

Sequencer/Flasher 8CH RS-232 Version

Instruction Manual

**Hardware Revision 0
Firmware Version 20131014
October 16, 2013**



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Description

There are several versions of this product, this manual is for the standard RS-232 controlled sequencer/flasher version.

The ***Sequencer 8CH RS-232*** is a small 8-channel sequencer/flasher intended for built-in applications. Main applications are signs and other animated items along with many industrial and architectural devices such as HVAC, special effects, lighting, kiosks, etc.

The output drivers on this board are “open drain”, they connect the load to GROUND in order to turn it on. The maximum open circuit voltage on any output must not exceed the voltage on the DC power input to this device. If this is not compatible with your application, consider using relays on the outputs.

The outputs will directly drive small DC lamps, LEDs, and motors. For larger loads and AC applications, this device will easily drive relays (mechanical or solid state). As of the time of this writing, we stock solid state relays for AC loads up to 40 Amps at 24-380VAC and will quote on special requests such as other relays, custom assembled packages, and custom programming.

We will gladly assist you in setting up your application. If you wish, we will load your application program into the Sequencer before we ship it to you. There is no additional charge for this.

There may also be newer documentation and/or application notes on our web page.

Specifications

Outputs (eight independent):

- ¼ Amp continuous each output (0.4A peak), maximum voltage equals the DC power input to the board.
- 8 LEDs for output status plus 1 for Power and status (fault, run, idle, overheat, data transfer).
- Screw Terminals accept 26-16 AWG wire (0.4mm – 1.3mm)
- Low-side switching (N-channel MOSFET, 1-2 Ohms).
- Reverse-voltage protected, inductive spikes clamped to board power or ground.
- Safe for inductive loads.

Board power:

- 9-24VDC, 50mA maximum draw with a fuse on the board and reverse-voltage protection.
- ***It is strongly recommended that you use the same power supply for the board power and output loads to prevent any issues with the clamping diodes built into the board.***
- Ground is shared between the processor supply, the output supply, and RS-232 Common.
- The power supply “+” side is used to clamp inductive spikes on the outputs.

Host control/programming:

- RS-232, 5 wire (TXD, RXD, CTS, RTS, Ground), or 3 wire (TXD, RXD, Ground), cable supplied.
- Simple text commands allow use of any terminal emulator program for setup. A free terminal emulator program (Cool Term) for use with Windows, OS X, and Linux may be downloaded from our Support web page.
- Your program (timing script) is created and edited using a standard text editor or any spreadsheet program.
- 4000+ program steps. Program and settings memory maintained without power and may be changed at least 1 million times.
- 1mS (0.001 Second) timing resolution.
- Multiple programs may be stored in memory, you can switch between them with the RS-232 host.
- Nested looping and conditional jumps allow easy control of complicated sequences.
- Debug and manual operation commands to get your installation working quickly.
- Easily controlled from any lighting control, HVAC, PLC, or microcontroller that has an RS-232 output.
- If not used while running, the CTS and/or RXD pins may be used for switch or logic inputs to control the program. An example would be a push button or motion sensor starting a sequence running in a kiosk or museum display.
- Sequencing/Flashing speed may be varied between 50-200% using the potentiometer on the board or 1-255% using an RS-232 command.

Switches:

- RUN switch stops/starts program and clears outputs (always starts from step #1).
- PAUSE switch will temporally halt a program while holding the outputs at their last state. Continues from the next step in program.
- 8 Debug switches, these force outputs to ON to aid setting up a system.
- Potentiometer to vary the program timing from 50% to 200%. Small screwdriver included.

Environmental:

- 0-70C (32-158F)
- 95% non-condensing humidity.
- ***The board will shut down if it reaches 80C (176F) and will restart automatically when it falls below 75C (167F).***

Mounting:

- The board is 3.8" (96.5mm) tall and 1.7" (43mm) wide.
- Two 0.18" (4.6mm) diameter mounting holes that accommodate #6 (4mm) screws, 0.25" (6.4mm) in from each end of the board.
- 0.5" (12.7mm) clear area at each end of the board that may be mounted directly to metal or non-metallic surfaces (top or bottom).
- Recommended clearances for the component area of the board (the area between the two clear areas on the ends):
 - **Back of the board to any surface is 1/4" (6mm).**
 - **Top of the board to any surface is 1/2" (13mm).**
- Board may be mounted at any angle.
- Cooling only needs to be provided if the board is in a very hot environment.

Mounting & Connecting

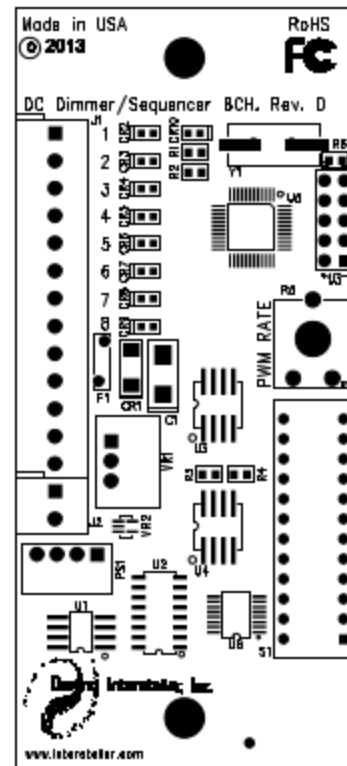
ALWAYS follow all applicable national and local codes when installing and using this device. Use common sense and plan ahead. Never run low voltage wires with AC Mains (power) wires.

Before installing this board in its final location, it is recommended you practice programming it. See Basic Programming below.

