# HXV/32 HIGH VOLTAGE SWITCHING MATRICES

with IF-12 Control Module

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# **DRAWINGS**

DRWG#	DESCRIPTION
6-015-4	MESA Expansion Interface Schematic
11-05-50	Pushbutton Manual Control Schematic
11-05-51	32 Channel LED Front Panel
11-11-50	RD-9 Relay Driver Board Schematic
11-12-51	CM/32 VHP Local Relay
11-21-50	IF-12 LAN/RS232/GPIB Control Module Schematic
14-20-20	15" Top/Bottom Panel = 15.600" x 16.875"
15-60-22	3.5" 16/32 Channel Overlay Front Panel = 3.480" x 17.000"
16-06-50	MESA II Motherboard Schematic
16-09-00	Control Mainframe
16-09-21	Mesa II Rear Panel = 5.230" x 17.000"
16-09-22	Mesa II Front Panel = 5.230" x 17.000"
16-09-30	MESA II Power Wiring Diagram
32-00-21	HXV/32 Rear Panel
32-00-32	Relay Addressing/Drive Wiring
32-10-00	32 Channel Expansion Chassis for Mesa Controller
32-15-51	HXV/8x1 Switch Module
32-21-00	32 Channel Mainframe
32-21-21	HXV/32-MF Rear Panel
32-21-30	HXV/32-MF AC/DC Power Wiring
32-21-31	HXV/32MF Control and Drive Wiring
32-22-50	HXV/4x2-HV Switch Module
32-23-50	HXV/8K Switch Module
99-00-30	20 Pin Drive Cable
99-02-30	16 Pin Data Cable Diagram
99-34-30	Mesa EIF Ribbon Cable Assembly
99-51-30	34 Pin Panel to CM/32-VHP Cable Assy

# 1.0 ADDENDUM

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## 2.0 GETTING STARTED

Unpack the unit and make sure it has arrived undamaged. Inspect for dents, bent handles, major scratches and missing or loose parts. Note that many of the items listed individually on the packing list are already installed within the chassis, rather than being packed separately.

Compare the Shipped Configuration List on the last page of the Quick Start Guide that shipped with the unit with the included packing slip to verify that all components and ordered parts have been received. If any purchased items are missing please contact your Sales Representative at 1-800-346-3117, 585-381-4740 or sales@cytec-ate.com. Utilize the Shipped Configuration List to identify which drawings and diagrams refer to the specific unit ordered.

Next, set up the chassis on either a bench or rack. The front handles allow the unit to be bolted to a standard 19 inch rack. No special setup tools are needed.

For AC powered units, a Power Cord should be included in the box. Plug one end into the chassis and the other into a three prong commercial AC outlet. The unit will operate from one of two AC voltage ranges: 100/140 or 200/260. There is a fuse holder built into the front panel of the unit. The power supply on AC units is auto-ranging.

Install the appropriate remote control cable to the controlling computer: RS232, IEEE488 (GPIB) or Ethernet. Cytec provides a one to one RS232 D9 cable but does not provide Ethernet or GPIB cables with the unit.

Turn the unit ON via the toggle switch located on the front panel. The front panel Power LED should illuminate.

Study the sections of this manual which deal with your control interface (RS232 or Ethernet), as well as the controlling command syntax. A group of programming examples are included in appendices at the end of the manual and provide a good structure to work from. Example driver programs may be included on a disc if requested. Drivers can also be downloaded from Cytec's web site at: <a href="http://www.cytec-ate.com/support">http://www.cytec-ate.com/support</a>

You should now be able to begin writing useful code. **Always write and debug code thoroughly before hooking up live signals to the matrix!** This equipment gives you full control over what is switched to where and will not prevent you from making potentially harmful connections. That is, nothing in the system prevents the switching of excessive power, which can damage or destroy the relay contacts or digital switches.

#### 3.0 GENERAL

The HXV Series are single pole high voltage switching systems that can hot switch up to 3500 Volts or 3 Amps and cold switch up to 5000 Volts or 5 Amps. They are often used in Hi-Pot applications. Both matrix and multiplexer configurations are available. Three different types of switch modules (**See Section 4.0**) may be installed in the pre-wired chassis. A number of different remote and manual control options are offered, and the units provide a full LED display showing switch point status. Applications include Hi-Pot testing, insulation breakdown testing and other very high voltage requirements.

# Before applying high voltage signals (Expansion Chassis only):

Turn on HXV expansion chassis for about 1 second.

Turn on Mesa.

Turning on the Mesa will immediately clear any latched points.

## 3.1 CHASSIS DESCRIPTION

The HXV/32 is built as both a Mainframe and Expansion chassis. A Mainframe is a single stand-alone chassis that may be controlled either remotely via computer or locally via the optional Pushbutton Manual Control (See Section 3.4). One or more Expansion Chassis can be controlled only from a dedicated MESA control chassis. Both chassis are standard 19" rack mounting.

The power supply operates from the AC line supply via a fused line cord adapter on the rear panel. This adaptor also houses the ON/OFF switch. Several different switch modules (**Section 4.0**) of varying sizes and options are available, which allow the system to be custom tailored to the user's specific requirements.

Refer to the "Shipped Configuration" sheet that shipped with the unit to determine which of the chassis assembly drawings pertains to the system purchased. This assembly drawing will include the placement and locations of the various modules.

## 3.1.1 MAINFRAME CHASSIS

A typical HXV/32 Mainframe can be seen in **Drwg.** #32-21-00.

## Each HXV/32 Mainframe chassis contains:

(Two) Front Panel Display/Relay Driver Modules (Section 3.4)

(Up to Four) HXV Switch Modules (Section 4.0)

(One) Control Module (Section 5.0)

(One) 12 Volt Power Supply (Section 3.3)

(One) 5 Volt Power Supply (Section 3.3)

HXV/32 chassis are 15" deep. These are built with the front panel LEDs shown on Drwg. #11-05-50-1 and may include the optional PB/32 Pushbutton Manual Controls.

#### 3.1.2 EXPANSION CHASSIS

As mentioned above, an Expansion Chassis differs from a Mainframe in that it cannot operate as a stand-alone device and must be controlled remotely from a MESA. An example HXV/32 Expansion can be seen in **Drwg.** #32-10-00.

The HXV/32 Expansion Chassis holds basically the same components as the HXV/32 Mainframe, but with the following exceptions:

- There is no dedicated control module in the Expansion Chassis. Instead, an expansion cable from the MESA plugs into the Expansion Chassis' rear panel at the control interface connector as shown in **Drwg.** #32-00-21.
- There is a CM/32 Relay Driver (**Drwg.** #11-12-1x) installed in the HXV/32 Expansion chassis.

For Expansion Chassis, control signals originate in the MESA Control Mainframe. These signals are routed from the MESA via the supplied ribbon Expansion Cable to the Interface Connector located on the chassis' rear panel. The Interface Connect in turn wires to the CM-32 Driver Module located inside the chassis. The CM-32 drives the switch modules. The relay drives are wired in parallel with the front panel status LEDs.

## 3.2 SPECIFICATIONS

**Dimensions:** 19" Rack Mounting x 5.25" High x 15" Deep

Weight: Maximum weight with full complement of modules less than 25

lbs.

**Power:** Less than 75 W @ 100-130 Vac or@ 200-260 Vac

**Environment:** 

Operating: 0°C to 50°C @ 95% Relative Humidity
Storage: -25°C to 65°C @ 95% Relative Humidity
Up to four HXV switch modules standard
Expansion Capacity: Up to 16 Expansion Units with one MESA
One Power LED and 32 Drive Status LEDs

Matrix/Mux and Local/Remote LEDs on pushbutton manual

control option.

Control Mode: IEEE488 (GPIB), RS232, LAN with pushbutton manual control

optionally available on Mainframe Chassis.

HXV/32-E Expansion Chassis controlled via a separate MESA

Control Chassis only.

#### **RELAY SPECIFICATIONS:**

**Contact Rating:** 200 Watts **Switch Voltage:** 3500 Volts

Switch Current:3.0 AmpsCarry Current:5.0 AmpsBreakdown Voltage:5000 VoltsRMS Operating Time:3.0 msec

**Life Expectancy:** 10 million operations mechanical

## 3.3 POWER SUPPLY

Both the HXV/32 Mainframe and Expansion Chassis are built with two power supplies. One power supply has a regulated +12 volt output for driving the relays, and the second has a regulated +5 volt output for the logic as shown in **Drwg.#32-21-30**.

The supplies are wired out to the Selectable AC Input Module on the rear panel, which also holds the chassis= ON/OFF Switch. The user can select one of two AC voltage ranges: 110/120 Volts or 220/240 volts AC. To change the selected voltage, remove the fuse cartridge using a small blade screw driver or a similar tool. Select the desired voltage by matching the arrow on the fuse cartridge to the arrow located on the Input Module=s lower right corner. Replace the fuse cartridge making sure the voltage selection arrow aligns with the arrow located on the Input Module.

Two fuses are held in the fuse cartridge, with 220/240 VAC fused separately from 110/120 VAC. See the Shipped Configuration sheet for fuse sizes.

## 3.4 FRONT PANEL

The HXV/32 front panel has one power LED and 32 switch status LEDs. The optional Push Button Manual Control may be included on the HXV/32-MF Mainframe Chassis. Manually controlled mainframes also have an Enabled/Disabled LED and a Matrix/Mux pushbutton. For an overview of the 32 channel front panels see **Drwg.** #15-60-22 (with pushbutton) or **Drwg.** #15-61-22 (no pushbutton).

A manual control is never installed on the HXV/32-E Expansion Chassis

## **Pushbutton Control**

Push Button Manual Controls are optionally available only on mainframe chassis. Two modes of operation are provided via a front panel toggle switch: Matrix and Multiplex. In the Matrix mode, pushing the relay selection button will toggle the relay on and off. In the Multiplex mode, all relays are opened and the selected relay is closed. Refer to **Drwg.** #11-05-50-1 for a detailed schematic of the push button front panel. For an overview of the 32 channel front panels see **Drwg.** #15-60-22.

**Pushbuttons** Operate Relays.

**Matrix** Pushbuttons toggle relays on and off.

**Multiplex** Pushbuttons clear all relays then close the selected relay.

Manual Control Indicates Status of Local Controls. If the Disable LED is lit

the

**Enable/Disable** Local Controls are disabled. If the Enable LED is lit Local

and Remote Controls are enabled.

**Note 1:** If the Control module is setup for Multiple Multiplexer Operation, only a

portion of the relays will be cleared when multiplexing.

**Note 2:** Manual Controls are always enabled at Power On and must be specifically

disabled by the remote command F 0 73. To re-enable the manual control

use the command F 1 73.

**Note 3:** To clear the matrix enter MUX (multiplexer) mode and select a point.

Now all points will be open with the exception of the selected point. Next, switch into MTX (matrix) mode and unlatch the remaining closed point.

#### 3.4.1 LABELING AND PROGRAMMATIC REFERENCES

HXV/32 front panels are typically labeled to match the chassis= built-in switching configuration. Each switch point is assigned a single front panel status LED. Each row of LED=s represents one logical switch module, and each LED in that row represents a single switch within that module. The LEDs are visible through the panel.

Programmatically, any command references one switch point and its corresponding LED directly. Commands are of the form: *Command (Expansion Chassis) Module Switch*, where:

**Command** - One letter mnemonic indicating function to be performed (L for Latch, U for Unlatch, etc.)

Expansion Chassis – is optional and only used when a MESA control chassis is used

*Module* - An integer specifying the logical module being addressed. Matches front panel configuration.

**Switch** - An integer that specifies the logical switch being addressed. Also matches front panel labeling and chassis configuration.

**NOTE:** Switchpoints in the HXV/32 can be addressed as either *Module*, *Switch*, where:

Module = 0 - 3Switch = 0 - 7

Alternately, the Switchpoint can be addressed as simple as *Switch*, without Module where:

**Switch** = 0 - 31 for the HXV/32

**Examples**: Assume 4 HXV/8x1 Switch Modules installed in an HXV/32-MF Mainframe.

- "L 0 7"- Latches Module 0, Switch 7
- "L 7" Latches Module 0, Switch 7 (performs same function as above)
- "U 1 3" Unlatches Module 1, Switch 3
- "U 11" Unlatches Switch 11" (performs same function as above).

## See Section 5.0 for complete programming information.

Note that the Latch command causes the assigned front panel LED to illuminate, indicating that the switch has been closed. Similarly, the Unlatch command will extinguish a LED if it is already illuminated (indicating a closed switch has been opened).

## 3.4.2 RD-9 RELAY DRIVER MODULE

The RD-9 Relay Driver board (**Drwg.** #11-11-50) interfaces between IF-12 Control Module and the relay coils located on the switch modules. The RD-9 includes the logic to select and energize up to 32 relays in either Matrix or Multiplex modes. The individual output drivers have diode suppression and energize the relay coil via a front panel LED wired in parallel with the relay coil to give a positive indication that the relay is energized.

Additional logic checks whether the relay is energized and returns its Status to the computer.

## **Matrix/Multiplex Modes**

There are two basic modes of operating the modules, either as a Matrix where any number of switches can be latched at one time, or as a Multiplexer where one and only one switch is latched.

This module is installed in 32 channel units such as the CXAR/32-MF.

# **Status Mode**

A switch point is addressed for Status return the same way as it is addressed for any other operation (for example, a Latch). If the switch is energized, a Status of "1" is returned. If de-energized, a "0" is returned.

## RD-8/16 Relay Driver Board.

This module is shown on **Drwg. 11-14-50** and is used in 8 or 16 channel units such as the **CXAR/16-MF**. Its operation is essentially the same as the RD-9 Relay Driver Board described above.

## 4.0 SWITCH MODULES

The HXV Series Switch Modules are built with High Voltage Reed Relays that can hot switch up to 3500 Volts and carry 5000 Volts. Three different switch modules are available: (1) 8x1 multiplexers which may be interconnected inside the chassis to form larger muxes, such as two 16x1's or a single 32x1, (2) 4x2 matrix modules which may be interconnected internally to provide larger "by 2" configurations such as an 8x2 or 16x2, and (3) "K" modules which provide eight individual Form A (NO) or Form B (NC) switch points. The three different switch modules may be intermixed within a single HXV chassis. All switch modules mount inside the chassis, so that their connectors protrude through the rear panel. These external signal connections are user-selected SHV, Banana Jack Binding Posts, or Sheathed Banana Plug Jack connectors.

**NOTE**: The switch module types installed in your chassis will be determined by the issued purchase order. All three available switch modules will probably not be installed.

# 4.1 HXV/8x1 SWITCH MODULE

The HXV/8x1 High Voltage Switch Module (**Drwg.** #32-15-50) is an 8x1 bi-directional, single pole switch and is built with either male SHV Connectors, Banana Jack Binding Posts or Sheathed Banana Plug Jacks.

Two or more modules may be wired together via screw terminal connectors provided for that function to form larger Nx1 configurations, such as two 16x1s or a single 32x1. The connection is made inside the Chassis.

The relay coils are optically isolated from the system=s control logic (i.e. +5V) and they utilize a separate, dedicated +12V Power Supply. Relay contact ratings are: 3500 VDC, 3.0 Amperes and 200 Watts Hot Switching capability. When closed, the relay contacts can withstand at least 7500 VDC before breakdown occurs.

This switch module is also available as a 4x1 configuration. The 4x1 module may be addressed as relays #0 through #3 or #4 through #7 depending on the onboard pin jumper configuration. Please see the table on **Drwg.** #32-15-50.

The format for the HXV/8x1 Switch Module part number is:

## HXV/8x1-Connector Type

Connector Type- Indicates Banana Jack Binding Posts (-BP) SHV Connector (-SHV) or Sheathed Banana Jack Plugs (-SBJ)

Example: The HXV/8x1--BP is built with Banana Jack Binding Posts

# 4.2 HXV/4x2 SWITCH MODULE

The HXV/4x2 High Voltage Switch Module (**Drwg.** #32-22-50) is a 4x2 bi-directional, single pole switch and is built with either male SHV Connectors, Banana Jack Binding Posts, or Sheathed Banana Plug Jacks . The switch module mounts so that its connectors protrude through the chassis rear panel.

Two or more HXV/4x2 modules may be wired together in the x2 direction via screw terminal connectors supplied for that purpose to create larger Nx2 configurations. This interconnect wiring must be done inside the chassis.

The relay coils are optically isolated from the system=s +5 V control logic, and they utilize a separate, dedicated +12V power supply. The relay contact ratings are: 3500 VDC, 3.0 Amperes or 200 Watts hot switching capability. When closed, the contacts can withstand at least 7500 VDC before breakdown occurs.

Note that Relays #0-#3 connect signals #0-#3 to COM1, and Relays #4- #7 connect signals #0-#3 to COM2. The format for the HXV/4x2 Switch Module part number is:

# HXV/4x2-Connector Type

Connector Type- Indicates Banana Jack Binding Posts (-BP), SHVs (-SHV), or Sheathed Banana Plug Jacks (-SBP)

Example: The HXV/8x1-BP is built with Banana Jack Binding Posts.

# 4.3 HXV/8K SWITCH MODULE

The HXV/8K High Voltage Switch Module (**Drwg.** #32-23-50) furnishes eight individual bidirectional relays and is built with either male SHV Connectors, Banana Jack Binding Posts or Sheathed Banana Plug Jacks. The switch module mounts inside the chassis so that its connectors protrude though chassis rear panel.

The relay coils are optically isolated from the +5Vcontrol logic, and they also utilize a dedicated +12V power supply. The relay contact ratings are 3500 VDC, 3.0 Amperes or 200 Watts hot switching capability. When closed, the relay contacts can withstand at least 7500 VDC before breakdown occurs.

This switch module is also available in a version that supplies four individual relays. The four relay module may be addressed as relays #0 through #3 or #4 through #7 depending on the onboard pin jumper configuration. Please see the table on **Drwg.** #32-23-50.

The format for the HXV/8K Switch Module part number is:

# HXV/8K-Connector Type

*Connector Type* - Indicates Banana Jack Binding Posts (-**BP**), SHV Connector (-**SHV**), or Sheathed Banana Jack Plugs (-**SBJ**)

**Example:** The HXV/8K-B-BP is built with Banana Jack Binding Post

# 5.0 IF-12 GPIB / RS232 / LAN CONTROL MODULE

## Introduction

CYTEC's IF-12 RS232/LAN Control Module is designed to control single chassis mainframes. Three forms of remote control are available on the module: IEEE488 (GPIB), RS232 and Ethernet LAN. An optional manual control is also available. All four interfaces may be active and used simultaneously.

Interface options: GPIB, RS232 and LAN are standard, but the Manual Control must be specified when purchasing the system. On some systems where panel space is limited, only two of the three interface connectors may be included.

#### 5.1 LAN INTERFACE

**Dynamic IP Address (DHCP):** The Cytec IF12 is set at the factory to attempt to obtain an address from a DHCP server when the application boots. If you are connected to a network with a DHCP server, then the device IP address, network mask and gateway should be configured automatically. If your PC is on the same DHCP network, you will be able to communicate with the device after a short boot period of less than 10 seconds.

**Static IP Address:** If the module is plugged in to a network that does not have a DHCP server, you must provide a static IP address, network mask and gateway. These addresses should be provided by your network administrator.

**Auto IP Address:** The factory application contains an auto IP negotiation system. This allows the device to automatically configure its address in the absence of a central DHCP server, and without the need for a static IP address. This scheme is utilized as a fallback that will activate when both dynamic and static IP addresses fail to initialize. In order to communicate with a device in auto IP mode, the host system must support auto IP. Auto IP support is included in both Windows and OS X operating systems. By default, auto IP addressing starts in the 169.XXX.XXX.XXX address range.

**Find Your Device:** Our recommended option to locate the device is to use a local discover utility. You can do this by navigating to the Cytec web site and downloading the tool localdiscover.exe from <a href="https://cytec-ate.com/discover-cytec-local">https://cytec-ate.com/discover-cytec-local</a>. The executable sends out a request to all Cytec devices on the local network. It opens a browser page on the first device to respond that lists all of the discovered devices, or a page that show that no devices were found.

