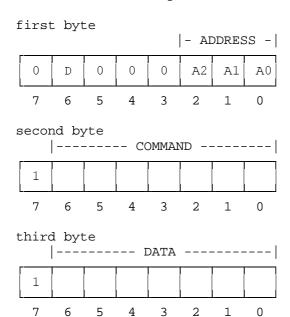
Communication with the VS-808 is done using three bytes of information as defined below. The rate of data is 9600 baud, with no parity, 8 data bits and one stop bit.



DETAILED DESCRIPTION

First byte

First byte - bits 0..2 - ADDRESS.

These bits describe the Machine number that is influenced by COMMAND. The number of the machine can be 1 (master) to 8.

Machine number	A2	A1	A0	
1	0	0	0	MASTER
2	0	0	1	 1
3	0	1	0	
4	0	1	1	
5	1	0	0	SLAVES
6	1	0	1	
7	1	1	0	
8	1	1	1	

1st byte - bit 6 - destination bit (D).

When sending a message from the PC (ie. to machine), this bit must be $0. \,$

When the machine sends a message to the PC, this bit is 1.

1st byte - bits 3,4,5,7 - must be 0.

Second byte

Second byte - bits 0..6 - COMMAND.

These bits describe the "CODE" corresponding to each "COMMAND", as shown in the table below.

last bit - bit 7 must be 1.

Third byte

Third byte - bits 0..6 - DATA. These bits describe the DATA that is influenced by COMMAND. For example to connect input 7 to output 3, the DATA should be 7 (hex). last bit - bit 7 must be 1.

List of commands

CODE (hex)	COMMAND	ADDRESS	DATA	REPLY
01	Set Output 1	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
02	Set Output 2	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
03	Set Output 3	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
04	Set Output 4	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
05	Set Output 5	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
06	Set Output 6	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
07	Set Output 7	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
08	Set Output 8	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
09	Set all outputs	Machine number-1 (0 - 7)	input number (0 - 8)	Three bytes as was sent, except for D which will be 1.
0A	Get the status of output	Machine number-1 (0 - 7)	output number (1 - 8)	ADDRESS - As sent. COMMAND - output number. DATA - input number.
0B	Get the machine type	Machine number-1 (0 - 7)		ADDRESS - As sent. COMMAND - 0. DATA - 88.

Examples how to use the protocol:

1) To connect input 8 in machine 2 to output 5, set the byte as below:

First byte - 40(hex) + ADDRESS(hex) = 00 + 02 = 02(hex). Second byte - 80(hex) + COMMAND = 80 + 05 = 82(hex). Third byte - 80(hex) + DATA(hex) = 80 + 08 = 88(hex).

DIP-SWITCH SETTINGS

MACHINE NUMBER	SWITCH NUMBER							
MACHINE NUMBER	8	7	6	5	4	3	2	1
1 (MASTER)	ON	ON	ON	ON	ON	ON	ON	ON
2	OFF	OFF	ON	ON	ON	ON	ON	OFF
3	OFF	OFF	ON	ON	ON	ON	OFF	ON
4	OFF	OFF	ON	ON	ON	ON	OFF	OFF
5	OFF	OFF	ON	ON	ON	OFF	ON	ON
6	OFF	OFF	ON	ON	ON	OFF	ON	OFF
7	OFF	OFF	ON	ON	ON	OFF	OFF	ON
8	OFF	OFF	ON	ON	ON	OFF	OFF	OFF

TABLE OF RS-232 CODES FOR VS-808

	TO OUTPUT	TO ALL							
	1	2	3	4	5	6	7	8	
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
1	81	81	81	81	81	81	81	81	81
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
2	82	82	82	82	82	82	82	82	82
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
3	83	83	83	83	83	83	83	83	83
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
4	84	84	84	84	84	84	84	84	84
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
5	85	85	85	85	85	85	85	85	85
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
6	86	86	86	86	86	86	86	86	86
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
7	87	87	87	87	87	87	87	87	87
FROM	00	00	00	00	00	00	00	00	00
INPUT	81	82	83	84	85	86	87	88	89
8	88	88	88	88	88	88	88	88	88
	00	00	00	00	00	00	00	00	00
OFF	81	82	83	84	85	86	87	88	89
	80	80	80	80	80	80	80	80	80