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DNT24 Series

2.4 GHz **Spread Spectrum** **Wireless Transceivers**

Integration Guide

Revision History

Revision	Date	Author	Change Description
1.0	10/19/11	F. Perkins	Initial Issue
2.0	10/27/14	R. Willett	Reformatted for new Murata V.I.

Important Regulatory Information

Murata Product FCC ID: HSW-DNT24
IC 4492A-DNT24

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1) Re-orientate or relocate the receiving antenna,
2) Increase the separation between the equipment and the radiator,
3) Connect the equipment into an outlet on a circuit different from that to which the receiver is connected,
4) Consult the dealer or an experienced radio/TV technician for help.

FCC Antenna Gain Restriction:

The DNT24 has been designed to operate with any dipole antenna of up to 12 dBi of gain, any corner reflector antenna of up to 14 dBi gain, any patch antenna of up to 12 dBi gain, or any chip antenna of up to 0 dBi gain. The antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.

IC RSS-210 Detachable Antenna Gain Restriction:

This radio transmitter, IC 4492A-DNT24, has been approved by the Industry Canada to operate with the antenna types listed below with the maximum permissible gain and the required antenna impedance for each antenna type indicated. Antenna types not included in this list, having a gain greater than the maximum gain indicated for that type, are strictly prohibited for use with this device.

Le présent émetteur radio IC 4492A-DNT24 a été approuvé par Industrie Canada pour fonctionner avec les types d'antenne énumérés ci-dessous et ayant un gain admissible maximal et l'impédance requise pour chaque type d'antenne. Les types d'antenne non inclus dans cette liste, ou dont le gain est supérieur au gain maximal indiqué, sont strictement interdits pour l'exploitation de l'émetteur.

Type	Model Number	Gain	Impedance
Omnidirectional	OD12-2400	12 dBi	50 ohm
Corner	SCR14-2400CT	14 dBi	50 ohm
Patch	PA2412	12 dBi	50 ohm
Chip	FR05-S1-N-0-102	1.7 dBi	50 ohm

Under Industry Canada regulations, this radio transmitter may only operate using an antenna of a type and maximum (or lesser) gain approved for the transmitter by Industry Canada. To reduce potential radio interference to other users, the antenna type and its gain should be so chosen that the equivalent isotropically radiated power (e.i.r.p.) is not more than that permitted for successful communication.

Conformément à la réglementation d'Industrie Canada, le présent émetteur radio peut fonctionner avec une antenne d'un type et d'un gain maximal (ou inférieur) approuvé pour l'émetteur par Industrie Canada. Dans le but de réduire les risques de brouillage radioélectrique à l'intention des autres utilisateurs, il faut choisir le type d'antenne et son gain de sorte que la puissance isotrope rayonnée équivalente (p.i.r.e.) ne dépasse pas l'intensité nécessaire à l'établissement d'une communication satisfaisante.

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

See Section 6.8 of this manual for regulatory notices and labeling requirements. Changes or modifications to a DNT24 not expressly approved by MURATA may void the user's authority to operate the module.

Table of Contents
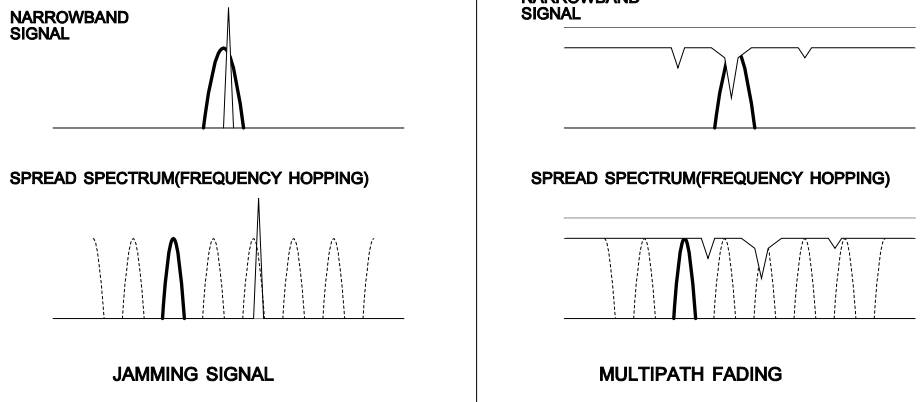
1.0   DNT24 Introduction

DNT24 transceivers provide highly-reliable wireless connectivity for point-to-point, point-to-multipoint and store-and-forward radio applications. Frequency hopping spread spectrum (FHSS) technology ensures maximum resistance to multipath fading and robustness in the presence of interfering signals, while
operation in the 2.4 GHz ISM band allows license-free use in most regions of the world. The DNT24 supports serial data rates for host communications from 1.2 to 250.0 kbps, plus three SPI data rates from 125 to 500 kbps. On-board data buffering plus an error-correcting radio protocol provide smooth data flow and simplify the task of integration with existing applications. Key DNT24 features include:

- Multipath fading resistant frequency hopping technology with up to 24 frequency channels, 2406 to 2475 MHz

- Receiver protected by low-loss SAW filter, providing excellent receiver sensitivity and interference rejection important in outdoor applications

- Support for point-to-point, point-to-multipoint, peer-to-peer and store & forward networks

- FCC 15.247,IC RSS-210 and ETSI certified for license-free operation

- Five mile plus range with omnidirectional antennas (antenna height dependent)

- Transparent ARQ protocol with data buffering ensures data integrity

- Analog and Digital I/O supports wireless sensing applications

- Ad Hoc TDMA operating mode supports a large number of remotes with low latency for burst data streaming

- Simple interface handles both data and control at up to 250.0 kbps on the serial port or 500 kbps on the SPI port

- AES encryption provides protection from eavesdropping

- Nonvolatile memory stores DNT24 configuration when powered off

- Selectable 10 or 63 mW transmit power levels

- Automatic I/O event reporting mode simplifies application development

- I/O binding mode provides wireless transmission of analog and digital values

1.1   Why Spread Spectrum?

A radio channel can be very hostile, corrupted by noise, path loss and interfering transmissions from other radios. Even in an interference-free environment, radio performance faces serious degradation from a phenomenon known as multipath fading. Multipath fading results when two or more reflected rays of the transmitted signal arrive at the receiving antenna with opposing phases, thereby partially or completely canceling the signal. This problem is particularly prevalent in indoor installations. In the frequency
domain, a multipath fade can be described as a frequency-selective notch that shifts in location and
intensity over time as reflections change due to motion of the radio or objects within its range. At any given time, multipath fades will typically occupy 1% - 2% of the band. From a probabilistic viewpoint, a conventional radio system faces a 1% - 2% chance of signal impairment at any given time due to multipath fading.

Spread spectrum reduces the vulnerability of a radio system to both multipath fading and jammers by distributing the transmitted signal over a larger region of the frequency band than would otherwise be necessary to send the information. This allows the signal to be reconstructed even though part of it may be lost or corrupted in transmission.

NARROWBAND SIGNAL

NARROWBAND SIGNAL

SPREAD SPECTRUM(FREQUENCY HOPPING)

SPREAD SPECTRUM(FREQUENCY HOPPING)

JAMMING SIGNAL

MULTIPATH FADING

Narrow-band versus spread spectrum transmission
Figure 1.1.1

1.2   Frequency Hopping versus Direct Sequence

The two primary approaches to spread spectrum are direct sequence spread spectrum (DSSS) and frequency hopping spread spectrum (FHSS), either of which can generally be adapted to a given application. Direct sequence spread spectrum is produced by multiplying the transmitted data stream by a much faster, noise-like repeating pattern. The ratio by which this modulating pattern exceeds the bit rate of the base-band data is called the processing gain, and is equal to the amount of rejection the system affords against narrow-band interference from multipath and jammers. Transmitting the data signal as usual, but varying the carrier frequency rapidly according to a pseudo-random pattern over a broad range of channels produces a frequency hopping spectrum system.

DATA

PN CODE

Pseudo-random channel sequence:

... 02 43 **09** 22 76 58 17 ...

DIRECT SEQUENCE
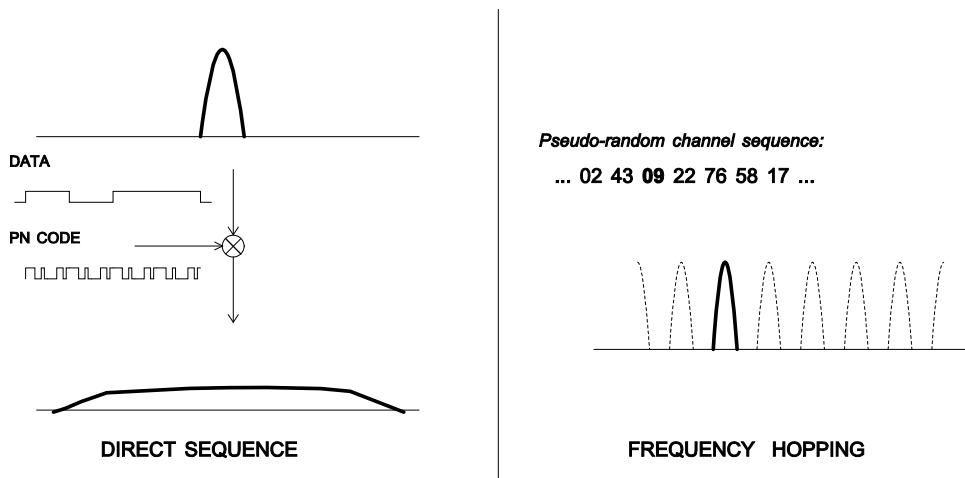
FREQUENCY HOPPING

Forms of spread spectrum - direct sequence and frequency hopping
Figure 1.1.2

One disadvantage of direct sequence systems is that due to design issues related to broadband transmitters and receivers, they generally employ only a minimal amount of spreading, often no more than the minimum required by the regulating agencies. For this reason, the ability of DSSS systems to overcome fading and in-band jammers is relatively weak. By contrast, FHSS systems are capable of hopping throughout the entire band, statistically reducing the chances that a transmission will be affected by fading or interference. This means that a FHSS system will degrade gracefully as the band gets noisier, while a DSSS system may exhibit uneven coverage or work well until a certain point and then give out completely.

Because it offers greater immunity to interfering signals, FHSS is often the preferred choice for co-located systems. Since direct sequence signals are very wide, they can offer only a few non-overlapping channels, whereas multiple hoppers can interleave, minimizing interference. Frequency hopping systems do carry some disadvantages, in that they require an initial acquisition period during which the receiver must lock on to the moving carrier of the transmitter before any data can be sent, which typically takes several seconds. In summary, frequency hopping systems generally feature greater coverage and channel utilization than comparable direct sequence systems. Of course, other implementation factors such as size, cost, power consumption and ease of implementation must also be considered before a final radio design choice can be made.

2.0   DNT24 System Overview

A DNT24 radio can be configured to operate in one of three modes - *base, remote* or *router*. A *base* controls a DNT24 *system*, and interfaces to an application *host* such as a PC or Internet gateway. A *remote* functions to transmit or receive serial, digital (state) and analog data. A *router* alternates between functioning as a *remote* on one hop and a *network base* on the next hop. When acting as a remote, the router stores messages it receives from its *parent,* and then repeats the messages to its *child* radios when acting as a network base. Likewise, a router will store messages received from its child radios when acting as a base, and repeat them to its parent when acting as a remote. Any message addressed directly to a router is processed by the router rather than being repeated.

2.1   Point-to-Point Systems

A DNT24 *system* contains at least one *network*. The simplest DNT24 topology is a point-to-point system, as shown in Figure 2.1.1. This system consists of a base and one remote forming a single network. Point-to-point systems are often used to replace wired serial connections. Point-to-point systems are also used to transmit switch positions or analog signals from one location to another.
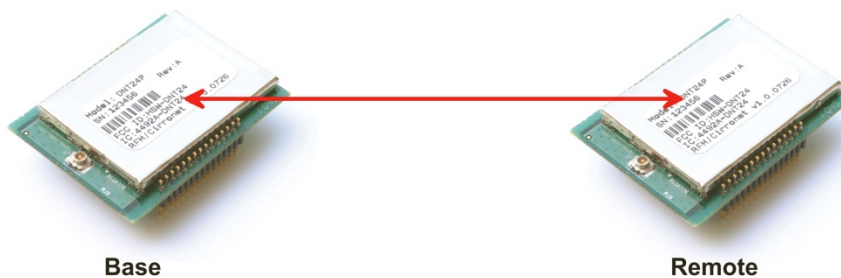
Base   **Remote**

Figure 2.1.1

2.2 Point-to-Multipoint Systems

Figure 2.2.1 shows the topology of a point-to-multipoint (star) system, which consists of a base and more than one remote in a single network. Point-to-multipoint systems are typically used for data, sensor and alarm systems. While most traffic in a point-to-multipoint system is between the base and the remotes, DNT24 technology also allows for *peer-to-peer* communication from one remote to another.
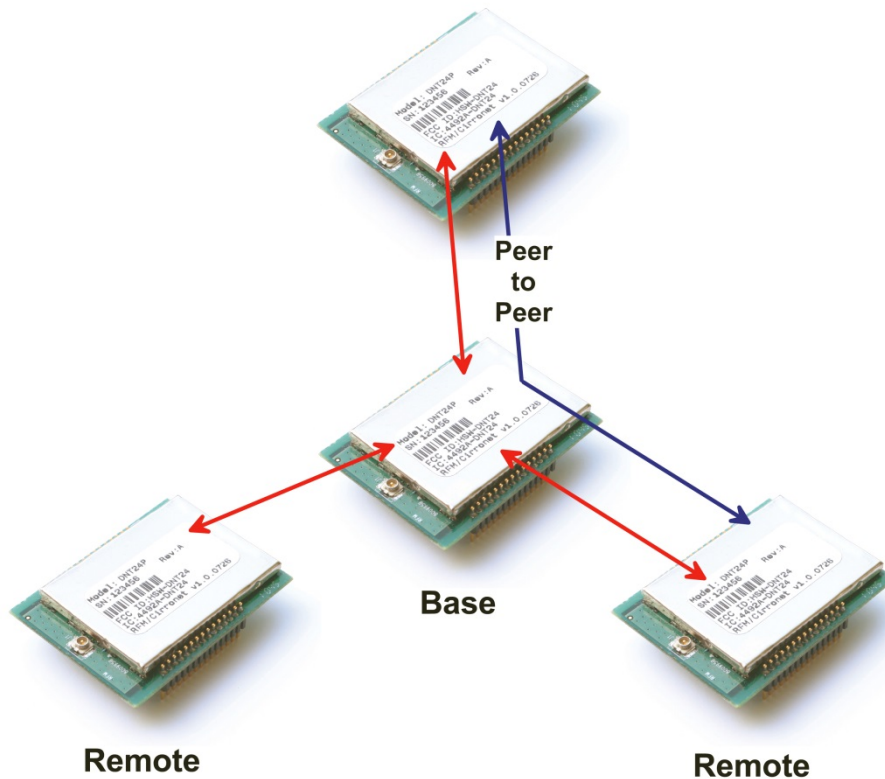
Figure 2.2.1

2.3 Store-and-Forward Systems

Figure 2.3.1 shows the topology of a *store-and-forward* system, which consists of a base, one or more routers, one or more remotes, and *two or more* networks. Networks in a store-and-forward system form around the base and each router. The base and the routers are referred to as the *parents* of the networks they form. The rest of the radios in each network are referred to as *child* radios. Note that a router is a child of the base or another router while being the parent of its own network. Each network parent transmits beacons to allow child radios to synchronize with its hopping pattern and join its network. Different frequency hopping patterns are used by the parent radios in a system, minimizing interference between networks.

Store-and-forward systems are used to cover larger areas than is possible with point-to-point or point-to-multipoint systems. The trade-off in store-and-forward systems is longer delivery times due to receiving and retransmitting a message several times. Store-and-forward systems are especially useful in applications such as agriculture where data is only collected periodically.
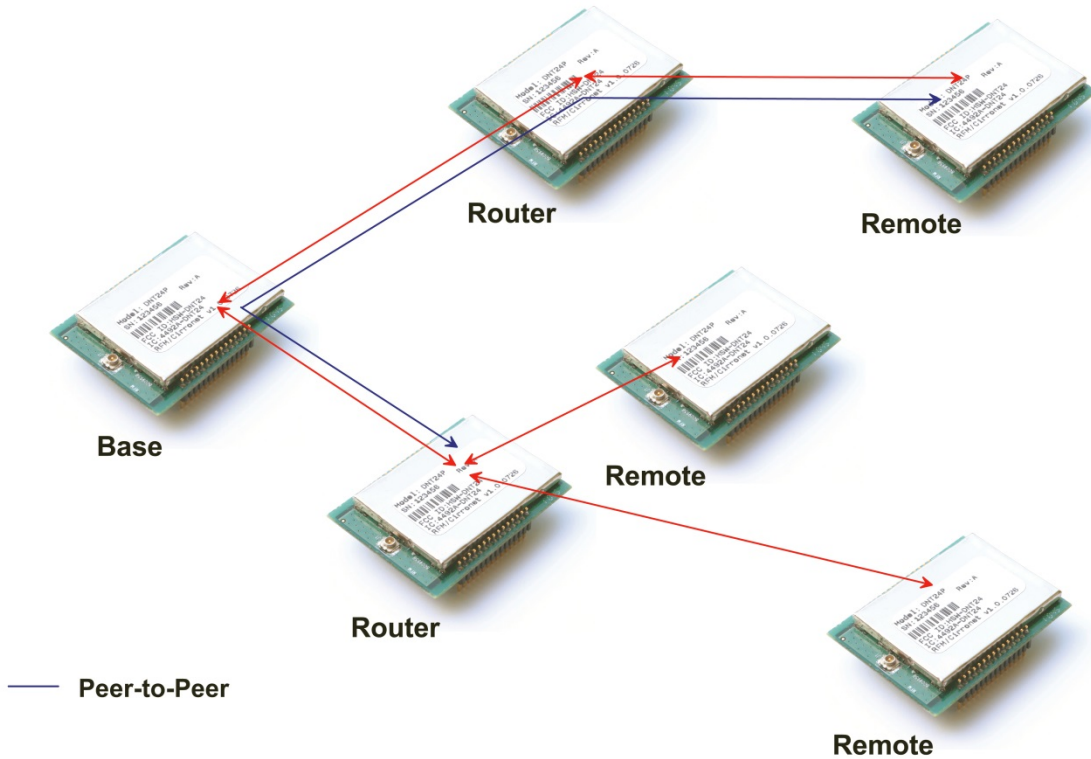
Figure 2.3.1

2.4 RF Channel Access

The time a DNT24 network stays on each frequency in its hopping pattern is called the hop *duration* or *dwell* time, which can be configured from 8 to 100 ms. Radio communication during each dwell is organized as a time division multiple access (TDMA) *frame*. A DNT24 frame begins with a base-mode *beacon*, followed by 1 to 8 time *slots* used by the network children to transmit to their parent, as shown in Figure 2.4.1. A base-mode beacon can include up to 8 messages addressed to one or more child radios. The number of slots is chosen accommodate the number of children that need to send messages each hop.

Example DNT24 Communication Frame
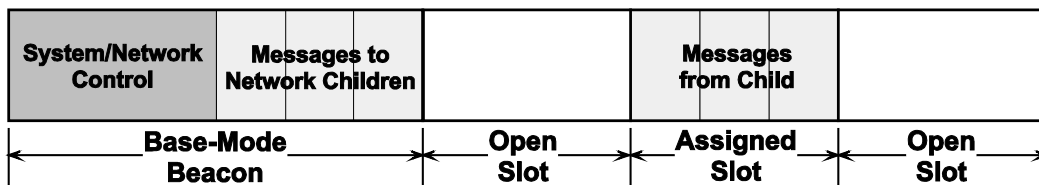
Figure 2.4.1

Each beacon includes the status of all slots - either *registered* (assigned) or *open*. When a child radio has information to transmit to its parent, it randomly selects one of the open slots and transmits all or the first part of its data. If the parent successfully receives the transmission, it includes the child's *MAC* address in the next beacon. This signals the child radio that the slot is temporarily registered to it, allowing the child to efficiently stream any remaining data to the base hop-by-hop until it is all sent.

If a child radio does not see its address in the next beacon following its transmission, it again randomly selects an open slot and retransmits its data. During times when there are no open slots, a child radio keeps its data queued and continues to look for an open slot in each beacon until at least one slot
becomes available. The access method the DNT24 uses is referred to as *Ad Hoc TDMA.*

2.5   DNT24 Addressing

Each DNT24 has a unique *MAC* address. The MAC address can be read or bar-code scanned from the label on top of each radio. A DNT24 radio in any mode (base/router/remote) can be addressed using its MAC address. A DNT24 base can be addressed using either its MAC address or address 0x000000. A DNT24 can send a message to all other DNT24's in its system by using the broadcast address 0xFFFFFF.

The base and all routers (parents) hold *base-mode network IDs*, which are transmitted in every beacon. All routers and remotes hold *parent network IDs* and optionally *alternate parent network IDs* to compare against the *base-mode network IDs* in the beacons they receive. A child router or remote is allowed to join a parent if its *parent network ID* or *alternate parent network ID* matches the parent's *base-mode network ID*, or with any parent when its *parent network ID* is set to 0xFF (wildcard).

In a point-to-point or point-to-multipoint system, the default *base-mode network ID* of 0xFF (wildcard) can be used. In a store-and-forward system, however, the base-mode network IDs of all routers must be set to *different values* between 0x00 to 0x3F. If the *base-mode network ID* of 0x00 is assigned to a router, the base must be assigned an unused base-mode network ID between 0x01 and 0x3F. Leaving all parent network IDs in a store-and-forward system set to the default value of 0xFF allows networks to automatically form, and self-repair if a parent router fails. Enabling the alternate parent network ID also provides self-repairing message routing.

All DNT24 radios hold a *system ID* that can be used to distinguish systems that physically overlap. In a DNT24 system, the *system ID* must be different from those used by overlapping systems to provide message filtering. Also, using different *base-mode network IDs* for all networks in overlapping systems helps reduce hopping pattern collisions.

The store-and-forward path between the base and any other radio in a system can be determined by reading the radio's *ParentMacAddress* parameter. If this address is not the base, then reading the *Parent-MacAddress* parameter of its parent, grandparent, etc., in succession reveals the complete path to the base. Path determination is useful in optimizing and troubleshooting systems during commissioning and maintenance.

2.6   Network Linking and Slot Registration

When first turned on, a DNT24 router or remote rapidly scans all frequency channels in its operating band to acquire synchronization and link to a parent based on a system ID match plus a base-mode network ID to parent network ID/alternate parent network ID match (or by using a wildcard (0xFF) parent network ID).

In addition to the slot status and the MAC addresses of child radios holding slot registrations, each base-mode beacon includes one of a number of *cycled control parameters*. The cycled parameters are collected by child radios, allowing them to register with a parent, and to later follow any control parameter changes. When a router or remote has collected a full set of cycled parameters, it can issue an optional initial heartbeat message and then optional periodic heartbeat messages which allow an application to maintain the status of all routers and remotes in its DNT24 system.

When a router/remote has data to send to its parent, it picks an open slot at random and transmits. It then looks for its MAC address in the next beacon. If its MAC address is present in the beacon, it is temporarily registered to the slot and continues to use it until all current data is sent, or its MAC address drops off the beacon.

2.6.1 Fast Linking Techniques

Minimizing linking time is important in certain applications. For example, when the remotes in a system are battery powered and wake from sleep occasionally to report data. Minimizing linking time increases the operating battery life of the remotes. The basic techniques to reduce linking time include:

- use no more hop duration (dwell time) than necessary
- use no more slots than necessary for the application
- use no larger base slot size (BSS) than necessary
- use no more hops in the hopping pattern than are necessary
- transmit only dynamic cycle parameters once system nodes have static parameters

In the United States and Canada, the DNT24 complies with DTS (DSSS) regulations based on the bandwidth of its transmitted spectrum. In this case, frequency hopping is optional and when frequency hopping is used there is no minimum requirement on the number of hopping channels that can be used. As discussed in Section 7.4.2., there are two 5-channel hopping patterns that can be used to help minimize linking time. All DNT24's in a system must be preset to one of these 5-channel hopping patterns in order to achieve fast linking. Note that the 5-channel hopping patterns cannot be used in Europe.

Once a complete set of cycled parameters has been receive by all routers and remotes in a system and stored in memory, it is not necessary to send all of them again during a re-linking, as long as the system configuration remains stable.

As discussed in Section 7.4.1, the base station in a DNT24 system can be configured to transmit "fast beacons" for a period of time when powered up, reset or triggered with the *FastBeaconTrig* parameter. Fast beacons are sent using a very short hop dwell time, facilitating fast system linking.

2.7   Transparent and Protocol-formatted Serial Data

A DNT24 remote can directly input and output data bytes and data strings on its serial port. This is referred to as *transparent* serial port operation. In a point-to-point system or in multi-point systems when broadcast addressing is used, the base can also be configured for transparent serial port operation.

In all other cases, serial data will be *protocol* formatted:

- configuration commands and replies
- I/O event messages
- announcement messages including heartbeats

Protocol-formatted messages are discussed in detail in Section 7. Briefly, protocol-formatted messages include a start-of-messages character, message length and message type information, the destination address of the message, and the message payload.

Transparent data is routed using a *remote transparent destination address.* In a remote, this address defaults to the base, 0x000000, and in the base this address defaults to broadcast, 0xFFFFFF. These defaults can be overridden with specific radio addresses. For example, it is possible to set up transparent peer-to-peer routing between two remotes in a point-to-multipoint or store-and-forward system by loading specific MAC addresses in each radio's remote transparent destination address.

3.0   DNT24 Application Interfaces

A DNT24 module provides a variety of application interfaces including two serial ports, an SPI port, six digital I/O ports (logic state), three 12-bit ADC input ports, and two 12-bit DAC output ports. Each of these interfaces is discussed below.

3.1   Serial Ports

The DNT24 includes two serial ports, one for communication and an optional one for diagnostics. The communication port is a full-duplex UART interface with hardware flow control on two of the digital I/O pins as an optional feature. One digital I/O pin can also be configured as an RS485 enable function. The serial communication port can be configured with baud rates from 1.2 to 250.0 kbps, with 9.6 kbps the default baud rate. The DNT24 communication port transmits/receives 8-bit data with a choice of even, odd or no parity and 1 or 2 stop bits. The default configuration is no parity and one stop bit. See Section 5.1 for recommendations on configuring the communication port, and Section 7.4.4 for detailed information on configuration parameters. The diagnostic port is enabled as an alternate function on two digital I/O pins, and can be configured with baud rates from 1.2 to 250.0 kbps, with 9.6 kbps the default baud rate. The diagnostic port transmits/receives 8-bit data with no parity and 1 stop bit. See Section 7.4.8 for diagnostic port configuration details.

3.2   SPI Port

The DNT24 serial peripheral interface (SPI) port can operate either as a master or a slave. The port includes the four standard SPI connections - MISO, MOSI, SCLK and /SS, plus three signals used to support SPI slave mode operation - /HOST_RTS, /HOST_CTS and DAV. The serial port and SPI master mode can run simultaneously. Serial port operation is disabled when the SPI port is configured for slave mode. Note that all SPI slave mode messages must be protocol formatted.

DNT24 SPI Master Mode Signaling
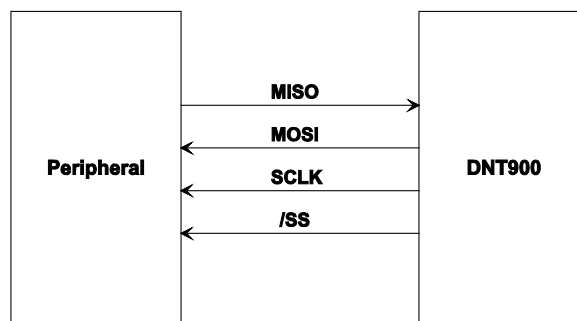
Figure 3.2.1

The DNT24 SPI port can run at three clock rates in master mode - 125, 250 or 500 kbps. There are two message sources available to a DNT24 SPI master, a protocol-formatted *RxData* message or a stored command. The DNT24 master will

clock a message from either source into its slave and return the bytes clocked out as a protocol-formatted *TxData* message. The DNT24 event timer triggers sending the stored command to the DNT24's slave. The stored command can be up to 16 bytes in length. Figure 3.2.1 shows the required SPI master mode-signal connections, and Figure 3.2.2 shows the SPI master-mode timing.