Note: If these options are failing, there may be a firewall issue blocking the applications from sending the UDP broadcast that is used to locate Cytec devices. Always grant Cytec applications the ability to get through your OS firewall and ensure that UDP port 20034 is open for use.

## **Signal Connections**

The control module is pre-configured at the factory to operate as Data Communications Equipment (DCE) per the EIA RS232D Standard. In this configuration, the module transmits on the RxD Pin and receives on the TxD Pin. RTS is required to be high for the control module to transmit and CTS is output high by the control module to indicate a ready for data state and low when busy. The RS232 rear panel connector is a D9P (male) and can be run directly from a D9 computer COM port with a straight through (one to one) D9S to D9S cable. A null modem cable will not work with the factory default settings! Adaptors are available at any computer store to convert from D25 to D9. Do not use any adaptor that also acts as a null modem converter. If you are building your own cables, consult CYTEC Corp., for D25 to D9 pin out conversion.

## **D9P** (male) PIN OUTS

Pin	Signal	Function
1	DCD	Not Used.
2	RxD	Data out of Control Module.
3	TxD	Data in to Control Module.
4	DTR	Not Used
5	Common	Signal Ground.
6	DSR	Not Used
7	RTS	Control Module requires + V to transmit.
8	CTS	Control Module provides +V when ready
9	RI	Not Used

#### Find Your Device

Open Device Manager on Windows computers and navigate to Ports. The COM port number will be bracketed next to the device description.

## **Configure Your Device**

The RS232 interface can be accessed using any standard terminal emulation program such as PuTTY which can be downloaded from putty.org. Enter the COM port number in the field for the Serial line to connect to. The default values set at the factory are:

• Speed(baud): 9600

Data bits: 8Stop bits: 1Parity: None

• Flow control: RTS/CTS (Hardware)

The first thing you should do is turn on Echo. This will enable you to see what you are typing. Make sure you turn Echo back off when you are done with the terminal session. Echo being left on will normally interfere with programs written specifically to control the switch.

#### **Echo**

Echos the characters back to your screen while you type them so you can see what you type.

Command:	"E 0 73"	Turns Echo Off
	"E 1 73"	Turns Echo On

#### Answerback

Answerback allows the Control Module to return information to the COM port. Answerback should almost always be left on. If Answerback is enabled, the Answerback byte **must** be read back by the requesting device. Failure to do so could have unpredictable results.

Command:	"A 0 73"	Turns Answerback Off
	"A 1 73"	Turns Answerback On

#### Verbose

Verbose causes the system to return more specific information when you request status or read answerback characters. It is sometimes helpful when troubleshooting but it slows the interface down a lot. While there may occasionally be a good reason to turn on Verbose during a puTTY or Hyperterm session, it is almost never used in a programmatic interface. All of the same information can be generated in code based on the non-verbose responses without slowing down the RS232 interface.

Command:	"V 0 73"	Turns Verbose Off
	"V 1 73"	Turns Verbose On

#### **Baud Rate**

Baud rate is set at the factory at 9600 Baud. Change is under software control and the control module must be connected to a serial interface to effect the change.

Baud	Baud# n
2400	4
4800	5
9600	6
19200	7
38400	8
57600	9
115200	10
230400	11 (untested, you should consider LAN)
460800	12 (untested, you should consider LAN)

Command: "P19 n 73"

"P19 7 73" sets baud rate to 19200.

If the Baud rate is inadvertently set to an unknown rate, the default value may be restored. See the section on Setting Defaults for the procedure.

Obviously as soon as you reset the Cytec baud rate you will no longer be able to communicate with the switch until you reset the baud rate on your controlling computer or communication device.

#### CTS/RTS Handshake

The Clear to Send (CTS) and Request To Send (RTS) hardware handshaking functions may be modified by the 'P6' command.

Command: "P6 handshake 73"

handshake = 0 Handshaking off

handshake = 1 Handshaking on (default)

Example

"P6 0 73" Turn handshaking off.

## 5.3 IEEE488 INTERFACE

Also known as GPIB (General Purpose Interface Bus), IEEE-488 is the international standard for a parallel interface used for attaching sensors and programmable instruments to a computer. When connecting IEEE-488 cables, some rules apply. The total number of devices should be 15 or less. The total length of all cables should not exceed 2 meters multiplied by the number of connected devices, up to a maximum of 20 meters. And no more than three connectors should be stacked together.

## **Find Your Device**

Our recommended option to locate the device is to use NI Measurement & Automation Explorer (NI MAX), which can be downloaded from their website. Search for instruments in the application and the Cytec device should be found at default GPIB address 7.

# **Configure Your Device**

#### **GPIB Address:**

Command syntax: "P14 n 73".

For example, "P14 8 73" sets the GPIB address to 8.

#### 5.3.1 IEEE488.2 SPECIFIC MATRIX COMMANDS

These commands are ignored by the RS232 interface.

\*IDN? - Revision Number (Same as Cytec "N" - Revision Command)

Syntax: "\*IDN?"

The 'IDN?' command will cause the matrix to return its current revision number followed

by an end of line.

Send: "\*idn?" Request revision number.

Receive: "Cytec VDX/32x32 11-01-13 1.0" eol Text string indicating rev.

# \*RST - Reset (same as C - Clear command)

The '\*RST' command will clear (open all switches) in the matrix.

Send: "\*rst" Reset.
Receive: "0" eol Returns '0'.

#### 5.4 CONFIGURING TCP/IP PARAMETERS FROM A SERIAL CONNECTION

To change parameters you will need to access the serial interface using any standard terminal emulation program from the COM port on your computer. Once you have established a serial connection the following commands can be used for configuration:

**D** command returns a list of current settings:

A1, E1, V0 Answerback = ON, Echo = ON, Verbose = OFF Baudnumber = 6, RS Handshaking = 1 IP Address = 10.0.0.144 Netmask = 255.255.255.0 Gateway = 0.0.0.0 Port0 = 8080, Port1 = 8081 TCP idle = 60 Telnetlock = 0, Telnet Echo = 0 Battery Ram = 0, Default List = 0

**IFConfig** command is used to set the static IP address. The syntax for this command is:

ifconfig aaa.aaa.aaa.aaa nnn.nnn.nnn

a = ip address in dotted decimal format n = subnet mask in dotted decimal format

Example: ifconfig 10.0.0.100 255.0.0.0

Typing if config and hitting the enter key will return the current settings.

Since you may be connected via Telnet to do this, **the IP address will not actually change until you reboot the Cytec switch**. This helps prevent anyone from mistakenly setting the IP to an

unknown address by accident. It is a good idea to double check the settings with the D command before you reboot.

**HOSTS** command sets the gateway for TCP/IP sockets. The syntax for this command is:

HOSTS xxx.xxx.xxx.xxx

Example: hosts 10.0.0.100

Typing hosts and hitting the enter key will return the current settings.

**SNET TCP PORT** command sets the Port number for TCP/IP sockets. The syntax for this command is:

SNET TCP PORT n m where n = equals one of two sockets and m is the port number

Example:

snet tcp port 0 8088 socket 0 is port #8088 snet tcp port 1 8089 socket 1 is port #8089

Port numbers must be between 1024 and 65535.

The Telnet port (23) may also be available. See TELNETLOCK command.

**SNET TCP Idle** command sets the socket life for the connection. The syntax for this command is:

SNET TCP Idle n (n=seconds) (1 to 3600 sec)

Default = 60 sec

SNET TCP Idle (display)

TCP Idle = 60

SNET TCP Idle 0 Socket never dies until the computer that established the socket kills it.

Setting the TCP Idle to 0 will force the socket to stay alive until the program that established the socket kills it.

**WARNING:** This can lead to issues if there is a network disconnect or the computer that established the socket locks up. If the computer that establishes the socket cannot kill the socket, no one will be able to connect to the switch until the Cytec unit is rebooted.

#### TCPAnswerback – Answerback

Syntax: TCPANSWERBACK n n = 0, 1 or 2

Answerback will enable or disable the transmission of a single character followed by an end of line upon the completion of all commands. The Answerback character will be a 1 or 0 depending on what command is sent. It is used to verify that the command was accepted and can verify completion of relay control commands. See **Section 5.5.2** 

Eg. "TCPANSWERBACK 0" Turn answerback off. "TCPANSWERBACK 1" Turn answerback on

"TCPANSWERBACK 2" Turn answerback plus terminator on

Note: TCPANSWERBACK 2:

This setting appends a set of square brackets to the answerback byte. Eg. Send: "L0 0" Latch Module 0 Switch 0.

Receive: "1[]" End of line follows the terminator

## 5.5 RUNNING THE CYTEC FACTORY APPLICATION ON THE IF12

The factory application that is included with the IF12 Control module includes:

- System Parameter Settings
- Matrix Parameter Settings
- Remote Switch Control
- List/Config Management
- File Management
- Custom Labeling

The URL request in the browser should look like the following:

http://<Device IP>

Where <Device IP> is replaced with the corresponding IP address. For more information on finding the IP address of your device, please see the <u>device discovery</u> section of this manual.

## 5.6 COMMAND FORMAT/COMPLETION

## **COMMAND FORMAT**

All commands consist of at least one ASCII character indicating the command followed by optional values. After the command string is sent, an End of Line Character must be sent to affect the command.

If values are included with the command, the first value does not need to be separated from the command; all subsequent values MUST be separated by spaces or commas, eg. L1 2.

Multiple commands may also be sent on one line. Commands must be separated by a semi-colon character. Command line length is limited to 19 characters so avoid abusing this feature.

Examples: "L2 7;C" Connects Input 2 to Output 7 then clear

"U4 7;L 1 2" Unlatch Mod 4, Sw 7 then Latch Mod 1, Sw 2

#### **COMMAND COMPLETION**

A code representing the last requested switch point status (open or closed) and command completion will be stored by the matrix.

If the LAN or RS232 answerback function is enabled, a single character followed by end of line will be sent upon completion of all commands. Answerback may also include a termination character.

Note: Command Completion is NOT updated until the matrix finishes the requested operation.

**Command Completion Codes – See Section 5.8 for error and completion codes** 

# 5.6.1 END OF LINE CHARACTER (EOL)

A received end of line character will cause the control module to execute the ASCII command string. The end of line character may be sent as a carriage return (CR) or New Line / Line Feed (NL/LF) for RS232 interfaces and a New Line / Line Feed (NL/LF) for IEEE488 interfaces or LAN interfaces. The IEEE488 also allows for the END control line being true with the last data character to initiate the command.

## Valid end of Lines:

CR, LF or NL LAN, RS232 or IEEE488

CR and END IEEE488 LF/NL and END IEEE488

Note that the terms New Line and Line Feed are often used to mean the same thing. Both are expressed as \n in most programming languages and are shown on the ASCII table as "LF".

LF = Line Feed / New Line represented as  $\n$ , on ASCII table it is Decimal 10, or Hex A (0xA). CR = Carriage Return represented as  $\n$ , on ASCII table it is = Decimal 13 or Hex D (0xD).

When any data is returned from the switch, the data will also be followed by an End Of Line character (EOL).

**Notes - All Interfaces**: Upon requesting status output characters MUST be received by the requesting device. Failure to do this will prevent further use of the matrix.

#### **Access Code**

Some commands require an access code number to be included with the command. This code prevents inadvertent operation of system modifying commands. The access code is 73.

# 5.7 SETUP COMMANDS

**Matrixsize** command sets the matrix size. The syntax for this command is:

matrixsize mtx# #mods #rlys

mtx#: For mainframes this is 0, for Mesa expansion systems this is the matrix number for the expansion chassis.

#mods: The maximum number of modules for the chassis.

#rlys: The maximum number of relays per module.

Example: matrixsize 0 16 8 Sets the # of modules to 16 and the maximum number of relays per module to 8 for a mainframe chassis (mtx is 0).

Typing matrixsize and hitting the enter key will return the current settings and chassis type (for Mesa systems all of the expansion chassis settings will be returned as a list).

**P Commands** (Except for communications settings these are set at the factory to the correct value for your system and should not need to be altered)

- P0 n 73 Set maximum number of matrices to 'n'. For Mainframes n = 1, for Mesa Control n = number of expansion chassis
- P6 n 73 n can be 1 or 0. 1 turns RTS/CTS handshaking on, 0 turns RTS/CTS handshaking off. This setting only applies to serial communication.
- P7 n 73 n can be 1 or 0. 1 turns Use RAM on, 0 turns Use RAM off.
- P8 n 73 n can be 0 to 6. Sets the default list (configuration) to load at power up if Use RAM is on.
- P10 n 73 Set maximum number of modules to 'n' for a Mainframe system. For Mesa Systems sets the maximum number of modules for Matrix 0;
- P11 n 73 Set maximum number of modules in Matrix 1 of a Mesa System to 'n'.
- P12 n 73 Set maximum number of modules in Matrix 2 of a Mesa System to 'n'.
- P13 n 73 Set maximum number of modules in Matrix 3 of a Mesa System to 'n'.
- P14 n 73 Set GPIB address to 'n'. n can be 0 to 31.

- P19 n 73 Set the baud number to 'n'. See RS232 configuration section for corresponding baud rate to baud number.
- P20 n 73 Set maximum number of relays to 'n' for a Mainframe system. For Mesa Systems sets the maximum number of relays for Matrix 0;
- P21 n 73 Set maximum number of relays in Matrix 1 of a Mesa System to 'n'.
- P22 n 73 Set maximum number of relays in Matrix 2 of a Mesa System to 'n'.
- P23 n 73 Set maximum number of relays in Matrix 3 of a Mesa System to 'n'.
- P90 n 73 Set the system ID number to 'n'. Used in large systems to differentiate between chassis.

## 5.8 SWITCH COMMANDS

## **General Notes**

For LAN and RS232, after sending any command the Cytec control will return an integer Answerback character if Answerback (TCPAnswerback for LAN) is ON. Answerback/TCPAnswerback is turned on by default and is Cytec's preferred operation since it allows you to verify commands are accepted before continuing.

If the command was a switch operation command such as Latch (L) or Unlatch (U), the character will be a meaningful status response where 1= switch latched and 0= switch unlatched. This may be used to verify that the command was received correctly.

Any other commands sent will also generate an answerback character which may be either a 1 or 0 and either character will indicate the command was received but the value is meaningless so either is acceptable.

Answerback may be turned off when using LAN or RS232 although it is not recommended. Answerback can also include a termination character for the LAN or RS232 interface.

# **Error Characters**

If a command is sent incorrectly, an error character will be generated and added to the answerback character. Since the answerback character may be a 1 or 0, there may be two values for error characters as described below.

#### Answerback returned:

Dec	Hex	
1	30	Latch completed without errors.
0	31	Unlatch completed without errors.

2 or 3	32 or 33	Unknown command, first character unrecognizable.
4 or 5	34 or 35	Incorrect entries, number or type of entries incorrect.
6 or 7	36 or 37	Entries out of limits, switch point out of usable range.
8 or 9	38 or 39	Invalid access code, number 73 not included when required.

# **Delays to Prevent Errors**

It is important to recognize that with modern computers and control interfaces, it is possible to stream commands to the switch matrix faster than the relays can physically operate. Many electro-mechanical relays may take between 2 to 20 ms to close or open. This can result in unpredictable results if certain operations are streamed together without considering this delay.

A good example of this type of problem occurs if a Latch command is sent and is immediately followed by a status request. Many of Cytec's products actually base status on current flow through the relay drives so it is possible to send a command and request status before the relay has physically operated, resulting in incorrect status feedback.

Typically, a 5 to 20 ms delay between commands requiring feedback can ensure that this is never an issue.

# L,U,X – Latch, Unlatch, Multiplex Commands

Syntax: Cmd Switch Cmd Module, Switch

Cmd Matrix, Module, Switch

The specified switchpoint is operated on. Note: For mainframe systems the matrix number will be 0.

(Cmd = 'L', 'U' or 'X')

**L = Latch** = Turn switch ON Closes the specified point, all others unaffected.

**U** = **Unlatch** = Turn switch OFF Opens the specified point, all others are unaffected.

**X** = Multiplex = Clear + Latch Opens all points, then Latches the specified point.

E.g. "U0 2 3" Matrix 0, Module 2, Switch 3 is opened. (OFF)

"L0 1 3" Matrix 0, Module 1, Switch 3 is closed. (ON)

"L0 1" Module 0, Switch 1 is closed. (ON)

"L2 3 7" Matrix 2, Module 3, Switch 7 is closed. (ON)

"X0 3 0" Clear all switch points ( turn them all OFF ) then Latch Matrix 0, Module 3, Switch 0.

If a single integer value is sent, the control module assumes it is a switch value and defaults to the last module value sent. If two integers are sent, the control module assumes they are a module and switch value and defaults to the last matrix value sent.

E.g. "L3 2 3" Matrix 3, Module 2, Switch 3 is closed (ON). Then, "L1 4" Assumes Matrix 3. Matrix 3, Module 1, Switch 4 is closed (ON). Then, "L5" Assumes Matrix 3, Module 1. Matrix 3, Module 1, Switch 5 is closed (ON).

Some Cytec programming examples may refer to Mod #, Rly # (Relay #). The terms Switch (Sw) and Relay (Rly) mean the same thing. For Unidirectional matrix switches the Module # may be thought of as Input #, and the Switch or Relay # may be thought of as the Output #.

#### C - Clear Command

Syntax: C

All points in the chassis are opened.

E.g. "C" All switches in the chassis are opened.

For IEEE488.2, The C command is the same as the \*RST (reset) function.

## 5.9 STATUS AND INTERROGATE COMMANDS

The Status and Interrogate commands return information to the user so they can determine what state each switch point is in before proceeding. The commands can be used to simply check the switch configuration, to verify connections, or to prevent unwanted connections.

The information returned by these commands can be different depending on what type of system you have. Please find the Status or Interrogate section for your specific system before writing code that is dependent on the returned values.

#### **S - Status Command**

Syntax: S Returns Status of entire mainframe chassis.

S0 Module# Returns Status of specified Module#.
S0 Module# Switch# Returns Status of specified Switch point.

Status may be requested of a single switch point or for the entire chassis. After receipt of the Status command the Matrix will return a character or string of characters representing the status, open or closed, of a switch point or switch points. A one, '1', signifies a closed switch point (ON) and a zero, '0', an open switch point (OFF).

In the case of a single switch point Status a single character is returned followed by an end of line.

For multiple switch points, a stream of 1's and 0's will be returned.

The S command sent by itself will return a continuous string of 16 or 32 1's and 0's followed by the answerback character ( if on ) and the end of line character. The string is ordered from lowest value switch to highest value switch.

E.g. HXV/32 chassis Send: "S"

Receive: "000100010000000000110000000010" eol 32 switch points +

Answerback + EOL

This is interpreted as Switches 3, 7, 20, 21 and 30 are ON, the rest are OFF. In Module#, Switch # syntax this is:

Mod 0, Switches 3 and 7 are ON. Mod 1, no switches are ON. Mod 2, Switches 3 and 4 are ON. Mod 3, Switch 7 is ON. All other switches are OFF.

If the Answerback function is on, the last 1 or 0 before the EOL will be the Answerback character and the value is a "don't care". If Answerback + termination character is ON (TCPAnswerback set to 2 for LAN communications), the termination characters [] will be the last characters returned – this is in order to enable a coder to read the entire response with one chunk of code, (read until char returned equals ']').

#### 5.10 I – INTERROGATE COMMAND

Syntax: I

The Interrogate function will return a list of all closed (ON) switch points. Each switch point will be followed by an "end of line" (EOL). The switch point is listed as the Module# and then Switch#. For matrix applications such as a 16x16 this often translates into "Input # then Output #" or "Output # then Input #". Since many systems are bi-directional Input vs Output may be dependent on how you are using it. For uni-directional systems, such as VDM, or DXM, the input vs output relationship will be carved in stone and you should be familiar with it.

