V 1.01)

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目录

1.	简介	0
2 ·	产品规格	0
3 ·	通讯协议	1
4.	命令格式	0
	DT4000 自带命令(MESSAGE TYPE = 0x40)	0
	4.1.1 清除绘图界面(绘图模式)	
	4.12 画一个点(绘图模式)	
	4.13 画一条线(绘图模式)	
	4.14 画一个矩形(绘图模式)	
	4.15 画一个圆(绘图模式)	
	4.16 画一个椭圆(绘图模式)	
	4.17 画一个菱形(绘图模式)	
	4.18 画一个实心矩形(绘图模式)	
	4.19 画一个实心圆(绘图模式)	
	4.20 画一个实心椭圆(绘图模式)	
	4.21 输入文字(绘图模式)	
	4.22 清除文字	
	4.23 发送字符信息在 DT4000 LCD 屏幕当前光标处显示	
	4.24 设定光标位置 (x, y)	2
	4.25 滚动行	
	4.26 设定蜂鸣器以特定间隔响起	3
	4.27 打开或关闭来自 DT4000 的 Alive 功能 (指 DT4000 主动向控制端发送活动状态信息)	3
	4.28 打开/关闭 DT4000 自动关闭连接功能(控制端需向设备发送活动状态信息)	3
	4.29 接收用户从键盘口输入的数据	4
	4.30 在用户输入界面写入文字	4
	4.31 清除用户输入界面	4
	4.32 在用户输入界面滚动行	5
	4.33 改变 DO 状态	5
	4.34	5
	4.35 获取设备类型名称	5
	4.36 接收自带功能键的信息	
	4.37 设定 LED 开启/熄灭/闪烁	6
	4.38 设定 LCD 背光开启/关闭	
	COM1 Interface (MESSAGE TYPE = 0x60)	
	4.39 接收来自 COM1 的数据	
	4.40 发送数据到 COM1	
	4.41 设定 COM1 串口属性	
	COM2 Interface (MESSAGE TYPE = 0x61)	
	4.42 接收来自 COM2 的数据	
	4.43 发送数据到 COM2	
	4.44 设定 COM2 串口属性	/
附	录一:接口定义	0
	I. Com1/Com2 Port	0





2.	COM2 232/485 选择开关	1
	LAN 管脚定义	
	电源接头	
	LED 指示灯含义(LED1~LED6)	
	Digital I/O 管脚定义:	
	K/B 管脚定义:	
	USB1/2 定义:	
	蜂鸣器音量调整 (VR):	
10	ICD 背光调整 (VR):	



1. 简介

DT-4000 是产线上使用的数据采集终端,在现场数据采集中提供一种经济有效的解决办法。操作人员能通过键盘,扫描抢,自带功能键等方式将数据输入,由它传输到管理主机,也可显示管理主机传过来的数据信息。

主要特性:

直接连接以太网络,100Mbps通讯速率更快更稳定

全角模式: 16x16点阵 15 字符x4 行 英数字及中文(简/繁体)显示

半角模式: 8x8点阵 30字符x8 行 英数字显示

FLASH: 可存储13000个16x16 中文字符

支持USB设备连接 2个USB接口

操作系统: Li nux

2. 产品规格

CPU: 32位CPU

SDRAM: 32M bytes (可扩展至64M bytes)

FLASH: 4M bytes (可扩展至16M bytes)

网络接口: 支持无线网络协议 IEEE802.3 TCP/UDP/SNMP/Tel net/HTTP/ICMP多种协议,标准10/100 Base-T RJ-45接口

液晶显示: LED背光设计 240x64 像素 液晶显示

蜂鸣器: 电子蜂鸣器, 声音可调节

串口: 一个RS232口

一个可设定RS-485/RS-232接口,D形9针接头

接口:标准PS2接口,连接键盘、扫描枪等设备

功能键: 8个功能键

USB接口: 2个USB接口,可连接USB接口设备

输入输出: 2组数字输入(DI)、2组数字输出(DO)

指示灯: LED指示灯指示: 电源/运行/网络/串口

Mini PCI 接口: 可扩展IEEE 802.11b/g无线网络(选装)

Mini PCI 接口: 支持VGA 设备显示功能(选装)

功率: +12VDC @ 1.25A

温度: 工作温度: 0⊥ to 50℃ 储放温度: -20℃ to 70℃.

