### 4.11 Digital output:

The Digital Output is a 9600bps N 81 serial interface.
The RX is a 5 V normal high input port.
The TX is a 5 V normal high output port.

The command of Digital Output is list below:

| RS232 command | Function | Remarks |
| :---: | :--- | :--- |
| K(ASC 4BH) | Ask for model No. | Return 4 bytes |
| A(ASC 41H) | Inquire all encoded data | Return encoded 10 byte |
| H(ASC 48H) | Hold button |  |
| M(ASC 4DH) | MAX/MIN button |  |
| N(ASC 4EH) | Exit MAX/MIN mode |  |
| R(ASC 52H) | REL button |  |
| C(ASC 43H) | C/F button | return 32768 bytes |
| U(ASC 55H) | Dump all memory of thermometer |  |
| P(ASC 50H) | Load recorded data |  |

- Command K:

Return 4 bytes. For example, when sends command "K" to meter, it will return " 3 "," 0 "," 5 ", ASCII(13)

- Command U:

Return 32768 bytes .

- Command P: Instead of returning all 32768 bytes, it only return recorded data
- Command H: Equivalent to one pushing on the HOLD button and no message is returned
- Command M:

Equivalent to one pushing on the MAX/MIN button and no message is returned.

- Command N: Equivalent to one pushing and hold the MAX/MIN button for two seconds to exit MAX/MIN mode.
- Command R

Equivalent to one pushing on the REL button and no message is returned.

- Command C:

Equivalent to one pushing on the ${ }^{\circ} \mathrm{C} /{ }^{\circ} \mathrm{F}$ button and no message is returned.

- Command A
$1^{\text {nd }}$ BYTE:
The first byte is the start byte, it value is 2 .
$2^{\text {nd }}$ BYTE:

| bit7 | bit6 | bit5 | bit4 | bit3 | bit2 | bit1 | bit0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| C/F | Low Bat | Hold | REL |  | MAX/MIN |  |  |
| REC |  |  |  |  |  |  |  |

bit 0: $1 \rightarrow$ recording mode, $0 \rightarrow$ not recording
bit 2 bit 1

| 0 | 0 | $\rightarrow$ normal mode |
| :--- | :--- | :--- |
| 0 | 1 | $\rightarrow$ MAXIMUN mode |
| 1 | 0 | $\rightarrow$ MINIMUN mode |
| 1 | 1 | $\rightarrow$ calculate MAX/MIN in background mode. |

bit3: no use.
bit4: 1 $\rightarrow$ REL
bit5: $1 \rightarrow$ HOLD, $0 \rightarrow$ not HOLD
bit6: $1 \rightarrow$ LOW BATTERY , $0 \rightarrow$ BATTERY NORMAL
bit7: $1 \rightarrow{ }^{\circ} \mathrm{C} 0 \rightarrow{ }^{\circ} \mathrm{F}$
$3^{\text {th }}$ BYTE:

| bit7 | bit6 | bit5 | bit4 | bit3 | bit2 | bit1 | bit0 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | memory full |  |  |  | resolution | sign | OL |

bit0: $1 \rightarrow$ main window value is $\mathrm{OL}, 0 \rightarrow$ not OL
bit1: $1 \rightarrow$ main window value is minus, $0 \rightarrow$ main window value is plus.
bit2: $1 \rightarrow 4^{\text {th }}$ byte and $5^{\text {th }}$ byte represent $\# \# \# \#, 0 \rightarrow 4^{\text {th }}$ byte and $5^{\text {th }}$ byte represent $\# \# \# . \#$
bit6: $1 \rightarrow$ Memory is full. $0 \rightarrow$ Memory is not full.
bit7: $1 \rightarrow$ Auto power off enabled. $1 \rightarrow$ Auto power off disabled.
$4^{\text {th }}$ BYTE:
first two BCD code of main window value.
$5^{\text {th }}$ BYTE:
last two BCD code of main window value
$6^{\text {th }}$ BYTE:
$B C D$ code of month.
$7^{\text {th }}$ BYTE:
$B C D$ code of day.
$8^{\text {th }}$ BYTE:
BCD code of hours.
$9^{\text {th }}$ BYTE:
$B C D$ code of minute.
$10^{\text {th }}$ BYTE: end byte, it value is $3,1^{\text {nd }}$ and $10^{\text {th }}$ are used to check frame error.

