## IS-C3201 Intelligent Controller User Manual

Revision D


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## TABLE OF CONTENTS

## Contents

1. General Controller Features ..... 3
2. Electrical Specifications ..... 3
3. Compatible Logic Boards ..... 4
4. Operational Detail ..... 6
5. Communication Protocol ..... 8
6. Commands ..... 10
7. Saving Images/Attributes using Engineering Kits Communicator ..... 11
8. Updating with New Firmware ..... 12
9. Hardware ..... 13
10. Key Terms \& Definitions ..... 19
Appendix ..... 19
Warranty ..... 24
Firmware Change Log ..... 25

## switches IS-C3201 Intelligent Controller User Manual

## 1. General Controller Features

The IS-C3201 controls up to 32 LCD $36 x 24$ switches/displays. The IS-C3201 is designed to be used in many different applications. There is total flexibility with user-defined features that allow the controllers to be programmed for specific applications. The user defined data and set-up are stored in a non-volatile memory and specify the way the system behaves. The firmware can be customized based on customer requirements. Below are current features:

## General features:

- Control up to 32 LCD $36 x 24$ switches/displays. Two banks of 16.
- USB, RS232, RS422/RS485 communication (115,200 baud).
- User downloadable images and backlight colors.
- Look up tables for fonts 5x7 and 7x10.
- 8 brightness settings.
- Memory for 16,000 images, backlights, and attributes.
- Reports switch activities via serial port.
- Stand-alone operation or real time control by host.
- A 10 pins Auxiliary port with 7 MC pins for control or sense other devices.
- User defined blinking durations.
- Firmware upgradable via USB.

Switch-action report from the controller to the host:

- On switch press/release status change, the new statuses are sent over the last communication interface.


## Real-time operation features:

- Download graphic image data to any switch.
- Select any image from flash memory to display on any of switches.
- Create $6 \times 8$ font string for a specified row on a specified switch.
- Create $9 \times 12$ font string for a specified row on a specified switch.
- Change backlight color on any switch.


## 2. Electrical Specifications

+6.5 VDC to +12 VDC power, maximum current is 170 mA without switches and 900 mA with 32 switches.
WARNING: These products are ESD sensitive. The ESD handling procedure must be followed.

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## 3. Compatible Logic Boards

## Logic Boards

Switch logic boards: PCBs with mounted switches or displays that are used for controllers are called logic boards. Based on the number of logic boards and the length of the interconnect cables, a signal booster (IS-LBUF01) may be required. All the logic boards have two $7 \times 2$ connectors and can be daisy chained via 14 pin ribbon cables. JP2 of board A gets connected to J 1 of board B , and so on. The red wire of the ribbon cable, indicating pin 1, must be connected to pin 1 for all connections.

The following is a list of standard compatible logic boards. There are other logic boards available that are not listed as standard. Additionally, new logic boards can be designed based on customer requirements.

| Item | Part\# with <br> Socket and <br> switch | Part\# with switch | Description |
| :--- | :--- | :--- | :--- |
| 1 |  | IS-L0107- <br> IS15BBFB4PRGB | Logic Board, LCD 36x24 RGB, 1SW. Panel Mount |
| 2 | IS-L0204-CS | IS-L0204-S | LOGIC BOARD, 1x2, LCD 36x24 RGB, 2SW. Side by side <br> stackable |
| 3 | IS-L0271-CS | IS-L0271-S | LOGIC BOARD, 1x2, Compact LCD 36x24 RGB, 2SW. Side <br> by side stackable |
| 4 | IS-L0403-CS | IS-L0403-S | LOGIC BOARD, 2x2, LCD 36x24 RGB, 4SW. Side by side <br> stackable |
| 5 | IS-L1602-CS | IS-L1602-S | LOGIC BOARD, 4x4, LCD 36x24 RGB, 16SW. Side by side <br> stackable |

New Logic Boards can be designed based on customer requirements.
Note: Make sure the power is off when connecting or disconnecting the Logic Boards to or from the controller or each other.