DNT24 SPI Master Mode Operation
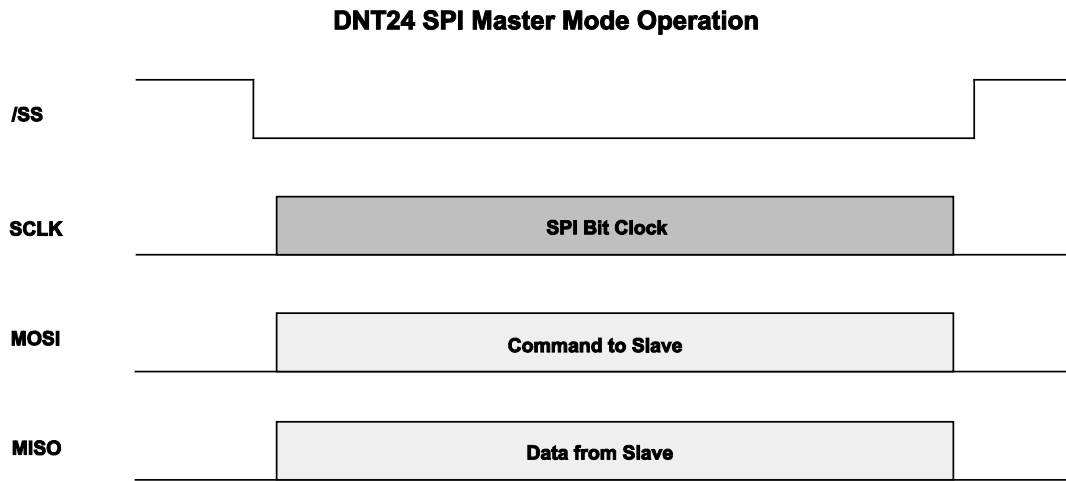
Figure 3.2.2

In SPI slave mode, the host can stream data into DNT24 at up to 250 kbps, provided the host suspends clocking within 10 bytes following a low-to-high transition on /HOST_CTS. The host can clock data into the DNT24 at up to 4 Mbps for data bursts of up to 50 bytes, provided the interval from the end of one burst to the start of the next burst is at least 2 ms, and the host suspends clocking on a low-to-high transition on /HOST_CTS. See Figure 3.2.4

DNT24 SPI Slave Mode Signaling
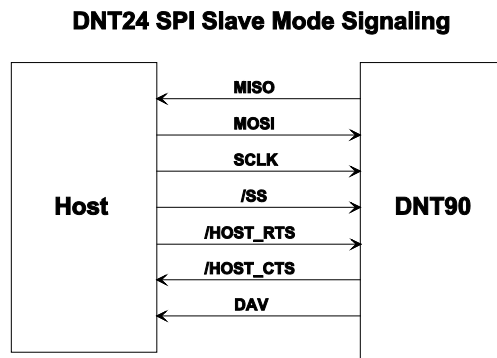
Figure 3.2.3

DNT24 SPI Slave Mode Message Load
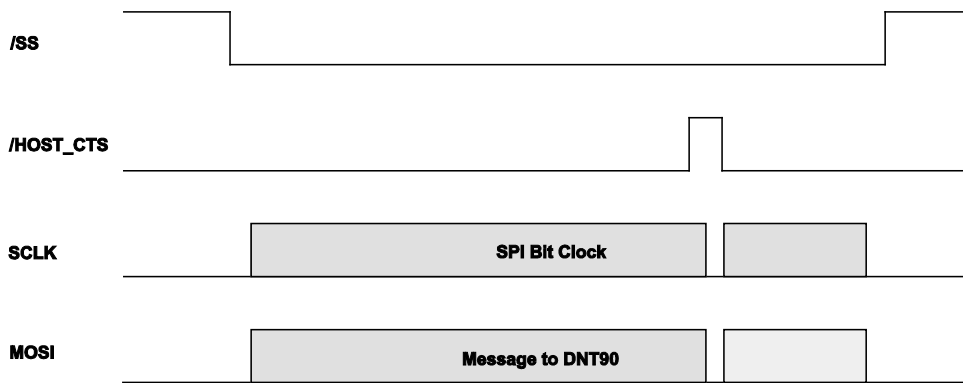
Figure 3.2.4

The host should use the following steps to fetch data from a DNT24 SPI slave, as show in Figure 3.2.5:

1. The host sets the /HOST_RTS signal high to allow the DNT24 to signal data available.
2. The DNT24 sets the data available (DAV) high to signal the host it has data.
3. The host set the /SS signal low to enable SPI operation.
4. The host clocks in one dummy byte (ignore the output byte) and then sets /HOST_RTS low.
5. The host begins to clock out the data, which can include several messages.
6. The host continues to clock out data until a 0x00 byte occurs in the byte stream where a 0xFB start-of-message would be expected.
7. The host has now clocked out all messages and the 0x00 is discarded.
8. The host sets /HOST_RTS and /SS high to allow the DNT24 to signal DAV the next time it has data.

Note that the DAV signal can go low before the last message is clocked out. It is not a reliable indication that the last byte of the message(s) has been clocked out. See Section 5.2 for recommendations on configuring the SPI port, and Section 7.4.4 for detailed information on SPI port configuration parameters.

DNT24 SPI Slave Mode RX Message Retrieval
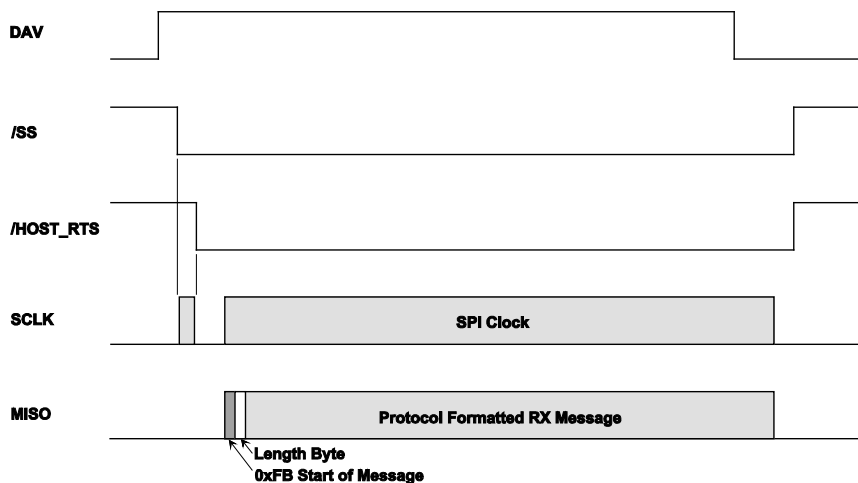
Figure 3.2.5

3.3   Digital I/O

The DNT24's six digital (state) I/O ports are labeled GPIO0 through GPIO5. GPIO5 has an alternate function of /HOST_ RTS and GPIO4 of /HOST_CTS, providing hardware handshaking for the serial port and SPI slave mode operation. If serial port hardware handshaking is not required and SPI slave mode is not enabled, GPIO4 and GPIO5 can be used for other digital I/O functions. When SPI slave mode is enabled, GPIO5 and GPIO4 *must* be used for /HOST_RTS and /HOST_CTS respectively, and GPIO3 *must* be used to provide the DAV signal (SPI slave mode overrides any other configuration for these ports).

Except in SPI slave mode, GPIO0 through GPIO5 are available for customer-defined functions:

- The direction of each GPIO pin can be set for both active and sleep modes.
- The initial state (power on) of all GPIO pins configured as outputs can be set.
- The state of all GPIO pins configured as outputs in sleep mode can be set.
- GPIO triggering of I/O event reporting can be configured.
- GPIO level control of sleep hold-off can be configured.

See Section 5.3 for recommendations on configuring the digital I/O, and Sections 7.4.6 and 7.4.7 for detailed information on GPIO parameters.

3.4   Analog I/O

The DNT24's three ADC input channels are labeled ADC0 through ADC2. The ADC can be disabled if unused to reduce current consumption. The ADC can be operated in either single-ended mode or differential mode. In single-ended mode, up to three sensor inputs can be measured. The negative sensor
inputs are connected to ground and the positive sensor inputs are connected to ADC0, ADC1 and ADC2 respectively. Single-ended measurements are unsigned 11-bit values. In differential mode, one or two sensor inputs can be measured as 12-bit signed values. The first differential measurement is the difference between the voltage on ADC1 and the voltage on ADC0, and is referred to as the ADC0 differential measurement. The second differential measurement is the difference between ADC2 and ADC0, and is referred to as the ADC1 differential measurement. Operating the ADC in differential mode takes advantage of common mode rejection to provide the best measurement stability. Differential mode also incorporates a programmable gain preamplifier function, with gains settings from 1 to 64 available.

There are two options for the ADC full-scale reference:

1. The DNT24 regulated supply voltage divided by 1.6, or about 2.06 V
2. A low impedance voltage source applied to the DNT24's ADC_EXT_REF input pin, 2.7 V maximum. If no connection is made to this pin, a voltage equal to about 2.7 V will be present.

Note that when differential ADC mode is used, the maximum output voltage available from the preamplifier at any gain setting is 2.4 V, so the maximum ADC reading that can be made using a 2.7 V ADC reference will be about 88.9% of full scale. The ADC channels are read each ADC sample interval, which is configurable. High and low measurement thresholds can be set for each ADC channel to trigger I/O event reporting messages.

The DNT24's two DAC outputs are labeled DAC0 and DAC1. The DACs can be disabled if unused to reduce current consumption. The DAC settings have 12-bit resolution. There are two options for the DAC full-scale reference:

1. The DNT24 regulated supply voltage, about 3.3 V
2. A low impedance voltage source applied to the DNT24's ADC_EXT_REF input pin, 2.7 V maximum. If no connection is made to this pin, a voltage equal to about 2.7 V will be present.

See Section 5.4 for recommendations on configuring the analog I/O, and Sections 7.4.6 and 7.4.7 for detailed information on analog I/O parameters.

3.5   I/O Event Reporting and I/O Binding

The DNT24's I/O event reporting function can generate a protocol-formatted *RxEvent* message when triggered by one of the following I/O events:

- A specific state change of GPIO0, GPIO1, GPIO2 or GPIO3.
- Firing of the periodic event report timer.
- A high or low threshold exceeded on a measurement by ADC0, ADC1 or ADC2.

An I/O report message includes:

- The states of GPIO0 through GPIO5.
- The latest measurements made by ADC0 through ADC2 .
- A set of flags indicating which event(s) triggered the I/O report.
- The settings of DAC0 and DAC1.

The I/O binding function works in conjunction with I/O event reporting. When I/O binding is enabled on a DNT24, data received in an I/O event report it is mapped as follows:

- GPIO2 will output the state of GPIO0 in the last received event report.
- GPIO3 will output the state of GPIO1 in the last received event report.
- DAC0 will output the voltage read by ADC0 in the last received event report.
- DAC1 will output the voltage read by ADC1 in the last received event report.

I/O binding is used to transmit switch positions or analog signals from one location to another. Note that I/O binding cannot be used in a DNT24 when SPI slave mode is enabled or differential ADC mode is used. See Section 5.4 for recommendations on configuring I/O event reporting and binding, and Sections 7.4.6 and 7.4.7 for detailed information on I/O reporting and binding parameters.

4.0   DNT24 System Configuration

DNT24 radios feature an extensive set of configuration options that allows them to be adapted to a wide range of applications. Configuration defaults have been carefully selected to minimize the configuration effort for most applications, while providing the ability to individually adjust the configuration of each radio to achieve highly optimized system operation.

4.1   Configuration Parameters

The configuration of a DNT24 is controlled by a set of *parameters* (registers). Parameters that address a particular aspect of operation are grouped into a *bank*. All parameters can be accessed through a module's serial port and over the radio link. Most parameters are read/write. Read-only parameters include fixed values such a MAC addresses, firmware version numbers and parameters that are dynamically
adjusted during system operation such as link status. Write-only parameters include security keys and certain action triggers such as reset. Incorrectly configuring certain parameters can disable a module's radio link, but the configuration can always be corrected through the serial port. The organization of the parameter register banks and the details of each parameter are covered in Section 7.4 of this guide. Sections 4.2 through 5.7 discuss which parameters apply to various aspects of configuring a DNT24 system, network or application interface.

4.2   Configuring a Basic Point-to-Point System

A basic DNT24 point-to-point system is suitable for many serial data applications. The default configuration of a DNT24 is a remote with the serial port configured for transparent operation at 9.6 kbps, 8N1. To configure a basic point-to-point system:

1. Configure one of the modules as a base by setting the *DeviceMode* parameter in Bank 0 to 0x01.

2. Set the *MemorySave* parameter in Bank 0xFF to 0xD2, which will save the *DeviceMode* parameter to EEPROM and reset the module, enabling base operation.

3. All other parameters may be left at their default values.

4.3   Configuring a Basic Point-to-Multipoint Point System

A basic DNT24 point-to-multipoint point systems is suitable for many serial data applications where multiple remotes are used. The default configuration of a DNT24 is a remote with the serial port configured for transparent operation at 9.6 kbps, 8N1. To configure a basic point-to-multipoint system:

1. Configure one of the modules as a base by setting the *DeviceMode* parameter in Bank 0 to 0x01.

2. If the host application driving the base will individually communicate each remote, set the *ProtocolMode* parameter in Bank 4 of the base to 0x01. This step is not required if messages from the base to the remotes will always be broadcast and/or the base does not need to know the MAC address of the remote sending a message.

3. Set the *MemorySave* parameter in Bank 0xFF to 0xD2, which will save the *DeviceMode* parameter to EEPROM and reset the module, enabling base operation.

4. All other parameters may be left at their default values.

5. If the host application driving the base will individually communicate with each remote, the MAC address for each remote can be obtained from announce packets, heartbeat packets, a ForceDiscover command, or by reading or scanning the MAC address from the label on top of each remote.

4.4   Configuring a Customized Point-to-Point or Point-to-Multipoint System

The DNT24 includes many configuration parameters that allow extensive customization of a point-to-point or point-to-multipoint system. Most applications will require only a few of these parameters be changed from their default values. But for those applications that need them, MURATA recommends the following configuration sequence. Skip the configuration steps where the default parameter value is satisfactory.

1. Configure one of the modules as a base by setting the *DeviceMode* parameter in Bank 0 to 0x01.

2. Set the optional AES security key in all system radios by loading your selected 16-byte string into the *SecurityKey* parameter in Bank 0 (the default is 16 bytes of 0x00).

3. Select the frequency band of operation by setting the *FrequencyBand* parameter in Bank 1 of the base radio as desired (the default is Band 0).

4. Set the transmitter power level as needed in all radios by setting the *TxPower* parameter in Bank 0 (the default is 63 mW).

5. Configure the system ID in all radios by setting the *SystemID* parameter in Bank 0 (the default is OK if there is no chance of overlapping systems).

6. Load the parent network ID in all remotes in the *ParentNetworkID* parameter in Bank 0 as needed (wildcard default is OK for point-to-point and point-to-multipoint systems).

7. Set the *BaseModeNetID* parameter in the base to match the *ParentNetworkID* parameter in the remotes if the default *BaseModeNetID* is not used in the base and the wildcard default *ParentNetworkID* is not used in the remotes.

8. For a point-to-multipoint system where DNT24 MAC addressing will be used, set the *ProtocolMode* parameter in Bank 4 of the base to 0x01. Set the protocol mode as needed in the base and remote of a point-to-point system, and as needed in the remotes in a point-to-multipoint system. If SPI slave mode will be used, protocol mode must be enabled in all system radios. Note that if the application data includes addressing information for individual remote hosts, the DNT24 broadcast mode can be used instead of the DNT24 protocol mode.

9. If using transparent serial mode in the system:

    a. Set the remote transparent destination address in the *RmtTransDestAddr* parameter, Bank 0, in each remote if the destination is not the base (the base address is the default destination).

    b. Set the transparent point-to-point mode to select either the *RmtTransDestAddr* address (default) or the address of the originator of the last received message as the remote destination address. The parameter that controls this destination address is the *Trans-PtToPtMode* in Bank 4. Set in all remotes as needed.

    c. Set the timeout for transmission of transparent data in the remotes as needed. The parameter that controls the timeout is the *TxTimeout* in Bank 4 (the default is to send as soon as possible).

    d. Set the minimum message length for transmission of transparent data in the remotes as needed. The parameter that controls the length is the *MinPacketLength* in Bank 4 (the default is one byte).

10. Refer to Section 4.6 below which discusses how to coordinate the values of the following four parameters:

    a. Set the maximum number of messages that can be sent in a hop on each system radio. The parameter that controls this number is *MsgsPerHop* in Bank 4. The default is 8 messages.

    b. Load the required base slot size into the *BaseSlotSize* parameter, Bank 1, in the base. The default is 40 bytes.

    c. Configure the number of child slots per hop on the base by setting the *NumSlots* parameter. The default is 3 slots.

    d. Set the required hop duration on the base. The *HopDuration* parameter in Bank 0 controls hop duration. The default is 20 ms.

11. Configure the slot lease on the base by setting the *SlotLease* parameter. The default is 4 hops.

12. Set the heartbeat interval as required in each system radio. The parameter that controls heartbeats is the *HeartBeatIntrvl* in Bank 0. The default is 20 seconds/heartbeat.

13. Enable end-to-end message ACKs where required by setting the *EndToEndAckEnable* parameter in Bank 0 to 1. Enabling this parameter provides a confirmation that a message has reached its destination in peer-to-peer or store-and-forward routing. The default is disabled.

14. Set the message retry limit on the base with the *ArqAttemptLimit* parameter in Bank 1. The default value is 6 retries.

15. Set the link drop threshold on the base by setting the *LinkDropThreshold* in Bank 1. This parameter sets the number of sequential hops without receiving a beacon that will trigger a child to resynchronize and re-link to its parent. The default is 10 hops.

16. Set the point-to-point reply timeout on the base in the *P2PReplyTimeout* parameter in Bank 1. The default is 16 hops. See Section 7.4.2 for parameter details.

17. Configure the registration timeout on the base by setting the *RegistryTimeout* parameter in Bank 1. The default timeout is 50 hops. See Section 7.4.2 for a discussion of this parameter.

18. Load an optional "friendly description" in each system radio in the *UserTag* parameter, Bank 0.

4.5   Configuring a Store-and-Forward System

The following additional parameters must be set to configure a DNT24 store-and-forward system:

1. Configure the DNT24 radios designated to be routers by setting the *DeviceMode* parameter in Bank 0 to 0x02.

2. Enable store-and-forward operation on *all* system radios by setting the *Store&ForwardEn* parameter in Bank 0 to 0x01.

3. In each router, load a unique base-mode network ID into the *BaseModeNetID* parameter in Bank 0, and into the base if a router is set to 0x00.

4. To configure a specific system topology, set the parent network ID parameter, *ParentNwkID,* and optionally the alternate parent network ID parameter, *AltParentNwkID*, in all routers and remotes. Note that a store-and-forward system topology can be formed either automatically or manually, based on the settings of the *ParentNetworkID* and optionally the *AltParentNwkID* parameters:

   - Setting the *ParentNwkID* parameter to 0xFF in all routers and remotes allows each router and remote to automatically link to a parent, causing the system to form automatically (child routers picking each other as a parent cannot occur). In this case, the *AltParentNwkID* parameter should be set to 0xFF, which disables it.

   - Setting the *ParentNwkID* and optionally the *AltParentNwkID* parameters to specific values in each router and remote allows full manual control of the network topology.

The benefit of automatic system formation is self-healing. If a parent router fails, its child nodes can re-link to any other parent router they can receive. However, automatic topology formation can result in an unnecessary number of hops between routers or remotes and the base. The benefit of manual system topology formation is to avoid unnecessary extra hops in the system, and to balance the number of children supported by each parent router. If a parent router fails and an active alternate parent network ID has not been assigned, all children downstream from the failure will be off the system until the failed router is repaired or replaced.

4.6   Slot Buffer Sizes, Number of Slots, Messages per Hop and Hop Duration

The *base slot size* (BSS) sets the maximum number of payload bytes the base can transmit during a single hop when the base is sending *one* message per hop. The maximum BSS is 105 bytes when a DNT24 system is configured for *one* slot. Adding additional slots reduces the maximum BSS by three bytes per slot**.** The BSS *buffer* is set nine bytes larger than

the BSS, to a maximum of 114 bytes. The base can potentially send more than one message per beacon, up to the limit set by its *MsgsPerHop* parameter value. Each message in the BSS buffer occupies nine header bytes plus the payload.

For example, the base can send three messages per hop when the BSS is 90 bytes, provided the total number of payload bytes in the three messages is 72 bytes or less:

```
slot size       = 90
buffer          = 90 + 9 = 99
3 headers       = 3*9 = 27
net for payload = 99 - 27 = 72
```

The BSS must be large enough to accommodate any protocol-formatted message that may be sent over the wireless link, as each protocol-formatted message *must* be sent in a single transmission.

The *remote slot size* (RSS) is the maximum number of payload bytes a child can transmit during a single hop when it is sending *one* message per hop. The RSS is the same for all slots. The maximum RSS is 109 bytes. The RSS *buffer* is set nine bytes larger than the RSS, to a maximum of 118 bytes. A child can potentially send more than one message in a slot, up to the limit set by its *MsgsPerHop* parameter value. Each message in the transmit buffer occupies nine header bytes plus the payload. For example, a child can send two messages per hop when the RSS is 73 bytes, provided the total number of payload bytes in the two messages is 64 bytes or less:

```
slot size       = 73
buffer          = 73 + 9 = 82
2 headers       = 2*9 = 18
net for payload = 82 - 18 = 64
```

Note that the RSS is *calculated* by all DNT24s in a system, rather than being a user configured parameter. The slot size depends on the current values of the following parameters:

- base slot size
- hop duration
- number of slots in a frame

The system must be configured such that the RSS is big enough to hold the longest protocol message a remote will send. This is done by setting the appropriate hop duration for the chosen BSS and number of slots. The required hop duration for a specific number of slots, base slot size and remote slot size is calculated as follows:

```
HD    hop duration in µs
NS    number of slots
BSS   base slot size in bytes
RSS   remote slot size in bytes
```

$$HD = NS*(80*RSS + 2440) + 80*BSS + 3280 \text{ (round HD up to an even multiple of 500 µs)}$$

Example:

```
NS = 4
BSS = 96
RSS = 109

HD = 4*(80*109 + 2440) + 80*96 + 3280
HD = 44640 + 7680 + 3280
HD =  55600 round to 56000 µs = 56 ms
```

Excel® Formatted Equations (load the Excel analysis ToolPak add-in for the QUOTIENT function):

	A	B	C	D	E
1	Slots	BSS	RSS	Hop Duration in µs	Hop Duration in ms, Rounded
2					Up to the next 0.5 ms Step
3	1	20	20	=A3*(80*C3+2440) + 80*B3 + 3280	=0.5*QUOTIENT((D3+499),500)

For transparent serial port operation without using hardware flow control, the BSS and RSS must be large enough to accommodate all message bytes that can accumulate between transmissions. The required BSS and RSS for protocol-formatted messages sent over the wireless link are shown in Table 7.3.1. For example, the BSS and RSS size required for a *TxData* protocol-formatted message is three bytes less than the value in the length byte field of the formatted message.

The default BSS is 40 bytes, number of slots is 3 and hop duration is 20 ms. These parameter settings provide a 25 byte RSS. These default settings are suitable for point-to-point and small to medium point-to-multipoint systems operating with protocol-formatted and/or transparent messages. To accommodate all configuration commands, replies, event messages and announce messages, a 20 byte minimum slot size is required.

The *NumSlots* and the *MsgsPerHop* parameters both affect the number of messages that can be sent on each hop. The distinction between these parameters is as follows:

- The *NumSlots* parameter controls the maximum number of *individual children* that can send messages to a parent on each hop.

- The *MsgsPerHop* parameter controls the *maximum number of messages a parent or child* can send on each hop.

The *NumSlots* parameter is configurable *only* for the base. The base then communicates the *NumSlots* value to all other radios in its system. The *NumSlots* parameter can be set to one for a point-to-point system, as there is only one child radio. The *NumSlots* parameter can be set to allow up to eight children to send messages to their parent during a hop. As discussed above, the hop duration must be increased as the number of slots are increased to achieve a specific RSS. The default *NumSlots* parameter value of three is suitable for many applications.

De facto TDMA operation (guaranteed bandwidth) can be implemented for up to 8 remotes by setting the *SlotLease* parameter to a value greater than any gaps in data being sent to a remote by its local host. This will insure that the base keeps each remote's slot reserved for it even when there is a gap in the data.

The *MsgsPerHop* parameter is configurable *for each* DNT24 in a system. This parameter is usually set to a high value in the base and the routers, allowing traffic between a parent and multiple children on each hop. The *MsgsPerHop* parameter has little effect in remotes except when a remote needs to send multiple peer-to-peer messages during a hop. To support sending multiple messages on each hop, the BSS and RSS must be sized accordingly, requiring a longer hop duration. Note that the messages must be protocol messages and all messages to be sent on a single hop must be in the module before the module begins to transmit.

5.0   DNT24 Application Interface Configuration

DNT24 modules include a comprehensive set of application interfaces and related options that support a wide range of applications including wireless RS232/485 cable replacements, wireless sensor networks, wireless alarm systems and industrial remote control applications. Recommended configuration steps for each application interface are discussed in Sections 5.1 through 5.7 below.

5.1 Configuring the Serial Port

The default serial port configuration is 9.6 kbps, 8-bit data, no parity and 1 stop bit.

1. Configure the serial data rate as required from 1.2 to 250.0 kbps by setting the *SerialRate* parameter in Bank 3.

2. Configure the parity and number of stop bits by setting the *SerialParams* parameter in Bank 3.

3. Enable/disable serial port hardware flow control as required by setting the *GpioAlt* parameter in Bank 6. Hardware flow control is disabled by default, but is recommended when operating at higher baud rates and/or sending large blocks of data.

5.2 Configuring the SPI Port

1. Enable either SPI *master mode* or SPI *slave mode* by setting the *SpiMode* parameter in Bank 3. The serial port remains operational in SPI master mode but is disabled in SPI slave mode.

2. If using SPI master mode:

    a. Select the SPI clock rate by setting the *SpiRateSel* parameter in Bank 3 (default is 125 kbps)

    b. Set the SPI master command string and string length by setting the *SpiMasterCmdStr* and *SpiMasterCmdLen* parameters respectively in Bank 3.

3. Configure the edge trigger direction, bit-sampling edge and bit-order options by setting the *SpiOptions* parameter in Bank 3.

5.3   Configuring Digital I/O

1. GPIO2 through GPIO 5 have configurable alternate functions as discussed in Section 7.4.7.
   Select either digital (state) functionality or alternate functionality for each of these pins by setting the *GpioAlt* parameter in Bank 6. Note that selecting SPI slave mode overrides the *GpioAlt* parameter setting for GPIO3 though GPIO5.

2. Configure the direction of each GPIO pin as needed by setting the *GpioDir* parameter in Bank 6 (the default is all inputs).

3. Configure the direction of each GPIO pin for sleep mode as needed by setting the *GpioSleepDir* parameter in Bank 6 (the default is all inputs).

4. Set the initial state (power on) of all GPIO pins configured as outputs by setting the *GpioInit* parameter in Bank 6 (the default is all logic low).

5. Set the state of all GPIO pins configured as outputs in sleep mode by setting the *GpioSleepState* parameter in Bank 6 (the default is all logic low).

