|  |  |  |  |
| --- | --- | --- | --- |
| **Address** | **Output** | | **Information** |
| Byte0/bit0 | Container in platform\_SS | |  |
| Byte0/bit1 | Container in platform\_LS | |  |
| Byte0/bit2 | Fault reset | | Container in platform\_SS |
| Byte0/bit3 | container\_20ft | | Container in platform\_LS |
| Byte0/bit4 | container\_TW | |  |
| Byte0/bit5 | container\_40ft | |  |
| Byte0/bit6 | container\_45ft\_inside | |  |
| Byte0/bit7 | container\_45ft\_outside | |  |
|  |  | |  |
| Byte1/bit0 | Platform\_SS\_SEL | |  |
| Byte1/bit1 | Platform\_LS\_SEL | |  |
| Byte1/bit2 | Coordinate ready | | 坐标已就绪 |
| Byte1/bit3 | Unlock order | |  |
| Byte1/bit4 | Lock order | |  |
| Byte1/bit5 |  | |  |
| Byte1/bit6 |  | |  |
| Byte1/bit7 |  | |  |
| Byte2/bit0 |  | |  |
| Byte2/bit1 |  | |  |
| Byte2/bit2 |  | |  |
| Byte2/bit3 |  | |  |
| Byte2/bit4 |  | |  |
| Byte2/bit5 |  | |  |
| Byte2/bit6 |  | |  |
| Byte2/bit7 |  | |  |
| Byte3/bit0 |  | |  |
| **B 4 – B75** | Camera1\_X\_Direction  Camera1\_X\_Value | 面向海侧向右为正 | Offset value |
| Camera1\_Y\_ Direction  Camera1\_Y\_ Value | 面向海侧向下为正 |
| Camera1\_Z\_ Direction  Camera1\_Z\_ Value | 面向海侧向前为正 |