	<l> Receive:</l>	Request interrogation. <module#><comma><space><switch#><eol></eol></switch#></space></comma></module#>		<switch#><eol></eol></switch#>
	Eg.	Send Receive	"I" "0, 0" eol	Module 0, Switch 0 Closed. End of
line.			"1, 6" eol	Module 1, Switch 6 Closed. End of
line.	1.		"3, 2" eol	Module 3, Switch 2 Closed. End of
	line. End of line.		"0" eol	Answerback character (if enabled).

For system such as a DX/256x256 the "I" command may return up to 256 addresses. Be sure your buffer size can handle the amount of returned data.

For Unidirectional matrix switches, specifically DX, DXM, VDX, VDM and TX, the Module # may be thought of as Input #, and the Switch or Relay # may be thought of as the Output #.

.

#### 5.11 OTHER COMMANDS

## F - Front Panel

Syntax: F n 73 n = 0 or 1

Front panel lock-out will be initiated by the receipt of a 0 character and enabled by the receipt of a 1 character followed by the access code. The access code prevents inadvertent lock-out from occurring. Lock-out will prevent any operation of the system from the front panel until it is terminated from the remote (F 1) or power is turned off then on. Preset to panel enabled at power on.

Eg. "F 0,73" Lock-out local operation.

"F 1 73" Enable local operation.

P - Program

Syntax: P n1,n2,73

The program command allows the operator to setup matrix dependent variables. These include matrix switch configuration and certain interface functions. Use of the P commands is complicated and varies greatly between systems. Your system should have been provided with the correct P command set-up.

If you need to change the matrix configuration, number of allowed modules, or other obscure set-up configurations on your system we recommend you contact Cytec and we can walk you through the P commands needed for your specific system. Please provide the serial # of your system when you contact us.

#### N - Revision Number (Same as IEEE488 \*IDN?)

Syntax: N

The 'N' command will cause the matrix to return its current revision number followed by an integer identifier, followed by an end of line.

Eg. Send: "N" Request revision Number Receive: "Cytec 11-14-10-1, 1.23 0" eol Text string indicating revision.

Where: "Cytec" = manufacturer.

"11-14-10-1" = control module board number.

"1.23" = Firmware Revision # (example).

"0" = Integer identifier.

Note: When requesting the Revision number, all characters must be received before the system can be resumed.

\*NOTE - The text string received from the 'N' Command will vary depending on the type of system.

## **Integer identifier**

The N command now includes a single byte which can be used as an identifier for Cytec systems. The identifier is a single byte integer so it may 0 to 255. WE do not assign this and it has no meaningful relationship to any product. It is simply a number which may be assigned to a chassis so that the end user can acknowledge that a specific Cytec chassis is communicating. It is up to the customer to assign the number and keep track of it. It allows them to poll multiple chassis and know that the one they are talking to is, for example, the JX/256 that they assigned the identifier "13" to.

Command to enter or change the number:

P90 n 73 where n is the number from 0 to 255

## 5.12 INPUT / OUTPUT vs MODULE / SWITCH NOMENCLATURE

Most of the switching systems sold by Cytec are completely bi-directional and can be used in a variety of ways by the customer so it is impossible for us to use the terms Input and Output, even though it is what probably makes the most sense to the end user when connecting signals to the switch.

We label and control the switches using Module# and Switch# to avoid this confusion since for most systems either can be considered an Input or an Output.

However some Cytec systems are uni-directional and therefore do have assigned Inputs and Outputs:

Uni-directional Systems with defined Input and Output ports:

DX and DXM high speed digital switch matrix systems VDX and VDM analog or digital switch matrix systems TX analog systems FX fiber optic systems

For all of these systems:

Module # = Input Switch # = Output

Note that these systems will all allow multiple Outputs to be connected to a single Input, but will never allow multiple Inputs to be connected to one Output. There are internal controls to prevent this and attempting to do it will simply disconnect a previously set path.

#### 5.13 LIST MANAGEMENT

Lists can be set most easily through the device webpage, which can be accessed by typing the IP

address for the system into any browser address bar. Currently, Cytec switches allow only nine saved lists and list 0 is always the current latched points. Valid values for n are 1-9.

• BS n 73: Saves the current latched switchpoints in List n

• BL n 73: Clears the switch and loads the switch points in List n.

• BD n 73: Displays the switch points in List n.

• BC n 73: Clears List n.

#### 5.14 MATRIX COMMAND SUMMARY

#### **COMMAND FUNCTION**

L sw Latch switch point.

L mod, sw

U sw Unlatch switch point.

U mod, sw

X sw Multiplex switch point.

X mod, sw

C Clear entire system.

S Return status.

S mod, sw

I Interrogate Closed Points.

F 0/1 73 Disable/Enable Front Panel.

P parameter value 73 Program parameter.

N Revision Number

# **RS232 Specific Commands**

R baud, RTS/CTS 73 Baud Rate, RTS/CTS operation.

A 0/1 73 Disable/Enable Answerback.

E 0/1 73 Disable/Enable Echo.

V 0/1 73 Disable/Enable Verbose.

# **TCP/IP Specific Commands**

IFCONFIG aaa.aaa.aaa.aaa nnn.nnn.nnn.nnn

a = ip address in dotted decimal format
 n = subnet mask in dotted decimal format

SNET TCP PORT n m

Where n = equals one of two sockets and m is the port number

## 5.15 IF-12 (RS232/LAN/GPIB) DEFAULT CONFIGURATION SETTINGS

System parameters can be set most easily through the device webpage, which can be accessed by typing the IP address for the system into any browser address bar.

#### **Default Values**

## **TCP Settings:**

Port 0 8080
Port 1 8081
Socket Timeout 60 seconds
TCPAnswerback 1 (on)
TelNet Lock 0 (off)

## **Serial Settings:**

Answerback 1 (on) Verbose 0 (off) Echo 0 (off) Baudrate 9600

RS Handshake 1 (RTS/CTS)

# **GPIB Settings:**

GPIB Address 7

## **Front Panel Settings:**

Mux Config 0 (Single 32) only for 16 or 32 channel systems

Front Panel 1 (on)

## **Miscellaneous Settings:**

Use RAM (startup) 0 (off)

Default List 0 (currently latched switchpoints)

Sys ID Number 0

#### 5.16 LCD DISPLAY/KEYPAD MANUAL CONTROL OPTION

The Keypad/Display option allows manual control of the matrix from the front panel. Keypad operation is always enabled at power on but may be disabled by the remote command, 'F 0 73'.

## **Display**

The display contains two lines with sixteen characters per line. The top line displays matrix commands and numeric entry. The bottom line displays the status of the entry or operation. The

display will also show the last command entered from the remote computer interface when the front panel is enabled.

# Keypad

The keypad consists of ten numeric keys, four function keys, a space key and an enter key.

<u>Key</u>	<u>Function</u>
0-9	Numeric entries.
space	Delimits between numeric entries.
L	Latch operation.
U	Unlatch operation.
X	Multiplex operation.
C	Clear operation.
ENTR	Execute displayed operation.

## **Operation**

A matrix command key, **L**, **U**, **X** or **C**, MUST be pressed before numeric entry keys. Pressing any key except a matrix command key causes the message **Enter Cmd First** to be displayed. After pressing a matrix command key the command and a cursor are displayed. The switch point to be operated on may now be entered with the numeric and space keys. The entry format is the same as described in the MATRIX OPERATION section and described briefly by the following table:

Command Key	Display Line 1	Line 2
L	Lat _	<b>Enter Point</b>
U	Unl _	<b>Enter Point</b>
X	Mux _	<b>Enter Point</b>
С	Clr	Enter Matrix

The numeric keypad now allows selection of the Module and Relay (Input and Output) to be operated on. Each entry may be multiple digits and a space must be pressed between selections.

<u>Key</u>	Line 1 Display	Line 2 Message
L	Lat _	Enter Point
1	Lat 1_	
Space	Lat 1 _	
2	Lat 1 2_	
3	Lat 1 23_	
Enter Key	Lat 1 23_	1

The **ENTR** key may now be pressed to execute the displayed operation. If the displayed entry is incorrect or the operation is not desired, pressing any matrix command key will clear the display and restart the entry.

## **Status Display**

After the **ENTR** key is pressed, the displayed operation is attempted to be executed by the control module. If the execution is successful, a **Point Closed** or **Point Open** message will be displayed on line 2. If the operation cannot be executed, an error message will be displayed.

Line 2 Message	<u>Status</u>
Ready	Displayed after power on.

Enter Point The ENTR key has not been pressed, command and selection

mode.

Point Closed The selected point was closed.
Point Open The selected point was opened.
Points Open All points opened, Clear operation.

\*\*\*Err: limits The selected point is outside the programmed size of the matrix.

\*\*\*Err: entry An incorrect entry was selected.

#### **Front Panel Disable**

The 'F' command allows enabling or disabling front panel operation. If the front panel is disabled, no operation can be performed from the keypad.

Remote Command	<u>Line 1</u>	Line 2
F 0 73	Panel	Disabled
F 1 73	Panel	Enabled

## **Contrast and LED Backlight Adjustment**

Controls are provided to adjust the LCD contrast and LED backlight level. These controls should only need adjustment in extremely bright or dim environments or for acute viewing angles. Both LCD and LED circuits have temperature sensing elements that will automatically adjust the output level for changes in the ambient temperature.

## 5.17 MEMORY SANITATION PROCEDURE

Cytec's IF-12 uses the NXP MCF54415 microprocessor with 32 MB of non-volatile flash memory which is used to store user lists and labels for the webpage factory application and 128kB of user parameter storage. If the unit is ever removed from service or needs to be sanitized for disposal the memory can be erased using one of the following methods.

- 1) Easiest with least damage. Contact Cytec for factory application .bin file at: <u>sales@cytecate.com</u> or 1-585-381-4740.
- 2) Permanent. Remove cover. Locate IF-12. Remove the NetBurner core board by disconnecting the LAN cable and prying the module off the IF-12 board. Destroy the NetBurner board. Unit is non functional until IF-12 has been replaced.

#### APPENDIX - EXAMPLE PROGRAMS

# **Java LAN Programming Example:**

```
import java.net.*; // for Socket
import java.io.*; // for IOException and Input/OutputStream
public class if12_lantester
       static final int N_MODS = 4;
       static final int N_RLYS = 12;
       /**-----*/
       public static void main(String[] args) throws IOException, InterruptedException
          if (args.length != 2) // Test for correct # of args. IP Address and Port
              throw new IllegalArgumentException("Parameter(s): <IP Address> [<Port>]");
          String server = args[0];
                                    // Server name or IP address
          int servPort = Integer.parseInt(args[1]); // Port Number
          // Create socket that is connected to server on specified port
          Socket socket = new Socket(server, servPort);
          System.out.println("Connected to server...sending string");
          InputStream in = socket.getInputStream();
          OutputStream out = socket.getOutputStream();
          if12_lan if12 = new if12_lan();
          // Initialize Device: Turn Verbose & Echo off, Answerback on
          if (if12.init LAN(in,out) < 0)
              throw new SocketException("Error Initializing Device");
          // Clear Device: Unlatch all relays
          if (if12.matrix_clear(in,out) != 48)
              throw new SocketException("Error clearing Device");
          // Latch and Unlatch Relays
          for (int mod =0; mod < N MODS; mod++)
             for (int rly=0;rly<N RLYS;rly++)
                 if (if12.point_ops(in,out,'L',0,mod,rly) != 49)
                     System.out.printf("Error latching Mod %d Rly %d\n",mod,rly);
                     break;
                 System.out.printf("Latched Mod %d Rly %d\n",mod,rly);
```

```
if (if12.point\_ops(in,out,'U',0,mod,rly) != 48)
                    System.out.printf("Error unlatching Mod %d Rly %d\n",mod,rly);
                    break;
                 System.out.printf("Unlatched Mod %d Rly %d\n",mod,rly);
          }
          socket.close(); // Close the socket and its streams
       }
}
public class if12_lan
      private int bytesRcvd,bytesSent;
      private byte[] rcvBuffer = new byte[256];
      public if12_lan()
       {
          bytesRcvd = 0;
          bytesSent = 0;
       /**-----*/
      public int init_LAN(InputStream in, OutputStream out) throws IOException,
             InterruptedException
       {
          String str = new String("E0 73; V0 73; TCPANSWERBACK 1\n");
          // Convert string to bytes for writing to output stream
          byte[] byteBuffer = str.getBytes();
          // Send the encoded string to the if12
          out.write(byteBuffer);
          Thread.sleep(1000); //Wait one second
          // Receive the response from the device
          if ((bytesRcvd = in.read(rcvBuffer,0,9)) != 9)
             return -1;
          return 0;
       /**-----*/
       public int matrix_clear(InputStream in,OutputStream out) throws IOException
          String str = new String("C\n");
          // Convert string to bytes for writing to output stream
          byte[] byteBuffer = str.getBytes();
          // Send the encoded string to the if12
          out.write(byteBuffer);
          // Receive the response from the device
          if ((bytesRcvd = in.read(rcvBuffer,0,3)) == -1)
             return -1;
```

```
return rcvBuffer[0];
      }
      /**-----*/
      public int point_ops(InputStream in, OutputStream out,char cmd,int mtx,
         int mod,int rly) throws IOException, InterruptedException
      {
         //Format command string to send to device
         String cmd_line = String.format("%c%d %d %d\n",cmd,mtx,mod,rly);
         // Convert string to bytes for writing to output stream
         byte[] byteBuffer = cmd_line.getBytes();
         // Send the encoded string to the if12
         out.write(byteBuffer);
         Thread.sleep(100); //Wait 1/10 second
         // Receive the response from the device
         if ((bytesRcvd = in.read(rcvBuffer,0,3)) == -1)
             return -1;
         return rcvBuffer[0];
      }
}
```

# **C LAN Programming Example**

```
/* Cytec Matrix Test Program for LAN */
/* This program uses Microsoft's WS2_32 Library */
/* and winsock2.h. These are available in the */
/* Microsoft SDKs and can be downloaded from */
/* Microsoft's Developer Network */
/* https://msdn.microsoft.com/en-us/default.aspx */
#include <stdio.h>
#include <winsock2.h>
#include <stdlib.h> /* for exit() */
int init_LAN(int sock);
int point_ops(int sock,int cmd, int mtx, int mod, int rly);
int matrix_clear(int sock);
void DieWithError(char *errorMessage);
#define MAX_MTX 1
#define MAX MOD 4
#define MAX_RLY 12
int main(int argc, char *argv[])
       int sock:
       char *servIP = "10.0.0.144"; /*Default IP Address*?
       struct sockaddr_in servAddr; /* IP address */
```

```
unsigned short servPort = 8080; /* Port */
int mtx, mod, rly, status;
if (argc == 3)
{
   servIP = argv[1];
   servPort = atoi(argv[2]);
                           /* Structure for WinSock setup communication */
WSADATA wsaData;
WSAStartup(0x202, &wsaData);
                                   /* Load Winsock 2.2 DLL */
/* Create a reliable, stream socket using TCP */
if ((sock = socket(PF INET, SOCK STREAM, IPPROTO TCP))<0)
   DieWithError("socket() failed");
/* Construct the server address structure */
memset(&servAddr, 0, sizeof(servAddr)); /* Zero out structure */
                     = AF_INET; /* Internet address family */
servAddr.sin_family
servAddr.sin_addr.s_addr = inet_addr(servIP); /* Server IP address */
servAddr.sin port = htons(servPort); /* Server port */
/* Establish the connection to the server */
if (connect(sock, (struct sockaddr *) &servAddr, sizeof(servAddr))<0)
       DieWithError("connect() failed");
/* Initialize Device using init LAN Function */
init_LAN(sock);
/* Send Clear Command to Device with matrix_clear Function*/
if ((status = matrix clear(sock)) != 48)
   printf("Error clearing device/n");
/* Simple looping through switchpoints */
for(mtx=0; mtx<MAX MTX; mtx++)
 for (mod=0; mod<MAX_MOD; mod++)
   for (rly=0; rly<MAX_RLY; rly++)
   if (((status = point_ops(sock,'L',mtx,mod,rly))) !=49)
       printf("Error point %d %d %d not closed\n",mtx,mod,rly);
       printf("Latched point %d %d\n",mod, rly);
       if (((status = point ops(sock,'U',mtx,mod,rly))) !=48)
       printf("Error point %d %d %d not open\n",mtx,mod,rly);
```

```
else
             printf("Unlatched point %d %d\n",mod, rly);
          }
         }
      closesocket(sock);
      WSACleanup(); /* Cleanup Winsock */
      return 0;
/*-----*/
int init_LAN(int sock)
      char rcvString[40]; /* Buffer for device response */
      int rcvStringLen; /* Length of device response */
      void DieWithError(char *errorMessage);
      /* Initialize Device */
      if ((send(sock, "E0 73; V0 73; TCPANSWERBACK 1\n", 28, 0)) != 28)
          DieWithError("send() failed");
      Sleep(1000); /* Wait for Response from Device */
      if ((rcvStringLen = recv(sock, rcvString, 9, 0)) < 9)
          DieWithError("recv() failed or connection closed prematurely");
      rcvString[rcvStringLen] = '\0';
      return 0:
}
/*-----*/
int matrix_clear(int sock)
      char rcvString[8]; /* Buffer for device response */
      int rcvStringLen; /* Length of device response */
      if ((\text{send}(\text{sock}, "C\n", 2, 0)) != 2)
          DieWithError("send() failed");
      Sleep(200); /* Wait for Response
      /* Receive Response from Device */
      if ((rcvStringLen = recv(sock, rcvString, 10, 0)) <= 0)
          DieWithError("recv() failed or connection closed prematurely");
      revString[revStringLen] = '\0';
      int status = rcvString[0] & 0x3f;
```

```
return status;
/*-----Switchpoint Operation----- */
int point_ops(int sock,int cmd, int mtx, int mod, int rly)
      char cmd str[40];
                          /* Formatted command string */
      char rcvString[8]; /* Buffer for device response */
      int rcvStringLen; /* Length of device response */
      /* Format String */
      sprintf(cmd_str,"%c%d %d %d\n",cmd,mtx,mod,rly);
      /* Send Command to Device */
      if ((send(sock,cmd_str,strlen(cmd_str),0)) != strlen(cmd_str))
             DieWithError("send() failed");
      Sleep(200); /* Wait for Response
      /* Receive Response from Device */
      if ((rcvStringLen = recv(sock, rcvString, 10, 0)) <= 0)
         DieWithError("recv() failed or connection closed prematurely");
      rcvString[rcvStringLen] = '\0';
      int status = rcvString[0] & 0x3f;
      return status;
}
/*-----*/
void DieWithError(char *errorMessage)
      fprintf(stderr,"%s: %d\n", errorMessage, WSAGetLastError());
      getchar();
      exit(1);
LabWindows RS232 Programming Example
*== Cytec Main Frame Control Include File rs232.h
____*/
int RS232port;
/*== GLOBAL FUNCTION DECLARATIONS
int CYRS232Initialize (int com_port, int baud_rate);
int CyIf3_read (char *buf);
```

```
int CyIf3_write (char *buf);
int CyIf3_close (void);
/*======END */
#include <ansi_c.h>
#include <utility.h>
/*_____*/
/* Cytec Main Frame RS232 LabWindows/CVI Driver Module
#include <rs232.h>
#include <formatio.h>
#include "CYRS232.h"
/*= STATIC VARIABLES
*/
/* port contains the number of the port opened for the instrument module. */
/* cmd is a buffer for RS-232 I/O strings.
/* rscnt contains the number of bytes transferred during a read or write. */
/* CyIf3 err: the error variable for the instrument module
/*____*/
//static int port;
static char cmd[26];
static int rscnt;
static int CyIf12_err;
/*= UTILITY ROUTINES
int CyIf12_invalid_short_range (short val, short min, short max, int err_code);
int CyIf12 invalid integer range (int val, int min, int max, int err code);
int CyIf12_invalid_longint_range (long val, long min, long max, int err_code);
int CyIf12_invalid_real_range (double val, double min, double max, int err_code);
int CyIf12_read_data (char *buf, int cnt, int term);
int CyIf12 write data (char *buf, int cnt);
int CyIf12_device_closed (void);
void CyIf12 setup arrays (void);
int main()
     CYRS232Initialize(12,9600);
}
/*_____*/
/* This function opens a com port for the instrument module, queries for */
/* ID. and initializes the instrument to a known state.
```

```
int CYRS232Initialize(int com_port, int baud_rate)
       char s[40];
  if (CyIf12 invalid integer range (baud rate, 110, 19200, -2) != 0)
    return -14;
  CyIf12_err = OpenComConfig (com_port, "", baud_rate, 0, 8, 1, 512, 512);
  if (CyIf12_err<0) {
    return CyIf12_err;
  CyIf12_err = SetComTime (com_port, 1.0);
  if (CyIf12_err<0) {
    return CyIf12_err;
  Set port to the number of the port just opened.
  RS232port = com_port;
/* Initialize communication, Answerback ON, Verbose, Echo OFF */
       Fmt (s, "A1,73;V0,73;E0,73\r");
       CyIf12_err = (ComWrt (RS232port, s, StringLength(s)));
       if (CyIf12_err<0) {
          return CyIf12_err;
       Delay(.1);
       CyIf12_err = ComRdTerm(RS232port, s, 40, \r');
       if (CyIf12_err<0) {
          return CyIf12_err;
       Delay (1.0);
       FlushInQ (com_port);
       FlushOutQ (com_port);
  return CyIf12_err;
}
int CyIf12_read (char *buf)
       return(CyIf12_read_data (buf, 40, '\r'));
```

```
}
int CyIf12_write (char *buf)
       return (CyIf12_write_data (buf, StringLength(buf)));
}
/* This function closes the port for the instrument module and sets the */
/* port to zero.
/*_____
int CyIf12_close (void)
/* Check for device closed */
  if (CyIf12_device_closed())
    return CyIf12_err;
  Close the comport. If error, set CyIf3 err = rs232err+300.
  CloseCom(RS232port);
  if (rs232err!= 0) {
    CyIf12_err = rs232err+300;
    return CyIf12_err;
  }
  RS232port = 0;
  return CyIf12_err;
/* = UTILITY ROUTINES =========*/
/* Function: Invalid Short Range
/* Purpose: This function checks a short to see if it lies between a
/*
        minimum and maximum value. If the value is out of range, set */
        the global error variable to the value err_code. If the
/*
        value is OK, error = 0.
int CyIf12_invalid_short_range (short val, short min, short max, int err_code)
 if ((val < min) || (val > max)) {
  CyIf12_err = err\_code;
  return -1;
```

```
return 0;
}
/* Function: Invalid Integer Range
/* Purpose: This function checks an integer to see if it lies between a */
        minimum and maximum value. If the value is out of range, set */
/*
         the global error variable to the value err code. If the
        value is OK, error = 0.
int CyIf12_invalid_integer_range (int val, int min, int max, int err_code)
{
 if ((val < min) || (val > max)) {
  CyIf12 err = err code;
  return -1;
 return 0;
/* Function: Invalid Long Integer Range
/* Purpose: This function checks a long integer to see if it lies between */
         a minimum and maximum value. If the value is out of range, */
/*
         set the global error variable to the value err code. If the */
/*
         value is OK, error = 0. The return value is equal to the
        global error value.
/*_____
int CyIf12_invalid_longint_range (long val, long min, long max, int err_code)
  if (val < min || val > max) {
     CyIf12_err = err_code;
     return -1;
  return 0;
/* Function: Invalid Real Range
/* Purpose: This function checks a real number to see if it lies between */
         a minimum and maximum value. If the value is out of range, */
/*
/*
        set the global error variable to the value err_code. If the */
        value is OK, error = 0.
int CyIf12_invalid_real_range (double val, double min, double max, int err_code)
 if ((val < min) || (val > max)) {
  CyIf12_err = err\_code;
  return -1;
 return 0;
```

```
/* Function: Device Closed
/* Purpose: This function checks to see if the module has been
      initialized. If the device has not been opened, a 1 is
/*
      returned, 0 otherwise.
/*_____
int CyIf12_device_closed (void)
 if (RS232port == 0) {
   CyIf12_err = 232;
   return -1;
 return 0;
/* Function: Read Data
/* Purpose: This function reads a buffer of data from the instrument. The */
     return value is equal to the global error variable.
/*_____*/
int CyIf12_read_data (char *buf, int cnt, int term)
 rscnt = ComRdTerm(RS232port, buf, cnt, term);
     FlushInQ (RS232port);
 return rscnt;
}
/*_____*/
/* Function: Write Data
/* Purpose: This function writes a buffer of data to the instrument. The */
      return value is equal to the global error variable.
/*_____*/
int CyIf12_write_data (char *buf, int cnt)
 rscnt = ComWrt (RS232port, buf, cnt);
 return rscnt;
}
/*_____/
/* This function is called by the init routine to initialize global arrays */
/* This routine should be modified for each instrument to include
/* instrument-dependent command arrays.
/*____*/
void CyIf12_setup_arrays (void)
/*= THE END
```

