LC25 LED Controller IO-Link Data Reference Guide

Original Instructions
p/n: 235215 Rev. B
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Contents

Chapter 1 IO-Link Data Map

Communication Parameters 3
IO-Link Process Data In (Device to Master) 3
IO-Link Process Data Out (Master to Device) 3
Segment Mode 3
Run Mode 7
Level Mode 11
Dim and Blend Mode 14
Gauge Mode 17
LED Mode 20
Demo Mode 25
Parameters Set Using IO-Link 28
IO-Link Events 44

Chapter Contents

Communication Parameters 3
IO-Link Process Data In (Device to Master) 3
IO-Link Process Data Out (Master to Device) 3
Parameters Set Using IO-Link 28
IO-Link Events 44

Chapter 1 IO-Link Data Map

This document refers to the following IODD file: Banner_Engineering-LC25C-20231005-IODD1.1.xml. The IODD file and support files can be found on www.bannerengineering.com under the download section of the product family page.

Communication Parameters

The following communication parameters are used.

Parameter	Value	Parameter	Value
IO-Link revision	V1.1	Port class	A
Process data in length	N/A	SIO mode	No
Process data out length	32-bytes	Smart sensor profile	N/A
Bit rate	38400 bps	Block parameterization	Yes
Minimum cycle time	11.2 ms	Data storage	Yes

IO-Link Process Data In (Device to Master)

Not applicable.

IO-Link Process Data Out (Master to Device)

Segment Mode

Segment Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Segment 1	8	0 = Off
2	Segment 2	8	1 = On
..	..		2 = Flash
10	Segment 10	8	3= Animation

Segment Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	1							
Value	0	0	0	0	0	0	0	0
Example	Segment Mode Segment 1: Off							

Octet 1								
Bit offset	247	246	245	244	243	242	241	240

Continued on page 4

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Continued from page 3

Octet 1								
Subindex	2							
Value	0	0	0	0	0	0	0	1
Example	Segment Mode Segment 2: On							

Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	3							
Value	0	0	0	0	0	0	1	0
Example	Segment Mode Segment 3: Flash							

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	4							
Value	0	0	0	0	0	0	1	1
Example	Segment Mode Segment 4: Animation							

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	5							
Value	0	0	0	0	0	0	0	0
Example	Segment Mode Segment 5: Off							

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	6							
Value	0	0	0	0	0	0	0	0
Example	Segment Mode Segment 6: Off							

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	7							
Value	0	0	0	0	0	0	1	1
Example	Segment Mode Segment 7: Animation							

Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	8							
Value	0	0	0	0	0	0	1	0
Example	Segment Mode Segment 8: Flash							

Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	9							
Value	0	0	0	0	0	0	0	1

Continued on page 5

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Continued from page 4

Octet 8								
Example	Segment Mode Segment 9: On							

Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	10							
Value	0	0	0	0	0	0	0	0
Example	Segment Mode Segment 10: Off							

Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	-	-	-	-	-	-	-	-

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Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8

Continued on page 7

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Continued from page 6

Octet 30								
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	-	-	-	-	-	-	-	-

Run Mode

Run Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash
2	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)
3	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom
4	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate
5	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random
6	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)
7	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom
8	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple
9	Percent Width of Color 1	8	1–100 = Percent Width of Color 1
10	Direction/Single End Animation Location	8	0 = Up, 1 = Down

Run Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	1							
Value	0	0	0	0	1	0	0	1
Example	Run Mode Animation: Bounce							

Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	2							
Value	0	0	0	1	0	1	0	0
Example	Run Mode Color 1 Color: Cool White							

Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	3							

Continued on page 8

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Continued from page 7

Octet 2								
Value	0	0	0	0	0	0	0	0
Example	Run Mode Color 1 Intensity: High							

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	4							
Value	0	0	0	0	0	0	1	0
Example	Run Mode Speed: Slow							