湿度: 5~90%



3. 通讯协议

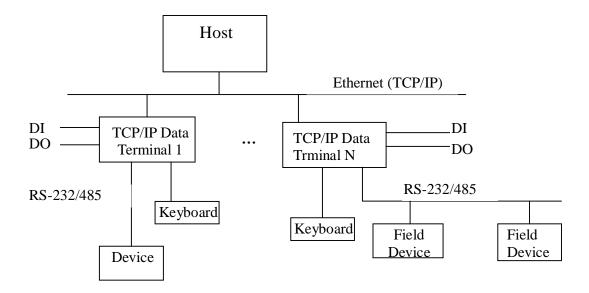


Fig. 1-1

主机和 DT4000 通讯遵循CCB 通讯协议 ,图 2-1 表示 CCB 通讯的命令格式。使用此命令格式写指令来接受来自DT4000的信息或发送信息给DT4000。

CCB命令格式:

CCB LEN (L)
CCB LEN (H)
MESSAGE TYPE
"reserved"
"reserved"
"reserved"
SUB-COMMAND
Sub-Type
DATA()
E! - 0.1

Fig. 2-1

CCB LEN : 整个命令字符串的字节长度 (包括 CCB LEN)

MESSAGE TYPE : 0 x40从 DT4000 (LCD,LED, DI/O,键盘或自带功能键) 发送或接收信息

0 x60从 DT4000 的 COM 1口发送或接收信息. 0 x61从 DT4000 的 COM

2口发送或接收信息

SUB-COMMAND : 子命令。 SUB-Type : 子命令类型

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DATA() : 从 DT4000 上

:从 DT4000 上发送或接收到的信息。



4. 命令格式

DT4000 自带命令(MESSAGE TYPE = 0x40)

绘图模式

4.1.1 清除绘图界面(绘图模式)

Clear the Graphic Screen (graphic mode)

Message-Type = 0x40

Sub-Command = 0x60

Sub-Type=any value

Data()= NULL (0 byte)

4.12画一个点(绘图模式)

Draw a pixel (graphic mode)

Sub-Command = 43H

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ bytes}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ bytes})$

Example: Draw a pixel on (20,10)

 $Data() = \langle 00 \rangle 14 \langle 00 \rangle 0a$

4.13画一条线(绘图模式)

Draw a line on the graphic screen (graphic mode)

Sub-Command = 47H

Sub-Type=any value

 $Data() = x1_hi(1 \text{ byte}) + x1_lo(1 \text{ bytes}) + y1_hi(1 \text{ byte}) + y1_lo(1 \text{ bytes}) + x2_hi(1 \text{ byte}) + x2_lo(1 \text{ bytes}) + y2_hi(1 \text{ byte}) + y2_lo(1 \text{ bytes})$

Example: Draw a line from (0,0) to (100,32)

 $Data() = \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 64 \rangle \langle 00 \rangle \langle 20 \rangle$

4.14画一个矩形(绘图模式)

Draw a rectangle on the graphic screen.

Sub-Command = 48H

Sub-Type=any value

 $Data() = x1_hi(1 \text{ byte}) + x1_lo(1 \text{ bytes}) + y1_hi(1 \text{ byte}) + y1_lo(1 \text{ bytes}) + x2_hi(1 \text{ byte}) + x2_lo(1 \text{ bytes}) + y2_hi(1 \text{ byte}) + y2_lo(1 \text{ bytes})$

Example: Draw a rectangle from (0,0) to (100,32)

 $Data() = \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 64 \rangle \langle 00 \rangle \langle 20 \rangle$

4.15画一个圆(绘图模式)

Draw a circle on the graphic screen.