## **LabWindows GPIB Programming Example**

```
/*_____*/
/*= Cytec IF-11 IEEE488 Control Module Include File ===========*/
/*== GLOBAL CONSTANT DECLARATIONS
<del>____*</del>/
/* Replace 10 with the maximum number of devices of this type being used. */
#define IF12 MAX INSTR 10
/*== GLOBAL FUNCTION DECLARATIONS
int if 12 init (int, int, int *);
/** INSERT INSTRUMENT-DEPENDENT FUNCTION DECLARATIONS HERE **/
int if12_operate(int, int, int, int, int *);
int if12 write (int, char *);
int if12_read (int, int, char *, int *);
int if12_close (int);
/*=== END INCLUDE FILE
____*/
/*____*/
#include <gpib.h>
#include <utility.h>
#include <formatio.h>
#include "cy_if12.h"
/*= INSTRUMENT TABLE
_____*/
/* address array: contains the GPIB addresses of opened instruments.
                                               */
/* bd array: contains the device descriptors returned by OpenDev.
/* instr cnt: contains the number of instruments open of this model type. */
/*_____*/
static int address[IF12_MAX_INSTR + 1];
static int bd[IF12_MAX_INSTR + 1];
static int instr cnt;
/*= STATIC VARIABLES
```

```
/* cmd is a buffer for GPIB I/O strings.
/* if12_err: the error variable for the instrument module
/* ibent: contains the number of bytes transferred by GPIB reads and
                                                                            */
       writes. See the GPIB library I/O Class for more information
static char cmd[50];
static int if12_err;
/*= UTILITY ROUTINES
int if12_open_instr (int, int *);
int if12_close_instr (int);
int if12 invalid integer range (int, int, int, int);
int if12_device_closed (int);
int if12_read_data (int, char *, int);
int if12_write_data (int, char *, int);
int if12 set timeout (int, int, int *);
void if12_setup_arrays (void);
/* Function: Initialize
/* Purpose: This function opens the instrument, queries the instrument */
         for its ID, and initializes the instrument to a known state. */
int if12 init (addr, rest, instrID)
int addr;
int rest:
int * instrID;
{
       int ID;
       if (if12 invalid integer range (addr, 0, 30, -1) != 0)
           return if12 err;
       if (if12_invalid_integer_range (rest, 0, 1, -3) != 0)
           return if12 err;
       if (if12_open_instr (addr, &ID) != 0)
           return if12 err;
       if (rest) {
           if (if12_write_data (ID, "C", 1) != 0) {
               if12 close instr (ID);
               return if12_err;
           Delay(0.01);
       if12_setup_arrays ();
       *instrID = ID:
```

```
return if12_err;
}
/* - Operations: Latch, Unlatch, Multiplex, Clear and Status --- */
int if12_operate (instrID, Operation, Module, Relay, Status)
int instrID, Operation, Module, Relay;
int *Status;
       char s[20];
       *Status = -1;
       if (Operation == 'C') {
          Fmt(s,"C");
          if (if12_write_data(instrID, s, StringLength(s)) != 0)
              return if12 err;
          Delay(0.01);
       }
       else {
          Fmt(s,"%c %d %d", Operation, Module, Relay);
          if (if12 write data(instrID, s, StringLength(s)) != 0)
              return if12 err;
       if (if12\_read\_data(instrID, s, 2) != 0)
          return if12_err;
       *Status = s[0] & 0xf;
       return if12 err;
}
/* Function: Write To Instrument
/* Purpose: This function writes a command string to the instrument.
/*_____
int if12_write (instrID, cmd_string)
int instrID;
char *cmd_string;
       if (if12_invalid_integer_range (instrID, 1, IF12_MAX_INSTR, -1) != 0)
          return if12 err;
       if (if12_device_closed(instrID) != 0)
          return if12_err;
       Fmt (cmd, "%s<%s", cmd_string);
       if (if12_write_data (instrID, cmd, NumFmtdBytes()) != 0)
          return if12_err;
       return if 12 err;
}
```

```
/* Function: Read Instrument Buffer
/* Purpose: This function reads the output buffer of the instrument.
/*_____*/
int if12_read (instrID, numbytes, in_buff, bytes_read)
int instrID:
int numbytes;
char *in_buff;
int *bytes_read;
      if (if12_invalid_integer_range (instrID, 1, IF12_MAX_INSTR, -1) != 0)
          return if12 err;
      if (if12_device_closed(instrID) != 0)
         return if12_err;
      *bytes read = 0;
      if (if12_read_data (instrID, in_buff, numbytes) != 0)
         return if12_err;
      *bytes_read = ibcnt;
      return if 12 err;
}
/* Function: Close
/* Purpose: This function closes the instrument.
                                                        */
int if12 close (instrID)
int instrID;
{
      if (if12_invalid_integer_range (instrID, 1, IF12_MAX_INSTR, -1) != 0)
          return if12 err;
      if (if12_device_closed (instrID))
         return if 12 err;
      if12 close instr (instrID);
      return if 12 err;
}
/*= UTILITY ROUTINES =========*/
/* Function: Open Instrument
/* Purpose: This function locates and initializes an entry in the
                                                            */
       Instrument Table and the GPIB device table for the
/*
       instrument. The size of the Instrument Table can be changed */
```

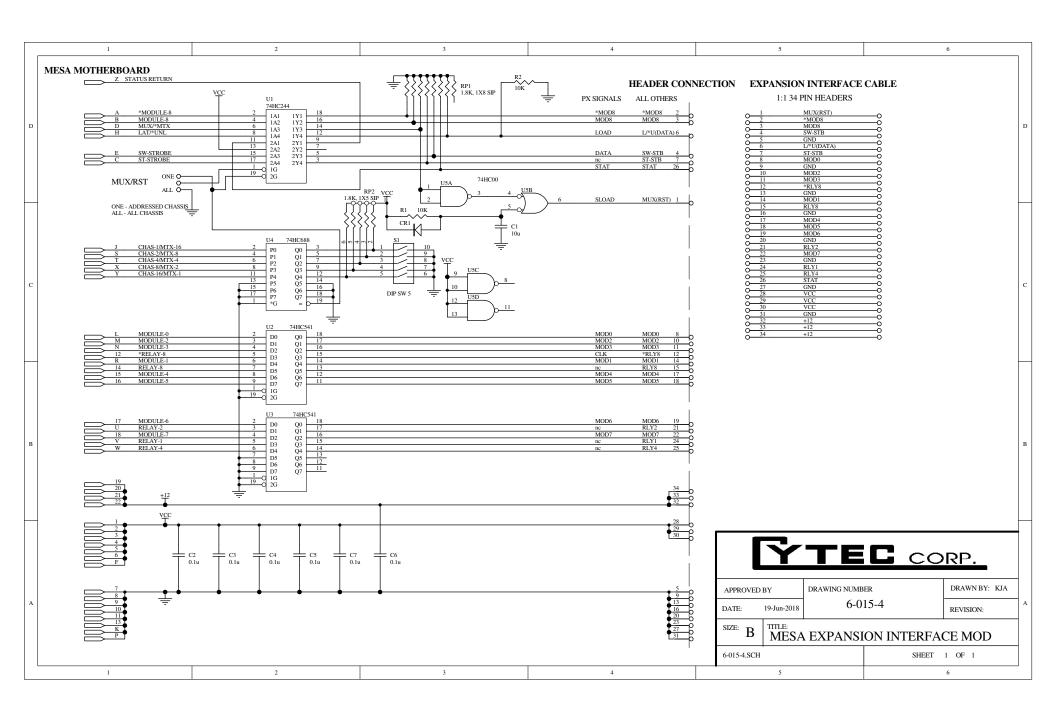
```
/*
         in the include file by altering the constant
         IF12_MAX_INSTR. The return value of this function is equal */
/*
         to the global error variable.
int if 12 open instr (addr, ID)
int addr;
int *ID;
       int i, instrID;
       instrID = 0;
       if12_err = 0;
/* Check to see if the instrument is already in the Instrument Table. */
       for (i = 1; i \le IF12\_MAX\_INSTR; i++)
           if (address[i] == addr) {
               instrID = i;
               i = IF12\_MAX\_INSTR;
            }
/* If it is not in the instrument table, open an entry for the instrument. */
       if (instrID \le 0)
           for (i = 1; i <= IF12_MAX_INSTR; i++)
               if (address[i] == 0) {
                   instrID = i;
                   i = IF12 MAX INSTR;
                }
/* If an entry could not be opened in the Instrument Table, return an error.*/
       if (instrID \le 0) {
           if12_{err} = 220;
           return if12 err;
/* If the device has not been opened in the GPIB device table (bd[ID] = 0),*/
/* then open it.
       if (bd[instrID] \le 0) {
           if (instr cnt \leq 0)
               CloseInstrDevs("if12");
           bd[instrID] = OpenDev ("", "if12");
           if (bd[instrID] \le 0) {
               if12_{err} = 220;
               return if12_err;
           instr\_cnt += 1;
```

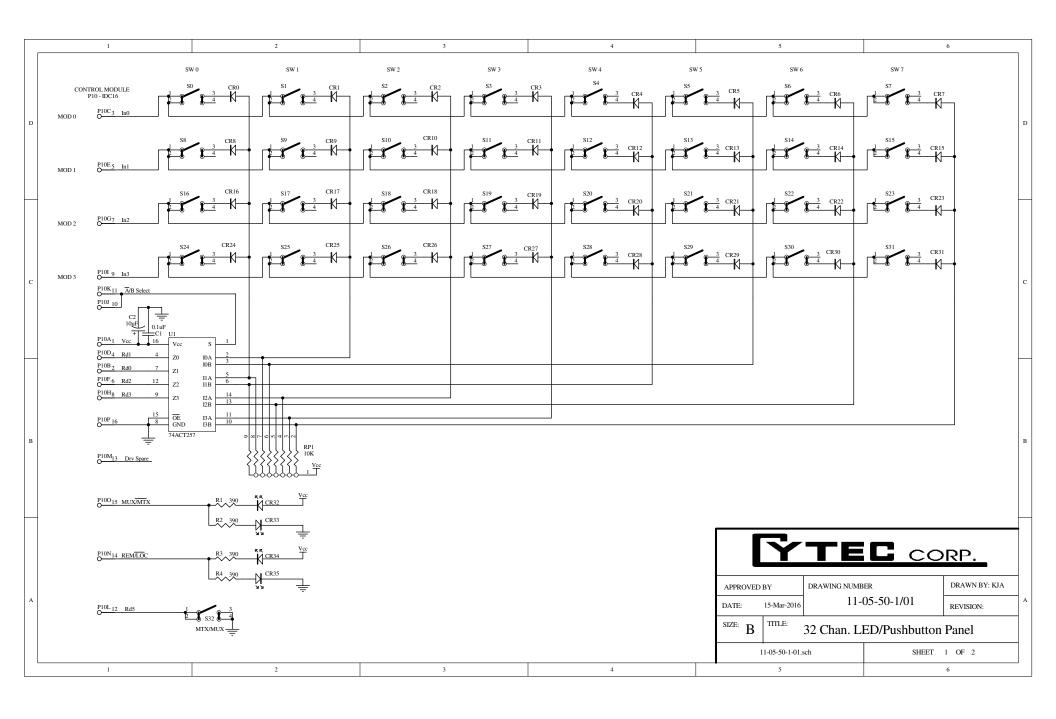
```
address[instrID] = addr;
        }
/* Change the primary address of the device
       if (ibpad (bd[instrID], addr) < 0) {
           if12_{err} = 233;
           return if12_err;
       *ID = instrID;
       return if12_err;
}
/* Function: Close Instrument
/* Purpose: This function closes the instrument by removing it from the */
/*
         GPIB device table and setting the address and bd[instrID] to */
/*
         zero in the Instrument Table. The return value is equal to */
/*
         the global error variable.
int if12 close instr (instrID)
int instrID;
       if (bd[instrID] != 0) {
           CloseDev (bd[instrID]);
           bd[instrID] = 0;
           address[instrID] = 0;
           instr_cnt -= 1;
       else
           if 12 \text{ err} = 221;
       return if12_err;
}
/* Function: Invalid Integer Range
/* Purpose: This function checks an integer to see if it lies between a */
/*
         minimum and maximum value. If the value is out of range, set */
/*
         the global error variable to the value err_code. If the
         value is OK, error = 0. The return value is equal to the
/*
/*
         global error value.
int if12_invalid_integer_range (val, min, max, err_code)
int val;
int min;
int max;
int err_code;
```

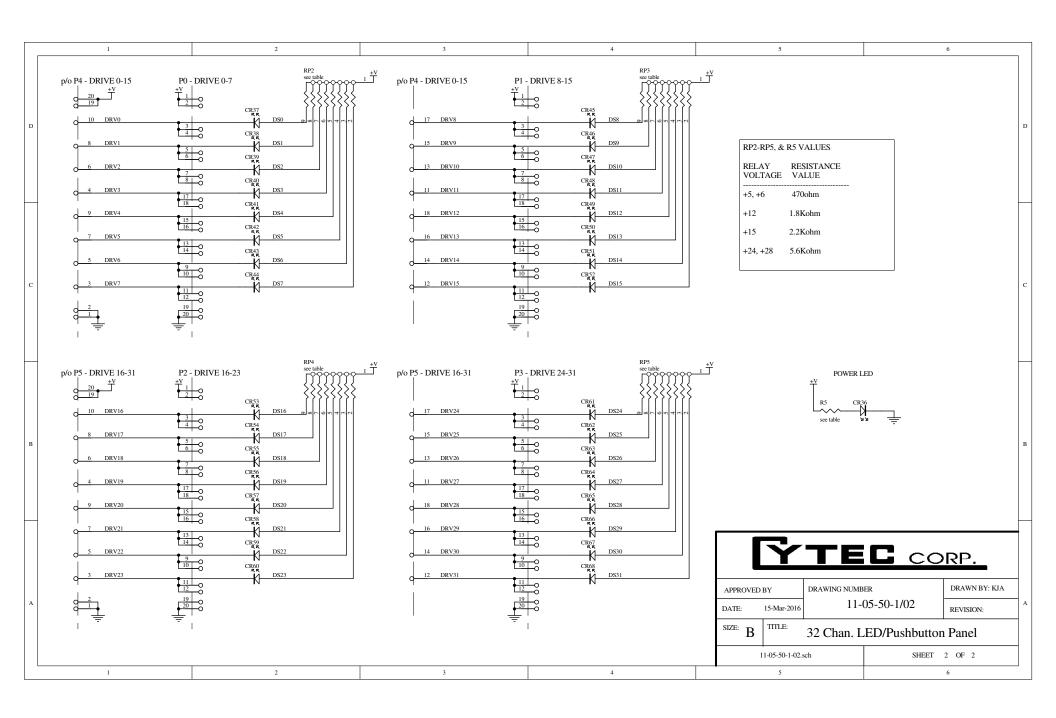
```
{
       if (val < min || val > max)
           if12_err = err_code;
       else
           if 12 \text{ err} = 0;
       return if12_err;
}
                                                         */
/* Function: Device Closed
/* Purpose: This function checks to see if the module has been
        initialized. If the device has not been opened, set the
/*
        global error variable to 232, 0 otherwise. The return value */
        is equal to the global error value.
int if12 device closed (instrID)
int instrID;
       if (bd[instrID] \le 0)
           if12_{err} = 232;
       else
           if 12 \text{ err} = 0;
       return if12_err;
}
/* Function: Read Data
/* Purpose: This function reads a buffer of data from the instrument. The */
        return value is equal to the global error variable.
/*_____
int if12_read_data (instrID, buf, cnt)
int instrID;
char *buf;
int cnt;
{
       if (ibrd(bd[instrID], buf, (long)cnt) <= 0)
           if12_{err} = 231;
       else
           if12_err = 0;
       return if12_err;
}
/* Function: Write Data
/* Purpose: This function writes a buffer of data to the instrument. The */
        return value is equal to the global error variable.
```