Note: Connecting the Logic Boards improperly could damage either/both the Logic Boards and controller.

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Signal Booster
This Logic Board signal booster may be needed when more than 10 logic boards are daisy chained or for long cable lengths.

| Item | Part \# | Description |
| :--- | :--- | :--- |
| 1 | IS-LBUF01 | Signal Booster for Logic Boards |

## Ribbon Cables

These cables are used for connecting logic boards and the controller. Custom length cables can be made to order.

| Item | Part\# | Length | Description |
| :--- | :--- | :--- | :--- |
| 1 | ISDCB81.2 | $1.2 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |
| 2 | ISDCB83 | $3 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |
| 3 | ISDCB88 | $8 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |
| 4 | ISDCB812 | $12 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |
| 5 | ISDCB824 | $24 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |
| 6 | ISDCB836 | $36 "$ | RIBBON CABLE, 14 CONDUCTORS, 28AWG, .050" |

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## 4. Operational Detail

## Power-up Sequence:

The system loads image, backlight, and attribute data from flash memory for 32 switches (even if the switches are not physically present). Switches $0-15$ are connected to J4, and switches $16-31$ are connected to J5. Images, attributes, and backlight addresses 1-32 are loaded to switches $0-31$, respectively. The system then waits for a button press or host command while scanning for switch presses. Images, backlight, and attribute data are stored in separate sections of memory, so erasing the image data will not remove the other data.

When a switch is pressed, the system reports that back to the host software. The system only reports switch state changes (a press or release). More than one switch can be in the pressed position at the same time. Bits are set when the switch is pressed and cleared when the switch is released.

## Main Operational Mode:

The controller waits for input or a host command. It will send the following bytes for a switch activity: 50 AA AA AA AA AA AA AA AA

The $0 \times 50$ signifies a switch response. The AAs are the 32-bit switch number mask encoded in ASCII hex, and represent what switches are pressed. Each bit represents the corresponding switch, and a high bit is pressed while a low bit is not pressed. The number is ( $1 \ll$ switch_press).

Example response: 503231303034303033
3231303034303033 converted from ASCIII hex is $0 x 21004003$ ( $0 b 00100001000000000100000000000011$ ) Bits $0,1,14,23$, and 29 are high, meaning switches $1,2,15,24$, and 30 are all pressed. (Switch numbers are 0indexed). Examples of single switch presses are:

| 00000000 | No switch pressed |
| :--- | :--- |
| 00000001 | Switch 0 pressed |
| 00000002 | Switch 1 pressed |
| 00000004 | Switch 2 pressed |
| 00000008 | Switch 3 pressed |
| 00000010 | Switch 4 pressed |
| 00000020 | Switch 5 pressed |
| 00000040 | Switch 6 pressed |
| 00000080 | Switch 7 pressed |
| 00000100 | Switch 8 pressed |
| 00000200 | Switch 9 pressed |
| 00000400 | Switch 10 pressed |
| 00000800 | Switch 11 pressed |
| 00001000 | Switch 12 pressed |
| 00002000 | Switch 13 pressed |
| 00004000 | Switch 14 pressed |


| 00008000 | Switch 15 pressed |
| :--- | :--- |
| 00010000 | Switch 16 pressed |
| 00020000 | Switch 17 pressed |
| 00040000 | Switch 18 pressed |
| 00080000 | Switch 19 pressed |
| 00100000 | Switch 20 pressed |
| 00200000 | Switch 21 pressed |
| 00400000 | Switch 22 pressed |
| 00800000 | Switch 23 pressed |
| 01000000 | Switch 24 pressed |
| 02000000 | Switch 25 pressed |
| 04000000 | Switch 26 pressed |
| 08000000 | Switch 27 pressed |
| 10000000 | Switch 28 pressed |
| 20000000 | Switch 29 pressed |
| 40000000 | Switch 30 pressed |
| 80000000 | Switch 31 pressed |

