

CARDREADER

MODBUS PROFILE

INPUT REGISTERS			
Register	Name	Description	Unit
30010	RawCardID98	Byte 9 of uid	
30011	RawCardID76		
30012	RawCardID54		
30013	RawCardID32		
30014	RawCardID10	Byte 0 of uid	
30015	lastCardId, Hi	32 bit CardID. Calculated as 32bit CRC Poly: 0xEDB88320	
30016	lastCardId, Lo		
30017	lastPinHi	Last complete max 8digit pin code ended by # Init 0xFFFFFFFF	
30018	lastPinLo		
30019	eventCounters	Bit 0-7 counter incremented at each card reading(master can use to detect new events) 0 as init value, then 1, 2, 3...254, 255, 1 Bit 8-15 counter incremented at each entered pincode (master can use to detect new events)	
30020	keys, Hi	Shift register buffer with last 3 keys Bit 0-3 5 Key. Key: 0,1,2,3,4,5,6,7,8,9 10=* 11=# Bit 4-7: 6 Key. Bit 8-11 7 Key. Bit 12-15 Counter incremented at each key press	
30021	keys, Lo	Shift register buffer with last 1-4 keys Bit 0-3: 1. Key Bit 4-7: Key 2. Key Bit 8-11: Key 3. Key Bit 12-15: Key 4. Key	
30022	inputs	Bit 0: Input 1 state (Pull up) Bit 1-7: Input 1 activate counter Bit 8: Input 2 state (Pull up) Bit 9-15: Input 2 activate counter	
30023	Event Bitmap	Bit 0-7: Sets corresponding events if set in 40024 (Interrupt Bitmap) Reset after read	
30024	Version*	Bit 0-7: ProduktID (OSDP Scheme) Bit 8-15: SwVersion	
30025	resetCnt*	Incremented at each power on	

HOLDING REGISTERS

Register	Name	Description	Unit
40010	comBaudRate*	0=1200 1=2400 2=4800 3=9600 4=19200 5=38400 6=57600 7=115200	Default: 57600 PowerOn (5 Sec) Baudrate: 57600 Stopbits: 2 Addr: 8
40011	comParity*	0=None 1=Even 2=Odd	Default: 0
40012	comStopBits*	1=1 2=2	Default: 1 Ignored if Parity bit used
40013	comAddress*	0=Broadcast 1-255	Default: 8
40020	Yellow LED	Bit: 0-3 = mode 0 = OFF time 1 = ON time 2 = Flash pattern time 3 = Flash pattern cnt Bit: 4-7 Flash Freq 1 = 100mS (10Hz) 5 = (2Hz) 10 = (1Hz) ... Bit 8-15 Time 0=infinite 1-255 = 0.1-25.5s Cnt 1=1 2=2 ...	
40021	Green LED	See yellow led	
40022	Red LED	See yellow led	
40023	buzzer	See yellow led	
40024	Evt Regiser*	Key/Card/Code/Input Event 100ms Bit 0-3: Bitmap 0bBRGY(LSB), 0b0000 = no evt Bit 4-7:Reserved Bit 8-15:Config Interrupt Bitmap 0bHGFEDCBA	Default: 0b1001 Gul blink + buzz Default: 0b00101011 A: New Card B: New Code C: New Key D:IN1 Falling (Count++) E: IN1 Rising (Count++) F: IN2 Falling (Count++)

			G:IN2 Rising (Count++)
40025	OC1*	Bit: 0-7 = mode* 0 = OFF time 1 = ON time 2 = Pulse each time reader detects something. This can be used to interrupt the master and master can then poll reader (See 40024) Bit 8-15 Time 0=infinite 1-255 = 1-255s	
40026	OC2*	See OC1	
40027	Backlight	0 = OFF, 1 = ON	
40028	Tx on event*	Bit 0-7: Master Address (0 = disable)	Default: 0
40029	Tx Event Register*	16Bit: Register address in master. Data: 0-7: Slave address 8-15: Event Bitmap (40024: Interrupt Bitmap)	Default:0xFFFF
40030	Restart Unit	Bit 0: 1 for restart No response, Power on 50mS	
40040	PublicKey*	TBD. If we encrypt the data	

*(Non-Volatile)