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	5							
Value	0	0	0	0	0	0	0	0
Example	Run Mode Pulse Pattern: Normal							

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	6							
Value	0	0	0	0	1	1	0	0
Example	Run Mode Color 2 Color: Rose							

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	7							
Value	0	0	0	0	0	0	0	1
Example	Run Mode Color 2 Intensity: Low							

Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	8							
Value	0	0	0	0	0	0	1	0
Example	Run Mode Scroll/Bounce Style: Ripple							

Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	9							
Value	0	0	0	1	0	1	0	0
Example	Run Mode Percent Width of Color 1: 20%							

Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	10							
Value	0	0	0	0	0	0	0	1
Example	Run Mode Direction: Down							

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Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	-	-	-	-	-	-	-	-

Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80

Continued on page 10

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Continued from page 9

Octet 21								
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	-	-	-	-	-	-	-	-

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Level Mode

Level Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Level Mode Value	16	0-65535

Level Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	1							
Value	0	0	0	0	0	0	0	0
Example	Level Mode Level Mode Value: 50							

Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	1							
Value	0	0	1	1	0	0	1	0
Example	Level Mode Level Mode Value: 50							

Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	-	-	-	-	-	-	-	-

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	-	-	-	-	-	-	-	-

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	-	-	-	-	-	-	-	-

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	-	-	-	-	-	-	-	-

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	-	-	-	-	-	-	-	-

Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	-	-	-	-	-	-	-	-

Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	-	-	-	-	-	-	-	-

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Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	-	-	-	-	-	-	-	-

Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	-	-	-	-	-	-	-	-

Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88

Continued on page 13

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Continued from page 12

Octet 20								
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0

Continued on page 14

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Continued from page 13

Octet 31								
Subindex	-	-	-	-	-	-	-	-

Dim and Blend Mode

Dim and Blend Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Dim and Blend Mode Value	16	0–65535

Dim and Blend Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	1							
Value	0	0	0	0	0	1	1	1
Example	Dim and Blend Mode Dim and Blend Mode Value: 2000							

Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	1							
Value	1	1	0	1	0	0	0	0
Example	Dim and Blend Mode Dim and Blend Mode Value: 2000							

Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	-	-	-	-	-	-	-	-

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	-	-	-	-	-	-	-	-

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	-	-	-	-	-	-	-	-

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	-	-	-	-	-	-	-	-

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	-	-	-	-	-	-	-	-

Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	-	-	-	-	-	-	-	-

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Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	-	-	-	-	-	-	-	-

Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	-	-	-	-	-	-	-	-

Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	-	-	-	-	-	-	-	-

Octet 19								
Bit offset	103	102	101	100	99	98	97	96

Continued on page 16

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Continued from page 15

Octet 19								
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8

Continued on page 17

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Continued from page 16

Octet 30								
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	-	-	-	-	-	-	-	-

Gauge Mode

Gauge Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Gauge Mode Value	16	0-65535

Gauge Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	1							
Value	0	0	0	0	0	0	0	0
Example	Gauge Mode Gauge Mode Value: 1							

Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	1							
Value	0	0	0	0	0	0	0	1
Example	Gauge Mode Gauge Mode Value: 1							

Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	-	-	-	-	-	-	-	-

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	-	-	-	-	-	-	-	-

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	-	-	-	-	-	-	-	-

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	-	-	-	-	-	-	-	-

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	-	-	-	-	-	-	-	-

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Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	-	-	-	-	-	-	-	-

Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	-	-	-	-	-	-	-	-

Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	-	-	-	-	-	-	-	-

Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104

Continued on page 19

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Continued from page 18

Octet 18								
Subindex	-	-	-	-	-	-	-	-

Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16

Continued on page 20

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Continued from page 19

Octet 29								
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	-	-	-	-	-	-	-	-