Sub-Command = 49H

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ byte}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ byte}) + r_hi(1 \text{ byte}) + r_lo(1 \text{ byte})$



Example: Draw a circle from (64,32), radius=10

$Data() = \langle 00 \rangle 64 \langle 00 \rangle 20 \langle 00 \rangle 0a$

4.16画一个椭圆(绘图模式)

Draw a ellipse on the graphic screen.

Sub-Command = 4AH

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ bytes}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ bytes}) + xr_hi(1 \text{ byte}) + xr_lo(1 \text{ bytes}) + yr_hi(1 \text{ byte}) + yr_lo(1 \text{ bytes})$

Example: Draw an ellipse (64,32), x-radius=10, y-radius=5

 $Data() = \langle 00 \rangle 64 \langle 00 \rangle 20 \langle 00 \rangle 0a \langle 00 \rangle 05$

4.17画一个菱形(绘图模式)

Draw a rhombus on the graphic screen.

Sub-Command = 4BH

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ bytes}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ bytes}) + xr_hi(1 \text{ byte}) + xr_lo(1 \text{ bytes}) + yr_hi(1 \text{ byte}) + yr_lo(1 \text{ bytes})$

Example: Draw an rhombus (64,32), x-radius=10, y-radius=5

 $Data() = \langle 00 \rangle 64 \langle 00 \rangle 20 \langle 00 \rangle 0a \langle 00 \rangle 05$

4.18画一个实心矩形(绘图模式)

Draw fill a rectangle on the graphic screen.

Sub-Command = 4CH

Sub-Type=any value

 $Data() = x1_hi(1 \text{ byte}) + x1_lo(1 \text{ bytes}) + y1_hi(1 \text{ byte}) + y1_lo(1 \text{ bytes}) + x2_hi(1 \text{ byte}) + x2_lo(1 \text{ bytes}) + y2_hi(1 \text{ byte}) + y2_lo(1 \text{ bytes})$

Example: Draw fill a rectangle from (0,0) to (100,32)

 $Data() = \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 00 \rangle \langle 64 \rangle \langle 00 \rangle \langle 20 \rangle$

4.19画一个实心圆(绘图模式)

Draw fill a circle on the graphic screen.

Sub-Command = 4DH

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ byte}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ byte}) + r_hi(1 \text{ byte}) + r_lo(1 \text{ byte})$

Example: Draw fill a circle from (64,32), radius=10

 $Data() = \langle 00 \rangle 64 \langle 00 \rangle 20 \rangle 00 \rangle 0a$

4.20画一个实心椭圆(绘图模式)

Draw fill a ellipse on the graphic screen.

Sub-Command = 4EH

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ byte}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ byte}) + x_hi(1 \text{ byte}) + x_lo(1 \text{ byte}) + x_$



bytes)+yr_hi(1 byte)+yr_lo(1 bytes)

Example: Draw fill an ellipse (64,32), x-radius=10, y-radius=5

 $Data() = \langle 00 \rangle 64 \langle 00 \rangle 20 \langle 00 \rangle 0a \langle 00 \rangle 05$

4.21输入文字(绘图模式)

Write text on the graphic screen.

Sub-Command = 50H

Sub-Type=any value

 $Data() = x_hi(1 \text{ byte}) + x_lo(1 \text{ bytes}) + y_hi(1 \text{ byte}) + y_lo(1 \text{ bytes}) + Message(1 \sim 240 \text{ byte})$

Example: Write a text "45678" on (5,2)

 $Data() = \frac{00}{05}\frac{00}{02}\frac{34}{35}\frac{36}{37}$

文本模式

4.22清除文字

Clear the text screen.

Sub-Command = 60H

Sub-Type=any value

Data()= NULL (0 byte)

4.23发送字符信息在DT4000 LCD屏幕当前光标处显示

Write text on the text screen from current position.

Sub-Command = 61H

Sub-Type= 00H – Show full message

01H – Show one page message only when message length large than 120 bytes. (The one page is 120 characters.)

