

# Data Hog Plus-W

## User's Manual

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**Data Hog Plus-W:** High speed and low power battery or USB powered programmable serial port controller. Convert between WiFi, Bluetooth, USB, RS232, +3.3V logic level, and SPI/I2C serial in any combination and direction with optional auto-baud detection. SD card with Data Logger, Protocol Analyzer, custom programs, and upload/download files and firmware. Supplies up to 250mA @ +3.3V power output plus six GPIO pins with interrupts, dual 12-bit ADC conversion, and 10 segment LED bar-graph. Send email and text alerts in response to programmable events and live view protocol analysis via browser or COM port. Command line interface, API, timer, Clock/Calendar and high accuracy Timer. Complete programmable control and monitoring of WiFi Telnet, Bluetooth SPP, USB, RS232, I2C/SPI, logic level serial and GPIO.

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# 1 – Hardware

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The Data Hog Plus-W (DHP) is a compact battery powered device with the following features:

- 9V Battery Compartment.
- USB Port (“B” Style).
- RS232 serial port connector (DB9 Male).
- WiFi (Server or Client) & Bluetooth SPP (Serial Port Protocol) V4.2 EDR.
- Power On/Off switch and 10 segment LED bar graph.
- SD Card Slot.
- Side port for power input/output.
- Side port for GPIO/SPI/I2C/Logic Level Serial connection.
- Internal temperature compensated high accuracy clock/calendar with battery.



## **What can the Data Hog Plus-W do?**

The Data Hog Plus-W is our most powerful data collector platform that allows engineers, makers, students, and teachers of all interests and skill levels to:

- ✓ Connect to anything with a WiFi, Bluetooth, RS232, USB, logic Level serial, or SPI/I2C channel.
- ✓ Add a SD Card to whatever it is connected to with an easy-to-use protocol for transferring files.
- ✓ Send commands and get data back from connected devices.
- ✓ Upload or download programs, data, and information to anything with a serial channel.
- ✓ Act as a data logger with low power modes to allow it to last up to 8 weeks from a 9V battery.
- ✓ Record and report the time with a super accurate temperature compensated clock/calendar.
- ✓ Time events with millisecond accuracy.
- ✓ Convert between different serial channel types (USB to RS232, WiFi to USB, Bluetooth to WiFi, USB to both RS232 and WiFi) in almost any combination or direction.
- ✓ Create an easy-to-understand color-coded protocol analysis of communication between channels and store that analysis on the SD card + send the analysis out any channel in real time including direct to web browser eliminating need for monitoring software.
- ✓ Send email or text alerts in response to any situation or event.
- ✓ Control devices with a Logic Level Serial, I2C, or SPI channel with custom interfaces.
- ✓ 6 general purpose Input/Output (GPIO) pins for connection to switches, relays, and devices.
- ✓ GPIO can also be used as action triggers for other events or timestamps.
- ✓ Two analog voltage input pins plus internal temperature monitor can be reported out any channel or stored in a file in various formats for user-controlled time periods. Voltage or battery monitoring made simple and easy!
- ✓ Ten segment color coded bar graph to display status, channel activity, or a level graph.
- ✓ Complete custom programming system can run other programs, input or output data, and create files and directories.
- ✓ Power supply provides up to 250mA at +3.3V with very low noise to external devices.
- ✓ And more ...

## 1.1 – Battery & Power

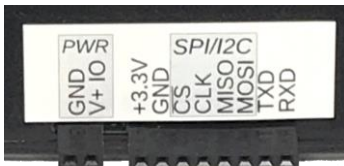


The DHP will operate from an input voltage of around 4V (5V or higher recommended) to as high as 16V DC. It draws from ~0.1mA to as much as 150mA when all the LED's are on, RS232 port is in use, and the WiFi is enabled. To make the unit portable and easy to use, a 9V battery compartment is located at top end of case. Simply open the port and install a 9V battery, or plug in a USB cable to power unit from USB port. When both USB and a battery are present, the battery is used first.

Depending on what the unit is being used for, a typical 9V battery will last from 24 hours to as much as 6 months of continuous use. Many users use lower modes like **SLEEP** and **DEEPSLEEP** or only turn on the unit when it is needed, so the DHP lasts much longer under typical circumstances. *See section 3.5 for information on using low power modes.*

If USB power is not available, there are several ways other than an alkaline 9V battery to power DHP:

- 1) Connect a "9V Battery Adapter" such as the "Pinpoint 9-Volt Battery Universal AC Adapter Kit" (available on Amazon and other retailers). This simple and inexpensive device plugs into a wall socket and outputs 9V to a connector that plugs right into the 9V connector already on the DHP.
- 2) Use a higher capacity 9V battery such as the Energizer L522BP2 9V Lithium battery. This battery gives about 40% longer run time than a standard 9V battery. A second alternative is the 1200mAh Lithium Battery from PKCELL (Li-SOCI2) which will last twice as long as a conventional 9V battery.
- 3) Use the power input/output port that is present on the side of the DHP shown here:



The first two pins ("GND" and "V+ IO") serve as either power output (when a battery, USB, or other power source is installed) or as a power input if positive power and ground are applied to these pins. *Do NOT apply more than 16V to the "V+ IO" pin or draw more than 250mA of power out of "V+ IO" or "+3.3V" pins!*

Commands **LEDS**, **SLEEP**, **DEEPSLEEP**, **WIFI**, **BT**, and **IDLE** can help lower power draw for applications that need the lowest power possible. See section 3, 3.5, and section 10 (**WIFI & BT**).

## 1.2 – Clock and Clock Battery

The DHP has a high accuracy temperature compensated real-time clock which tracks the current time and date. This is set at the factory to the U.S. West Coast/Pacific Time, but can be changed at any time by the user with the **TIME**, **DATE**, and **CK** commands (see section 3).

The clock is run from a 3V coin cell battery installed in the coin battery holder inside the case (as shown in the picture here) which preserves the current time/date even when the switch is in the OFF position. This battery will typically last from 5 to 8 years before it must be replaced.



If the clock battery gets low, the rightmost red LED will blink quickly after power on with no other LED's being lit. In this situation, you must replace the clock battery before the DHP can be used. The battery used is a 3.2V Panasonic # CR-2032VP (or equivalent).

## 1.3 – RS232 Serial Port & Null Modem Adapter

To enable communication between two serial devices the transmitter from Device A must be tied to the receiver from Device B, and the receiver on Device A must be tied to the transmitter on Device B. For a typical setup like a computer connected to a modem, the computer has a Male DB9 connector with pins which is then plugged into a Female DB9 connector with sockets on a modem. The computer is called the “Data Terminal Equipment (or DTE)” and the modem is called a “Data Communication Equipment (or DCE)”. All this means is that the wiring inside the DB9 connector, cable, and modem is setup to tie the receive and transmit lines correctly to each other.

The Data Hog Plus has a male DB9 connector and acts just like a computer in the role of a DTE device. The male DB9 connector is designed to be plugged into things just like a computer is. This can cause a problem though if you want to connect the DHP directly to another DTE device (like your computer) because you are now trying to plug to two DTE devices with male DB9 connectors together.

To get around this problem, the DHP comes with a “NULL MODEM ADAPTER”. This has two female DB9 connectors on it and reverses the connection so that the DHP can be connected directly to another DTE device like your computer. 99% of the time this is all that is required.

Unfortunately, some manufacturers don’t follow the rule of male pins being DTE devices and female pins being DCE devices. In this case, you may need to customize your serial connection or purchase a “gender changer”. The following chart shows the exact pinout of the Data Hog Plus DB9 connector:

9 Pin Sub-D			
#1 - Carrier Detect	DCD	<-	(Input to Data Hog Plus)
#2 - Receive	RXD	<-	(Input to Data Hog Plus)
#3 - Transmit	TXD	->	(Output from Data Hog Plus)
#4 - Data Term. Rdy	DTR	->	(Output from Data Hog Plus)
#5 - Ground	GND	<->	(Common Ground)
#6 - Data Set Ready	DSR	<-	(Unused by Data Hog Plus)
#7 - Ready To Send	RTS	->	(Output from Data Hog Plus)
#8 - Clear To Send	CTS	<-	(Unused by Data Hog Plus)
#9 - Ring Detect	RNG	<-	(Unused by Data Hog Plus)

## 1.4 – USB Port

The DHP contains a “B” style USB connector on the side of the case. Plug this into almost any Windows, Linux, or other device which supports USB. The DHP uses the FTDI # FTX230XS chip for USB to Serial conversion and most operating systems support this chip directly and immediately. If you need a separate driver to install, please refer to [www.ftdichip.com](http://www.ftdichip.com) or install the “D-Terminal” application and follow instructions for installing the device driver.

## 1.5 – WiFi

Data Hog Plus-W has a full 802.11b/g/n wireless interface operating at 2.4GHz. You can control all aspects of wireless communications including power level, security, port, network ID, password, and speed. The WiFi operates in one of two distinct modes:

- **Server** – In this mode, the Data Hog Plus-W operates as a host wireless access point for the DHP functions and connection to the USB, RS232, I2C, SPI, and Logic Level Serial ports. Almost any device can connect to it and then immediately send commands, access the SD card, or send/receive data from or to the other ports. This is very useful for iOS and Android devices because it allows them to easily implement a physical serial port (which is not normally available on those platforms).  
NOTE: In server mode, the IP Address of the Data Hog is always “192.168.4.1”.
- **Client** – In this mode the Data Hog Plus-W links to any existing wireless network and gets assigned a unique IP address on that network. Once this is done, anyone else connected to that network can connect to the Data Hog Plus-W and access the onboard functions like the SD Card and Batch File execution as well as connecting to the USB, RS232, I2C, SPI, and Logic Level Serial Ports.

In either Server or Client mode, access to the DHP is done using a “telnet” style of interface. This works by remote devices connecting to the DHP IP address and port and then using a terminal program to send commands and receive data. The included D-Terminal app fully supports this ability by simply clicking on “Port” and then “Add new IP Connection...” from the menu.

Once connected to the DHP, it works almost exactly the same as if connected to the USB, RS232, or logic level serial port. SD card access commands (like “DIR”, “CD”, “RUN”, etc.) are fully supported as well as the “CONNECT” command can be used to tie the WiFi connection to one of the other channels.

NOTE: To save power, the WiFi defaults to “OFF” on new DHP units. Turning it on is simple matter of using the “WIFI=SETUP” command and following the instructions (see section 10). Be aware that powering the WiFi from a 9V battery will drain it approximately twice as fast when the WiFi is turned off.

## 1.6 – Bluetooth

In addition to WiFi, the Data Hog Plus-W also supports a Bluetooth V4.2 Class 1 interface using the “SPP” (Serial Port Protocol). Much like the WiFi interface, connecting to the Bluetooth channel allows users to access the SD card, connect to other channels, run batch files, control the GPIO pins, and all other functions available.

Both Bluetooth and WiFi can be used either by themselves or simultaneously. You can even CONNECT the Bluetooth and WiFi channels together to make a WiFi<->Bluetooth Serial protocol converter, or tie the Bluetooth channel to the USB, RS232, or Logic Level Serial channels.

Refer to section 10 for complete information on setting up, using, and controlling the Bluetooth system.



## 1.7 – SD Card

The Data Hog Plus is designed to be used with a wide variety of SD Cards. Everything from high-speed Class 10 cards to low-speed Class 1 cards can normally be used without issue. However, use caution when purchasing or using very inexpensive SD Cards. Some manufacturers utilize low-quality memory which either fails outright or does not last more than a few read/write cycles. This is not a failure of the Data Hog Plus, but a result of a badly made memory card.

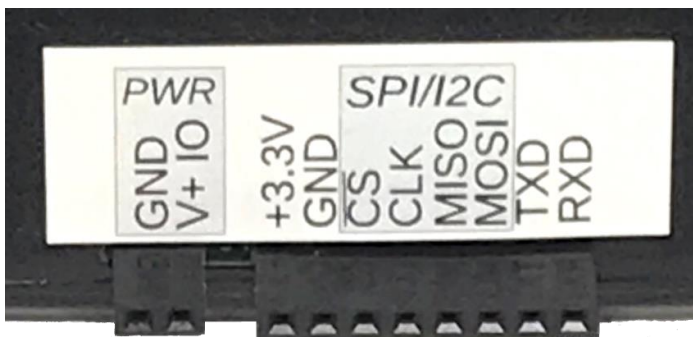
It is recommended to only use name brand SD Cards manufactured by companies like SanDisk, Kingston, Sony, and Lexar. Avoid any off-brand card which is sold extremely cheaply. These cards will not last and can give the false impression that the Data Hog Plus is not working, not to mention may cause the loss of collected data.

In addition, if you plan on using an SD Card for storing large amounts of frequently changing data (such as video or image files), select an “Industrial” or “High Endurance” type of card. These most often contain advanced features to prevent loss of data after many read/write cycles.

It should be noted that even a high-quality SD Card it will not last forever. Frequent write, read, erase cycles will eventually degrade even the best memory and will require replacement.

## 1.8 – +3.3V Logic Level Serial, SPI, & I2C Ports

On the side of the Data Hog Plus case there are two connectors – a 2 pin and an 8 pin. The two-pin connector is the power in/out port described in section 1.1 above. The eight-pin connector is the logic level serial, GPIO, Analog to digital conversion, External Triggers, and SPI/I2C port connection:



The two rightmost pins are the logic level serial (TXD & RXD). These pins along with the GND (Ground) pin allow you to connect the DHP to almost any device with a logic level serial port. Note that “logic level” means that the port uses 2.8V to 3.3V for “high” and 0V for “Low”. This port is referred to as the second serial port (or “COM2”) for DHP commands.

See section 6 for complete details.

The middle four pins are used for the SPI/I2C port. These are what is known as “synchronous” serial and are referred to by the system as the “S” port or “COMS” port when utilizing it as an SPI connection or as the “I” port or “COMI” when utilizing it as an I2C. See section 7 for complete details on using these ports.

**WARNING:** Although the pins are protected to some degree, you can still permanently damage the Data Hog Plus beyond repair by connecting it up to a high voltage, connecting to the wrong pin, or creating a short between power or other pins. ONLY change connections while the power switch is in the OFF position and carefully check all connections before proceeding. If you discover a problem, immediately remove power and make sure the unit is not warm before proceeding.

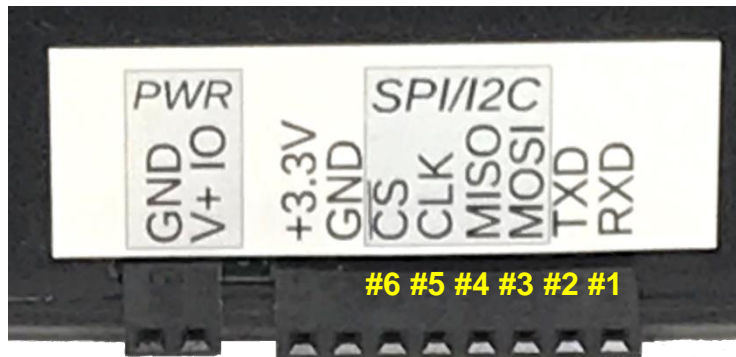
**IMPORTANT:** There is a resettable fuse built into the circuit board which trips automatically if more than about 0.5Amps of power is drawn from either the 9V battery or the USB input. This is a self-healing type of fuse which stays “open” as long as the drain is present, and the heals when the short is removed to “close” again. If your unit stops working due to a short circuit, disconnect all power and external devices and wait 5-10 minutes for the fuse to recover before powering it up again.

## 1.9 – GPIO

The Data Hog Plus supports up to six GPIO (General Purpose Input/Output) pins. These pins share the SPI/I2C and Logic Level Serial port pins so cannot be used at the same time if these other pins are enabled. GPIO is labeled #1 to #6 as follows:

<i>Functions</i>	<i>Variable Name</i>	<i>SEND/OUTPUT Control</i>	<i>Shares Pin With</i>	<i>ARM CPU Pin</i>
GPIO, TRIGGER, & ADC #1	%G1	\G1x	RXD	PC0
GPIO, TRIGGER, & ADC #2	%G2	\G2x	TXD	PC1
GPIO & TRIGGER #3	%G3	\G3x	MOSI	PB15
GPIO & TRIGGER #4	%G4	\G4x	MISO	PB14
GPIO & TRIGGER #5	%G5	\G5x	CLK	PB13
GPIO & TRIGGER #6	%G6	\G6x	CS	PB12

Specifically, the GPIO pins are numbered like this:



Turning on GPIO, TRIGGER, or ADC functionality on any pin will disable the logic level serial (GPIO #1 or GPIO #2), the SPI (GPIO #3-#6), or the I2C (GPIO #3 or GPIO #4). Similarly, enabling the logic level serial, SPI, or I2C functions automatically turns off the GPIO, TRIGGER, and ADC (if enabled).

Each GPIO can be configured as an Input or Output. When configured as an Input, the GPIO can optionally be pulled High (to +3.3V) or Low (to Ground). Pull up or down resistance is ~40K ohms, with a “low” (or “0”) being around 1V or less and a “high” (or “1”) being around 2V or more.

When configured as an Output, the GPIO’s can source or sink +/- 8mA. Refer to the ST Microelectronics # STM32L451 data sheet for more specific information on the electrical characteristics of the GPIO pins.

See section 9 of the manual for more information on using the GPIO, TRIGGER, and ADC functions. It is recommended users become familiar with the terminal command line and batch files before using GPIO.

### **EXTERNAL TRIGGER’s:**

All of the GPIO’s can also be used in “EXTERNAL TRIGGER” mode which gives some advanced features when detecting state changes and to wake up from **DEEPSLEEP**. See section 9.3 for more information.

### **ADC (Analog-to-Digital Conversion):**

GPIO #1 & #2 function as the two analog-to-digital conversion pins for voltage monitoring. See section 9.4 for more information.

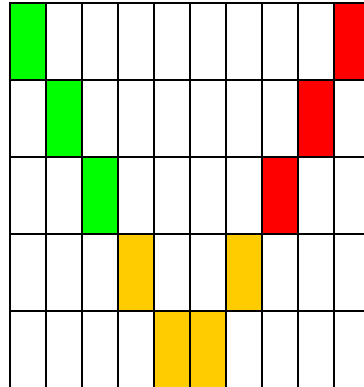
## 1.10 – Bug Reports & Change Requests

Diamond Edge Technology is dedicated to its products and customers. If you find a bug or have a new feature request, please email us at [ryan@detllc.com](mailto:ryan@detllc.com). If the feature is one that we think others might also use, it is likely we can quickly add it for you and send you a firmware update. Thank you for your support of the Data Hog Plus-W!

## 2 – Ten Segment Bar Graph LED Display

The Data Hog Plus (DHP) indicates its current status with different displays on the ten segment LED bar graph. Users can custom program the display to show anything desired, or turn the display off to save power. By default, the LED display acts as follows:

1. **Power on/Initialization/WiFi Initial Connect** - Two LEDs travel from left and right to center and back again. This shows that the unit is powering on and initializing.  
NOTE: When WiFi or Bluetooth is enabled and powered ON, this sequence shows during power up until the WiFi and/or Bluetooth channel is fully connected or configured.



### 2. SD Card Status

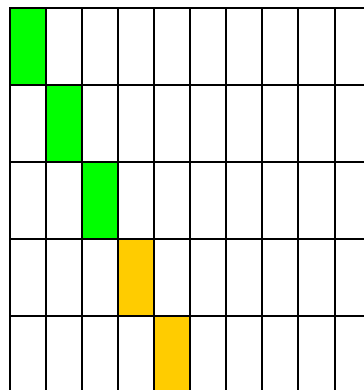
#### a. SD CARD INSTALLED

LED's will display from left to right (on a 1-10 scale) how much memory is used. For example, if 63% of the memory on the card is used to first 6 LED's will blink:



#### b. SD NOT INSTALLED

A single LED will blink rapidly from left to right again until a SD card is plugged in. Once SD is recognized, LEDs will show memory used and continue to step 3.



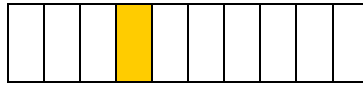
(and so on to 10<sup>th</sup> LED then back again)

3. **Serial, USB, WiFi, or Bluetooth Not Connected** - The middle 4 LED's will blink while waiting for a connection:



#### 4. Connected, Step 1:

- a. Once a connection of any type is made, the Data Hog Plus by will wait to receive a Carriage Return (0x0D) or Ctrl+E (0x05) from the connected device. While this process is happening the 4th LED will blink:



- b. Once the Ctrl+E is received, it will switch to command mode indicated by the outside 2 LED's staying ON, with the 4th LED blinking.



**NOTE:** The Data Hog Plus can be configured to operate in many different ways when a cable is plugged in. It can automatically upload a file, send and receive custom strings and characters, and do almost anything else under your control. Refer to the “Serial Protocol” and “Batch File” sections for more information. By default, it simply waits for commands to be sent to it via the serial port.

5. **Connected, Step 2:** If passwords have been enabled, the 5th LED will start blinking. Send the password (with “PWD=<password>” command) to continue:



6. **Connected, Step 3:** If the DHP has been configured to start an upload or download, or it receives a command to start an upload or download, the 6th LED will start blinking until the download or upload starts:



Once the download or upload starts, it switches to the 7th LED blinking and LED's 3, 4, & 5 showing a changing graph of each block sent or received:



When the file is done downloading or uploading, it will switch back to the 6th LED blinking and wait for the next command.

7. **Connected, Step 4:** If the DHP has been configured to start an upload or download immediately on power up, then at the end of that process it will pause with no LED's blinking and show the amount of memory left on the SD card like this:



(This shows ~90% of the memory used – No LED's are blinking!)

This display of memory used is stopped with another command being received (or receiving a Ctrl+E).

---

## 3 – Serial Communications Protocol

---

The Data Hog Plus (DHP) USB port, RS232 port, and Logic Level serial can range in speed from 300 to 2Mbps with optional auto-baud rate detection. The default baud rate is 19200bps. The WiFi, Bluetooth, USB, Logic Level Serial, and RS232 ports can all be used to connect DHP to a computer or other device with a compatible wireless channel or serial port that you want to control, adapt, convert, or store data.

The DHP supports a set of terminal commands that any program or communication system can send while it is in “Command Mode”. By default, command mode becomes active when the DHP receives a single Ctrl+E character (0x05) or Carriage Return (0x0D). This is usually sent by a computer running a terminal program like “D-Terminal” while connected to the WiFi or Bluetooth channels, or when plugged into the USB or the RS232 port (usually through a NULL-MODEM adapter), or through the Logic Level serial port.

### 3.1 – Sign-on (or Log-on) to Command Mode

Send a Ctrl+E (0x05) or Carriage Return (0x0D) to enter “Command Mode”. While in Command Mode, you can send different commands that control the DHP like downloading files, formatting the SD card, etc. This is often referred to as a “Terminal Emulator”. The response to Ctrl+E or Carriage Return is a sign on string:

**DHP#205a 04/24/21**

The values after the “DHP#” are the firmware version and date of firmware release. This signals the DHP is now in *command mode* and is ready to process new commands (see below). It also verifies that you are connected and, for USB, RS232, and Logic Level Serial, that the baud rate matches.

NOTE: If passwords are enabled, an asterisk (“\*”) will appear at the end of the sign-on string. You must send the password with the “PWD=<password>” command before any other commands will be processed.

### 3.2 – List of Terminal Commands

The following commands are available:

#### *SD Card File & Directory Specific Commands:*

- DIR/DIR <path> - Displays current file directory of the SD card or the files in the sub-directory <path>
- CD <dir> - Changes the current working directory
- TYPE <file> - Outputs a text file.  
TABS=<size> - Sets the size of tabs (0=Default, 1-100 fixed size with spaces)
- TYPEH <file> - Outputs a file as hexadecimal values.
- DEL <file> - Deletes a file (can also use ERASE).
- MD/RD <path> - Makes a directory or removes a directory
- REN <src><dst> - Renames <src> to <dst>
- COPY <src><dst>- Copies <src> to <dst>
- TREE - Displays a tree view of all existing directories from current directory.

#### *Upload/Download Commands:*

- DL / DLY - Starts a YModem download (puts data onto the DHP SD Card). You can optionally specify a <path> and/or <file> name, though YModem supports this itself.
- DLX <file> - Starts XModem download (stores data on Data Hog Plus) into <file>.
- UL/ULY <file> - Starts YModem upload (data from Data Hog Plus to external device) of <file(s)>.
- ULY <file> - Starts XModem upload (data from Data Hog Plus to external device) or <file(s)>.
- DLDIR <path> - Sets the default download directory for downloading files into DHP.
- ULDIR <path> - Sets the default upload directory for uploading files from DHP.
- STORE <file> - Starts a text file download into file named <file>. If <file> is blank, will create a file named “yyyy-mm-dd hhmmss.txt”.
- FASTLOG <file> - Similar to STORE except it highly prioritizes the capture (see section 8.4)
- TRIGLOG <file> - Similar to FASTLOG except GPIO triggers can exit the mode.

### *SD Card Specific Commands:*

- `FORMAT=YES!` - Reformats the SD Card.
- `MEM` - Display SD Card status (Size, Amount Used, Disk Status)
- `MEM=INIT!` - Re-initializes SD Card link.
- `MAXFILESIZE` - Gets or sets the maximum file size for FASTLOG and TRIGLOG.

### *System Commands:*

- `CK` - Clock Get or Set (time or date).
- `TIME / DATE` - Gets or Sets the Time and Date (`TIME` also allows setting time zone and DL Savings).
- `BAUD` - Changes the current baud rate (will revert to original baud on power up).
- `BOOTBAUD` - Changes the current baud rate and sets the default baud rate on power up.
- `AUTOBAUD` - Configures the auto-baud rate detect functionality.
- `MODEL` - Gets or Sets the type of Data Hog Plus and initializes various options associated with that model.
- `DEFDIR <path>` - Sets the default directory when system powers on.
- `SERIALNUM` - Gets/sets the last 10 characters of the serial number (first 10 are set by DET and should not be changed by user).
- `LEDS` - Turns On or Off the LED's (turn off to save power).
- `LEDO` - Overrides other LED settings to force LED to specific state.
- `LEDLEVEL` - Sets the bar graph to a level from 0 to 10.
- `SLEEP` - Enters low power sleep mode.
- `DEEPSLEEP` - Enters VERY low power mode (see section 3.5)
- `PWD+` - Set Password
- `PWD=` - Send Password
- `NF=YES!` - Start Firmware Upload via YModem.
- `RESET` - Restores all settings to their original value (except Serial # and Manufacture Date)
- `TIMER=<action>` - Starts, Stops, Resets, or displays the high-speed timer.
- `CONNECT` - Enables tying the USB, RS232, and Logic Level serial ports together with or without a data logger and protocol analyzer.
- `GPIO` - Configures the GPIO pin functions including reading back values and setting outputs.
- `TRIGGER` - Configures and enables the GPIO "EXTERNAL TRIGGER" functions.
- `ADC` - Configures and enables the Analog to Digital conversion pins and temperature monitor.
- `WIFI / BT` - Enables, disables, and configures the WiFi and Bluetooth systems.

### *Direct Control (often used with batch file execution):*

- `SEND <text>` - Sends out a specific string. This is often used in combination with a Batch file.
- `RCV <text>` - Waits for a specific string to be sent back.
- `IF <text>` - Checks if the last thing received is equal to <text> and then jumps to <label> if it is.
- `GOTO <label>` - See the "Batch File Execution" section for more information.
- `LOOP <x><label>` - Repeats <x> number of times by jumping to <label>.
- `GOTO <label>` - Jumps to a point in the batch file.
- `REM <text>` - Marks the rest of the line as a "remark".
- `IDLE <time>` - Idles the system until a specific time or for a set number of seconds.
- `RUN <file>` - Runs a different batch file.
- `CALL <file>` - Runs a different batch file and then returns to current batch file when done.
- `RESTART <time>` - Reboots the Data Hog Plus immediately or after a certain amount of time.
- `EXIT <code>` - Exits out of running batch file.