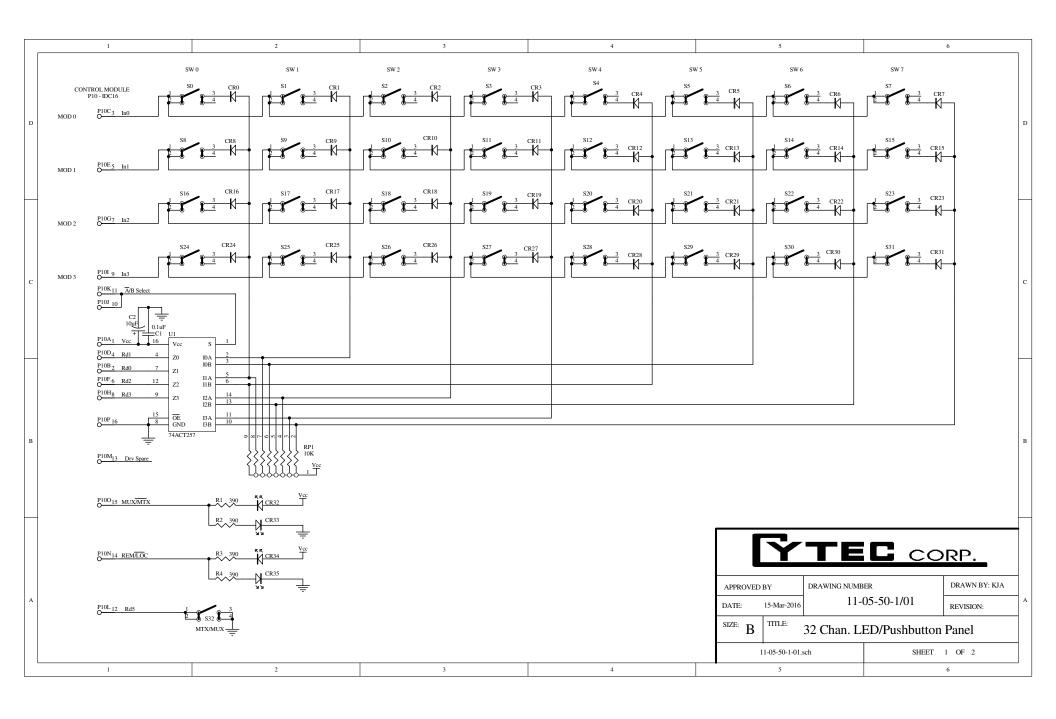
```
/*____*/
int if12_write_data (instrID, buf, cnt)
int instrID;
char *buf;
int cnt:
{
      if (ibwrt(bd[instrID], buf, (long)cnt) <= 0)
         if12_{err} = 230;
      else
         if12_err = 0;
      return if12_err;
}
/* Function: Set Timeout
/* Purpose: This function changes or disables the timeout of the device. */
/*
       Refer to the LabWindows Standard Libraries Reference Manual */
       for timeout codes. The return value is equal to the global */
/*
/*
       error variable.
int if 12 set timeout (instrID, tmo code, old timeout)
int instrID:
int tmo_code;
int *old_timeout;
      *old_timeout = ibtmo (bd[instrID], tmo_code);
      if (ibsta \leq 0)
         if12_{err} = 239;
      else
         if12_{err} = 0;
      return if12_err;
}
/* Function: Setup Arrays
/* Purpose: This function is called by the init routine to initialize
                                                         */
       static arrays.
/*
       This routine should be modified for each instrument to
                                                          */
       include instrument-dependent commmand arrays.
void if12_setup_arrays ()
{
```

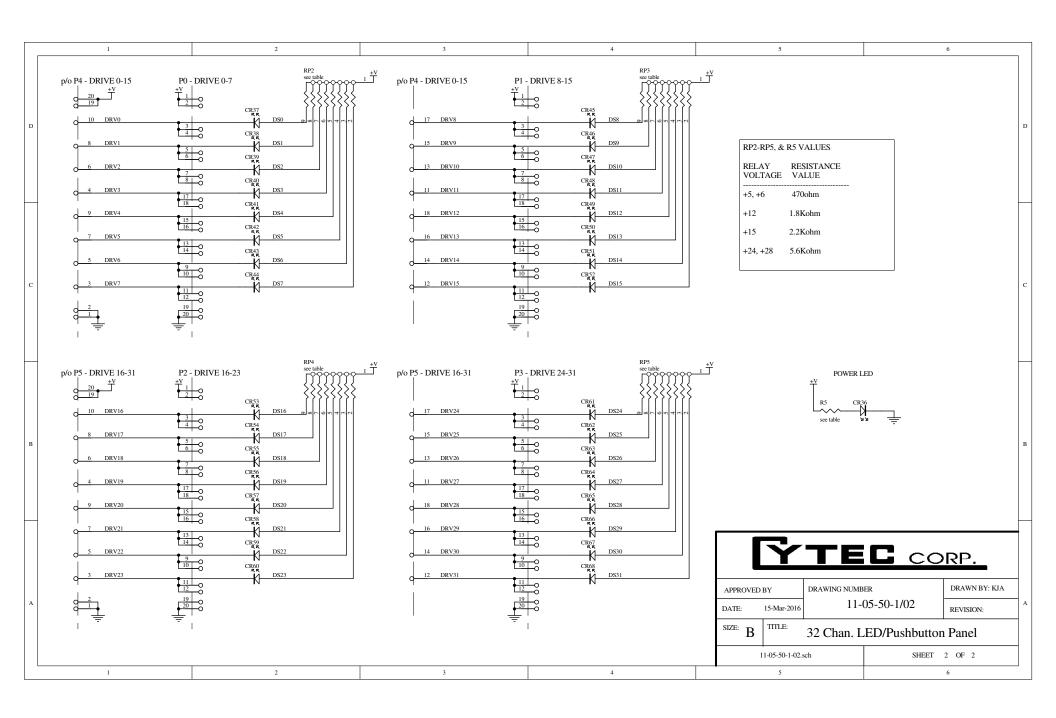
Labview Drivers are available for download at <a href="https://cytec-ate.com/downloads/drivers/">https://cytec-ate.com/downloads/drivers/</a>