## 

## LED Backlighting:

An LED code is one byte, where the low nibble of the byte is the ON cycle and high nibble is the OFF cycle. The format for both nibbles is the same. The following is the byte format:

|  | OFF Cycle Nibble |  |  |  | ON Cycle Nibble |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Bit | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Color | X | B | G | R | X | B | G | R |


| Nibble Value | Color |
| :---: | :---: |
| 0 | Off |
| 1 | Red |
| 2 | Green |
| 3 | Yellow |
| 4 | Blue |
| 5 | Magenta |
| 6 | Teal |
| 7 | White |

The system defaults to using the OFF cycle only unless a duration was sent previously using the "set backlight duration" command. See the associated command list for details.

The backlight brightness can be adjusted using the "change brightness" command. See the associated command list for details.

## Attributes:

Attributes determine system behavior when a button is pressed. Each switch is assigned an address on startup (132). Each address has image, backlight, and attribute information. The attribute determines what new address every switch in the system changes to (if any). When a switch is pressed, the attribute from the address of the image being displayed is executed.

The attributes are user defined and downloaded either using Engineering Kits Communicator from an Excel file or manually using the command. See the associated command list for attribute examples and formatting.

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## 5. Communication Protocol

The controller communicates with the host by USB, RS232 (115,200 baud), or R422. The commands and responses are the same regardless of protocol. One command should be transmitted at the time. If multiple commands sent at the same time only the first one gets executed and the rest are ignored.

- RS232/422: 115 K , 8bit no parity, one stop bit.
- The USB communicates over a virtual comm port with the same settings as RS232.

The command behavior is:
A. If the byte is a command, the controller transmits a 61 H and executes the subroutine for the command and upon completion of command the controller transmits 79 H . One-byte commands do not transmit 79 H . See the associated command list.
B. If the byte is not a command, it is ignored.

When the controller expects additional information:
A. A timer is set. If the expected data bytes are not received, the controller transmits 6 EH and terminates the routine.
B. If the byte value is not acceptable (invalid range, option, etc.), the controller transmits 6 EH and terminates the routine.

Commands are one byte in the range of $01 \mathrm{H}, 20 \mathrm{H}$ to 2 FH and are transmitted in hex format. The controller transmits 61 H upon receiving of any of the command byte stated above. When a command has more bytes associated as options or data then the controller transmit 79 H upon completion of the command. If a command requires the controller to transmit information, the information will be transmitted after 61 H and before 79 H . The proper format for all command options and data is specified in the associated command list.

An ASCII Hex byte is a normal hex byte split in two halves and converted to their ASCII equivalent (www.asciitable.com). This is a safety measure so that all data sent is not accidentally interpreted as a command. Most data sent after commands and sub-commands are encoded in ASCII Hex.

| Conversion TO ASCII Hex: $\begin{aligned} & x=((\text { data \& } 0 x F 0) \gg 4) \\ & y=((\text { data \& 0x0F) >>0) } \end{aligned}$ <br> if ( $0 \times 0<=\mathrm{x}<=0 \mathrm{x} 9$ ) $\mathrm{x}+=0 \times 30$ <br> if $(0 \times A<=x<=0 x F) x+=0 \times 37$ <br> if $(0 \times 0<=y<=0 \times 9) y+=0 \times 30$ <br> if $(0 \times A<=y<=0 x F) y+=0 \times 37$ | ```Conversion FROM ASCII Hex: \(\mathrm{x}=\mathrm{ASCII}\) hex byte 1 \(y=\) ASCII hex byte 2 (conversion not shown) \(\mathrm{z}=\) converted byte if \((0 \times 30<=x<=0 \times 39) x-=0 \times 30\) if \((0 \times 41<=x<=0 \times 46) x-=0 \times 37\) \(z=(x \ll 4)+y\)``` |
| :---: | :---: |

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## Image Format

Images are $36 \times 24$ monochrome .bmp files. They can be created in Microsoft Paint or any image software. Images should be sent using NKK's Engineering Kits Communicator program. It extracts the 120-byte image data and encodes it in ASCII hex, so 240 bytes will be sent over USB/RS232/RS422 serial.
If you want to download the image with different software the image format is described in the table below.