Handle the board as carefully as you would any electronic device. The board is rugged, but can be damaged by physical abuse and static-electricity. If in doubt, connect a temporary ground wire to the “GND” terminal leaving a bit of bare wire exposed. The other end should be connected to either the metal enclosure you’re working on or a grounded appliance (soldering iron, computer, conduit, etc.). You should then touch the bare spot of ground wire before touching the board. If you have a grounding strap, then connect this to the ground wire.

Looking at the board you’ll notice that not all part positions are occupied. This is normal since the same board is also used for other models. There are also some labels on the board that are for other models (these are noted below).

The top 8 screw terminals are the outputs, you will see the numbers 1-8 to their right and the LEDs (small rectangular parts) that go with them to the right of the numbers. Continuing down the terminals we have the GROUND connection, 9-24VDC power input, TXD, RXD, COMMON, RTS, and CTS. The lower 7 screw terminals have their function written on the back of the board as a reminder. The screwdriver supplied with the board may be used to tighten these terminals if you don’t make them too tight, it’s only intended for use with the potentiometer. Another key is the power comes in next to the yellow disk with two wires, that is the fuse.



To mount the board, use #6 (4mm) screws (not included) through the two mounting holes (the large holes at the top and bottom). **Never screw the board directly to a flat surface without spacers**, the components and protrusions on the back of the board will cause it to warp, breaking connections on the board. It will also short out if the surface is metal. Each end of the board is clear of components and conductors so you may use metal or non-metal spacers or even a short stack of washers within that area. Make sure no bare wires or other metal will touch or fall on any other part of the board when the power is on. If you have any specialized mounting requirements, please contact us. We can provide spacers and mounting hardware for a wide variety of needs.

If you are mounting this to a standard USA electrical box, then the holes will line up with the mounting screws on a standard blank cover plate. If the cover plate

is metal, put insulating material like “Fish Paper” (vulcanized fiber insulating material, “Leatheroid” in some places) between it and the board to prevent shorts. Weather-tight covers are normally lined with foam, this will be fine.

Other mounting methods may occur to you, use what works and is safe.

In any installation, cooling should be considered; this board will dissipate up to 2W if used at max capacity but in most applications it will barely get warm. Allowing some air flow is normally all that's required, avoid small air-tight plastic enclosures in a hot environment. In rare cases of heavy load and a hot environment a small DC fan may be advisable. If used in an enclosure with a power supply and/or relays, be sure to also account for their waste heat.

The eight MOSFET devices (Q1-8 on the back of the board) may get VERY hot (over 150C/302F) in the case of a shorted load, do not let wires touch these devices as the insulation may melt. Also, keep your fingers away to prevent burns when the unit is operating.

If installed outdoors or in damp locations, protect the board from moisture and condensation. An outdoor rated electrical outlet box or NEMA compliant water/oil-resistant enclosure is the best choice.

You may place any number of these boards in the same enclosure; just remember to supply enough power and cooling for all of them and their loads.

Verify that your power supply is the proper voltage, it must supply 9-24VDC. AC will not work with this device. The power source must supply enough current to operate all loads at the same time plus 50mA to power this board.

NEVER connect this device directly to AC power/mains lines!

The outputs are not fused and may be damaged in the event of a short to the power supply “+” output or other overload. If this happens the board will need to be returned to us for repair.

Your power supply should either have a fused output or automatically shut down the output in the case of excessive current draw (often called “fold back current limiting”). A simple “wall wart” AC adapter will work in many applications.

This board can control loads of ¼ Amp on each channel with a peak current of about 0.4 Amp. Many applications may require relays to control higher current, higher voltage, AC power, and/or provide electrical isolation. If relays are being used, the coil of the relay (or DC input of a solid state relay) is what is referred to as a “load”.

Connect one side of each load to the “+” output of the power supply (possibly through a fuse) minding any polarity requirements of the load. Connect the other side of each load to one of the screw terminals (J1) marked “1”-“8”. If you don't need all eight channels, simply leave the unused ones unconnected.

Run another wire from the “+” output of the supply to the “9-24VDC” terminal on

J1. The supply will now power the loads and the processor on the board.

Using appropriate wire, connect the ground ("GND") terminal on J1 to the "-" output of the power supply. This connection is used as ground for all 8 outputs and the board power, so it should be sized appropriately.

If your loads require over 24VDC, high current, AC power, or isolation, then the outputs should be connected to relays (either mechanical or solid state) and a small regulator or separate power supply used to power the board and relays. Solid state relays draw up to about 50mA each depending on voltage and brand so a 9-12VDC power supply that can supply ½ Amp or more will often be adequate.

If you're using the RS-232 cable supplied with the board, refer to the label attached to it for wire color codes as these may vary with the brand of cable we receive. Unused wires should be cut off and taped/covered so they can't short to anything.

The RS-232 connections are marked on the back of the board, they are the lower 5 screw terminals. Note that RS-232 COM is connected to the board ground, it is not isolated. If your host/controller doesn't support RTS/CTS handshaking, then leave these terminals open. If you're using CTS or RXD as inputs to your program, you will later need to connect these pins to your switches. If the Sequencer handshaking is set to ON, then CTS **MUST** be pulled high by either the host or by being tied to the RTS pin in order for the host computer to set up the board. Handshaking is set to OFF as a default so that 3-wire or 5-wire connections can be used for initial setup.

If your computer doesn't have an RS-232 connection you can purchase a low cost USB to RS-232 adapter from any store that sells computer supplies. A typical one will look something like this and normally cost about \$5. Most work with Windows, OS X, and Linux. Often no disk is needed as your computer will recognize it automatically.