6. GPIO0 through GPIO3 can trigger I/O event reporting when functioning as digital inputs. Enable event report triggering and optional sleep hold-off for these pins by setting the *GpioEdgeTrigger* parameter in Bank 6.

5.4   Configuring Analog I/O

1. Select the ADC full-scale reference by setting the *AdcReference* parameter in Bank 6. This setting applies to all ADC channels. The default is the ADC_EXT_REF input. If ADC operation is not needed, setting this parameter to 0x03 disables ADC operation, reducing current consumption.

2. Select the ADC mode, either single-ended or differential by setting the *AdcDiffMode* parameter in Bank 6. The default is single-ended ADC operation.

3. If differential ADC mode is selected, set the desired ADC preamplifier gain for each ADC channel with the *AdcGainCh0* and *AdcGainCh1* parameters in Bank 6. The default gain is 1. Note that the full scale output voltage from the preamplifier is 2.4 V.

4. Reconfigure the ADC measurement interval as needed by setting the *AdcSampleIntvl* parameter. The default is 100 ms, and applies to all ADC channels.

5. Set the *AdcAveSelect* parameter to the number of ADC readings to be averaged to produce a measurement. The larger the *AdcAveSelect* parameter is set, the greater the noise filtering effect, but the longer it takes to produce a measurement. Setting this parameter to 8 or more when the ADC is operating in single-ended mode is especially helpful in stabilizing ADC measurements.

6. Measurements on each ADC input can be compared to high/low threshold values, triggering an I/O event report if the measurements go above/below the respective thresholds. The thresholds for each ADC channel are set by loading the *AdcXThresholdLo* and *AdcXThresholdHi*, where *X* refers to the ADC channel designator, 0 through 2. When the ADC is operating in differential mode, the ADC1 to ADC0 differential measurement is compared to the "0" high and low thresholds, and the ADC2 to ADC0 differential measurements is compared to the "1" high and low thresholds. In this case the "2" threshold values are not used.

7. Set the *IoPreDelay* parameter as needed in Bank 6 to allow signals to stabilize following a module wakeup event.

8. Set the *AdcSkipCount* parameter in Bank 6 as needed to allow *internal* transients in the ADC sample-and-hold circuit to settle out. This parameter must be set to at least 3 when *AdcDiffMode* is selected. Note that the *Io-PreDelay* parameter discussed above provides a delay to allow signals *external* to the DNT24 to settle following a wake up event, while *AdcSkipCount* skips measurements that may be distorted because the *internal* voltage on the ADC sample-and-hold has not settled.

9. Select the DAC full scale reference by setting *DacReference* in Bank 6. This setting applies to both DAC channels. The default is the ADC_EXT_REF input. If DAC operation is not needed, setting this parameter to 0x03 will disable DAC operation, reducing current consumption.

10. Configure the initial (power on) output level for DAC0 and DAC1 by loading the initial settings in the *Dac0Init* and *Dac1Init* parameters respectively.

The ADC and DAC channels are factory calibrated. It may be desirable to fine tune these calibrations after the DNT24 has been integrated with the customer's hardware in some applications. For analog calibration support, contact MURATA technical support.

5.5   Configuring I/O Event Reporting and I/O Binding

1. Select the analog, digital and timing events that will trigger an I/O event report by setting the respective bits in the *IoReportTrigger* parameter in Bank 6. The default is no triggers set.

2. Configure the trigger behavior bits in the *GpioEdgeTrigger* parameter, Bank 6, for each GPIO input selected to generate an I/O event report.

3. For each ADC channel selected to generate an I/O event, set the high and low measurement threshold values. The *AdcThreshold* parameters are in Bank 6. When the ADC is operating in differential mode, the ADC1 to ADC0 differential measurement is compared to the "0" high and low thresholds, and the ADC2 to ADC0 differential measurements is compared to the "1" high and low thresholds. In this case the "2" threshold values are not used.

4. If the periodic timer has been selected to generate an event report, load the required timer report interval into the *IoReportInterval* parameter in Bank 6. The default timer interval is 30 seconds.

5. *Set the MaxQueuedEvents* parameter in Bank 6 as needed to limit the number of Event Reports that can be queued at one time by a DNT24. This parameter is used to prevent a router device from clogging up its outbound queue with its own pending transmissions if it has having trouble obtaining link or an available slot from its parent.

6. If I/O binding operation is desired, set the *IoBindingEnable* parameter in Bank 6 to 0x01. I/O binding is disabled by default, and cannot be used when the ADC is operating in differential mode.

5.6 Configuring Sleep Mode

Sleep mode can be used in conjunction with I/O reporting to *greatly extend* battery life on DNT24 remotes. At least one I/O report trigger must be enabled to allow sleep mode to be used. Note that the
base and routers cannot be configured for sleep mode.

1. Enable sleep mode as desired in each remote by setting the *SleepModeEn* parameter in Bank 0 to 1.

2. Configure the timeout for a remote to attempt to link to its parent when triggered awake. This is done by setting the *WakeLinkTimeout* parameter in Bank 0. The default timeout is 5 seconds.

3. Configure the maximum time a remote in sleep mode will remain awake following linking, receiving an ACK, processing a message addressed to it, or receiving a serial or SPI message by setting the *Wake-ResponseTime* parameter. The default response time is 500 ms. Note that the setting of this parameter is overridden by some *GpioEdgeTrigger* parameter settings.

6.0   DNT24 Hardware

Block Diagram - DNT24 Series Modules
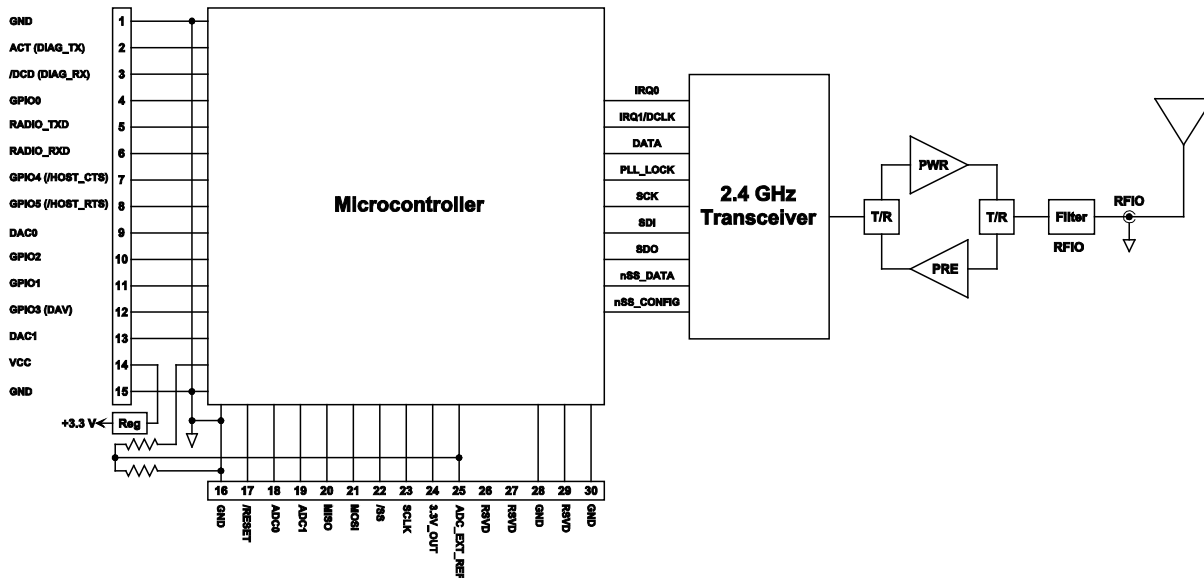
Figure 6.0.1

The major components of the DNT24 series modules include a 2.4 GHz FHSS transceiver and a low
current 8-bit microcontroller. The DNT24 modules operate in the 2.4 GHz MHz ISM band. There are 12 selectable hopping patterns providing compatibility with frequency allocations in most regions of the world. DNT24 modules also have two selectable RF output power levels: 10 mW and 63 mW.

The DNT24 modules provide a variety of hardware interfaces. There are two serial ports plus one SPI port. Either the primary serial port or the SPI port can be selected for data communications. The second serial port is dedicated to diagnostics. The primary and diagnostic serial ports support most standard baud rates up to 250.0 kbps. The SPI port supports data rates up to 500 kbps. Also included are three ADC inputs, two DAC outputs and six general-purpose digital I/O ports. Four of the digital I/O ports support an optional interrupt-from-sleep mode when configured as inputs.

There are four module configurations in the DNT24 Series:

  - The DNT24C is designed for use with an external antenna and for solder reflow mounting.
  - The DNT24P is designed for use with an external antenna and for plug-in connector mounting.
  - The DNT24CA has a built-in chip antenna and is designed for solder reflow mounting.
  - The DNT24PA has a built-in chip antenna and is designed for plug-in connector mounting.

6.1 Specifications

Absolute Maximum Rating	Value	Units
Power Supply Input	-0.5 to +6.5	V
All Input/Output Pins	-0.5 to +3.3	V
Input Power to RFIO Port	0	dBm
Non-operating Ambient Temperature Range	-40 to +85	^{o}C

Table 6.1.1

Operating Characteristic	Sym	Minimum	Typical	Maximum	Units
Operating Frequency Range		2406		2475	MHz
Hop Duration		8		100	ms
Number of RF Channels			15 or 24		
Modulation			FSK		
RF Data Transmission Rate			250		kbps
Receiver Sensitivity, 10^{-5} BER			-100		dBm
Transmitter RF Output Power			10 or 63		mW
Optimum Antenna Impedance, DNT24C and DNT24P			50		Ω
RF Connection, DNT24C and DNT24P			U.FL Connector		
Network Topologies			Point-to-Point, Point-to-Multipoint, Peer-to-Peer and Store-and-Forward		
Access Scheme			Ad Hoc TDMA		
ADC Input Range		0		2.7	V
ADC Input Resolution				12	bits
ADC Sample Rate			100		Hz
Signal Source Impedance for ADC Reading				10	KΩ
ADC External Reference Voltage Range		1.0		2.7	V
DAC Output Range		0		3.3	V
DAC Output Resolution				12	bits
Primary and Diagnostic Serial Port Baud Rates			1.2, 2.4, 4.8, 9.6, 19.2, 14.4 28.8, 38.4, 57.6, 115.2, 230.4, 250.0		kbps
Master Serial Peripheral Interface Data Rate		125	250	500	kbps
Slave Serial Peripheral Interface Data Rate				4000	kbps
Digital I/O:					
Logic Low Input Level		-0.5		0.8	V
Logic High Input Level		2.45		3.3	V
Logic Input Internal Pull-up Resistor			20		KΩ
Power Supply Voltage Range	V_{CC}	+3.3		+5.5	Vdc
Power Supply Voltage Ripple				10	mV$_{P-P}$
Peak Transmit Mode Current, 63 mW Output				140	mA
Average Operating Receive Current:					
Base or Remote, Continuous Data Stream			55		mA
Remote, Linked, No Data			15		mA
Sleep Current			3	6	µA
Operating Temperature Range		-40		85	^{o}C
Operating Relative Humidity Range (non condensing)		10		90	%

Table 6.1.2

6.2 Module Pin Out

Electrical connections to the DNT24C are made through the I/O pads and through the I/O pins on the DNT24P. The hardware I/O functions are detailed in the table below:

Pin	Name	I/O	Description
1	GND	-	Power supply and signal ground. Connect to the host circuit board ground.
2	ACT (DIAG_TX)	O (O)	This pin's default configuration is data activity output. On a base, this signal blinks when a valid packet is received. On a remote, this signal blinks when a packet is transmitted. On a router, this signal blinks when a valid upstream packet is received or a downstream packet is transmitted. Alternate pin function is the diagnostic serial port output.
3	/DCD (DIAG_RX)	O (I)	This pin's default configuration is a data carrier detect output. On a base, this signal is asserted when any valid packet is received, and is cleared if no packets are heard for the configured router/remote registration time-out interval. On a router or remote, this signal is asserted when the radio obtains hopping pattern synchronization, and remains asserted until no beacons are heard for 50 hops. Alternate pin function is the diagnostic serial port input.
4	GPIO0	I/O	Configurable digital I/O port 0. When configured as an input, an internal pull-up resistor can be selected and direct interrupt from sleep can be invoked. When configured as an output, the power-on state is configurable. In sleep mode the pin direction, input pull-up selection or output state are also separately configurable.
5	RADIO_TXD	O	Serial data output from the radio.
6	RADIO_RXD	I	Serial data input to the radio.
7	GPOI4 (/HOST_CTS)	I/O (O)	GPIO4 with the same configuration options as GPIO0. Alternate pin function is UART/SPI flow control output. The module sets this line low when it is ready to accept data from the host on the RADIO_RXD or MOSI input. When the line goes high, the host must stop sending data.
8	GPIO5 (/HOST_RTS)	I/O (I)	GPIO5 with the same configuration options as GPIO0. Alternate pin function is UART/SPI flow control input. The host sets this line low to allow data to flow from the module on the RADIO_TXD pin. When the host sets this line high, the module will stop sending data to the host.
9	DAC0	O	12-bit DAC 0 output. Full scale can be referenced to the voltage at pin 25, or the 3.3 V regulated module bus voltage.
10	GPIO2	I/O	Configurable digital I/O port 2. Same configuration options as GPIO0.
11	GPIO1	I/O	Configurable digital I/O port 1. Same configuration options as GPIO0.
12	GPIO3 (DAV)	I/O (O)	Default pin function is GPIO3 with the same configuration options as GPIO0. When SPI slave mode operation is enabled, a logic high on this pin indicates when data is available to be clocked out by the SPI master.
13	DAC1	O	12-bit DAC 1 output. Same specifications and configuration options as DAC0.
14	VCC	I	Power supply input, +3.3 to +5.5 Vdc.
15	GND	-	Power supply and signal ground. Connect to the host circuit board ground.
16	GND	-	Power supply and signal ground. Connect to the host circuit board ground.
17	/RESET	I	Active low module hardware reset.
18	ADC0	I	ADC input 0. This pin is a direct ADC input when the ADC is operating in single-ended mode, or the differential negative input for positive inputs applied to ADC1 or ADC2 when the ADC is operating in differential mode. Full-scale reading can be referenced to Pin 25 for ratiometric measurements. For absolute measurements, the ADC can use the regulated supply voltage divided by 1.6 (about 2.06 V), or an external voltage applied to Pin 25. In single-ended mode, ADC measurements are 11-bit unsigned values with full scale nominally 2.7 V when referenced to a 2.7 V input on Pin 27. In differential mode, ADC measurements are 12-bit signed values.
19	ADC1	I	ADC input 1. Direct input when the ADC is operating in single-ended mode, positive differential input relative to ADC0 when the ADC is operating in differential mode.
20	MISO	I/O	This pin is the SPI master mode input or slave mode output.
21	MOSI	I/O	This pin is the SPI master mode output or slave mode input.
22	/SS	I/O	SPI active low slave select. This pin is an output when the module is operating as a master, and an input when it is operating as a slave.
23	SCLK	I/O	SPI clock signal. This pin is an output when operating as a master, and an input when operating as a slave.

Pin	Name	I/O	Description (continued)
24	ADC2	I	ADC input 2. Direct input when the ADC is operating in single-ended mode, positive differential input relative to ADC0 when the ADC is operating in differential mode.
25	ADC_EXT_ REF	I/O	ADC external reference voltage pin. The voltage at this pin can be used by the ADCs as a reference for ratiometric measurements. With no external voltage or load applied, this pin presents a nominal 2.7 V output through a 2.126 K source resistance. A low impedance external reference voltage in the range of 1.0 to 2.7 V may be applied to this pin as an option.
26	RSVD	-	Reserved pin. Leave unconnected.
27	RSVD	-	Reserved pin. Leave unconnected.
28	GND	-	Connect to the host circuit board ground plane.
29	RSVD	-	Reserved pin. Leave unconnected.
30	GND	-	Connect to the host circuit board ground plane.

Table 6.2.1

6.3   Antenna Connector

A U.FL miniature coaxial connector is provided on both DNT24 configurations for connection to the RFIO port. A short U.FL coaxial cable can be used to connect the RFIO port directly to an antenna. In this case the antenna should be mounted firmly to avoid stressing the U.FL coaxial cable due to antenna mounting flexure. Alternately, a U.FL coaxial jumper cable can be used to connect the DNT24 module to a U.FL connector on the host circuit board. The connection between the host circuit board U.FL connector and the antenna or antenna connector on the host circuit board should be implemented as a 50 ohm

Circuit Board Stripline Trace Detail

For 50 ohm Impedance W = 1.75 * H
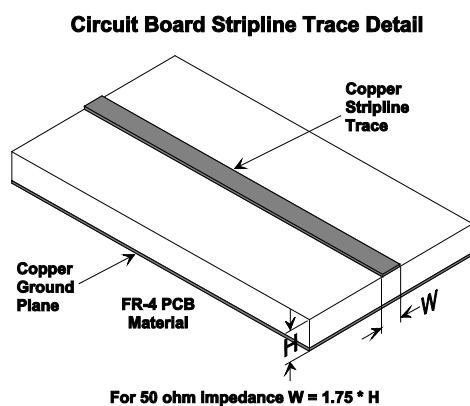
Figure 6.3.1

Trace Separation from 50 ohm Microstrip	Length of Trace Run Parallel to Microstrip
100 mil	125 mill
150 mil	200 mil
200 mil	290 mil
250 mil	450 mil
300 mil	650 mil

Table 6.3.2

stripline. Referring to Figure 6.3.1, the width of this stripline depends on the thickness of the circuit board between the stripline and the groundplane. For FR-4 type circuit board materials (dielectric constant of 4.7), the width of the stripline is equal to 1.75 times the thickness of the circuit board. Note that other circuit board traces should be spaced away from the stripline to prevent signal coupling, as shown in Table 6.3.2. The stripline trace should be kept short to minimize its insertion loss.

6.4   Power Supply and Input Voltages

DNT24 radio modules can operate from an unregulated DC input (Pad 19) in the range of 3.3 to 5.5 V with a maximum ripple of 5% over the temperature range of -40 to 85 °C. *Applying AC, reverse DC, or a DC voltage outside the range given above can cause damage and/or create a fire and safety hazard. Further, care must be taken so logic inputs applied to the radio stay within the voltage range of 0 to 3.3 V. Signals applied to the analog inputs must be in the range of 0 to ADC_EXT_REF (Pad/Pin 25). Applying a voltage to a logic or analog input outside of its operating range can damage the DNT24 module.*

6.5   ESD and Transient Protection

The DNT24C and DNT24P circuit boards are electrostatic discharge (ESD) sensitive. ESD precautions must be observed when handling and installing these components. Installations must be protected from electrical transients on the power supply and I/O lines. This is especially important in outdoor installations, and/or where connections are made to sensors with long leads. *Inadequate transient protection can result in damage and/or create a fire and safety hazard.*

6.6   Interfacing to 5 V Logic Systems

All logic signals including the serial ports on the DNT24 are 3.3 V signals. To interface to 5 V signals, the resistor divider network shown in Figure 3.7.1 below must be placed between the 5 V signal outputs and the DNT24 signal inputs. The output voltage swing of the DNT24 3.3 V signals is sufficient to drive 5 V logic inputs.
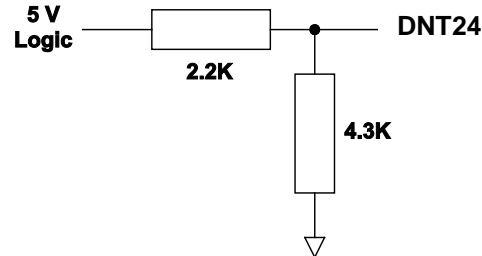
Figure 6.6.1

6.7   Mounting and Enclosures

DNT24C and DNT24CA radio modules are mounted by reflow soldering them to a host circuit board. DNT24P and DNT24PA modules are mounted by plugging their pins into a set of mating connectors on the host circuit board. Refer to Section 8.3 for DNT24P connector details.

DNT24 enclosures must be made of plastics or other materials with low RF attenuation to avoid compromising antenna performance where antennas are internal to the enclosure. Metal enclosures are not suitable for use with internal antennas as they will block antenna radiation and reception. Outdoor enclosures must be water tight, such as a NEMA 4X enclosure.

6.8 Labeling and Notices

DNT24 FCC Certification - The DNT24 hardware has been certified for operation under FCC Part 15 Rules, Section 15.247. *The antenna(s) used for this transmitter must be installed to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.*

DNT24 FCC Notices and Labels - *This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.*

A clearly visible label is required on the outside of the user's (OEM) enclosure stating the following text:

Contains FCC ID: HSW-DNT24
Contains IC: 4492A-DNT24

MURATA (Insert Model Designation DNT24C, DNT24CA, DNT24P or DNT24PA depending on the model used): This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: This device operates under Part 15 of the FCC rules. Any modification to this device, not expressly authorized by Murata Electronics N.A., Inc., may void the user's authority to operate this device.

This apparatus complies with Health Canada's Safety Code 6 / IC RSS 210.

IC RSS-210 Notice - *Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.*

ICES-003

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of Industry Canada.

Le present appareil numerique n'emet pas de bruits radioelectriques depassant les limites applicables aux appareils numeriques de Classe B prescrites dans le reglement sur le brouillage radioelectrique edicte par Industrie Canada.

7.0   DNT24 Protocol-formatted Messages

7.1   Protocol Formats

DNT24 modules can work in one of two serial data modes - transparent or protocol. Transparent mode requires no data formatting, but is limited to sending data to either a single destination or broadcasting data to all destinations. A node that needs to send messages to multiple individual destinations must use protocol formatting unless the data being sent includes addressing information. Protocol formatting is also required for configuration commands and replies, and sensor I/O commands, replies and events. All protocol-formatted messages have a common header as shown in Figure 7.1.1:

0	1	2	3 …
SOP	Length	PktType	variable number of arguments …

Figure 7.1.1

The scale above is in bytes.

The *Start-of-Packet* (SOP) character, 0xFB, is used to mark the beginning of a protocol-formatted message and to assure synchronization in the event of a glitch on the serial port at startup.

The *Length* byte is defined as the length of the remainder of the message following the length byte itself, or the length of the entire message - 2.

The *Packet Type* (PktType) byte specifies the type of message. It is a bitfield-oriented specifier, decoded as follows:

Bits 7..6	Reserved for future use
Bit 5	Event - this bit is set to indicate an event message
Bit 4	Reply - this bit is set to indicate a message is a reply
Bits 3..0	Type - these bits indicate the message type

As indicated, the lower four bits (3..0) specify a message type. Bit 4 indicates that the message is a reply. A reply message has the original command type in bits 3..0, with Bit 4 set to one. Bit 5 indicates an event message. Arguments vary in size and number depending on the type of message and whether it is a message sent from the host, or is a reply or event message from the radio. See Section 7.3 below.

7.2   Message Types

Messages sent to the module on the serial interface by the user are referred to as *host* messages. Messages generated on the serial interface by the radio are referred to as *reply* or *event* messages. Host messages carry commands. For most commands, there is a corresponding reply message. For example, when the host sends a *TxData* command message, the radio can return a *TxDataReply* message to indicate the status of the transmission - whether it succeeded or failed. To assist in interpreting the command-reply data flow, the direction is indicated by the high nibble in the message type. For example, an *EnterProtocolMode* command from the host is a message type 0x00, and the *EnterProtocolModeReply* from the radio is a message type 0x10.

Event messages from a DNT24, such as received data or status announcements make up a third category of messages. Event messages, including *RxData*, *RxEvent* and *Announce* packets are indicated by 0x20 in the high nibble of the type byte**.** If multiple arguments are to be provided, they are to be concatenated in the order shown in Section 7.3 below. Little-Endian byte order is used for all multi-byte
arguments except text strings. Little-Endian byte order places the lowest order byte in the left-most byte of the argument and the highest order byte in the right-most byte of the argument.

7.3   Message Format Details

Table 7.3.1 below summarizes the DNT24 protocol-formatted messages:

Command	Reply	Event	Type	Direction	Min Slot Size
0x00	-	-	*EnterProtocolMode*	from Host	N/A
-	0x10	-	*EnterProtocolModeReply*	from Radio	N/A
0x01	-	-	*ExitProtocolMode*	from Host	N/A
0x02	-	-	*DeviceReset*	from Host	N/A
-	0x12	-	*DeviceResetReply*	from Radio	N/A
0x03	-	-	*GetRegister*	from Host	N/A
-	0x13	-	*GetRegisterReply*	from Radio	N/A
0x04	-	-	*SetRegister*	from Host	N/A
-	0x14	-	*SetRegisterReply*	from Radio	N/A
0x05	-	-	*TxData*	from Host	length value -0x03
-	0x15	-	*TxDataReply*	from Radio	0x01
0x06	-	-	*GetRemoteRegister*	from Host	0x03
-	0x16	-	*GetRemoteRegisterReply*	from Radio	0x14
0x07	-	-	*SetRemoteRegister*	from Host	0x13
-	0x17	-	*SetRemoteRegisterReply*	from Radio	0x04
-	-	0x26	*RxData*	from Radio	length value -0x03
-	-	0x27	*Announce/Error*	from Radio	0x07
-	-	0x28	*RxEvent*	from Radio	0x0D

Table 7.3.1

EnterProtocolMode command and reply format details are presented in Tables 7.3.2 and 7.3.3:

Enter Protocol Mode Command		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x07 = Number of bytes in message following this byte
0x02	Packet Type	0x00 = EnterProtocolMode
0x03 - 0x08	Payload	String = "DNTCFG" or 0x44 0x4E 0x54 0x43 0x46 0x47

Table 7.3.2

Enter Protocol Mode Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x01 = Number of bytes in message following this byte
0x02	Packet Type	0x10 = EnterProtocolModeReply

Table 7.3.3

ExitProtocolMode command format details are shown in Table 7.3.4:

Byte Offset	Field	Description
Exit Protocol Mode Command		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x01 = Number of bytes in message following this byte
0x02	Packet Type	0x01 = ExitProtocolMode

Table 7.3.4

DeviceReset command and reply format details are shown in Tables 7.3.5 and 7.3.6:

Byte Offset	Field	Description
Device Reset Command		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x02 = Number of bytes in message following this byte
0x02	Packet Type	0x02 = DeviceReset
0x03	Reset Type	0x00 = Normal Device Reset 0x01 = Reset to Serial Bootloader 0x02 = Reset to Over-the-Air Bootloader

Table 7.3.5

Byte Offset	Field	Description
Device Reset Reply		
0x00	Start-Of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x01 = Number of bytes in message following this byte
0x02	Packet Type	0x12 = DeviceResetReply

Table 7.3.6

GetRegister command and reply format details are shown in Tables 7.3.7 and 7.3.8:

Byte Offset	Field	Description
Get Register Command		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x04 = Number of bytes in message following this byte
0x02	Packet Type	0x03 = GetRegister
0x03	Register Offset	Register offset in its bank
0x04	Register Bank	Register bank number
0x05	Register Size	Register size in bytes, only one parameter at a time (wrong register size will produce an error response)

Table 7.3.7

Get Register Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x05 to 0x20 = Number of bytes in message following this byte
0x02	Packet Type	0x13 = GetRegisterReply
0x03	Register Offset	Register offset in its bank
0x04	Register Bank	Register bank number
0x05	Register Size	Register size in bytes
0x06 - 0x15	Register Value	Register value, all bytes in the register (only one parameter at a time)

Note: an *Error* message will be returned instead of a *GetRegisterReply* in case of a format error.

Table 7.3.8

SetRegister command and reply format details are shown in Tables 7.3.9 and 7.3.10:

Set Register Command		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x05 to 0x20 = Number of bytes in message following this byte
0x02	Packet Type	0x04 = SetRegister
0x03	Register Offset	Register offset in its bank
0x04	Register Bank	Register bank number
0x05	Register Size	Register size in bytes
0x06 - 0x15	Register Value	Register value, all bytes in the register (only one parameter at a time)

Table 7.3.9

Set Register Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x01 = Number of bytes in message following this byte
0x02	Packet Type	0x14 = SetRegisterReply

Note: an *Error* message will be returned instead of a *SetRegisterReply* in case of a format error.