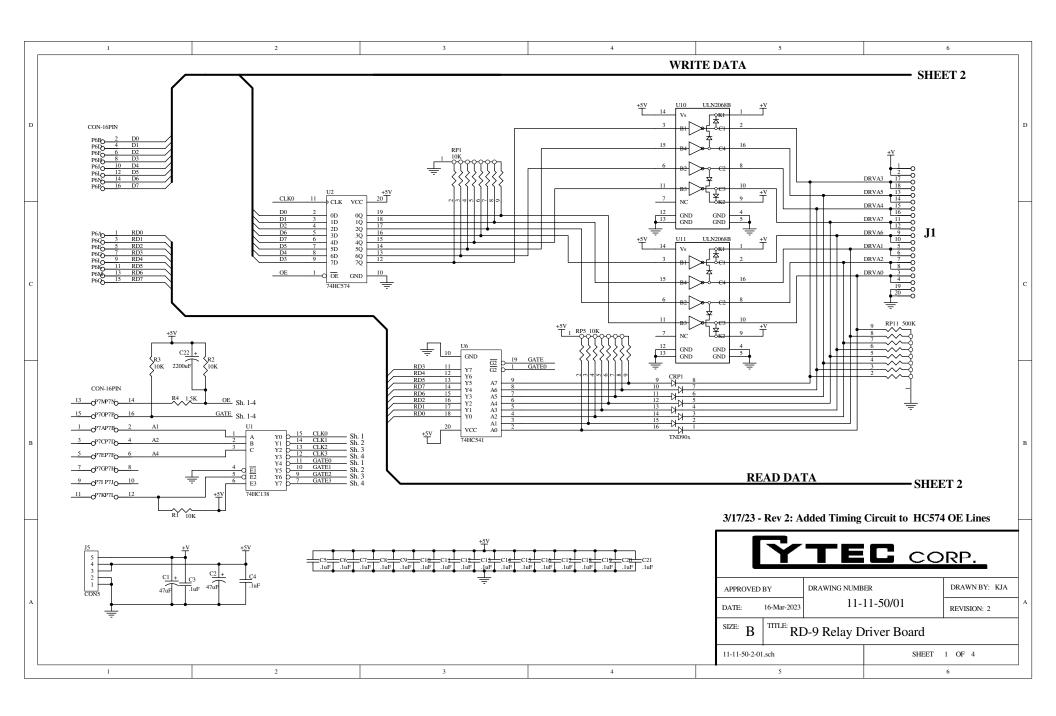


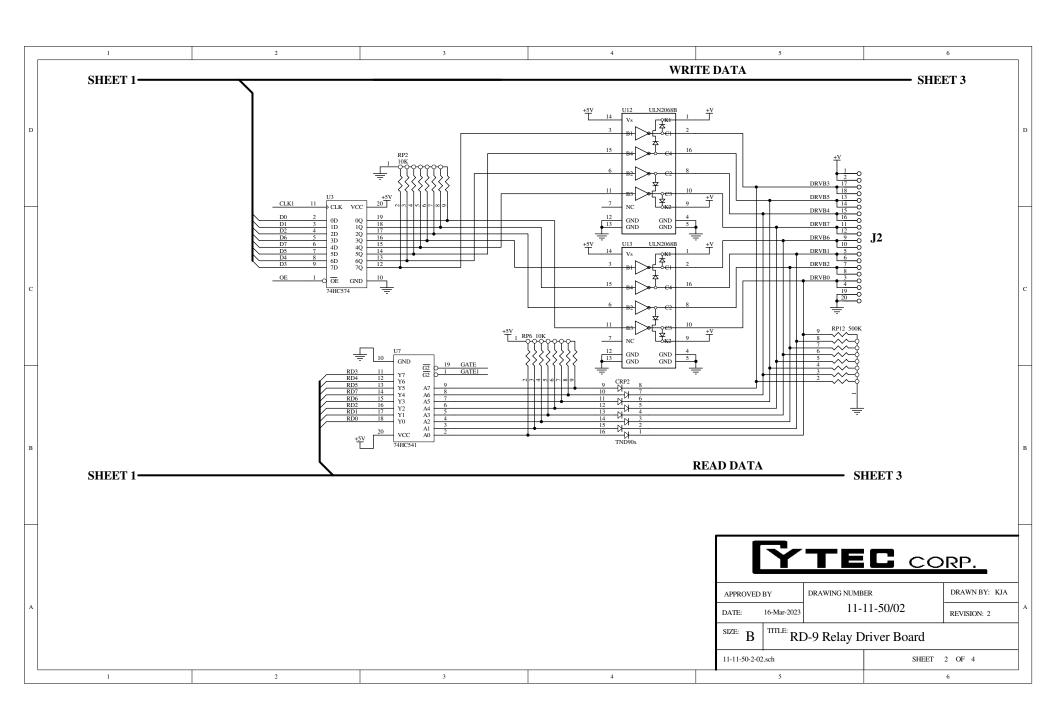


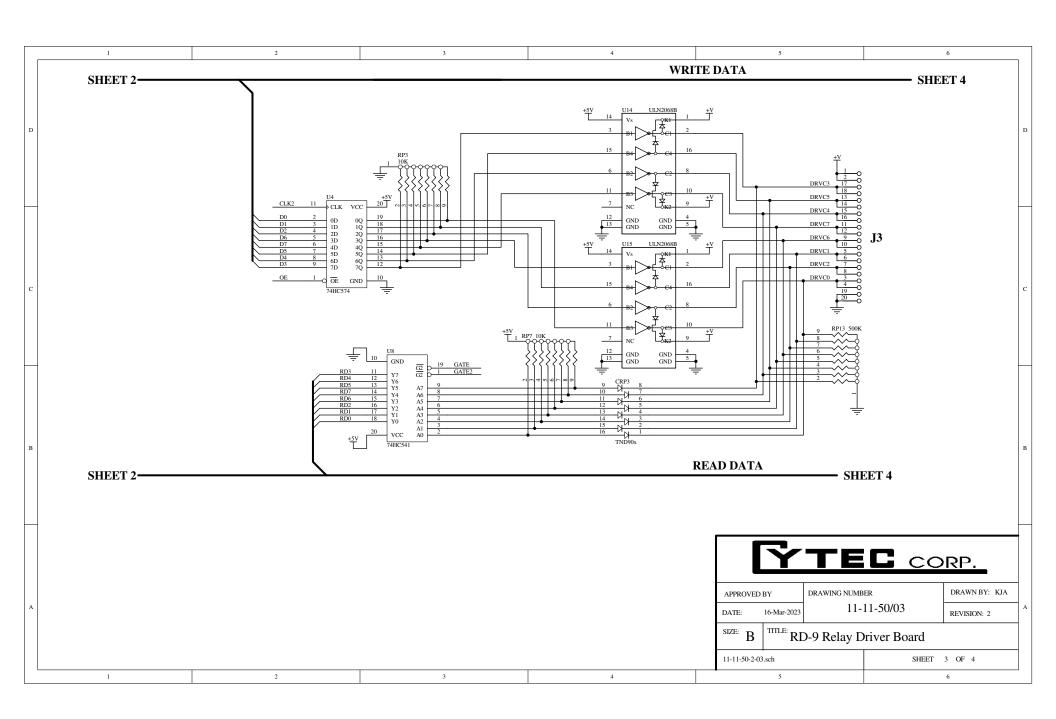


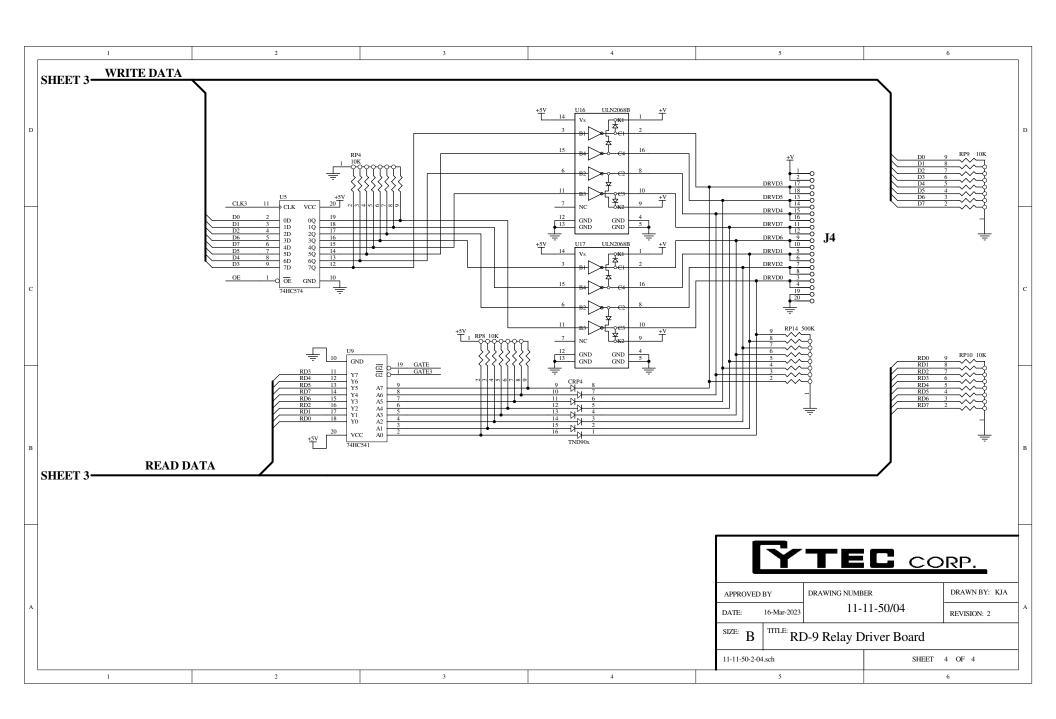


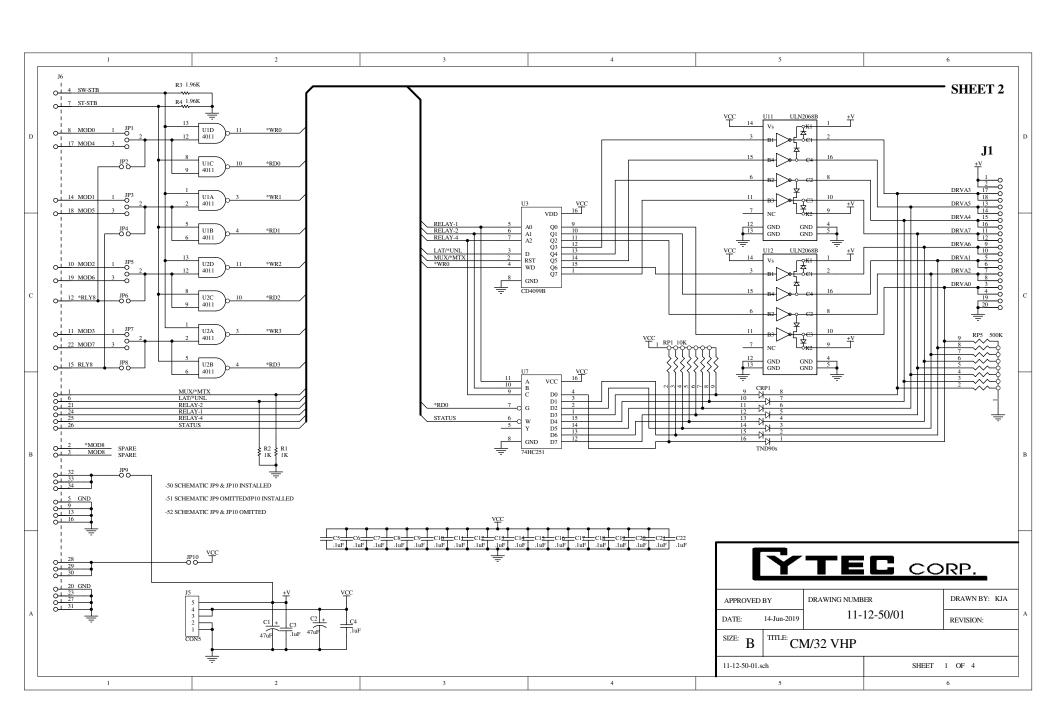


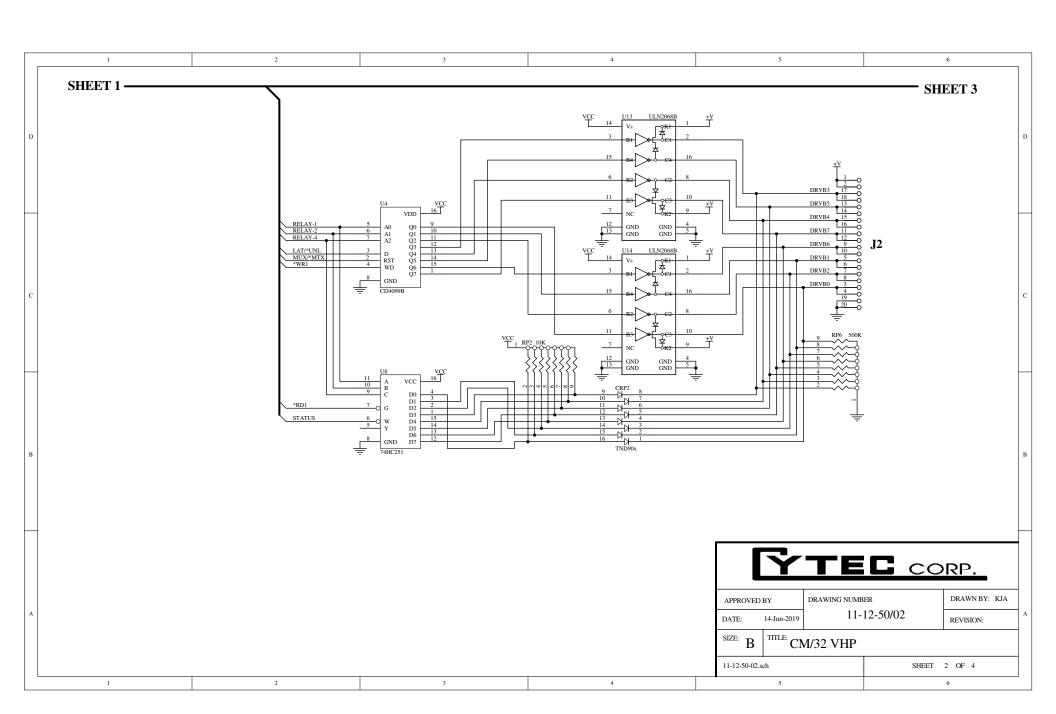


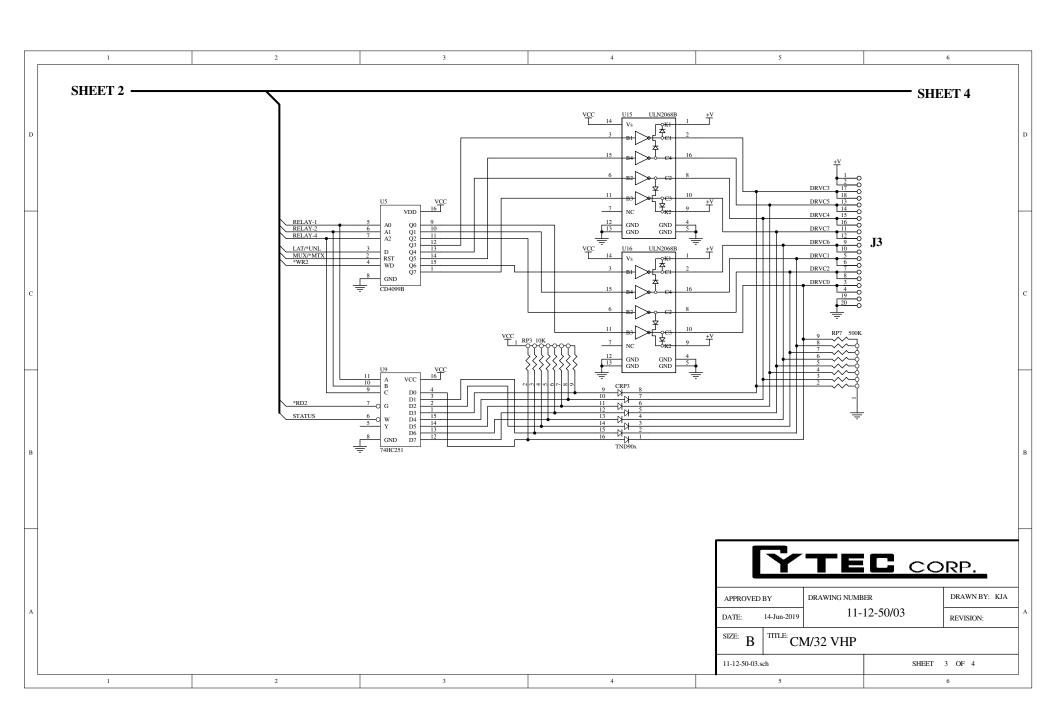


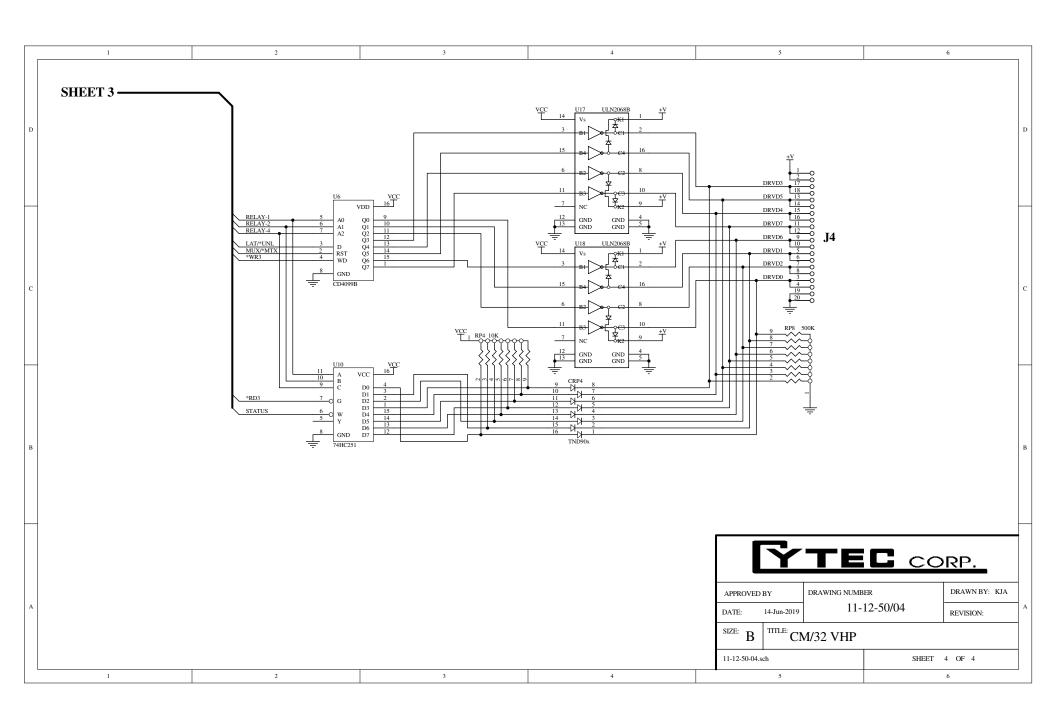


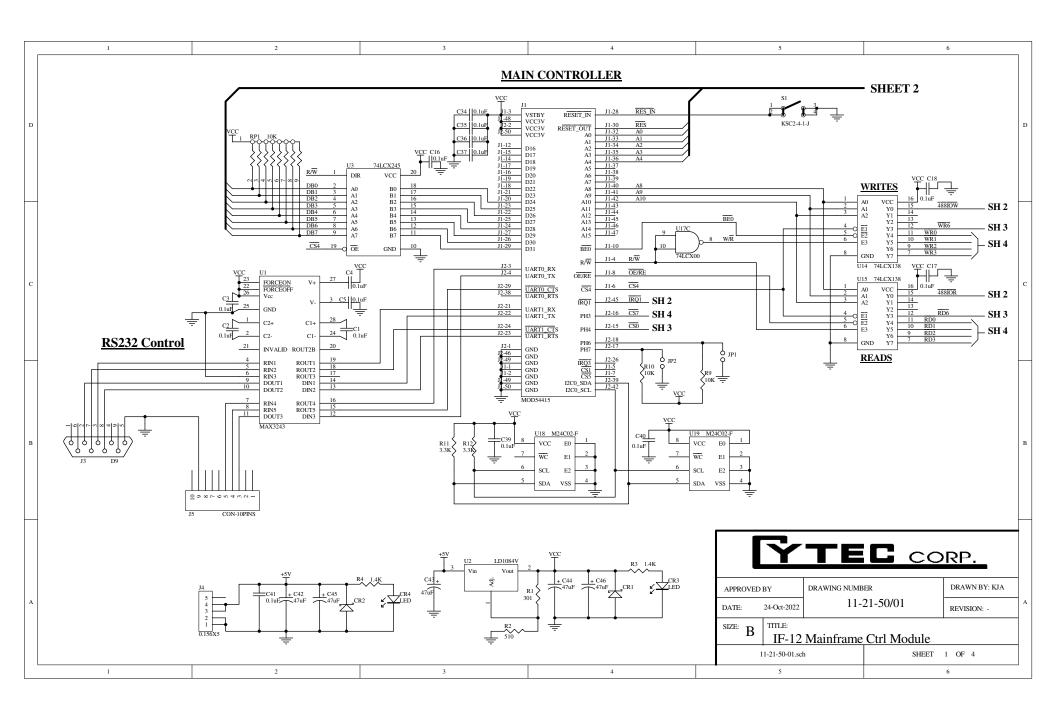


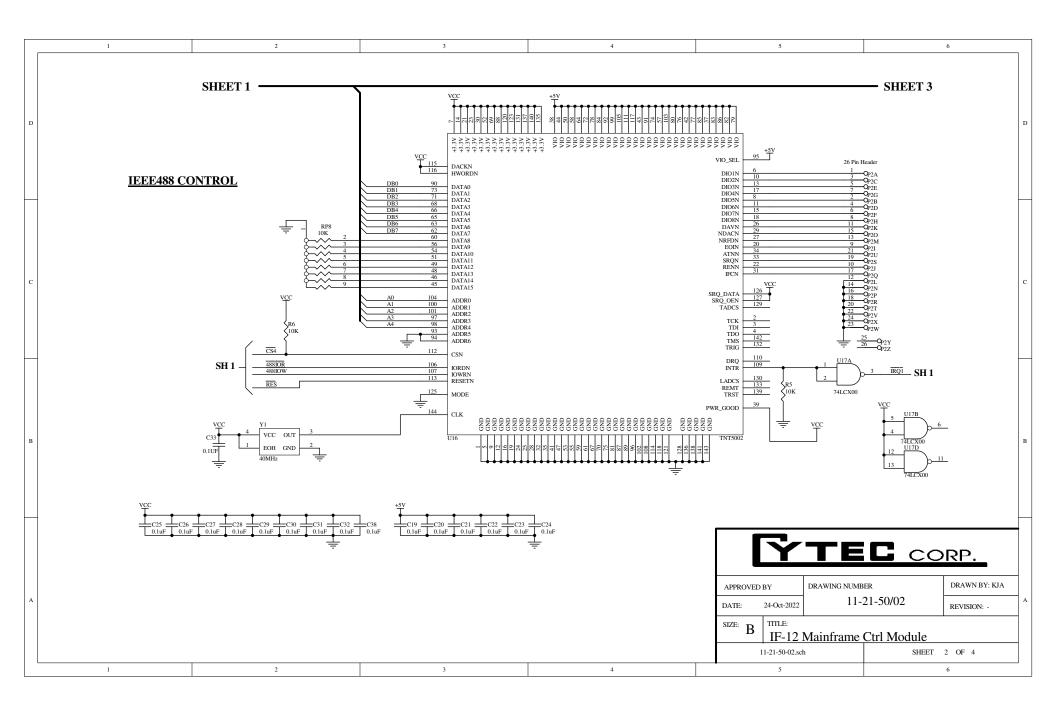


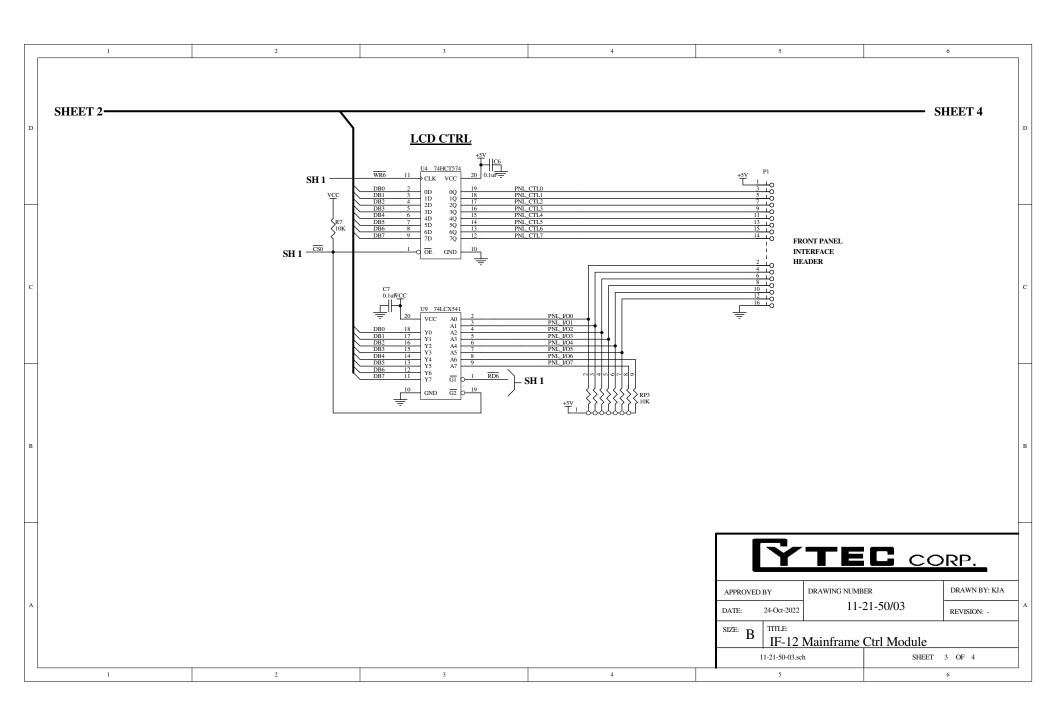


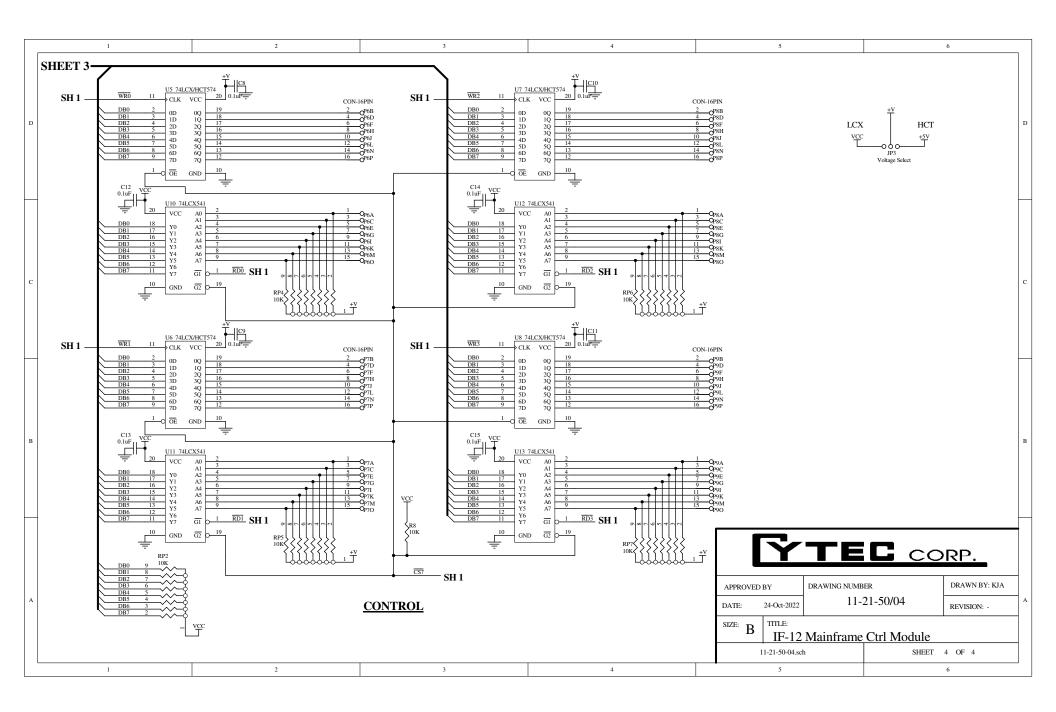


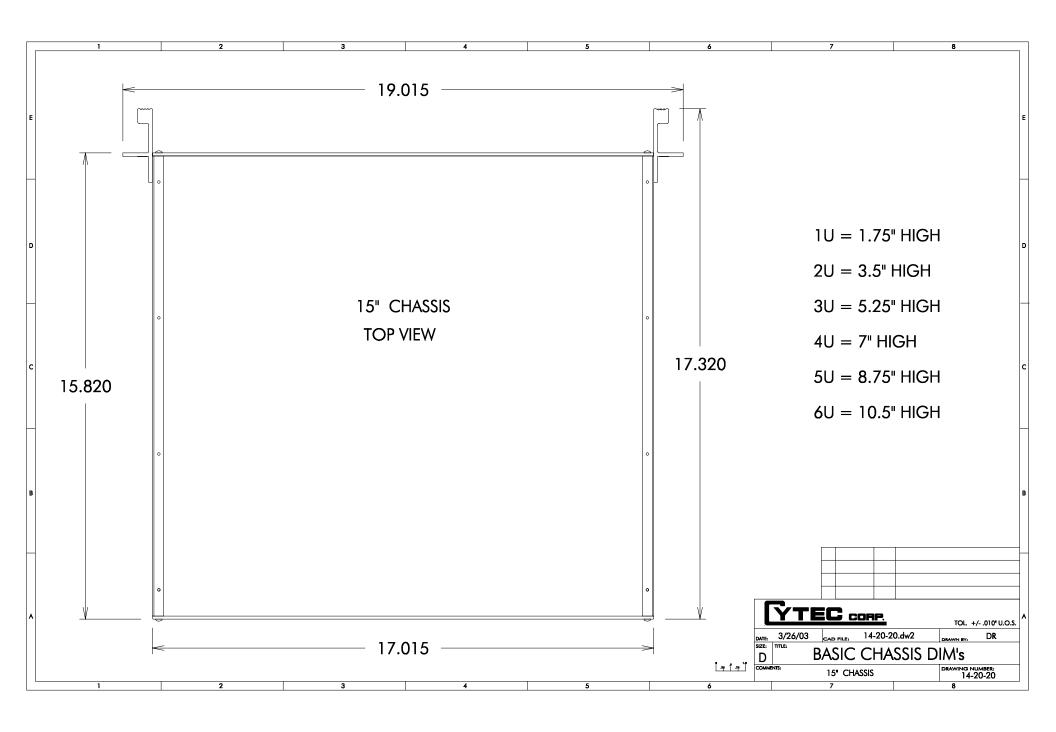


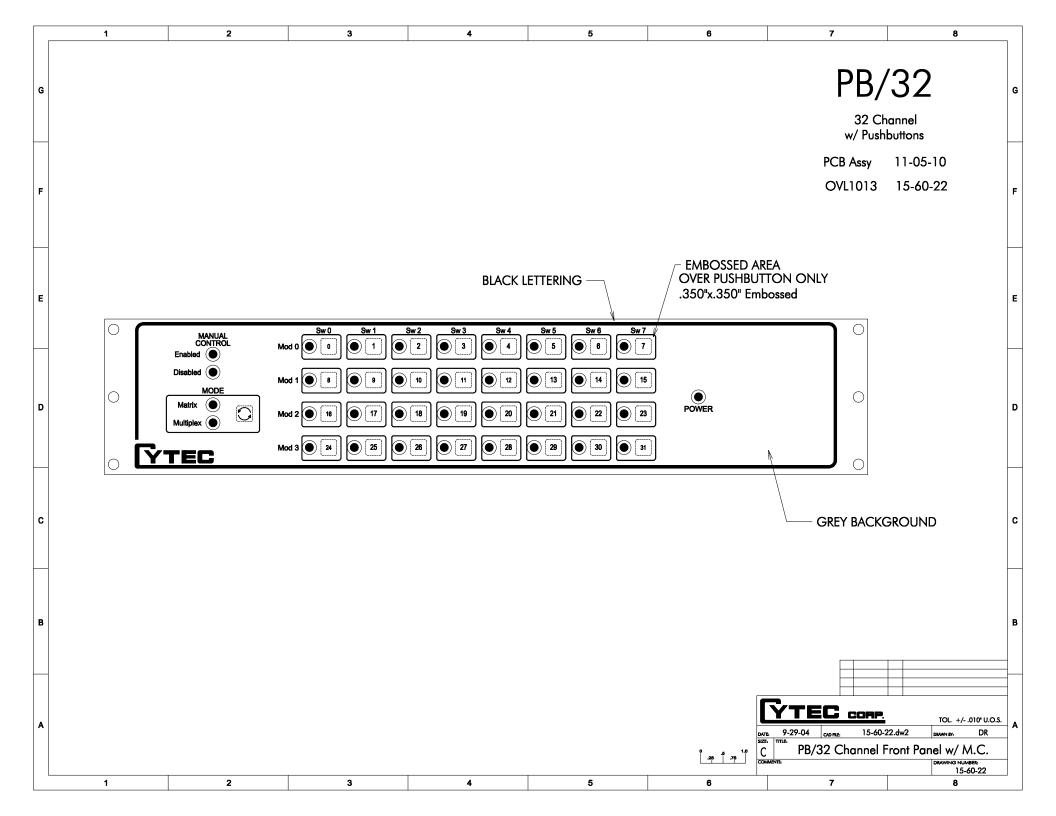


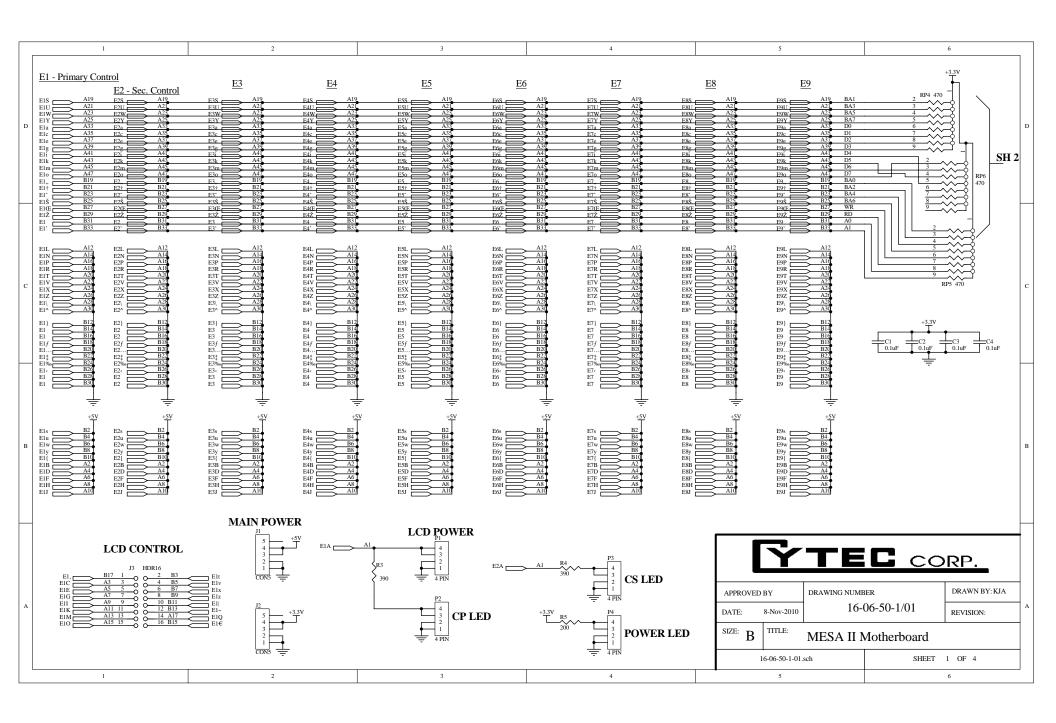


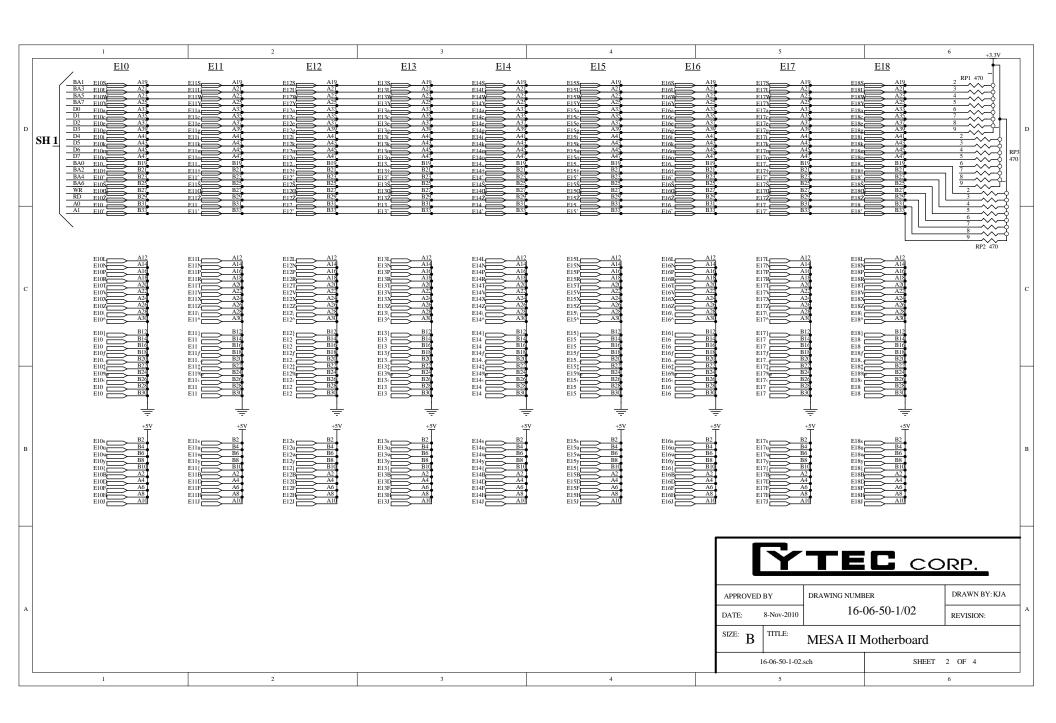


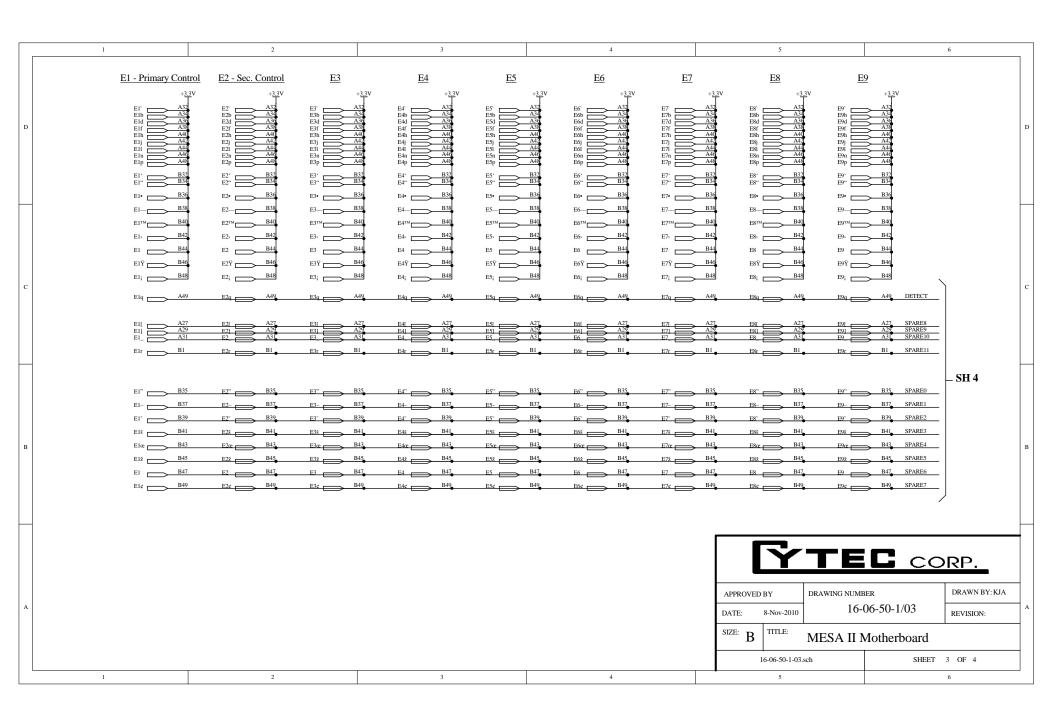


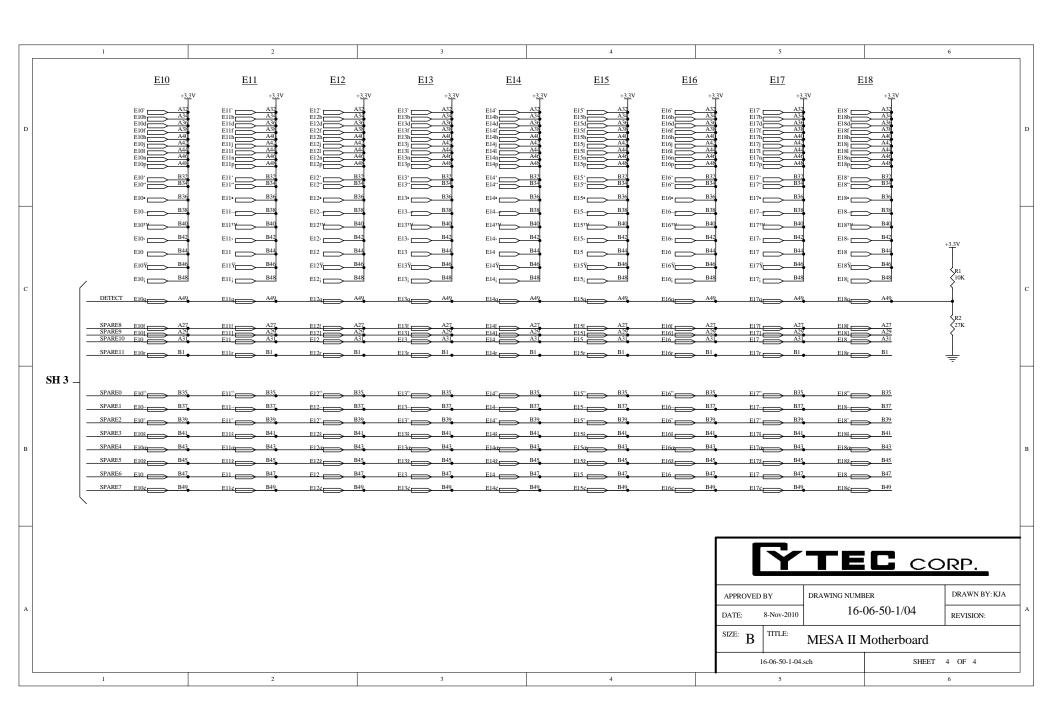


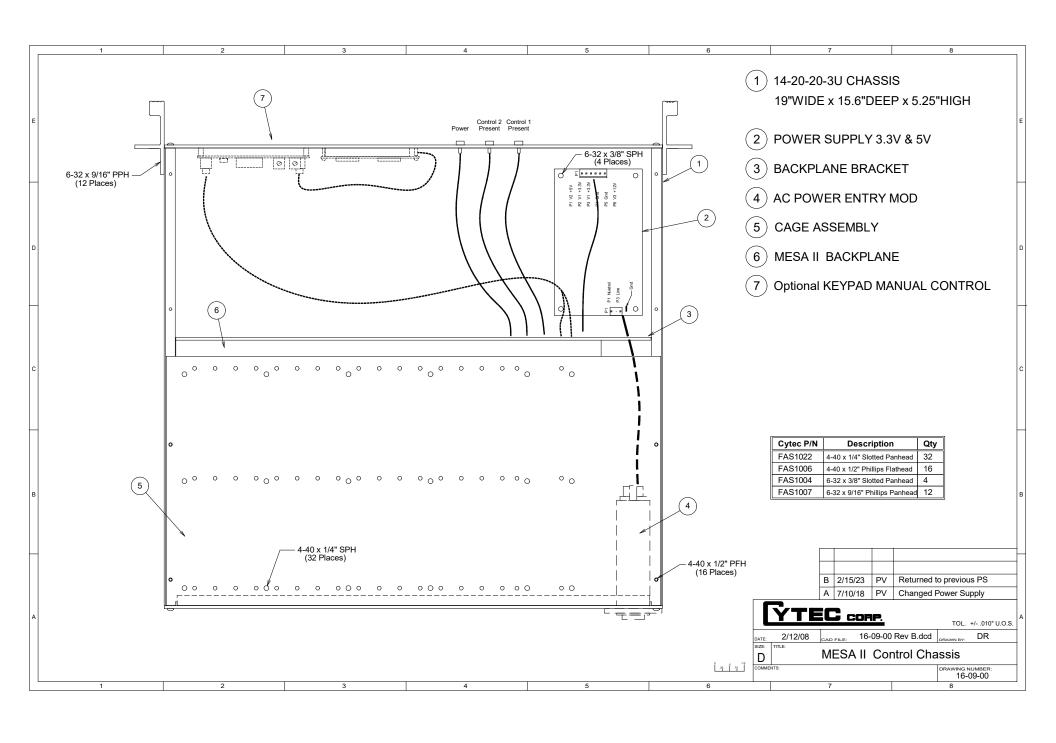


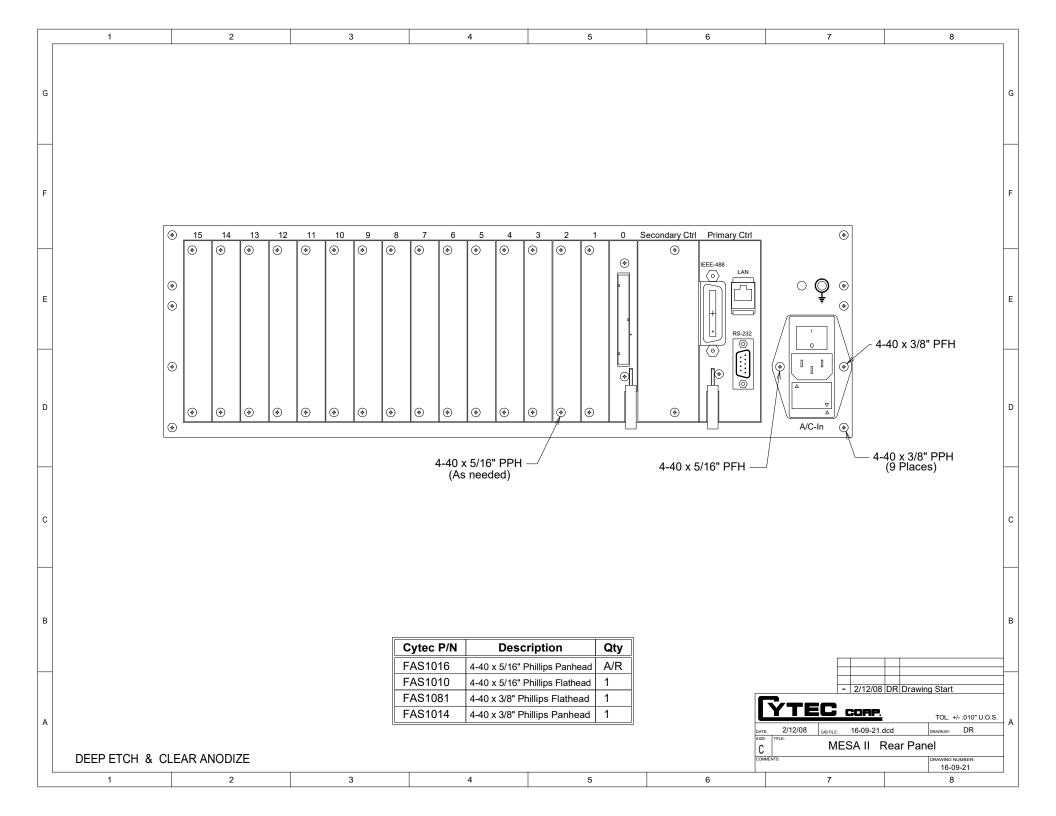


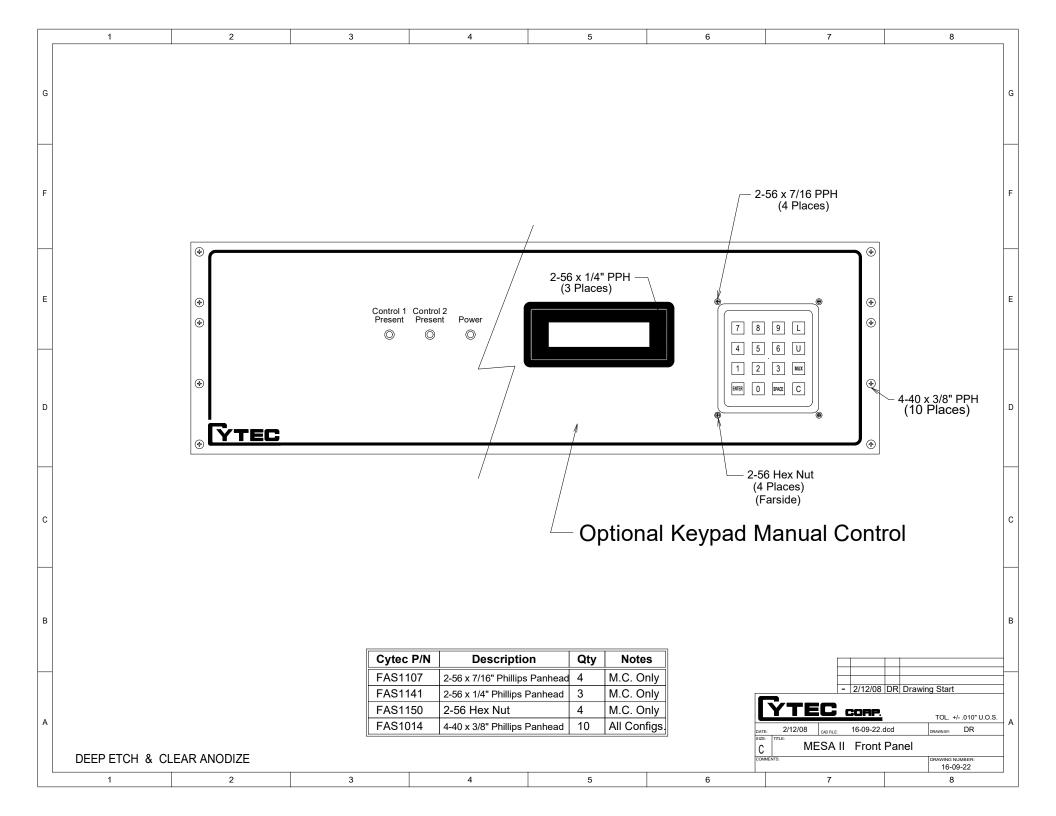


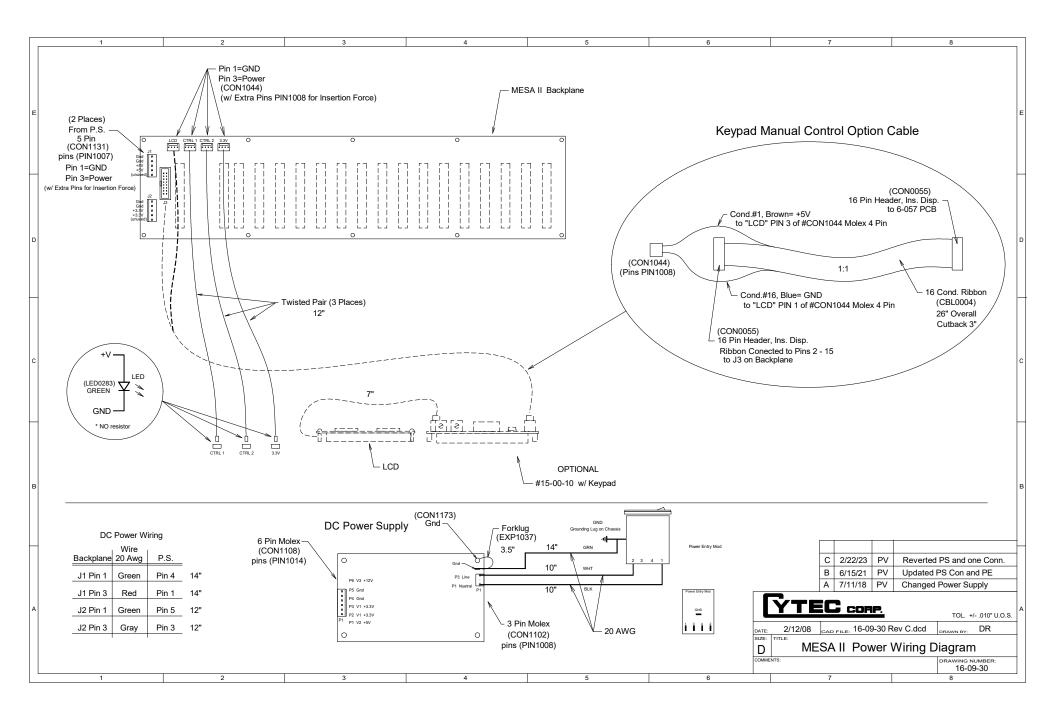


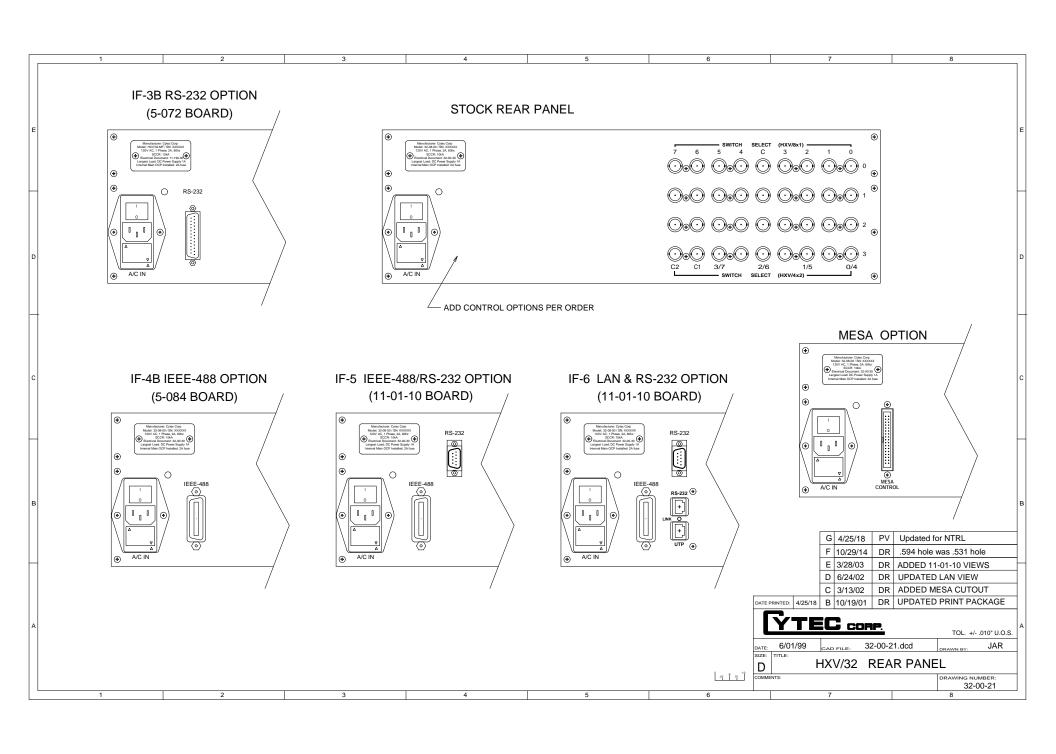