### *File Read/Write (most often used with batch file execution):*

- `OPENN <file>` - Opens a new file for writing. If the file exists, it is automatically overwritten.
- `OPENA <file>` - Opens a file for writing. If the file exists, new data is appended to the end.
- `OPEN <file>` - Opens an existing file for reading. If the file does not exist, an error is returned.
- `CLOSE` - Closes the file opened by `OPENN`, `OPENA`, or `OPEN`.
- `OUTPUT <data>` - Writes data to an open file.
- `INPUT <data>` - Reads data from an open file.

- SEEK - Jumps to a specific location in a file.
- SEEKEND - Jumps to end of a file (with optional offset)
- SEEKSTART - Jumps to beginning of a file.
- LINESEEK - Jumps to a specific line of a file.

## 3.3 – Error Codes

In the case of a terminal command formatting error, a batch file command error, or if something else goes wrong, the DHP sends out one of the following error responses instead of either “OK” or the data requested.

```
ERR#00 (Unknown Command!)
ERR#01 (Password not sent!)
ERR#02 (Incorrect Parameters!)
ERR#03 (SD Card not installed!)
ERR#04 (SD Card not working!)
ERR#05 (SD Card Error!)
ERR#06 (File does not exist!)
ERR#07 (Directory error!)
ERR#08 (Directory does not exist!)
ERR#09 (Directory already exists!)
ERR#10 (Program Flash Upload Error!)
ERR#11 (Rename error!)
ERR#12 (Formatting error!)
ERR#13 (Can't open file!)
ERR#14 (File Delete Error!)
ERR#15 (Download Error!)
ERR#16 (Upload Error!)
ERR#17 (Copy Error)
ERR#18 (SPI Error)
ERR#19 (Can't open Log File Error)
```

### *Batch File Errors:*

```
ERR#20 (Goto Label Error)
ERR#21 (Send format error)
ERR#22 (If/Goto format error)
ERR#23 (CALL nesting error)
ERR#24 (Loop Error)
ERR#25 (File OPEN/CLOSE error)
ERR#26 (File Seek error)
```

### *WiFi/Bluetooth Errors:*

```
ERR#30 (WiFi not available)
ERR#31 (Bluetooth not available)
ERR#32 (Cannot do that from WiFi!)
ERR#33 (Invalid Password!)
ERR#34 (Cannot use ESP32 command!)
```

## 3.4 – Terminal Command Details

The following commands are supported from the WiFi, Bluetooth, USB, RS232, and/or logic level serial ports (see section 6). A command can come from any channel at any time.

ALL of these commands also work from inside of a batch file (see section 4). However, users will frequently also use these commands directly from a terminal program like D-Terminal.

---

### Terminal Command – Clock (CK)

Format: **CK**

**CK=<time>**

**CK=<date>**

**CK=<date>,<time>**

---

Returns the current time & date (with just **CK** on the command line) or will set the time or the date to a specific value. For example:

CK=12:23:00 (Sets the time to 12:23:00pm)

CK=08/11/17 (Sets the date to August 11<sup>th</sup>, 2017)

CK=12:23:00,08/11/17 (Sets the time to 12:23:00pm and date to August 11<sup>th</sup>, 2017)

Just using **CK** on the command line by itself returns the current time & date like this:

```
CK
Time=07:01:55 Date=09/12/17
```

---

### Terminal Command – Clock Time & Date

Format: **TIME** or **DATE**

**TIME=<time>** or **DATE=<date>**

---

These are similar to **CK=<time>** and **CK=<date>** and are included to make it easier to remember the command for setting the system time and date.

In addition, you can add to the command **DLON** (to turn on Daylight Savings Adjust), **DLOFF** (to turn off daylight savings adjust, and **ZONE=<val>** to set the time zone where <val> is from “-11” to “+12” for the UTC zone. You can also use “PST”, “EST”, “MST”, “CST”, “AKST” to specify a specific zone by name. For example:

TIME=DLON, ZONE=PST - Sets Daylight Savings ON and sets the time zone to “-8” (Pacific standard time).

TIME=DLOFF, ZONE=-3 - Sets Daylight Savings OFF and sets the time zone to “-3”.

---

### Terminal Command – Send/Set Password

Format: **PWD=<x>**

**PWD+<x>**

---

Sends or sets the current password. Use **PWD=<x>** to send the current password and DHP will respond with “OK” if it is correct, or “ERR#02” if it is not. Passwords are NOT case sensitive.

Use **PWD+<x>** to set the password to a new string. This also turns on passwords if they are currently disabled.

Use **PWD+** to disable the password.



---

**Terminal Command – New Flash (NF)****Format: NF=YES!**

---

This function starts a firmware update on the Data Hog Plus as follows:

- 1) After this command is sent, the program will send “YModem Start ...” and wait for the initial header block to be sent. Nothing has been done to the original code yet - and won't be until a valid header block is received. Power can be removed and reapplied and system will return to normal operation at this point.
- 2) Once the header block is received, the current program in memory will be erased and the system will download and store the uploaded code into the program flash memory.
- 3) At the end, system sends either “ERR!” on failure or “GO!” if succeeded.
- 4) Data Hog Plus does a hard reset and restarts.

A firmware update is a fairly complex process that must be performed in the exact steps indicated, otherwise a catastrophic failure could occur. You WILL BRICK THE UNIT AND VOID YOUR WARRANTY if you load something in other than approved Data Hog Plus code!

***Make sure you are plugged into the USB port or your battery is fresh before starting this process.***

---

**Terminal Command – Set Model & Parameters (MODEL)****Format: MODEL****MODEL=<param>**

---

MODEL controls some basic ways the DHP operates:

<pre>MODEL=W  MODEL=W,&lt;login&gt;,&lt;ul/dl&gt; &lt;file&gt;</pre>	<p>General purpose Data Hog Plus-W. Users can control the DHP through the WiFi, Bluetooth, USB, RS232, or logic level serial port directly, use a batch file on the SD card, or use the Upload/Download option on power up.</p> <p>There several options:</p> <p>&lt;login&gt; - Set to “0” to disable needing the Ctrl+E to login, or “1” to enable.</p> <p>&lt;ul/dl&gt; - Specifies starting an Upload (ul/ulx/uly) or Download (dl/dlx/dly) with &lt;file&gt; as soon as a SD card and cable is detected.</p> <p>NOTE: Start YModem downloads on power up without a file name like this:</p> <p>MODEL=W, DLY      ...or...      MODEL=W, DL</p> <p>The DHP will store the file based on the file name included from the sender.</p>
--	---

For example, to set the DHP to not require a Ctrl+E to logon before any other commands will be accepted:

```
model=W,0  
Model="W" (Login=0/'No')
```

To set the DHP to automatically begin a YMODEM download (data to be stored on the SD card), send:

```
model=w,DLY  
Model="W" (Login=1/'Yes', DLY on Power Up="(determined by sender)")
```

To set the DHP to automatically begin a YMODEM upload of file TEST.BIN on power up, send:

```
model=W,ULY TEST.BIN  
Model="W" (Login=1/'Yes', ULY on Power Up="TEST.BIN")
```

---

**Terminal Command – Reset to Defaults****Format: RESET**

---

Resets to the default settings. This does not affect the Serial Number, Baud Rate, or Model. All other settings are returned to their factory set values.

---

**Terminal Command – LED Control****Format: LEDS  
LEDS=<x>**

---

Turns ON or OFF the LED Display as follows:

- LEDS=0 - LED's are turned off which saves ~40mA of power draw from the battery. Can also use command **LEDS=OFF** for same result.
- LEDS=1 - LED's are turned on and operate normally (default). Can also use command **LEDS=ON** for same result.
- LEDS=2 - LED's are turned on only at very beginning, and then just blink every so often until downloading is complete (when they go back on). They will also come on to indicate an error. This is a lower battery usage option.
- LEDS=3 - LED's are a 0-10 scale controlled by **LEDLEVEL** command.

---

**Terminal Command – LED Level****Format: LEDLEVEL=<x>**

---

Sets the LED level from 0-10 when **LEDS=3**.

---

**Terminal Command – LED Override****Format: LEDO=OFF / ALL  
LEDO=<x>,<y>**

---

The LED Override command allows for direct control over any or all of the 10 segment bar graph LED's. By default, it is set to "OFF". If one or more LED's are directly overridden, they will always display the value specified.

- LEDO=OFF - Turns off the LED override. All LED's revert to their non-overridden state.
- LEDO=ALL - Overrides all LED's and sets them to OFF by default.
- LEDO=<x>,<y> - Overrides LED # <x> (where x is from 1 to 10) to be ON (<y>=1) or OFF (<y>=0). Once overridden, the LED stays at the state specified until you change it with another LEDO=<x>,<y> or send LEDO=OFF to disable the override command.

For example, suppose you wanted LED # 10 to be ON when your batch file is running and OFF otherwise. You could put the following command at the beginning of the batch file:

```
LEDO=10,1
```

And put this command right before your batch file exits:

```
LEDO=10,0
```

This overrides any other operation that might change LED # 10 and will only be on when the batch file is running. To return the system to normal operation, send:

```
LEDO=OFF
```

Or send:

```
RESET
```

---

**Terminal Command – Set Baud Rate****Format: BAUD=<bps>  
BOOTBAUD=<bps>**

---

Sets the current baud rate (**BAUD**) or sets the current baud rate and sets the default rate the DHP will use when it powers up (**BOOTBAUD**). Values can range from 300 to 2000000, but note that the serial port on your computer may not support rates above 115,200. Always use **BAUD** first to check system still responds before using **BOOTBAUD** to make sure you can cycle power and get the unit back.

---

**Terminal Command – Auto Baud Rate****Format: AUTOBAUD=<on/off>  
AUTOBAUD=<mode>**

---

The auto baud command turns on or off auto baud rate detection. By default this is OFF and the only way the baud rate changes is with the BAUD or BOOTBAUD commands.

To turn auto baud rate detection on, send the command:

```
AUTOBAUD=ON
```

You can also set the auto baud detection mode to one of four values as follows:

```
AUTOBAUD=FALLINGEDGE      (can be shortened to AUTOBAUD=FA)
```

```
AUTOBAUD=STARTBIT         (can be shortened to AUTOBAUD=ST)
```

```
AUTOBAUD=7FFRAME         (can be shortened to AUTOBAUD=7F)
```

```
AUTOBAUD=55FRAME         (can be shortened to AUTOBAUD=55)
```

These are four different ways auto baud rate detects changes in the rate. By default, “STARTBIT” is used and is usually fine for most users. Note that setting the mode automatically turns on auto baud rate detection if it was off. You can also turn it off with:

```
AUTOBAUD=OFF
```

To set both the On/Off and the mode, combine the two like this:

```
AUTOBAUD=ON, STARTBIT
```

**NOTE 1:** When converting/adapting from one port to another, such as from RS232 to USB, enabling auto baud on one channel will automatically adjust it on the other channel. See section 8 for more information on how this works.

**NOTE 2:** You cannot do auto baud with the WiFi, Bluetooth, or logic level serial ports (COM2). However, the rate on the logic level serial port (COM2) can be changed when auto-baud is enabled on either the RS232 or USB ports and the two channels are tied together with the “CONNECT” command. See section 8 for more info. The WiFi and Bluetooth ports work differently and autobaud does not apply in most cases (see sections 10 and 11).

**NOTE 3:** Because the DHP first must determine that the rate has changed, then determine the new rate from incoming data, it can take 2-5 characters before the auto-baud system identifies the new rate. Be sure to account for this when using auto baud changes in your system. If using command mode, often it works to just send the Ctrl+E character until you get a response at the new rate. However, sometimes it can work faster to send other characters (like a space). If it doesn't auto-baud with a Ctrl+E, try sending other characters to get a new rate recognized.

---

**Terminal Command – Sleep****Format: SLEEP=<serial>,<time>**

---

Puts the DHP into a low power sleep mode that will wake only when it receives a character on its serial port (if <serial>="on"), or after <time> number of seconds has passed. <time> can also be set to a specific "hh:mm:ss" value or the word "top" to wakeup at the top of the next hour.

For example:

- SLEEP - Goes to sleep until a character is received ("on" is assumed).
- SLEEP 60 - Goes to sleep until 60 seconds has elapsed.
- SLEEP on, 60 - Goes to sleep for 60 seconds or a character is received.
- SLEEP 00:00:00 - Goes to sleep until midnight (serial is shutoff)
- SLEEP top - Goes to sleep until top of next hour (serial is shutoff). For example, if it currently 12:34 it would exit sleep at 13:00.
- SLEEP on, top - Goes to sleep until top of next hour or a serial character is received.

Sleep power draw and how long a typical 9V battery will last depends on a variety of factors.

- 1) If serial port wakeup is enabled from RS232 port, power draw will be ~7.7mA.  
If no RS232 port is connected, with serial port wakeup power draw will be ~2.8mA.
- 2) If serial port wakeup is disabled, any of the time based wakeups will draw ~2.8mA if a RS232 cable is connected, or ~2.6mA if no cable is connected.
- 3) Estimated battery life with 9V / 550mAh:  
7.7mA = 65 Hours      2.8mA = 190 Hours      2.6mA = 200 Hours  
Note that the Data Hog Plus can accept any DC power input from 5V to 16V. You can hook up an alternate power source to the 9V battery terminals, or to "J5B" on PCB.
- 4) Powering on the WiFi or Bluetooth will add to the above power draw. See section 10 for more info.

*NOTE: See section 3.5 for more information on using SLEEP and DEEPSLEEP!*

---

**Terminal Command – Set Serial Number****Format: SERIALNUM  
SERIALNUM=<val>**

---

Gets or sets the last 9 characters of the Data Hog Plus serial number. The first 10 characters are set by the factory (DET) before shipping the DHP and are not changeable by the user.

The factory serial number is set as follows:

- DHPmmyyxxx - Where "mm" is the month of manufacture, "yy" is the year of manufacture, and "xxx" is the sequence number (3 digit hexadecimal value).

Setting your own serial number automatically adds a dash ("-") and then up to 9 characters of your choosing. For example, to set the last part to "MyDatahog", you would send:

```
SERIALNUM=MyDataHog
```

Resulting in a new serial number that looks something:

```
DHP07200BC-MyDataHog
```

Note that you can request the Serial Number without first sending the password (if enabled). However, you cannot change it without sending the password.

---

**Terminal Command – Memory Status (MEM)****Format: MEM**

---

Returns the current SD Card status information, or an error message if no card has been found. The DHP responds with something similar to this:

```
Total Memory: 59GB
Memory Used : 0GB (0%)
SD Card Name: 46HSG V8.0
```

---

**Terminal Command – Memory Initialize****Format: MEM=INIT!**

---

Re-initializes the SD Card interface. Will return “OK” or “ERR#05” after the initialization.

---

**Terminal Command – Format SD Card****Format: FORMAT=YES!**

---

Re-formats the installed SD Card. Will return “OK” or “ERR#05” after formatting to indicate the status of the SD Card. Note that cards are formatted to exFAT to maximize their broad usage and large files.

---

**Terminal Command – Change Directory****Format: CD**  
**CD <path>**  
**CD ..**

---

The DHP starts by default in the root directory of the SD card, although this can be changed with the **DEFDIR** command. Sending **CD** by itself will return a string indicating the current directory:

```
cd
Current Directory = "(root)"
```

To change to a sub-directory send **CD <path>** where **<path>** is the name of the directory. For example:

```
cd Dudley
Current Directory = "Dudly"
```

If the directory does not exist, an error will be displayed. To go back up one level, send:

```
cd ..
```

To go back to the root directory regardless of where you currently are, send:

```
cd /
```

**<paths>** are relative to your current position, unless you put a slash in front of the path name. For example, suppose you are currently in “/Dudly/Test” and you want to go to “/Boo/Test/2” you would send:

```
cd /boo/test/2
```

Note that **<path>**’s are not case sensitive. The DHP also treats forward slashes (“/”) and backward slashes (“\”) the same, but will always report directory names using a forward slash.

You can optionally surround path names with quote marks. However, this is rarely necessary since the DHP assumes everything after **CD** is the directory name. Only with the **REN** and **COPY** commands are quote marks usually needed.

---

**Terminal Command – Directory Listing****Format: DIR  
DIR <path>**

---

To list all the files and directories in directory send the **DIR** command. Sending it without a specified <path> will list files in the current directory, sending it with a <path> shows files from that directory. For example:

```
dir
-----
Directory Listing of "dudly":
-----
2020-07-19  23:15:12  <DIR>          test 1
2020-07-19  23:15:14  <DIR>          test 2
2020-07-19  23:15:22  <DIR>          Test 3

                0 Files                0 bytes
                3 Dirs   15931015168 bytes free
```

**DIR** works almost exactly the same as the Command Prompt in Windows. The DHP starts by default in the root directory of the SD card, although this can be changed with the **DEFDIR** command.

**DIR** also supports wildcard characters such as:

DIR \*.txt - Displays only files ending in ".txt" from current directory.

---

**Terminal Command – Directory Tree View****Format: TREE  
TREE <path>**

---

Displays a tree structure view of all the directories on the SD card. With nothing specified for <path> it starts at the current directory, otherwise you can use:

```
TREE \ - Always display entire directory tree from the root directory.
TREE "\\Foo" - Displays tree view of the Foo directory off the root.
TREE ".." - Displays a tree view starting in the directory up one level from this one.
TREE "Foo" - Displays a tree view starting in sub-directory Foo from current directory.
```

---

**Terminal Command – Make Directory****Format: MD <path>**

---

Makes a new directory. For example, to make a new directory from the current directory send:

```
md Foo Bar
```

Or you can send:

```
md "Foo Bar"
```

Another way to always make the directory from the root:

```
md "\\Foo Bar"
```

---

**Terminal Command – Remove Directory****Format: RD <path>**

---

Removes a directory and all files and sub-directories in that directory. For example, to remove the director “Foo Bar” from the root you can send:

```
rd "\Foo Bar"
```

This can be a dangerous command because it can quickly remove a lot of files. Use it carefully!

---

**Terminal Command – Delete File****Format: DEL <file>**

---

Deletes a file from the SD card. For example, to remove the file “Dud.txt” from the root you can send:

```
del "\Dud.txt"
```

To delete a file in the current directory, send:

```
del "dud.txt"
```

You can also use wild cards in the file name. To erase all files ending in “.txt”. send:

```
del *.txt
```

NOTE: For compatibility purposes, you can also use **ERASE** exactly the same as **DEL**.

---

**Terminal Command – Rename File or Directory****Format: REN <src> <dst>**

---

Renames <src> to <dst>. This command works on files or directories, and can also move a file from one directory to another.

This command benefits from surrounding the <src> and <dst> with quote marks (helps to identify them), and is required if the <src> has any spaces in the name.

To rename file “Foo Bar.txt” to “Foo.bin”, send the command:

```
ren "Foo Bar.txt" "Foo.bin"
```

---

**Terminal Command – Copy File or Directory****Format: COPY <src> <dst>**

---

Copies <src> to <dst>. This command works on files or directories, and wildcards can be used for the <src> but not for the <dst>.

This command benefits from surrounding the <src> and <dst> with quote marks (helps to identify them), and is required if the <src> has any spaces in the name.

To copy the file “Foo Bar.txt” to “Foo.bin”, send the command:

```
copy "Foo Bar.txt" "Foo.bin"
```

---

**Terminal Command – Type out a File****Format:** **TYPE** <file>  
**TYPEH** <file>  
**TABS** <size>

---

Outputs the contents of <file> to the serial port. Output can be aborted by sending a Ctrl+X (0x18) or Ctrl+Z (0x1A). Renames <src> to <dst>.

TYPE outputs the file as straight text. **TYPEH** outputs it as a hexadecimal conversion.

By default **TYPE** outputs tabs as a straight character (0x09). However, you can set it with the **TABS** command as follows:

- TABS=0 - Output tab characters as a straight 0x09.
- TABS=<size> - Replace tabs with spaces and set <size> to 1-100 in width.

---

**Terminal Command – Default Directory****Format:** **DEFDIR**  
**DEFDIR** <path>  
**DLDIR**  
**DLDIR** <path>  
**ULDIR**  
**ULDIR** <path>**Download Directory****Upload Directory**

---

These commands display or set the default file directory to use on power up (**DEFDIR**), the directory to store files in when doing a download (**DLDIR**), and the default directory to use when uploading files from the DHP (**ULDIR**).

Note that when downloading files using the YMODEM protocol, a file directory can be part of the name. In this case, the file is always stored as though the **DLDIR** is the root directory.

In a similar way, when uploading files with YMODEM the **ULDIR** is treated as the root directory and is not included in any path name for the file.

The **DEFDIR** value will automatically be created on any SD Card when it is installed in the DHP.



Creates a new file named <file> and beginning storing everything received from the serial port into the file. File is closed automatically on receipt of Ctrl+X (0x18) or Ctrl+Z (0x1A) or if the cable is unplugged. If no file name is given, then a file named “yyyy-mm-dd hhmmss.txt” is automatically created.

**STOREA** differs from **STORE** in that it will automatically append new data to the end of <file> if it exists (otherwise it creates a new file). **STORE** will always overwrite any existing file with the new data.

Note that characters are not echoed back during storage. The DHP assumes this is being done under software control and does not need to see the actual data being stored. To view the text after it has been stored, use the **TYPE** command.

The file directory used to store the file uses the following logic:

- 1) If the file name starts with a slash (“/”) and then a file name, then it will always go in the root directory.
- 2) If the file name is just a single slash (**STORE /**), then a file named in the format “yyyy-mm-dd hhmmss.txt” will go in the root directory.
- 3) If the default download directory is blank, or you start the file name with “./”, then the file will be stored in the current directory plus whatever directory has been specified in <file>.
- 4) All other situations will store the file in the default download directory plus whatever directory has been specified in file.

Some examples:

```
STORE
```

Creates a “yyyy-mm-dd hhmmss.txt” file in the default download directory.

```
STORE /
```

Creates a “yyyy-mm-dd hhmmss.txt” file in the root directory.

```
STORE ./
```

Creates a “yyyy-mm-dd hhmmss.txt” file in the current directory.

```
STORE Dud.txt
```

Creates file “Dud.txt” in the default download directory.

```
STORE /Dud.txt
```

Creates file “Dud.txt” in the root directory.

```
STORE /MyDir/Dud.txt
```

Creates file “Dud.txt” in the “/MyDir” directory.

```
STORE ./Dud.txt
```

Creates file “Dud.txt” in the current directory.

```
STORE ./MyDir/Dud.txt
```

Creates file “Dud.txt” in the sub-directory “MyDir” from the current directory.

```
STOREA Dud.txt
```

Appends new text data to file “Dud.txt” in the default download directory.

**NOTE:** It is recommended to use **FASTLOG** or **TRIGLOG** instead of **STORE** if your capture rate is 230400 baud or higher. This will insure you won't miss any data (see section 8.4).

---

**Terminal Command – Download File****Format: DL / DL <file>  
DLY / DLY <file>  
DLX <file>**

---

Download transfers a file from a remote system (like a computer) to the Data Hog Plus SD card. The parameters for **<file>** are the same as the **STORE** command (see above).

**DL** and **DLY** are identical and start a YMODEM CRC protocol download (either 1K or 128 byte), including allowing the sending device to specify the **<file>** (use **DL** or **DLY** without a file name to allow this). The Data Hog Plus implements standard YMODEM with 1K block sizes and a CRC check.

**DLX** does an XMODEM download instead. You must specify the file name for XMODEM.

Refer to the following for specific details on how XMODEM and YMODEM works:

<http://textfiles.com/programming/ymodem.txt>

<http://web.mit.edu/6.115/www/amulet/xmodem.htm>

Once the download is complete the DHP will send “OK (Download Complete!)”.

NOTE: **DLY** supports multiple file transfer. The sending device can send as many files as it wants and the DHP will store them as received.

---

**Terminal Command – Upload File****Format: UL <file>  
ULY <file>  
ULX <file>**

---

Upload sends a file from the SD card on the DHP to a remote device over the serial port. The options for **<file>** are the same as the **STORE** command (see above).

**UL** and **ULY** are identical and start a YMODEM 1K with CRC protocol upload with the file named. **ULX** starts a XMODEM 1K transfer with CRC upload.

Refer to the following for specific details on how XMODEM and YMODEM works:

<http://textfiles.com/programming/ymodem.txt>

<http://web.mit.edu/6.115/www/amulet/xmodem.htm>

Once the upload is complete the DHP will send “OK (Upload Complete!)”.

NOTE: **UL** and **ULY** supports multiple file transfer. Simply specify a wildcard in the file name to select more than one file to send. For example:

UL \*.\* - Sends all files in the directory.  
UL \*.txt - Sends all files ending in “.txt”.

## 3.5 – Low Power Modes

The DHP has low power modes that will allow the 9V battery to last up to six weeks by disabling some functions. The following commands are used to control power:

SLEEP / IDLE	<p>All functions except the LED's remain on and active and the unit enters a lower power mode waiting for either (a) specific amount of time to lapse (such as 60 seconds), (b) the clock reaches a specific time (such as 8am), (c) an "EXTERNAL TRIGGER" activates (see section 9.3), or (d) you enable exiting <b>SLEEP/IDLE</b> with the receipt of a character on any of the serial channels.</p> <p><b>SLEEP</b> and <b>IDLE</b> are identical except that if you exit from low power mode using a character received on a serial channel, <b>SLEEP</b> reads that character out and <b>IDLE</b> does not. With <b>IDLE</b>, the character used to wake the device is available to the next <b>RCV</b> command or in the general buffer, If <b>SLEEP/IDLE</b> is set to wake from a character received on a serial channel, the unit power draw is around 2.8mA if nothing is connected to the RS232 port (or serial wakeup disabled) or 7.8mA if a serial cable is plugged into the RS232 port (and serial wakeup enabled). This will result in a typical 9V battery life of 200 hours (no RS232 cable) or 65 hours (RS232 cable plugged in). Using the logic level serial, SPI/I2C, or USB port does not increase Data Hog Plus power draw, so you can expect around 200 hours when using those channels.</p>
DEEPSLEEP	<p>This mode disables the LED's, RS232, USB, and logic level serial ports and all other serial communication channels. It can only exit deep sleep after (a) a number of seconds elapses, (b) the clock reaches a specific date and time, or (c) if the "EXTERNAL TRIGGER" system is activated (see section 9.3).</p> <p><b>DEEPSLEEP</b> is much lower power than <b>SLEEP</b> or <b>IDLE</b> and draws around 0.35mA of current from the battery. This equals about 60 days of battery life from a typical 9V battery, or around 6-8 weeks. <b>DEEPSLEEP</b> is ideal when you want to record activations from any of the EXTERNAL TRIGGERS or if you want to do something periodically (such as every day, hour, or minute).</p>

---

### Command – Sleep

**Format: SLEEP=<serial>,<time>**

---

Puts the DHP into a low power sleep mode that will wake only when it receives a character on its serial port (if <serial>="on"), or after <time> number of seconds has passed. <time> can also be set to a specific "hh:mm:ss" value or the word "top" to wakeup at the top of the next hour.

For example:

- |                |  |
|----------------|--|
| SLEEP          | - Goes to sleep until a character is received ("on" is assumed).   |
| SLEEP 60       | - Goes to sleep until 60 seconds has elapsed.  |
| SLEEP on, 60   | - Goes to sleep for 60 seconds or a character is received.   |
| SLEEP 00:00:00 | - Goes to sleep until midnight (serial is shutoff)   |
| SLEEP 16:00    | - Goes to sleep until 4pm (serial is shutoff, seconds assumed to be ":00")   |
| SLEEP top      | - Goes to sleep until top of next hour (serial is shutoff). For example, if it currently 12:34 it would exit sleep at 13:00. |
| SLEEP on, top  | - Goes to sleep until top of next hour or a serial character is received.  |

---

### Command – Idle

**Format: IDLE=<serial>,<time>**

---

The **IDLE** command is identical to the **SLEEP** command except that if it is set to wake from a serial character received, that character is not read out and is available to the next command.

For example, suppose you enter:

IDLE

And the DHP receives the character 'R'. That 'R' character will become the first character read out by the next **RCV** command instead of being discarded.

Puts DHP into a very low power mode that wakes only when (a) specific time/date is reached or specific number of seconds have elapsed, or (b) an “EXTERNAL TRIGGER” event occurs (see section 9.3).