|  | Left of image |  |  |  | Right of image |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Line \#1 | Byte\# 1 | Byte\# 2 | Byte\# 3 | Byte\# 4 | Byte\# 5 |
| Line \#2 | Byte\# 6 | Byte\# 7 | Byte\# 8 | Byte\# 9 | Byte\# 10 |
|  |  |  |  |  |  |
| Line \#23 | Byte\# 111 | Byte\# 112 | Byte\# 113 | Byte\# 114 | Byte\# 115 |
| Line \#24 | Byte\# 116 | Byte\# 117 | Byte\# 118 | Byte\# 119 | Byte\# 120 |
|  |  |  |  |  |  |

## Images, Attributes, and Backlight Numbering

All images, attributes, and backlight numberings are inherently linked together. E.g., image 0001 corresponds with backlight 0001 and attribute 0001 , image 0002 corresponds with backlight 0002 and attribute 0002 , and so on. Care should be taken when ordering images, attributes, and backlights to send so that the desired behaviors are grouped together.

## Switch Numbering

Switch indexes are 0 based, $0-15(0 \times 00-0 \times 0 F)$ are connected to the J 4 connector, $16-31(0 \times 10-0 \times 1 \mathrm{~F})$ are connected to the J5 connector. Switch index 16 would equal switch 1 on the J5 connector.

## Attributes

An example attribute is shown on a different tab of the command list spreadsheet. For no switch change, address FFFF should be used.

## Backlights

Backlights by default are on the OFF cycle. If blinking is required, send the backlight duration command to set how long the ON and OFF cycles are. The system will switch between the two states at the designated time periods.

## Flash Memory

The flash memory holds up to 16 k images, backlights, and attributes. The flash memory is NOR flash, which means that it needs to be erased before new data is written. Erasing flash memory sets all the bits high. Writing to flash memory only changes a high bit low. Writing the same information does not require erasing. However, if the information is changed the flash should be erased. The images, backlight, and attribute data are saved in different regions of flash memory. There are commands to erase the entire flash or individual regions.

Swi TᄃHES IS-C3201 Intelligent Controller User Manual 6. Commands

Refer to IS-C3201 Command List.xlsx for the full list of commands and examples.

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## 7. Saving Images/Attributes using Engineering Kits Communicator

The Engineering Kits Communicator program is also compatible with IS-C3201. It can be downloaded from our website at: https://www.nkkswitches.com/download-software/
For more details, refer to the Engineering Kits Communicator user manual.
The Engineering Kits Communicator loads images in alphanumeric order according to the image files names. It auto-assigns a sequential address to each image. Be sure to keep this in mind when naming images so that video images or animations are listed in the desired order. Avoid using symbols in the names as some symbols interfere with alphanumeric ordering. All images to be loaded should be saved in a single folder. The default starting address is 0001 . This can be changed if needed.

To save images to the system:

1. Open Engineering Kits Communicator.
2. From the drop-down menu at the top, select the COM port of the system (usually the last one).
3. Click the 'Open Port' button.
4. Press the call button and verify the system responds with ' 61 ' in blue text in the left text box.
5. Select the image type from the drop-down in the 'Loading Images' section.
6. Click the 'Import Images' button.
7. Navigate to the directory with all the images and select one and click 'Open'.
8. Observe that the images are loaded alphanumerically and automatically assigned addresses.
a. If some/all images do not show up in the image list after selecting the directory, it is because the image is not in the proper resolution or file type (.bmp). Double-check the image size is correct before downloading. If an image was skipped, the images will load with one address off and will need to be erased before reloading.
9. If images were previously saved, click the 'Erase Flash' button.
a. Note that this operation can take up to 2 minutes.
10. Click the 'All selected images' button at the bottom.
11. Wait for the 'Success' message. If the process fails, click the 'All selected images' button again.

