

Setting status	"SE"	0-1
Unit	0xAC: oC, 0xAF: oF	2
Continue memory,stop key	0x03: continueMe: enable, stop key: disable	3
	0x02: continueMe: enable, stop key: enable	
	0x01: continueMe: disable, stop key: disable	
	0x00: continueMe: disable, stop key: enable	
HIGH ALARM LIMIT (2 BYTE) NTC	HIGH ALARM LIMIT (BYTE LOW)	4
	HIGH ALARM LIMIT (BYTE HIGH)	5
LOW ALARM LIMIT (2 BYTE) NTC	LOW ALARM LIMIT (BYTE LOW)	6
	LOW ALARM LIMIT (BYTE HIGH)	7
HIGH ALARM LIMIT (2 BYTE) RTD	HIGH ALARM LIMIT (BYTE LOW)	8
	HIGH ALARM LIMIT (BYTE HIGH)	9
LOW ALARM LIMIT (2 BYTE) RTD	LOW ALARM LIMIT (BYTE LOW)	10
	LOW ALARM LIMIT (BYTE HIGH)	11
Duration day (2 BYTE)	Duration day(byte low)(Decimal)	12
	Duration day(byte high)(Decimal)	13
Duration hour (1 BYTE)	(Decimal)	14
Interval hour (1 BYTE)	(Decimal)	15
Interval min (1 BYTE)	(Decimal)	16
Interval sec (1 BYTE)	(Decimal)	17
Auto start status	0xAE: Enable, 0xAD: Disable	18
Auto start time	SECONDS BYTE (FORMAT: Decimal)	19
	MINUTES BYTE (FORMAT: Decimal)	20
	HOURS BYTE (FORMAT: Decimal)	21
	DATE BYTE (FORMAT: Decimal)	22
	MONTH BYTE (FORMAT: Decimal)	23
	YEAR BYTE (FORMAT: Decimal)	24
Interval send lora data day (1 Byte)	(Decimal)	25
Interval send lora data hour (1 Byte)	(Decimal)	26
Interval send lora data minute (1 Byte)	(Decimal)	27
Delay start 0-60 (minute)	byte	28