<time> can be the number of seconds you want to be in **DEEPSLEEP** or it can be “top” to **DEEPSLEEP** until the top of the next hour. It can also be a specific time and/or date. Note that an “EXTERNAL TRIGGER” will wake the unit up from **DEEPSLEEP** regardless of the specified time (see section 9.3).

For example:

DEEPSLEEP 60	- Goes into deep sleep for 60 seconds.
DEEPSLEEP 00:00:00	- Goes into deep sleep until midnight.
DEEPSLEEP 00:00	- Same as the above (if no seconds specified, assumes “00”).
DEEPSLEEP top	- Goes to deep sleep until top of next hour (serial is shutoff). For example, if it currently 12:34 it would exit sleep at 13:00.
DEEPSLEEP 16:00	- Goes into deep sleep until 4pm.
DEEPSLEEP 10/22	- Deep sleep until 00:00 on October 22 <sup>nd</sup> of the current year (if it is not yet Oct 22 <sup>nd</sup> ) or October 22 <sup>nd</sup> of the next year (if it is already past Oct 22 <sup>nd</sup> ).
DEEPSLEEP 10/22/22	- Deep sleep until October 22 <sup>nd</sup> of 2022.
DEEPSLEEP 01:00,10/22	- Goes into deep sleep until 1am on October 22 <sup>nd</sup> .

While in **DEEPSLEEP** the DHP draws less than 0.35mA of current which makes most 9V batteries last 4-6 weeks. This time will be shortened the more time it spends out of **DEEPSLEEP**, especially if you don’t first send the command “LEDS=0” to turn off LED’s even when the unit is out of **DEEPSLEEP**.

As an example, suppose you wanted to send the current time out the RS232 port at the top of each hour. You can create any file and then **RUN** it, or use a batch file named `AUTORUN.BAT` located in the root directory which would run automatically on power up. The batch file could contain these lines:

```
BAUD1=19200
LEDS=0
:MainLoop
SEND1 "Current Time=%H:%N:%S\r\n"
DEEPSLEEP TOP
GOTO MainLoop
```

This starts out by setting the COM1 (RS232 port) baud rate to 19200bps. Next it turns off all the LED’s to achieve the maxim power saving even when not in deep sleep mode. Finally, it sends the current time. The DHP then enters **DEEPSLEEP** until the top of the next hour. **DEEPSLEEP** is exited at the top of the next hour and the program jumps back to “MainLoop” and repeats!

The only way to exit the above program is to pull the SD card out. If you were using a file named `AUTORUN.BAT`, you would need to rename this file to anything else before inserting it into the DHP or it would automatically start again.

As an alternative, you can also name the file `AUTOSTART.BAT`. This works exactly the same as `AUTORUN.BAT` except that it only executes on initial power up or after a **RESTART** command. This is handy because you can pop the SD card out and plug it back in while the unit is powered on and it won’t automatically restart until you cycle power or use the **RESTART** command. This lets you use other commands without cycling power on the unit.

---

## 4 – Programming (Batch File) Protocol

---

The Data Hog Plus (DHP) supports a complete batch file system which allows control over the unit and what it is connected to. Simply by placing a file in the root directory of the inserted SD Card, you can instruct the Data Hog Plus to send out characters or strings, log received data from the WiFi, Bluetooth, USB, RS232 port or the logic level serial and SPI/I2C ports, wait for certain responses, and upload/download different files depending on the responses received.

This feature allows users to insert different SD cards for different purposes, and makes the Data Hog Plus almost infinitely configurable as a portable serial controller, data retriever, and programmer.

All batch files are formatted in standard text file format with one command per line ending in a CR/LF. Leading spaces or tabs are ignored, and comments can be inserted by starting the line with a semicolon (“;”), a forward slash (“/”), or the command “REM”. For example:

```
REM This is my batch file to change to the \DATA directory
REM and display the file "HELLO.TXT".
CD \DATA
TYPE "HELLO.TXT"
```

An identical version of this batch file would be:

```
; This is my batch file to change to the \DATA directory
; and type out the file "HELLO.TXT".
CD \DATA
TYPE "HELLO.TXT"
```

Comments should be used liberally throughout the batch file to make clarification easier later on if you need to modify the file in any way.

Note that unless a batch file has a **GOTO** command, it will automatically end after the last command is executed. You can terminate a batch file before the last command using the **EXIT** command:

```
; This is my batch file to change to the \DATA directory
; and type out the file "HELLO.TXT".
CD \DATA
EXIT
TYPE "HELLO.TXT"
```

In this case the Data Hog Plus will change to the \DATA directory, but it won't type out "HELLO.TXT" because the **EXIT** command terminates it immediately.

Batch files can be any length and can do all sorts of advanced things like:

- Send out characters and wait for responses.
- Start uploads or downloads.
- Run other batch files.
- Run any regular terminal command (not just batch file commands).
- Use **IF/GOTO** and **LOOP** statements to branch around the batch file and execute different commands based on certain things happening.

<p><b>NOTE:</b> On power up (or when a new SD card is inserted) the DHP looks to see if "AUTOEXEC.BAT" or "AUTORUN.BAT" exists in the root directory of the SD card. If found, it automatically runs it. Otherwise, batch files are only executed in response to the <b>RUN</b> command. "AUTOSTART.BAT" will also automatically run, but only on power up or after <b>RESTART</b> command. This is helpful to stop the program by unplugging and then re-inserting the SD card.</p>
--

Batch files are a combination of a very simple programming language with a list of file, directory, and data transmission commands that operate on the SD card and the connected device. See 5A – BATCH FILE COMMANDS for more information.

## 4.1 – Batch File Commands

The following commands are used with batch files. Note that most of them can be used just like any Terminal Command described in section 3, but normally are most useful with batch file execution. A few commands (like **GOTO**) only relate to batch files.

---

### Batch File Command – Run Batch File

**Format: RUN <file>**

---

Executes a batch file. By custom, batch files should end in “.BAT” but this is not required by the system. Note that running a batch file from another batch file is allowed, but when the new batch file ends it does NOT return to the old file (use the **CALL** command instead if you want to return).

The standard file name conventions apply like this:

- RUN TEST.BAT - Runs the batch file named “TEST.BAT” in the current directory.
- RUN \TEST.BAT - Runs the batch file named “TEST.BAT” in the root directory.
- RUN FOO\TEST.BAT - Runs the batch file named “TEST.BAT” in the FOO sub-directory from the current directory.

**NOTE:** If the file does not exist exactly as entered, the DHP will automatically search for a file ending in “.BAT” with the same name and run that instead. For example, if you sent:

```
RUN TEST
```

If a file named “TEST” does not exist but a file named “TEST.BAT” does, then DHP will run “TEST.BAT”

---

### Batch File Command – Exit Batch File

**Format: EXIT  
EXIT <code>**

---

Stops execution of batch file. Optionally, you can exit with a code which can be used in other batch files to do different things (see the “**CALL**” command). For example:

```
CD \DATA  
EXIT  
CD \
```

In the above batch file example, the current working directory will stay “\DATA” because it exits out of running the batch before getting to the last line.

**EXIT** is especially helpful with the **CALL**, **IF/GOTO**, and **RUN** batch file commands.

---

### Batch File Command – Idle

**Format: IDLE=<serial>,<time>**

---

The **IDLE** command is identical to the **SLEEP** command except that if it is set to wake from a serial character received, that character is not read out and is available to the next command.

For example, suppose you enter:

```
IDLE
```

And the DHP receives the character ‘R’. That ‘R’ character will become the first character read out by the next **RCV** command instead of being discarded.

---

**Batch File Command – Call Batch File****Format: CALL <file>**

---

Executes a different batch file, similar to RUN, but when the new batch file exits it returns to the current batch file at the same position. In addition, the %0 variable will be set to the **EXIT** code.

Consider the following two batch files:

File Main.BAT:

```
:Top
SEND "Type in a string and press Enter: "
RCV "%s"
IF %1="" GOTO Done
CALL ShowAnswer.BAT
GOTO Top
:Done
SEND "\r\nDONE!\r\n"
```

File ShowAnswer.BAT:

```
SEND "\r\nANSWER=\"%1%\r\n"
```

Running Main.BAT will cause the DHP to ask for a string. When the user types one in and presses Enter, it then calls "ShowAnswer.BAT" to display the results. If the user types an empty string, it quits.

Note that all variables (%1 through %9) are common to all functions. The %0 variable will always contain the **EXIT** code of the last batch file that exited, with a default value of "0" if no other value specified.

You can **CALL** other batch files from inside of batch files that are themselves **CALL**ed. However, you cannot go more than ten layers deep.

---

**Batch File Command – Remark (Command)****Format: REM ...**

```
; ...
/ ...
```

---

Simply marks the rest of the line as a comment and is ignored by the Data Hog Plus. For example:

```
REM This is my batch file to change
; This is my batch file
/ This is my batch file
// This is my batch file
```

All of these result in the rest of the line being ignored.

---

**Batch File Command – High Speed Timer****Format: TIMER  
TIMER=START/STOP  
TIMER=RESET**

---

The timer is a high-speed timer that can be reset, started, and stopped at any time. To access the current value, simply send **TIMER** or use the "%t", "%T", "%e", or "%E" variables inside of **SEND**.

The timer is useful for various functions and helps in storing timestamps in files.

**Batch File Command – Send Data Out****Format: SEND <format>**

**SEND** can be a simple or complex command. In the simplest form, you simply list the characters you want to output like this:

SEND "hello"

And the DHP would send out the current port: hello

Note that the quote marks are not included unless you put a backslash in front of them like this:

SEND "\"hello\""" And the DHP would output: "hello"

It is not required to start and end what you are going to send with quotes, but it is generally a good idea to avoid confusion. Here are some of the other special values that can be included:

Code	Explanation
\r	Carriage Return (0x0D)
\n	New Line (0x0A)
\t	Tab Character (0x09)
\"	Double quote
\%	Percent (cannot just include these because they are used for parameters, see below)
\\	Backslash character
\0 or \1	When sending out SPI/I2C in Master/Manual, \0 sets the CS to "0" and \1 sets it to "1".
\Gyx	Sets a GPIO output ("y" from 1-6) to value "x" (0 or 1). See section 9.
\D or \d	Enables DTR on RS232 (\D) or disables it (\d).
\xYY	A single character represented by the hex value of YY. For example, to output an 0xFE byte, you would use: SEND "\xFE" You can string multiple characters together too: SEND "\xFE\x7F\xFF\x00"
\pSSS	Does not send a character but pauses for SSS number of seconds. For example, to send the character R, pause for 10 seconds, and then a T, use: SEND "R\p010T"
\mNNN	Repeats the previous character NNN times. For example: SEND "-\m077\r\n*\m077\r\n" Outputs dash 78 total times, new line (CR/LF), then asterisk 78 times, then final (CR/LF).

The percent character (%) is special purpose. It allows you to insert previously saved values that are usually loaded by the **RCV** command. Here are the % codes:

Code	Explanation
%1 - %9	Saved variables from the <b>RCV</b> command. For example, the following receives a line of text from the serial port ended by a Carriage Return (0x0D) and then returns it back followed by a CR/LF: RCV "%s" SEND "Received: %1\r\n" When this is run, the DHP waits to receive a line of text and when it is received (indicated by getting a Carriage Return), it sends back what it got saying that is stored in %1: Received: TEXT Refer to the batch file examples and the <b>RCV</b> command for more information.
%0	The last EXIT code received ("0" is the default).
%h %n %s %H %N %S	The current Hour (%h), Minute (%n), and Second (%s) Same as the above except always as two digits.
%y %m %d %Y %M %D	The current Year (%y), Month (%m), and Day (%d) Same as the above except always 4 digit and 2 digit.
%r %a / %b / %u %i	Set to a "1" if any data is ready on serial port to be received, or a "0" if not. %a is the same except it is always on COM1 (RS232), %b is COM2, and %u is USB. %i is the same except it is for if a character has been received as an SPI/I2C slave.
%t or %T %e or %E	High Speed Timer as "days hh:mm:ss.msec" (%t) or "days.fractime" (%T). High Speed Timer as "seconds.msec" (%e) or "hh:mm:ss.msec" (%E).
%c	Returns current SPI Chip Select value or 1 or 0 (valid normally in SLAVE SPI/I2C mode).
%G1 to %G6	Returns the current GPIO value (see section 9).
%X1 to %X6 %x1 to %x6 %K1 to %K6	Returns the last external trigger time and date (see section 9.3). Returns the last external trigger time and date as Unix Epoch Time (see section 9.3). Returns "1" when external trigger activated (automatically cleared to "0" after read).
%f	Returns 1 if RS232 Carrier Detect (DCD) is active, or 0 if it is not active.
%v1/2 & %V1/2 %vt/T & %Vt/T	Returns the current ADC value from ADC #1, ADC #2. Capital 'V' is integer, 'v' is float. Use "%vt" for Fahrenheit and "%vT" for Celsius. Capital 'V' is integer, 'v' is float.



**RCV** inputs data from the port. If the USB is connected or a RS232 cable is detected when the command starts, losing that connection during it will automatically abort the **RCV**.

There are two types of things that can be received – fixed characters and variables. Fixed characters are specific characters that must be read before moving on. Variables are different kinds of values that can be specified and then are stored in the %1 through %9 variables.

For example, to simply wait until the characters “GO” are received, use the command: `RCV "GO"`

The DHP will wait until “GO” is received before finishing. Note that it has to be ‘G’ then ‘O’ in that order, any other combination will not match. To wait for “GO” and then one more character of any type, use:

```
RCV "GO%c"
```

The “%c” in this case says to receive a single character. It is automatically saved in the %1 variable because it is the first thing being received. To do the same thing with two characters:

```
RCV "GO%c%c"
```

Now %1 will equal the first character received after “GO”, and %2 will equal the second character.

Alternately, you can use:

```
RCV "GO%2c"
```

Both characters that are then stored in %1 (one after the other). See the **IF/GOTO** command to perform checks on the variables and change the batch file flow based on what is received.

Regular characters have special codes for certain characters (like the **SEND** command):

<i>Code</i>	<i>Explanation</i>
<code>\r</code>	Carriage Return (0x0D)
<code>\n</code>	New Line (0x0A)
<code>\t</code>	Tab Character (0x09)
<code>\"</code>	Double quote
<code>\%</code>	Percent (cannot just include these floating because they are used for parameters, see above)
<code>\\</code>	Backslash character
<code>\xYY</code>	A single character represented by the hex value of YY. For example, to wait to receive a 0xFE, you would say: <code>RCV "\xFE"</code>
<code>\mNNN</code>	Repeats previous character NNN times.
<code>\0 or \1</code>	When receiving from SPI/I2C in Master/Manual, \0 sets the CS to “0” and \1 sets it to “1”.
<code>\Gyx</code>	Sets a GPIO output (“y” from 1-6) to value “x” (0 or 1). See section 9.
<code>\D or \d</code>	Enables DTR on RS232 (\D) or disables it (\d).

Format of the “%” commands:

<i>Code</i>	<i>Explanation</i>
<code>%c</code>	Single character (Tab, punctuation, or upper/lower case letter or number).
<code>%&lt;num&gt;c</code>	Multiple characters specified by <num>. For example, “%5c” loads five characters.
<code>%b</code>	Single byte of any value.
<code>%&lt;num&gt;b</code>	Multiple bytes specified by <num>. For example, “%5b” loads five bytes.
<code>%B</code>	Same as “%b” above except it is stored as a decimal number in variable.
<code>%2B</code>	Stores a word in memory (High-Low) as a decimal number in variable.
<code>%Y</code>	Same as “%b” above except it is stored as a hex number in variable.
<code>%2Y</code>	Stores a word in memory (High-Low) as a hex number in variable.
<code>%s</code>	String terminated by a CR (0x0D), LF (0x0A), Break (0x03), or Abort (0x18). Note that the character that terminates the string is not included in the result.
<code>%S</code>	Same as “%s” except response must be longer than zero length.
<code>%i</code>	Integer terminated by a comma, CR (0x0D), LF (0x0A), Break (0x03), or Abort (0x18).
<code>%&lt;num&gt;i</code>	Receives a specific number of integer characters.
<code>%f</code>	Floating point terminated by comma, CR (0x0D), LF (0x0A), Break (0x03), Abort (0x18).
<code>%&lt;num&gt;f</code>	Receives a specific number of floating point characters.
<code>%x</code>	Hex number terminated by comma, CR (0x0D), LF (0x0A), Break (0x03), or Abort (0x18).
<code>%&lt;num&gt;x</code>	Receives a specific number of hex characters.

---

**Batch File Command – Goto Label****Format: GOTO <label>**

---

The **GOTO** command jumps to a new line in the batch file. This line can be either before or after the **GOTO** command, and is identified by a unique <label> identifier that starts with a colon (":"). For example:

```
CD \  
GOTO NEWLABEL  
CD \NEWDATA  
EXIT  
:NEWLABEL  
CD \OLDDATA
```

This batch file jumps around the “CD \NEWDATA” to “NEWLABEL” and then runs “CD \OLDDATA”. **GOTO** is especially useful when combined with **IF**, **CALL**, and **RUN** commands.

---

**Batch File Command – If Then Goto****Format: IF <condition> GOTO <label>**

---

The **IF** command tests the results of previously stored values to see if they match specified conditions. If they do, then the batch file will branch to the label specified after the **GOTO**.

This command can be hard for those new to programming to understand, but it is fairly simple. Consider the following batch file:

```
:Top  
SEND "Type 0 or 1: "  
RCV "%c"  
IF %1 = "0" GOTO GotZero  
IF %1 = "1" GOTO GotOne  
SEND "\r\nERROR: Did not type 0 or 1!\r\n"  
GOTO Top  
:GotZero  
SEND "\r\nGOT A ZERO!\r\n"  
EXIT  
:GotOne  
SEND "\r\nGOT A ONE!\r\n"
```

This code starts out by sending “Type 0 or 1: “. It then waits for a character to be received back. Once that is received, it checks to see if it is a “0” and jumps to the line after the “GotZero” label if it is. If it is a “1”, it jumps to the line after the “GotOne” label. If it is neither of these, it sends an error message and then retries!

You can see how the “RCV %c” is used to receive the character and it is automatically stored in the %1 variable. This %1 value is what the IF command uses to check against to see what was actually received.

IF supports the following comparisons:

= (Equals)	< (Less Than)	>= (Greater Than or Equals)
!= (Not Equals)	> (Greater Than)	<= (Less Than or Equals)
.x (Bit “x” is of variable is equal to 0 or 1)		

For example:

```
IF %4 >= "12" GOTO MyLabel
```

If %4 is greater than or equal to 12, it jumps to MyLabel. You can also put numbers after the comparison (like IF %1 = 1 GOTO MyLabel) or hex numbers (like IF %3 > 0x32 GOTO MyLabel).

---

**Batch File Command – Loop Goto****Format: LOOP <count> GOTO <label>**

---

The **LOOP/GOTO** command allows the batch file to repeat a loop a specified number of times. Consider the following batch file:

```
:Top
SEND "Here!\r\n"
LOOP 10 GOTO Top
```

This would send out the string "Here!" ten times. You can also use a % variable for the count:

```
SEND "How many times? "
RCV "%i"
SEND "\r\n"
:Top
SEND "Here!\r\n"
LOOP %1 GOTO Top
```

The **RCV** command will store an integer in %1, which will control how many times it loops and sends the "Here!" line.

NOTE: A loop count of one or zero results in no action. The DHP assumes the first time through you have done one loop. In addition, don't use nested **LOOPS** inside of **CALLs**. The DHP only supports one **LOOP** at a time, and a loop inside a **CALL** may result in the main batch file **LOOP** being repeated infinitely.

---

**Batch File Command – Restart Data Hog Plus****Format: RESTART  
RESTART=<sec>  
RESTART=<time>  
RESTART=TOP**

---

Restarts the Data Hog Plus. This command is identical to switching the power switch off and then on again.

Optionally include the number of seconds you want to wait or a specific time you want to restart at. During this period the Data Hog Plus ignores everything and won't respond again until this time has passed.

For example:

RESTART	- Immediately restarts
RESTART 60	- Goes to sleep and restarts after 60 seconds.
RESTART 00:00:00	- Goes to sleep and restarts at midnight.
RESTART 12:00	- Goes to sleep and restarts at noon (seconds are assumed to be "00").
RESTART top	- Goes to sleep and restarts at top of next hour. For example, if it currently 12:34 it would exit and restart at 13:00.

---

**Batch File Command – File Open****Format: OPEN <file>  
OPENN <file>  
OPENA <file>**

---

Opens an existing file or creates a new file named <file> and begins reading everything from it when the **INPUT** command is used or storing everything sent by the **OUTPUT** command to it.

**OPENN** creates a new file, and **OPENA** creates a new file if none exists or appends new data to the end of any existing file. **OPEN** is used to read data out of existing files.

The file directory used has the following logic:

- 1) If the file name starts with a slash (“/”) and then a file name, then it will always go in the root directory.
- 2) If the file name is just a single slash, then a file “yyyy-mm-dd hhmss.txt” will go in the root directory.
- 3) If the default download directory is blank, or you start the file name with “./”, then the file will be stored in the current directory plus whatever directory has been specified in <file>.
- 4) All other situations will store the file in the default download directory plus whatever directory has been specified in file.

Some examples:

```
OPENN
```

Creates a “yyyy-mm-dd hhmss.txt” file in the default download directory.

```
OPENN /
```

Creates a “yyyy-mm-dd hhmss.txt” file in the root directory.

```
OPENN ./
```

Creates a “yyyy-mm-dd hhmss.txt” file in the current directory.

```
OPENA Dud.txt
```

Creates file “Dud.txt” in the default download directory if it doesn’t exist, otherwise adds to this file.

```
OPENA /Dud.txt
```

Creates file “Dud.txt” in the root directory if it doesn’t exist, otherwise adds to this file.

```
OPEN /MyDir/Dud.txt
```

Opens the existing file “Dud.txt” in the “/MyDir” directory for the **INPUT** command.

---

**Batch File Command – File Close****Format: CLOSE**

---

Closes any file that has been opened with the **OPEN**, **OPENN**, or **OPENA** command. This command is optional – the DHP automatically closes the open file if another file is opened or the batch file exits.

---

**Batch File Command – Input from File****Format: INPUT <text>**

---

The **INPUT** command is just like the **RCV** command, except it reads data from an existing file that has been opened with the **OPEN** command. The format of <text> is identical to the **RCV** command except the characters are read out from the file instead of from the serial port.

Note that any **INPUT** command automatically ends if the end of the file is reached and an error message is shown.

---

**Batch File Command – Output to File****Format: OUTPUT <text>**

---

The **OUTPUT** command sends the data specified by <text> to the file previously opened with the **OPENN** or **OPENA** command. The format of <text> is identical to that described by the **RCV** command (see above). For example:

```
OPENN "MyFile.txt"
OUTPUT "This is a line of text!\r\n"
CLOSE
```

At the end of this sequence, the file "MyFile.txt" will contain "This is a line of text!" followed by a CR/LF. You can include % variables in the output as well as any backslash code.

If you wanted to append to an existing file, you would use:

```
OPENA "MyFile.txt"
OUTPUT "This is a line of text!\r\n"
CLOSE
```

In this example, every time the sequence is run another "This is a line of text!" is added to the file.

---

**Batch File Command – Seek File Location****Format: SEEKSTART  
SEEKEND  
SEEK <position>  
SEEKEND <position>  
LINESEEK <line>**

---

When a file has been opened the seek command lets you move the file position. When the file position has been moved, the next **INPUT** or **OUTPUT** from or to that file will happen from the new position. For byte specific moves, use the following commands:

- SEEKSTART** - Jumps to the beginning of the file.
- SEEKEND** - Jumps to the end of the file.
- SEEKEND x** - Jumps to the end of the file minus the number of characters specified by "x".
- SEEK x** - Jumps to the byte location in file specified by "x".

If the file is a standard text style of file, with ending CR characters on each line, you can use:

- LINESEEK <linenum>** - Jumps to a specific line number with one (**LINESEEK 1**) being the very beginning of the file.

As previously described, the Data Hog Plus has nine main variables for use during batch file operation numbered %1 to %9. In addition, %0 represents the value of the last **EXIT** code which is used in combination with the **CALL** function.

Most of the time % variables are set with the **RCV** and **INPUT** commands. These read data out of the one of the communication ports or from a file, respectively. For example:

```
RCV "%s"
```

This will read a string of characters out of the communication port terminated with a CR and store the result in the %1 variable. If you used instead something like:

```
RCV "%c%s"
```

Then the first character would be stored in the %1 variable and then a string terminated by a CR would be stored in the %2 variable.

Another option is to assign directly to a variable a different string or variable. For example:

```
SEND "Type in string and press Enter: "  
RCV "%s"  
%2 = "Got \"%1\"!\r\n"  
SEND "\r\n%2"
```

This would get a string and store it in %1. It then assigns to the %2 variable the word "Got ", a quote, whatever was received by the **RCV** command, and then a trailing quote, exclamation, and CR\LF. It then sends that new %2 value back out.

Assigning values to variables is especially useful if you want to preserve time stamps or other values that might change between accessing them.

## 4.2 – Batch File Examples

Refer to the “SAMPLE BATCH FILES” sub-directory on the SD card that came with the Data Hog Plus. This directory contains several sub-directories with different kinds of example batch files.

Other examples may be present, but the following is a brief description:

### **Send Time Once Per Hour**

Will send the time when it first runs, and then send it again at the top of each hour.

### **Serial Data Logger (Text)**

When DHP powers up, it immediately opens a new text file with a name based on the current date and time. All text received is stored in this file. The file is closed if the DHP receives a Ctrl+X, and then another new text file is opened with a new date and time.

This allows you to use the DHP to simply record all text data that it receives.

### **Serial Data Logger (YModem)**

When DHP powers up, it immediately starts a YModem download. At the end of the download, it will start another YModem download.

This allows you to use the DHP to receive files via YModem continuously from whatever it is connected to. Since YModem has the file name in the header, the device it is connected to can set the file name to be saved into.

### **Serial Data Logger (Text or YModem)**

Similar to the previous two examples except it first sends out a message saying “Send 0 for Text or 1 for YModem”. Once it receives one of those two characters, it starts either a Text or YModem download. When finished, it re-asks “Send 0 for Text or 1 for YModem”.

### **Stop Watch**

Sends the message “Stop Watch (SPACE to Start/Stop):”. When it receives a SPACE or a CR, it starts the stop watch and sends out the hours, minutes, and seconds each second. Send another SPACE or CR to stop the timer.

Send Ctrl+X to abort and exit the Stop Watch example.

### **Stop Watch Logger**

Same as Stop Watch except it also opens a text file and stores the stop watch times to a file named “STOPWATCH.TXT”. New data is appended to existing data.

Send Ctrl+X to abort and exit the Stop Watch example.

### **Data Time Stamp**

Opens a new file based on the current date and time. Any character that is received is immediately stored in the file along with an exact time stamp of that character.

If a Ctrl+X is received, the file is closed and a new file is opened with the current date time. If a Ctrl+Z is received the batch file terminates.

Refer to the “SAMPLE BATCH FILES” sub-directory for more information and other examples. The DHP is very customizable for your particular system needs!

---

## 5 – Updating Data Hog Plus Firmware

---

The Data Hog Plus firmware can be updated fairly easily. Diamond Edge Technology provides updates periodically (refer to [www.detllc.com](http://www.detllc.com)) for firmware labeled like this: DHP\_Vxxxxa.HEX

The “xxx” will be the version number and the “a” refers to any customization for specific customers. You can determine what version you are currently running by:

- 1) Open a terminal window on your computer set to the baud rate of the DHP and the COM port you have connected your USB cable or RS232 cable with NULL MODEM adapter to.
- 2) Send Ctrl+E to get the sign-on string like this:  

```
DHP#200a 03/03/21
```
- 3) This shows the currently connected DHP is V2.00a.
- 4) It is a good idea to increase speed to 921.6kbps for firmware updates. Send the command:  

```
BAUD=912600
```

And then change the terminal baud before starting the update. NOTE: You will have to switch back to 19200 baud after the update because the Data Hog Plus will revert to its original setting after restarting.