Table 7.3.10

TXData command and reply format details are shown in Tables 7.3.11 and 7.3.12:

TX Data Command		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	= Number of bytes in message following this byte
0x02	Packet Type	0x05 = TxData
0x03 - 0x05	Destination MAC Address	Destination MAC address, in Little Endian byte order
0x06 - 0x72	Tx Data	Up to 109 bytes of data to Base, or 105 bytes from Base

Table 7.3.11

TX Data Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x07 = Number of bytes in message following this byte
0x02	Packet Type	0x15 = TxDataReply
0x03 - 0x05	Destination MAC Address	Destination MAC address, in Little Endian byte order
0x06	Status	0x00 = ACK received from destination 0x01 = no ACK received from destination (NAK) 0x02 = "Device Not Linked" error
0x07	RSSI	Packet RX power in dBm, -128 to 126 or 127 if invalid

Note: *TxDataReply* messages are only returned to the host when the *EndToEndAckEnable* parameter is set to 0x01.

Table 7.3.12

GetRemoteRegister command and reply details are shown it Tables 7.3.13 and 7.3.14:

Get Remote Register Command		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x07 = Number of bytes in message following this byte
0x02	Packet Type	0x06 = GetRemoteRegister
0x03 - 0x05	Destination MAC Address	Destination MAC address, in Little Endian byte order
0x06	Register Offset	Register offset in its bank
0x07	Register Bank	Register bank number
0x08	Register Size	Register size in bytes, only one parameter at a time (wrong register size will produce an error response)

Table 7.3.13

Get Remote Register Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x0A to 0x25 = Number of bytes in message following this byte
0x02	Packet Type	0x16 = GetRemoteRegisterReply
0x03	Status	Error status (0x00 = No Error, 0xE1 = Invalid Argument)
0x04 - 0x06	Originator MAC Address	Originator's MAC address, in Little Endian byte order
0x07	RSSI	(-128 to 126 or 127 if invalid)
0x08	Register Offset*	Register offset in its bank
0x09	Register Bank*	Register bank number
0x0A	Register Size*	Register size in bytes
0x0B - 0x1A	Register Value*	Register value, all bytes in the register (only one parameter at a time)

*Bytes eight through the end of the message will not be returned in case of an error

Table 7.3.14

SetRemoteRegister command and reply format details are shown in Tables 7.3.15 and 7.3.16:

Set Remote Register Command		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	Number of bytes in message following this byte
0x02	Packet Type	0x07 = SetRemoteRegister
0x03 - 0x05	Destination MAC Address	Destination MAC address, in Little Endian byte order
0x06	Register Offset	Register offset in its bank
0x07	Register Bank	Register bank number
0x08	Register Size	Register size in bytes
0x09 - 0x18	Register Value	Register contents

Table 7.3.15

Set Remote Register Reply		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x06 = Number of bytes in message following this byte
0x02	Packet Type	0x17 = SetRemoteRegisterReply
0x03	Status	Error status: 0x00 = no error, 0xE1 = invalid argument
0x04 - 0x06	Originator MAC Address	Originator's MAC address, in Little Endian byte order
0x07	RSSI	Packet RX power in dBm, -128 to 126, or 127 if invalid

Table 7.3.16

RxData event packet format details are shown in Figure Table 7.3.17:

RX Data Packet		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x00 to 0x6D = Number of bytes in message following this byte
0x02	Packet Type	0x26 = RxData event message
0x03 - 0x05	Originator MAC Address	Originator's MAC address, in Little Endian byte order
0x06	RSSI	Packet RX power in dBm, -128 to 126, or 127 if invalid
0x07 - 0x73	Rx Data	Up to 105 bytes of data from Base, up to 109 bytes from Router or Remote

Table 7.3.17

Announce/Error message format details are shown in Tables 7.3.18 through 7.3.21:

Byte Offset	Field	Description
Startup Announcement or Error Code		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x02 = Number of bytes in message following this byte
0x02	Packet Type	0x27 = Indicates this is an Announce/Error message
0x03	Announce Status	0xA0 = Startup initialization complete
		0xA1 = Synchronized to fast beacon
		0xE1 = Invalid argument
		0xE4 = Register read only error
		0xEC = Brownout reset
		0xED = Watchdog reset
		0xEE = Hardware Error (Crystal or Radio Error)

Table 7.3.18

Byte Offset	Field	Description
Join Announcement		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x06 = Number of bytes in message following this byte
0x02	Packet Type	0x27 = Indicates this is an Announce/Error message
0x03	Announce Status	0xA3 = Joined network
0x04	Network ID	ID of network that was joined
0x05 - 0x07	Parent MAC Address	MAC address of parent, in Little Endian byte order

Table 7.3.19

Byte Offset	Field	Description
Exit Announcement		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x03 = Number of bytes in message following this byte
0x02	Packet Type	0x27 = Indicates this is an Announce/Error message
0x03	Announce Status	0xA4 = Exited network
0x04	Network ID	ID of network that was exited

Table 7.3.20

Byte Offset	Field	Description
Heartbeat Announcement		
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x0C = number of bytes in message following this byte
0x02	Packet Type	0x27 = Indicates this is an Announce/Error message
0x03	Announce Status	0xA8 = Heartbeat message
0x04 - 0x06	Device MAC Address	MAC address of originator, in Little Endian byte order
0x07 - 0x09	Parent MAC Address	MAC address of parent, in Little Endian byte order
0x0A	Parent Network ID	Network ID of device's parent
0x0B	Base Mode Network ID	Network ID if device is a router, otherwise 0xFF
0x0C	Beacon RX Power	Average beacon RX power in dBm, uses 0.0625 "alpha" averaging filter, -128 to 126 or 127 if invalid
0x0D	Parent RX Power	RX power of packet as received by device's parent in dBm, -128 to 126 or 127 if invalid

Table 7.3.21

RxEvent message format details are shown in Table 7.3.22:

Byte Offset	Field	Description
RX Event Packet		
Byte Offset	**Field**	**Description**
0x00	Start-of-Packet	0xFB = Indicates start of protocol formatted message
0x01	Length	0x12 = number of bytes in message following this byte
0x02	Packet Type	0x28 = RxEvent
0x03 - 0x05	Originator MAC Address	Originator's MAC address, in Little Endian byte order
0x06	RSSI	Packet RX power in dBm (-128 to 127)
0x07	GPIO Readings	Bit Field (GPIO0..GPIO5) indicating GPIO readings
0x08 - 0x09	ADC0 Reading	ADC0 Reading, 0x0000 - 0x0FFF, in Little Endian byte order
0x0A - 0x0B	ADC1 Reading	ADC1 Reading, 0x0000 - 0x0FFF, in Little Endian byte order
0x0C - 0x0D	ADC2 Reading	ADC2 Reading, 0x0000 - 0x0FFF, in Little Endian byte order
0x0E - 0x0F	Event Flags	Bit Field Indicating which events have occurred: Bit 0: GPIO0 Triggered Bit 1: GPIO1 Triggered Bit 2: GPIO2 Triggered Bit 3: GPIO3 Triggered Bit 4: Periodic Report Interval Bit 5: ADC0 Threshold Triggered Bit 6: ADC1 Threshold Triggered Bit 7: ADC2 Threshold Triggered Bits 8-15: Unused (0)
0x10 - 0x11	DAC0 Setting	DAC0 setting, 0x0000 - 0x0FFF, in Little Endian byte order
0x12 - 0x13	DAC1 Setting	DAC1 setting, 0x0000 - 0x0FFF, in Little Endian byte order

Table 7.3.22

7.4   Configuration Parameter Registers

The configuration parameters in a DNT24 module are stored in a set of variable length *registers*. Most registers are read-write, with a few read-only or write-only. Changes made to the register settings are temporary until a *MemorySave* command is executed. Resetting or power-cycling the module will clear any changes that have not been saved to permanent memory using the *MemorySave* command. DNT24 modules can be configured to start in protocol mode at power-up, in which case the *EnterProtocolMode* command is not required.

7.4.1 Bank 0x00 - Transceiver Setup

Bank	Location	Name	R/W	Size	Range	Default
0x00	0x00	DeviceMode	*R/W*	0x01	0..2	0 (remote)
0x00	0x01	HopDuration	*R/W*	0x01	16..200	20 (10 ms)
0x00	0x02	ParentNwkID	*R/W*	0x01	0..63, 255	255 (any parent)
0x00	0x03	SecurityKey	*R/W*	0x10	0..2^128-1	0
0x00	0x13	SleepModeEn	*R/W*	0x01	0..2	0 (off)
0x00	0x14	WakeResponseTime	*R/W*	0x02	0..30000	500 (500 ms)
0x00	0x16	WakeLinkTimeout	*R/W*	0x01	0..255	5 (5 s)
0x00	0x17	AltParentNwkID	*R/W*	0x01	0..63, 255	255 (disabled)
0x00	0x18	TxPower	*R/W*	0x01	0..1	1 (+18 dBm)
0x00	0x19	UserTag	*R/W*	0x10	string	"DNT24"
0x00	0x29	RmtTransDestAddr	*R/W*	0x03		0x000000 (Base)
0x00	0x2C	Store&ForwardEn	*R/W*	0x01	0..1	0 (disabled)
0x00	0x2D	BaseModeNetID	*R/W*	0x01	1..63, 255	0xFF
0x00	0x2E	HeartbeatIntrvl	*R/W*	0x02	0..65535	0xFFFF (disabled)
0x00	0x30	SystemId	*R/W*	0x01	0..255	0
0x00	0x31	EndToEndAckEnable	*R/W*	0x01	0..1	0 (disabled)
0x00	0x32	LinkRetryInterval	*R/W*	0x02	0..65535	0 (off)
0x00	0x34	FastBeaconCount	*R/W*	0x02	0..65535	0 (off)
0x00	0x36	FastBeaconTrig	*R/W*	0x01	0..255	0 (off)

Table 7.4.1.1

DeviceMode - this parameter selects the operating mode for the radio:

    0x00 = remote (default)
    0x01 = base
    0x02 = router (store and forward system)

Note that changing this setting does not take effect immediately. It must be followed by a *MemorySave* command and then either a hardware or software reset or a power off/on cycle. A router without a valid *BaseModeNetID* operates as a remote.

HopDuration - this parameter sets the duration of the hop frame, and can only be set on the base. The duration is an 8-bit value, 0.5 ms/count. The valid range is from 8 to 100 ms. Changing the hop duration on the base must be followed by a *MemorySave* command to allow the change to persist through a reset or power cycle. A *HopDuration* change takes effect immediately. Child radios will re-link following a *HopDuration* parameter change as they receive the updated hop duration value from the base.

ParentNwkID - this parameter specifies the parent (*BaseModeNetID)* that a child radio is allowed to join. The valid range of this parameter is 0 to 63 (0x00 to 0x3F), plus 255 (0xFF). Setting the *ParentNwkID* to 255 allows connection to any parent. This parameter is applicable only to remotes and routers. Also see the discussion of *AltParentNwkID* below.

Security Key - this 16-byte parameter sets the 128-bit AES encryption key. To protect the key, it is a write-only parameter for the user. It always reads back as 0x2A.

SleepModeEn - this parameter enables/disables sleep mode (remotes only). Sleep mode is used in conjunction with the automatic I/O reporting feature to wake up a remote on specific triggers. The default value for this parameter is 0 (off). Setting this parameter to 1 invokes sleep mode immediately. Setting this parameter to 2 invokes sleep mode following reset, allowing this and other parameter updates to be stored before sleep mode is invoked.

WakeResponseTime - this parameter set how long sleep is deferred in a DNT24 remote configured for sleep mode after:

> link acquisition
> receiving an ACK from the device's parent
> receiving a packet that requires processing by the device
> after receiving a protocol packet from the device's local host.

WakeLinkTimeout - this parameter sets the maximum length of time that a remote in sleep mode will spend trying to acquire a link to its parent before going back to sleep, from a minimum of 1 to 255 seconds in 1 second steps. If this value is set to 0, the remote will stay awake and continue trying to link to its parent indefinitely.

AltParentNwkID - this parameter specifies an alternate parent (*BaseModeNetID)* that a child radio is allowed to join. This parameter is used to provide more robust message routing when setting the *ParentNwkID* to its 0xFF wildcard value is not appropriate. The valid range of this parameter is 0x00 to 0x3F, plus 0xFF. Rather than specifying wildcard operation, setting the *AltParentNwkID* to 0xFF disables the selection of an alternate parent. This parameter is applicable only to remotes and routers.

TxPower - this parameter sets the transmit power level (default is 0x01):

    0x00 = +10 dBm or 10 mW
    0x01 = +18 dBm or 63 mW

UserTag - this parameter is a user definable field intended for use as a location description or other identifying tag such as a "friendly name".

RmtTransDestAddr - this parameter holds the default destination for transparent mode data packets and event packets. This parameter defaults to the base station's address (0x000000) except on a base station, where at startup it will be changed to the broadcast address (0xFFFFFF) if the firmware detects that it is set to 0x000000. Note - if a module's configuration is changed from a base to a remote or router, this parameter must be set back to 0x000000 or the module will send broadcast packets in transparent mode or for event packets.

Store&ForwardEn - setting this parameter to 0x01 enables store-and-forward system operation. Store-and-forward operation is disabled by default.

BaseModeNetID - applicable to the base and routers only, this parameter specifies the network ID of a device's own network when acting as parent. A child is allowed to join a network when its *ParentNwkID* parameter matches a parent's *BaseModeNetID*. The valid range of this parameter is 0x00 to 0x3F. A value greater than 0x3F is invalid and will be forced to 0x00 on a base. A router with an invalid *Base-ModeNetID* will be forced to operate as a remote.

HeartbeatInterval - when set to 0, all heartbeats are disabled, including the initial heartbeat issued after link acquisition. When set to 0xFFFF (default), periodic heartbeats are disabled but the initial linkup heartbeat is enabled. The periodic heartbeat interval is scaled 1 second/count, and applies to DNT24s where sleep mode is disabled. Remotes with sleep mode enabled must have periodic reports and/or ADC sampling enabled for heartbeats to be generated.

SystemId - this parameter holds the ID for a DTN24 system. DNT24 systems that may physically overlap must have different system IDs.

EndToEndAckEnable - when this parameter is set to 1 and the module is in protocol mode, the originator will indicate in its transmitted packet that an ACK is expected from the packet's *destination* node. Setting this parameter to 0x00 reduces network congestion in a store-and-forward system, but no *TxDataReply* will be sent from the destination to confirm reception.

LinkRetryInterval **-** when a remote enters sleep mode with any packet unsent in its transmit queue, if this parameter is set to a non-zero value, the remote will wake up after the specified number of seconds and try to link so that pending packets can be transmitted. When set to 0, this feature is disabled.

FastBeaconCount - this parameter controls the fast beacon mode, which is used to speed up network synchronization. Fast beacon mode is especially useful for multi-level store-and-forward networks that are configured with long hop durations. Fast beacon mode is controlled by the base station. If the *Fast-BeaconCount* parameter is set to a non-zero value, when the base is reset, powered up or the *FastBeaconTrig* parameter is set to a non-zero value, it will output the number of 6 ms beacons specified in the *FastBeaconCount* parameter. The base and all of its children will synchronously decrement a version of the parameter in their beacons, such that it will reach 0 simultaneously on all devices. This allows all nodes in the DNT24 system to simultaneously transition to using the configured base slot size and number of slots. The beacons also inform all child devices that the network is in Fast beacon mode, so that all children will observe the *FastBeaconCount* and assume, in addition to the 6ms hop timing, a base slot size of 0 and a number of slots equal to 1. If the cycled base station operating parameters transmitted in the beacons, including the *BaseSlotSize* and *NumSlots* (see Bank 0x01 parameters) are stable, then a further speedup of synchronization can be achieved by setting the *NumBaseParms* on the base station to 8. However, this should be done only after all child devices are known to have configuration parameters identical to the base station's saved in their EEPROM. The first 8 parameters contain the AES counter and MAC address that are needed to synchronize encryption, along with *NumBaseParms*.

FastBeaconTrig - when this parameter is set to any non-zero value on a base station, fast beacon mode starts if the *fastBeaconCount* register is already set to a non-zero value. It auto-clears on a base station and will read back as 0 after it is cleared. On a router or remote, it would do nothing and will not clear except after reset.

7.4.2 Bank 0x01 - System Settings

Bank 1 holds configuration parameters to be input to the base only. The base passes these parameters to the routers and remotes as needed. The exception is *InitFrequencyBand* parameter which can also be set in routers and remotes.

Bank	Location	Name	R/W	Size	Range	Default
0x01	0x00	InitFrequencyBand	*R/W*	0x01	0..11, 255	Auto (US)
0x01	0x01	NumSlots	*R/W*	0x01	1..8	3
0x01	0x02	BaseSlotSize	*R/W*	0x01	6..105	40
0x01	0x03	SlotLease	*R/W*	0x01	1..255	2 (hops)
0x01	0x04	BcstAttemptLimit	*R/W*	0x01	0..254	0
0x01	0x05	ArqAttemptLimit	*R/W*	0x01	1..255	6
0x01	0x06	LinkDropThreshold	*R/W*	0x01	1..255	10 (hops)
0x01	0x07	P2PReplyTimeout	*R/W*	0x01	0..255	100 (hops)
0x01	0x08	RegistryTimeout	*R/W*	0x01	0..255	50 (hops)
0x01	0x09	NumBaseParms	*R/W*	0x01	8..21	21

Table 7.4.2.1

InitFrequencyBand - this parameter sets the range of frequencies and channel spacing over which the DNT24 system will initially operate. Twelve bands are available:

Subband	Channels	Frequency Range(s)	Notes
0x00	24	2406 - 2475 MHz	General purpose 24 channel band
0x01	15	2433 - 2475 MHz	15 channel band, avoids 802.11b/g channels 1-2
0x02	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 3
0x03	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 4
0x04	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 5
0x05	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 6
0x06	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 7
0x07	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 8
0x08	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 9
0x09	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 10
0x0A	15	2406 - 2475 MHz	15 channel band, avoids 802.11b/g channels 11
0x0B	15	2406 - 2448 MHz	15 channel band for operation in France
0x0C	5	2406 - 2466 MHz	5 channel band for fast linking, use US and Canada only
0x0D	5	2415 - 2475 MHz	5 channel band for fast linking, use in US and Canada only
0xFF	Auto	Auto	Autoscan for remote to match base

Table 7.4.2.2

NumSlots - this parameter sets the number of slots available for child transmissions following the parent's beacon transmission on a hop.

BaseSlotSize - this parameter set the maximum number of payload bytes that the base can send on a single hop. The default value is 40 bytes.

SlotLease - this parameter set the number of hops a parent radio will reserve a slot for a child after receiving a message from that child. Small values such as 2 are suited to short data bursts, and larger values are generally a better choice when devices send a stream of non-continuous data across consecutive hops. The minimum value is 1, assuring that a child can receive an ACK on the next hop after it transmits.

BcstAttemptLimit - setting this parameter to 0 enables automatic broadcast message repeats based on the *ArqAttemptLimit* parameter value. Setting this parameter to a value between 1 and 254 specifies the number of broadcast message repeats independent of the *ArqAttemptLimit*. This parameter should not be set to 0 if *ArqAttemptLimit* is set to 255.

ArqAttemptLimit - this sets the maximum number of attempts that will be made to send a message on the RF link. Setting this parameter to the maximum value of 255 is a flag value indicating that there should be no limit to the number of attempts to send each packet (infinite number of attempts). This mode is intended for point-to-point networks in serial data cable replacement applications where absolutely no packets can be lost. Note - if this mode is used in a multipoint network, one remote that has lost link will shut down the entire network if the base is trying to send it data.

LinkDropThreshold - this is the number of consecutive beacons missed by a remote that causes the remote to restart a link acquisition search. Please contact MURATA technical support before making changes to the parameter.

P2PReplyTimeout - this parameter sets the reply timeout for peer-to-peer messages sent from one node to another. Because each leg of the journey from one node to another and back may take multiple transmit attempts, the length of time to confirm receipt and issue a *TxDataReply* is subject to more variation than a transmission directly between a base and a remote. When AckEnable is selected, the *P2PReply-Timeout* parameter specifies the maximum number of hops or hop pairs that a remote will wait for a reply from its recipient. If a reply returns sooner than the timeout, the remote will send a *TxDataReply* indicating success (ACK) to its host as soon as it is received, and cancels the timeout. If a reply does not come back before the timeout expires, the remote will send a *TxDataReply* to its host indicating failure (NAK). If a reply should come back after the timeout expires the remote will ignore it, as a *TxDataReply* has already been sent. The units of this parameter are in hops for point-to-point and point-to-multipoint operation and in hop pairs for store-and-forward operation.

RegistryTimeout - this parameter sets the number of hops without contact from a child device for which a parent device will preserve the Transaction ID (TID) history for that child. The TID is used to filter out duplicate packets. After a registry timeout occurs, the TID history is discarded.

NumBaseParms - this parameter controls the number of cycled parameters sent in the base station beacon. It must be left in its default value of 21 until all nodes in a DNT24 system have received all cycled parameters and stored them locally in EEPROM. At this point the number of cycled parameters can be set to 8, which will significantly speed up future system resynchronizations.

7.4.3 Bank 0x02 - Status Parameters

Bank	Location	Name	R/W	Size	Range	Default
0x02	0x00	MacAddress	R	0x03	0..0xFFFFFF	Fixed value
0x02	0x03	CurrNwkID	R	0x01	0..63, 255	Current Value
0x02	0x04	CurrFreqBand	R	0x01	0..2, 255	Current Value
0x02	0x05	LinkStatus	R	0x01	0..6	Current status
0x02	0x06	RemoteSlotSize	R	0x01	0..109	Current Value
0x02	0x07	SlotNumber	R	0x01	0..7	Current Value
0x02	0x08	HardwareVersion	R	0x01	0x41..0x5A	0x43 = Rev "C"
0x02	0x09	FirmwareVersion	R	0x01	0x00..0xFF	Current FW load
0x02	0x0A	FirmwareBuildNum	R	0x02	0..65535	Current FW load
0x02	0x0C	FirmwareBuildDate	R	0x03	BCD ("YYMMDD")	Current FW load
0x02	0x0F	FirmwareBuildTime	R	0x03	BCD ("HHMMSS")	Current FW load
0x02	0x12	RssiIdle	R	0x01	-128..127	Current Value
0x02	0x13	RssiLast	R	0x01	-128..127	Current Value
0x02	0x14	AvgBeaconPower	R	0x01	-128..127	Current Value
0x02	0x15	ParentMacAddress	R	0x03	0..0xFFFFFF	Current Value
0x02	0x18	ModelNumber	R	0x01	0x24, 0x90	0x24 = DNT24
0x02	0x19	TxQueue	R	0x01	0..1	Current Value

Table 7.4.3.1

MacAddress - this parameter holds the radio's unique 24-bit MAC address.

CurrNwkID - this parameter holds the ID of the network the radio is currently assigned to or connected to. A value of 255 (0xFF) means the radio has powered up and is scanning for a network but has not yet joined one.

CurrFreqBand - this parameter holds the frequency band of the network that the radio is currently assigned to or connected to. A value of 0xFF means the radio has powered up and is scanning for a network but has not yet joined one.

LinkStatus - this parameter holds the link status of a router or remote:

    0x00 = idle
    0x01 = lost link
    0x02 = acquiring link
    0x03 = collecting parameters from the base
    0x04 = registering
    0x05 = registered
    0x06 = linked in fast beacon mode

RemoteSlotSize - this parameter holds the current remote slot size, defined as the maximum number of message bytes a remote can send on a single hop. The *RemoteSlotSize* is calculated by each radio in a system based on the values of the *HopDuration, BaseSlotSize,* and *NumSlots* parameters.

SlotNumber - this parameter holds the current slot number assigned to a router or remote.

HarwareVersion - this parameter holds an identifier indicating the hardware revision (ASCII character). A value of 0x43 is defined for the DNT24 Revision *C* hardware.

FirmwareVersion - this parameter holds the firmware version of the radio in 2-digit BCD format.

FirmwareBuildNum - this parameter holds the firmware build number, in binary format.

FirmwareBuildDate - this parameter holds the date of firmware build in MM/DD/YY format.

FirmwareBuildTime - this parameter holds the time of the firmware build in HH:MM:SS format.

RssiIdle - this 2's compliment parameter holds the last RSSI measurement in dBm made during a time when the RF channel was idle. This parameter is useful for detecting interferers.

RssiLast - this 2's compliment parameter holds the last RSSI measurement in dBm made during the receipt of an RF packet with a valid CRC. This parameter is useful for network commissioning/diagnostics.

AvgBeaconPower - this 2's compliment parameter holds the alpha-filtered beacon power (dBm) received from a device's parent, where alpha = 0.0625.

ParentMacAddress - this parameter holds the MAC address of a DNT24's parent.

ModelNumber - this parameter specifies the DNT model, in this case a DNT24.

TxQueue - this parameter indicates if the transmitter queue is currently holding bytes to transmit.
If bytes are present in the queue the value is 1. If the queue is empty the value is 0.

7.4.4 Bank 0x03 - Serial and SPI Settings

Bank	Location	Name	R/W	Size	Range	Default
0x03	0x00	SerialRate	*R/W*	0x01	0..10	3 (9600 baud)
0x03	0x01	SerialParams	*R/W*	0x01	0..7	0 (8-N-1)
0x03	0x02	SpiMode	*R/W*	0x01	0..2	0 (SPI disabled)
0x03	0x03	SpiRateSel	*R/W*	0x01	0..2	0 (125 kHz)
0x03	0x04	SpiOptions	*R/W*	0x01	0..7	0
0x03	0x05	SpiMasterCmdLen	*R/W*	0x01	0..16	0
0x03	0x06	SpiMasterCmdStr	*R/W*	0x10	0..16 byte string	All 0x00 bytes

Table 7.4.4.1

SerialRate - this parameter sets the serial data rate as shown below:

Setting	*Serial rate*
0x00	1.2 kbps
0x01	2.4 kbps
0x02	4.8 kbps
0x03	9.6 kbps
0x04	14.4 kbps
0x05	19.2 kbps
0x06	28.8 kbps
0x07	38.4 kbps
0x08	57.6 kbps
0x09	115.2 kbps
0x0A	230.4 kbps
0x0B	250.0 kbps

SerialParams - this parameter sets the serial mode options for parity and stop bits:

Setting	Mode
0x00	No parity, 8 data bits, 1 stop bit (default)
0x01	No parity, 8 data bits, 2 stop bits
0x02	Reserved
0x03	Reserved
0x04	Even parity, 8 data bits, 1 stop bit
0x05	Even parity, 8 data bits, 2 stop bits
0x06	Odd parity, 8 data bits, 1 stop bit
0x07	Odd parity, 8 data bits, 2 stop bits

Note that 8-bit data with no parity is capable of carrying 7-bit data with parity for compatibility without loss of generality for legacy applications that may require it.

SpiMode - this parameter sets the SPI operating mode:

Setting	Mode
0x00	SPI disabled - serial UART mode (default)
0x01	SPI Slave mode
0x02	SPI Master mode

SpiRateSel - this parameter sets the SPI master mode clock rate:

Setting	Mode
0x00	125 kbps
0x01	250 kbps
0x02	500 kbps

SpiOptions - this parameter allows the SPI to be configured with the following options:

Setting	Option
0x00	Leading edge rising, sample leading edge, MSBs sent first
0x01	Leading edge rising, sample falling edge, MSBs sent first
0x02	Leading edge falling, sample leading edge, MSBs sent first
0x03	Leading edge falling, sample falling edge, MSBs sent first
0x04	Leading edge rising, sample leading edge, LSBs sent first
0x05	Leading edge rising, sample falling edge, LSBs sent first
0x06	Leading edge falling, sample leading edge, LSBs sent first
0x07	Leading edge falling, sample falling edge, LSBs sent first

SpiMasterCmdLen - this parameter sets the length for the SPI master command string that will be used to interrogate the slave peripheral, when SPI master mode is selected with periodic I/O reporting enabled.