The RS-232 connections RXD and CTS may also be used for switch or logic inputs in advanced programs (see the advanced programming section below).

Note: When the board is powered up, all outputs may momentarily flash on. Please make sure this will not cause any problems with whatever is being controlled.

Status Indicators

There are 9 status indicator LEDs on the board. The top center one is used to indicate board status.

- Steady On: The program is stopped, temperature is normal.
- Slow Blinking: The program is running, temperature is normal.
- Momentary Flicker: RS-232 data received.
- Continuous Flicker: Over-temperature, outputs are disabled and program stopped.
- Alternating 1/2 Second Solid, 1/2 Second Fast Blink: Error in program or RS-232 command.
- Off: Board power off.

The remaining eight LEDs show the current status of the outputs. They are to the right of the output numbers close to the screw terminals and show if the output has been commanded to be on. They will not indicate if there is a fault in the load (open/short).

Basic Programming

For many applications, you will never need more than basic programming. We'll write and test a sample program that will show you all of the basic features.

First connect the Sequencer board to your computer via an RS-232 cable. You may want to leave the loads disconnected while you are running sample programs, as long as you can see the LEDs, you'll be able to tell what's happening. Apply DC power to the board, there may be a test program loaded that may start executing.

Make sure all the DIP switches are in the OFF position; it should be marked on the switch housing but in any case is to the RIGHT. Any test program that was running will halt and all outputs should now be off.

Open your terminal emulation program (Cool Term is available free from our website if you don't already have a program), find which communications (COM) port is associated with the Sequencer, and set the port parameters to:

- 9600 baud or bits per second
- no parity
- 8 data bits
- hardware (RTS/CTS) handshaking for 5-wire connections
 - NO handshaking for 3-wire connections
- "handle backspace" enabled, if there is an option for it
- Echo OFF

If you need any assistance with this, feel free to contact us. We can normally get you set up and running over the telephone or by e-mail in a short period of time. There is no charge for this.

Now that you have the terminal program connected to the Sequencer, press the RETURN or ENTER key on your keyboard (we'll call this CR). You should see a prompt appear on your screen, it should look like this:

>

If you don't see this, check your terminal program settings and cable connections. Also, the Power/Status LED should flicker every time you type any characters or press RETURN.

Now type the letter **i** and press CR. You should see several lines of information printed out followed by another prompt. Something like:

```
Sequencer 8CH  
copyright 2013 Durand Interstellar, Inc.  
Version: 20131014  
Serial Number: 2013101442  
Handshaking: OFF  
Program Title:  
Force: 0b00000000 0b00000000
```

Switches: 0b0000000000
Speed: 105% variable
Temperature: 26C
Memory Size: 4090 steps
Stopped at step 1
>

Version refers to the firmware version, we may change the firmware from time to time to add features, fix bugs, or add some customization for a specific customer. Normally you would never need to update your firmware, but if for some reason you do, then contact us for the update. We may also post firmware updates on our Support page. Updates for standard models are always free.

The serial number contains the date when the board was last tested and locked before shipping. This is often the same day as it was shipped to assist with warranty tracking.

Handshaking is the RTS/CTS handshaking status. The default is OFF for 3-wire connections (but will also work with 5-wire connections). Only turn this on if you have a 5-wire connection.

The Program Title is a text string you have given your program. It is optional and is for your information only.

Force is a debug feature; it allows you to force one or more outputs to be permanently on or off.

Switches is the current state of the DIP switches. The left-most binary digits (see below for a description of binary numbers) are the RUN and PAUSE switches, followed by FORCE bits 8-1 with bit 1 being on the far right.

Speed is slightly more complicated. In most program steps you will be specifying a delay time (time to hold on that step). The time you specify is adjusted by the Speed amount so you may run slightly faster or slower without having to re-enter your entire program. Variable means the potentiometer is enabled, Fixed means a number has been manually set and saved.

Temperature is measured next to Q1, the MOSFET for Channel 1 output.

Memory size is the maximum number of steps your program may contain. Special order boards may have a different size listed for this.

Stopped at Step 1 means the sequencer is not running and the next step to be executed is #1.

The final line has another prompt, waiting for your command.

Note: commands may be in upper or lower case. The only time it matters is when you are entering a program Title, then UPPER/lower case will be retained. You may correct typing errors with your BACKSPACE key. All commands are held until you press the RETURN or ENTER key (CR, '\r' for

programmers).

If you had us load a program before shipping, just verify that it works and do NOT enter any of the commands below or you will have to re-load the program yourself.

To begin with, erase all the memory and settings to set everything to factory default. Enter the following command followed by CR:

```
E -1 -1
```

you will see

Erasing all memory!

Wait a couple of seconds and then press the CR key one or more times until you receive the prompt again.

Our first program is going to be a simple chase sequence as might be used for marquee lights. The program will use the Title, the Set, Jump commands. If you wanted to, you could have a program with nothing but Set commands (4000 or more) with a single Jump at the end to cause it to loop.

Enter the following commands and remember to press CR after each one. If you make a mistake, you can simply enter the line again and it will overwrite the error. You may use space, tab, comma, or any combination where you see spaces in the example below. See Advanced Programming for detailed descriptions of each command.

```
T My First Program
* 1 S 0b11101110 100
* 2 S 0b11011101 100
* 3 S 0b10111011 100
* 4 S 0b01110111 100
* 5 J 1
```

Now type the letter **D** followed by CR to Dump out a copy of the program (with most terminal programs, this can be captured and saved to a text file so you may edit it and reload it later). You should see:

```
> D
```

```
' Sequencer 8CH
' Durand Interstellar, Inc.
' version 20130927
T My First Program
* 1 S 0b11101110 100
* 2 S 0b11011101 100
* 3 S 0b10111011 100
* 4 S 0b01110111 100
```

```
*      5 J 1 0x00
' ##### Done
>
```

If you see any errors, go ahead and correct them by reentering the line that has an error. Error example:

```
*      2 S 0b11111101 100
```

Just retype the line to fix it:

```
* 2 S 0b11011101 100
```

And use the **D** command again to check everything.