To update the firmware on the Data Hog Plus, send the following command: `NF=YES!`

The DHP will respond with a YMODEM Upload message. Start your YMODEM Upload of the new version of firmware. Once the upload is complete the DHP will automatically restart.

**WARNING:** You will “brick” your Data Hog Plus and void the warranty if you upload anything to it other than approved firmware from Diamond Edge. It is better You should also be sure to plug in your USB cable or have a fresh 9V battery installed before starting the process, and there is no chance that your computer will lose power during the transfer.

### 5.1 – D-Terminal Program

Diamond Edge provides a free program named “D-Terminal” to communicate to and control the Data Hog Plus. This program is included on the SD card that comes with the DHP and is also available as free download from [www.detllc.com](http://www.detllc.com) from the Downloads page.

D-Terminal is a complete terminal emulator plus has special features for the Data Hog Plus. Simply install and run D-Terminal, connect the DHP to your computer, select the “Port” the Data Hog Plus is connected to, and click the “Data Hog Plus” tab at the bottom of the screen. All files and directories are shown and you can edit, view, copy, cut, and paste files between your computer and the DHP easily.

In addition, an “Update” button at the top of the DHP link page allows you to quickly update new firmware to the Data Hog. It is highly recommended to keep your DHP updated to the most current release. Note that this button only appears if a new version of firmware is available.

To access the “Update” function, do the following:

- 1) Install D-Terminal (if you haven’t already).
- 2) Copy any firmware update files to the directory:  

```
C:\Program Files\DiamondEdge\DTerminal\Hexfiles
```
- 3) Run D-Terminal
- 4) Click “Port” and select the serial port the Data Hog is connected to (usually the USB or RS232 port, USB connection is recommended for updates).
- 5) Press <Enter> or Ctrl+E to make sure you get the sign-on string (“DHP#xxx ...”). This makes sure you are talking to the unit. NOTE: You may want to remove the SD card if you are running batch files because the unit won’t respond to Ctrl+E while it is running a program.
- 6) At the bottom of the screen is a tab named “Data Hog Plus” – click it.
- 7) The program will link to the unit. After a few seconds the “Update” button will appear if a new version is available in the directory specified above. Click the button and follow instructions!

That’s it. The update is automatic and will let you know when finished.



---

## 6 – USB, RS232, and Logic Level Serial Ports

---

These three communication channels (USB, RS232, and logic level serial) support the complete command line interface described in the previous sections. You can send almost any command from one of these ports and the DHP will respond back out that same port.

For example, if you send the **DIR** command from the USB port, the DHP will send the current directory back out the USB connection. This same **DIR** command from RS232 or logic level serial ports will similarly respond back to the same channel.

However, many commands allow you to specify where they will respond by appending a port code to the end of the command as follows:

<b>1</b>	- RS232 Port	<b>I</b>	- I2C Port	<b>S</b>	- SPI Port
<b>2</b>	- Logic Level Serial	<b>W</b>	- WiFi Connection	<b>B</b>	- Bluetooth
<b>U</b>	- USB Port				

For example, from any port if you send the **DIRU** command (instead of just **DIR**) the directory will be sent out the USB port instead of back to the channel it received the command from. This is especially useful inside of batch files to specify specific channels for specific commands.

Commands that support RS232 (**1**), Logic Level Serial (**2**), USB (**U**), I2C (**I**), SPI (**S**), WiFi (**W**), and Bluetooth (**B**) channel specifiers in place of the “x” below:

- SENDx <text> - Sends out a specific string. This is normally used in combination with a Batch file.
- RCVx <text> - Waits for a specific character or string to be sent back.

Commands that support RS232 (**1**), Logic Level Serial (**2**), USB (**U**), WiFi (**W**), and Bluetooth (**B**) channel specifiers in place of the “x” below:

### *File & Directory Specific Commands:*

- TYPEx <file> - Outputs a text file.
- TYPEHx <file> - Outputs a file as hexadecimal values.
- DIRx/DIRx <path> - Displays current file directory or the files in the sub-directory <path>
- TREEx - Displays a tree view of all existing directories from current directory.

### *Upload/Download Commands:*

- DLx / DLYx - Starts a YModem download (stores data on Data Hog Plus). You can optionally specify a <path> and/or <file> name, even though YModem supports this itself.
- DLXx <file> - Starts XModem download (stores data on Data Hog Plus) into <file>.
- ULx/ULYx <file> - Starts YModem upload (data from Data Hog Plus to external device) of <file(s)>.
- ULYx <file> - Starts XModem upload (data from Data Hog Plus to external device) of <file(s)>.
- STOREx <file> - Starts a text file download into file named <file>. If <file> is blank, will create a file named “yyyy-mm-dd hhmmss.txt”
- STOREAx <file>
- FASTLOGx <file> - Same as STORE with a higher priority (see section 8.4).
- TRIGLOGx <file> - Same as FASTLOG but can exit with a GPIO TRIGGER (see section 8.3).

### *System Commands:*

- BAUDx - Changes the current baud rate (will revert to original baud on power up)
- BOOTBAUDx - Changes the current baud rate and sets the default baud rate on power up.
- COMx - Enables or disables commands to be sent/received from COMx

Commands that support RS232 (**1**) or USB (**U**) channel specifiers in place of the “x” below:

- AUTOBAUDx - Enables or disables auto baud rate setting from COM1 (RS232) or USB (COMU)

For example:

- DIR1 - Sends current directory to RS232 Port
- DIR2 \DUD - Sends the “\DUD” directory to the logic level serial port.

This command enables or disables commands being sent/received from a specific COM port. For example:

COM2=DISABLE	- Turns off COM2 (logic level serial) as a source of commands.
COM2=0	- Same as above.
COM1=ENABLE	- Turns on COM1 (RS232) as a source of commands.
COM1=1	- Same as above.
COMU=ENABLE	- Turns on COMU (USB Port) as a source of commands.
COMU=1	- Same as above.
COMW=ENABLE	- Turns on COMW (WiFi Connection) as a source of commands.
COMW=1	- Same as above.
COMB=ENABLE	- Turns on COMB (Bluetooth Connection) as a source of commands.
COMB=1	- Same as above.

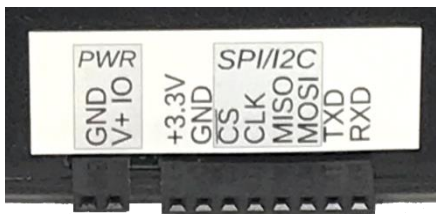
By default both COM port, the USB port, and the WiFi & Bluetooth connections work for commands and enquires. However, if using the Data Hog to control other devices on COM1, COM2, USB, WiFi, or Bluetooth ports, it can sometimes be helpful to disable commands from the port.

The logic level serial (COM2) has two additional commands:

COM2=INVERT	- Inverts the logic on the RXD/TXD pins.
COM2=STANDARD	- Keeps the RXD/TXD pins at the standard logic level.

## 6.1 – Logic Level Serial Port

The logic level serial port has a Transmit (TXD) and Receive (RXD) line available on the DHP side port. These two lines, along with a Ground (GND) connection allow you to connect the DHP to any logic level serial device:



The rightmost pin labeled “RXD” is the receive input and the second from right labeled “TXD” is the transmit output. These operate at +3.3V and support speeds up to 2Mbps.

The logic level port is named “Serial 2” for all commands.

To use the port, connect the “GND” (Ground) pin to the second systems ground pin, connect the “TXD” (Transmit) pin to the second systems RXD (Receive) pin, and connect the “RXD” pin to the second systems TXD (Transmit) pin.

---

**System Command – Pass Through****Format: PASSTHROUGH  
PASSTHROUGH=<x>**

---

*NOTE: The “PASSTHROUGH” command is a holdover from a previous firmware release. It is recommended to instead use the newer “CONNECT” command (see section 8) for linking ports.*

Use pass through to enable a transparent passthrough of data between COM1 (RS232) and COM2 (logic level serial). When this mode is active, anything received on COM1 will be sent to COM2 and vice-a-versa. By default, the mode is exited whenever a 0x18 character is received from either channel.

It is important to set the baud rates of each port before starting passthrough. This is done with the **BAUD1=<baud>** and **BAUD2=<baud>** commands. Note that each port has a 10K buffer which cannot be exceeded, so if the baud rates are very different care must be taken to insure the buffers are not overrun.

PASSTHROUGH=<x> is the same except you can specify the character to be used to exit the passthrough mode. For example:

```
PASSTHROUGH=3
```

Would use a Ctrl+C (0x03) to exit the passthrough mode. Send:

```
PASSTHROUGH=-1
```

To disable exiting the passthrough mode (must cycle power to exit).

---

**System Command – Pass Through with Log****Format: PASSTHROUGHLOG  
PASSTHROUGHLOG=<x>**

---

*NOTE: The “PASSTHROUGHLOG” command is a holdover from a previous firmware release. It is recommended to instead use the newer “CONNECT” command (see section 8) for linking ports.*

Use pass through to enable a transparent passthrough of data between COM1 (RS232) and COM2 (Logic Level Serial). When this mode is active, anything received on COM1 will be sent to COM2 and vice-a-versa. By default, the mode is exited whenever a 0x18 character is received from either channel.

---

## 7 – SPI and I2C Ports

---

The SPI and I2C ports allow advanced users to control specialized serial channels. Under most circumstances, the WiFi, Bluetooth, USB, RS232, logic level serial, and/or a batch file is used to control the SPI or I2C port.

### 7.1 – SPI Port

Four of the pins on the Data Hog Plus side connector serve as a direct 3 or 4 wire “SPI” port. SPI is a universal synchronous style interface that can connect to a variety of different devices. This document does not describe SPI in detail (refer to other sources for this information), but the way SPI is used with the Data Hog Plus and a connected device is described below.

The Data Hog Plus SPI port uses four possible lines:

- MISO** - Master Input/Slave Output
- MOSI** - Master Output/Slave Input
- CLK** - Clock
- CS** - Chip Select

The SPI port can be configured as either a “slave” or “master” which affects how the above lines function. Under most circumstances the Data Hog Plus operates as the “Master” device and sends data to a connected SPI “Slave”.

#### **SPI MASTER:**

In “Master” mode the Data Hog Plus is controlling the communication to a SPI “Slave”. This is the most common configuration and sets the pins as follows:

*Full Duplex:*

<i>Pin</i>	<i>Input or Output</i>	<i>Function</i>
MISO	Input to DHP	Master Input / Slave Output
MOSI	Output from DHP	Master Output / Slave Input
CLK	Output from DHP	Clock Output
CS	Output from DHP	Chip Select (normally Active Low)

*Half Duplex:*

<i>Pin</i>	<i>Input or Output</i>	<i>Function</i>
MOSI	Master Transmit Output from DHP Master Receive Input to DHP	Output when Transmitting, Input when Receiving.
CLK	Output from DHP	Clock Output
CS	Output from DHP	Chip Select (normally Active Low)

While in Master mode, you can send out the SPI port using the **SENDS** command and receive data in using the **RCVS** command. If the chip select line is set to manual, use the **SPICS** command to set it HIGH (1) or LOW (0) as needed. You can also use the `\0` and `\1` special codes embedded in the strings specified for sending and receiving.

## **SPI SLAVE:**

In “Slave” mode the Data Hog Plus is controlled by an external master. Because it cannot control when data is sent or received, it must pre-set what it is going to return in response to a read request. Controlling the communication to a SPI “Slave”. This is the most common configuration and sets the pins as follows:

### *Full Duplex:*

<i>Pin</i>	<i>Input or Output</i>	<i>Function</i>
MISO	Output from DHP	Master Input / Slave Output
MOSI	Input to DHP	Master Output / Slave Input
CLK	Input to DHP	Clock Input
CS	Input to DHP	Chip Select (normally Active Low)

### *Half Duplex:*

<i>Pin</i>	<i>Input or Output</i>	<i>Function</i>
MOSI	Slave Transmit Output from DHP Slave Receive Input to DHP	Output when Transmitting, Input when Receiving.
CLK	Input to DHP	Clock Input
CS	Input to DHP	Chip Select (normally Active Low)

Use the **SENDS** command to load characters to be sent to the master when they are next requested. The system buffers the characters until they are clocked out by the master.

Use **RCVS** to retrieve characters sent to the Data Hog Plus from the master. It will wait until characters are received before returning.

### *SPI Specific Commands*

- SPI - Enables or disables the SPI port and sets its type and speed.
- SPICS - Turns on or off the SPI Chip Select line when in Master mode.
- SENDS <text> - Sends out a specific string.
- RCVS <text> - Reads in a specific string or set of values from SPI port.

---

**System Command – SPI****Format: SPI****SPI=CLEAR / TXCLEAR / RXCLEAR****SPI=<param>**

---

This command enables or disables the SPI port and sets its speed and mode. Note that enabling the SPI port automatically disables the I2C port (and vice-a-versa). Send:

- SPI - By itself to see the current settings
- SPI=CLEAR - Clears any pending receives and transmits.
- SPI=RXCLEAR - Clears any pending receives.
- SPI=TXCLEAR - Clears any pending transmits.

Using **SPI=<param>** has the following values:

<i>Parameter</i>	<i>Values</i>	<i>Explanation</i>
<enable>	Enable/1, Disable/0	Turns on or off the SPI port.
<mode>	Master or Slave	Sets the SPI port to Master or Slave mode.
<clock>	0 to 7	Sets the SPI clock speed (only applies to Master mode) to one of the following values: 0 – 24Mhz    1 – 12Mhz    2 – 6Mhz    3 – 3Mhz 4 – 1.5Mhz    5 – 750Khz    6 – 375Khz    7 – 187.5Khz
<cpol>	1 or 0	Clock Polarity (1 = High, 0 = Low)
<cpha>	1 or 0	Clock Phase (1 = 2 edge, 0 = 1 edge)
<bitorder>	MSB or LSB	Bit order of either Most Significant Bit first (MSB) or Least Significant Bit First (LSB)
<cs mode>	NSS or MAN	Sets the Chip Select Mode in Master mode: NSS - Automatic (toggles with each byte) MAN - Changes only on “SPICS” command or through the special \0 and \1 parameters in SENDS. Sets the Chip Select Mode in Slave mode: NSS - Automatic (toggles with each byte) MAN - Changes only on “SPICS” command or through the special \0 and \1 parameters in SENDS.
<duplex>	Full or Half	Selects either Full Duplex (4 Line SPI) or Half Duplex (3 Line SPI)

---

**System Command – SPICS****Format: SPICS=1 or 0**

---

Sets the SPI CS (Chip Select) line High or Low. This is used when in Master mode and the CS is set to “MAN” (Manual).

In “Slave” mode, sending just **SPICS** will return the current Chip Select line state.

You can also check and change the CS line during **RCV** or **SEND** using the %c, \0, and \1 command codes embedded in strings.

## 7.2 – I2C Port

The DHP can also implement an I2C port. This uses some of the same pins as the SPI port as described below:

- SDA** (labeled **MISO**) - Serial Data (bi-directional)
- SCK** (labeled **CLK**) - Serial Clock (input when Slave, output when Master)

The pins labeled **MOSI** and **CS** are not used in I2C mode.

The I2C port can be configured as either a “slave” or “master” which affects how the above lines function. Under most circumstances the Data Hog Plus operates as the “Master” device and controls the clock to a I2C “Slave”.

Use the **SENDI** command to load characters to be sent to the slave or master and use **RCVI** to retrieve characters sent to the Data Hog Plus from a slave or master.

### I2C Specific Commands

- I2C - Enables or disables the I2C port and sets its type and speed.
- SENDI <text> - Sends out a specific string.
- RCVI <text> - Reads in a specific string or set of values from I2C port.

---

### System Command – I2C

Format: I2C

I2C=CLEAR / TXCLEAR / RXCLEAR

I2C=<param>

---

This command enables or disables the I2C port and sets its speed and mode. Note that enabling the I2C port automatically disables the SPI port (and vice-a-versa). Send:

- I2C - By itself to see the current settings
- I2C=CLEAR - Clears any pending receives and transmits.
- I2C=RXCLEAR - Clears any pending receives.
- I2C=TXCLEAR - Clears any pending transmits.

Using **I2C=<param>** has the following values:

<i>Parameter</i>	<i>Values</i>	<i>Explanation</i>
<enable>	Enable/1, Disable/0	Turns on or off the I2C port.
<mode>	Master or Slave	Sets the I2C port to Master or Slave mode.
<clock>	0, 1, 2	Sets the SPI clock speed to: 0 – Standard (100Khz) 1 – Fast (400Khz) 2 – Fast Plus (1Mhz)
<address>	Slave Address	Sets the address of the slave to communicate with or the Data Hog Plus's Slave Address (when in “Slave” mode)
<add length>	7 or 10	Sets the slave address length to 7bit or 10bit
<analog filter>	1 or 0	Turns on or off the Analog Filter.

---

## 8 – Converting/Adapting, Logging, & Protocol Analyzing

---

One of the most common uses of the Data Hog Plus is to convert from one type of serial channel to another. For example, convert from USB to RS232, WiFi to USB, Bluetooth to RS232, or convert from USB to logic level serial. The following sections give complete details on how to enable this functionality.

Note that configuring the Data Hog Plus to act as a converter is done by either using the SD Card and a batch file (see section 4) or by sending it commands through the WiFi, Bluetooth, USB, RS232, or logic level serial channels (see section 3, 6, and 10). Before attempting to do this, it is recommended all users learn to do the following first:

- 1) Connect the Data Hog Plus to your computer using the USB or RS232 port.
- 2) Power it on.
- 3) Install and run the “D-Terminal” program (or use any other terminal application).
- 4) Select the port DHP creates (if using USB) or the serial port it is connected to (if using the RS232).
- 5) Set the baud rate to 19200bps.
- 6) Send <Enter> or CTRL+E to Data Hog Plus to get a response that starts with “DHP#...”

You are now in Command Mode and can configure the DHP. It is highly recommended you familiarize yourself with the process of using the terminal command interface before setting the DHP up as a converter, adapter, data logger, and/or protocol analyzer.

### 8.1 – Converting/Adapting

The DHP supports several methods of converting one type of serial data to another. For example, converting USB serial to RS232 or logic level serial is one possible combination. The simplest method is to use the `CONNECT` command to tie two or more channels together like this:

```
CONNECT=COMU, COM1
```

From this point on, anything received on the USB channel will be sent to the RS232 port and vice-a-versa. This connection will stay active even if power is cycled, the SD card is removed, or the cables are unplugged and reconnected. The DHP will not respond to any further commands on these channels until the connection is broken by:

- 1) The “escape sequence” is received from a channel. This is normally three special characters sent within one second with a one second break before and after. After the break sequence, the DHP will stay in command mode until it receives another `CONNECT` command, a Ctrl+A is received, or the connection is disabled.
- 2) Power is cycled and a SD card is inserted that has a `AUTORUN.BAT` file in the root directory containing a command which turns off or changes the connection like this:

```
CONNECT=NONE
```

- 3) `CONNECT=NONE` is sent from a channel not part of the connection. For example, if `COM1` and the USB are connected, sending `CONNECT=NONE` from the Logic Level serial or WiFi connection will break the connection for all channels.

The `CONNECT` command also supports multiple connections like this:

```
CONNECT=COMU, COM1, COM2
```

Or:

```
CONNECT=COMU, COMW, COM1
```

Three channels are now connected together in both examples. Anything received from any channel is sent out to both of the other channels. Note that it does not matter the order the COM ports are specified.



---

**System Command – Connect****Format: CONNECT=NONE / OFF / <chan>  
CONNECT=LOG / LOGHTML / PLAINLOG  
CONNECT=LOGx / LOGHTMLx  
CONNECT=NOLOG  
CONNECT='c' / 0xZZ**

---

The **CONNECT** command ties two, three, four, or five channels together. For example:

CONNECT=COM1, COMU	- Ties the USB and RS232 ports together.
CONNECT=COM1, COM2	- Ties the RS232 and TTL Logic Level Serial together.
CONNECT=COM1, COM2, COMU	- Ties three channels together.
CONNECT=COMW, COMU, COM1	- Ties the WiFi, USB, and RS232 ports together.
CONNECT=COMW, COMU, COM1, COM2	- Ties WiFi, USB, TTL Serial and RS232 together.
CONNECT=COMW, COMB, COMU, COM1, COM2	- Ties ALL the channels together.

When a channel is connected, anything received on it is automatically sent to the other channels. In addition, if **AUTOBAUD** is enabled on COM1 or COMU, a baud rate change on one channel will automatically change it on the other channels.

A protocol analyzing log file may also be enabled through the following commands:

CONNECT=LOG	- Turns on the LOG file. This will be a file named: "yyyy-mm-dd hhmmsss.txt" And placed in the default DATA sub-directory.
CONNECT=LOGHTML	- Same as above except the format is in HTML with different colors for each channel.
CONNECT=NOLOG	- Turns off LOG file creation.

In addition, you can live stream the protocol analysis log file to with the commands:

CONNECT=LOGx	- Outputs text log to a specific port where "x" can be U, 1, 2, W, or B. For example, CONNECT=LOGW outputs the log to WiFi channel.
CONNECT=LOGHTMLx	- Same as above except the format is in HTML with different colors for each channel. This is best when done to the WiFi channel!
CONNECT=NOLOG	- Turns off outputting the log to a channel.

Once **CONNECT** is active no further commands are accepted from either channel until either (a) an SD card is inserted with a batch file that disables the connection or (b) the DHP receives three escape characters within two seconds with at least a second on either side. By default, the escape character is as follows (differs for each port):

USB (COMU)	- Plus ("+")	WiFi (COMW)	- Dollar ("\$")
RS232 (COM1)	- Minus ("-")	Bluetooth (COMB)	- Percent ("%")
Logic Level Serial (COM2)	- Ampersand ("&")		

A different character is used for each port to prevent echoing of characters from tripping the escape sequence from the wrong port.

CONNECT=x, 'c'	- Set "c" to the character you want to use as the escape character. "x" is set to U, 1, 2, W, or B for the port's break character you want to change.
CONNECT=x, 0x<val>	- Set "<val>" to the two digit hexadecimal value you want to use as the escape character. For example, CONNECT=U, 0x42 would set the USB break character to a 'B'.

When the escape sequence is received, the DHP will send:

(escape ... Ctrl+A to resume)

Send an <Enter> or Ctrl+E to log onto Data Hog Plus. Send a Ctrl+A to exit the escape and return to the CONNECT with this message:

(connect resumed)

**BAR GRAPH DURING CONNECT:** While the connect mode is active, the bar graph will display activity on each channel using the last six LED's which blink when the channel receives a character. LED 5 is off, LED 6 for WiFi, LED 7 for Bluetooth, LED 8 for COM1, LED 9 for COM2, and LED 10 for COMU.

## 8.2 – Data Logging/Protocol Analyzing during Connect

The Data Hog Plus has a complete data logging and protocol analyzer system built into the converter. When you use the **CONNECT** command to tie two or more channels together, you can also enable the log file and log live output in one of two formats:

### Text Format (“LOG” or “LOGx”) :

This is the default format. The DHP creates a file based on the current data and time and stores a record of everything received from any port. Using “LOGx” allows you to also stream the output to any channel in real time including sending it to the WiFi connection for view through a web browser.

### HTML Format (“LOGHTML” or “LOGHTMLx”) :

This is a more advanced version of the log and is easier to read by most humans. However, the HTML file is harder to look at in a standard text editor and some users may not want that. It is ideal for viewing the output in real time through your browser (see below and section 10).

For example, if you wanted to connect the USB port to the RS232 port and make an HTML log of all communication, send the command:

```
CONNECT=COMU, COM1, LOGHTML
```

From this point on everything received on the USB is sent to the RS232 and everything received on the RS232 is sent to the USB port. In addition, an HTML log file is created containing a complete record of everything that happens. The HTML log file looks something like this:

```
19:08:46.234 USB : [0D]
19:08:46.234 COM1: [0D][0A]01000100F0C1800000000000000000000000000000Test
19:08:46.262 COM1: 020400AF0A010C1814151B0C18141702[0D][0A]
19:08:47.859 USB : B
19:08:47.863 COM1: B
19:08:47.883 USB : 0
19:08:47.883 COM1: 0
19:08:47.902 USB : 1
19:08:47.902 COM1: 1
19:08:47.922 USB : [0D]
19:08:47.930 COM1: [0D][0A]00AF0A[0D][0A]
19:08:48.223 USB : [15]
19:08:48.344 COM1: [02][00][01][FF][FE][01]Test[00] [00] [00]
19:08:48.359 COM1: ) [98][15][1B]) [98][17][02]D[04][04][1F][02][01]
19:08:48.375 COM1: [01][00][00][00][00][00][00][00][00][00][00][00][00][00]
19:08:48.383 COM1: [00][00][00][00] [00][00][02][10]DEFAULTX.SPD[0D]DEFAU
19:08:48.398 COM1: LTC.AXL[0D]DEFAULTX.LEN[08]DEFAULTX.GAP[08]DEFAULTX.HED[10]
19:08:48.422 COM1: [00] [F8][01][00][E8][01][B7][04][00][00] [00]
19:08:48.438 COM1: [F8][01][00][E8][01][B7][04][00][00]0[00]
19:08:48.449 COM1: [F8][01][00][E8][01][B7][04][00][00]@[00]
19:08:48.465 COM1: [F8][01][00][E8][01][B7][04][00][00][F1][01][00]
19:08:48.477 COM1: [91][00][00][00][00][00][00][00][00][00][00][00][00][00]
```

The text version is similar but lacks the colors. The text log will look something like this:

```
19:00:25.473 USB : [0D]
19:00:25.473 COM1: [0D][0A]01000100F0C1800000000000000000000000000000Test
19:00:25.500 COM1: 020400AF0A010C1814151B0C18141702[0D][0A]
19:00:27.016 USB : B
19:00:27.016 COM1: B
19:00:27.035 USB : 0
19:00:27.039 COM1: 0
19:00:27.059 USB : 1
19:00:27.059 COM1: 1
19:00:27.078 USB : [0D]
19:00:27.078 COM1: [0D][0A]00AF0A[0D][0A]
19:00:27.375 USB : [15]
19:00:27.500 COM1: [02][00][01][FF][FE][01]Test[00] [00] [00]
19:00:27.516 COM1: ) [98][15][1B]) [98][17][02]D[04][04][1F][02][01]
19:00:27.531 COM1: [01][00][00][00][00][00][00][00][00][00][00][00][00][00]
19:00:27.539 COM1: [00][00][00][00] [00][00][02][10]DEFAULTX.SPD[0D]DEFAU
19:00:27.555 COM1: LTC.AXL[0D]DEFAULTX.LEN[08]DEFAULTX.GAP[08]DEFAULTX.HED[10]
19:00:27.578 COM1: [00] [F8][01][00][E8][01][B7][04][00][00] [00]
19:00:27.590 COM1: [F8][01][00][E8][01][B7][04][00][00]0[00]
```

Note that the log file is buffered to some degree. This means that if you pull the SD card out to inspect the log file not everything in the log may be saved to the SD card yet. To combat this, the log file on the SD card is forced to sync up every 5 seconds. Therefore, make sure you wait 5 seconds after capturing your desired monitor data before pulling the card to ensure that it has been updated with the data you want.

It should also be noted that the DHP stays in the **CONNECT** mode even if power is cycled or the SD card is removed. You can even re-insert the SD card after removing it without needing to cycle power to start a new log file.

If you want to stop the connection and logging data, you could do the following (assuming the USB port is one that is being used in CONNECT):

- 1) Open a terminal window connected to the USB COM port and at the baud rate desired.
- 2) Wait at least one second before sending any data.
- 3) Send three plus characters quickly (+++).
- 4) Wait two seconds.
- 5) The Data Hog Plus will respond with “(escape ... Ctrl+A to resume)”.
- 6) Send the command: `CONNECT=NONE`
- 7) The connection is now broken and the Data Hog Plus will revert to its normal non-adapting mode.

This method works from any port, however the break character is different for each port type. For example, you would use the minus character (i.e. “---”) if breaking from the RS232 port.