 $Data() = Message(1\sim240 byte)$

Example: Write a text "上台 45678" from current position

0xA457: Big-5 code in Hexadecimal for "上"

0xA97C: Big-5 code in Hexadecimal for "台"

 $Data() = \frac{34}{57}a9\frac{34}{35}\frac{36}{37}$

4.24设定光标位置 (x, y)

Set the cursor position on the screen.

Sub-Command = 65H

Sub-Type=any value

Data() = x hi(1 byte) + x lo(1 bytes) + y hi(1 byte) + y lo(1 bytes)

Example: Set the cursor to position (20,10)

 $Data() = \langle 00 \rangle 14 \langle 00 \rangle 0a$

4.25滚动行

Scroll one line on the screen.

Sub-Command = 67H



Sub-Type=any value Data() = data(1 byte)

data=0x01: scroll down 1 line data=0xff: scroll up 1 line

Example: Scroll down 1 line

 $Data() = \setminus 01$

4.26 设定蜂鸣器以特定间隔响起

Set Sound the Beeper at Specified Time Intervals

Sub-Command = 0BH

Sub-Type=any value

Data() = on_interval (1 byte)+off_interval (1 bytes)+count(1 byte)

on_interval: time interval for the beeper to be on, 0x00~0xff (unit: 100ms)

off_interval: time interval for the beeper to be off, 0x00~0xff (unit: 100ms)

count: on/off count, 0x00~0xff

if count = 0x00, beeper will be turn off.

if count = 0xff, beeper will keep active until get count = 0x00.

Example 1: Turn on beeper for 1 second and off for 0.5 second and repeat for 3 times

 $Data() = \langle 0a \rangle 05 \rangle 03$

Example 2: Turn the beeper always on.

 $Data() = \langle 01 \rangle \langle 00 \rangle ff$

Tip: Set the on_interval > 0, off_interval = 0 and the count = 0xff. The LED will always on.

4.27 打开或关闭来自DT4000的 Alive功能 (指DT4000主动向控制端发送活动状态信息)

此功能为 DT4000 能够主动发送报告给上端主机,表示连接正常。如果主机收不到此报告表示 DT4000 连接异常

Sub-Command = 11H

Sub-Type=any value

Data() = report_interval (1 byte)

report_interval:

00: disable auto-reporting

>0: the time interval of auto-reporting (unit: 1 seconds)

Example: If the report_interval be defined as 5 seconds, host will receive data from device per 5 sec.

Raw data = |08|00|40|00|00|11|00

4.28打开/关闭DT4000自动关闭连接功能(控制端需向设备发送活动状态信息)

如果此功能打开,上端主机必须定时向 DT4000 发送活动包,如果 DT4000 在 3 个时间间隔后还没有收到活动包,就会主动断开连接,重新监听。

If this function be enabled, host must be send a alive package in a definite interval time. If device



didn't receive any aliveness package in 3 times interval time on connected, it will actively close connection with host.

Sub-Command = 12H

Sub-Type= 00H – Enable/Disable host report function, Data()=report_interval (1 byte)

01H – Host report aliveness package, Data()=NULL (0 byte)

Data() = report_interval (1 byte)

report_interval:

00: disable host reporting (**default**)

>0: the time interval of host reporting (unit: 1 seconds)

Example: If the report_interval be defined as 10 seconds, host need send a alive package in 10 seconds.

Setting command = $\langle 09 \rangle \langle 00 \rangle \langle 40 \rangle \langle 00 \rangle \langle 12 \rangle \langle 00 \rangle \langle 00 \rangle$

活动包(Alive package) = \08\00\40\00\00\00\12\01

4.29接收用户从键盘口输入的数据

Receiving User Input from the Keyboard Interface

Receive the keyboard input data from the DT4000. For special key (F1~F10, PageUp, PageDown, Home, End, Insert, Delete & direction key), data will use 2 bytes (0x00 + Key_Code. It will send data after user press **<Enter>** key.