What we've told it to do is set the Title of the program to "My First Program", then we stored a series of Set commands in steps 1-4.

The "*" at the beginning of every line tells the Sequencer this is a program step to be stored in memory.

The first number is the step number that is to be stored.

The "S" is the Set command.

The funny number starting with "0b" is a binary number representing the 8 outputs. The first digit after the "b" is output #8, a "1" means ON. The other 7 outputs follow with #1 to the far right.

The last number on the line is how long to hold this pattern before advancing to the next step. In this case we are telling it to hold for 100mS (0.100 second).

ALL times are in mS, simply multiply the delay you want in seconds by 1000 and you've got it. The shortest delay you can specify is 1mS, the longest is about 2 billion mS (over 3 weeks!).

The final command was "J 1" stored in step #5. This causes the program to loop back to step #1.

Note a Jump takes 1mS, so if you are really picky about timing, then step #4 should have a 99mS delay instead of 100.

The Jump command was displayed with something odd looking at the end, "0x00". This number is used for special jumps and most people will never use it. When entering the program step you may include it or leave it out; it's no problem either way.

The lines that start with a single quote ' are just information lines for things of note. A comment may appear anywhere in a line including after a command (but never before a command). Everything to the right of the single quote will be ignored by the Sequencer and will NOT be stored with the program. Just be

sure the entire line is 250 characters or less in length. **Remember, comments will only appear in your original file, they are discarded by the Sequencer.**

Type **R** (followed by CR/RETURN) to Run the program and all 9 LEDs should now be blinking. Try changing the speed by turning the potentiometer (R8, directly above the DIP switches, labeled PWM RATE) using the included screwdriver. It will NOT turn all the way around, do not force it. This will allow you to change the speed from ½ of what you programmed in to twice. If you need precise speed settings, you may disable the potentiometer with the command:

```
V 100 ' this is an example of a comment after a command
```

This sets the speed to 100% and ignores the potentiometer. This command will fix the speed at anything from 1% to 255% of the programmed speed. Entering **V** with either a zero or no number following it enables the potentiometer to change the speed. The **i** (Information) command will tell you what the current speed is ("variable" means the potentiometer is enabled).

If this is all you needed your program to do, you'd be done.

One other handy feature, you can change the program WHILE IT'S RUNNING!

While your lights are blinking, type the following (the steps are out of order for a reason):

```
* 6 J 1  
* 5 D 1000  
D
```

Press RETURN after entering step 5 and you'll see a change to the blinking. The **D** simply shows you the new program. So, what did this do? Step #6 is a duplicate Jump to step 1. If step 5 is replaced first, then the program will hit blank memory and stop. The new Step 5 is a Delay for 1000mS (1 second) without doing anything else. All the outputs will stay just like they are while the timer runs out. Let's change step 5 again...

```
* 5 s 0b11111111 1234  
D
```

You'll see it's now turning all the outputs on for 1.234 second after the last channel chases. Note that the binary number 0b11111111 = 255 = 0xFF, any version of the number may be used.

Some other handy number conversions:

```
1 = 0x01 = 0b00000001 = Output 1  
2 = 0x02 = 0b00000010 = Output 2  
4 = 0x04 = 0b00000100 = Output 3  
8 = 0x08 = 0b00001000 = Output 4
```

16 = 0x10 = 0b00010000 = Output 5
32 = 0x20 = 0b00100000 = Output 6
64 = 0x40 = 0b01000000 = Output 7
128 = 0x80 = 0b10000000 = Output 8

You do not need to include leading zeros, 2 = 0x2 = 0b10.

To turn on more than one output at a time, you would simply add the numbers together. For example:

5 = 0x05 = 0b00000101 = Outputs 1 & 3
130 = 0x82 = 0b10000010 = Outputs 2 & 8

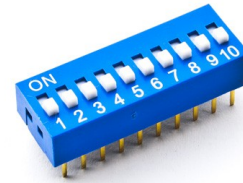
For the hexadecimal numbers, they count like this:

0x0 = 0	0x8 = 8
0x1 = 1	0x9 = 9
0x2 = 2	0xA = 10
0x3 = 3	0xB = 11
0x4 = 4	0xC = 12
0x5 = 5	0xD = 13
0x6 = 6	0xE = 14
0x7 = 7	0xF = 15

DIP Switches

There are labels on the back of the board behind the switches, these are for a different model of board so you may safely ignore them.

The picture to the right is a typical switch, the one on your board may be a different color or style.



Never use a pencil to slide the switch, the point may break off and fall into the switch.

Start with all the switches turned OFF (to the right), then slide the RUN switch (top switch, #10) to ON to start your program running (if it isn't already). Leaving this switch ON starts the program every time the board is powered up. If you slide it back to OFF, the board will stop and reset the program to step #1 as well as turning all the outputs off. Switch #10 should be the only one on once you've completed your installation.

The rest of the switches are optional, they're used to help you set up your system.

The next switch down from the top (#9) is the PAUSE switch, if the RUN switch is ON and you slide this switch to ON, the program freezes right where it is. If you then slide the switch back to OFF without moving the RUN switch, it continues where it left off.