When logging is enabled to also output directly out a specific channel like this:

```
CONNECT=USB,RS232,LOGW      (this is the same as CONNECT=COMU,COM1,LOGW)
```

The DHP will create a log file and will also directly send out the log data to the specified channel (the WiFi in this example). This makes viewing activity in real time very simple since you need only connect to the WiFi to see exactly what is happening between the USB and RS232 ports.

### **USING A WEB BROWSER TO VIEW THE LOG:**

A very handy feature is to use a web browser to live stream the output log. See section 10 for complete information on the WiFi. Once you have the WiFi system working, monitor using your browser by:

- 1) Setup the DHP to be connected to your network. Most users will have the DHP in Client mode, but it works in Server mode too. To set up the WiFi, use the command:

```
WIFI=SETUP
```

- 2) Note the IP address and port number (you will need that later).
- 3) Connect the channels together you want to monitor. For example, to connect the USB and RS232 channels to each other and output to the WiFi channel, send:

```
CONNECT=COMU,COM1,LOGHTMLW
```

This ties the USB port and the RS232 ports together and sets the WiFi as a log output in HTML.

- 4) Connect the USB and RS232 ports to the devices you want to monitor.
- 5) Open your web browser.
- 6) In the address bar, enter in the IP address, a colon, and then the port number. For example, if your DHP is at address 192.168.1.41 on port 3333, you would enter:

```
192.168.1.41:3333
```

On the web browser address bar (see section 8.3 for an example).

- 7) You should immediately see a protocol log beginning. As data is moved between the USB and RS232 port, the screen will fill in with the protocol analysis. This will all happen in real time!

## 8.3 – Example Monitoring USB<->RS232 Converter with a Web Browser

In this example we are using the DHP-W to convert USB to RS232 and then monitoring the communication between these channels using the Chrome browser. Here are the steps:

- 1) Plug the DHP into a USB port on your computer.
- 2) When you get a COM port for the DHP, run D-Terminal, select the Port and baud rate of 19200 and press <Enter> or send Ctrl+E to get the sign-on string:

```
DHP#205a 04/24/21
```

- 3) If you need a different baud rate, send the command:

```
BAUD=<baud>
```

Then change the baud rate in D-Terminal. Send Ctrl+E again after to make sure it is working. You should also change the baud rate on the RS232 channel with:

```
BAUD1=<baud>
```

- 4) Once the baud rates are set, send the following commands:

```
WIFI=SETUP
```

- Select 'C' to be a client on your local wireless network. Write down the IP address and Port number you are using. You may also want to set the On Time to "0" so it stays permanently on.

```
AUTOBAUDU=ON
```

- Turns on autobaud detection on USB and RS232 ports.

```
AUTOBAUD1=ON
```

```
CONNECT=COMU,COM1,LOGHTMLW
```

- Connects the USB and RS232 ports together and outputs the protocol analysis to the WiFi.

- 5) At this point the USB and RS232 ports are connected together. Anything received on the USB connection will be sent to the RS232 port and vice-a-versa. If the baud rate changes on either channel, it will automatically be updated for the other channel. You can no longer send commands from these channels because the DHP assumes anything received is to be sent to the other channel. If you need to break in and send a command to the DHP, use D-Terminal to send "+++ " on the USB COM port to talk to the DHP again (Ctrl+A when done to return to the CONNECT setup).

- 6) Test and make sure the conversion is working. Connect the device you want to monitor to the RS232 port on the DHP and make sure you can talk to it through the DHP USB COM port.

- 7) Now open your web browser and type in the address line:

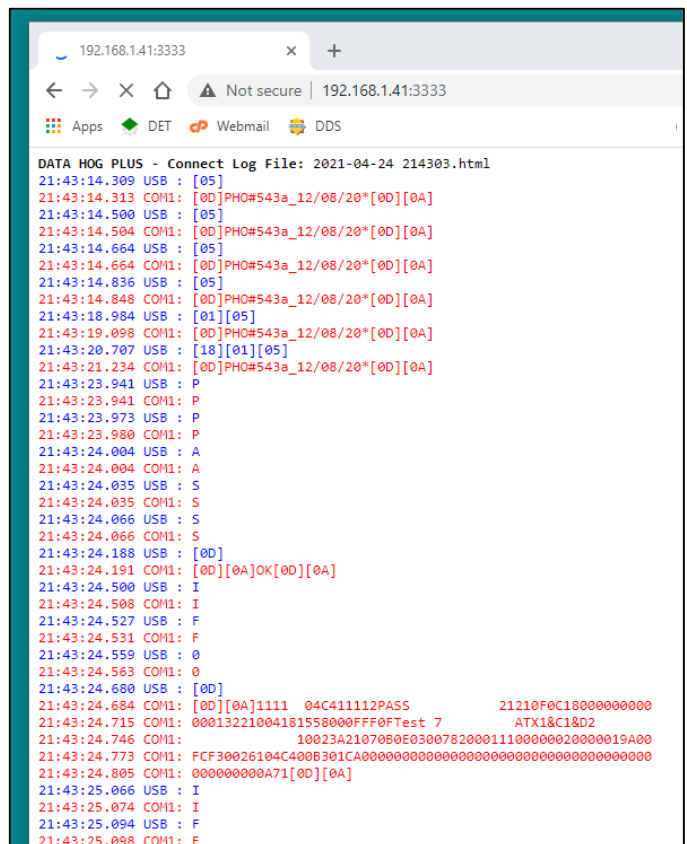
```
<ip address>:<port>
```

For example, if your IP address of the DHP is 192.168.1.41 and the port is 3333, you would enter:

```
192.168.1.41:3333
```

- 8) That's it! The web page should open and show in real time data being transferred between the USB and RS232 ports like shown here.

NOTE: The log file is also created on the SD card simultaneously which matches what is shown on the web page. This is useful as a backup or for later access.



The screenshot shows a web browser window with the address bar set to 192.168.1.41:3333. The page title is "DATA HOG PLUS - Connect Log File: 2021-04-24 214303.html". The main content is a log of communication between the USB and RS232 ports. The log entries are color-coded: USB data is in blue, COM1 data is in red, and other status messages are in black. The log shows a sequence of data being sent and received between the two channels.

```
21:43:14.309 USB : [05]
21:43:14.313 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:14.500 USB : [05]
21:43:14.504 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:14.664 USB : [05]
21:43:14.664 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:14.836 USB : [05]
21:43:14.848 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:18.984 USB : [01][05]
21:43:19.098 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:20.707 USB : [18][01][05]
21:43:21.234 COM1: [0D]PH0#543a_12/08/20*[0D][0A]
21:43:23.941 USB : P
21:43:23.941 COM1: P
21:43:23.973 USB : P
21:43:23.980 COM1: P
21:43:24.004 USB : A
21:43:24.004 COM1: A
21:43:24.035 USB : S
21:43:24.035 COM1: S
21:43:24.066 USB : S
21:43:24.066 COM1: S
21:43:24.188 USB : [0D]
21:43:24.191 COM1: [0D][0A]OK[0D][0A]
21:43:24.500 USB : I
21:43:24.508 COM1: I
21:43:24.527 USB : F
21:43:24.531 COM1: F
21:43:24.559 USB : 0
21:43:24.563 COM1: 0
21:43:24.680 USB : [0D]
21:43:24.684 COM1: [0D][0A]1111 04C411112PASS 21210F0C1800000000
21:43:24.715 COM1: 00013221004181558000FFFF0FTest 7 ATX1&1&D2
21:43:24.746 COM1: 10023A2107080E03007820001110000002000019A00
21:43:24.773 COM1: FCF30026104C400B301CA000000000000000000000000000000000000
21:43:24.805 COM1: 000000000A71[0D][0A]
21:43:25.066 USB : I
21:43:25.074 COM1: I
21:43:25.094 USB : F
21:43:25.098 COM1: F
```

## 8.4 – Data Capture (logging)

The Data Hog Plus now has two additional easy-to-use data capture system called “Fast Logging” and “Plain Logging”. In these modes, you can easily capture data from a port and store it in a file without any additional commands or other batch file work needed.

### Plain Logging

To enable plain logging, simply specify one port on the **CONNECT** command and add the parameter “PLAINLOG”. For example, to log everything received on COM1 (RS232 port) to a file send the command:

```
CONNECT=COM1,PLAINLOG
```

From this point on everything received on the RS232 port will be saved in a file named:

```
yyyy-mm-dd hhmmsss.log
```

To disable the logging, simply send the command:

```
CONNECT=NONE
```

Note that depending on the baud rate and the amount of data being received, there can be up to a 5 second delay between receiving the data and it being saved on the SD card. It is recommended you wait at least 5 seconds between capturing the data and powering the Data Hog off or pulling the SD card to be sure it is saved.

Re-inserting an SD card after removal will automatically start a new log file. Users are free to pull the SD card and re-insert it as often as desired.

### Fast & Trigger Logging

The **FASTLOG** command is similar to the **STORE** command with some important changes. When it is run, the Data Hog immediately stores everything received from a channel in file. It stays in this mode until it is shut off or the SD Card is removed. **FASTLOG** is intended for those applications where the user only wants the Data Hog to store data from a single channel and nothing else.

**TRIGLOG** is the same as **FASTLOG**, except it will automatically stop if ANY trigger activates. See the **TRIGGER** section for more information on how to setup GPIO triggers. Note that the manual gives most examples using **FASTLOG** so keep in mind that **TRIGLOG** would work in all those situations as well.

Enabling **FASTLOG** turns off any **CONNECT** functions and the system no longer responds to **TRIGGER**'s or most other functions. If the SD card is removed, the system stops logging and returns to the normal command mode. For example, if you had a **AUTORUN.BAT** file with these commands:

```
BOOTBAUD1=230400  
FASTLOG1
```

A log file would be created based on the current date/time which contains everything received by the Data Hog on the RS232 port at 230400. You can also specify the file name like this:

```
FASTLOG1 MyFile.bin
```

**FASTLOG** always appends data onto the end of an existing file, so if you specify the same file name it will add new log data. You can use the **DEL** command to erase the file first if that is desired. For example, suppose you wanted to make a new file each time:

```
BOOTBAUD1=230400  
DEL MyFile.bin  
FASTLOG1 MyFile.bin
```

**FASTLOG** should be used with caution since most other functions are stopped during operation. However, it is ideal in situations where high speed non-stop data must be captured. It flushes all data to SD card at least once per second – so be sure to wait at least a second before pulling the card after data is sent.

While **FASTLOG** is active, the second LED will blink On/Off to indicate data is being written to the SD Card. This is a handy way to verify data storage is happening.

It is recommended if you plan to pull the SD card out while logging is happening that you disable commands to the port being monitored with the **COMx=DISABLE** command. This is to prevent data coming in from being processed as commands when the SD card is out.

For example, suppose you want to log data from the RS232 port at 230400 baud whenever the unit is turned on. You want that logging to also work if the SD card is removed and re-inserted. In this case, put the following AUTORUN.BAT file on each SD card you are using for monitoring:

```
COM1=DISABLE
BOOTBAUD1=230400
FASTLOG1
```

This turns off commands for COM1 (the RS232 port), sets its baud to 230400, creates a file based on the current date and time, and then starts the **FASTLOG** on the COM1 port.

NOTE: If this is the first time the batch file runs and the baud rate on the channel on power up is different than the one being set with BOOTBAUD, you can get garbage at the beginning of the log file because the buffer has captured some data before the baud rate changed. This will only happen the first time the batch file is used on this particular Data Hog.

**TRIGLOG** is especially handy to start a new file whenever a GPIO pin changes. Consider this example:

```
COM1=DISABLE
BOOTBAUD1=230400
TRIGGER=6, PULLUP, FALLING
:LOOP
TRIGLOG1
GOTO LOOP
```

In this example, the log file is created for COM1 at 230400 and data is stored there. However, anytime GPIO #6 is shorted to ground the log stops and then immediately restarts again (the GOTO LOOP causes this). This allows you to restart the log anytime you wish!

### **ULTRA HIGH-SPEED LOGGING:**

There is a special case for baud rates above 1Mbps. Because so much data is being received and written to the SD Card the Data Hog Plus cannot process all activities it normally does. In this case, both **FASTLOG** and **TRIGLOG** do the following if they are started from a baud rate above 1Mbps:

- 1) Turn off any LED updates (the LED's will freeze in place).
- 2) Enter a very high-speed mode that simply stores data received onto the SD card.

Pulling the SD Card out or, in the case of TRIGLOG, activating a GPIO TRIGGER will exit the mode and the LED's will begin operating again.

## **MAXIMUM FILE SIZE:**

To help prevent enormous file sizes and to support the FAT32 file system, both **FASTLOG** and **TRIGLOG** support the setting in **MAXFILESIZE**. This command sets the maximum size of a log file before it is automatically closed and new file reopened.

By default, this is set to 4GB (4,000,000,000). You can set it to any value you wish, but be careful in making it extremely large because some file systems have trouble with files bigger than a certain point.

For example:

```
MAXFILESIZE=1000000
```

Would set the maximum single **FASTLOG** or **TRIGLOG** file size to 1MB.



## 9 – GPIO (General Purpose Input/Output)

The Data Hog Plus supports up to six GPIO (General Purpose Input/Output) pins. These pins share the SPI/I2C and Logic Level Serial port pins so cannot be used at the same time if these other pins are enabled. GPIO is labeled 1 to 6 as follows:

<i>Functions</i>	<i>Variable Name</i>	<i>SEND/OUTPUT Control</i>	<i>Shares Pin With</i>	<i>ARM CPU Pin</i>
GPIO, TRIGGER, & ADC #1	%G1	\G1x	RXD	PC0
GPIO, TRIGGER, & ADC #2	%G2	\G2x	TXD	PC1
GPIO & TRIGGER #3	%G3	\G3x	MOSI	PB15
GPIO & TRIGGER #4	%G4	\G4x	MISO	PB14
GPIO & TRIGGER #5	%G5	\G5x	CLK	PB13
GPIO & TRIGGER #6	%G6	\G6x	CS	PB12

Turning on GPIO functionality on any pin will disable the logic level serial (GPIO #1 or GPIO #2), the SPI (GPIO #3-#6), or the I2C (GPIO #3-#5). Similarly, enabling the logic level serial, SPI, or I2C functions automatically turns off the GPIO (if enabled).

To re-enable the logic level serial after using one or both pins for GPIO, send the command “BAUD1=<baud>”, “GPIO=NONE”, “GPIO=G1OFF,G2OFF”, or “RESET”. Any of these will re-enable the logic level serial.

Using GPIO is done in a variety of ways. Primarily, the **GPIO**, **TRIGGER**, and **ADC** commands (described below) configure and set the GPIO pin values. You do not usually have to preset a pin to be an output or an input, simply indicate you want to either read the value of the pin or set it to a specific value like this:

```
GPIO=G1IN      - Sets GPIO #1 to an input and returns the current value (0 or 1).
GPIO=G4OUT1    - Sets GPIO #4 to an output and sets its value to 1 (high, or +3.3V).
```

In addition, you can read the current input value or change the output value with the “%Gx” variable or the “\Gxy” code. In this case, you must preconfigure the pins as inputs or outputs or the value will be meaningless. For example:

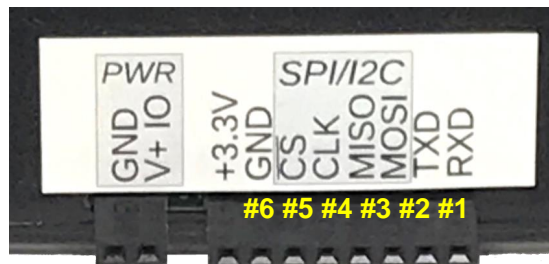
```
GPIO=G1IN,PULLUP
SENDU "GPIO #1 = %G1!\r\n"
```

This sends to the USB port the current GPIO #1 input which is being pulled high. To change the value of an output pin, simply send it like this:

```
GPIO=G1OUT0
SENDU "\G11___BUGS___\G10"
```

This starts GPIO #1 output at a 0. Then it sets it to a 1, sends “\_\_\_BUGS\_\_\_” out the USB port, and sets it to 0 again. If you were to measure the duration GPIO #1 was high, this would tell you how long the Data Hog Plus took to load the transmit buffer with “\_\_\_BUGS\_\_\_”.

The GPIO pins are numbered like this:



Refer to the ST Microelectronics # STM32L451 data sheet for more specific information on the electrical characteristics of the GPIO pins.

---

**System Command – GPIO****Format: GPIO=NONE / OFF****GPIO=Gx****GPIO=GxOFF****GPIO=GxIN / GxIN,PULLUP/PULLDOWN****GPIO=GxOUTy / GxOy**

---

The **GPIO** command configures the GPIO pins. To turn the GPIO pins off and revert to normal mode:

GPIO=OFF - Turns off all GPIO configurations.  
GPIO=G1OFF - Turns off GPIO #1 configuration (can range from 1 to 6).  
GPIO=G4 - Returns the current status of GPIO #4.

To set a GPIO pin as an output, send the following command:

GPIO=G1OUT0 - Sets GPIO #1 as an output and sets it to a 0 (Ground).  
GPIO=G100 - Same as above.  
GPIO=G601 - Sets GPIO #6 as an output and sets it to a 1 (+3.3V).

To set a GPIO pin as an input, send the following command:

GPIO=G1IN - Sets GPIO #1 to an input and returns its current value (1 or 0). No pull resistor is enabled.  
GPIO=G3IN, PULLDOWN - Sets GPIO #3 to a pulled down input and returns its current value (1 or 0).  
GPIO=G5IN, PULLUP - Sets GPIO #5 to a pulled up input and returns its current value (1 or 0).

You can also use GPIO pin values in the **SEND**, **RCV**, **OUTPUT**, and **IF** commands using the variable “%Gx” where “x” is from 1 to 6 and the “\Gxy” where “x” is from 1 to 6 and “y” is a 0 or 1. For example:

```
IF %G1 = 0 GOTO MyLabel
```

This would jump to “MyLabel” if GPIO #1 had a current value of zero. To change GPIO output values during a send, you can also do this like so:

```
SEND1 "Hello\G11Goodbyte\G10"
```

This sends “Hello” out the RS232 port, sets GPIO #1 to a “1”, sends “Goodbye” out the RS232 port, and then sets GPIO #1 to a “0”.

## 9.1 – GPIO Inputs

Each GPIO can be configured as an Input or Output. When configured as an Input, the GPIO has the following characteristics:

- Can be left floating or can optionally be pulled High (to +3.3V) or Low (to Ground).
- Pull up or down resistance is about 40K ohms.
- A “low” (or “0”) is around 1V or less and a “high” (or “1”) is around 2V or more.

For example, suppose you wanted a batch file that output the time whenever GPIO #6 was pulled low. A batch file like this may work (will exit if it receives a character on serial port):

```
GPIO=G6IN,PULLHIGH
; Loop until GPIO #6 goes low
:LOOP1
IF %r=1 GOTO DONE
IF %G6=1 GOTO LOOP1
; GPIO #6 went low!
SEND "Low at %H:%N:%S\r\n"
; Now loop until GPIO #6 goes high again
:LOOP2
IF %G6=0 GOTO LOOP2
GOTO LOOP1
:DONE
```

You can also use the “%Gx” variables as part of your SEND output. For example, suppose every second you wanted to output the value of GPIO #1 configured as pulled low input:

```
GPIO=G1IN,PULLLOW
:LOOP1
; Output current value
SEND "GPIO #1 = %G1\r\n"
; Wait a second
IDLE on,1
IF %r=0 GOTO LOOP1
```

This also exits if it receives a character on the serial port, otherwise it outputs the current GPIO input value once per second.

### **WARNING! WARNING! WARNING!**

DO NOT apply more than 5V into any of the GPIO pins! You will likely permanently destroy the pin and possibly the entire Data Hog Plus if you do so. The pins have some protection, but it is possible to ruin a Data Hog Plus by applying too high a voltage to any pin! Diamond Edge Technology cannot repair or replace units that have failed due to this reason and you assume all risk when using the GPIO input feature.

## 9.2 – GPIO Outputs

Each GPIO can be configured as an Input or Output. When configured as an Output, the GPIO has the following characteristics:

- Can be set to High (“1” or +3.3V) or Low (“0” or Ground/0V).
- Can source or sink +/- 8mA per pin.
- DO NOT TRY TO DIRECTLY DRIVE HIGH CURRENT DEVICES FROM THE GPIO! You will likely destroy the pin and/or the entire Data Hog Plus doing so.

The GPIO output function can be very useful in a multitude of situations. However, you must be careful in using this feature as it possible to destroy the Data Hog Plus. Diamond Edge Technology cannot repair or replace units that have failed due to incorrect usage of the GPIO Input or Output function. Please contact us at [ryan@detllc.com](mailto:ryan@detllc.com) if you are unsure in advance.

One good use of the GPIO output function is to alert other devices that something has happened. For example, suppose you want to pulse GPIO #1 once per second. A batch file like this would work:

```
:LOOP1
; Wait a second
IDLE on,1
; GPIO #1 High
GPIO=G1OUT1
; GPIO #1 Low
GPIO=G1OUT0
IF %r=0 GOTO LOOP1
```

This will make a short high pulse on GPIO #1 (about 50ms). You can also change the output state of any GPIO pin inside of an output string. For example, if you wanted to make GPIO #1 high during the send command you could have a batch file like this:

```
GPIO=G1OUT0
:LOOP1
; Wait a second
IDLE on,1
; Make GPIO #1 High during send
SEND "\G11__BUGS BUNNY__\r\n\G10"
; Repeat until we receive a character
IF %r=0 GOTO LOOP1
```

This pulse is much shorter, about 90 microseconds, because it does not take long to write to the internal que of things to send out the serial port.

## 9.3 – EXTERNAL TRIGGER System

In addition to the other GPIO functions, you can use any of the six pins in “EXTERNAL TRIGGER” mode. The external trigger is very similar to the GPIO Input ability, except when the line changes state it triggers an interrupt inside the DHP which (a) can wake it from **SLEEP** or **DEEPSLEEP**, (b) stores the exact time and date of the event in a special register (%X1 to %X6 for “yyyy-mm-dd@hh:mm:ss” or %x1 to %x6 for “unixepochtime.msec”), and (c) sets another special register to “1” when the state activates the interrupt.

The external trigger pins share the SPI/I2C and Logic Level Serial port pins so cannot be used at the same time if these other pins are enabled. Trigger #1 to #6 is as follows:

Function	Variable Name (for current state)	Variable Name (for last activation time/date)	Variable Name (for trigger status)	Shares Pin With
TRIGGER #1	%G1	%X1 and %x1	%K1	RXD
TRIGGER #2	%G2	%X2 and %x2	%K2	TXD
TRIGGER #3	%G3	%X3 and %x3	%K3	MOSI
TRIGGER #4	%G4	%X4 and %x4	%K4	MISO
TRIGGER #5	%G5	%X5 and %x5	%K5	CLK
TRIGGER #6	%G6	%X6 and %x6	%K6	CS

Turning on the EXTERNAL TRIGGER for any pin will disable the logic level serial (TRIGGER #1 or TRIGGER #2), the SPI (TRIGGER #3-#6), or the I2C (TRIGGER #3-#5). Similarly, enabling the logic level serial, SPI, or I2C functions automatically turns off the TRIGGER (if enabled).

To re-enable the logic level serial after using one or both pins for a TRIGGER, send the command “BAUD1=<baud>”, “TRIGGER=NONE”, or “RESET”. Any of these will re-enable the logic level serial.

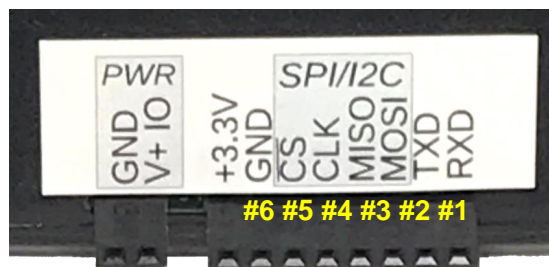
Using the EXTERNAL TRIGGER is done in a variety of ways. The primary way is to use the **TRIGGER** command (described next) to configure and set the TRIGGER pin values like this:

```
TRIGGER=1, FALLING, PULLUP - Enables Trigger #1, pulls it high (to 3.3V), and sets the trip to
                           be the falling edge (pin going from High-3.3V to Low-Ground).
TRIGGER=4, EITHER, NOPULL - Enables Trigger #4, does not pull it high or low, and sets the
                           trip to be either low to high or high to low.
```

You can read the current input value with the “%Gx” variable. For example:

```
TRIGGER=1, FALLING, PULLUP
SENDU "TRIGGER #1 = %G1!\r\n"
```

This sends out the USB port the current Trigger #1 value (which is being pulled high). The TRIGGER pins are numbered the same as the GPIO pins like this:



---

**Command – TRIGGER**      **Format: TRIGGER=NONE / OFF**  
**TRIGGER=<#>,<mode>,<pull>,<tim>,<wake>,<store>**  
**TRIGGER=<num>,OFF**  
**TRIGGER=RESET**

---

The **TRIGGER** command configures the EXTERNAL TRIGGER functions. To turn the TRIGGER pins off and revert to normal mode:

- TRIGGER=OFF                                    - Turns off all TRIGGER configurations.
- TRIGGER=1, OFF                                - Turns off TRIGGER #1 configuration (can range from 1 to 6).

To show the current settings of an EXTERNAL TRIGGER, send a command like this:

- TRIGGER                                         - Returns the TRIGGER status of all pins.
- TRIGGER=4                                     - Returns the current status of TRIGGER #4.

To set an EXTERNAL TRIGGER, send a command like this:

- TRIGGER=1, FALLING, PULLUP               - Sets TRIGGER #1 to pull-up and trigger when it falls to ground.
- TRIGGER=4, RISING, PULLDOWN            - Sets TRIGGER #4 to a pulled down and triggers when it rises to 3.3V.
- TRIGGER=1, BOTH, NOPULL                 - Sets TRIGGER #1 to trip on either low->high or high->low and sets it to have no pull resistor.
- TRIGGER=1, BOTH, NOPULL, NOWAKE       - Sets TRIGGER #1 to trip on either low->high or high->low and sets it to have no pull resistor. It also will NOT wakeup the unit from **SLEEP, IDLE, or DEEPSLEEP**.

To reset the trigger files (if saving to a Text, CSV, or Timestamp file), send the command:

- TRIGGER=RESET                               - Resets all triggers and opens new files (if any).

Each TRIGGER is followed by a series of parameters as shown above. Only one trigger at a time can be set per command (unlike the GPIO function which allows you to set multiple pins with one command).

Each parameter is described below:

*Parameter <#>:*

1 to 6	Specifies the EXTERNAL TRIGGER number to enable, disable, or return the status of
--------	---

*Parameter <mode>:*

FALLING	Sets the TRIGGER to activate when the pin goes from a “High” state (logic level 1 or 3.3V) to “Low” state (logic level 0, zero volts, or Ground).
RISING	Sets the TRIGGER to activate when the pin goes from a “Low” state (logic level 0, zero volts, or Ground) to a “High” state (logic level 1 or 3.3V).
BOTH	TRIGGER will activate when it is either RISING or FALLING (any change of state).

*Parameter <pull>:*

NOPULL	Does not apply any pull on the pin. You must connect it to something that is either 3.3V or 0V for the system to work properly.
PULLUP	Pulls the pin to 3.3V through a 40K resistor.
PULLDOWN	Pulls the pin to 0V (ground) through a 40K resistor.

*Parameter <tim>:*

<val>sec	Set's the maximum trigger rate, or timing. This value specifies a debounce value to keep the trigger from tripping multiple times due to a noisy signal. For example: TRIGGER=1, FALLING, PULLUP, 0.5sec This would set the maximum frequency for TRIGGER 1 to once every 0.5 seconds (2 hertz). The maximum resolution is milliseconds.
(blank)	If this parameter is not specified, all EXTERNAL TRIGGER's default to a timing of 0.1sec (100 milliseconds).