SpiMasterCmdStr - this parameter holds the SPI master command string that is used to interrogate the slave peripheral when SPI master mode is selected and periodic I/O reporting is enabled.

7.4.5 Bank 0x04 - Host Protocol Settings

Bank	Location	Name	R/W	Size	Range	Default
0x04	0x00	ProtocolMode	*R/W*	0x01	0..1	0 (Transparent)
0x04	0x01	TxTimeout	*R/W*	0x01	0..255	0 (No timeout)
0x04	0x02	MinPacketLength	*R/W*	0x01	0..255	1 (byte)
0x04	0x03	TransPtToPtMode	*R/W*	0x01	0..1	1 (Last RX)
0x04	0x04	MsgsPerHop	*R/W*	0x01	1..8	8

Table 7.4.5.1

ProtocolMode - this parameter selects the host protocol mode. The default is 0x00, which is transparent mode, meaning the radio conveys whatever characters that are sent to it *transparently*, without requiring the host to understand or conform to the DNT24's built-in protocol. This setting is recommended for point-to-point applications for legacy applications such as wire replacements where another serial protocol may already exist. Setting this parameter to 0x01 enables the DNT24 protocol formatting. It is not necessary to define the same protocol mode for all radios in a network. For example, it is frequently useful to configure all the remotes for transparent mode and the base for protocol mode. Note that it is possible for the host to switch the radio from transparent mode to protocol mode and back as required by transmitting an *EnterProtocolMode* command.

TxTimeout - this parameter is used to group transparent data to be sent in a single transmission rather than being split over two hops. Messages sent over two hops can have gaps in the received data stream that can cause problems for the receiving application - for example, Modbus RTU. This parameter is the amount of time the DNT24 will wait without receiving a byte through the serial port before transmitting the data. Parameter units are in milliseconds. A message boundary is determined whenever a gap between consecutive characters is equal to or greater than the *TxTimeout* value, or the number of bytes reaches the *MinPacketLength*. Either condition will trigger a transmission. The default *TxTimeout* value is 0 ms which will have the radio send whatever data is in its transmit buffer as soon as possible.

MinPacketLength - this parameter is similar to *TxTimeout* except it uses the number of bytes received instead of the amount of time without receiving a byte. The default is one byte. A transmission is triggered when either the number of bytes reaches *MinPacketLength* or a gap is detected between consecutive characters greater than *TxTimeout*. If this parameter is set larger than the applicable slot size, the slot size overrides this parameter and a transmission is triggered when the slot size is filled.

TransPtToPtMode - when this parameter is set to 0x00, the destination address of transparent mode packets will be the configured *RemoteDestAddr*. When set to 0x01, the destination address will first be the *RemoteDestAddr,* but then will update to the originator of the most recent RX packet processed.

MsgsPerHop - this parameter sets the maximum number of messages a DNT24 can send in each hop frame. The default value is 8 messages, which is suitable for most applications. Setting *MsgsPerHop* to a low value allows message flow rate to be controlled.

7.4.6 Bank 0x05 - I/O Parameters

Bank	Location	Name	R/W	Size	Range In Bits	Default
0x05	0x00	All-IO	*R/W*	0x0D	104	N/A
0x05	0x0D	Gpio0	*R/W*	0x01	1	0
0x05	0x0E	Gpio1	*R/W*	0x01	1	0
0x05	0x0F	Gpio2	*R/W*	0x01	1	0
0x05	0x10	Gpio3	*R/W*	0x01	1	0
0x05	0x11	Gpio4	*R/W*	0x01	1	0
0x05	0x12	Gpio5	*R/W*	0x01	1	0
0x05	0x13	Adc0	*R*	0x02	12	N/A
0x05	0x15	Adc1	*R*	0x02	12	N/A
0x05	0x17	Adc2	*R*	0x02	12	N/A
0x05	0x19	EventFlags	*R/W*	0x02	16	N/A
0x05	0x1B	Dac0	*R/W*	0x02	12	0
0x05	0x1D	Dac1	*R/W*	0x02	12	0

Table 7.4.6.1

All-IO - this 13-byte parameter packs all the following parameters into a single value. Note that the information in parameters GPIO0 through GPIO5 is compressed into a single byte to save space in the All-IO parameter. When the ADC is op-

erating in differential mode, the ADC1 to ADC0 differential reading is stored in the ADC0 position, and the ADC2 to ADC0 differential reading is stored in the ADC1 position. The ADC2 reading is not used in ADC differential mode and this position is set to 0.

Gpio0 through Gpio5 - if a pin is configured as an output, writing to its corresponding parameter to sets the pin's logic state. If a pin is configured as an input, writing to its corresponding parameter enables or disables the pin's internal pull-up. Reading these registers returns the current level detected on the corresponding pins.

Adc0 through Adc2 - read-only parameters that return the current reading for the selected ADC channel (Little-Endian byte order). When the ADC is operating in differential mode, the ADC1 to ADC0 differential reading is stored in the ADC0 position, and the ADC2 to ADC0 differential reading is stored in the ADC1 position. The ADC2 reading is not used in ADC differential mode and this position is set to 0. Also, see the discussion of the *AdcSampleIntvl* parameter below.

EventFlags - used with the automatic I/O reporting feature, this parameter indicates which I/O events have been triggered since the last report (write 0x0000 to reset):

bits 15..8	Reserved
bit 7	ADC2 high/low threshold excursion
bit 6	ADC1 high/low threshold excursion
bit 5	ADC0 high/low threshold excursion
bit 4	Periodic timer report
bit 2	GPIO2 edge transition
bit 1	GPIO1 edge transition
bit 0	GPIO0 edge transition

Dac0 through Dac1 - sets the DAC outputs. The range of this parameter is 0x0000 to 0x0FFF.

7.4.7 Bank 0x06 - I/O Settings

Bank	Location	Name	R/W	Size	Range In Bits	Default
0x06	0x00	GpioDir	R/W	0x01	6	0x00 (All inputs)
0x06	0x01	GpioInit	R/W	0x01	6	0x00 (All zeros)
0x06	0x02	GpioAlt	R/W	0x01	6	0x00
0x06	0x03	GpioEdgeTrigger	R/W	0x01	8	0x01
0x06	0x04	GpioSleepMode	R/W	0x01	6	0x00 (Off)
0x06	0x05	GpioSleepDir	R/W	0x01	6	0x00 (All inputs)
0x06	0x06	GpioSleepState	R/W	0x01	6	0x00 (All zero)
0x06	0x07	Dac0Init	R/W	0x02	12	0x0000
0x06	0x09	Dac1Init	R/W	0x02	12	0x0000
0x06	0x0B	AdcSampleIntvl	R/W	0x04	32	0x0A (100 ms)
0x06	0x0F	Adc0ThresholdLo	R/W	0x02	12	0xF800
0x06	0x11	Adc0ThresholdHi	R/W	0x02	12	0x07FF
0x06	0x13	Adc1ThresholdLo	R/W	0x02	12	0xF800
0x06	0x15	Adc1ThresholdHi	R/W	0x02	12	0x07FF
0x06	0x17	Adc2ThresholdLo	R/W	0x02	12	0xF800
0x06	0x19	Adc2ThresholdHi	R/W	0x02	12	0x07FF
0x06	0x1B	IoReportTrigger	R/W	0x01	8	0x01 (GPIO0)
0x06	0x1C	IoReportInterval	R/W	0x04	32	30000 (ms)
0x06	0x20	IoPreDelay	R/W	0x01	8	8 (ms)
0x06	0x21	IoBindingEnable	R/W	0x01	1	0 (Disabled)
0x06	0x22	DacReference	R/W	0x01	2	0 (ADC_EXT_REF)
0x06	0x23	AdcReference	R/W	0x01	2	0 (ADC_EXT_REF)
0x06	0x24	AdcAveSelect	R/W	0x01	8	0x01
0x06	0x25	ExtAdcScaleFactor	R/W	0x02	16	0x8000
0x06	0x27	ExtAdcOffset	R/W	0x02	16	0x0000
0x06	0x29	ExtDacScaleFactor	R/W	0x02	16	0x8000
0x06	0x2B	ExtDacOffset	R/W	0x02	16	0x0000
0x06	0x2D	VccAdcScaleFactor	R/W	0x02	16	0x8000
0x06	0x2F	VccAdcOffset	R/W	0x02	16	0x0000
0x06	0x31	VccDacScaleFactor	R/W	0x02	16	0x8000
0x06	0x33	VccDacOffset	R/W	0x02	16	0x0000
0x06	0x35	1VAdcScaleFactor	R/W	0x02	16	0x8000
0x06	0x37	1VAdcOffset	R/W	0x02	16	0x0000
0x06	0x39	1VDacScaleFactor	R/W	0x02	16	0x8000
0x06	0x3B	1VDacOffset	R/W	0x02	16	0x0000
0x06	0x3D	AdcDiffMode	R/W	0x01	8	0 (single-ended)
0x06	0x3E	AdcGainCh0	R/W	0x01	8	0 (gain = 1)
0x06	0x3F	AdcGainCh1	R/W	0x01	8	0 (gain = 1)
0x06	0x40	AdcDiffScaleFactorCh0	R/W	0x02	16	0x8000
0x06	0x42	AdcDiffOffsetCh0	R/W	0x02	16	0x0000
0x06	0x44	AdcDiffScaleFactorCh1	R/W	0x02	16	0x8000
0x06	0x46	AdcDiffOffsetCh1	R/W	0x02	16	0x0000
0x06	0x47	FastAdcPrescaler	R/W	0x01	1 byte, range 1..7	5 (÷128)
0x06	0x48	SlowAdcPresccaler	R/W	0x01	1 byte, range 0..7	2 (÷16)

Bank	Location	Name	R/W	Size	Range In Bits	Default
0x06	0x49	MaxQueuedEvents	R/W	0x01	1 byte, range 0..20	8 (reports)
0x06	0x4A	AdcSkipCount	R/W	0x01	1 byte	0 (samples)

Table 7.4.7.1

GpioDir - this parameter is a bitmask that sets whether each GPIO is an input (0) or outputs (1). The default is all inputs.

GpioInit - this parameter is a bitmask that sets the initial value for any GPIOs which are enabled as outputs. For GPIOs enabled as inputs, this sets the initial pull-up setting.

GpioAlt - specifies which GPIO pins will have their alternate functions enabled: Bit 2 - diversity toggle enable, Bit 3 - RS485 enable, Bit 4 - /HOST_CTS enable, Bit5 - /HOST_RTS enable.

Bit	Alternate Function	Default	Bit Mask
0	(none)	0	0x01
1	(none)	0	0x02
2	Diversity Toggle	0	0x04
3	RS485 (N/A in SPI Slave mode)	0	0x08
4	/Host_CTS (N/A in SPI Slave mode)	1	0x10
5	/HOST_RTS (N/A in SPI Slave mode)	1	0x20

Table 7.4.7.2

GpioEdgeTrigger -this parameter consists of a set of four 2-bit fields that define when GPIO triggers are enabled for I/O event reporting:

bits 7..6   GPIO3 edge function
bits 5..4   GPIO2 edge function
bits 3..2   GPIO1 edge function
bits 1..0   GPIO0 edge function

The bit values for each GPIO map to the following settings:

Value	GPIO edge behavior
11	Rising edge trigger, neither level keeps remote awake
10	Bidirectional edge trigger, neither level keeps remote awake
01	Rising edge trigger, holding high keeps remote awake
00	Falling edge trigger, holding low keeps remote awake

Table 7.4.7.3

GpioSleepMode - this parameter is a bitmask that enables configuring the I/O direction and state of GPIO0..GPIO5 when the module is sleeping. Bits 0..5 correspond to GPIO0..GPIO5. Setting a *Gpio-SleepMode* bit to 1 enables sleep mode configuration of the corresponding GPIO. Setting a *GpioSleepMode* bit to 0 causes the corresponding GPIO to remain configured as in active mode. Note that when the *GpioAlt* bit is set for GPIO4, the corresponding *GpioSleepMode* bit is ignored and GPIO4 is controlled directly by the *GpioSleepState* parameter bit 7.

GpioSleepDir - when *GpioSleepMode* is enabled, this parameter functions to set the direction of the GPIOs during a device's sleep period. This enables the user to provide alternate configurations during sleep that will help minimize current consumption. Bits 0..5 correspond to GPIO0..GPIO5. Setting a *GpioSleepDir* bit to 1 to specifies an output; 0 specifies an input.

GpioSleepState - when *GpioSleepMode* is enabled, this parameter functions as a bitmask to control the states of the GPIOs, the RADIO_TXD output, and the /HOST_CTS and /DCD outputs during a device's sleep period. This allows the user to set alternate configurations during sleep to minimize current consumption. Bits 0..5 correspond to GPIO0..GPIO5 respectively. Bit 6 sets the state of RADIO_TXD, and bit 7 sets the states of /HOST_CTS and /DCD. A sleep state bit is set to 1 to specify a high output or an
internal pull-up on an input, or to 0 to specify a low output or no internal pull-up on an input. Bit 6 must be set low in order to achieve minimum sleep current (high impedance load assumed), and the other bits may need to be set low or high depending on their external loads. When bit 6 is set low, expect a serial "break" condition to occur as the module wakes from sleep. The serial break condition can be eliminated by setting bit 6 high, but sleep current will be increased.

Dac0Init - this parameter sets the initial value for DAC0 at startup.

Dac1Init - this parameter sets the initial value for DAC1 at startup.

AdcSampleIntvl - this parameter sets the frequency (sample interval) of ADC measurements used to
determine if a threshold has been exceeded or in calculating an average measurement value. The three ADC channels are read on each ADC cycle, along with the states of GPIO2 and GPIO3. Each *AdcSampleIntvl* count equals 10 ms. The default is 100 ms. This interval will be the worst-case latency for ADC generated interrupts. Note that *AdcSampleIntvl* is independent of *IoReportInterval* as the ADCs are read on both intervals.

Adc0..2ThresholdLo/Hi - these parameters set the thresholds to trigger an I/O report based on ADC measurements. If I/O reporting is enabled, a single event report containing the contents of the I/O bank is generated when a threshold is crossed. Reporting is edge-triggered with respect to threshold boundaries, not level-triggered. Additional reports are not triggered unless the ADC measurement first returns inside the threshold boundary and then crosses the threshold again. Triggers occur whenever one of the following inequalities is satisfied:

$$ADCx < ADCx\_ThresholdLo$$
$$ADCx > ADCx\_ThresholdHi$$

IoReportTrigger - a trigger event on any enabled trigger source will cause a DNT24 router or remote to send an event message to the base containing the entire current values of the Bank 5.

bit 7	ADC2 high/low thresholds
bit 6	ADC1 high/low thresholds
bit 5	ADC0 high/low thresholds
bit 4	Periodic timer
bit 3	GPIO3 edge
bit 2	GPIO2 edge
bit 1	GPIO1 edge
bit 0	GPIO0 edge

I/O reporting is supported for remotes and routers only, not the base.

IoReportInterval - when periodic timer I/O reporting is enabled, this parameter sets the interval between reports. The parameter scaling is 10 ms/count, and the default report interval is every 30 seconds.

IoPreDelay - this parameter sets the time in milliseconds to delay collection of ADC readings after an event occurs, to allow settling of ADC input voltages.

IoBindingEnable - this parameter enables I/O binding. Setting this parameter to 0x00 disables I/O binding (I/O mirroring) from a remote device. Setting this parameter 0x01 enables I/O mirroring. When enabled, the data from any received event report is used to drive the device's own outputs. GPIO2 will be set to the event report's GPIO0 reading, GPIO3 will be set to the event report's GPIO1 reading, and DAC0 and DAC1 will be set with the ADC0 and ADC1 readings respectively. Note that if the *AdcDiffMode* parameter is set to 1, I/O binding cannot be used.

DacReference - this parameter selects the reference voltage for the DACs:

Setting	Reference
0x00	ADC_EXT_REF
0x01	AVVC (Analog Vcc)
0x02	Reserved
0x03	Disable DAC operation

AdcReference - this parameter selects the reference voltage for the ADCs:

Setting	Reference
0x00	ADC_EXT_REF
0x01	Internal Vcc divided by 1.6
0x02	Reserved
0x03	Disable ADC operation

AdcAveSelect - this parameter selects the number of ADC measurements to average to produce each ADC reading, from 1 to 255 samples. Averaging over a larger number of measurements increases noise filtering but also increases the time it takes to generate a set of readings:

ADC Mode	Module Awake	Module Sleeping
Single-ended, reading all three channels	216 µs	381 µs
Differential, reading both channels	160 µs	273 µs

Table 7.4.7.4

ExtAdcScaleFactor - this parameter is the scale factor applied to an ADC measurement when the ADC reference is an external voltage. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

ExtAdcOffset - this parameter is the 2's complement offset added to the scaled ADC measurement when the ADC reference is an external voltage.

ExtDacScaleFactor - this parameter is the scale factor applied to a DAC measurement when the DAC reference is an external voltage. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

ExtDacOffset - this parameter is 2's complement the offset added to the scaled DAC measurement when the DAC reference is an external voltage.

VccAdcScaleFactor - this parameter is the scale factor applied to an ADC measurement when the ADC reference is Vcc/1.6. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

VccAdcOffset - this parameter is the 2's complement offset added to the scaled ADC measurement when the ADC reference is derived from Vcc/1.6.

VccDacScaleFactor - this parameter is the scale factor applied to a DAC measurement when the DAC reference is Vcc. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

VccDacOffset - this parameter is the 2's complement offset added to the scaled DAC measurement when the DAC reference is Vcc.

1VAdcScaleFactor - this parameter is the scale factor applied to an ADC measurement when the ADC reference is the 1 V internal reference. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

1VAdcOffset - this parameter is the 2's complement offset added to the scaled ADC measurement when the ADC reference is the 1 V internal reference.

1VDacScaleFactor - this parameter is the scale factor applied to a DAC measurement when the DAC reference is the 1 V internal reference. The scale factor parameter is multiplied by 32768. for example, the parameter value for a scale factor of 1.12 = 1.12 * 32768 = 36700.16 or 0x8F5C.

1VDacOffset - this parameter is the 2's complement offset added to the scaled DAC measurement when the DAC reference is the 1 V internal reference.

AdcDiffMode - a parameter value of 0 selects single-ended ADC mode. In this mode, negative sensor inputs are connected to ground and positive sensor inputs to ADC0, ADC1 and ADC2 respectively. Three ADC measurements are made in this mode with a range of 0x0000 to 0x07FF. A parameter value of 1 selects signed differential mode with gain. In this mode, the negative sensor inputs are connected to ADC0 and the positive inputs are connected to ADC1 and ADC2. Two ADC measurements are made in this mode, ADC1 to ADC0 and ADC2 to ADC0, with a range (signed) from 0xF800 to 0x07FF. In differential mode, the *AdcGainCh0* and *AdcGainCh1* parameters can change the selected gain for the two ADC readings, and the *AdcDiff* scale factors and offsets, both supplied by the customer, are used.

AdcGainCh0 - this parameter sets the preamplifier gain applied when making a differential measurement of ADC1 relative to ADC0. Setting this parameter to 0x00 sets the gain to 1, 0x01 sets the gain to 2, 0x02 sets the gain to 4 and so on, up to 0x06 which sets the gain to 64. Note that the preamplifier output voltage saturates at 2.4 V regardless of the gain setting.

AdcGainCh1 - this parameter sets the gain applied when making a differential measurement of ADC2 relative to ADC0. Setting this parameter to 0x00 sets the gain to 1, 0x01 sets the gain to 2, 0x02 sets the gain to 4 and so on, up to 0x06 which sets the gain to 64. Note that the preamplifier output voltage saturates at 2.4 V regardless of the gain setting.

AdcDiffScaleFactorCh0/1 and AdcDiffOffsetCh0/1 - these parameters are applied to the raw ADC readings in differential mode. These values are not factory calibrated, but can be calibrated by the user.

FastAdcPrescaler - this parameter is the system clock divisor used to generate the ADC clock when the system is being clocked at 16 MHz. Default value is 0x05 (system clock ÷128). Higher values correspond to slower ADC clock rates. For example, 0x07 = ÷512, and 0x00 = ÷4. Note that larger prescalers will increase the amount of time it takes to collect all readings. DIV4 is not valid when running at 16 MHz because the maximum ADC clock rate is 2 MHz, so DIV8 is the lowest allowed.

SlowAdcPrescaler - System clock divisor used to generate the ADC clock when the system is being clocked at 2 MHz, when exiting sleep mode. Default value is 0x02 (system clock ÷16). Higher values correspond to slower ADC clock rates. For example, 0x07 = DIV512, and 0x00 = DIV4.

MaxQueuedEvents - this parameter sets the maximum number of Event Reports that can be queued at one time by a DNT24. This parameter is used to prevent a router device from clogging up its outbound queue with its own pending transmissions if it has having trouble obtaining link or an available slot from its parent. This parameter defaults to 8, with a maximum value of 20.

AdcSkipCount - this parameter sets the number of measurements to skip (discard) when switching to a new ADC channel. The skipped measurements allow transients in the ADC sample-and-hold circuit to settle out. This parameter must be set to at least 0x03 when *AdcDiffMode* is selected. Note that the
IoPreDelay parameter discussed above provides a delay to allow signals *external* to the DNT24 to settle following a wake up event, while *AdcSkipCount* skips measurements that may be distorted because the *internal* voltage on the ADC sample-and-hold has not settled.

7.4.8 Bank 0xFF - Special Functions

Bank	Location	Name	R/W	Size	Range	Default
0xFF	0x00	UcReset	*W*	0x01	0..2	N/A
0xFF	0x01	MemorySave	*W*	0x01	0xD0..0xD2	N/A
0xFF	0x04	DiagSerialRate	*R/W*	0x01	0..10	7 (38400 kbps)
0xFF	0x0C	ForceDiscover	*W*	0x03	(See Text)	N/A
0xFF	0x0E	DiagPortEn	*R/W*	0x01	0..1	0 (disabled)

Table 7.4.8.1

UcReset - writing a 0 to this parameter initiates a full reset, writing 1 to initiates a reset to the serial bootloader, or writing a 2 to initiates a reset to the OTA bootloader client.

MemorySave - writing 0xD0 to this parameter load default values, writing 0xD1 saves settings to EEPROM, or writing 0xD2 to save settings to EEPROM and resets the module.

DiagSerialRate - this parameter sets the diagnostic port serial data rate as shown below:

Setting	*Serial rate*
0x00	1.2 kbps
0x01	2.4 kbps
0x02	4.8 kbps
0x03	9.6 kbps
0x04	14.4 kbps
0x05	19.2 kbps
0x06	28.8 kbps
0x07	38.4 kbps (default)
0x08	57.6 kbps
0x09	115.2 kbps
0x0A	230.4 kbps
0x0B	250.0 kbps

ForceDiscoverRegister - a write to this register, typically using a broadcasted *Set Remote Register* command, will force a heartbeat reply if a device's parent has the specified base-mode network ID (or 0xFF wildcard), and the least significant byte of the device's MAC address is within a specified min/max range. The payload consists of 3 bytes: NWKID (NN), minimum MAC address (LL), and maximum MAC address (XX). In Little Endian hexadecimal format this would appear as "XXLLNN".

DiagPortEn - setting this parameter to 0x01 enables diagnostic port operation.

7.5 Protocol-formatted Message Examples

7.5.1 Data Message

In this example, the ASCII text *"Hello"* is sent from the base to a remote using the *TxData* command.
The MAC address of the remote is 0x123456. The protocol formatting for the host message is:

SOP	Length	PktType	Lo MAC	MAC	Hi MAC	"H"	"e"	"l"	"l"	"o"
0xFB	0x09	0x05	0x56	0x34	0x12	0x48	0x65	0x6C	0x6C	0x6F

There are 9 bytes following the length byte, so the length byte is set to 0x09. Note that the 0x123456 network address is entered in Little-Endian byte order, 56 34 12. When an ACK to this message is received from the remote, the base outputs a *TxDataReply* message to its host:

SOP	Length	PktType	Lo MAC	MAC	Hi MAC	Status	RSSI
0xFB	0x07	0x15	0x56	0x34	0x12	0x00	0xB0

The 0x00 *TxStatus* byte value indicates the ACK reception from the remote. The *RSSI* value of the received ACK is 0xB0, indicating a received signal strength of approximately -80 dBm .

The ASCII *"Hello"* message is output at the remote as a 0x26 *RxData* event. The address field contains the originator's address, 0x00 0x00 0x00, which is the base. The *RSSI* value of the received message is 0xB4, indicating a received signal strength of approximately -76 dBm. The data following the RSSI value is the *"Hello"* text.

SOP	Length	PktType	Lo MAC	MAC	Hi MAC	RSSI	"H"	"e"	"l"	"l"	"o"
0xFB	0x0A	0x26	0x00	0x00	0x00	0x35	0x48	0x65	0x6C	0x6C	0x6F

Note that if the remote was in transparent mode, only the *"Hello"* text would be output.

7.5.2 Configuration Messages

In this example, the remote with MAC address 0x123456 is configured by the base (MAC address 0x000000) to generate *RxEvent* messages every 10 seconds. To do this, the *IoReportInterval* in the remote is set to 10 seconds and the *periodic report timer* bit in the *IoReportTrigger* parameter is set ON. The *IoReportInterval* and the *IoReportTrigger* parameters are loaded using *SetRemoteRegister* commands. The command to set the *IoReportInterval* to 10 seconds is:

SOP	Length	PktType	Lo MAC	MAC	Hi MAC	Reg	Bank	Size	Lo Val	Val	Val	Hi Val
0xFB	0x0B	0x07	0x56	0x34	0x12	0x1C	0x06	0x04	0x10	0x27	0x00	0x00

The *IoReportInterval* parameter starts in location 0x1C of Bank 6. The report interval scaling is 1 ms/count, so a 10 second report interval is 10,000 units or 0x00002710 (Little-Endian format 10 27 00 00). The *IoReportInterval* parameter is updated and *SetRemoteRegisterReply* is returned:

SOP	Length	PktType	Status	Lo MAC	MAC	Hi MAC	RSSI
0xFB	0x06	0x17	0x00	0x00	0x00	0x00	0xB2

The command to set the *periodic report timer* bit in *IoReportTrigger* is:

SOP	Length	PktType	Lo Mac	MAC	Hi MAC	Reg	Bank	Size	Val
0xFB	0x08	0x07	0x56	0x34	0x12	0x1B	0x06	0x01	0x10

The *IoReportTrigger* parameter is in location 0x1B of Bank 6. The *periodic report timer* bit in *IoReportTrigger* is located in bit position four (00010000b) or 0x10. The *IoReportTrigger* parameter is updated and *SetRemoteRegisterReply* is returned:

SOP	Length	PktType	Status	Lo MAC	MAC	Hi MAC	RSSI
0xFB	0x06	0x17	0x00	0x00	0x00	0x00	0xB4

7.5.3 Sensor Message

In this example, the base host requests an ADC1 reading from a remote using the *GetRemoteRegister* command, type 0x06. The MAC address of the remote is 0x123456. The current ADC1 measurement parameter is read starting at register location 0x15 and Bank 5. The ADC reading spans two bytes. The protocol formatting for this command is:

SOP	Length	PktType	Lo Mac	MAC	Hi MAC	Reg	Bank	Size
0xFB	0x07	0x06	0x56	0x34	0x12	0x15	0x05	0x02

Note the remote MAC address is entered in Little-Endian byte order, 56 34 12.

