



K2001i card – Kuper Protocol

The serial output of this box mimics the protocol defined by Kuper Controls, the serial port output of Kuper K2001 card. .

Kuper Serial Information

From Kuper K2001 card:

The serial stream always starts with an upper case alpha character.

‘S’ when the move is not rolling.

‘P’ if the move is pre-rolling.

‘R’ during a move record and/or playback, or whenever the move frame number is advancing on the Kuper screen.

For ‘S’ and ‘R’, the data string consists of:

<decimal_move_frame>,<axis_position>,< axis_position>,...for up to 12 axes.

The positions are as calibrated by the operator in the Kuper software.

The frame number has two decimal places; axis positions have three decimal places.

All lines are terminated with hex character 0x0d, followed by hex character 0.

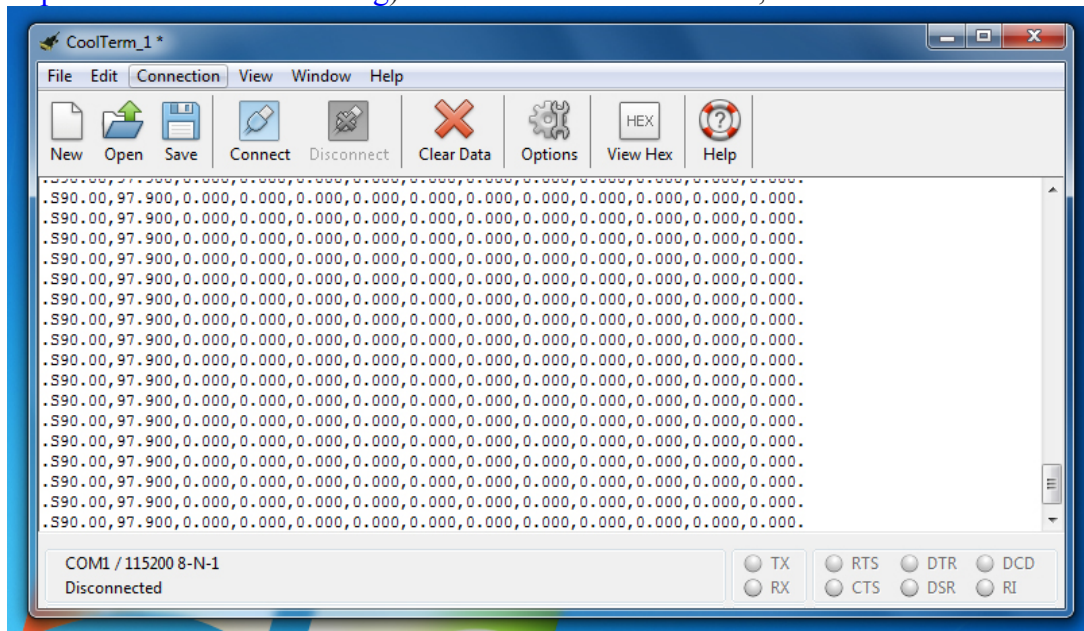
The move frame is specified as a decimal. Where n = a number.

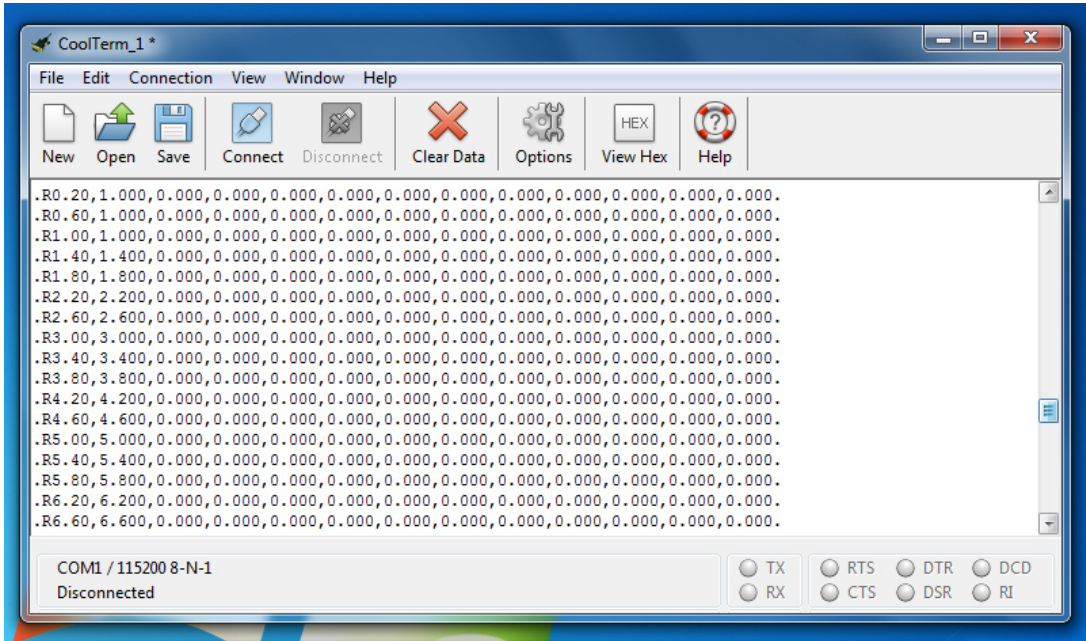
n.5 = 180 degrees, the position of the axes halfway through the exposure.

n.0 = shutter closed.