*Parameter <wake>:*

NOWAKE	Disables waking the DHP from <b>SLEEP</b> , <b>IDLE</b> , or <b>DEEPSLEEP</b> when the pin activates.
WAKE (or blank)	Enables waking the DHP from <b>SLEEP</b> , <b>IDLE</b> , or <b>DEEPSLEEP</b> when the pin activates. This is the default value if nothing is specified.

*Parameter <store>:*

(blank)	If nothing is entered for this parameter, no automatic storage of the EXTERNAL TRIGGER activations occurs. This is the default.
TEXT	Enables automatic storage of any activation in a text file automatically created in the Download Directory (defaults to the root directory). The file will be an easy-to-read description of each activation with a millisecond timestamp and exactly what happened. For example, if you sent TRIGGER=1, FALLING, PULLUP, TEXT then a typical output file might contain values like this: #1: 1->0 on 2021-04-02 @ 21:37:05.613 #1: 1->0 on 2021-04-02 @ 21:37:05.910 The “#” is the trigger, the “1->0” indicates it tripped on the pin going from HIGH to LOW, and then the following values are the date and time of the activation.
CSV	Similar to above except the format is CSV (comma separated values) which is very easy to directly open with Excel or other similar software. For example, if you sent TRIGGER=1, FALLING, PULLUP, CSV then a typical output file might contain values like this: #1,1->0,2021-04-02,21:30:31.539 #1,1->0,2021-04-02,21:30:36.773 The “#” is the trigger, the “1->0” indicates it tripped on the pin going from HIGH to LOW, and then the following values are the date and time of the activation.
TIMESTAMP	Similar to the CSV format except the time is stored as a UNIX timestamp value. This is the number of seconds since Jan 1 <sup>st</sup> , 1970, with the decimal part equaling the milliseconds value. For example, if you sent TRIGGER=1, RISING, PULLDOWN, TIMESTAMP then a typical output file might contain values like this: #1,0->1,1617399937.922 #1,0->1,1617399939.129 #1,0->1,1617399941.129
COM1, COM2, COMU	Outputs the activation to the specified COM port (always in CSV format). The example for CSV above shows what would be sent out the specified COM port when an EXTERNAL TRIGGER activates.

NOTE: You can use the **TYPE**, **TYPEH**, and any of the download commands to view a currently open TEXT, CSV, or TIMESTAMP file. When the file access is complete, data is again written to the file. This is normally a problem free situation, but if you have very frequent TRIGGER's you are better off using this command first:

```
TRIGGER=RESET
```

To force a new file to open before accessing the currently open trigger output file.

**USING %K1 to %K6 VARIABLES:**

The %K1 to %K6 values will return a “1” when the TRIGGER activates, otherwise they will return zero. Note that these variables are different than the %G1 to %G6 which return the current state of the pin (either a “1” or “0”). Instead, %K1 to %K6 return a “1” immediately after the TRIGGER activates by either falling or rising (depending on the way the TRIGGER is configured).

For example, suppose you wanted to output the time whenever TRIGGER #6 was pulled low. This could be done by connecting a pushbutton between ground and TRIGGER #6 and using a batch file like this (it will exit the program if it receives a character on serial port):

```
TRIGGER=6,PULLUP,FALLING
; Loop until TRIGGER #6 activates
:LOOP1
IF %r=1 GOTO DONE
IF %K6=0 GOTO LOOP1
; TRIGGER #6 activated!
SEND "Triggered at %X1\r\n"
; Loop back and repeat
GOTO LOOP1
:DONE
SEND "DONE!\r\n"
```

**IMPORTANT:** Reading any %K variable will only return "1" a single time for each activation. Reading it clears it back to "0". This allows you to repeatedly check the variable and know that it only returns "1" when the trigger is activated freshly.

You can also use the "%Gx" variables with TRIGGER's and part of your SEND output. For example, suppose every second you wanted to output the value of TRIGGER #1 configured as pulled low input:

```
TRIGGER=1,RISING,PULLDOWN
:LOOP1
; Output current value
SEND "TRIGGER #1 = %G1\r\n"
; Wait a second
IDLE on,1
IF %r=0 GOTO LOOP1
```

This exits if it receives a character on the serial port, otherwise it outputs the current TRIGGER #1 pin value once per second. This is identical to using the pin as a GPIO input.

### **USING %X1 to %X6 and %x1 to %x6 VARIABLES:**

The %X1 to %X6 and %x1 to %x6 values return the last date and time a trigger was activated. The difference between "X" and "x" is that the "X" returns it in this format:

```
yyyy-mm-dd @ hh:mm:ss.msec
```

And "x" returns it in this format:

```
<unix epoch time>.<msec>
```

For example, suppose you wanted to send out the USB port the time of each TRIGGER #2 activation. You could use the "COMU" parameter to output the value (described above), but for more custom control instead create a batch file with these lines:

```
TRIGGER=2,FALLING,PULLUP
:LOOP1
IF %r=1 GOTO DONE
IF %K2=0 GOTO LOOP1
SENDU "Trigger #2=%X2 (Epoch %x2)\r\n"
GOTO LOOP1
:DONE
SENDU "Done!\r\n"
```



## **EXTERNAL TRIGGER EXAMPLES:**

### *Example 1 – Recording the winners of a toy car race:*

Assume you have sloped track with four lanes. At the end of each lane there is a switch that toy cars close when they reach the end of the track. You can very accurately record the “winner” of each race by doing this:

- 1) Tie one side of each lane’s switch to ground and tie this same ground to the “GND” input pin on the DHP.
- 2) Tie the other side of the lane switch to EXTERNAL TRIGGER #1, #2, #3, and #4.

- 3) Connect to the Data Hog Plus and send these commands:

```
TRIGGER=NONE
TRIGGER=1, FALLING, PULLUP, NOWAKE, TEXT
TRIGGER=2, FALLING, PULLUP, NOWAKE, TEXT
TRIGGER=3, FALLING, PULLUP, NOWAKE, TEXT
TRIGGER=4, FALLING, PULLUP, NOWAKE, TEXT
```

From this point on, any time EXTERNAL TRIGGER #1-#4 gets connected to ground through the switch, it’s exact time will be recorded in a text file on the SD card.

- 4) Make sure an SD card is installed and run your race!
- 5) To see the results, use the TYPE command, pull out the SD card and use a computer to view the file, or use the D-Terminal app to “View” the file on the SD card. A typical race result might look like this:

```
#3: 1->0 on 2021/04/03 @ 23.09.32.426
#1: 1->0 on 2021/04/03 @ 23.09.33.313
#2: 1->0 on 2021/04/03 @ 23.09.33.809
#4: 1->0 on 2021/04/03 @ 23.09.34.398
```

- 6) Note that the DHP will stay in this mode until you change it. You can power it off and later power it back on ready to work. You could also send the additional command after it is powered on:

```
DEEPSLEEP
```

In this case the LED’s will go off and the DHP will continue to record the triggers for about 2 weeks from a 9V battery.

### *Example 2 – Recording the winners of a toy car race (2<sup>nd</sup> version):*

Assume the same as Example #1 except you want to send the trigger output times live over the USB port. This is similar to sending it to a text file, except there is no file created and instead you read the values out in real time using a terminal program.

- 1) Setup the hardware exactly the same.
- 2) Connect to the Data Hog Plus and send these commands:

```
TRIGGER=NONE
TRIGGER=1, FALLING, PULLUP, NOWAKE, USB
TRIGGER=2, FALLING, PULLUP, NOWAKE, USB
TRIGGER=3, FALLING, PULLUP, NOWAKE, USB
TRIGGER=4, FALLING, PULLUP, NOWAKE, USB
```

From this point on, any time EXTERNAL TRIGGER #1-#4 gets connected to ground through the switch, it’s exact time will be sent out the USB port.

- 3) Make sure you have a terminal program opened to view the output and run your races!

*Example 3 – Increase the LED bar graph one step each time a button is pressed.*

In this example you want the bar graph to display increasing amount each time a button is pressed. You also want to send the level out the RS232 port at 115200bps:

- 1) Connect a pushbutton between EXTERNAL TRIGGER #1 and the GND pin.
- 2) Create a file on the SD card named "ButtonPress.bat" and fill it with this code:

```
BAUD1=115200
TRIGGER=1,FALLING,PULLUP
:LOOP0
LEDO=ALL
SEND1 "Level 0!\r\n"
:LOOP1
IF %K1 = 0 GOTO LOOP1
LEDO=1,1
SEND1 "Level 1!\r\n"
:LOOP2
IF %K1 = 0 GOTO LOOP2
LEDO=2,1
SEND1 "Level 2!\r\n"
:LOOP3
IF %K1 = 0 GOTO LOOP3
LEDO=3,1
SEND1 "Level 3!\r\n"
:LOOP4
IF %K1 = 0 GOTO LOOP4
LEDO=4,1
SEND1 "Level 4!\r\n"
:LOOP5
IF %L1 = 0 GOTO LOOP5
LEDO=5,1
SEND1 "Level 5!\r\n"
:LOOP6
IF %K1 = 0 GOTO LOOP6
LEDO=6,1
SEND1 "Level 6!\r\n"
:LOOP7
IF %K1 = 0 GOTO LOOP7
LEDO=7,1
SEND1 "Level 7!\r\n"
:LOOP8
IF %K1 = 0 GOTO LOOP8
LEDO=8,1
SEND1 "Level 8!\r\n"
:LOOP9
IF %K1 = 0 GOTO LOOP9
LEDO=9,1
SEND1 "Level 9!\r\n"
:LOOP10
IF %K1 = 0 GOTO LOOP10
LEDO=10,1
SEND1 "Level 10!\r\n"
:LOOPDONE
IF %K1 = 0 GOTO LOOPDONE
GOTO LOOP0
```

- 3) RUN "ButtonPress.bat". Each time the button is pressed the LED bar graph will increment by one! To exit, unplug the SD card, wait one second, and plug it back in!

## 9.4 – ADC (Temperature & Voltage Monitor) System

The Analog to Digital Converter (ADC) system is special function of GPIO Pins #1 and #2. You can also enable the current Temperature monitoring.

The ADC pins share the Logic Level Serial port pins so that cannot be used at the same time if ADC Pin #1 or Pin #2 is enabled (does not apply to ADC Temperature). ADC#1, ADC#2, and ADC#T is as follows:

Function	Variable Name (for current state)	Variable Name (for output as an integer)	Variable Name (for output as a float)	Shares Pin With
ADC #1	%G1	%V1	%v1	RXD
ADC #2	%G2	%V2	%v2	TXD
ADC #T	%G3	%VT (Celcius) %Vt (Fareheight)	%vT (Celcius) %vt (Fareheight)	(No pin used)

Turning on the ADC #1 or ADC #2 will disable the logic level serial, TRIGGER #1 or TRIGGER #2, or GPIO #1 or #2. Similarly, enabling the logic level serial, TRIGGER #1 or #2, or GPIO #1 or #2 will disable that pin for ADC. To re-enable the logic level serial after using one or both pins for ADC, send the command “BAUD1=<baud>”, “ADC=NONE”, or “RESET”. Any of these will re-enable the logic level serial.

---

### Command – ADC

**Format: ADC=NONE / OFF**

**ADC=<#>,DISABLE / OFF**

**ADC=<#>,<zero>,<calibration>,off=<val>**

**ADC=<#>,<zero>,r1=<ohms>,r2=<ohms>**

---

The **ADC** command configures the ADC functions. To turn the ADC pins off and revert to normal mode:

- ADC=OFF - Turns off all ADC configurations.
- ADC=1, OFF - Turns off ADC #1 configuration (can range from 1 to 2).
- ADC=T, OFF - Turns off ADC #T (Temperature) configuration.

To show the current settings of an ADC channel, send a command like this:

- ADC - Returns the ADC status of all pins.
- ADC=1 - Returns the current status of ADC #1.

To set an ADC Channel, send a command like this:

- ADC=1, 100, 1.0 - Sets ADC #1 to on with a zero point of “100” and a calibration factor of 1.00 (see below)
- ADC=1, ON, 100, 1.0 - Same as above
- ADC=1, ON, 0, 0.000819, off=-0.25 - Sets ADC #1 to calibration of 0.00819 and offset of -0.25.
- ADC=T, ON - Turns on the temperature ADC channel.

The <zero> parameter specifies the number read back from the 12 Bit ADC channel to be considered a zero. The full range of the ADC is 0-4095, but not all inputs get all the way down to “0”. You can easily calibrate the channel to report a different reading as “0” using this parameter.

<calibration> is the adjustment applied to the ADC value when reporting it with the %V and %v variables. For example, suppose you sent the following command:

```
ADC=1, ON, 200, 2.5
```

In this setup, the ADC channel is read and a value of “1255” comes back. The DHP subtracts 200 (the zero value) from the value read and then multiplies it by 2.5 (the calibration). So “1255” is reported as “2637” (%V1) or “2637.5” (%v1). This ability makes more sense when connected to a battery or other device (see examples below).

### **ADC EXAMPLE #1: Reading a voltage from 0V to 3.3V**

In the simplest form, to read a voltage from zero to 3.3 send the following command:

```
ADC=1,ON,0,0.000819
```

To understand how this works, consider that the Analog to Digital converter returns a number from “0” to “4095” based on the voltage on the pin. Zero represents no voltage and “4095” represents 3.3V. In other words, if the number “4095” was returned you can be certain that 3.3V was being applied to the pin.

In reality it is difficult to get a full “4095” reading back. Resistance and other factors tend to reduce the number slightly, so a reading of around “4030” is more typical for a full 3.3V input. To convert “4030” to 3.3, multiply the reading by “0.000819” to get “3.30”.

The following batch file will record the voltage reading once every 5 seconds saving it in a file named “Voltages.txt” and outputting it to the serial port. It stops if it receives a character on the serial port:

```
ADC=OFF
ADC=1,ON,0,0.000819
OPENA Voltages.txt
SEND "Recording voltages:\r\n"
:LOOP1
%1 = "%Y-%M-%D @ %H:%N - Current Voltage=%v1\r\n"
OUTPUT %1
SEND %1
SLEEP on,60
IF %r=0 GOTO LOOP1
SEND "\r\nDone!\r\n"
```

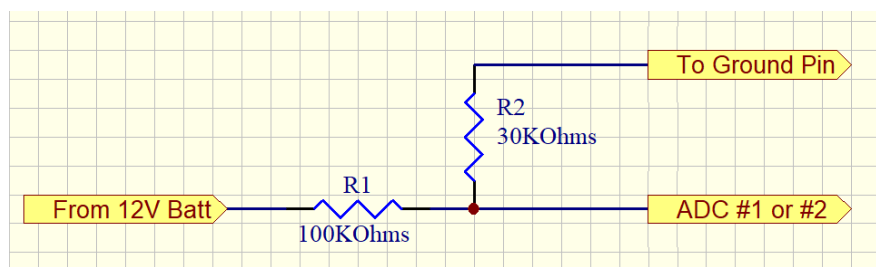
Let this run for a while, varying the voltage on pin #1 from 0V to 3.3V, and then send a character to get it to stop. When it's done, send TYPE “Voltage.txt” and you would see something like this:

```
2021-04-05 @ 19:17 - Current Voltage=2.35
2021-04-05 @ 19:18 - Current Voltage=2.85
2021-04-05 @ 19:18 - Current Voltage=3.35
2021-04-05 @ 19:18 - Current Voltage=0.34
2021-04-05 @ 19:18 - Current Voltage=1.96
2021-04-05 @ 19:18 - Current Voltage=1.65
```

### **ADC EXAMPLE #2: Reading a voltage from a 12V battery (0V to 14.5V range)**

Reading a voltage HIGHER than 3.3V is also possible with the DHP, but it does require some extra electronics. You must NEVER apply a voltage higher than 3.3V to the pin, but you can easily adjust for this using a “resistor divider” network.

A resistor divider is two resistors. You connect one of them to the input voltage (the 12V battery in this case), and the other one to this resistor and ground. The resistor connected to the battery is named “R1” and the resistor from R1 to ground is R2. Here is a schematic of the circuit:



As is shown in the schematic, R1 is labeled as a 100K resistor and R2 is labeled as a 30K resistor. These are two commonly available resistors and by running the 12V battery through this circuit, it converts around 14.5V down to 3.3V so that the voltage input is never exceeded.

To determine the right values, it is handy to use a “Voltage Divider Calculator”. There are many free ones available such as the one at: <https://ohmslawcalculator.com/voltage-divider-calculator>

Simply enter in the R1 value (100K is a good place to start), the maximum input voltage (14.5 Volts in this case), and the desired maximum output voltage (3.3V) and click “Calculate”. This looks something like:

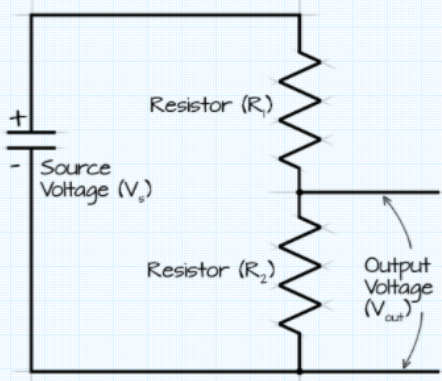
### Voltage Divider Calculator

A voltage divider circuit is a very common circuit that takes a higher voltage and converts it to a lower one by using a pair of resistors. The formula for calculating the output voltage is based on Ohms Law and is shown below.

$$V_{out} = \frac{V_s \times R_2}{(R_1 + R_2)}$$

where:

- $V_s$  is the source voltage, measured in volts (V).
- $R_1$  is the resistance of the 1st resistor, measured in Ohms ( $\Omega$ ).
- $R_2$  is the resistance of the 2nd resistor, measured in Ohms ( $\Omega$ ).
- $V_{out}$  is the output voltage, measured in volts (V).



Enter any three known values and press 'Calculate' to solve for the other.

Voltage Source ( $V_s$ )	<input type="text" value="14.5"/>	Volts (V)
Resistance 1 ( $R_1$ )	<input type="text" value="100000"/>	ohms ( $\Omega$ )
Resistance 2 ( $R_2$ )	<input type="text" value="29464.286"/>	ohms ( $\Omega$ )
Output Voltage ( $V_{out}$ )	<input type="text" value="3.3"/>	Volts (V)

Click "Calculate" to update the field with orange border.

To connect this to the Data Hog Plus, it looks something like this:



Now that the circuit is in place, hook the negative side of the battery to the DHP ground pin and the positive side to the resistor R1 that has nothing else connected to it. It is also necessary to set the ADC channel to correctly report the voltage. This is fairly easy by using the built-in calibration calculator like this:

```
ADC=1,ON,R1=100000,R2=30000
```

The DHP will automatically calculate the calibration (in this case "0.003491"). NOTE: It is often helpful to manually measure the resistors with a multi-meter before using the above commands. A standard "100L" resistor can fluctuate quite a bit, and your accuracy will be improved if you use correct values.

Finally, sometimes errors can creep into the measurement. A final adjustment can be made with the "Offset" parameter. For example:

```
ADC=1,ON,R1=100000,R2=30000,OFF=0.25
```

This would add 0.25 to every measurement. You will need to do some tests to determine if this value is necessary depending on various factors of your setup.

To record the battery voltage as described in ADC Example #1, your new batch file would read:

```
ADC=OFF
ADC=1,ON,R1=100000,R2=30000
OPENA Voltages.txt
SEND "Recording voltages:\r\n"
:LOOP1
%1 = "%Y-%M-%D @ %H:%N - Current Voltage=%v1\r\n"
OUTPUT %1
SEND %1
SLEEP on,60
IF %r=0 GOTO LOOP1
SEND "\r\nDone!\r\n"
```

---

## 10 – WiFi & Bluetooth

---

The WiFi and Bluetooth channels also fully support the complete command line interface described in the previous sections. You can send almost any command from one of these ports and the DHP will respond back out that same port. WiFi and Bluetooth also work as protocol analysis output channels.

For example, if you send the **DIR** command from the WiFi connection, the DHP will send the current directory back out the WiFi interface. The **DIR** command from the Bluetooth interface will similarly respond back to the Bluetooth channel.

As with the USB, RS232, and Logic Level Serial, many commands allow you to specify where they will respond by appending a port code to the end of the command as follows:

- W** - WiFi Connection
- B** - Bluetooth Connection

For example, from any port if you send the **DIRW** command (instead of just **DIR**) the directory will be sent out the WiFi connection instead of back to the channel it received the command from. This is especially useful inside of batch files to indicate specific channels for particular responses.

Commands that support WiFi (**W**) and Bluetooth (**B**) channel specifiers in place of the “x” below:

- SENDx <text> - Sends out a specific string. This commonly used in combination with batch files.
- RCVx <text> - Waits for a specific character or string to be sent back.

*File & Directory Specific Commands:*

- TYPEx <file> - Outputs a text file.
- TYPEHx <file> - Outputs a file as hexadecimal values.
- DIRx/DIRx <path> - Displays current file directory or the files in the sub-directory <path>
- TREEx - Displays a tree view of all existing directories from current directory.

*Upload/Download Commands:*

- DLx / DLYx - Starts a YModem download (stores data on Data Hog Plus). You can optionally specify a <path> and/or <file> name, even though YModem supports this itself.
- DLXx <file> - Starts XModem download (stores data on Data Hog Plus) into <file>.
- ULx/ULYx <file> - Starts YModem upload (data from Data Hog Plus to external device) of <file(s)>.
- ULYx <file> - Starts XModem upload (data from Data Hog Plus to external device) or <file(s)>.
- STOREx <file> - Starts a text file download into file named <file>. If <file> is blank, will create a file named “yyyy-mm-dd hhmmss.txt”
- STOREAx <file>

*System Commands:*

- BAUDx - Changes the current baud rate (will revert to original baud on power up)
- BOOTBAUDx - Changes the current baud rate and sets the default baud rate on power up.
- COMx - Enables or disables commands to be sent/received from the WiFi (COMW) or the Bluetooth (COMB).

For example:

- DIRW - Sends current directory to the current WiFi connection
- DIRB \DUD - Sends the “\DUD” directory to the current Bluetooth SPP connection.

This command enables or disables commands being sent/received from a specific COM port. For example:

COMW=DISABLE	- Turns off COMW (WiFi Connection) as a source of commands.
COMW=0	- Same as above.
COMW=ENABLE	- Turns on COMW (WiFi) as a source of commands.
COMW=1	- Same as above.
COMB=ENABLE	- Turns on COMB (Bluetooth Port) as a source of commands.
COMB=1	- Same as above.

By default, both the WiFi and Bluetooth ports work for commands and enquires when there is a link to them from a remote device. However, if using the Data Hog to control other devices on COM1, COM2, or COMU (the USB port), it can sometimes be helpful to disable commands from a specific channel.

## 10.1 – WiFi

The Data Hog Plus-W has a full 802.11b/g/n wireless interface operating at 2.4GHz. You can control all aspects of wireless communications including power level, security, port, network ID, password, and speed. You can also use the WiFi as a connection to any of the other channels (USB, RS232, logic level serial) which allows you to convert WiFi to USB (for example). WiFi operates in one of two distinct modes:

- **Server** – In this mode, the Data Hog Plus-W operates as a host wireless access point for all functions and connection to USB, RS232, I2C, SPI, and Logic Level Serial ports. Almost any device can connect to and then immediately send commands, access the SD card, or send/receive data to/from the other ports. This is very useful for iOS and Android devices because it allows them to easily implement a serial port (which is not normally available on those platforms) through the wireless channel.  
NOTE: In server mode, the IP Address of the Data Hog is always “192.168.4.1”.
- **Client** – In this mode, the Data Hog Plus-W links to an existing wireless network and gets assigned a unique IP address on that network. Once this is done, anyone else connected to that network can connect to the Data Hog Plus-W and access the onboard functions like the SD Card and Batch File execution as well as connecting to the USB, RS232, I2C, SPI, and Logic Level Serial Ports.

In either Server or Client mode, access to the DHP is done using a TCP/IP “telnet” style of interface. This works by remote devices connecting to the DHP IP address and port and then using a terminal program or TCP/IP link to send commands and receive data. The Windows D-Terminal app fully supports this ability by simply clicking on “Port” and then “either “Access Data Hog Plus WiFi Server...” or the “Add new IP Connection...” from the menu.

Once connected to the DHP, it works almost exactly the same as if connected to the USB, RS232, or logic level serial port. SD card access commands (like “DIR”, “CD”, “RUN”, etc.) are fully supported as well as the “CONNECT” command can be used to tie the WiFi connection to one of the other channels.

For example, to tie the WiFi channel to the RS232 port, send:

```
CONNECT=COMW, COM1
```

From this point on anything received on the WiFi will be sent to the RS232 port and anything received on the RS232 port is sent to the WiFi connection. This will stay active as long as the WiFi is connected or “CONNECT=NONE” or “RESET” commands are sent.

To conserve power, the WiFi defaults to “OFF” on new DHP units. Turning it on is simple matter of using the “WIFI=SETUP” command (see below) and following the instructions. However, if using a battery, it will drain approximately twice as fast when the WiFi is enabled.



---

**Wireless Command – WIFI****Format: WIFI=ON / OFF  
WIFI=SETUP  
WIFI=ENABLED / DISABLED  
WIFI=<param>**

---

The **WIFI** command configures the built in Wireless controller. By default, WiFi is disabled to save power. However, it can be turned on at any time.

- WIFI - With nothing else on the command line, this returns the current status of the WiFi system including the IP address and other parameters.
- WIFI=ON/OFF - Powers the WiFi on or off. When powering ON, it can take up to 60 seconds for the link to be established. When in Client mode, the DHP will report the IP address assigned to it.
- WIFI=SETUP - Starts a wizard like setup process that walks you through setting up the WiFi. You can choose the mode (Server or Client), network ID, and password values.

**WIFI=<param>** allows the direct setting of the WiFi parameters. You can include any of the following values in any order:

<i>Parameter</i>	<i>Values</i>	<i>Explanation</i>
<enable>	Enable/1, Disable/0	Turns on or off the WiFi.
<mode>	Client or Server	Sets WiFi to Client or Server mode.
N=<name>	Network SSID.	Sets the network SSID that you either want to be (when in Server mode) or you want to link to (when in Client mode).
P=<password	Network Password	Sets the password of your network (when in Server mode) or the password of the network you are linking to (when in Client mode).
O=<port>	Network Port	The port number to make available for linking.

**WIFI=SETUP to make Data Hog Plus a WiFi SERVER:**

**WIFI=SETUP** is a powerful function that walks users through all the main options to setup the WiFi system. Most users will utilize this function when setting up the WiFi. For example, to set to WiFi up act as a server so that you can connect to it through most any device, follow these steps:

- 1) Open a terminal window to talk to the DHP (such as with the D-Terminal app).
- 2) Set the COM port and baud rate (by default 19200bps).
- 3) Press <Enter> or Ctrl+E to get the sign on string (this verifies you are connected to the DHP). The response is something like: "DHP#205 04/18/21"
- 4) Send the command: WIFI=SETUP
- 5) The first question is: Do you want to be a server and have other devices link to the DHP, or do you want to link to an existing WiFi network as a client? [S] or [C]

Press S to act as a server.

- 6) Answer the remaining questions. A typical setup might look like this:

```
WIFI=SETUP
*****
***** WiFi SETUP *****
*****
(Use Ctrl+X to abort, Ctrl+C to backup one step)

Do you want to be a SERVER and have other devices link to the DHP, or do you
want to link to an existing WiFi network as a CLIENT? [S] or [C] S

SERVER ID: The network ID is currently "DHP02210FF". Press <Enter> to
keep or enter new ID now:
```

```

SERVER PASSWORD: The password is currently "password". Press <Enter>
to keep or enter new password:

SERVER PORT: The network port is currently set to "3333". Press <Enter> to
to keep this port number or enter new:

SERVER POWER: WiFi power level is set to #1 (18.0dBm). Press <Enter> to keep
or: [0]-19.5, [1]-18, [2]-16.5, [3]-15, [4]-14, [5]-13, [6]-11, [7]-8.5dBm

SERVER SECURITY: WiFi security is set to #3 (WPA2). Press <Enter> to keep
or set it to: [0]-OPEN, [2]-WPA, [3]-WPA2, [4]-WPA/WPA2

SERVER POWER ON: WiFi will turn on for 60 minutes and then turn off.
If you want it to stay on all the time, enter "0" now. If you want it to
turn off after a different number of minutes, enter that:

**** The Data Hog Plus WiFi is now ON and in SERVER Mode. To link to it,
**** use your computer or device to link to network "DHP02210FF" using
**** the password "password". After link is made, use D-Terminal (or most
**** any Telnet style app) to link to IP address "192.168.4.1" and port
**** "3333". Send Ctrl+E to get logon string and you are ready to go!

