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PDU Communications as of firmware release 2.5.1
RS232 Asynchronous Serial
  Baud rate is configurable
  Framing is N/8/1
  Each frame is:
    Svnc bvte (0xFF)
    Frame id byte (0...10)
    8 Data bytes
    Checksum byte (mod 256 sum of sync byte through last data byte)
CAN
  Baud rate is configurable
  Identifiers selectable as 11-bit or 29-bit (single system-wide setting)
  Transmitted status frames:
    8 data bytes
    sequential identifiers from a configurable start identifier (default 0x700)
  Received soft-input frames
    8 data bytes
    sequential identifiers from a configurable start identifier (default 0x710)
  Received fault-reset frame
    0 data bytes
    configurable identifier (default 0x720)
Transmitted Status Frames
These frames are sent simultaneously and idenitcally on RS232 and CAN
Frames are sent at a configurable rate (default 100Hz)
The transmit frame sequence is 0 1 2 3 4 5 6 7 8 9 10
Frame 0
           0xff
                  0
                       HARD>
                               >>>>
                                        >>>>
                                                        SOFT>
                                                                >>>>
                                                                                 >>>>
                                                                                         CHECKSUM
                                                >>>>
                                                                         >>>>
                  1
Frame 1
           0xff
                       OUT1
                               OUT2
                                        OUT3
                                                OUT4
                                                        OUT5
                                                                OUT6
                                                                         OUT7
                                                                                 8TUO
                                                                                         CHECKSUM
Frame 2
           0xFF
                  2
                               OUT10
                                                OUT12
                                                        OUT13
                                                                OUT14
                                                                         OUT15
                                                                                 OUT16
                       OUT9
                                        OUT11
                                                                                         CHECKSUM
Frame 3
           0xff
                  3
                       OUT17
                               OUT18
                                        OUT19
                                                OUT20
                                                        OUT21
                                                                OUT22
                                                                         OUT23
                                                                                 OUT24
                                                                                         CHECKSUM
                       OUT25
                               OUT26
                                                OUT28
                                                        OUT29
                                                                OUT30
                                                                         OUT31
                                                                                 OUT32
Frame 4
           0xff
                  4
                                        OUT27
                                                                                         CHECKSUM
Frame 5
           0xFF
                  5
                       CUR1
                               CUR2
                                        CUR3
                                                CUR4
                                                        CUR5
                                                                CUR6
                                                                         CUR7
                                                                                 CUR8
                                                                                         CHECKSUM
                                        CUR11
Frame 6
           0xFF
                  6
                       CUR9
                               CUR10
                                                CUR12
                                                        CUR13
                                                                CUR14
                                                                         CUR15
                                                                                 CUR16
                                                                                         CHECKSUM
                  7
Frame 7
           0xff
                       CUR17
                               CUR18
                                        CUR19
                                                CUR20
                                                        CUR21
                                                                CUR22
                                                                         CUR23
                                                                                 CUR24
                                                                                         CHECKSUM
           0xFF
                  8
                       CUR25
                               CUR26
                                                CUR28
                                                        CUR29
Frame 8
                                        CUR27
                                                                CUR30
                                                                         CUR31
                                                                                 CUR32
                                                                                         CHECKSUM
                  9
Frame 9
           0xff
                       BT>>>
                               >>>>
                                        VBAT>
                                                >>>>>
                                                        TIME>
                                                                >>>>
                                                                         >>>>
                                                                                 >>>>
                                                                                         CHECKSUM
Frame 10
           0xff |
                  10
                       AN1V
                               AN2V
                                        AN3V
                                                AN4V
                                                        SP1
                                                                SP2
                                                                         SP3
                                                                                 SP4
                                                                                         CHECKSUM
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16-bit and 32-bit quantities are high byte first

Channel	Туре	Quantity
HARD SOFT OUT132 CUR132 BT VBAT TIME ANXV	U32 U32 U8 U8 S16 U16 U32 U8	Hard Input States (MSB is input 32, LSB is input 1) Soft Input States (MSB is input 32, LSB is input 1) Output State (0=OFF 1=ON 2=INRUSH 100=SHORT 101=HIGHTRIP 102=INRUSHTRIP 103=LOWTRIP) Output Current (divide by 2 to get amps) Board Temperature (divide by 10 to get degrees C) Supply Voltage (in mV) On time (divide by 100 to get seconds) Input Voltage (divide by 5 to get volts)

Soft Input Frames

The instruction byte for soft input x appears in byte $((x-1) \mod 8)$ of frame identifier base+((x-1)/8). The byte is considered as signed; zero means turn the soft input off, a positive value means turn the soft input on, and a negative value means no change.

Fault Reset Frame

Receipt of any valid frame with the correct identifier is considered identical to a suitable duration short-to-ground of the fault reset input pin.