Drawing #	32-00-32	01/11/05
Title	HXV/16 & 32 Mainframe	Relay Addressing/Drive wiring

## CONTROL MODULES

11-01-10	DUAL CONTROL MOD
5-072	IF-3B
5-084	IF-4B

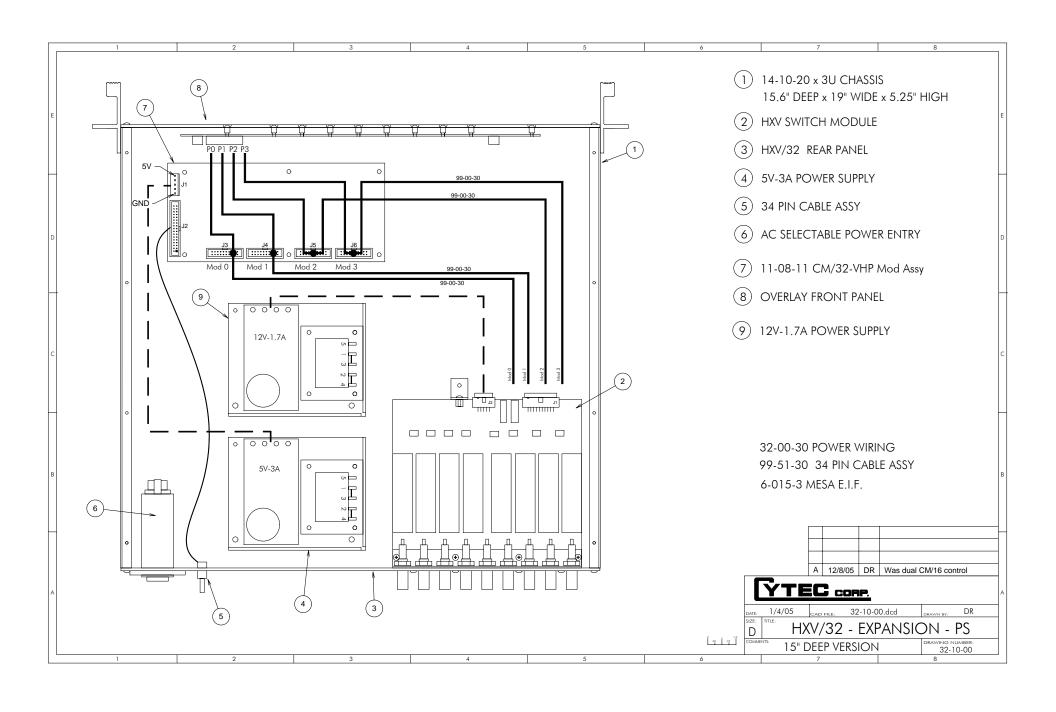
HXV/16 & 32	Mod 0,1
HXV/32 Only	Mod 2,3
HXV/16 & 32	Mod 0,1
HXV/32 Only	Mod 2,3

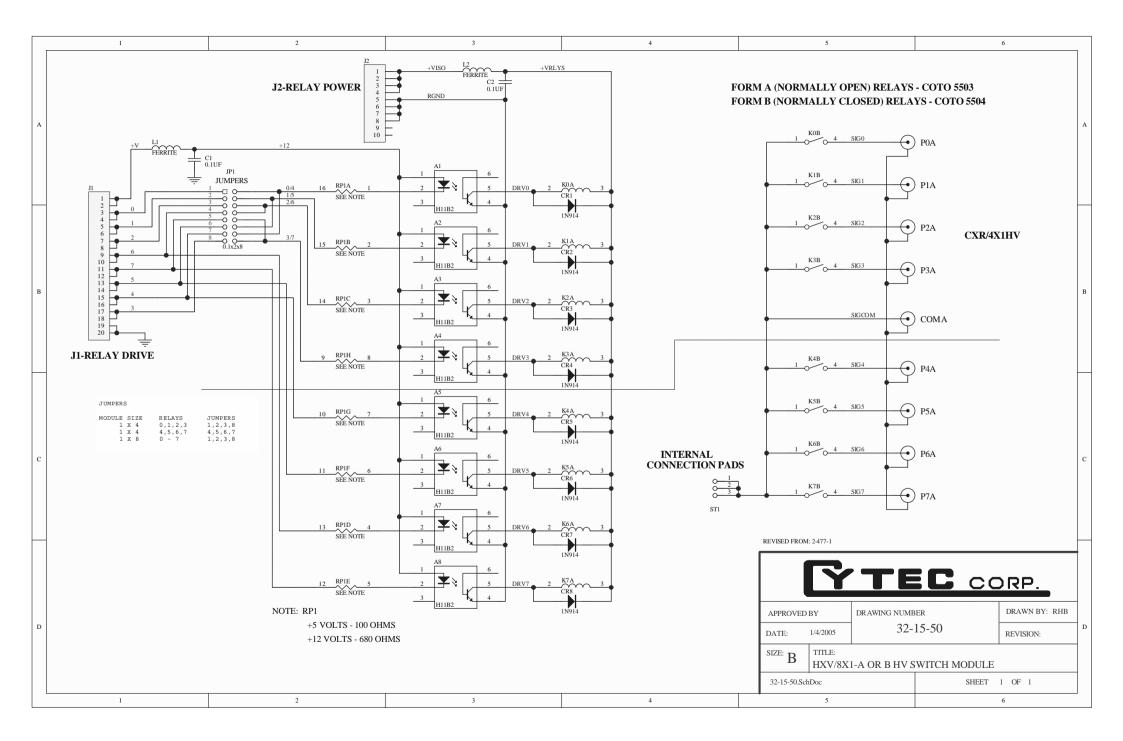
Board	Connector	Board		Connector		Drawing	
See Above	P4	to	Upper 5-020-3	P1	use	99-00-30	
See Above	P5	to	Lower 5-020-3	P1	use	99-00-30	
See Above	P4	to	11-05-10	P4	use	99-00-30	
See Above	P5	to	11-05-10	P5	use	99-00-30	

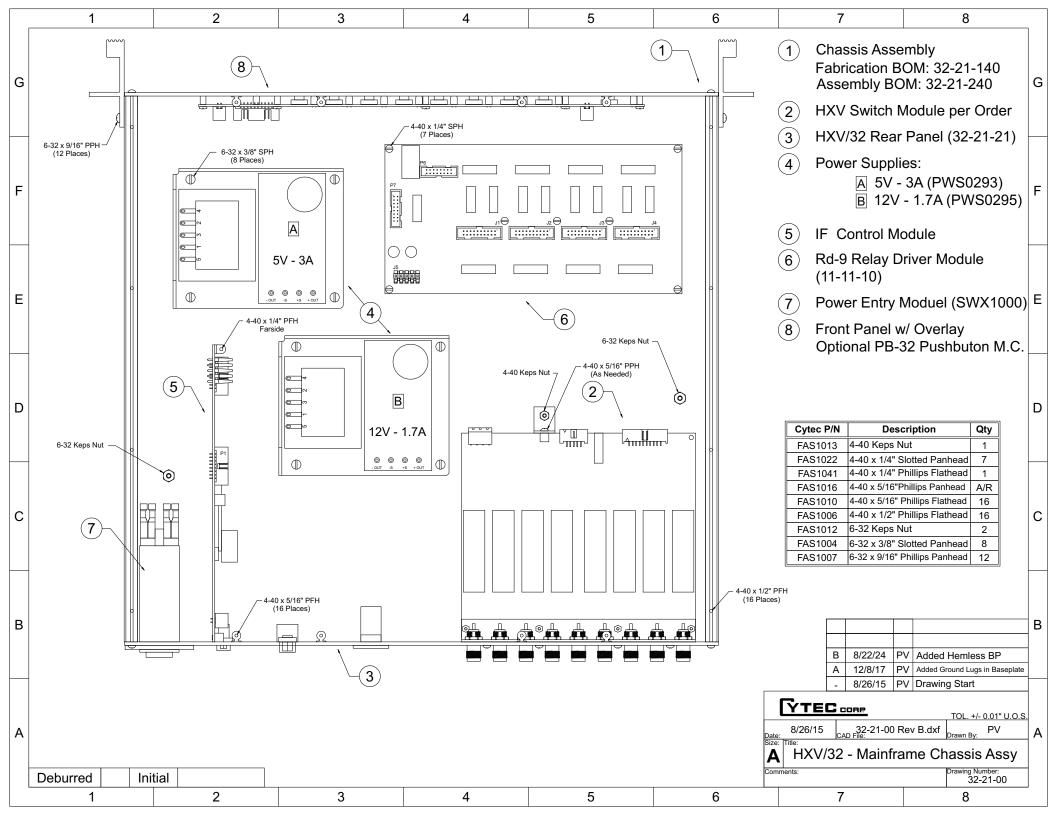
	Channel	Board	Connector		Board	Connector		Drawing
HXV/16 & 32	Mod 0,Rly 0-7	Upper 5-020-3	P2	to	Top HXV Mod.	J1	use	99-00-30
HXV/16 & 32	Mod 1,Rly 0-7	Upper 5-020-3	P3	to	HXV Mod	J1	use	99-00-30
HXV/32 Only	Mod 2,Rly 0-7	Lower 5-020-3	P2	to	HXV Mod	J1	use	99-00-30
HXV/32 Only	Mod 3,Rly 0-7	Lower 5-020-3	P3	to	HXV Mod	J1	use	99-00-30
HXV/16 & 32	Mod 0,Rly 0-7	11-05-10	P0	to	Top HXV Mod.	J1	use	99-00-30