```

At the end, the DHP indicates it is working (as shown above). At this point, you can do the following:

- 1) On your computer or device, click your WiFi icon or access your WiFi setup.
- 2) The Data Hog Plus should show up as a network you can link to. The default name is the serial number of the DHP and the password is "password".
- 3) Link to the Data Hog Plus network.
- 4) When the link completes you can now talk to the Data Hog Plus. If you are using D-Terminal:
  - a. Click "Port" then "Link to Data Hog Plus Server".
  - b. A window will ask you the "Port #" which defaults to "3333". Click "OK".
  - c. The link will be made almost instantly.
  - d. Send Ctrl+E to see the sign-on string again.
- 5) If you are using a mobile device, you can use any of a number of free apps to link to the Data Hog Plus. For example:

iOS – Telnet Client Terminal

Android – Mobile Telnet

On Apple's iOS you would usually take these steps:

- a. Go into Settings then Wi-Fi.
- b. Select the Data Hog Plus network ID (usually the serial number) and the password (defaults to "password").
- c. Run the Telnet Client Terminal program.
- d. In Host Address enter "192.168.4.1"  
In Port enter "3333"
- e. Click "Connect"
- f. Once the connection is made, press <Enter> to get the sign-on string and away you go!

## **WiFi=SETUP to link to existing network (Client Mode):**

**WiFi=SETUP** can also be used to link the Data Hog Plus to an existing wireless network. The process is almost identical to making the Data Hog a server, except you instead press 'C' instead of 'S' on the first step to be a CLIENT and then follow the instructions. A typical setup might look something like this:

```
WiFi=SETUP
*****
***** WiFi SETUP *****
*****
(Use Ctrl+X to abort, Ctrl+C to backup one step)

Do you want to be a SERVER and have other devices link to the DHP, or do you
want to link to an existing WiFi network as a CLIENT? [S] or [C] C

CLIENT NETWORK ID: Searching for networks (please wait)...
# 1. DETEXT24           Channel=1   RSSI=-43   Enc=3 (WPA2)
# 2. ESP_D3504D        Channel=1   RSSI=-66   Enc=0 (Open)
# 3. DETGuestNetwork   Channel=7   RSSI=-73   Enc=4 (WPA/WPA2)
# 4. DETPDXWireless24 Channel=7   RSSI=-74   Enc=4 (WPA/WPA2)
# 5. ShoreLane         Channel=11  RSSI=-87   Enc=4 (WPA/WPA2)
Enter the number of the network you want to connect to, or enter the name
directly and press <Enter> (Ctrl+X to abort): 1
CLIENT network has been changed to "DETEXT24".

CLIENT PASSWORD: The password to network "DETEXT24" is currently set
to "password". <Enter> to keep or enter new password: MyNewPassword77!
Password has been changed to "MyNewPassword77!".

CLIENT PORT: The network port is currently set to "3333". Press <Enter>
to keep this port number or enter new:

CLIENT POWER: WiFi power level is set to #1 (18.0dBm). Press <Enter> to keep
or: [0]-19.5, [1]-18, [2]-16.5, [3]-15, [4]-14, [5]-13, [6]-11, [7]-8.5dBm

CLIENT POWER ON: WiFi is set to turn on and stay on all the time. If you want it
to turn off after a number of seconds, enter # of seconds now:

SETUP COMPLETE! Powering On WiFi... SUCCESS!

**** The Data Hog Plus WiFi is now ON and in CLIENT Mode. It is linked
**** to network "DETEXT24" and assigned IP address "192.168.1.41".
****
**** To link to it, use D-Terminal (or most any Telnet style app) and use
**** IP address "192.168.1.41" and port "3333". Send Ctrl+E to get logon
**** string and you are ready to go!
```

At the end, the firmware indicates the IP address it was assigned by the existing network ("192.168.1.41" in this example). Use D-Terminal or any Telnet type of terminal program to access the Data Hog Plus at the port number indicated ("3333" in the above example).

### **Additional WIFI Commands:**

**WIFI=MONITOR!/MONITOR** turns on or off the WiFi monitor system. When ON, this echos out to the USB Port all the strings sent or received from the WiFi system.

**WIFI=WMON!/WMON** turns on or off the USB detailed WiFi monitor system. When ON, this sends a complete record of everything sent or received from the WiFi module.

**WIFI=SEARCH** displays all local WiFi networks the counter detects. **WIFI=SEARCHB** is the same, but the output is more computer friendly. **SEARCHB** format:

```
"<ssid>", <channel>, <rssi>  
"<ssid>", <channel>, <rssi>  
...  
OK
```

**WIFI=AT** enters an AT command mode where commands can be sent/received to WiFi device.

**WIFI=RESET** powers the module off and sets it for reinitialization on power up.

**WIFI=QUICK=<sec>** sets the WiFi Quick Shutdown time to be <sec> time from when this command is received. This is normally sent at the end of the link to shutdown the link quickly to save power.

**WIFI=CLIENT/SERVER** sets the WiFi Mode.

**WIFI=BAUD=<baud>** sets the baud rate to the WiFi module.

**WIFI=CHANNEL=<x>** sets the WiFi Channel number (1-11).

**WIFI=SSID=<ssid>** sets the SSID for the WiFi module.

**WIFI=PASSWORD=<password>** sets the password for the WiFi module.

**WIFI=PORT=<port>** sets the port number for the WiFi module.

**WIFI=TXPOWER=<txpower>** sets the transmit level for the WiFi module (0/Highest to 7/Lowest).

**WIFI=IPADDRESS** rescans the IP Address.

**WIFI=VISIBLE/HIDDEN** sets the server mode to Visible or Hidden.

**WIFI=SECURITY=<type>** sets the WiFi security to 0=OPEN, 2=WPA, 3=WPA2, 4=WPA/WPA2

**WIFI=STAYON=<seconds>** sets the number of seconds the WiFi will stay on after it is powered up. Set this to "0" to stay on until the **WIFI=OFF** command received.

**WIFI=STAT** advanced output of all WiFi settings and current status.

**WIFI=AUTOONx=<time>** where "x" is from "1" to "4" sets the time to turn on. This works with the **WIFI=STAYON=<seconds>** command to control up to four unique periods the WiFi system will be powered up. For example, suppose you sent this command:

**WIFI=STAYON=900**

This tells the DHP to stay on for 15 minutes (60sec \* 15min = 900). You next sent:

**WIFI=AUTOON1=8:00**

**WIFI=AUTOON2=16:00**

These tell the unit to turn on at 8am and 4pm. So the Data Hog Plus would turn on for 15 minutes at 8am and 4pm (16:00 is military time for 4pm). You can define up to 4 different on times, and to disable one of them send:

**WIFI=AUTOONx=DISABLED**

By changing the Stay On time and the specific Auto On times, the Data Hog Plus can be configured easily to four time periods for the WiFi system to be enabled.

### **WiFi Power Draw:**

When it is ON, the WiFi module draws more power than the rest of the Data Hog Plus and will dramatically reduce the life of a battery. To reduce the power needed, you have several options:

- 1) Only have the WiFi on when needed. This can be done by setting the length of time it stays on with the **WiFi=STAYON** command as well as defining up to four "Auto On Times" using the **WiFi=AUTOON** command (see above).
- 2) If using CLIENT mode, the power draw by just the WiFi module is about 45mA. This is not modified significantly by changing the power level.
- 3) Change the "POWER" level of the WiFi module. This can be done during **WiFi=SETUP** or using the **WiFi=TXPOWER=<0-7>** command.

## 10.2 – Bluetooth

The DHP has a complete integrated Bluetooth transceiver. This channel is referred to as “COMB” by the various terminal and batch file commands and has the following characteristics:

- 1) The Bluetooth can act in the role of Server (Master) or Client (Slave). This is similar to the WiFi configuration of Server/Client except that:
  - a. In Server (Master) mode, the DHP initiates the connection. This means that when enabled the DHP actively tries to establish a link to another device like your PC.
  - b. In Client (Slave) mode, the PC or other device initiates the connection to the DHP. This is the more common way to use the device as it allows you to control the connection from your PC.  
NOTE: Client mode is the most common mode used. Typically you setup the DHP to link to your device and when you are ready to talk to it you simply open a COM port to make the link.
- 2) The DHP Bluetooth device name is always set to the Serial Number of the unit. This defaults to “DHP” followed by the factory manufacturing year, date, and sequence number. Users can add to the end of this (see the SERIALNUM command).
- 3) The default DHP Bluetooth Pin code is “1234” and it is both Discoverable and Connectable. You can change these and other settings at any time.

In either Server or Client mode, access to the DHP is done using the Bluetooth “SPP” protocol. This works by remote devices connecting to the DHP and then using a terminal program to send commands and receive data. The Windows D-Terminal app fully supports this ability by simply clicking on “Port” and then selecting the Bluetooth COM port for the Data Hog Plus. See below for an example on how to set this up.

Once connected to the DHP, it works almost exactly the same as if connected to the USB, RS232, or logic level serial port. SD card access commands (like “DIR”, “CD”, “RUN”, etc.) are fully supported as well as the “CONNECT” command can be used to tie the Bluetooth connection to one of the other channels. This includes connecting the Bluetooth to the WiFi connecting!

For example, to tie the Bluetooth channel to the RS232 port, send:

```
CONNECT=COMB, COM1
```

From this point on anything received on the Bluetooth will be sent to the RS232 port and anything received on the RS232 port is sent to the Bluetooth connection. This will stay active as long as the Bluetooth is connected or “CONNECT=NONE” or “RESET” commands are sent.

To conserve power, the Bluetooth defaults to “OFF” on new DHP units. Turning it on is simple matter of using the “BT=SETUP” command (see below) and following the instructions. However, if using a battery, it will drain approximately twice as fast when the Bluetooth is enabled.

---

**Bluetooth Command – BT****Format: BT=ON / OFF**  
**BT=SETUP**  
**BT=ENABLED / DISABLED**  
**BT=<param>**

---

The **BT** command configures the built in Bluetooth controller. By default, Bluetooth is disabled to save power. However, it can be turned on at any time.

- BT - With nothing else on the command line, this returns the current status of the Bluetooth system.
- BT=ON/OFF - Powers the BT on or off. When powering ON, it can take several seconds for the system to come online. After it is on, you can link to it from a computer (if in Client/Slave mode) or it will automatically try to establish a link (if in Server/Master mode).
- BT=SETUP - Starts wizard like setup process that walks you through setting up Bluetooth. You can choose the mode (Server or Client), pin code, and other values.

**BT=<param>** allows the direct setting of the Bluetooth parameters. You can include any of the following values in any order (see below for description of values):

<i>Parameter</i>	<i>Values</i>	<i>Explanation</i>
<enable>	Enable/1, Disable/0	Turns on or off the Bluetooth.
<mode>	Client or Server	Sets Bluetooth to Client or Server mode.
S=<scanmode>	Scan Mode	Sets the scan mode to 0-3.
U=<security>	Security Type	Sets the security to 0-3.
P=<pincode>	Pin Code	Sets the Pin Code

**BT=SETUP to make Data Hog Plus a Bluetooth CLIENT (Slave):**

**BT=SETUP** is a powerful function that walks users through all the main options to setup the Bluetooth system. Most users will utilize this function when setting up the Bluetooth. For example, to set to WiFi up act as a client (slave) so that your computer can link to it, follow these steps:

- 1) Open a terminal window to talk to the DHP (such as with the D-Terminal app).
- 2) Set the COM port and baud rate (by default 19200bps).
- 3) Press <Enter> or Ctrl+E to get the sign on string (this verifies you are connected to the DHP). The response is something like: "DHP#205 04/18/21"
- 4) Send the command: BT=SETUP
- 5) The first question is: Do you want to be a server and have the DHP link to other Bluetooth devices or do you want to be a client and have other devices link to the DHP? [S] or [C]

Press C to act as a client.

- 6) Answer the remaining questions. A typical setup might look like this:

```
BT=SETUP
*****
***** BLUETOOTH SETUP *****
*****
(Use Ctrl+X to abort, Ctrl+C to backup one step)

Do you want to be a SERVER and have the DHP link to other Bluetooth devices
or do you want to be a CLIENT and have other devices link to DHP? Note that
being a CLIENT is the most common and recommended setting: [S] or [C] c

CLIENT SECURITY: Currently set to "3" (NoIn/NoOut). Press <Enter> to keep
this setting or 0-DispOnly, 1-DispY/N, 2-KeyOnly, 3-NoIn/Out:
```

```

CLIENT PIN CODE: The PIN code is currently set to "1234". Press <Enter>
to keep this pin code or enter new:

CLIENT POWER: Bluetooth power level is set to #0 (7dBm). Press <Enter> to
keep or: [0]=7, [1]=4, [2]=1, [3]=-2, [4]=-5, [5]=-8, [6]=-11, [7]=-14dBm

CLIENT POWER ON: Bluetooth set to turn on and stay on all the time. If you want
to turn off after a number of minutes, enter # of minutes now:

**** The Data Hog Plus Bluetooth is ON and in CLIENT (Slave) Mode. To link
**** to it, use your computer to search for Bluetooth device "DHP0221083" using
**** the pin code of "1234". Your computer should create a new Bluetooth COM
**** port which when opened by D-Terminal (or most any Telnet style app) allows
**** you to communicate to the Data Hog Plus!
**** Send <Enter> or Ctrl+E to get logon string and you are ready to go!

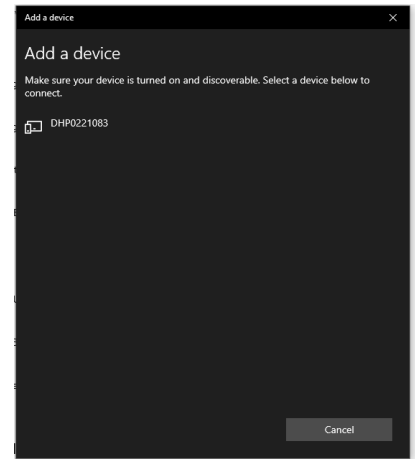
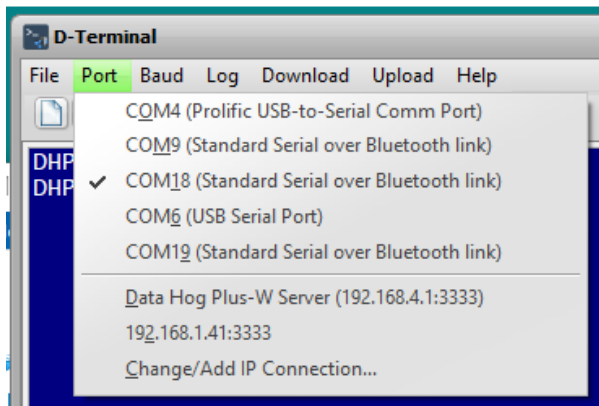
```

At the end, the DHP indicates it is working (as shown above). At this point, you can do the following:

- 6) On your computer, right click your Bluetooth icon and select "Open Settings".
- 7) Click the "Add Bluetooth or Other device" button.
- 8) Select "Bluetooth"
- 9) The serial number of the Data Hog Plus should appear like this:
- 10) Click on the serial number of the DHP to pair it to your PC. If requested, enter in the PIN Code you selected earlier.

That's it. Now whenever you want to talk to the Data Hog Plus over your Bluetooth link, simply open the new COM port that your PC has created for "Outgoing Bluetooth" links.

You can see it by clicking on the D-Terminal Port menu item and it will show up something like this (COM18 below):





### Additional BT Commands:

**BT=MONITOR/!MONITOR** turns on or off the Bluetooth monitor system. When ON, this echos out to the USB Port all the strings sent or received from the Bluetooth system.

**BT=WMON!/WMON** turns on or off the USB detailed Bluetooth monitor system. When ON, this sends a complete record of everything sent or received from the Bluetooth module.

**BT=RESET** powers the module off and sets it for reinitialization on power up.

**BT=CLIENT/SERVER** sets the Bluetooth Mode.

**BT=POWER=<power>** sets the transmit level for the Bluetooth module (0/Highest to 7/Lowest).

**BT=BAUD=<baud>** sets the baud rate to the Bluetooth module.

**BT=PIN=<pincode>** sets the pin code for the Bluetooth module. This is normally 4 digits long but can be up to eight digits.

**BT=SCAN=<mode>** sets the Bluetooth scanning and discovery to 0=Not Discoverable or Connectable, 1=Connectable but not Discoverable, 2=Discoverable but not Connectable, 3=Discoverable and Connectable.

**BT=SECURITY=<type>** sets the Bluetooth pairing security to 0=Display Only, 1=Display Yes/No, 2=Keyboard Only, or 3=No Input/No Output.

**BT=STAYON=<seconds>** sets the number of seconds the Bluetooth will stay on after it is powered up. Set this to "0" to stay on until the **BT=OFF** command received.

**BT=SEARCH** displays all local Bluetooth connections the DHP detects. **BT=SEARCHB** is the same, but the output is more computer friendly.

**BT=AT** enters an AT command mode where commands can be sent/received to Bluetooth device.

**BT=STAT** advanced output of all Bluetooth settings and current status.

**BT=AUTOONx=<time>** where "x" is from "1" to "4" sets the time to turn on. This works with the **BT=STAYON=<seconds>** command to control up to four unique periods the Bluetooth system will be powered up. For example, suppose you sent this command:

**BT=STAYON=900**

This tells the DHP to stay on for 15 minutes (60sec \* 15min = 900). You next sent:

**BT=AUTOON1=8:00**

**BT=AUTOON2=16:00**

These tell the unit to turn on at 8am and 4pm. So the Data Hog Plus would turn on for 15 minutes at 8am and 4pm (16:00 is military time for 4pm). You can define up to 4 different on times, and to disable one of them send:

**BT=AUTOONx=DISABLED**

By changing the Stay On time and the specific Auto On times, the Data Hog Plus can be configured easily to four time periods for the Bluetooth system to be enabled.

**IMPORTANT:** The Bluetooth and WiFi share the same module and power. This means that **BT=STAYON** and **BT=AUTOON** are identical to the **WIFI=STAYON** and **WIFI=AUTOON** functions. If you shut off either the Bluetooth or WiFi with these functions, then other also shuts off to save power!

## 10.3 – Email Alerts from Data Hog Plus

The DHP-W can send you alerts by email or text message (aka “SMS” - see next section). This can be done in response to almost any condition or situation and is a very powerful feature.

In order to use this function, you will need the following:

- 1) The Data Hog Plus-W connected to a wireless network that has internet service. This is generally done with the **WIFI=SETUP** command and selecting ‘C’ for Client mode.
- 2) Either your own email account to send the message from or use the default Diamond Edge Technology - Data Hog Plus-W email account preset into the unit. By default, the DHP uses the account [datahogplusw@detllc.com](mailto:datahogplusw@detllc.com) for sending all emails/SMS messages. It already knows how to access this account and defaults to use it.

If desired, you can also set the DHP to use a different email account and email server. In order to do this, you will need to know:

- IP Address or domain name of the email SMTP Server
- SMTP Port (default is “587”)
- SMTP Server MUST support a non-TLS/SSL connection. This is not common and is usually similar to connections made by devices like printers and scanners,.

See the **EMAIL=SMTP** command described below for specific information on setting up a different email account to send email or text messages from. NOTE: It is a good idea to use a unique email account for Data Hog Plus traffic. *It is NOT recommended to use your main personal email account.*

Once you have the DHP connected to a WiFi network with internet service, send an email to anyone using the **EMAIL** command like this:

```
EMAIL="persontoemail@domain.com","Message Subject","This is from Data Hog Plus!"
```

The first value is the email address you want to send to, the second is the subject, and the last is the message you want to send. It’s that simple!

### **EMAIL POWER DRAW:**

If the WiFi is ON and connected by Client mode, the email system simply uses it to connect to the email server and send the message. If the WiFi is OFF, the DHP will turn it on and try to link to a network. If it succeeds, it sends the email, and then turns the WiFi back OFF again to ensure that the state of the WiFi power stays the same even when the email function is used.

Note that it can take 10-30 seconds to establish a link to the network, so there may be somewhat of a delay in sending the message. This is normal.

---

**EMail Command – EMAIL****Format: EMAIL=<to>,<subject>,<message>****EMAIL=SMTP=<server>,<port>,<account>,<pass>**

---

The **EMAIL** command sends emails and text messages from the Data Hog Plus-W. You must be connected to a WiFi network that has internet access for this function to work. By default, the DHP uses the Diamond Edge Technology default email account to send the message ([datahogplusw@detilc.com](mailto:datahogplusw@detilc.com)). However, you can change that using the **EMAIL=SMTP** command as described below.

For example, to send an email to “bob@gmail.com” that says “Hello”, a command like this would work:

```
EMAIL=bob@gmail.com,DHP Message>Hello!
```

You can also surround the different values with quote marks to help identify them. This is required if a comma is part of any of the values. For example:

```
EMAIL="bob@gmail.com","DHP Message","Hello, have a nice day!"
```

Note the message part has a comma in it so surrounding it in quote marks is required.

Sending emails as part of a batch file is a powerful way to alert users to almost anything. Consider the following scenario - *You want an alert when a door is opened on your property so you:*

- 1) Use the **WIFI=SETUP** command to make sure your DHP is connected to your local network.
- 2) Connect a switch to a doorway you want to monitor so that the switch is pushed in (or closed) when the door is closed and un-pushed (or open) when the door opens. Tie one side of the switch to the ground input pin and the other side to EXTERNAL TRIGGER #1 (labeled “RXD” on port).
- 3) Create a file on the Data Hog Plus (you can name it AUTORUN.BAT in the root directory if you want it to always run) with the following code:

```
TRIGGER=1,PULLUP,RISING
:LOOP1
DEEPSLEEP 60
IF %K1 = 0 GOTO LOOP1
; The door is open! Send a message
EMAIL="bob@gmail.com","Data Hog Plus Message","Doorway opened at %H:%N:%S on %M/%D/%Y!"
GOTO LOOP1
```

- 4) If you named the file AUTORUN.BAT, simply cycle power to start it. Otherwise, use the command **RUN <filename>**.

That’s it! The Data Hog Plus will send you a message anytime the door opens with the exact time it was opened. Note that it can take a few minutes for the email to actually reach you depending on many factors about the internet itself.

Another interesting application is to send two emails – once when the door opens and a second email for how long it was open. Change the batch file to:

```
TRIGGER=1,PULLUP,RISING
:LOOP1
DEEPSLEEP 60
IF %K1 = 0 GOTO LOOP1
TIMER=RESET
TIMER=START
; The door is open! Send a message
EMAIL="bob@gmail.com","Data Hog Plus Message","Doorway opened at %H:%N:%S on %M/%D/%Y!"
; Wait for door to close
:LOOP2
IF %G1 = 1 GOTO LOOP2
; Door is now closed!
TIMER=STOP
EMAIL="bob@gmail.com","Data Hog Plus Message","Doorway closed after %e!"
GOTO LOOP1
```

The second email will indicate how long the door was opened. By using the **EMAIL** function you can report changes to the **GPIO** pins, **TRIGGER** alerts, **ADC** values, or pretty much anything at all.

One consideration is power draw. If you DHP is going to be battery powered, you may want to add at the very top of the batch file:

```
WIFI=OFF
```

This will turn off the WiFi except when the EMAIL command is being used and make DEEPSLEEP much more effective in lowering power draw.

### **EMAIL SMTP SERVER CONFIGURATION**

The default email server is Diamond Edge Technology using the email account [datahogplusw@detllc.com](mailto:datahogplusw@detllc.com). This account is usable by any of our customers as needed, although Diamond Edge reserves the right to terminate, limit, or otherwise change, remove, or modify the usage of this account at any time for any reason. In general, as long as the account is not abused, we plan to keep it available. However, if any customers abuse this account we may have to shut it down.

You are free and encouraged to setup your own email account for the Data Hog Plus to use. This is similar to setting up an email account for a printer or scanner to use and is different than your regular email account because the Data Hog Plus does NOT support "TLS" or "SSL" security. You must have an available email account that allows this kind of connection (SMTP without "TLS" or "SSL") to change the Data Hog Plus to use a different account.

For example, suppose you have a free email account named "myaccount@mysite.com" with a password of "MyPassword1". Searching online you discover that the email server for "mysite.com" is "smtp.mysite.com" on port 587. You would configure the Data Hog Plus like this:

```
EMAIL=SMTP="smtp.mysite.com",587,"myaccount@mysite.com","MyPassword1"
```

From this point on, the DHP will use the SMTP server from mysite.com to send emails and texts.

Most large commercial web sites require "TLS" security. Gmail, for example, does offer a non-TLS option (specifically for printers/scanners) but you must pay for having this option. Contact Google for more information.

To reset the Data Hog Plus back to the default [datahogplusw@detllc.com](mailto:datahogplusw@detllc.com), send the command:

```
EMAIL=SMTP=
```

No settings on the line will revert to the default account and server.

## 10.5 – Text Message (SMS) Alerts from Data Hog Plus

Text messages can be sent in an almost identical way as emails. To send a text message, you simply set the email address like this:

<phone number>@<wireless server>.com

For example, to send a text message to a Verizon connected phone with the phone number of 541-123-4567, you would use the email command to:

```
EMAIL="5411234567@vtext.com","DHP Message","Hello, have a nice day!"
```

The "vtext.com" is the Verizon text message address for phones connected to its network. It may take from one to five minutes for the message to appear, but it works very well.

Known wireless server addresses:

<i>Wireless Provider</i>	<i>@&lt;wireless server&gt;.com</i>
Verizon	@vtext.com @myvzw.com
AT&T	@mms.att.net @txt.att.net
T-Mobile	@tmomail.net @voicestream.net

Check <https://avtech.com/articles/138/list-of-email-to-sms-addresses/> for complete list!

All other parameters and setup apply to text messages as do emails. See previous section for more information. We recommend making sure emailing is working first before trying to use the text message function.

## 10.6 – Advanced WiFi/Bluetooth ESP32 Module Control

The Data Hog Plus-W uses the popular Espressif “ESP32” wireless transceiver module with the specific part # ESP32-WROVER-E (8MB). This highly advanced module handles all aspects of wireless and Bluetooth communication for the Data Hog Plus and is installed on a small circuit board at the top of the case like this:



On the left of the module is a 5-pin right angle header that can be used to:

1. Receive the module log output.
2. Upload new programs to the ESP32.
3. Anything else desired!

There is a large amount of online documentation available for the ESP32 WROVER. A good place to start is: <https://www.espressif.com/>

As well as :

[https://www.espressif.com/sites/default/files/documentation/esp32-wrover\\_datasheet\\_en.pdf](https://www.espressif.com/sites/default/files/documentation/esp32-wrover_datasheet_en.pdf)

These documents along with many other online resources give detailed instructions on how the ESP32 works and what it is capable of. The Data Hog Plus-W communicates directly with the ESP32 to provide WiFi and Bluetooth services as described in the previous sections, but you are not limited to what the DHP knows how to do. The commands **WIFIC** and **BTC** allow you to send and receive commands directly to the ESP32 as described below.

Note that **WIFIC** and **BTC** are mostly identical. They both send and receive data to/from the ESP32 under your control as well as set other system parameters. Both versions are included simply to conform to the existing protocol standard.

---

**ESP32 Command – WIFIC**

**Format: WIFIC=ON / OFF**  
**WIFIC=SERVER / CLIENT**  
**WIFIC=BAUD=<baud>**  
**WIFIC="<command>"**  
**WIFIC=<del>,"<command>"**  
**WIFIC**  
**WIFIC=<del>**  
**WIFIC=AT**

---

These commands allow you to directly control the ESP32 module. They can be used instead of the standard **WIFI** command or to supplement the standard commands. For example, you could use **WIFI=SETUP** to configure the WiFi channel and establish either a Server or Client link and then use your own **WIFIC** commands to adjust parameters after if they are not supported already by the Data Hog Plus.