The bottom eight switches are used to force outputs on so you can check circuits you may be having a problem with. Switching one of these on overrides everything except high temperature and turns that output on. Note that switch #1 is on the bottom while output #1 is at the top. This was done to cause mass confusion (and to allow this board to be used for other models).

You can override the RUN/STOP/PAUSE state with RS-232 commands but not the FORCE switches (#1-8). The switches are read when any of them change, so the next time one changes ALL the switches will be read again.

Communications

Some term definitions

Firmware: Control code permanently loaded into the processor on the board. This may be updated in special cases but is normally never changed.

Program: User entered commands that are stored in erasable memory (EEPROM) that controls how the outputs sequence/flash.

RS-232: Standard communications interface that allows computers to talk to people and other computers.

Host Computer: A PC, industrial controller, HVAC or lighting control, or some other computer that is capable of sending commands over an RS-232 interface.

White Space: Any of several characters that are used to separate portions of a command. Examples are space, tab, newline, comma, double quote.

As characters come in from the RS-232 interface they pass through a small hardware buffer. If the characters come in while the firmware is busy, they will be held with no problem. If the buffer is almost full and handshaking is enabled, the RTS line is set low/inactive to tell the host computer to pause sending. As soon as the firmware reads the characters from the buffer the RTS line is returned to high/active. If handshaking is off, then the RTS line will always be high/active and any characters that won't fit in the buffer are discarded.

Data transfer is full duplex in that received characters are echoed back to the host/controller as soon as the firmware fetches them from the hardware buffer.

If handshaking is ON and the CTS line is unconnected or inactive (ground or negative), the Sequencer does NOT send any characters to the host computer. It stops receiving commands as it waits for permission to send the previous response. If handshaking is set to OFF or CTS is tied to RTS, then responses are always sent and it is up to the HOST computer to not send another command until it has received a prompt signifying the previous command has completed. If entering commands by hand, this isn't a problem. If you copy & paste or upload programs from a file, then use 5-wire mode with handshaking ON or set a line-end delay in your terminal program.

Any White Space received before the first regular character of a command is discarded. After this all characters (up to about 250) are stored until a CR/RETURN is received. Corrections are made by using the backspace key (this will not back over any leading White Space that was discarded). Command processing starts when a Carriage Return (RETURN, ENTER, CR, or '\r') is received. There may be any amount/combination of white space between portions of a command line as long as it all fits in 250 characters. The following commands are all treated the same:

```
*1 s 5 100
      *      1,,,,,"""s 5          100
""", 1, "S", 5, 100
```

All commands may be entered in UPPER or lower case, the only time it makes any difference is with the Title command.

There is a debug command that sends data to the host, this is optional but could be handy for complex programs. **Note that if handshaking is ON and CTS is inactive or open, your program will freeze when using the debug command!**

If for some reason you can't use RTS/CTS handshaking, then set your terminal emulator program to either pause after sending each line for at least 10mS or even better wait for the next prompt, that would be the character ">".

In CoolTerm under Connection Options there's a tick box to enable it to "handle" the backspace key, that should be turned on. Other terminal programs may have a similar option.

Notes for people writing code on their host/controller to talk to the Sequencer:

- CR ('\r') is the end of a line, not NL ('\n').
- Data is echoed as received, you must receive this without setting CTS as busy. Forgetting to flush a receive buffer is a common error.
- Any characters with errors are discarded and not echoed.
- The prompt is sent as "\r\n> " but if there is an error the error name will be inserted such as "\r\nForcing > " (this error indicates that either a DIP switch is on or the Force bits are enabled in the settings).

Saving and Loading Programs

Programs are saved to a text file using your terminal emulator program, the exact method will vary with the program but generally entails saving/receiving/logging to a file on the host computer. To save your entire program type the **D** command but without pressing RETURN. Then open the file with your terminal emulator program and press RETURN. The program will be downloaded and saved to your file. When it completes, close the file (stop logging, close, save, etc.).

Open it with a text editor like Notepad in Windows or gedit in Linux and make any required changes to it. Especially check for any extra lines that shouldn't be there like the very last one or two.

This file may be imported into or created in a spreadsheet. Export it as a CSV file before uploading it to the Sequencer. The spreadsheet may use space, tab, comma, and/or double quotes any place white space is expected.

To upload a file open your terminal program and SEND as a text or raw file.

If you have the file open in a text editor, try to "copy all" from the editor and paste it using the terminal program's PASTE command (probably in the EDIT menu). This may not work with a terminal programs.

Advanced Programming

Here every command is described in detail. When numbers are used they may be in any combination of decimal, hexadecimal, or binary. Leading zeros may be left off EXCEPT the zero before an x, X, b or B.

Decimal: Normal base-10 numbers from -2000000000 to 2000000000 (negative 2 billion to positive 2 billion) with no decimal point, commas, spaces, or prefix (other than a possible negative sign '-').

Hexadecimal (Hex): Base-16 numbers, it is often handier to use this for some numbers. Hex numbers are always preceded with 0x or 0X and consist of one to 8 digits after the X. Each digit is from the set [0-9, A, B, C, D, E, F]. Example: 0x19AC = 6572 decimal.

Binary: Base-2 numbers. Very handy for setting the outputs with the Set command. Binary numbers are always preceded with a 0b or 0B and up to 32 binary digits. Each digit is either a zero or a one with the least significant (output #1) to the right. Example: 0b10000010 would indicate outputs # 2 and 8 are on.

Leaving off a number is the same as setting it to zero, so the following commands are all the same:

```
V 0
V
V 0x00000000
```

A command expecting two numbers but only receiving one assumes the second number to be zero.

