Data Handler Operations

The Data Handler (SPM 9000-C2N) is programmed to dial up to 3 different digital beeper numbers on select discrete input change of state. The beeper message will be a site ID and two groups of 0’s and 1’s representing 8 discrete points. Zero’s represent open inputs. Where one’s represent closed inputs.

On a change of state of an input and after a settable time delay and if that input was configured to dial a Beeper Number, the dial-out routine will be initiated. The routine will dial the first Beeper and proceed to the second and third number if the dial-out is not acknowledged. After the third dial-out the routine will start over. The alarm is acknowledged n any call in.

The Data Handler considers any dial-in as an acknowledgement.

The Data Handler will also date/time stamp and log each change of state.

Active Commands

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Power: 9-26 VDC @ 50 madc
Digital Inputs: Dry Contact
Relay Contacts: 28 VDC/VAC @ 500 madc, non-inductive
To Access the Data Handler configuration, type ‘SCADA’ from the drive/directory installed with the software provided in this shipment. You can use any terminal program that supports serial ASCII communications and use the same active commands. The terminal program provided herewith contains help notes on the Data Handler configurations.

**Date : MM/DD/YY :** This message will display the current date as seen from the data handler. If different than the actual date then enter it as it is formatted above. Then hit <CR> to store the data. If the current date is correct then you can just hit <CR> and the date will not be updated.

**Time : HH:MM:SS :** This message will display the current time as seen from the data handler. If different than the actual time then enter it as it is formatted above. Please note this is a 24 hour clock so midnight is 23:59:59.

**ID #: 123 :** Enter the site location number that the Superpuk is to be referenced. ( 20 character maximum ).

**Spacer : * :** Enter any number or alpha character to be inserted between site ID # and alarm status and between groups of 4 alarm status.

**Alarm delay (sec 2) :** This entry is used to set the delay, in seconds, that a change in status has to be active before an alarm is initiated. If a status change takes place and returns to the previous status in a shorter time duration than the alarm, no alarms will be recognized.

**Dial delay (sec 30) :** This entry is used to set the delay, in seconds, from dialing the next phone number. It is used between all dialing, to beeper 1, beeper 2, and beeper 3.

**Phone #1: nnn-nnnn,,,** This message is set the phone number you wish to dial beeper 1. Include a “T” for tone dialing and use commas after the phone number, each comma is a two second delay.

**Phone #2: nnn-nnnn,,,** This message is set the phone number you wish to dial beeper 2.

**Phone #3: nnn-nnnn,,,** This message is set the phone number you wish to dial beeper 3.

**24 Hr Test ? (N) :** This entry will enable the 24 hour test. If “Y” is entered the puk will dial beeper #1 every 24 hour at the next time setpoint. If “N” is entered the puk will not do the 24 hour test.

**Time Spt: 12:45 :** This entry will set the time in HR:MIN that the 24 hour test will call out to beeper #1.

**Continue? (N):** If “Y” is entered all datalogged memory will be ERASED. Enter “Y” to setup memory configuration.

**Config:-1:** This entry is used to set addressing mode and specific RS232 line protocols.

**Addr:-1:** If addressing is used, enter the units address. Valid addresses are integers between 0 and 255.

**Baud:-1:** The puk can operate at 300 or 1200 baud. The default (-1) is 1200 baud and an entry of (0) is 300 baud.

**Date fmt(3):** This entry defines the amount of date information stored with each data point. Enter a number, 0-3 from the table below to set the date format. Memory allocation is also listed, the input reading uses 2 bytes per record. 0 = No date information recorded. 1 = Day of month only recorded (add 2 bytes per record). 2 = Month/Day recorded (add 4 bytes per record). 3 = Month/Day/Year recorded (add 6 bytes per record)

**Time fmt(3):** This entry is used to configure what time information will be stored with each datapoint. 0 = No time information recorded. 1 = Minutes only recorded (add 2 bytes per record). 1 = Minutes only recorded (add 2 bytes per record). 2 = Hour:Minute recorded (add 4 bytes per record). 3 = Hour:Minute:Second recorded.

**Prec.(8):** This entry is used to set memory precision. Enter “8”, all other entries will cause data collection errors.