LED Mode

LED Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	LED 1 Color	4	0 = Off 1 = Green 2 = Red 3 = Orange 4 = Amber 5 = Yellow 6 = Lime Green 7 = Spring Green 8 = Cyan 9 = Sky Blue 10 = Blue 11 = Violet 12 = Magenta 13 = Rose 14 = Daylight White (5000K) 15 = Custom 1
2	LED 2 Color	4	
3	LED 3 Color	4	
4	LED 4 Color	4	
5	LED 5 Color	4	
6	LED 6 Color	4	
7	LED 7 Color	4	
8	LED 8 Color	4	
9	LED 9 Color	4	
10	LED 10 Color	4	
..	..		
64	LED 64 Color	4	

LED Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	2				1			
Value	0	0	0	1	0	0	0	0
Example	LED Mode LED 2 Color: Green				LED Mode LED 1 Color: Off			

Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	4				3			
Value	0	0	1	1	0	0	1	0
Example	LED Mode LED 4 Color: Orange				LED Mode LED 3 Color: Red			

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Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	6				5			
Value	0	1	0	1	0	1	0	0
Example	LED Mode LED 6 Color: Yellow				LED Mode LED 5 Color: Amber			

Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	8				7			
Value	0	1	1	1	0	1	1	0
Example	LED Mode LED 8 Color: Spring Green				LED Mode LED 7 Color: Lime Green			

Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	10				9			
Value	1	0	0	1	1	0	0	0
Example	LED Mode LED 10 Color: Sky Blue				LED Mode LED 9 Color: Cyan			

Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	12				11			
Value	1	0	1	1	1	0	1	0
Example	LED Mode LED 12 Color: Violet				LED Mode LED 11 Color: Blue			

Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	14				12			
Value	1	1	0	1	1	1	0	0
Example	LED Mode LED 14 Color: Rose				LED Mode LED 13 Color: Magenta			

Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	16				15			
Value	1	1	1	1	1	1	1	0
Example	LED Mode LED 16 Color: Custom 1				LED Mode LED 15 Color: Daylight White			

Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	18				17			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 18 Color: Off				LED Mode LED 17 Color: Off			

Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	20				19			

Continued on page 22

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Continued from page 21

Octet 9								
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 20 Color: Off				LED Mode LED 19 Color: Off			

Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	22				21			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 22 Color: Off				LED Mode LED 21 Color: Off			

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	24				23			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 24 Color: Off				LED Mode LED 23 Color: Off			

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	26				25			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 26 Color: Off				LED Mode LED 25 Color: Off			

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	28				27			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 28 Color: Off				LED Mode LED 27 Color: Off			

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	30				29			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 30 Color: Off				LED Mode LED 29 Color: Off			

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	32				31			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 32 Color: Off				LED Mode LED 31 Color: Off			

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	34				33			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 34 Color: Off				LED Mode LED 33 Color: Off			

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Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	36				35			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 36 Color: Off				LED Mode LED 35 Color: Off			

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	38				37			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 38 Color: Off				LED Mode LED 37 Color: Off			

Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	40				39			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 40 Color: Off				LED Mode LED 39 Color: Off			

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	42				41			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 42 Color: Off				LED Mode LED 41 Color: Off			

Octet 21								
Bit offset	87	86	85	84	83	82	81	80
Subindex	44				43			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 44 Color: Off				LED Mode LED 43 Color: Off			

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	46				45			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 46 Color: Off				LED Mode LED 45 Color: Off			

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	48				47			
Value	0	0	0	0	0	0	0	0
Example	LED Mode LED 48 Color: Off				LED Mode LED 47 Color: Off			

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	50				49			

Continued on page 24

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Continued from page 23

Octet 24								
Value	1	1	1	0	1	1	1	1
Example	LED Mode LED 50 Color: Daylight White				LED Mode LED 49 Color: Custom 1			

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	52				51			
Value	1	1	0	0	1	1	0	1
Example	LED Mode LED 52 Color: Magenta				LED Mode LED 51 Color: Rose			

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	54				53			
Value	1	0	1	0	1	0	1	1
Example	LED Mode LED 54 Color: Blue				LED Mode LED 53 Color: Violet			

