

The command of Digital Output is list below:

RS232 command	Function	Remarks
K(ASC 4BH)	Ask for model No.	Return 4 bytes
M(ASC 4DH)	MAX/MIN button	
N(ASC 4EH)	Exit MAX/MIN mode	
C(ASC 43H)	dBA/dBC button	
E(ASC 45H)	REC button	
A(ASC 41H)	Send encoded data	Return encoded 15 byte
a(ASC 61H)	Send edcoded data continusly	Return encoded 15 byte
c(ASC 63H)	Stop sending encoded data	
X(ASC 58H)	Response from PC when receive data	

Note:you have to send 8 byte to meter, for example, if you want to send A comand, the format will be 0x02 0x41 0x00 0x00 0x00 0x00 0x00 0x03

- **Command K:**
Return 4 bytes. For example, when sends command "K" to meter, it will return "3","0","6", ASCII(13) .
- **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 C:**
Equivalent to one pushing on the °C/°F button and no message is returned.
- **Command E:**
Equivalent to one pushing on the REC button and no message is returned.
- **Command U:**
Return 32768 bytes .
- **Command P:**
Instead of returning all memory, it only return recorded data .
- **Command A:**

1nd BYTE:

The first byte is the start byte , it value is 2.

2nd BYTE:

bit7	bit6	bit5	Bit4	bit3	Bit2	Bit1	bit0
1	Over	Under	Low Bat	Fast/S low	A/C	Min_Max_flag	Auto Power Off

bit 0: 1→ Auto Power Off Enabled 0→ Disable auto power off

bit 1: 1→ in MAX/MIN mode , 0→ not in MAX/MIN mode

bit2: 1→A weighting , 0→B weighting

bit3: 1→Fast sampling , 0→Slow sampling

bit4: 1→ LOW BATTERY , 0→ BATTERY NORMAL

bit5: 1→ Under ,

bit6: 1→ Over

bit7: always 1

3th BYTE:

Bit7	Bit6	Bit5	Bit4	bit3 bit2	Bit1 bit0
1	Memroy Full	REC		MAXMIN	RANGE

bit0 bit1:

00→ , 30~80

01→ 50~100

10→ 80 ~ 130

11→ Auto

bit2 bit3:

00→ not in MAX/MIN mode

01→ Display Maximum Reading

10→ Display Minimum Reading

11→ Display Real Time Reading And Calculating MAX/MIN Value.

bit4: unused

bit 5: 1→ recording mode, 0→ not recording

bit6: 1→ Memory Full. 0→ Not Memory Full

bit7: always 1

4th BYTE: First High Byte of AD value.

5th BYTE: Second High Byte of AD value.

6th BYTE: First High Byte of Reading value.

7th BYTE: Second Byte of Reading value.

8th BYTE: First High Byte of Maximum value.

9th BYTE: Second Byte of Maximum value.

10th BYTE: First High Byte of Minimum value.

11th BYTE: Second Byte of Minimum value.

12th BYTE: BCD of Hour.

13th BYTE: BCD of Minute.

14th BYTE: BCD of Second.

15th BYTE: end byte, its value is 3, 1st and 10th are used to check frame error.