

SERIAL PORT (RS-232) TECHNICAL INTERFACE GUIDE

The RS-232 serial port feature provides two-way communication between your Ohaus lab equipment and computer for data logging and unit control. To use the feature, please use a straight-through RS-232 cable and have RS232 software installed. Suggested software includes Tera Term, HyperTerminal, or Termite by Compuphase. Use the below serial port settings to configure your terminal to begin accepting communications. Use the command list below to control the motor, set temperatures, log parameters, and more.

SERIAL PORT SETTINGS

BAUD RATE -1200 DATA BITS- 8 NO PARITY STOP BIT -1 FLOW CONTROL- NONE STARTUP: When the shaker is new the command' I=* may be needed to take it out of index mode.

COMMAND LIST	FORMAT	NOTES
1. Input speed set point and start motor	'S' + 4 DIGITS	4 digits are ASCII speed in RPM
2. Stop motor	'0'	Single letter command
3. Set timed mode and load time,	'N' +4 DIGITS +2	4 digits are ASCII minutes, 2 digits are ASCII
starting timer	DIGITS	seconds
4. Set continuous mode, leading 0 for	'C'	
free time, start timer		
5. Stop timer and reset to set point	'A'	
value		
6. Input temperature set point and start	'K' + 4 DIGITS	4 digits are ASCII temperature in degrees C
heater		
7. Stop heater operation	'Z'	
8. Dump all parameters	'U'	Response is:
		- NM followed by 4 digits for minutes and 2 digits fo
		seconds showing current time on display
		- SM follow ed by 4 digits for measured speed
		- KM follow ed by 4 digits for measured temperature
		- N followed by 6 digits for setpoint time
		- S followed by 4 digits for setpoint speed
		- K followed by 4 digits for setpoint temperature,
		- R or S depending on whether the motor is running
		or stopped
		- H or S depending on whether the heater is heating
		or stopped
9. Set index number	'I=' + 2 DIGITS	2 digits set unit#
		at 0 to 99
10. Clear index number	'l=*'	* says indexing is turned off

Note: A carriage return may be required at the end of each command entry depending on software interface used