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	56				55			
Value	1	0	0	0	1	0	0	1
Example	LED Mode LED 56 Color: Cyan				LED Mode LED 55 Color: Sky Blue			

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	58				57			
Value	0	1	1	0	0	1	1	1
Example	LED Mode LED 58 Color: Lime Green				LED Mode LED 57 Color: Spring Green			

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	60				59			
Value	0	1	0	0	0	1	0	1
Example	LED Mode LED 60 Color: Amber				LED Mode LED 59 Color: Yellow			

Octet 30								
Bit offset	15	14	13	12	11	10	9	8
Subindex	62				61			
Value	0	0	1	0	0	0	1	1
Example	LED Mode LED 62 Color: Red				LED Mode LED 61 Color: Orange			

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	64				63			
Value	0	0	0	0	0	0	0	1
Example	LED Mode LED 64 Color: Off				LED Mode LED 63 Color: Green			

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Demo Mode

Demo Mode			
Subindex	**Name**	**Number of Bits**	**Data Values**
1	Reserved	8	0

Demo Mode Example Process Data Out								
Octet 0								
Bit offset	255	254	253	252	251	250	249	248
Subindex	-	-	-	-	-	-	-	-
Octet 1								
Bit offset	247	246	245	244	243	242	241	240
Subindex	-	-	-	-	-	-	-	-
Octet 2								
Bit offset	239	238	237	236	235	234	233	232
Subindex	-	-	-	-	-	-	-	-
Octet 3								
Bit offset	231	230	229	228	227	226	225	224
Subindex	-	-	-	-	-	-	-	-
Octet 4								
Bit offset	223	222	221	220	219	218	217	216
Subindex	-	-	-	-	-	-	-	-
Octet 5								
Bit offset	215	214	213	212	211	210	209	208
Subindex	-	-	-	-	-	-	-	-
Octet 6								
Bit offset	207	206	205	204	203	202	201	200
Subindex	-	-	-	-	-	-	-	-
Octet 7								
Bit offset	199	198	197	196	195	194	193	192
Subindex	-	-	-	-	-	-	-	-
Octet 8								
Bit offset	191	190	189	188	187	186	185	184
Subindex	-	-	-	-	-	-	-	-
Octet 9								
Bit offset	183	182	181	180	179	178	177	176
Subindex	-	-	-	-	-	-	-	-

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Octet 10								
Bit offset	175	174	173	172	171	170	169	168
Subindex	-	-	-	-	-	-	-	-

Octet 11								
Bit offset	167	166	165	164	163	162	161	160
Subindex	-	-	-	-	-	-	-	-

Octet 12								
Bit offset	159	158	157	156	155	154	153	152
Subindex	-	-	-	-	-	-	-	-

Octet 13								
Bit offset	151	150	149	148	147	146	145	144
Subindex	-	-	-	-	-	-	-	-

Octet 14								
Bit offset	143	142	141	140	139	138	137	136
Subindex	-	-	-	-	-	-	-	-

Octet 15								
Bit offset	135	134	133	132	131	130	129	128
Subindex	-	-	-	-	-	-	-	-

Octet 16								
Bit offset	127	126	125	124	123	122	121	120
Subindex	-	-	-	-	-	-	-	-

Octet 17								
Bit offset	119	118	117	116	115	114	113	112
Subindex	-	-	-	-	-	-	-	-

Octet 18								
Bit offset	111	110	109	108	107	106	105	104
Subindex	-	-	-	-	-	-	-	-