Sub-Command = 37H

Sub-Type=00H

 $Data() = Message(1\sim240 byte)$

Example: Receive the keyboard input data "12345"+<F1>+<Enter>

 $Data() = \frac{31}{32}\frac{33}{34}\frac{5}{00}\frac{3b}{0a}$

User can press "Ctrl-Alt-Del" to reboot DT4000 when DT4000 is standby. Don't press "Ctrl-Alt-Del" during DT4000 boot up.

4.30 在用户输入界面写入文字

Write Text on the User Input (Keyboard) Screen

Write text on the User Input (Keyboard) Screen start from current position.

Sub-Command = 62H

Sub-Type= 00H – Show full message

01H – Show one page message only when message length large than 120 bytes. (The one page is 120 characters.)

 $Data() = Message(1\sim240 byte)$

Example: Write a text "12345678" start from current position

 $Data() = \frac{31}{32}\frac{33}{34}\frac{35}{36}\frac{37}{38}$

4.31清除用户输入界面

Clear the user input screen from keyboard interface.

Sub-Command = 30H

Sub-Type=any value

Data()= NULL (0 byte)



4.32在用户输入界面滚动行

Scroll one line on the user input screen.

Sub-Command = 68H

Sub-Type=any value

Data() = data(1 byte)

data=0x01: scroll down 1 line data=0xff: scroll up 1 line

Example: Scroll down 1 line

 $Data() = \setminus 01$

4.33改变D0状态

Sub-Command = 09H

Sub-Type=any value

 $Data() = DO_CH1(1 byte) + DO_CH0(1 byte)$

DO_CH1: For DO channel 1, '0'/'1' -> OFF/ON

DO CH0: For DO channel 0, '0'/'1' -> OFF/ON

Example: If I want write DO status as CH1 ON, CH0 OFF, I shall send command:

Data() = "10"

4.34读入DI 状态

Sub-Command = 0AH

Sub-Type=any value

Data() = NULL (0 byte)

Response: (Receive from DT4000)

Sub-Command = 0AH

Data() = DI_Mode(1 byte)+DI_Status(1 byte)

DI_Mode: '0' – Disable Auto Report mode.

'1' - Enable Auto Report mode.

DI_Status: '0'~'3', bit mapping DI channel.

Bit state = $1 \rightarrow ON$; $0 \rightarrow OFF$

Example: When DI enabled Auto Report mode and DIO, 1=ON, ON, read DI status will response

data as follow.

Data() = "13"

4.35获取设备类型名称

Sub-Command = 00H

Sub-Type=any value

Data() = NULL(0 byte)

Response: (Receive from DT4000)

Sub-Command = 00H

Data() = Model NAME(n byte)

Model_NAME: A model name

Example: Send a Get Model Name command from host, it will response data as follow.



Data() = "DT4000"

4.36接收自带功能键的信息

DT4000 will detect keypad interface. If user presses a key of keypad, DT4000 will report this command to indicate which key is pressed.

Sub-Command = 10H

Sub-Type=any value

Data() = a No. of keypad. $(01H\sim08H)$

Example: Assume user press the 3'rd keypad, DT4000 will response data as follow.

Data() = 03H

4.37设定LED开启/熄灭/闪烁

Sub-Command = 0CH

Sub-Type=any value

Data() = interval (1 byte)

interval: define time interval for the LED on/off/blinking, 0x00~0xff (unit: 100ms)

if interval = 0x00, LED will be turn off.

if interval = 0xff, LED will be turn on.

if interval between 0x01~0xfe, LED will be keep blinking in specific interval time.

Example: Set LED blinking at intervals of 500ms.

 $Data() = \setminus 05$

4.38设定LCD背光开启/关闭

Sub-Command = 0DH

Sub-Type=any value

Data() = mode (1 byte)

mode:

0: Turn off LCD backlight

1: Turn on LCD backlight

Example: Turn off LCD Backlight.