The ADC reading is returned in a *GetRemoteRegisterReply* message:

SOP	Length	PktType	Status	Lo MAC	MAC	Hi MAC	RSSI	Reg	Bank	Size	Lo Val	Hi Val
0xFB	0x0B	0x16	0x00	0x00	0x00	0x00	0xB7	0x1C	0x06	0x02	0x7B	0x08

Substantial information is returned in the message. The last two byes of the message give the ADC reading in Little-Endian format, 7B 08. The ADC reading is thus 0x087B (2171). The RSSI value is the byte following the address, 0xB7 (-73 dBm). The *TxStatus* byte to the right of the *GetRemoteRegisterReply* Packet Type is 0x00, showing the packet was acknowledged on the RF channel.

7.5.4 Event Message

The configuration example shown in Section 7.5.2 above causes the remote with MAC address 0x123456 to start sending event messages every 10 seconds as shown in the log below:

```
FB 12 28 56 34 12 B8 00 7A 01 36 01 FF 01 10 00 20 01 40 01
FB 12 28 56 34 12 B0 00 79 01 35 01 C0 01 10 00 20 01 40 01
FB 12 28 56 34 12 A9 00 72 01 35 01 D3 01 10 00 20 01 40 01
FB 12 28 56 34 12 AC 00 75 01 36 01 E7 01 10 00 20 01 40 01
```

The first received message in the above log is constructed as follows:

SOP	Length	PktType	Addr	Addr	Addr	RSSI	Data
0xFB	0x12	0x28	0x56	0x34	0x12	B8	

GPIO	ADC0		ADC1		ADC2		Event Flags		DAC0		DAC1	
0x00	0x7A	0x01	0x36	0x01	FF	0x01	0x10	0x00	0x20	0x01	0x40	0x01

RxEvent messages are *PktType* 0x28. The message payload consists of the states of GPIO0 through GPIO5, the input voltages measured by ADC0 through ADC2, the event trigger(s), and the DAC output settings. Note the ADC readings, event flags and DAC settings are presented in Little-Endian order. The remote is assumed to be always ON in this example. If the remote is placed in periodic sleep mode (*SleepMode* = 1), a suitable value of the *WakeResponseTime* parameter should be set to allow the base application to analyze the I/O report and send back a command to the remote as needed.

8.0 DNT24DK/DNT24ADK Developer's Kits

Figure 8.0.1 shows the main contents of a DNT24DK Developer's kit:

Figure 8.0.1

8.1 Kit Contents

- DNT24DK - 2 DNT24P radios installed in DNT24 interface boards, labeled *Base* and *Remote*
- DNT24DK - 2 patch antennas and two 2 dBi dipole antennas with MMCX/RSMA adaptor cables
- DNT24ADK - 2 DNT24PA radios installed in DNT24 interface boards, labeled *Base* and *Remote*
- All Kits - 2 wall-plug power suppliers, 9 VDC, 120/240 VAC, plus 2 batteries, 9 VDC (not show above)
- All Kits - 2 RJ-45/DB-9F cable assemblies and two A/B USB cables
- All Kits - 1 DNT24DK/DNT24ADK documentation and software CD

8.2 Additional Items Needed

To operate the kit, the following additional item is needed:

- One PC with Microsoft Windows XP, Vista or Windows 7 operating system. The PC must be equipped with a USB port or a serial port capable of operation at 9600 bps.

8.3 Developer's Kit Default Operating Configuration

The default operating configuration of the DNT24DK developer's kit is point-to-point with transparent serial data at 9600 bps, 8N1. One DNT24 is preconfigured as a base and the other as a remote. Labels on the bottom of the interface boards specify *Base* or *Remote*.

8.4 Developer's Kit Hardware Assembly

1. Figure 8.4.1 shows a DNT24P radio installed on an interface board, and a patch antenna. Observe ESD precautions when handling the kit circuit boards. Install a patch antenna on each interface board by pressing the antenna into the interface board RF connector with moderate pressure until the antenna snaps onto the connector, as shown in Figure 8.4.2. Note that no external antenna is required when using the DNT24PA radios supplied in the DNT24A Kits.

2. As shown in Figure 8.4.3, there are three serial connectors and a power connector on the end of each interface board. The RJ-45 connector provides an RS232 interface to the DNT24 main serial port. The USB connector provides an optional interface to the radio's main serial port.

Patch Antenna

Figure 8.4.1

Snap Antenna onto Connector

Figure 8.4.2

RJ-45 RJ-11 USB PWR
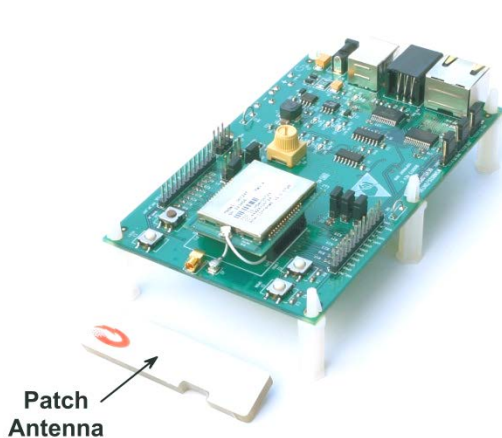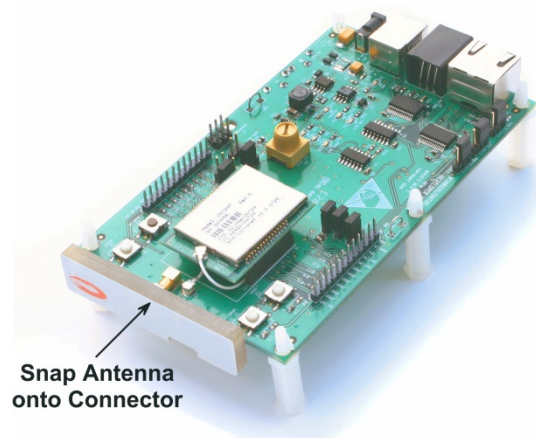
Figure 8.4.3

3. If using a serial cable, connect the Base interface board to the PC using a RJ-45/DB-9F cable assembly (labels on the bottom of the interface boards specify *Base* or *Remote*). Then power the *Base* with a supplied wall-plug power supply. Continue at Step 5 below.

4. If using a USB cable continue with this Step to install the USB drivers, else continue at Step 5. Plugging in the USB cable automatically switches operation to the USB connector. The USB interface is based on an FT232RL serial-to-USB converter IC manufactured by FTDI. The FT232RL driver files are located in the i386 and AMD64 folders on the CD, and the latest version of the drivers can be down-loaded from the FTDI website, www.ftdichip.com. The drivers create a virtual COM port on the host PC.

    a. Power the *Base* using one of the supplied wall-plug power supplies.

    b. Next connect the *Base* to the PC with a USB cable. The PC will find the new USB hardware and open a driver installation dialog box. Enter the letter of the drive holding the kit CD and click *Continue*. The installation dialog will run *twice* to complete the driver installation.

8.5   Utility Program

The DNT Demo utility program requires only one PC for initial kit operation and sensor applications (ADC, DAC and digital I/O). Two serial/USB ports are required for bidirectional serial communications. Section 8.6 below covers using the DNT24 Demo utility program for initial kit operation and familiarization. Section 8.6.1 covers serial message communication and radio configuration.

8.6   Initial Kit Operation

The DNT Demo utility program is located in the *PC Programs* folder on the kit CD. The DNT Demo requires no installation and can be simply copied to the PC and run.
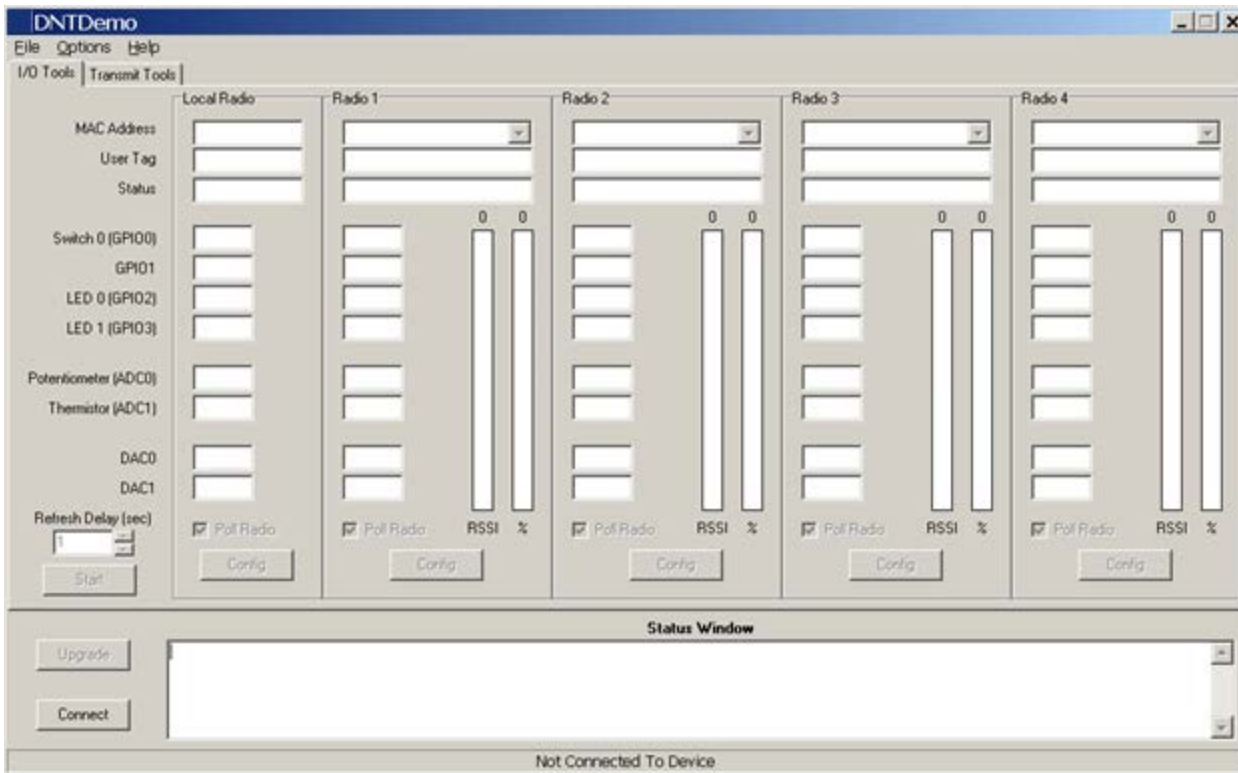
Figure 8.6.1

1. Start the Demo on the PC. The Demo program start-up window is shown in Figure 8.6.1.

2. Click on *Connect* to open the *Select Comm Port Settings* dialog box, as shown in Figure 8.6.2. If necessary, set the baud rate to 9600 bps. Set the *CommPort* to match the serial port connected to the Base, either the hardware port or the USB virtual serial port. Then click *OK* to activate the connection.
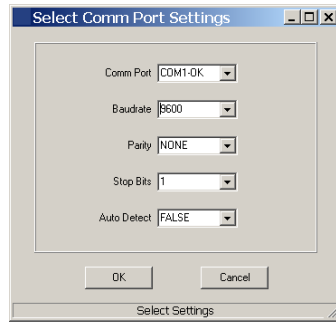
Figure 8.6.2

3. At this point the utility program will collect data from the Base, filling in the *Local Radio* column as shown in Figure 8.6.3.
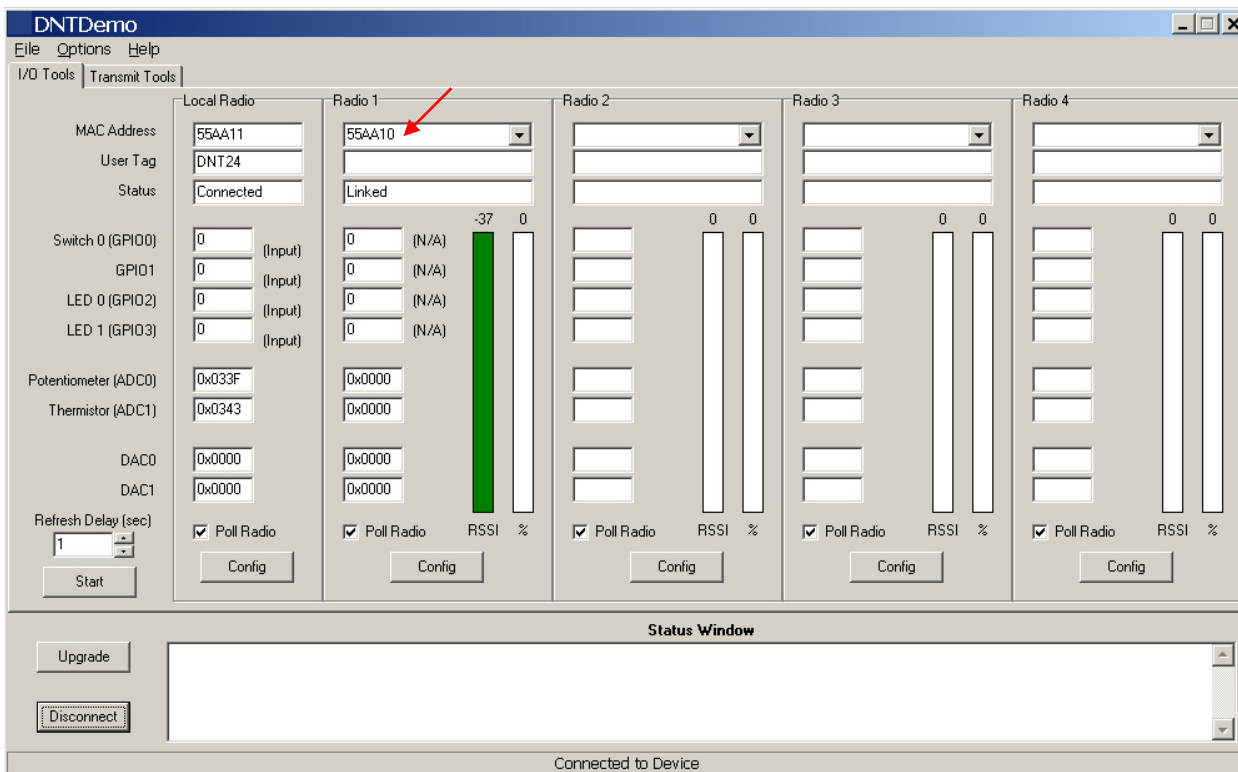
Figure 8.6.3

4. Next power up the *Remote* using a wall-plug power supply. The Remote will transmit a "heartbeat" message on power up.

5. Click on the drop-down box at the top of the *Radio 1* column and click on the *MAC Address* (preloaded when the Remote is turned on after the Base), or load the *MAC Address* for the Remote from the heartbeat message.

6. Next press the *Start* button using the default 1 second *Refresh Delay*.
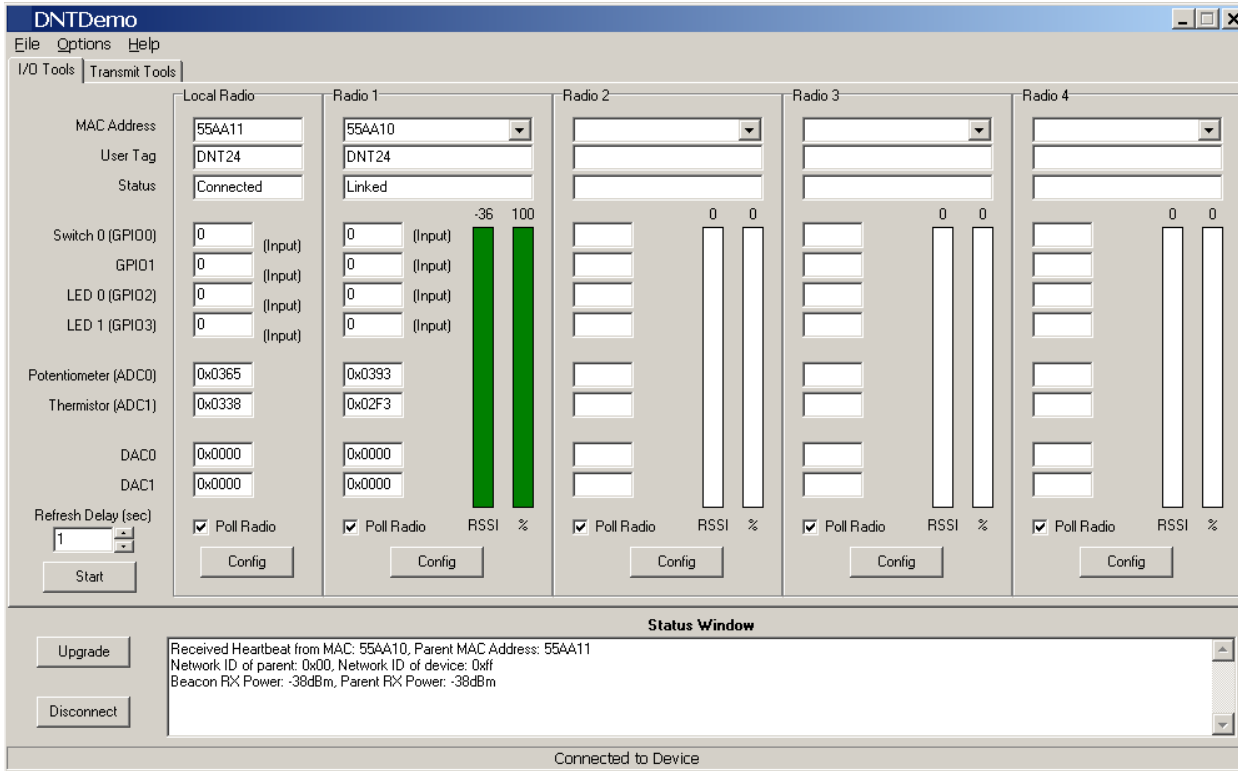
Figure 8.6.4

7. The Demo will display data on the *Remote* in the *Radio 1* column, including bar graphs of *RSSI* (signal strength) and *percent* packet success rate, as shown in Figure 8.6.4. Adjusting the pot on the *Remote* can be observed in the *Potentiometer (ADC0)* data. You can change the *Refresh* setting from the drop down menu at the bottom left. Adjusting the pot on the base can be observed in the *Potentiometer (ADC0)* data in the *Local Radio* column.

If any difficulty is encountered in setting up the DNT24DK development kit, contact MURATA's module technical support group. The phone number is +1.678.684.2000. Phone support is available from 8:30 AM to 5:30 PM US Eastern Time Zone, Monday through Friday. The E-mail address is tech_sup@Murata.com.

8.6.1 Serial Communication and Radio Configuration

Connect PCs to both the Base and the Remote for serial communication testing (alternately one PC can be used with two serial ports and two instances of the DNT24 Demo program running). Click the *Stop* button under the *Refresh Delay* label on the *I/O Tools* tab and move to the *Transmit Tools* tab, as shown in Figure 8.6.1.1.
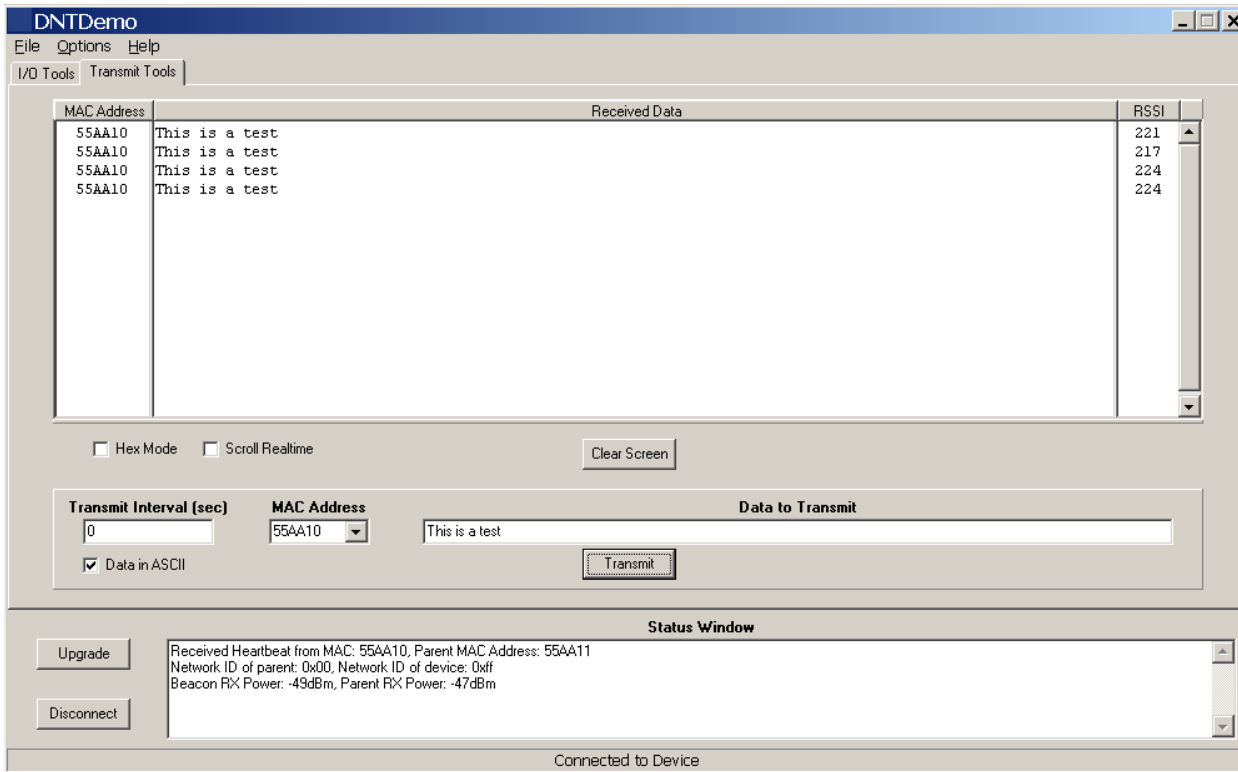
Figure 8.6.1.1

Pressing the *Transmit* button on this screen sends the message in the *Data to Transmit* text box to the selected *MAC Address*. Note that the *MAC address* a remote uses for the base is 0x000000. Data sent to the local radio is displayed in the *Received Data* text box. Received data can be displayed as ASCII (default) or in Hexadecimal format by checking the *Hex Mode* check box. When the *Transmit Interval* is set to zero, *Data to Transmit* is sent once when the *Transmit* button is clicked. When the *Transmit Interval* is set to a positive number, Pressing the *Transmit* button once will cause a transmission each transmit interval (seconds) until the button is pressed again.

Returning to the *I/O Tools* tab, the multi-tab *Configuration* window for each radio can be accessed by clicking on its *Config* button. The data presented on the first six tabs corresponds to configuration register Banks 0 through 5 as discussed in Section 4.2 above, with the data on the next two tabs corresponding to configuration register Bank 6.
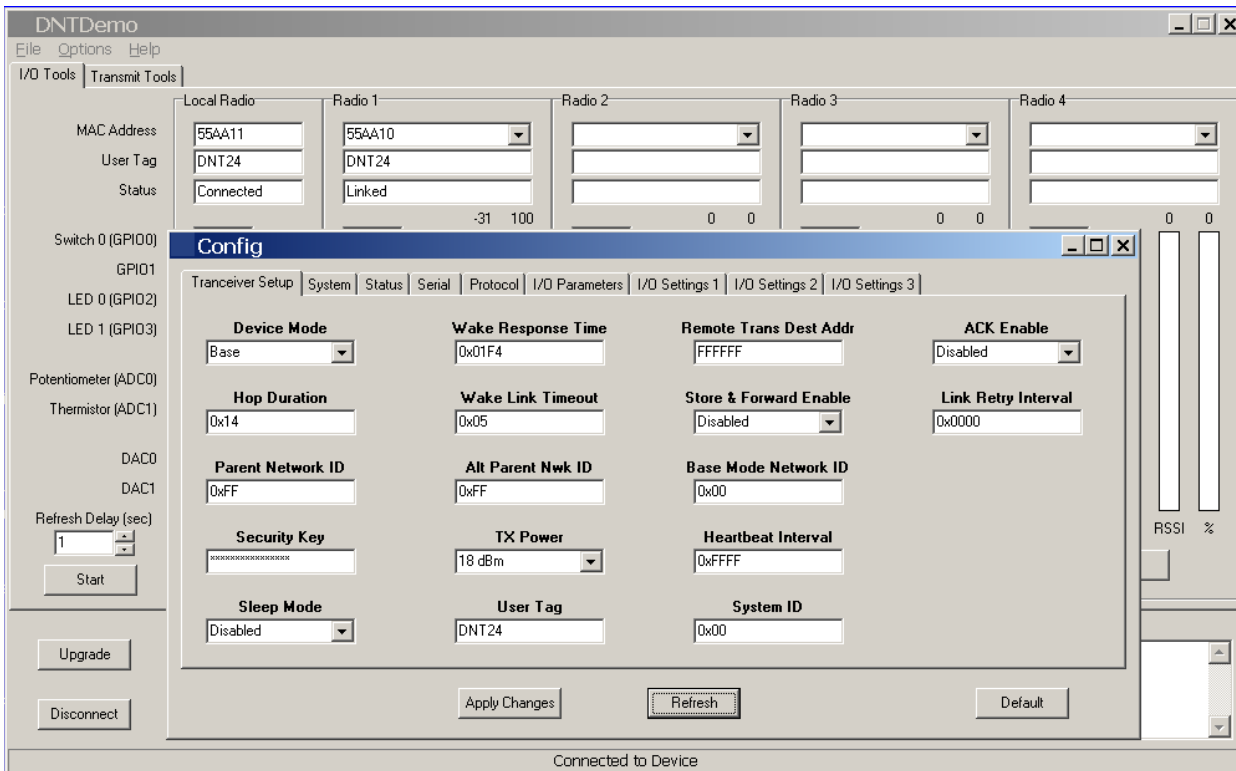
Figure 8.6.1.2

The *Transceiver Setup* Tab is shown in Figure 8.6.1.2 and corresponds to Bank 0. The current values of each Bank 0 parameter are displayed and can be updated by selecting from the drop-down menus or entering data from the keyboard, and then pressing the *Apply Changes* button. Note that data is *displayed and entered in Big-Endian order*. The utility program automatically reorders multi-byte data to and from Little-Endian order when building or interpreting messages.
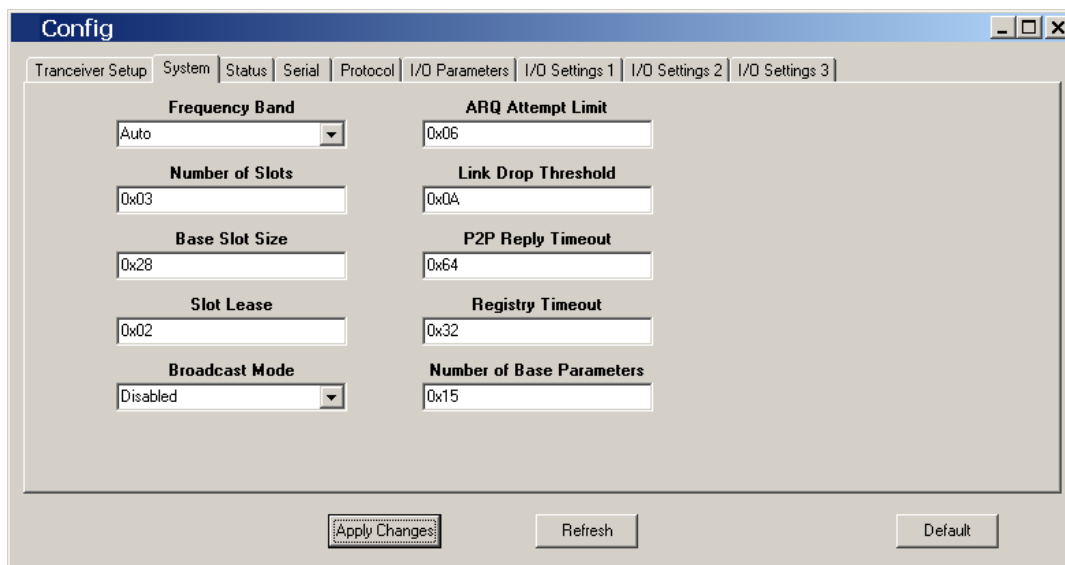
Figure 8.6.1.3