Octet 19								
Bit offset	103	102	101	100	99	98	97	96
Subindex	-	-	-	-	-	-	-	-

Octet 20								
Bit offset	95	94	93	92	91	90	89	88
Subindex	-	-	-	-	-	-	-	-

Octet 21								
Bit offset	87	86	85	84	83	82	81	80

Continued on page 27

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Continued from page 26

Octet 21								
Subindex	-	-	-	-	-	-	-	-

Octet 22								
Bit offset	79	78	77	76	75	74	73	72
Subindex	-	-	-	-	-	-	-	-

Octet 23								
Bit offset	71	70	69	68	67	66	65	64
Subindex	-	-	-	-	-	-	-	-

Octet 24								
Bit offset	63	62	61	60	59	58	57	56
Subindex	-	-	-	-	-	-	-	-

Octet 25								
Bit offset	55	54	53	52	51	50	49	48
Subindex	-	-	-	-	-	-	-	-

Octet 26								
Bit offset	47	46	45	44	43	42	41	40
Subindex	-	-	-	-	-	-	-	-

Octet 27								
Bit offset	39	38	37	36	35	34	33	32
Subindex	-	-	-	-	-	-	-	-

Octet 28								
Bit offset	31	30	29	28	27	26	25	24
Subindex	-	-	-	-	-	-	-	-

Octet 29								
Bit offset	23	22	21	20	19	18	17	16
Subindex	-	-	-	-	-	-	-	-

Octet 30								
Bit offset	15	14	13	12	11	10	9	8
Subindex	-	-	-	-	-	-	-	-

Octet 31								
Bit offset	7	6	5	4	3	2	1	0
Subindex	1							
Value	0	0	0	0	0	0	0	0
Example	Demo Mode Reserved: n/a							

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Parameters Set Using IO-Link

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
0	1-16	Direct Parameter Page 1 (incl. Vendor ID & Device ID)	128			rw		
1	1-16	Direct Parameters Page 2	128			rw		
2		Standard Command	8	130 = Restore Factory Settings 160 = LED Section Remote Teach		wo		
3-11								
12		**Device Access Locks**	16					
	1	Parameter (write) Access Lock	1	0 = off, 1 = on	0	rw	y	
	2	Data Storage Lock	1	0 = off, 1 = on	0	rw	y	
	3	Local Parameterization Lock	1	0 = off, 1 = on		rw	y	
	4	Local User Interface Lock	1	0 = off, 1 = on		rw	y	
13-15								
16		Vendor Name string	512	Banner Engineering Corporation		ro		
17		Vendor Text string	512	More Sensors. More Solutions.		ro		
18		Product Name string	512	LC25 Pro Controller with IO-Link		ro		
19		Product ID string	512	LC25C-WLF12-KQ		ro		
20		Product Text string	512	LC25 Pro Controller with IO-Link		ro		
21		Serial Number	128			ro		
22								
23		Firmware Version	512			ro		
24		App Specific Tag (user defined)	256			rw	y	
25-35								
36		Device Status	8	0 = Device is OK 1 = Maintenance required 2 = Out of specification 3 = Functional check 4 = Failure 5–255 = Reserved		ro		
37	6-Jan	Detailed Device Status	Array[6] of 3octet			ro		
38-63								
64		Operating Mode Selection	8	0 = Segment Mode 1 = Run Mode 2 = Level Mode 3 = Dim and Blend Mode 4 = Gauge Mode 5 = LED Mode 6 = Demo Mode	1	rw	y	
65		**Segment Configuration**						
	1	Segment Mode	8	0 = Manual Segment Configuration, 1 = 1 Segment, 2 = 2 Segments, 3 = 3 Segments, 4 = 4 Segments, 5 = 5 Segments, 6 = 6 Segments, 7 = 7 Segments, 8 = 8 Segments, 9 = 9 Segments, 10 = 10 Segments	3	rw	y	
	2	Background Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	3	Background Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	3	rw	y	

Continued on page 29

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Continued from page 28

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	4	Animation Synchronization	8	0 = Animation Sync Disabled, 1 = Animation Sync Enabled	1	rw	y	
66		**Segment 1 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
67		**Segment 2 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	4	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	