COM1 Interface (MESSAGE TYPE = 0x60)

4.39接收来自 COM1 的数据

Sub-Command = 00H

Sub-Type=00H

Data() = receive data from COM1 (n byte)

4.40发送数据到 COM1

Sub-Command = 00H

Sub-Type=any value

Data() = send data to COM1 (n byte)



4.41设定 COM1 串口属性

Sub-Command = 01H

Sub-Type=any value

Data() = baudrate (1 byte)+parity_check (1 bytes)+data_bit(1 byte)+stop_bit(1 byte)

+enable_terminator(1 byte)+terminator(1 byte)

baudrate: define baudrate, 0x00~0x07

0x00: 1200 bps

0x01: 2400 bps

0x02: 4800 bps

0x03: 9600 bps (**default**)

0x04: 19200 bps

0x05: 38400 bps

0x06: 57600 bps

0x07: 115200 bps

parity_check: define parity check bit, 0x00~0x04

0x00: None (**default**)

0x01: Odd

0x02: Even

0x03: Mark

0x04: Space

data_bit: define data bit, 0x07~0x08

0x07: 7 bits

0x08: 8 bits (**default**)

stop_bit: define stop bit, 0x01~0x02

0x01: 1 bits (**default**)

0x02: 2 bits

enable terminator: enable/disable terminator check, 0x00/0x01

0x00: Disable (**default**)

0x01: Enable

terminator: define terminator character, 0x00~0xFF. If "enable_terminator" byte is 0, please

fill 0x00 at this byte.

Example: Define COM1 as 115200,n,8,1 and enable terminator function, the character is 0x0d.

 $Data() = \frac{07}{00}\frac{08}{01}\frac{01}{0d}$

COM2 Interface (MESSAGE TYPE = 0x61)

4.42接收来自 COM2 的数据

Sub-Command = 00H

Sub-Type=any value

Data() = receive data from COM2 (n byte)

4.43发送数据到 COM2

Sub-Command = 00H

Sub-Type=any value

Data() = send data to COM2 (n byte)

4.44设定 COM2 串口属性

Sub-Command = 01H



```
Sub-Type=any value
Data() = baudrate (1 byte)+parity_check (1 bytes)+data_bit(1 byte)+stop_bit(1 byte)
        +enable terminator(1 byte)+terminator(1 byte)
    baudrate: define baudrate, 0x00~0x07
               0x00: 1200 bps
               0x01: 2400 bps
               0x02: 4800 bps
               0x03: 9600 bps (default)
               0x04: 19200 bps
               0x05: 38400 bps
               0x06: 57600 bps
               0x07: 115200 bps
    parity_check: define parity check bit, 0x00~0x04
               0x00: None (default)
               0x01: Odd
               0x02: Even
               0x03: Mark
               0x04: Space
    data_bit: define data bit, 0x07~0x08
               0x07: 7 bits
               0x08: 8 bits (default)
    stop_bit: define stop bit, 0x01~0x02
               0x01: 1 bits (default)
               0x02: 2 bits
    enable terminator: enable/disable terminator check, 0x00/0x01
               0x00: Disable (default)
               0x01: Enable
    terminator: define terminator character, 0x00~0xFF. If "enable terminator" byte is 0, please
                fill 0x00 at this byte.
```

Example: Define COM2 as 115200,n,8,1 and enable terminator function, the character is 0x0d. Data() = $\langle 07 \rangle 00 \rangle 08 \rangle 01 \rangle 01 \rangle$



附录一:接口定义

1. Com1/Com2 Port

COM1: RS-232

COM2: RS-232/RS-485(2/4Wire)

(D-SUB 9 Pin Male)

Note: *: JP2/JP3 option +5vdc output

RS-232 Pin Assignment

Pin1: DCD Pin2: RxD

Pin3 : TxD Pin4 : DTR

Pin5: S.G. (Signal Ground)

Pin6 : DSR Pin7 : RTS Pin8 : CTS

Pin9: RI(option +5Vdc*)

RS-485(4 Wire) Pin Assignment

Pin1: N/A

Pin2 : **TxD+** (Rx+) Pin3 : **RXD+** (Tx+)

Pin4: N/A

Pin5: **S.G.** (Signal ground)