If writing custom software to save images, all data after the command must be sent in ASCII hex.

To save attributes to the system:

1. Click the 'Excel File' button.
2. Select the Excel file from your PC.
3. Wait for the upload to finish.

Refer to the Engineering Kits Communicator user manual for a full list of features and more information on attributes and images.

## switches IS-C3201 Intelligent Controller User Manual

## 8. Updating with New Firmware

The IS-C3201 firmware is field upgradable via USB and can be modified to meet customer specifications. The standard IS-C3201 firmware will continue to receive firmware upgrades with added features and bug fixes. The latest command list document will show the latest firmware version available. Major firmware releases will also be shown in the change log at the bottom of this document. Each controller can display the latest firmware version applied with the associated command. See the command list for more details.

If you would like a copy of the latest firmware, please email engineering@nkkswitches.com.
The firmware is distributed as a .hex file. To update IS-C3201 with a hex file, you will need the NKK Firmware Update Utility. To get a free download of the program, please email engineering@ nkkswitches.com.

Refer to the NKK Firmware Update Utility guide that comes with the download for instructions on how to update new firmware. A summary of the procedure is below:

To update the firmware:

1. Connect IS-C3201 to a PC via USB.
2. Open the NKK Firmware Update Utility.
3. If 'NOT IN BOOT MODE' message is displayed at the top, click the 'Reconnect' button.
4. The boot firmware version and COM connected messages should be displayed at the top.
5. Click the 'Erase All Firmware' button and wait for the 'Complete' message.
6. Click the 'Load File' button.
7. Select the hex file from your PC.
8. Click the 'Send New Firmware' button and wait for the 'Complete' message.

Make sure the IS-C3201 is not connected to Engineering Kits Communicator via COM port when using the NKK Firmware Update Utility and vice versa. The COM port can only be connected to one program at a time.

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## 9.Hardware

## Dimensions

Dimension: Board size: $3.6 "$ x 3.0 " ( $91.44 \times 76.2 \mathrm{~mm}$ )
Mounting hole size: $0.125^{\prime \prime}$ ( 3.175 mm )


## Connectors:



Power Connector: Molex 0430450200, top position power, bottom position ground.
Mating: Molex 0430250208
RS422 Connector: TE Connectivity 284392-4
Mating: Bare wire
RS485 Connector: TE Connectivity 284392-4 (R8\&R9 have to be populated)
Mating: Bare wire
RS232 Connector: TE Connectivity 5555165-1
Mating: RJ25 connector
USB: TE Connectivity 1734035-2
Mating: USB Mini B

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## Controller Schematic


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## Controller Schematic (continued)



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## Controller Schematic (continued)



## Board photo



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## 10.Key Terms \& Definitions

## Host:

Any computer, terminal, or other device that sends commands over USB, RS232, or RS422.

## Controller:

A PCB with a microcontroller that controls one or more logic boards.

## Logic board:

A PCB with one or more SmartDisplays that can be daisy chained.

## Byte:

An eight-bit hex value ranging from 00 H to FFH (Decimal 0 to 255). The bit format of a byte is: (B7 B6 B5 B4 B3 B 2 B 1 B 0 ) where B 7 is most significant and bit B 0 is least significant bit.

## Nibble/Hex digit:

A four-bit value ranging from 0 H to FH . A byte consists of two nibbles.

## Communication format:

There are two formats to transmit a byte:

1. Hex format - A hex byte is transmitted without any change to it. [xxH] will be used to denote this. All commands and some data are sent by using this format.
2. ASCII HEX format - Each nibble of the byte is converted to ASCII code and sent as a byte. [xxAH] will be used to denote this.

For example, the hex byte 5 AH is transmitted in two bytes, 35 H and 41 H . The ASCII value for 5 is 35 H and the ASCII value for A is 41 H .

All addresses and most data are sent using this format.