Figure 8.6.1.3 shows the *System* tab contents, corresponding to Bank 1. The current values of each parameter are displayed and can be updated by selecting from the drop-down menu or entering data from the keyboard, and then pressing the *Apply Changes* button. Note that Bank 1 holds configuration parameters for the base only except for *Broadcast Mode,* which applies to both the base and the remotes.
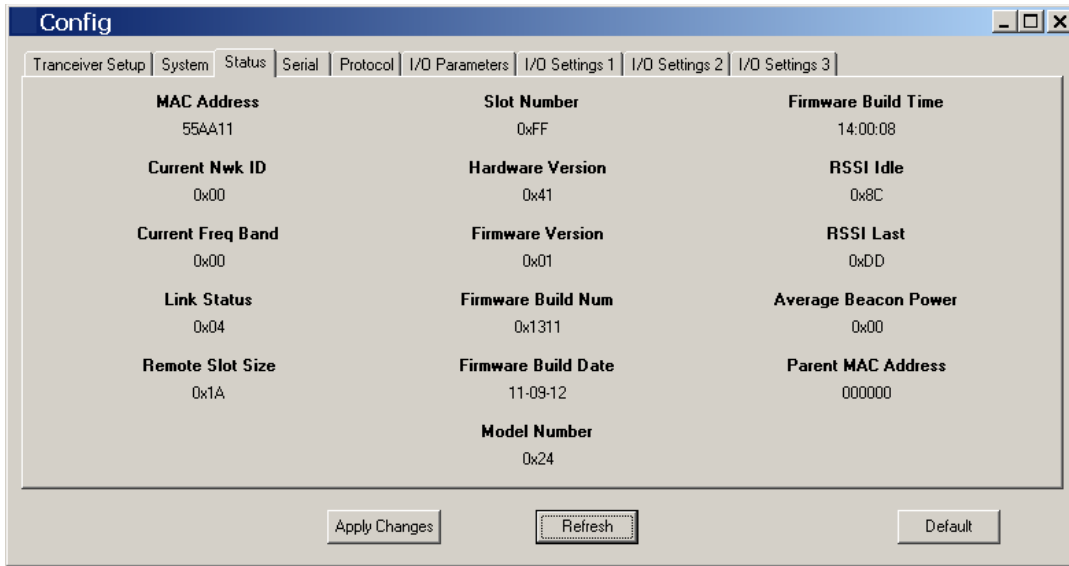
Figure 8.6.1.4

Figure 8.6.1.5 shows the *Status* tab contents, corresponding to Bank 2. Note the *Status* tab contains read-only parameters.
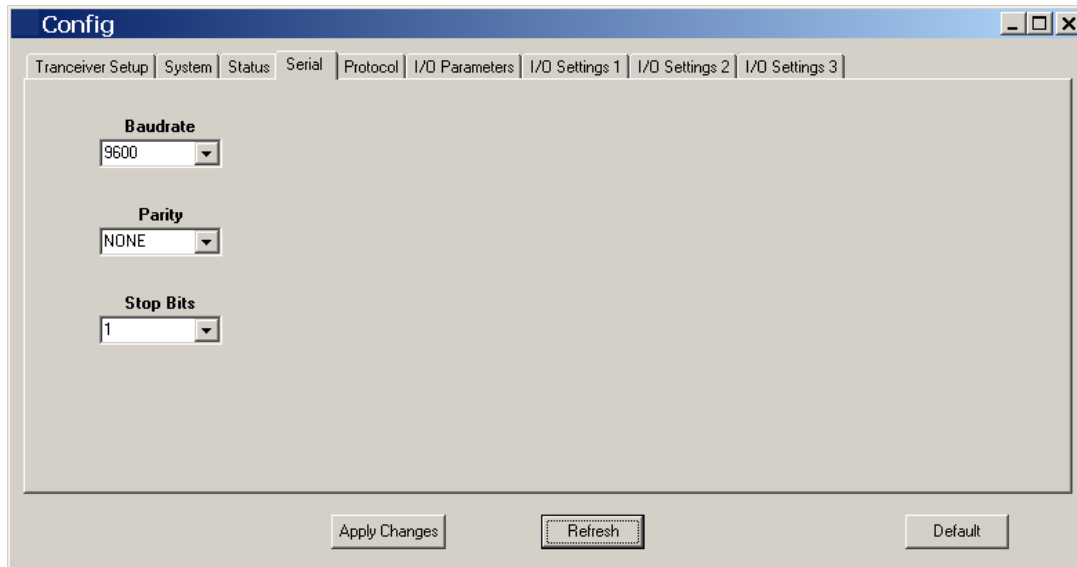
Figure 8.6.1.5

Figure 8.6.1.5 shows the *Serial* tab contents corresponding to the serial parameters in Bank 3. The values shown are the defaults for serial port operation.
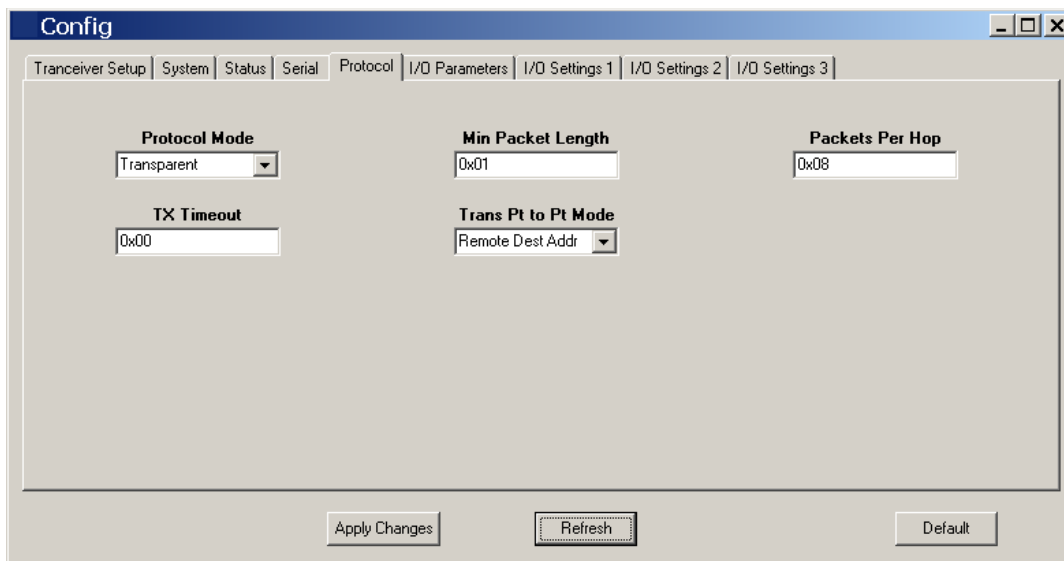
Figure 8.6.1.6

Figure 8.6.1.6 shows the *Protocol* tab contents, corresponding to Bank 4. Transparent serial data communication is currently chosen.
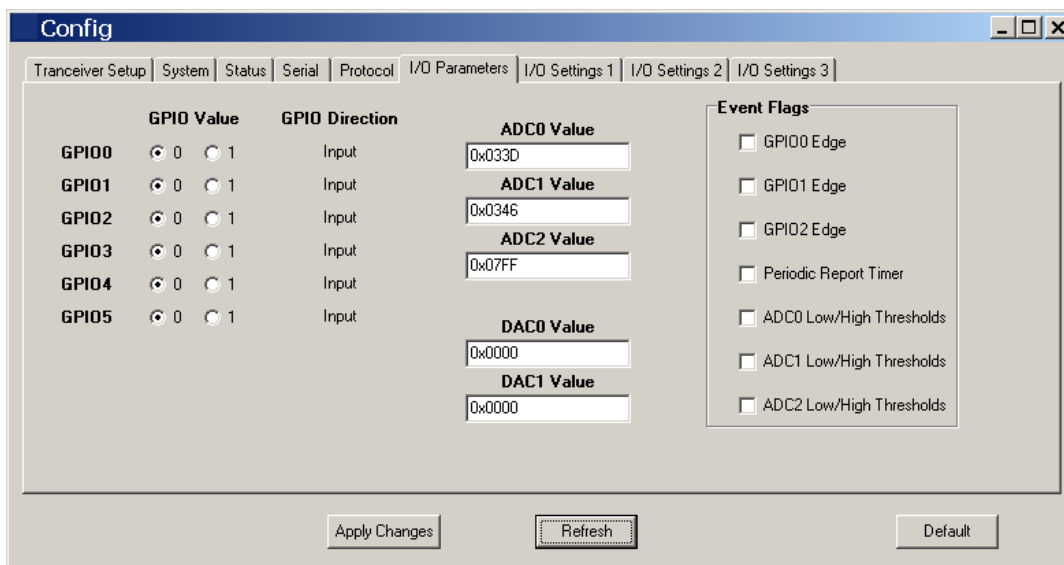
Figure 8.6.1.7

Figure 8.6.1.7 shows the *I/O Parameters* tab contents, corresponding to Bank 5. All GPIO ports are configured as inputs. The 12-bit ADC input readings and DAC output settings are given in *Big-Endian* byte order. Event flags are presented on the right side of the window.
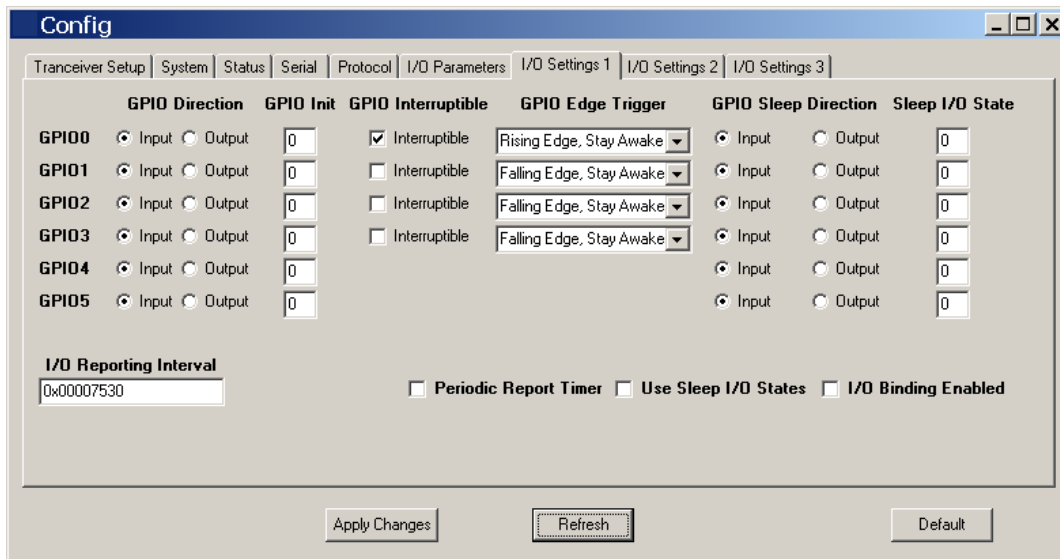
Figure 8.6.1.8

Figure 8.6.1.8 shows the first *I/O Settings* tab contents, corresponding to Bank 6 GPIO configurations other than alternate GPIO functions. This tab allows the direction of the GPIO ports to be set both for active and sleep modes, and in the case of GPIO outputs, the initial power up states and sleep mode states to be set. When GPIO ports 0 - 3 are configured as inputs, event interrupts can be set for them with check boxes. The type of interrupt trigger is selected from the drop-down boxes to the right of the check boxes. Periodic I/O reporting, reporting interval and enable/disable sleep I/O states and I/O binding can also be configured under this tab.
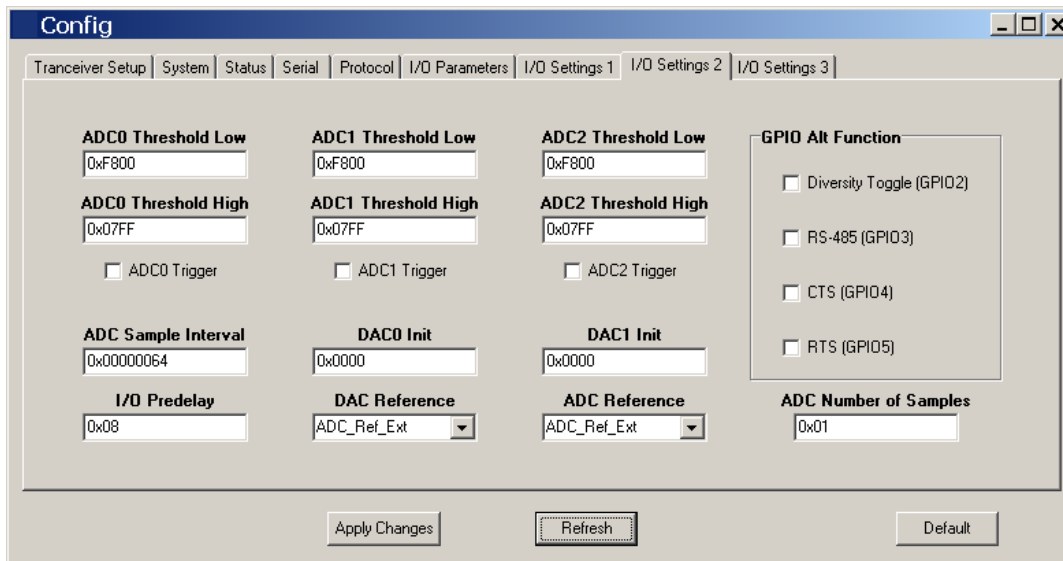
Figure 8.6.1.9

Figure 8.6.1.9 shows the second *I/O Setup* tab contents, corresponding to Bank 6 ADC input and DAC output parameters. The ADC and DAC reference voltages, the ADC sampling interval, the high and low ADC thresholds for event reporting and event reporting triggers on each ADC channel can be set, along with the initial output values for each DAC channel. The event reporting I/O predelay and alternate GPIO functions can also be set from this tab.
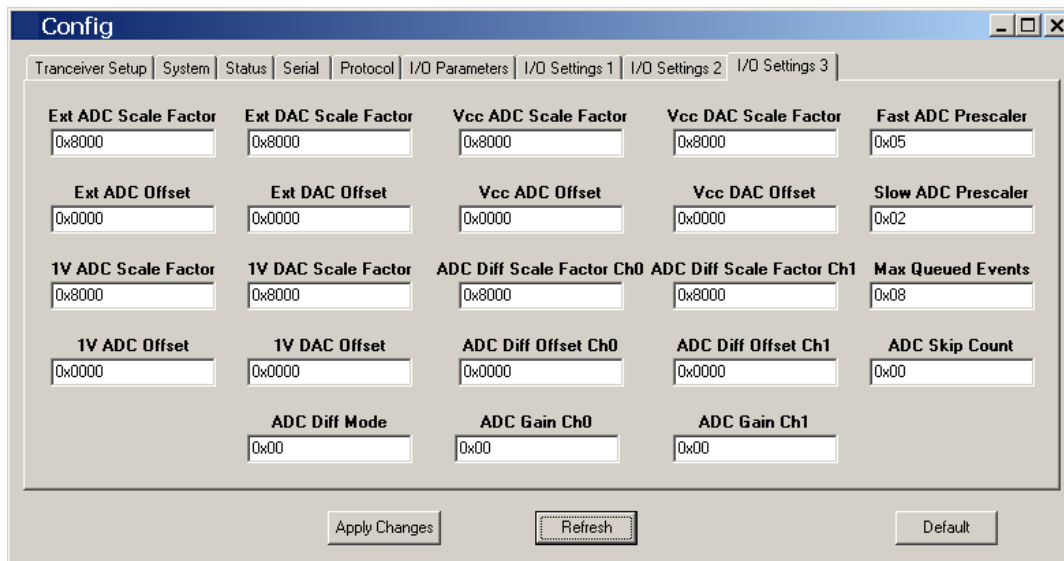
Figure 8.6.1.10

Figure 8.6.1.10 shows the third *I/O Setup* tab contents, corresponding to Bank 6 ADC input and DAC output scaling, offset and related parameters. These parameters should not be changed from their defaults unless precision inputs are available to calibrate the ADC and DAC functions.

The Demo Utility *File*, *Options* and *Help* menus are shown in Figure 8.6.1.11.
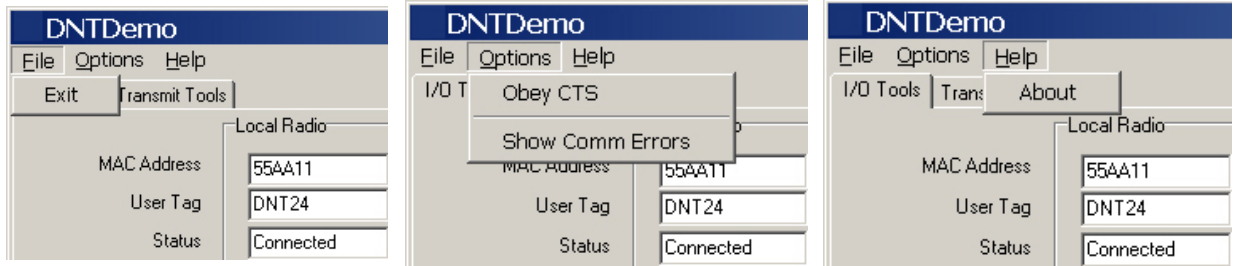

Figure 8.6.1.11

8.7 Interface Board Features

The locations of the LEDs on the interface board that are used by the DNT24 are shown in Figure 8.8.1.
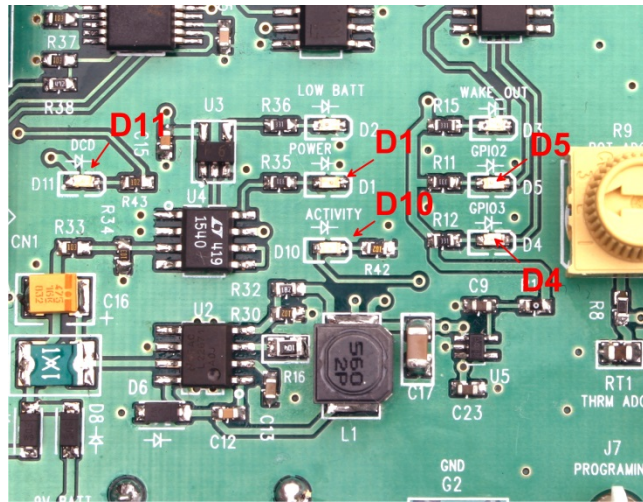
Figure 8.8.1

DCD LED, D11, illuminates on a router or remote to indicate it is registered with its parent and can participate in RF communications. The DCD LED illuminates on the base when one or more routers or
remotes are registered to it, unless the base has been configured to assert DCD on power up. In this case it will be on as long as the development board is powered. Activity LED, D10, illuminates when transmitting or receiving RF data. Power LED, D1, illuminates with the DNT24 and its interface board are powered. GPIO2 LED, D5, and GPIO3 LED, D4, can be controlled by configuring GPIO2 and GPIO3 as outputs on the DNT24. These LEDs are illuminated with a logic high signal.
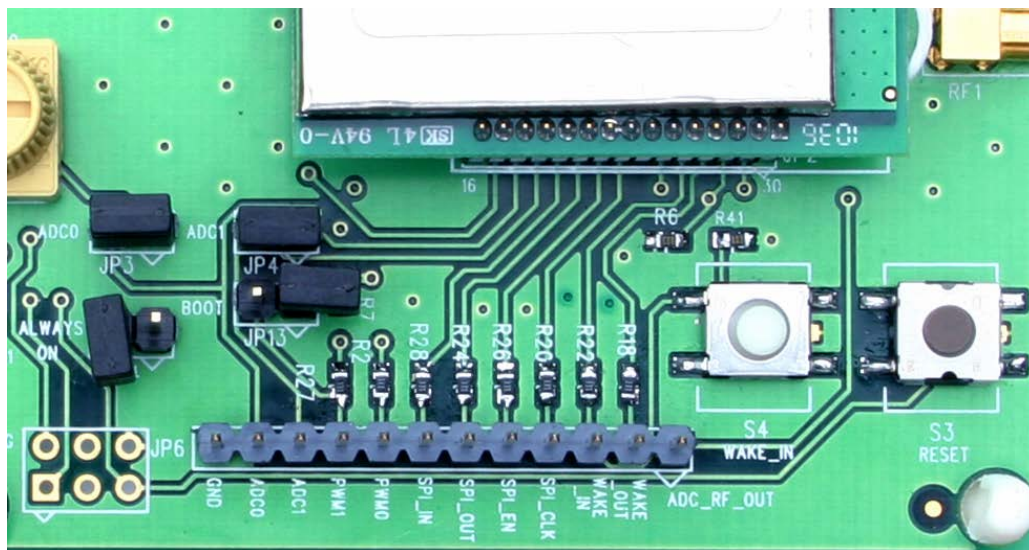
Figure 8.8.2

Figure 8.8.2 shows the connectors and switches to the right of the DNT24P mounting socket. JP3 and JP4 normally have shorting plugs installed as shown in Figure 8.8.2. JP3 connects ADC0 to the yellow potentiometer. Clockwise rotation of the potentiometer increases the voltage. JP4 connects ADC1 to a thermistor temperature sensor. The DNT24 has its own boot loader utility that allows the protocol firmware to be installed with a terminal program that supports YMODEM. The

boot loader is activated with a shorting plug on JP13. Pin strip J6 provides access to various DNT24 pins as shown on the silkscreen. Pressing switch SW3 will reset the DNT24P. Switch S4 is not used with the DNT24.
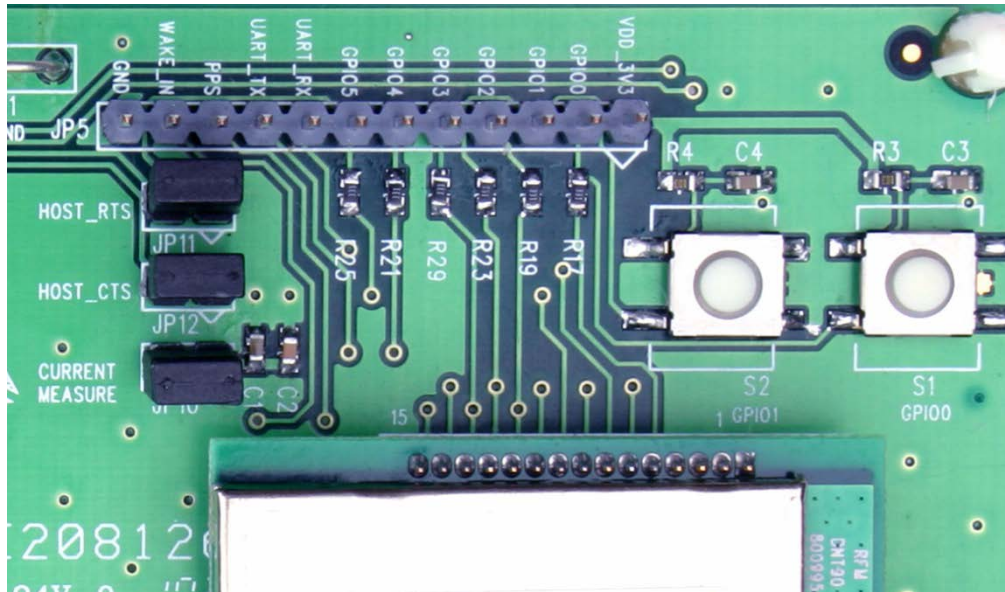

Figure 8.8.3

Figure 8.8.3 shows the connectors to the left of the DNT24P mounting socket. Pressing switch SW1 switches GPIO0 from logic high to low, and pressing SW2 switches GPIO1 from logic high to low. The DNT24P interface board includes a 5 V regulator to regulate the input from the 9 V wall-plug power supply. Do not attempt to use the 9 V wall-plug power supply to power the DNT24P directly. The maximum allowed voltage input to the DNT24P is 5.5 V.

9.0   Troubleshooting

DNT24 not responding - make sure /RESET is not asserted (logic low). Make sure the host serial port settings match the DNT24 serial port settings.

Can not enter protocol mode - make sure the host data rate is correct. The DNT24 defaults to 9.6 kbps. If using the *EnterProtocolMode* command, send the complete protocol format for this command.

A remote never detects carrier (DCD) - check that the base is running, and that the remote's System-NwkID is the same as the base, and that the *ParentNwkID* parameter is the same as the base, or is set to 0xFF. Also make sure that the security keys are the same.

Carrier is detected, but no data appears to be received - if /HOST_RTS is enabled, make sure it is asserted (logic low) to enable character flow from the DNT24.

Range is extremely limited - this is usually a sign of a poor antenna connection or the wrong antenna. Check that the antenna is firmly connected. If possible, remove any obstructions near the antenna.

9.1   Diagnostic Port Commands

The diagnostic port shares its RX and TX signal lines with the Activity and DCD indications, respectively. Consequently, the debug port feature must be enabled before being used (Bank 0xFF). The change must be saved and the module then needs to be reset for this to take effect. The diagnostic port is defaulted to 38.4 kbps, 8N1.

The diagnostic port supports the following user commands:

rbr <bank> <reg> <span> - read a parameter register's value from the module.

rbw <bank> <reg> <span> <value> [<value> <value>] - write a parameter register's value
with a span of up to 3 bytes

stat <option> - option = 0 is off, option = 1 displays DataTx/AckRx for a hop
sequence in time order, and option = 2 displays any packet RX or packet error for a hop
sequence in frequency order.

base <0 or 1> - For a router, this determines whether the stat option displays data
associated with its operation as a base (1) or as a remote (0).