### **WIFIC Command Description**

**WIFIC=ON** turns power on to the ESP32 (by setting the CHIP\_EN / Pin #3 high) without sending any configuration or other commands. The module will be labeled as being in "Init" mode unless you send either **WIFIC=SERVER** or **WIFIC=CLIENT** commands where it will be labeled as being in either Server mode or Client mode. For example, if you use:

```
WIFIC=ON
WIFIC=CLIENT
```

Then the ESP32 will be powered on and the Data Hog Plus will think that it is in Client mode. This allows it to detect connections and respond to that port. Note that nothing has been sent to the ESP32, so it must power up in the correct configuration for it to actually work.

**WIFIC=OFF** powers off the ESP32. Note that if Bluetooth has been turned on, then only the WiFi system is disabled and the ESP32 will actually stay on. Sending **WIFIC=OFF** and **BTC=OFF** sets the CHIP\_EN pin low regardless of any other setting.

**WIFIC=BAUD=<val>** changes the baud rate being used between the ESP32 module and the Data Hog Plus controller. Note that you **MUST** change the ESP32 baud rate first before using this command or the baud rates won't match up and communication will fail (see the ESP32 "AT+UART\_DEF=<baud>" command as an example).

The most commonly used command is **WIFIC="<command>"**. This allows you to send a command to the ESP32 and wait for a response back. You must surround the command in quote marks and the entire string supports the same formatting and variables as the **SEND** command uses (see batch file command examples). You could use:

```
WIFIC="AT+CWHOSTNAME=\ "MyName\ ""
```

This sets the ESP32 host name to "MyName". Note the \ where you want actual quotes to be included.

As another example, suppose you wanted to ask for the host name from the current serial port connection and then send that to the ESP32. A batch file like this would work:

```
SEND "Enter host name and press <Enter>: "  
RCV "%s"  
WIFIC="AT+CWHOSTNAME=\"%1\""
```

The RCV "%s" receives a string from the current serial connection and stores it in the %1 variable. The final command uses %1 inside the string to substitute what the system received to set the ESP32 to this new value.

Note that a CR\LF (Carriage Return + Line Feed) is automatically added to the end of all commands sent. This is required by the ESP32 module.

The Data Hog Plus always waits up to 30 seconds for a response to each command. This is any non-zero length string that does not match the original command. When it is received, it is stored in the %1 variable so that it can be checked by batch file code and is also output the current serial connection (if not running a batch file). Use the version WIFIC=<del>,"<command>" to specify a different amount of wait time (in seconds). For example:

```
WIFIC=5, "AT+CWHOSTNAME=\"%MyName\""
```

Will wait only 5 seconds for a response before exiting with an error.

Sending just **WIFIC** by itself on the command line (or with just a <del> value) causes the system to read out a response from the ESP32. This is useful for reading out additional responses past the first one from the ESP32.

**WIFIC=AT** enters a special mode where everything received on the serial connection is sent to the ESP32 and everything received from the ESP32 is sent back to the serial connection. This allows you to type in commands and receive responses from the ESP32 directly. Send a Ctrl+X to abort this mode and return to the standard Data Hog Plus interface.



---

**ESP32 Command – BTC**

**Format:** **BTC=ON / OFF**  
**BTC=SERVER / CLIENT**  
**BTC=BAUD=<baud>**  
**BTC="<command>"**  
**BTC=<del>,"<command>"**  
**BTC**  
**BTC=<del>**  
**BTC=AT**

---

These commands allow you to directly control the ESP32 module. They can be used instead of the standard **BT** command or to supplement the standard commands. For example, you could use **BT=SETUP** to configure the Bluetooth channel and establish either a Master (Server) or Slave (Client) link and then use your own **BTC** commands to adjust parameters after if they are not supported already by the Data Hog Plus.

### **BTC Command Description**

**BTC=ON** turns power on to the ESP32 (by setting the CHIP\_EN / Pin #3 high) without sending any configuration or other commands. The module will be labeled as being in "Init" mode unless you send either **BTC=SERVER** or **BTC=CLIENT** commands where it will be labeled as being in either Server (Master) mode or Client (Slave) mode. For example, if you use:

```
BTC=ON  
BTC=CLIENT
```

Then the ESP32 will be powered on and the Data Hog Plus will think that it is in Client mode. This allows it to detect connections and respond to that port. Note that nothing has been sent to the ESP32, so it must power up in the correct configuration for it to actually work.

**BTC=OFF** powers off the ESP32. Note that if WiFi has been turned on, then only the Bluetooth system is disabled and the ESP32 will actually stay on. Sending both **BTC=OFF** and **WIFIC=OFF** sets the CHIP\_EN pin low regardless of any other setting.

**BTC=BAUD=<val>** changes the baud rate being used between the ESP32 module and the Data Hog Plus controller. Note that you **MUST** change the ESP32 baud rate first before using this command or the baud rates won't match up and communication will fail (see the ESP32 "AT+UART\_DEF=<baud>" command as an example).

The most commonly used command is **BTC="<command>"**. This allows you to send a command to the ESP32 and wait for a response back. You must surround the command in quote marks and the entire string supports the same formatting and variables as the **SEND** command uses (see batch file command examples). You could use:

```
BTC="AT+BTNAME=\ "MyName\ ""
```

This sets the ESP32 Bluetooth name to "MyName". Note the \ where you want actual quotes to be included in what is sent.

As another example, suppose you wanted to ask for the Bluetooth name from the current serial port connection and then send that to the ESP32. A batch file like this would work:

```
SEND "Enter Bluetooth host name and press <Enter>: "  
RCV "%s"  
BTC="AT+BTNAME=\"%1\""
```

The RCV "%s" receives a string from the current serial connection and stores it in the %1 variable. The final command uses %1 inside the string to substitute what the system received to set the ESP32 to this new value.

Note that a CR\LF (Carriage Return + Line Feed) is automatically added to the end of all commands sent. This is required by the ESP32 module.

The Data Hog Plus always waits up to 30 seconds for a response to each command. This is any non-zero length string that does not match the original command. When it is received, it is stored in the %1 variable so that it can be checked by batch file code and is also output the current serial connection (if not running a batch file). Use the version **BTC=<del>,"<command>"** to specify a different amount of wait time (in seconds). For example:

```
BTC=5, "AT+BTNAME=\"%MyName\""
```

Will wait only 5 seconds for a response before exiting with an error.

Sending just **BTC** by itself on the command line (or with just a <del> value) causes the system to read out a response from the ESP32. This is useful for reading out additional responses past the first one from the ESP32.

**BTC=AT** enters a special mode where everything received on the serial connection is sent to the ESP32 and everything received from the ESP32 is sent back to the serial connection. This allows you to type in commands and receive responses from the ESP32 directly. Send a Ctrl+X to abort this mode and return to the standard Data Hog Plus interface.

---

## 11 – Complete Example (SPI Radio Module Monitor)

---

Many companies make development kits and other tools for evaluating their products. Unfortunately, most of these devices are setup be used almost exclusively with a PC and a USB port (sometimes with an added wall wart power supply). Real world testing and evaluation can be difficult because PC's don't have SPI, I2C, or logic level serial ports built in and power is difficult to supply if you don't have a USB available.

The Data Hog Plus was designed to overcome these limitations and give engineers, developers, and companies an easy to use and sophisticated tool for evaluating devices with alternate communication channels. In addition, the DHP can log details or provide a passthrough function which greatly helps debugging and development.

The following is a detailed example of how the Data Hog Plus can be used to implement a complex system. Data Hog #1 serves as a radio transmitter sending out the current time once per second. Data Hog #2 serves as the radio receiver which scans for the time and, whenever it is received, it shows the strength of the signal on the ten-segment bar graph and records the time and the signal strength in a log file on the SD card. The files for this example (along with other example files) are included on the SD card provided with the DHP in the "SAMPLE TX-RX TRANSMITTER" sub-directory.

*NOTE: This example shows using the Data Hog Plus-P version. This works the same as the -U and -W models except the -P doesn't have a USB or Wireless which does not affect this example.*

### **Project Goals:**

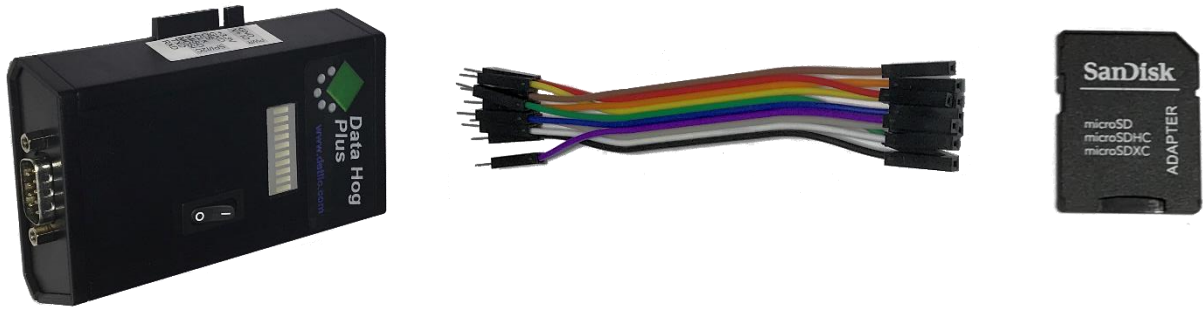
- Make a battery powered radio transmitter and receiver.
- Data Hog Plus #1 with a Semtech # SX1232 module will be setup as a transmitter.
- Data Hog Plus #2 with a Semtech # SX1232 module will be setup as a receiver.
- When both units are powered on:
  - The transmitter sends the current time over the radio once per second.
  - If the second radio receives it, it displays the strength of the signal on the bar graph.
  - Receiver will also store in a log file the strength of the signal and the time it received. The log file will look like something like this (Lxx = strength from 1-10):

```
-----  
FILE: "2020-11-07 194813.txt"  
-----  
L07-19:48:11  
L07-19:48:12  
L08-19:48:13  
L09-19:48:14  
L10-19:48:15  
L10-19:48:16  
L10-19:48:17
```

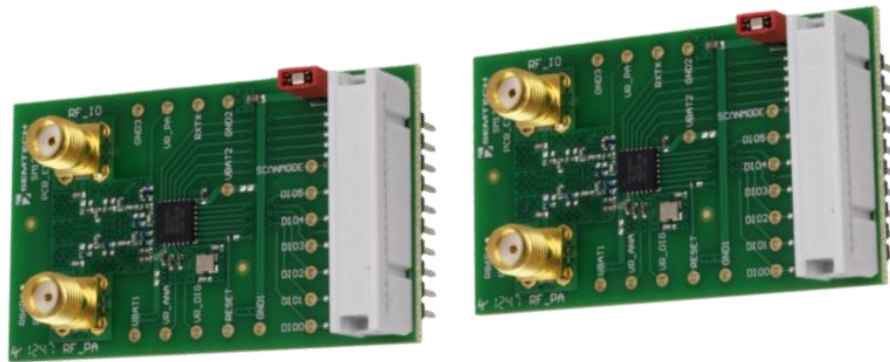
- The configuration of the transmitter and receiver can easily be controlled, changed, and monitored using the Data Hog programming system and batch file control.
- Because they are small battery powered devices, both the receiver and transmitter can be moved in and out of building and separated by distance to gage the affect on the radio signal.

**Equipment Needed:**

- 1) Two Data Hog Plus-P, Data Hog Plus-U, or Data Hog Plus-W units with included cables and SD card.



- 2) Semtech Corporation Evaluation Kit # SX1232-32SKA915 with two SX1232 module PCB's:

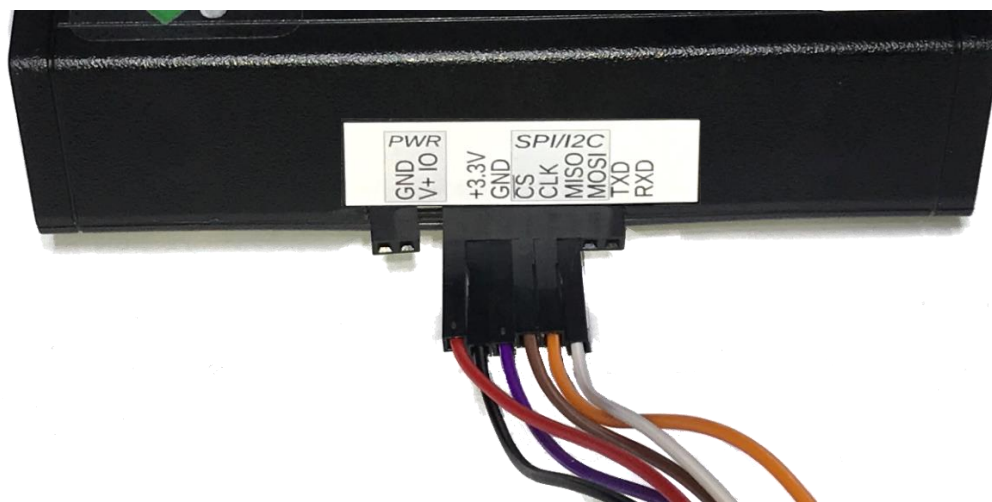


- 3) Two 9V batteries.

**Setting up the Transmitter:**

The Data Hog Transmitter is created following these steps:

- 1) Plug in wires into the side port on the DHP as shown here:



Wire colors are as follows:

- |             |               |
|-------------|---------------|
| +3.3V – Red | CLK – Brown   |
| GND – Black | MISO – Orange |
| CS – Purple | MOSI – White  |

- 2) Connect the other side of the wires to the SX1232 module as shown here:



- Pin #1 – Brown
- Pin #2 – Red
- Pin #3 – White
- Pin #4 – Black
- Pin #7 – Purple
- Pin #8 – Orange

NOTE: Check the Semtech instructions to verify the pinout, which may change without notice!

- 3) Now plug the SD card for the transmitter into your computer.

- 4) Copy the file:

AUTORUN.BAT

From the directory:

/SAMPLE TX-RX TRANSMITTER/TRANSMITTER

To the root directory of the SD card. This causes the DHP to automatically run this file when it powers up.

- 5) Plug the SD card into the DHP.
- 6) Install a 9V battery.
- 7) Power on the DHP.
- 8) You will see the four middle LED's flash periodically whenever the system is transmitting.

If you plug in a serial cable + NULL modem adapter and then use D-Terminal or another terminal program (set to default baud rate of 19200bps) you can send a Ctrl+X to the DHP to break out of the AUTORUN.BAT file. The terminal program will also indicate "Sending..." every second.

### **Setting up the Receiver:**

The Data Hog Receiver is created following these steps:

- 1) Plug in wires into the side port on the DHP exactly the same as the Transmitter.
- 2) Plug the wires into the SX1232 module exactly the same as with the Transmitter.
- 3) Now plug the SD card for the receiver into your computer.

- 4) Copy the file:

AUTORUN.BAT

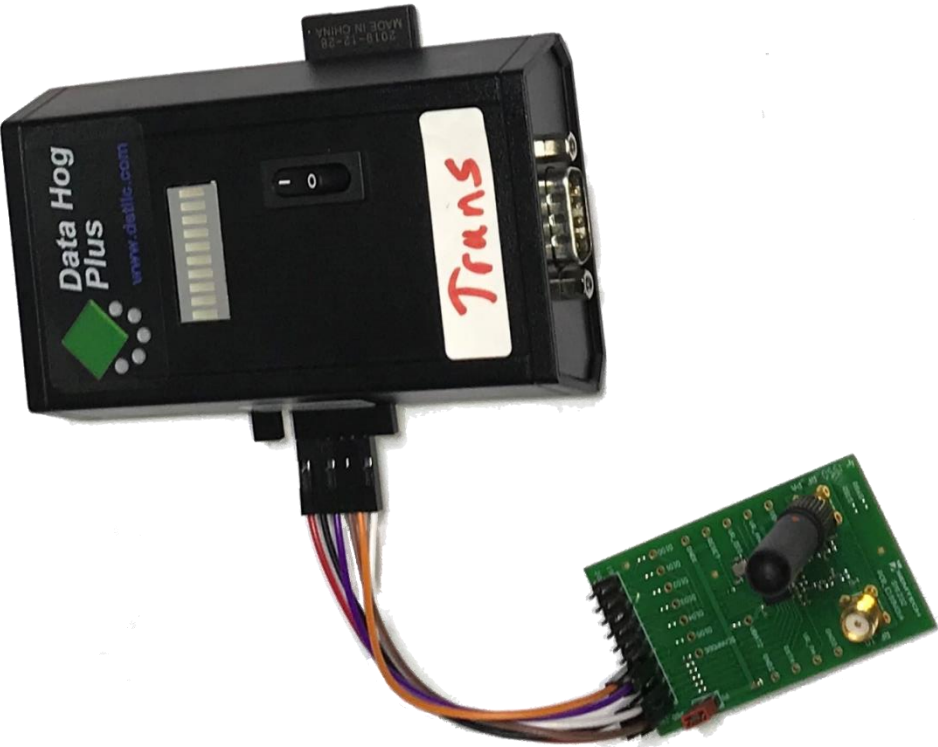
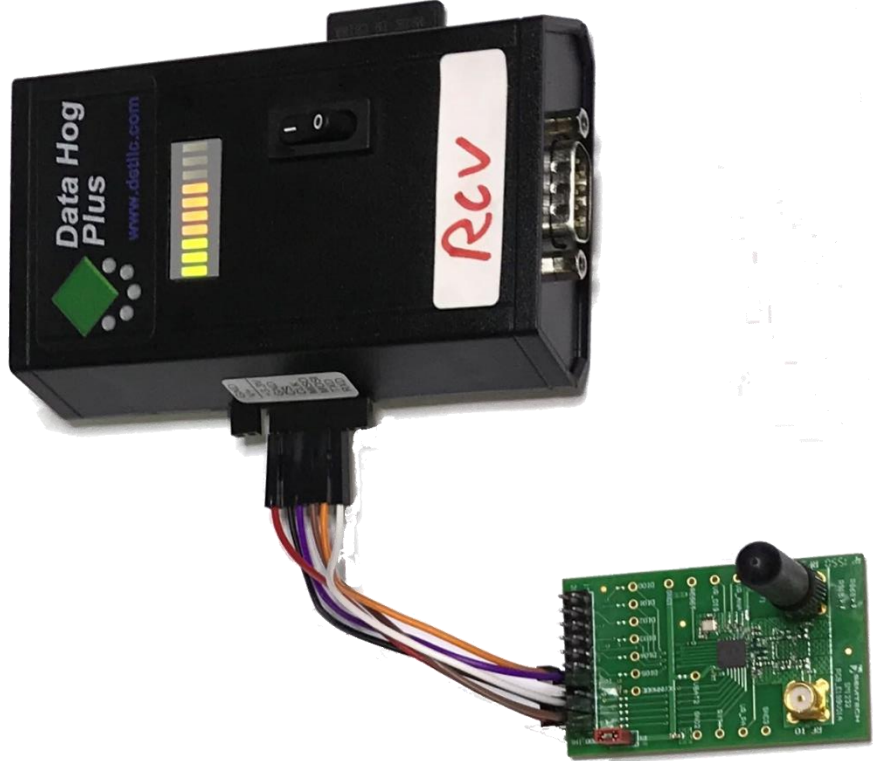
From the directory:

/SAMPLE TX-RX TRANSMITTER/RECEIVER

To the root directory of the SD card. This causes the DHP to automatically run this file when it powers up.

- 5) Install a 9V battery.
- 6) Power on the DHP.
- 7) If the transmitter is also on, the receiver should start showing signal strength after a few seconds!

Example of completed Project:



**Transmitter "AUTORUN.BAT" file:**

```
//-----  
// DATA HOG WITH SEMTECH - TRANSMITTER  
//-----  
//Setup LED's (normal mode) and SPI Port Config  
LEDS=1  
SPI=ENABLE,MASTER,3,0,0,MSB,MAN  
  
SEND1 "Setting Mode..."  
  
// Set Transmitter to Standby  
SENDS "\0\x81\x01\1"  
  
// Setup Semtech Transmitter Variables  
//REG      RegBitrateMsb      0x02      0x00  
//REG      RegBitrateLsb      0x03      0xD5  
//REG      RegFdevMsb         0x04      0x09  
//REG      RegFdevLsb         0x05      0x9A  
SENDS "\0\x82\x00\xD5\x09\x9A\1"  
  
//REG      RegPaConfig         0x09      0x8F  
//REG      RegPaRamp           0x0A      0x09  
SENDS "\0\x89\x8F\x09\1"  
  
//REG      RegOcp              0x0B      0x3B  
//REG      RegLna              0x0C      0x23  
//REG      RegRxConfig         0x0D      0x0E  
SENDS "\0\x8B\x3B\x23\x0E\1"  
  
//REG      RegRxBw             0x12      0x10  
//REG      RegAfcBw            0x13      0x11  
SENDS "\0\x92\x10\x11\1"  
  
//REG      RegAfcFei           0x1A      0x01  
SENDS "\0\x9A\x01\1"  
  
//REG      RegPreambleDetect   0x1F      0xAA  
SENDS "\0\x9F\xAA\1"  
  
//REG      RegOsc              0x24      0x07  
SENDS "\0xA4\x07\1"  
  
//REG      RegSyncValue1       0x28      0xAA  
//REG      RegSyncValue2       0x29      0xBB  
//REG      RegSyncValue3       0x2A      0xCC  
//REG      RegSyncValue4       0x2B      0xDD  
SENDS "\0xA8\xAA\xBB\xCC\xDD\1"  
  
//REG      RegPayloadLength     0x32      0x40  
SENDS "\0xB2\x40\1"  
  
//REG      RegFifoThresh       0x35      0x8F  
SENDS "\0xB5\x8F\1"  
  
//REG      RegPaDac            0x5A      0x87  
SENDS "\0xDA\x87\1"  
SEND1 "\r\n"
```

```

// **** SET TO TRANSMIT MODE ****
SEND1 "Setting to transmit..."
//REG          RegOpMode          0x01          0x03 (TX) 0x05 (RX)
SENDS "\\0\\x81\\x03\\1"
SEND1 "\\r\\n"

// **** MAIN LOOP ****
// Send the current time. Start with CS=0,
// then the header + length, then the time (8 chars)
// followed by CS=1
:LOOP
SEND1 "Sending..."
SENDS "\\0\\x80\\x08%H:%N:%S\\1"

// Wait for 1 second.
IDLE 1
SEND1 "\\r\\n"

// Check if we have received an 0x18 on the RS232 port.
// If so, exit the program. If not, loop back to resend
// the time.
:CHECKRCV
IF %a="0" GOTO LOOP
RCV1 "%c"
IF %1="\\x18" GOTO DONE
GOTO CHECKRCV

// Received an 0x18 on RS232 port, exit.
:DONE
SENDS "\\0\\x81\\x01\\1"
SEND1 "\\r\\nDONE!\\r\\n"

```



**Receiver "AUTORUN.BAT" file:**

```
//-----  
// DATA HOG WITH SEMTECH - RECEIVER  
//-----  
//Setup LED's (off) and SPI Port Config  
LEDS=3  
LEDLEVEL=0  
SPI=ENABLE,MASTER,3,0,0,MSB,MAN  
  
// Open a log file  
OPENA  
  
SEND1 "Setting Mode..."  
  
// Set to Standby  
SENDS "\0\x81\x01\1"  
  
//REG      RegBitrateMsb      0x02      0x00  
//REG      RegBitrateLsb      0x03      0xD5  
//REG      RegFdevMsb         0x04      0x09  
//REG      RegFdevLsb         0x05      0x9A  
SENDS "\0\x82\x00\xD5\x09\x9A\1"  
  
//REG      RegPaConfig        0x09      0x8F  
//REG      RegPaRamp           0x0A      0x09  
SENDS "\0\x89\x8F\x09\1"  
  
//REG      RegOcp              0x0B      0x3B  
//REG      RegLna              0x0C      0x23  
//REG      RegRxConfig         0x0D      0x0E  
SENDS "\0\x8B\x3B\x23\x0E\1"  
  
//REG      RegRxBw             0x12      0x09  
//REG      RegAfcBw            0x13      0x12  
SENDS "\0\x92\x09\x12\1"  
  
//REG      RegAfcFei           0x1A      0x01  
SENDS "\0\x9A\x01\1"  
  
//REG      RegPreambleDetect   0x1F      0xAA  
SENDS "\0\x9F\xAA\1"  
  
//REG      RegOsc               0x24      0x07  
SENDS "\0xA4\x07\1"  
  
//REG      RegSyncValue1       0x28      0xAA  
//REG      RegSyncValue2       0x29      0xBB  
//REG      RegSyncValue3       0x2A      0xCC  
//REG      RegSyncValue4       0x2B      0xDD  
SENDS "\0xA8\xAA\xBB\xCC\xDD\1"  
  
//REG      RegPayloadLength     0x32      0x40  
SENDS "\0xB2\x40\1"  
  
//REG      RegFifoThresh        0x35      0x8F  
SENDS "\0xB5\x8F\1"
```

```

//REG          RegPaDac          0x5A          0x87
SENDS "\0\xDA\x87\1"

SEND "\r\n"
// **** SET TO RECEIVE MODE ****
SEND "Setting to Receive, Variable Length, Zero Payload..."
//REG          RegOpMode          0x01          0x03 (TX) 0x05 (RX)
SENDS "\0\x81\x05\1"
SEND "\r\n"

// *** Wait for Packet ***
:LOOP
LEDLEVEL=0
SEND1 "Receiving..."
:LOOP2
SENDS "\0\x3F"
RCVS "%B\1"
IF %1 .2 1 GOTO GotPacket

:CHECKRCV
IF %a="0" GOTO LOOP2
RCV1 "%c"
IF %1="\x18" GOTO DONE
GOTO CHECKRCV

:DONE
SENDS "\0\x81\x01\1"
SEND1 "\r\nDONE!\r\n"
CLOSE
EXIT

:GotPacket
SENDS "\0\x11"
RCVS "%B\1"
IF %1 < "60" GOTO Level10
IF %1 < "80" GOTO Level9
IF %1 < "100" GOTO Level8
IF %1 < "120" GOTO Level7
IF %1 < "140" GOTO Level6
IF %1 < "160" GOTO Leve5
IF %1 < "180" GOTO Leve4
IF %1 < "200" GOTO Leve3
IF %1 < "220" GOTO Leve2
LEDLEVEL=1
OUTPUT "L01-"
GOTO GetValues
:Level10
LEDLEVEL=10
OUTPUT "L10-"
GOTO GetValues
:Level9
LEDLEVEL=9
OUTPUT "L09-"
GOTO GetValues
:Level8
LEDLEVEL=8
OUTPUT "L08-"
GOTO GetValues

```

```

:Level7
LEDLEVEL=7
OUTPUT "L07-"
GOTO GetValues
:Level6
LEDLEVEL=6
OUTPUT "L06-"
GOTO GetValues
:Level5
LEDLEVEL=5
OUTPUT "L05-"
GOTO GetValues
:Level4
LEDLEVEL=4
OUTPUT "L04-"
GOTO GetValues
:Level3
LEDLEVEL=3
OUTPUT "L03-"
GOTO GetValues
:Level2
LEDLEVEL=2
OUTPUT "L02-"

:GetValues
SEND1 " ["
SENDS "\0\x00"
RCVS "%B%8s\1"
SEND1 "%2"
OUTPUT "%2\r\n"

:GetFIFO
SENDS "\0\x3F"
RCVS "%B\1"
IF %1 .6 1 GOTO Empty
SENDS "\0\x00"
RCVS "%B\1"
SEND1 " 0x%1"
GOTO GetFIFO

:Empty
SEND1 "]\r\n"
GOTO LOOP

```

*Receiver output to RS232 port (defaults to 19200 baud):*

```

Setting Mode...
Receiving... [19:08:40]
Receiving... [19:08:41]
Receiving... [19:08:42]
Receiving... [19:08:43]
Receiving... [19:08:44]
Receiving... [19:08:45]
Receiving...

```