Host Commands

These commands are not part of your program, they retrieve information from the Sequencer and also change settings. Typing a question mark ? and pressing RETURN will display a reminder list of these commands.

- D** Dump/Download. This displays the program in a format that can be captured to a text file, edited, and reloaded into this or another Sequencer. A **D** by itself will display the entire program. If it's followed by a single number it will display from that step number to the end of memory. If it's followed by two numbers, then the first number is the starting step and the second is the ending step. Blank (erased) steps will not be displayed.
- E** Erase one or more steps. If the command is followed by a single number, that step is erased. If it's followed by two numbers, all steps from the first number to and including the last number are erased.

Erase Special Cases

If the first number is positive and the second number is negative, all

steps from the step given by the first number through the end of memory are erased.

If both numbers are negative AND are the same, ALL of memory, the title, are erased. Also all other settings are returned to factory default. Use this before loading a new program to start with a clean slate.

NOTE: When erasing everything (E -1 -1) there may be several seconds delay before you receive a prompt. Wait a few seconds after issuing the command and then press RETURN one or more times until you receive the prompt.

- F** This sets/clears forcing bits. Forcing sets one or more outputs permanently high or low, normally used for testing your system. The Force command is always followed by two numbers or none. If there are no numbers following the **F**, the outputs go back to normal (forcing removed). The first number is which outputs to force, the second number is what levels to force them to. For example, to force output 3 high and 1 low while leaving all the others alone, issue this command:

F 0b00000101 0b00000100

The Force bits are stored with the program so they will remain in effect through any number of power cycles until cleared.

Note that the lower 8 DIP switches will override any forcing you have set, they will ALWAYS cause an output to turn on.

When either DIP switch or command forcing is in effect, you will receive an alert to the left of every prompt.

- H** Handshaking. Setting this to 0 turns off RTS/CTS handshaking. Setting it to 1 will turn it on. Default is 0. Make sure a 5-wire host is connected before enabling this.
- I** The Information command displays various details about the system. This will show if a program is running or stopped, the speed setting, and the current DIP switch positions.
- O** Immediate Output. Immediately sets all 8 outputs. Binary format is probably the easiest format to use, but it is not required. The following commands turns on outputs 1-4 and 5-8 off:

O 0b00001111

O 0x0F

O 15

Note that if the program is running, it will override your output command when it executes the next step.

- P** Single step. **P** with no number after it executes one single step and halts. If the program is already running, it will stop at the next step. Any delay in your program is ignored.

If there is a number after the **P**, the program will be stopped (if running), the step number given will be executed and the program halts on the next step after that. Any delay in your program is ignored.

- R** Run. If the program is currently running, the current step is aborted and the program continues running from the step number you provide. If there is no number after the **R**, the current step is aborted and the program continues with the next step. This is a handy way to advance past long delays during testing.

If the program is not currently running, then it starts from whatever step number you provide. If no step number is provided, it starts from the current step number as shown in the Information display.

- S** Stop or pause. Any current delay is aborted and the program stops executing. The step number displayed indicates the next step that would have executed. You can use the **P** command to single step through your program or the **R** command to restart it.
- T** Set Title. This stores a text string along with your program. You may use it in any way you wish, commonly to indicate your program version. Simply enter **T** followed by any text string up to 30 characters long. To erase the title, then enter **T** with nothing following it besides the RETURN.

UPDATE A special command to install a firmware upgrade. This function is rarely needed, please contact us for instructions if you need to use it.

- V** This sets a fixed ratio for the Speed or enables the potentiometer to change the Speed. **v** followed by a number between 1 and 255 sets the speed to that percentage (1% to 255%). **v** followed by 0 or just a RETURN enables the potentiometer to set the speed from 50% to 200%.

Program delays are calculated at the beginning of every step by multiplying the delay stored in your program by the Speed percentage. Once a step has entered its delay, changing the Speed will have no effect until the next step has started.

Be careful setting very low percentages, at 1% Speed a one second delay (1000mS) becomes a 100 second delay!

- *** This causes the following command line in to be stored as a program step. Every program line starts with a * .
- '** Comment. This may appear anywhere on a line, including after a command. This character and anything to its right will be ignored completely other than it counts towards the 250 maximum characters you may send in a single line. Your comment will NOT be stored, it is for your notes only.
- ?** Prints out a list of all of the above commands.

Programming Commands

All Programming Commands are preceded with an asterisk * to let the sequencer know it's a program step. Following the asterisk is the step number, this is a fixed location in memory where the program command and data will be stored. When a program starts from either power up or the RUN switch being thrown, it will start at step #1 so you should always have something there. After that, steps are executed in order unless you have a Jump command.

For special applications, you may have multiple programs loaded into memory and execute any of them by using the Run command followed by the step number that is the start of that particular program. In this case, you might want a default program start at step #1 that will execute when the RUN switch is thrown. Or, if you Erase step #1, then the RUN switch will have no effect as it will try to run that instruction and immediately halt.

Other than step #1, all other program locations are equal. They all execute at the same speed and jumps between them take the same length of time. Feel free to leave spare space in your program for future edits as long as you remember to skip over this spare space with a Jump (if you only have one or two, you can also use a Delay of 1 for each).

You may change commands while the program is running and the new step will overwrite the old one in memory. This may delay the next program step from starting by up to 10mS (0.010 second) if your change happens just as another step is about to execute. Since the settings (Title, Speed, Force, etc.) are stored in program memory, changing any of these may also cause an occasional pause.

