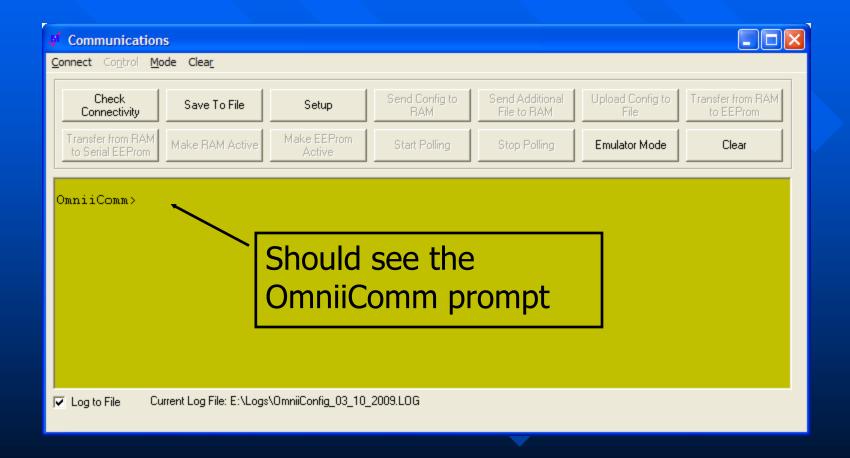
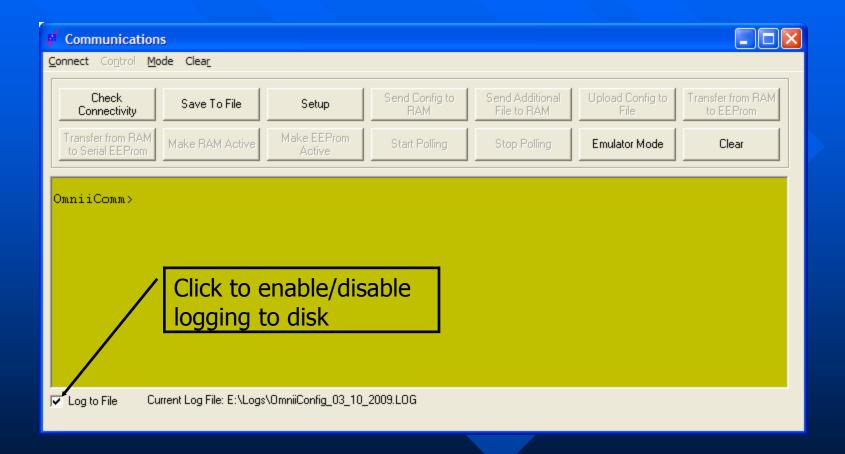
# Omnii-Config

Debug and Diagnostic Procedures

### **EMULATOR SCREEN**



# Log File



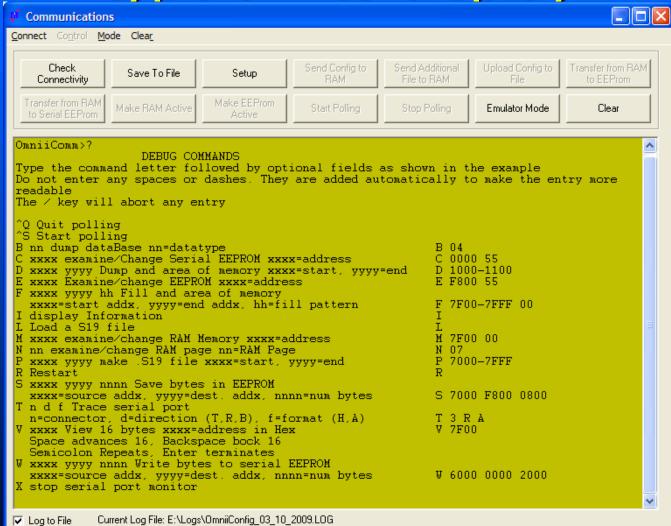
## Log File Options

- Log File options are read from OmniCfg.INI
- Located in same directory as OmniiConfig program (default is C:\Program Files\Omnii-Config)
- Use Notepad to edit parameters

## Log File Parameters

- LogFileFolder = E:\Logs\
- MaxCharacters = 10000
- DeleteLogFilesAfterNDays = 2
- LogToFile=True

# Debug Commands type a ? to display



## **Data Entry**

- Do not type any spaces or dashes
- Spaces and dashes are added automatically to make entries easier to read
- Lower case is converted to upper case
- A backslash character will abort an entry
- The Enter key will usually end a function

#### T—Trace Function

- Displays serial communication activity for any port
- Type T to start
- then the connector number
- then the direction (T for transmit, R for receive or B for both)
- then the format (H for hex or A for ASCII)
- Example T 2 RH =Trace on connector P2, look at the Receive side and display in hex
- Type X to stop

#### **B**—Database

- Displays current content of the database
- Type B to start
- then the database data type number
- Example B 01= Display the current values of all the configured points in Data Type 01
- The Data Type Number is shown at the start of each line on the Database Extension Table

## Data Type Number

For CPASR4 protocol Data Type 01 is Analog Input

✓ Database Extension Table - Full Report			
Full Report			
0. Digital Input Wds	3	11. Data type 11	0
1. Analog Input	6	12. Data type 12	0
2. Meters-4 byte	1	13. Data type 13	0
3. Digital Output Wds	0	14. Data type 14	0
4. Analog Output	0	15. Data type 15	0
5. Calc. Integer	0	16. Data type 16	0
6. 4-Byte Setpoint	0		
7. Data type 07	0		
8. Tank Data	0		
9. Internal Status	0	20. Frozen Meters	0
10. Latched Status	0	21. Frozen Analogs	0
<u>C</u> ancel <u>O</u> K			el <u>O</u> K
WriteProtocol: CA CPASR-4			

## V—View Memory

- Displays 16 bytes of memory in both hex and ASCII format
- Type V to start
- then the starting address in hex
- Example V 7F00 = Display 16 bytes of data starting at RAM address 7F00 (typically error locations)
- Pressing the Space bar will show the next 16 locations
- Pressing the Backspace key will show the previous 16
- Pressing the Semi-colon will show the same 16 again
- Pressing Enter will terminate the function

## F—Fill Memory

- Used to initialize an area of memory with a specified hex value
- Type F to start
- then the starting hex address
- then the ending hex address
- then the hex value to fill with
- Example F 7F00-7FFF 00 = Fill all memory from 7F00 to 7FFF with the value 00

# M—Modify Memory USE WITH CAUTION!

- Used to examine and optionally change a single memory location
- Type M to start
- then the hex memory address
- Example M 7000 = display the current contents of memory location 7000 (hex)
- Pressing the Space bar will advance to the next address
- Pressing the Backspace key will show the previous address
- Pressing the Semi-colon key will show the same address
- Typing a new 2-digit hex value will change the data and advance to the next address

#### **I**—Information

- Used to display information about your configuration
- Type I to start (no other parameters)
- The firmware Revision Level is the last 4 digits of the software part number
- The Firmware Release date is shown
- The Gate Array (internal hardware) Version is shown
- The presence or absence of two types of EEPROM
- The currently loaded Configuration File name