Pin6: N/A

Pin7 : **RXD-** (Tx-) Pin8 : **TXD-** (Rx-)

Pin9: N/A (option +5Vdc)

RS-485(2 Wire) Pin Assignment

Pin1: N/A

Pin2: N/A

Pin3 : **DATA+** (Tx+/Rx+)

Pin4: N/A

Pin5 : **S.G.** (signal ground)

Pin6: N/A

Pin7: **DATA-** (Tx-/Rx-)

Pin8: N/A

Pin9: N/A (option +5Vdc)

Com Port Pin 9 Set Mode defined (JP2, JP3):

JP2 à COM1

JP3 à COM2

1 close 2 à RI (Signal)

3 close 2 à +5V (Power)





2. COM2 232/485 选择开关

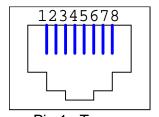
2 channel switch pull down à on pull up à off

Pan ap	4 011	
SW1	SW2	Mode
OFF	OFF	RS-232
OFF	ON	RS-232
ON	OFF	RS-485
ON	ON	RS-422





3. LAN 管脚定义



Pin 1 : Tx+ Pin 2 : Tx-Pin 3 : Rx+ Pin 6 : Rx-



4. 电源接头

Power Supply Connector:

1. 2 Pin DC-JACK (Inner 2.1mm).

+12VDC, @1.5A +/-10%. Inner VIN+(+12VDC)

PIN	NANE
Pin1	VIN+
Pin2	VIN-(GND)
Pin3	Frame GND



5. LED 指示灯含义(LED1~LED6)

PWR **à**电源指示灯(红) Indicate power state.(red)

RUN à 运行灯(红) Device are running. (red)

COM1 à 串口 1 指示灯(绿) Serial port 1 (RS-232, green)

COM2 à 串口 2 指示灯(绿) Serial Port 2 (RS232/RS485, green)

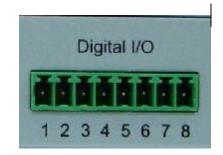
10M à 10M 数据传输指示(黄) 10M Data transciver indication(yellow)

100M à 100M 数据传输指示(黄) 100M transciver indication(yellow)

6. Digital I/O 管脚定义:

Pin Assigment:

Pin	Name
1	VIN+(+12V)
2	
	VIN+(+12V)
3	DO0
4	DO1
5	DI0
6	DI1

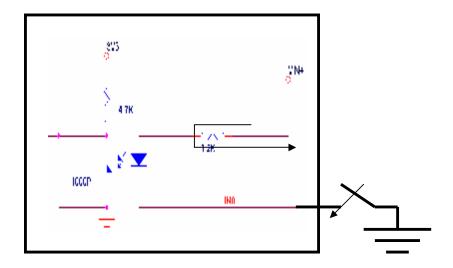




7	VIN-(GND)
8	VIN-(GND)

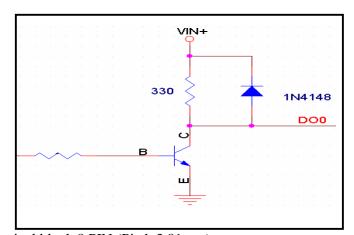
DI Circuit:

2 Channel Photo Isolation Digital Input (Common Power +12V)



DO Circuit:

2 Channel Transistor Digital Output (Common power +12V, max. output to 30mA)



Terminal block 8 PIN (Pitch 3.81mm) connector

Provide two power output pin +12Vdc (current max depends on user connect device)



7. K/B 管脚定义:

PIN	NAME
1	DATA
2	n/a
3	GND
4	+5VDC
5	CLK
6	n/a



8. USB1/2 定义:

USB1/USB2 (4PIN USB) Pin Assignment:

PIN	NAME
1	VBUS1+
2	D1-
3	D1+
4	GND1
5	VBUS2+
6	D2-
7	D2+
8	GND2



9. 蜂鸣器音量调整 (VR):

请看 DT4000 底部

10. LCD 背光调整 (VR):

请看 DT4000 显示屏背面