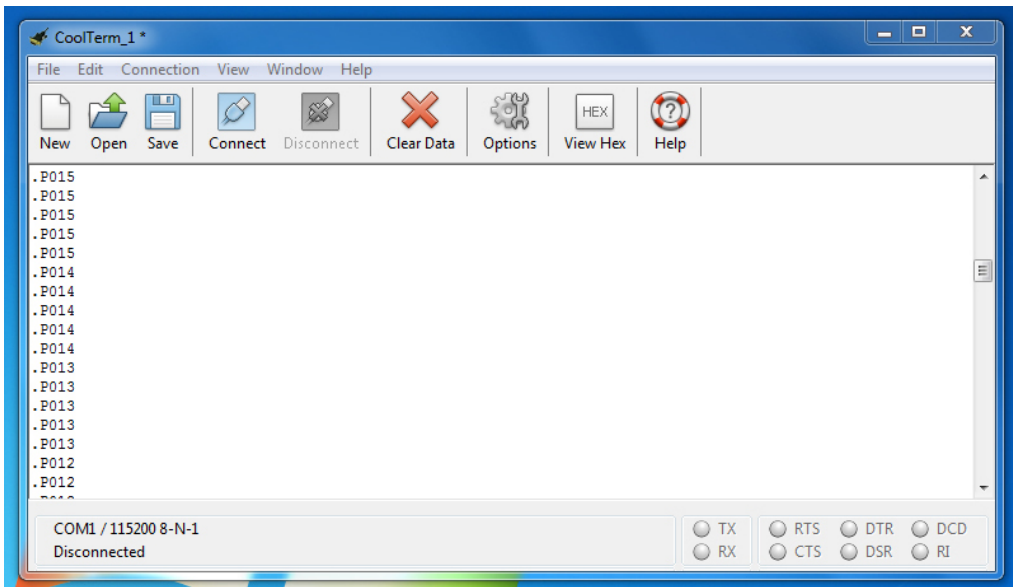
The alpha character is essentially a sync character, sent exactly 1 data frame before the data is valid. For Kuper Data/Visual of 4, the data from frame 0.5 is sent at frame 0.25.

HyperTerminal, the communication program in MS Windows, or [Coolterm](http://freeware.the-meiers.org) ([Http://http://freeware.the-meiers.org](http://freeware.the-meiers.org)) There are different for Mac, Windwos and Linux. Pretty handy.





During a move pre-roll, a 'P' is sent, followed by a non-decimal countdown to zero. The next data packet after "P000" will be the first frame in the move. Axis position data is not sent during a pre-roll, since the phase relationship between the data and when it is sent may be adjusted during the pre-roll, which could lead to some data being stepped on.





These serial commands may be sent to the Serial Box.

Command Example	Function	Description
G	Go	Start frame numbers rolling
S	Stop	Stop frame numbers rolling
R	Reset	Reset frame count to zero
Z	Zero Encoders	Set all encoder positions to zero
E	Enable Encoders	Enable serial output for all encoders (default on power up)
D	Disable Encoders	Disable serial output for all encoders (serial stream stops)
P,3,-2300	Set Position	Set encoder 3 to position -2300 (encoder numbers go from 1 through 8)
O,3,1700	Set Home Position	Set encoder 3's home position to +1700 (encoder 3 will be reset to this position the next time the home switch is tripped)
H,3,1	Enable Home Switch	Enable home switch for encoder 3
H,3,0	Disable Home Switch	Disable home switch for encoder 3 (default on power-up)

Notes: The commands 'P', 'O' and 'H' all need a terminating character after the whole command is set. Any character will do EXCEPT a comma.

All commands must be upper case.

The commands 'P', 'O' and 'H' all take some time to calculate in the serial box.

There is a 48 character serial input buffer in the box, but if too many of these commands are sent at one time, the buffer might overflow and commands would get lost.

A suggestion is to send about 48 characters maximum at a time, then wait a few milliseconds before sending the next set of commands.

Setup command string examples.