## Appendix

# Understanding Decimal, Hexadecimal and Binary Numbers 

Decimal is the numbering system we use. It is called base-10. Every digit can be between 0 to 9 . The value of each digit is equal to the digit with ((Digit order) -1 ) zero in front.

| Table 1, Base-10 |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Value in base-10 <br> Digit x |  |  |  | 10000 | 1000 | 100 | 10 | 1 |
| Multiplication <br> for converting to <br> decimal | $10^{(\mathrm{N}-1)}$ | $\cdots$ | $\cdots$ | $10^{4}$ | $10^{3}$ | $10^{2}$ | $10^{1}$ | $10^{0}$ |
| Digit order | Nth <br> digit | $\cdots$ | $\cdots$ | Fifth <br> digit | Fourth <br> digit | Third <br> digit | Second <br> digit | First <br> digit |

Example: The value of each digit of the Base-10 number 7605 is as follow:
Fourth digit: 7 with (4-1) zero $=7000$
Third digit: $\quad 6$ with (3-1) zero $=600$
Second digit: 0 with (2-1) zero $=0$
First digit: 5 with (1-1) zero $=\quad 5$

## Numbering system

A numbering system can be based on any number (base-N). However, it has to follow the rules:

1. Each digit has to be between 0 to (Base minus one). For example:
---Each digit for Base-2 numbering system can be 0 or 1
---Each digit for Base-5 numbering system can be 0 to 4
---Each digit for base-8 numbering system can be 0 to 7
2. The value of each digit is equal to the digit with ((Digit order) -1$)$ zeros in front.

All the operations that we use on base 10 numbering system such as addition, subtraction, multiplication, division... works the same for all the numbering systems. The difference is the carry-over will be based on the base-number of the numbering system instead of 10 .

Why do we need other base numbering systems?
Computers logic is based on two states:
Yes, or No
False or True
High voltage or low voltage

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## Base-2 numbering system (binary)

The numbering system to accommodate the computer logic is called binary or base 2. Each digit of binary can be 0 or 1 .

| Table 2, Base-2 |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Value in base-2 <br> Digit x |  |  |  | 10000 | 1000 | 100 | 10 | 1 |
| Multiplication <br> for converting to <br> decimal | $2^{(\mathrm{N}-1)}$ | $\cdots$ | $\cdots$ | $2^{4}=16$ | $2^{3}=8$ | $2^{2}=4$ | $2^{1}=2$ | $2^{0}=1$ |
| Digit order | Nth <br> digit | $\cdots$ | $\cdots$ | Fifth <br> digit | Fourth <br> digit | Third <br> digit | Second <br> digit | First <br> digit |

Example: The value of each digit of the Base-2 number 1010 is as follow:
Fourth digit: 1 with (4-1) zero $=1000$
Third digit: 0 with (3-1) zero $=0$
Second digit: 1 with (2-1) zero $=10$
First digit: 0 with (1-1) zero $=0$
To convert a base-2 number to decimal, multiply each digit by multiplier and add them together:
Example: converting base-2 number 1010 to decimal is as follow:
$(1 \times 8)+(0 \times 4)+(1 \times 2)+(0 \times 1)=10$
To convert a decimal number to base- 2 number
---divide the decimal number by 2 , the remainder is the first digit of the base- 2 number
--- continue dividing quotient by 2 and put the remainder as the next digit until the quotient is equal 0 .
Example: Convert the decimal number 21 to base-2

$$
\begin{array}{ll}
21 \text { divide by } 2=10 \text { with } 1 \text { remainder } & \text { First digit }=1 \\
10 \text { divide by } 2=5 \text { with } 0 \text { remainder } & \text { Second digit }=0 \\
5 \text { divide by } 2=2 \text { with } 1 \text { remainder } & \text { Third digit }=1 \\
2 \text { divide by } 2=1 \text { with } 0 \text { remainder } & \text { Fourth digit }=0 \\
1 \text { divide by } 2=0 \text { with } 1 \text { remainder } & \text { Fifth digit }=1
\end{array}
$$

21 decimal $=101001$ base- 2 or binary
The base- 2 number 101001 reads as one zero one zero zero one.