10.0 Appendices

10.1 Ordering Information

DNT24C: transceiver module for solder-pad mounting, for use with external antenna
DNT24P: transceiver module for pin-socket mounting, for use with external antenna
DNT24CA: transceiver module for solder-pad mounting, includes on-board chip antenna
DNT24PA: transceiver module for pin-socket mounting, includes on-board chip antenna

10.2 Technical Support

For DNT24 technical support call MURATA at (678) 684-2000 between the hours of 8:30 AM and 5:30 PM Eastern Time

10.3 DNT24 Mechanical Specifications
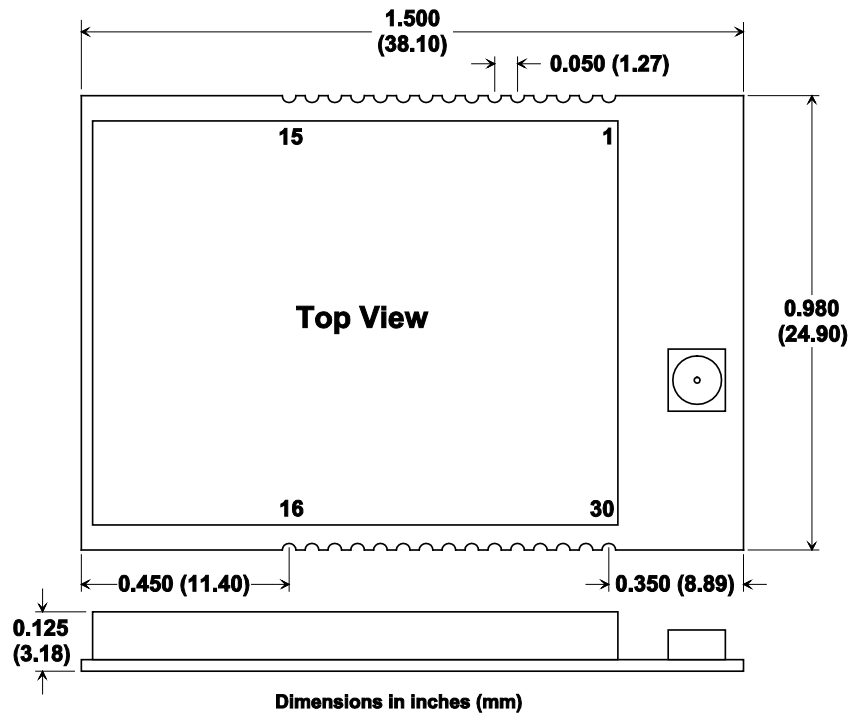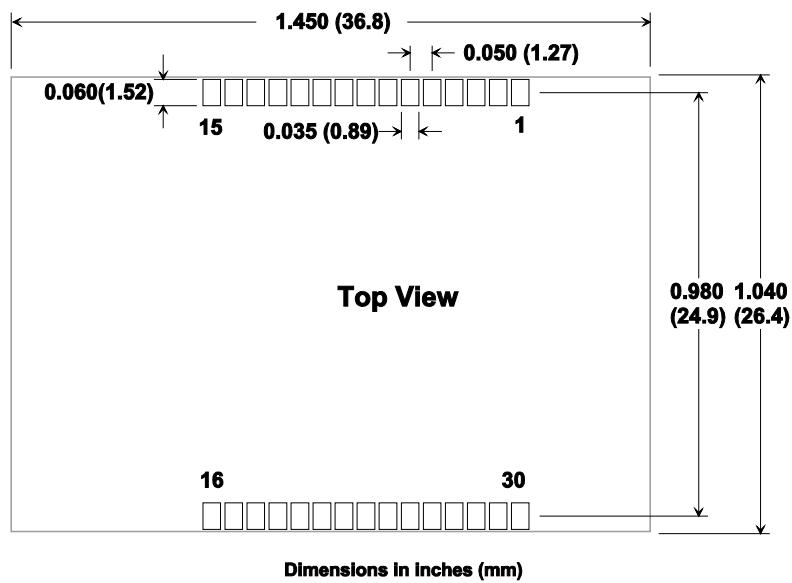
DNT24C Outline and Mounting Dimensions

Dimensions in inches (mm)

Figure 10.3.1

DNT24C Solder Pad Dimensions

Dimensions in inches (mm)

Figure 10.3.2

DNT24P Outline and Mounting Dimensions

Top View

1.500
(38.10)

0.050 (1.27)

0.060
(1.52)

15   1

0.980
(24.90)

1.100
(27.94)

16   30

0.450 (11.43)

0.350 (8.89)

0.125
(3.18)

0.225
(5.72)

Dimensions in inches (mm)
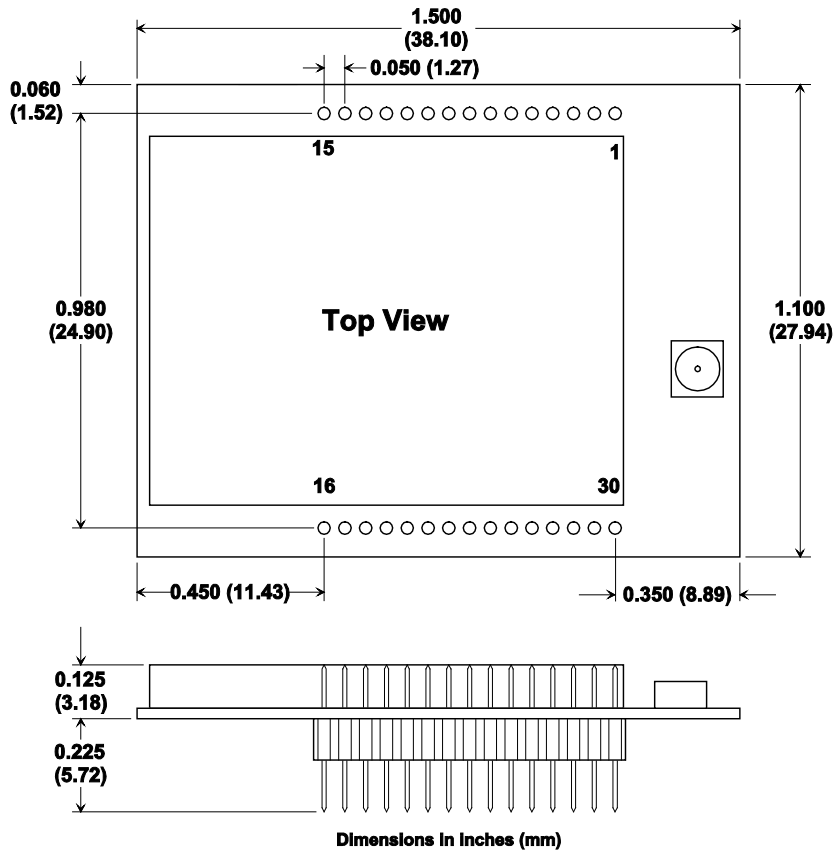
Figure 10.3.3

DNT24P Interface Connector
PCB Layout Detail

0.100
(2.54)

0.050
(1.27)

0.800
(20.3)

0.700
(17.8)

Connectors are SAMTEC
SLM-115-01-G-S
or Equivalent

0.980
(24.9)

Dimensions are in inches (mm)
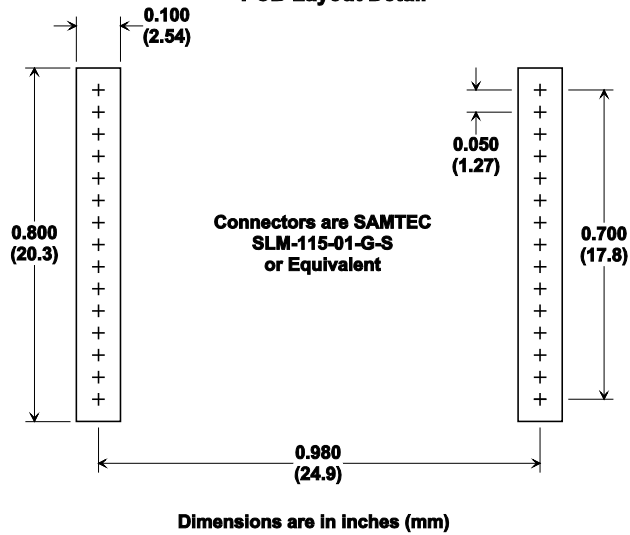
Figure 10.3.4

DNT24CA Outline and Mounting Dimensions

1.500
(38.10)

0.050 (1.27)

15   1

Antenna

Top View

0.980
(24.90)

16   30

0.450 (11.40)   0.350 (8.89)

0.125
(3.18)

Dimensions in inches (mm)
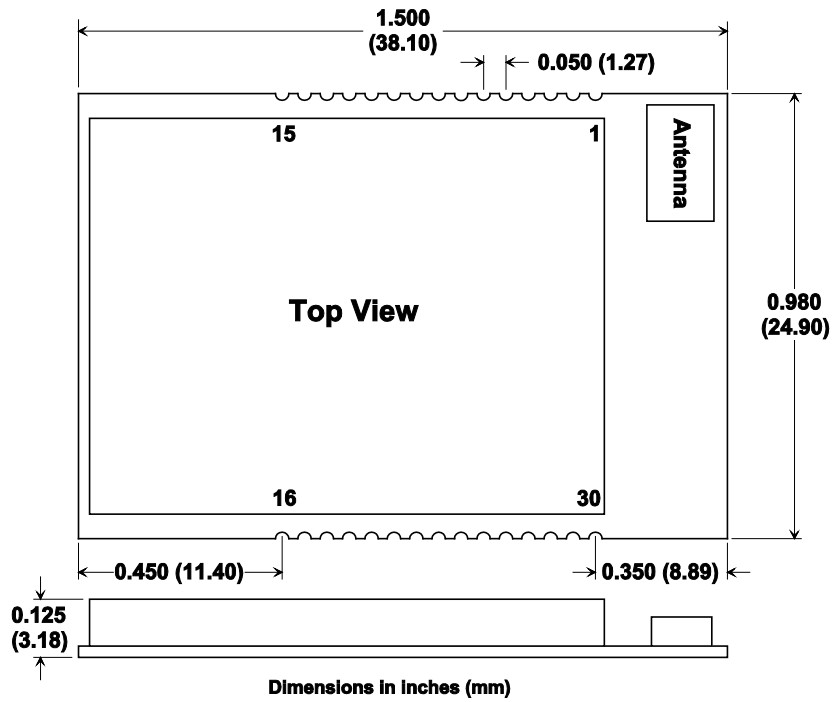
DNT24CA Solder Pad Dimensions

1.500 (38.10)

0.050 (1.27)

0.060(1.52)

15   0.035 (0.89)   1

Top View
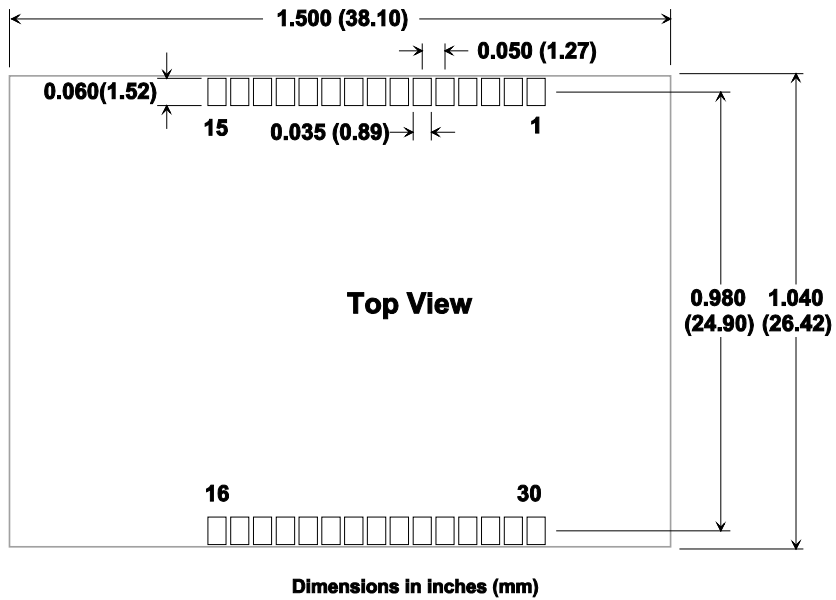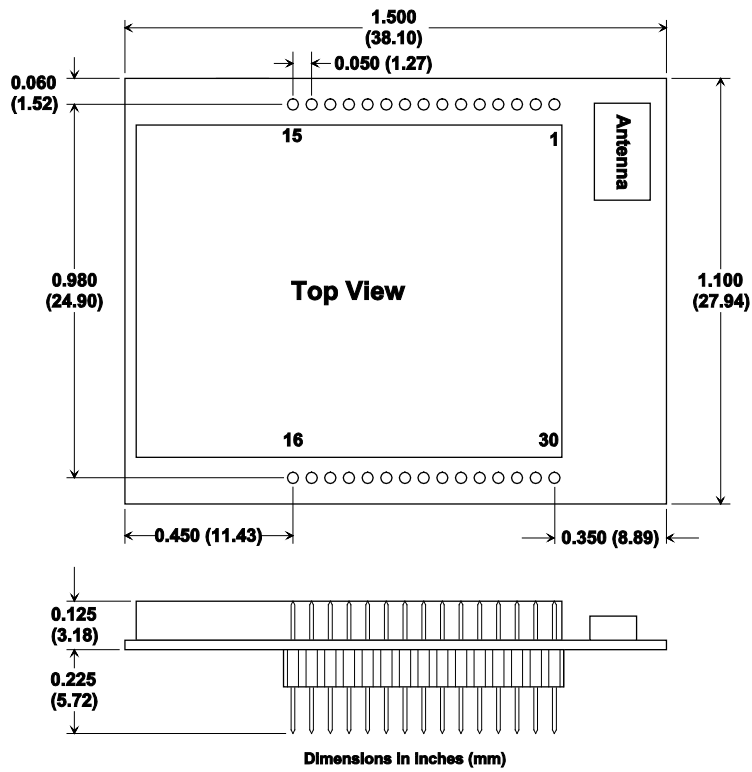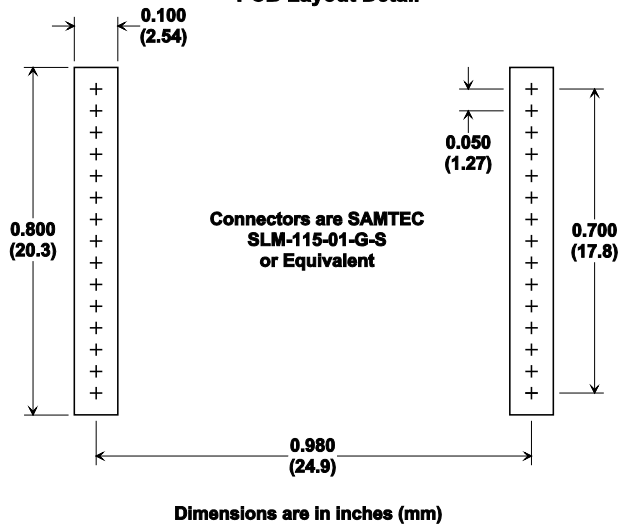
0.980   1.040
(24.90) (26.42)

16   30

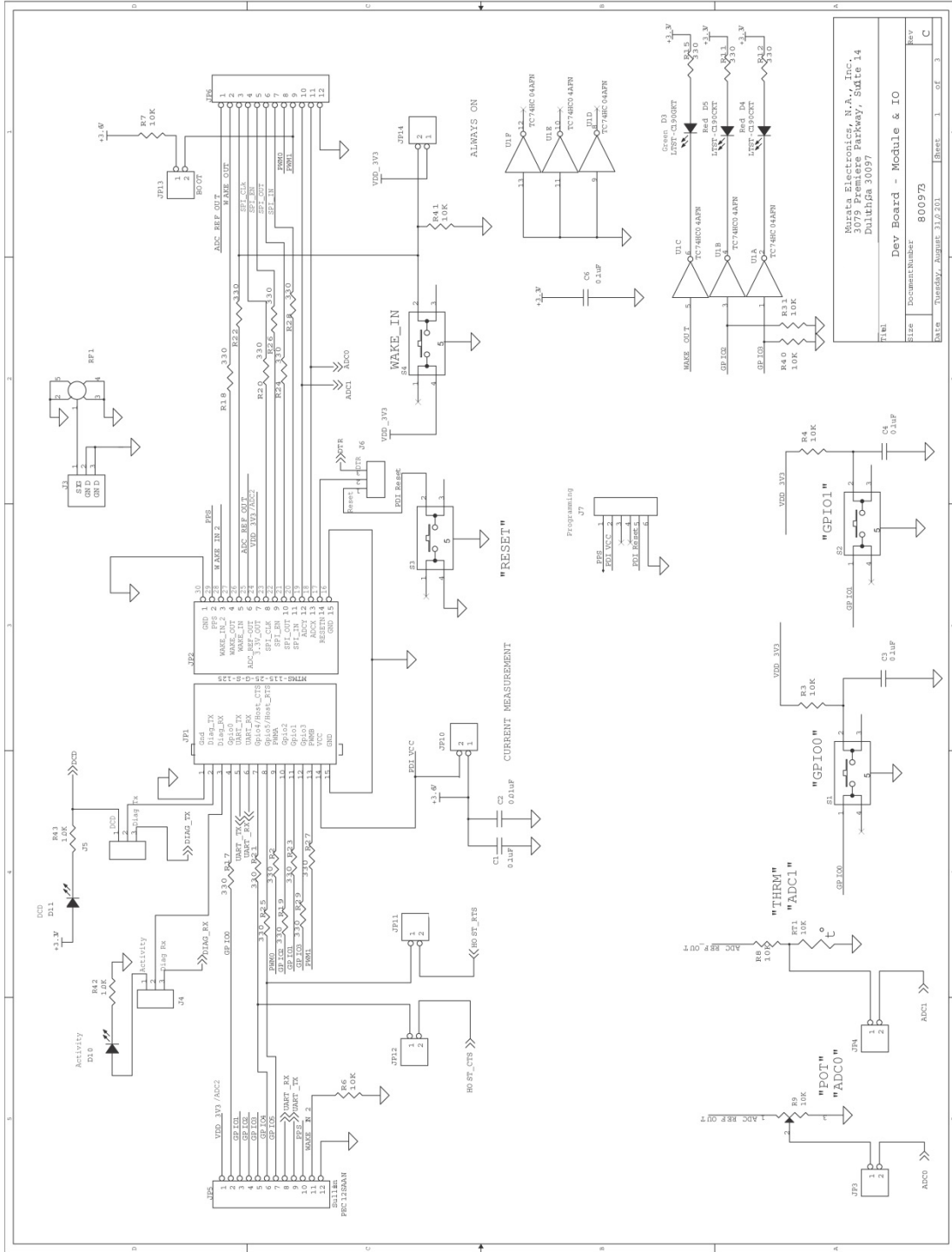Dimensions in inches (mm)

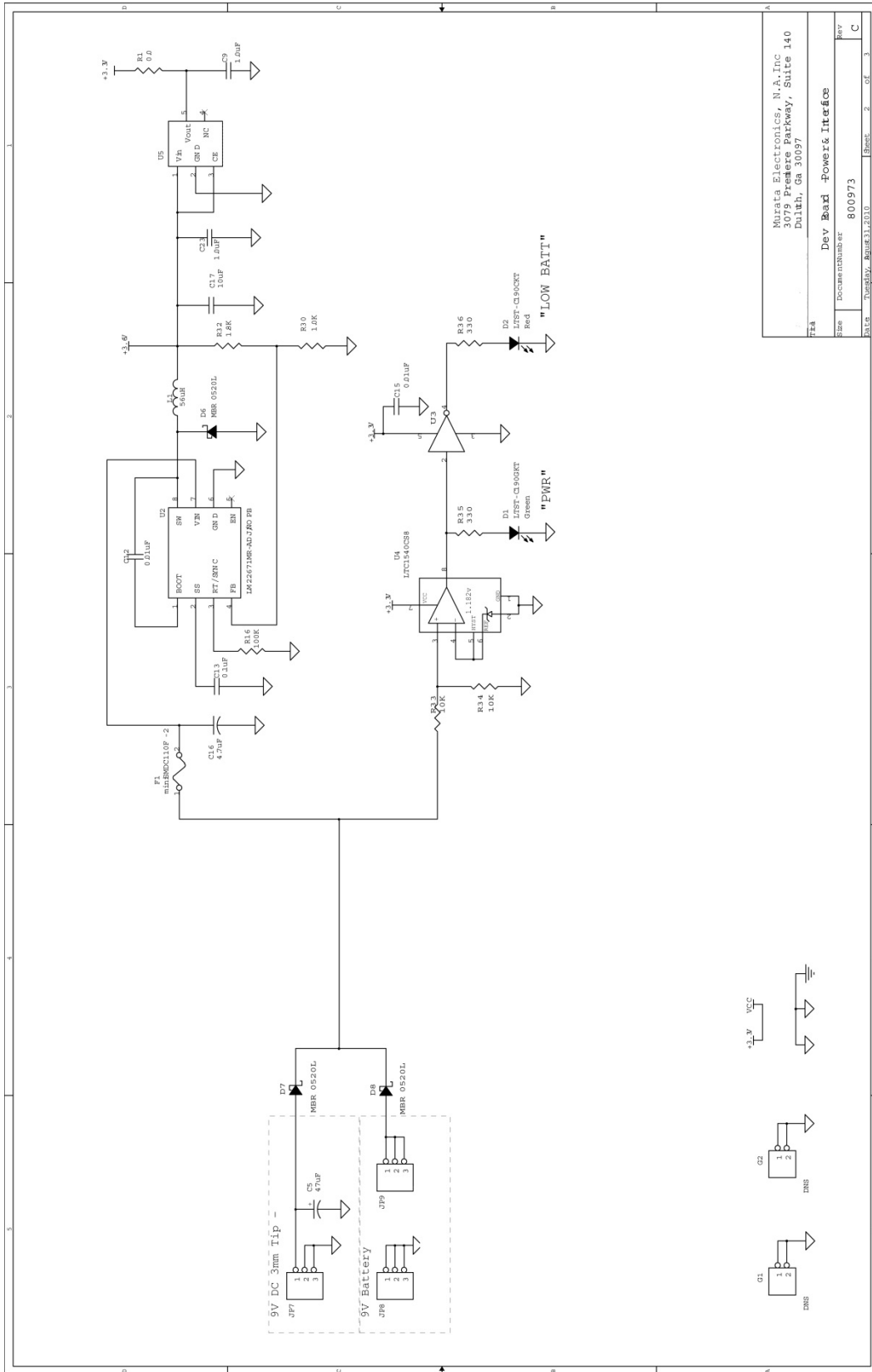Figure 10.3.2

DNT24PA Outline and Mounting Dimensions

Figure 10.3.3

10.4 DNT24 Development Board Schematic
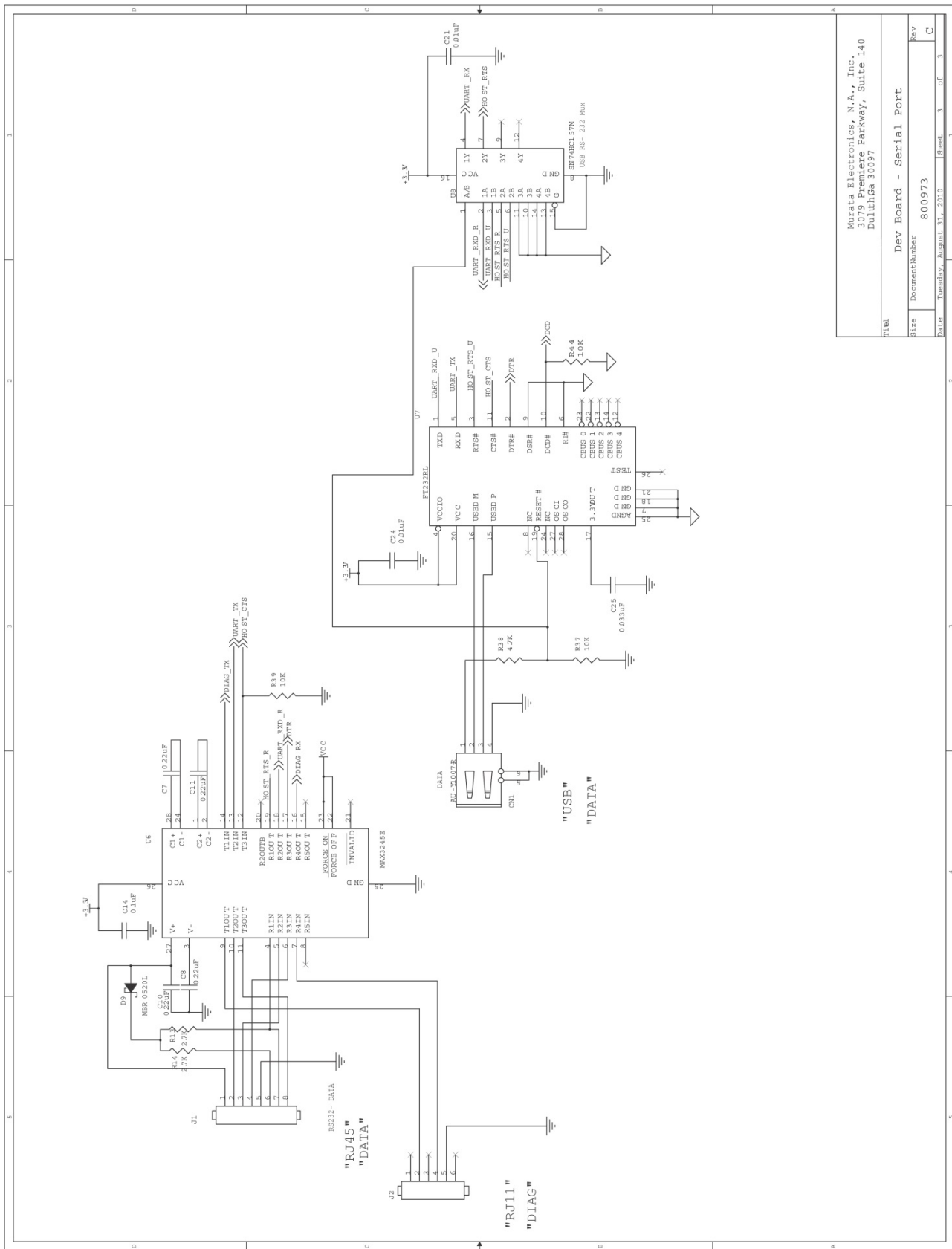
Murata Electronics, N.A.Inc
3079 Premere Parkway, Suite 140
Duluth, Ga 30097

Dev Baal -Power& Iterface

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Size   Rev   C

Date   Tuesday, Aust31,2010   Sheet   2   of   3

R1   0.0
+3.3V
C9   1.0uF

U5   Vin   Vout
GN D   NC
CX

C21   1.0uF
C17   10uF

+3.6V
R12   1.8K
R30   1.0K

56uH
D6   MBR 0520L

U2   SW   VIN
BOOT   GN D   EN
SS   RT/SN C   FB
LM22671MR-AD/JAO FB
C12   0.01uF
C13   0.1uF
R16   100K

C16   4.7uF
F1   minSMDC110F-2

+3.3V
C15   0.01uF
U3

R36   330   D2   L7ST-C190CKT   Red   "LOW BATT"

R35   330   D1   L7ST-C190GKT   Green   "PWR"

U4   LTC1540CS8
+3.3V   VCC   1.182v
HYST   GND
R33   10K
R34   10K

D7   MBR 0520L
D8   MBR 0520L

9V DC 3mm Tip -
JP7   1 2 3

9V Battery
JP8   1 2 3

C5   47uF

JP9   1 2 3

+3.3V   VCC

G2   1 2   DNS

G1   1 2   DNS

11.0 Warranty

Seller warrants solely to Buyer that the goods delivered hereunder shall be free from defects in materials and workmanship, when given normal, proper and intended usage, for twelve (12) months from the date of delivery to Buyer. Seller agrees to repair or replace at its option and without cost to Buyer all defective goods sold hereunder, provided that Buyer has given Seller written notice of such warranty claim within such warranty period. All goods returned to Seller for repair or replacement must be sent freight prepaid to Seller's plant, provided that Buyer first obtain from Seller a Return Goods Authorization before any such return. Seller shall have no obligation to make repairs or replacements which are required by normal wear and tear, or which result, in whole or in part, from catastrophe, fault or negligence of Buyer, or from improper or unauthorized use of the goods, or use of the goods in a manner for which they are not designed, or by causes external to the goods such as, but not limited to, power failure. No suit or action shall be brought against Seller more than twelve (12) months after the related cause of action has occurred. Buyer has not relied and shall not rely on any oral representation regarding the goods sold hereunder, and any oral representation shall not bind Seller and shall not be a part of any warranty.

THE PROVISIONS OF THE FOREGOING WARRANTY ARE IN LIEU OF ANY OTHER WARRANTY, WHETHER EXPRESS OR IMPLIED, WRITTEN OR ORAL (INCLUDING ANY WARRANTY OR MERCHANT ABILITY OR FITNESS FOR A PARTICULAR PURPOSE). SELLER'S LIABILITY ARISING OUT OF THE MANUFACTURE, SALE OR SUPPLYING OF THE GOODS OR THEIR USE OR DISPOSITION, WHETHER BASED UPON WARRANTY, CONTRACT, TORT OR OTHERWISE, SHALL NOT EXCEED THE ACTUAL PURCHASE PRICE PAID BY BUYER FOR THE GOODS. IN NO EVENT SHALL SELLER BE LIABLE TO BUYER OR ANY OTHER PERSON OR ENTITY FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING, BUT NOT LIMITED TO, LOSS OF PROFITS, LOSS OF DATA OR LOSS OF USE DAMAGES ARISING OUT OF THE MANUFACTURE, SALE OR SUPPLYING OF THE GOODS. THE FOREGOING WARRANTY EXTENDS TO BUYER ONLY AND SHALL NOT BE APPLICABLE TO ANY OTHER PERSON OR ENTITY INCLUDING, WITHOUT LIMITATION, CUSTOMERS OF BUYERS.