Overwriting an instruction with a Delay of 1 will allow testing your code without that instruction. Overwriting with a Jump will allow you to skip a whole section of code.

All commands have a delay from 1mS to 2 billion mS (over 3 weeks). 1 second is 1000mS, so a delay of 1-1/4 seconds would be 1250. If a command doesn't allow you to set the delay, then it is automatically 1mS. Do NOT use spaces, decimal points or commas in a number.

Each command below has to start with an asterisk and a step number so the Sequencer knows to store it in memory instead of trying to execute it.

- D** Delay. This should always be followed by a number indicating how many mS the program is to pause.
- J** Jump. In most cases this will simply be followed by a step number. After a 1mS delay the program will continue executing at the step number given.

If there is a second number following the step number that isn't zero, that is a conditional test. The conditional test checks the status of the RXD

and/or CTS pins and either jumps or continues on to the next program step depending on if the condition you set has been met. It is probably easiest to deal with the condition setup in hexadecimal. The left or highest four bits select which of the inputs will be tested while the right or lowest four bits select what the data has to match for a jump. As we have only two possible inputs, there are four possibilities for the highest four bits. In hex these would be:

- 0: neither bit is tested (always jump)
- 1: only CTS is tested
- 2: only RXD is tested
- 3: both CTS and RXD are tested and BOTH must match

Here are some example jumps with comments:

```
*J 4          ' always jump to step 4
*J 4 0        ' always jump to step 4 (alternate)
*J 5 0x10     ' jump to step 5 only if CTS is LOW
*J 1234 0x22  ' jump to step 1234 only if RXD is high
*J 1 0x33     ' jump to step 1 only if BOTH RXD and
               ' CTS are high
```

Since these are RS-232 inputs, a high is a voltage of +3VDC to +25VDC and a low is a voltage from ground (0V) to -25VDC. An open pin is pulled to ground by a resistor in the RS-232 receive chip. To use these inputs for switching your program, you would connect a switch from either one or both inputs to a source of positive DC voltage. Any logic device that can drive the input over 3VDC with a 3kΩ load will also work. The RTS output supplies at least 5V and can be used to power these inputs.

L & N

Start a Loop & Next loop. Let's say you have a sign where every few seconds a sequence of lights are to chase across the bottom, maybe arrows pointing to the store entrance. It's been determined that the arrows should cycle 5 times and then go out for 10 seconds before starting over. You could enter the program where you simply enter it as a long series of steps but that could be a lot typing. This is where the loop comes in. A loop starts with the **L** command followed by a number indicating the number of times it should go through the loop (any number from 1 to 2 billion). The **L** step executes once to set up the loop and takes 1mS, the program then continues on as normal until a Next command comes up. The **N** decrements the loop count by one and if it's not zero yet, it Jumps to the step following the **L** command. Example of looping 5 times:

```
* 1 S 0 10000 ' turn off all outputs for 10 seconds
* 2 L 5       ' start a loop, execute it 5 times
* 3 S 1 100   ' turn on output 1 for 100mS
* 4 S 2 100   ' turn off 1, turn on 2 for 100mS
* 5 S 4 100   ' turn off 2, turn on 3 for 100mS
* 6 N        ' Next loop, count - 1, jump to step 2
```


*** 7 J 1 ' jump back to step 1**

In the above example step 1 executes, waits 10 seconds, then continues on to step 2 which sets up a loop and then continues on to step 3.

Steps 3-5 execute as normal and then we get to step 6.

The **N** command subtracts one from the loop count that was set up in step 2. If count is still above zero, then the program jumps back to step 3 (the step AFTER the **L**).

When the count is finally zero, the program continues on to step 7 which simply jumps back to step 1 to start over.

The above program can be very useful, but sometimes you might want to have a loop inside of a loop. Never fear, you can “nest” loops up to 4 deep (inside each other).

Before viewing the steps, you should understand what a Stack is. Think of this as a stack of notes in a small box. You can only see the top note and you may add a note by placing it on top of the stack or delete one by removing it from the top. You may also change the information on the top note. We call adding a note **PUSHING** and removing a note **POPPING**. There's one additional limitation, if you **PUSH** a fifth note on top of the stack, the bottom note disappears so there is never more than 4 notes in the stack. This stack is used to keep track of the loop count and the starting step for the loop.

```
* 1 L 5                    ' PUSH count (5) & start (2) for loop A
* 2 L 3                    ' PUSH loop B (inside of A)
* 3 L 100                  ' PUSH loop C (inside of A, B)
* 4 L 6                    ' PUSH loop D (inside of A, B, C)
* 5 S 0b1 55              ' turn on output 1 for 55mS
* 6 S 0 1                  ' all outputs off
* 7 N                      ' Next D, jump to step 5 or POP
* 8 S 0b10 12             ' turn on output 2 for 12 mS
* 9 S 0 1                  ' all outputs off
* 10 N                     ' Next C, jump to step 4 or POP
* 11 S 0b100 100          ' turn on output 3 for 100mS
* 12 S 0 1                 ' all outputs off
* 13 N                     ' Next B, jump to step 3 or POP
* 14 S 0b1000 10          ' turn on output 4 for 10mS
* 15 S 0 1                 ' all outputs off
* 16 N                     ' Next A, jump to step 2 or POP
* 17 J 1                   ' always jump back to step 1 for more
```

Step 1 starts loop A by writing the address of the next step (2) and the count (5) on a note and **PUSHING** it on the stack.

Step 2 starts loop B, the **PUSH** here will place the note for loop B on top

of the note for loop A so now all we see is the loop B note.

Step 3 PUSH the loop C note on top of the note for loop B.

Step 4 PUSH the loop D note on top of the note for loop C.

