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PROTOCOL FOR 2 DIGIT Alpha/Numeric Displays

APPENDIX E

ASCII CODE	VALUE (Decimal)	FUNCTION
STX	2	'Start of text', also known as a 'control B', this character must be the first character of each message
AD1 AD2	48-57 48-57	These two ASCII decimal digits represent the address of the display as set on the display. See appendix C for address setting information
DATA	32-126	Alpha/Numeric data to be displayed in ASCII 'printable' characters. **NOTE:** All text will be right justified. To move the text over to the left, you must supply trailing 'space' characters.
ETX	3	'End of text', also known as a control C, this character must be the last character of each message

Example:

To display "Hello World" at the right end of a display that has an address of '01', the following character sequence should be sent:

<STX>01Hello World<ETX>

NOTE: the <>'s are not to be included in the message.

or from a terminal program such as PCPLUS, Hyper-terminal, or a TELNET screen if the display has the Ethernet Option.

'control B' "01" "Hello World" 'control C' (a total of 15 characters)

PC/PLC/Ethernet card interface: 1200/9600BPS; 8 data bits; 1 stop bit; no parity; Two- wire transmission