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## Base-16 numbering system

Communicating base-2 numbers is difficult for human because of all zero's and one's. To make it easier to present computer data, hexadecimal or base-16 numbering system is used. Four digit of base-2 numbering system convert to one digit of base-16 numbering system. Since we did not have digits for $10,11,12,13,14$ and 15 , they were assigned letters $\mathrm{A}, \mathrm{B}, \mathrm{C}, \mathrm{D}, \mathrm{E}$ and F respectively.

| Table 3, Number base conversion |  |  |
| ---: | ---: | ---: |
| Hexadecimal <br> base-16 | Decimal <br> base-10 | Binary base-2 |
| 0 | 0 | 0 |
| 1 | 1 | 1 |
| 2 | 2 | 10 |
| 3 | 3 | 11 |
| 4 | 4 | 100 |
| 5 | 5 | 101 |
| 6 | 6 | 110 |
| 7 | 7 | 111 |
| 8 | 8 | 1000 |
| 9 | 9 | 1001 |
| A | 10 | 1010 |
| B | 11 | 1011 |
| C | 12 | 1100 |
| D | 13 | 1101 |
| E | 14 | 1110 |
| F | 15 | 1111 |
| 10 | 16 | 10000 |
| 11 | 17 | 10001 |
| etc | etc | etc |


| Table 4, Base-16 |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Value in base-16 <br> Digit x |  |  | 10000 | 1000 | 100 | 10 | 1 |  |
| Multiplication <br> for converting to <br> decimal | $16^{(\mathrm{N}-1)}$ | $\cdots$ | $\cdots$ | $16^{4}$ <br> $=65536$ | $16^{3}$ <br> $=4096$ | $16^{2}$ <br> $=256$ | $16^{1}$ <br> $=16$ | $16^{0}=1$ |
| Digit order | Nth <br> digit | $\cdots$ | $\cdots$ | Fifth <br> digit | Fourth <br> digit | Third <br> digit | Second <br> digit | First <br> digit |

Example: Convert 2A7 hex to decimal
Digit 3: $2 \times 256=512$
Digit 2: $(10) \times 16=160$
Digit 1: $7 \times 1=7$

679
2 A 7 hex $=679$ decimal

Example: Convert 925 decimal to hex

925 divide by $16=57$ with 13 remainder 57 divide by $16=3$ with 9 remainder 3 divide by $16=0$ with 3 remainder

First digit =D
Second digit $=9$
Third digit $=3$

925 decimal $=39 \mathrm{D}$ hex
Converting between hex and binary is as easy as replacing each digit of hex with equivalent 4 digit of binary.
Example: convert A5B hex to binary
$\mathrm{A}=1010$
$5=0101$
$B=1011$

A5B hex = 101001011011 binary
Converting binary to hex is as easy as replacing each 4 digit of binary to equivalent digit of hex. If the binary digits are not multiple of 4 for grouping, add enough zero to the left to make them multiple of 4.

Example: Convert 011110101111 binary to hex
$1111=\mathrm{F}$
$1010=\mathrm{A}$
$0111=7$
011110101111 binary $=7 \mathrm{AF}$ hex

## Common terms:

Bit $=$ binary digit
Nibble $=4$ binary digits
Byte $=8$ binary digits $=2$ nibbles $=2$ HEX digits

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## Firmware Change Log

IS-C3201v0001.0023
Released April 14 ${ }^{\text {th }}, 2023$.

- Added new command for adding characters to an entire switch.
- Added new command for adding characters to multiple switches.
- Added more error checking for most commands.

IS-C3201v0001.0024
Released July $14^{\text {th }}, 2023$.

- Fixed issue with RS422 communication not working properly.

IS-C3201v0001.0025
Released December 21 ${ }^{\text {st }}, 2023$.

- Added feature: user-defined fonts. Added commands for creating $6 \times 8$ and $9 \times 12$ fonts and saving them to the flash memory.