The above steps will re-create their note every time they're executed, so for every pass through loop C the loop D note will be re-created and loop D will run for 6 additional loops.

Steps 5 & 6 blink output 1.

Step 7 decrements the loop count on the top note (D) and if not zero jump to the step on the note (step 5, the step AFTER the L command). If, after the decrement, the count is zero, discard (POP) the note on top (D) revealing the note for loop C and continue on to step 8.

Steps 8 & 9 blink output 2.

Step 10 decrements the loop count on the top note (C) and if not zero jump to the step on the note (step 4, the step AFTER the L command). If, after the decrement, the count is zero, discard (POP) the note on top (C) revealing the note for loop B and continue on to step 11.

Steps 11 & 12 blink output 3.

Step 13 decrements the loop count on the top note (B) and if not zero jump to the step on the note (step 3, the step AFTER the L command). If, after the decrement, the count is zero, discard (POP) the note on top (B) revealing the note for loop A and continue on to step 14.

Steps 14 & 15 will blink output 4.

Step 16 decrements the loop count on the top note (A) and if not zero jump to the step on the note (step 2, the step AFTER the L command). If, after the decrement, the count is zero, discard (POP) the note on top (A) leaving the box empty and continue on to step 17.

Step 17 will always jump back to step #1 to start things all over again.

When you get to step #17 the innermost loop D will have executed 9000 times! Loop C will have executed 1500 times, loop B 15 times, and loop A 5 times.

If you try to nest 5 loops deep, then the note for loop A will be lost. When the Next is executed for loop A it finds an empty stack and simply continues on as if there was no loop. The same thing will happen if you have more Next commands than you have Loop commands. An empty stack causes the Next command to be ignored.

P Pause or stoP. The program stops running leaving the outputs in

whatever state they were last set to.

- S** Set the output state. This will be the most used command in your program. The Set command is always followed by two numbers, the output data and the delay time (how much time passes before the next instruction is executed). Every Set command affects all outputs, so if an output was on and you want it to stay on, be sure to set it to a '1' in the next Set command. For example:

```
* 1 S 0b00000011 100      ' set outputs 1 & 2 on
                             ' all others off,
                             ' delay for 0.1 second
* 2 S 0b01000011 200      ' set output 7 on
                             ' leave 1 & 2 on,
                             ' delay for 0.2 second
* 3 S 0b01000010 1100     ' set output 1 off
                             ' leave 2 & 7 on,
                             ' delay for 1.1 seconds
```

- !** Debug. This sends debugging information to the host computer when this step is executed. The length of time taken by this step will vary with the number of characters that need to display, the status of the CTS pin if handshaking is enabled, and if there's any pending display from a host command. **If handshaking is enabled and CTS is inactive, your program will hang on this step.**

For example:

```
* 5 !
```

displays the following if it is not in a loop

Debug at step 5

If the debug statement is inside a loop, then you'll receive additional information such as:

Debug at step 5 Loop Count 4 Loop Start 2

This tells you that the program executed step 5 while inside a loop and the current loop count is 4. The loop start is where the Next will jump to when it executes. You would normally expect to see 3 more of these counting down to 1 before the Next did not perform the jump and the program continued.

California Proposition 65 Warning

The following information is required by the State of California's Safe Drinking Water and Toxic Enforcement Act of 1986 (Proposition 65). This California regulation does not address safe levels; therefore, even trace amounts of the chemicals included on Proposition 65's list of chemicals known to the State of California to cause cancer or reproductive toxicity must be noted.

WARNING: This product contains lead and/or other chemicals known to the State of California to cause cancer and/or birth defects and/or other reproductive harm.

FCC Statement

This device complies with part 15 of the FCC Rules, Class A.

Operation is subject to the following conditions:

1. This Device may not cause harmful interference, and
 2. This Device must accept any interference received, including interference that may cause undesired operation.
-

Open Source Software

This device uses Open Source code from FreeRTOS.org which is licensed under the modified GNU General Public License (GPL). The FreeRTOS source code and license file are available at www.freertos.org or you may contact us for a copy at no charge.

Tech note

This board uses an ARM processor running at 48MHz and has 32K bytes of EEPROM. The firmware is written in C and assembly language and uses the FreeRTOS operating system. It is available customized in various ways (more/less memory, custom or no firmware, isolated RS-485/MODBUS/DMX interface, I2C interface, PWM dimming outputs, etc.) by special order.

Warranty

Durand Interstellar, Inc. warrants this product to be free from manufacturing defects in original material, including original parts, and workmanship under normal use and conditions ("manufacturing defect") for a period of one (1) year from date of original purchase. A charge will be made for repairs not covered by the warranty.

Should service become necessary, contact Durand Interstellar, Inc. for return authorization and then:

- Pack the unit in a well-padded corrugated box
- Enclose a copy of your proof of purchase, if you are not the original purchaser
- Ship the unit prepaid via an insured carrier

NOTE: This warranty is void if the product is:

- Damaged through negligence, misuse, abuse, or accident
- Modified or repaired by anyone other than Durand Interstellar, Inc.
- Damaged because it is improperly connected to other equipment
- Damaged by any power source that does not meet stated specifications

NOTE: This warranty does not cover:

- Damage to equipment connected to the product
- Cost incurred in the shipping of the product to Durand Interstellar, Inc.
- International shipping costs.
- Damage or improper operation of unit caused by customer abuse, misuse, negligence, or failure to follow operating instructions provided with the product
- Ordinary adjustments to the product which can be performed by the customer as outlined in the instruction manual
- Improper operation of the unit caused by software written by any third party

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