

Packet Definition for the Breaker Panel

The breaker panel packet contains 6 bytes of data. The 1st two bytes are the sync bytes (0xC9 and 0x17). The remaining 4 bytes (XX) are bit indicators for specific breakers. When a specific bit is set, the breaker is tripped. When a specific bit is clear, the breaker is active or has been reset.

The **RC** receives these bytes and stuffs bytes 3-4 into the TX record using user bytes 3-4 respectively (see ifi_default.h for details). User bytes 3-4 are sent to the **OI** via **data frame 2** (see the Dashboard Spec. for details). Each packet gets transmitted every 50ms at 115K baud in the following order (from left to right):

C9 17 XX XX XX XX

The following are the byte definitions for each packet transmitted.

Byte 1 = 0xC9	(Used for syncing to begin of byte steam)
Byte 2 = 0x17	
Byte 3 = Breaker Tripped bit, Breaker bits 25-28	
bit0 = Breaker 25	0 = Active, 1 = Tripped
bit1 = Breaker 26	0 = Active, 1 = Tripped
bit2 = Breaker 27	0 = Active, 1 = Tripped
bit3 = Breaker 28	0 = Active, 1 = Tripped
bit4 = Null (Unused)	0
bit5 = Null (Unused)	0
bit6 = Null (Unused)	0
bit7 = A trip has occurred	0 = No breakers tripped, 1 = One or more breakers have been tripped
Byte 4 = Breaker bits 17-24	
bit0 = Breaker 17	0 = Active, 1 = Tripped
bit1 = Breaker 18	0 = Active, 1 = Tripped
bit2 = Breaker 19	0 = Active, 1 = Tripped
bit3 = Breaker 20	0 = Active, 1 = Tripped
bit4 = Breaker 21	0 = Active, 1 = Tripped
bit5 = Breaker 22	0 = Active, 1 = Tripped
bit6 = Breaker 23	0 = Active, 1 = Tripped
bit7 = Breaker 24	0 = Active, 1 = Tripped
Byte 5 = Breaker bits 9 -16	
bit0 = Breaker 9	0 = Active, 1 = Tripped
bit1 = Breaker 10	0 = Active, 1 = Tripped
bit2 = Breaker 11	0 = Active, 1 = Tripped
bit3 = Breaker 12	0 = Active, 1 = Tripped
bit4 = Breaker 13	0 = Active, 1 = Tripped
bit5 = Breaker 14	0 = Active, 1 = Tripped
bit6 = Breaker 15	0 = Active, 1 = Tripped
bit7 = Breaker 16	0 = Active, 1 = Tripped
Byte 6 = Breaker bits 1—8	
bit0 = Breaker 1	0 = Active, 1 = Tripped
bit1 = Breaker 2	0 = Active, 1 = Tripped
bit2 = Breaker 3	0 = Active, 1 = Tripped
bit3 = Breaker 4	0 = Active, 1 = Tripped
bit4 = Breaker 5	0 = Active, 1 = Tripped
bit5 = Breaker 6	0 = Active, 1 = Tripped
bit6 = Breaker 7	0 = Active, 1 = Tripped
bit7 = Breaker 8	0 = Active, 1 = Tripped

The following example is an explanation of a packet received: (All values are in Hex).

C9 17 00 00 00 00 no breakers have been tripped

C9 17 80 00 00 01
breaker 1 is tripped
a trip has occurred.

C9 17 80 04 01 80
breaker 8 is tripped
breaker 9 is tripped
breaker 19 is tripped
a trip has occurred.

C9 17 80 0F 00 FF
breakers 1-8 are tripped
breakers 17-20 are tripped
a trip has occurred.

C9 17 82 03 10 00
breaker 13 is tripped
breaker 17 is tripped
breaker 18 is tripped
breaker 26 is tripped
a trip has occurred.

C9 17 80 00 00 00
a trip has occurred
(stays set till a hardware reset occurs)