HXV/16 & 32	Mod 1,Rly 0-7	11-05-10	P1	to	HXV Mod	J1	use	99-00-30
HXV/32 Only	Mod 2,Rly 0-7	11-05-10	P2	to	HXV Mod	J1	use	99-00-30
HXV/32 Only	Mod 3,Rly 0-7	11-05-10	P3	to	HXV Mod	J1	use	99-00-30

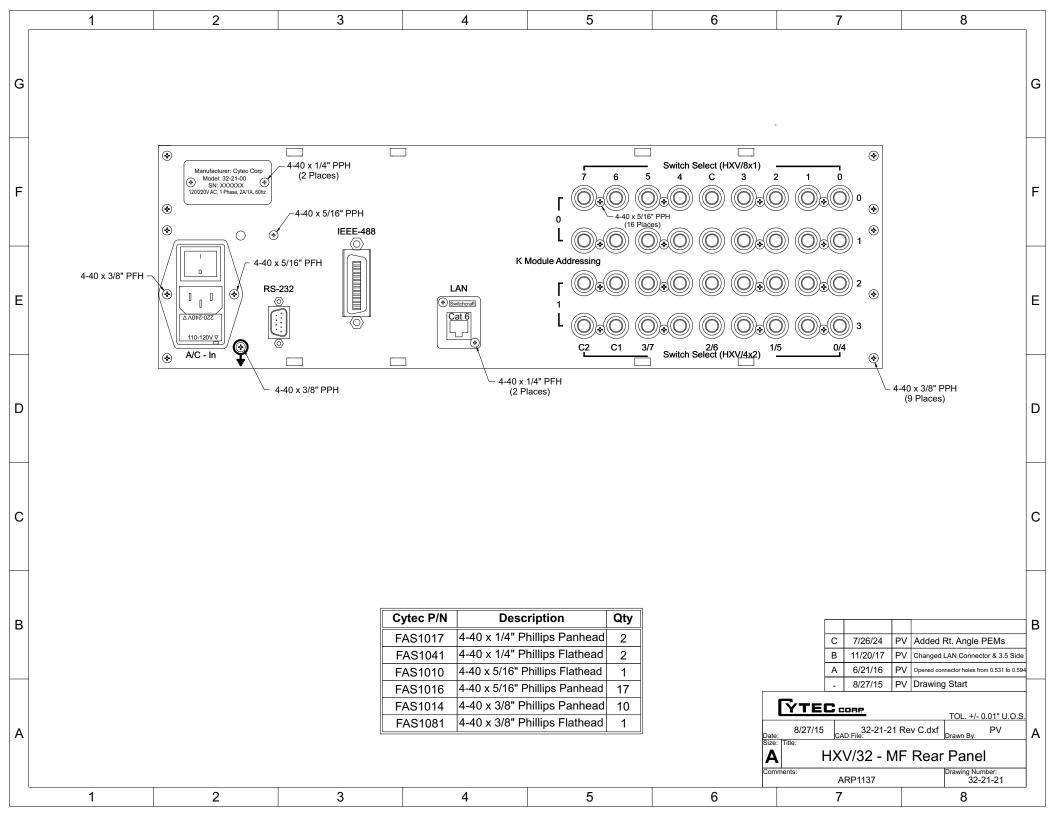
## PARTS LIST:

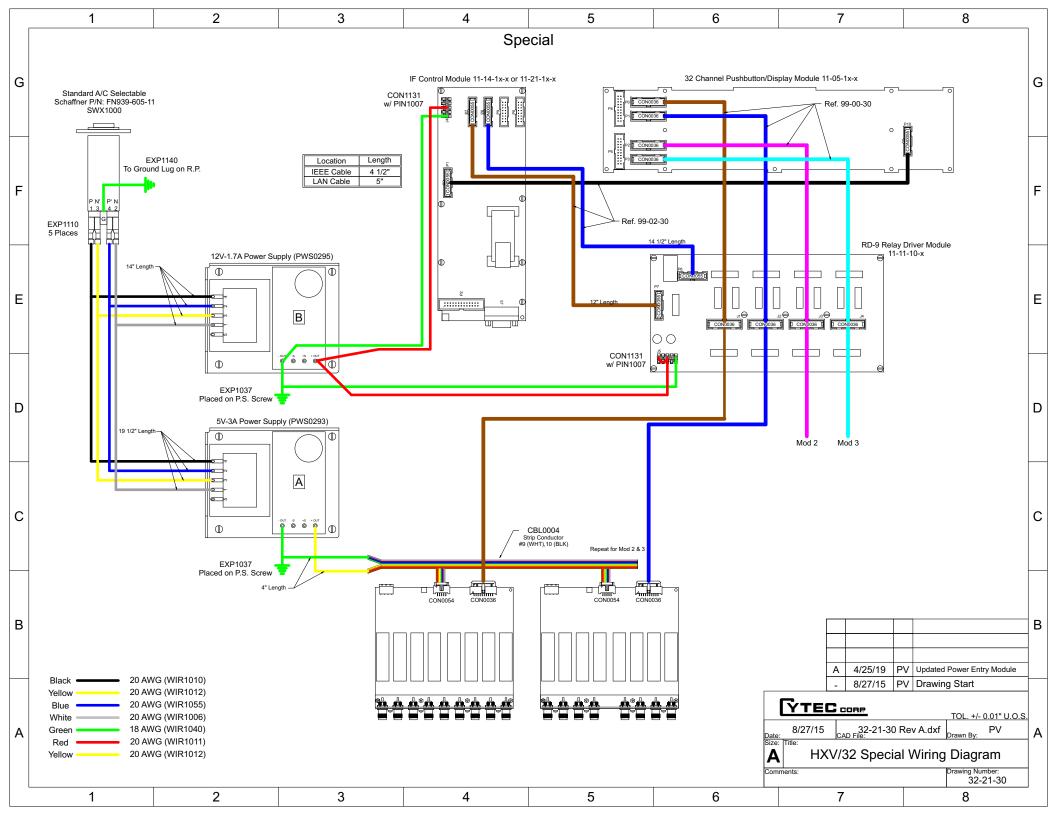
CON0036	2 PER CABLE
CBL0005	1 PER CABLE











Rev. A

	Control		32 Channel
			Display
Control to Optional PB/32	11-1x-xx		11-05-1x
Manual Control Cable	CON0055	CBL0004	CON0055
99-02-10 Cable Assy	P1	1:1	P10

	Control		RD-9 Relay
			Driver Mod
Control to RD-9	11-1x-xx		11-11-10
Relay Driver Module	CON0055	CBL0004	CON0055
99-02-30 Cable Assy	P6	1:1	P6
	P7	1.1	P7

	32 Channel		RD-9 Relay		Switch Module
	Display		Driver Mod		Per Order
Display Module to	11-05-1x		11-11-10		
Switch Module	CON0036	CBL0005	CON0036	CBL0005	CON0036
99-00-30 Cable Assy	P0		J1		J1 of Mod 0
	P1	1:1	J2	1:1	J1 of Mod 1
	P2	1.1	J3	7.1	J1 of Mod 2
	P3		J4		J1 of Mod 3