Command String	Description
H,1,1	Enable home switches for encoder 1
H,3,1	Enable home switches for encoder 3
O,1,1010101	Channel 1 will home to position 1010101
O,3,3030303	Channel 3 will home to position 3030303
P,1,111	t new position for encoder 1
P,2,222	Set new position for encoder 2
P,3,333	Set new position for encoder 3

*Always send positions last after reset.



Serial Box Serial Communication Protocol

The serial stream always starts with an upper case alpha character:

‘S’ when the move is not rolling

‘R’ during a move record and/or playback, or whenever the move frame number is advancing.

For ‘S’ and ‘R’, the data string consists of:

<decimal_move_frame>,<axis_position>,< axis_position>,...for up to 8 axes.

New SB3 version box will be total 10 axes.

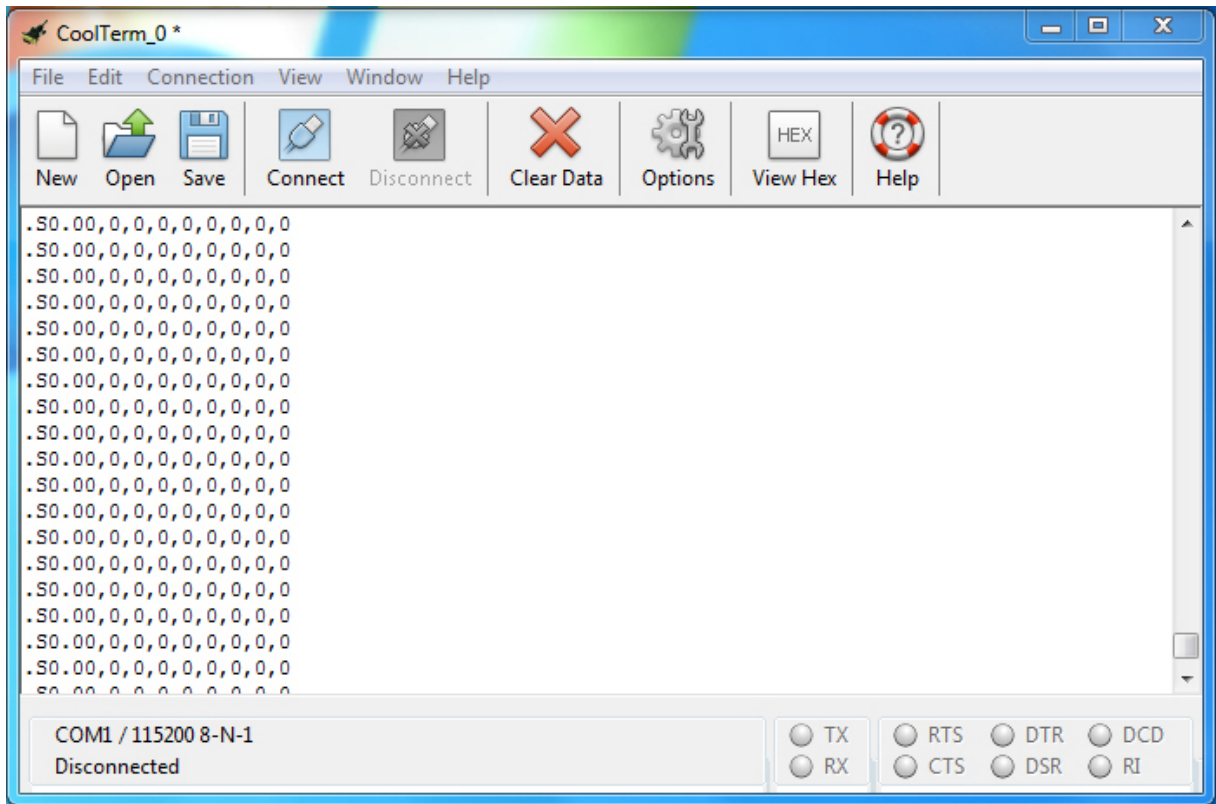
The frame number has two decimal places, axis positions are signed integers, 1 count = 1 encoder line.

All lines are terminated with hex character 0x0d, followed by hex character 0.

The move frame is specified as a decimal. Where n = a number.

n.5 = 180 degrees, the position of the axes halfway through the exposure.

n.0 = shutter closed.





Serial port options:

Baoud rate: 115200

Data bit: 8

Parity: 0

Stop Bits: 1

Flow Control: none

HyperTerminal, the communication program in Windows, can be used to view the string.

A screenshot of the HyperTerminal serial port settings dialog box. The dialog has a light grey background and a thin border. It contains five rows of settings, each with a label and a dropdown menu. The settings are: "Bits per second:" set to "115200", "Data bits:" set to "8", "Parity:" set to "None", "Stop bits:" set to "1", and "Flow control:" set to "None".

Bits per second:	115200
Data bits:	8
Parity:	None
Stop bits:	1
Flow control:	None