Continued on page 30

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Continued from page 29

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	4	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
68		**Segment 3 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	0	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	0	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	

Continued on page 31

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Continued from page 30

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0..64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0..64 = Manual Width	0	rw	y	
69		**Segment 4 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	

Continued on page 32

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Continued from page 31

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
70		**Segment 5 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
71		**Segment 6 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	2	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	

Continued on page 33

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Continued from page 32

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	2	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
72		**Segment 7 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	11	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	11	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	

Continued on page 34

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Continued from page 33

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
73		**Segment 8 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	8	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	8	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	

Continued on page 35

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Continued from page 34

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
74		**Segment 9 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	3	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	3	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
75		**Segment 10 Config**						
	1	Basic Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	10	rw	y	
	2	Basic Flash Rate	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	3	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	

Continued on page 36

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Continued from page 35

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	4	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	10	rw	y	
	5	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	6	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	7	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	8	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	9	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	10	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	11	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	12	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	13	Manual Segment Offset/Threshold Marker Offset	8	0–64 = Manual Offset	0	rw	y	
	14	Manual Segment Width/Threshold Marker Width	8	0–64 = Manual Width	0	rw	y	
76		**General Level Configuration**						
	1	Background Color	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	2	Background Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	1	rw	y	
	3	Dominance	8	0 = Non-Dominant, 1 = Dominant	0	rw	y	
	4	Sub-Segment Style	8	0 = Solid, 1 = Analog	1	rw	y	
	5	Filtering	8	0 = None, 1 = Low, 2 = Medium, 3 = High	0	rw	y	
	6	Hysteresis	8	0 = None, 1 = Low, 2 = Medium, 3 = High	0	rw	y	
	7	Full Scale Value	16	0–65535	100	rw	y	
	8	Threshold Markers Type (Define Parameters in Segment Configuration)	8	0 = Off, 1 = Non-Dominant, 2 = Dominant	0	rw	y	
77		**Level Base Configuration**						
	1	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	2	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	0	rw	y	

Continued on page 37

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Continued from page 36

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	3	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	4	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	5	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	6	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	7	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	9	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	10	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
78		**Level Threshold 1 Configuration**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	1	rw	y	
	2	Threshold Value (Percent)	8	0–100 = Threshold (Percent)	33	rw	y	
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	1	rw	y	
	4	Threshold Override	8	0 = Override Not Enabled, 1 = Override Enabled	0	rw	y	
	5	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	6	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	4	rw	y	
	7	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	10	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	11	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	14	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
79		**Level Threshold 2 Configuration**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	1	rw	y	
	2	Threshold Value (Percent)	8	0–100 = Threshold (Percent)	66	rw	y	

Continued on page 38

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Continued from page 37

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	1	rw	y	
	4	Threshold Override	8	0 = Override Not Enabled, 1 = Override Enabled	0	rw	y	
	5	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	6	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	7	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	10	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	11	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	14	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
80		**Level Threshold 3 Configuration**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	0	rw	y	
	2	Threshold Value (Percent)	8	0–100 = Threshold (Percent)	77	rw	y	
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	1	rw	y	
	4	Threshold Override	8	0 = Override Not Enabled, 1 = Override Enabled	0	rw	y	
	5	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	6	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	7	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	

Continued on page 39

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Continued from page 38

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	10	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	11	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	14	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
81		**Level Threshold 4 Configuration**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	0	rw	y	
	2	Threshold Value (Percent)	8	0–100 = Threshold (Percent)	88	rw	y	
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	1	rw	y	
	4	Threshold Override	8	0 = Override Not Enabled, 1 = Override Enabled	0	rw	y	
	5	Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	6	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	7	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	10	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	11	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Percent Width of Color 1	8	1–100 = Percent Width of Color 1	50	rw	y	
	14	Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
82		**Custom Colors**						
	1	Custom 1 Red	8	0–255 = RGB	255	rw	y	
	2	Custom 1 Green	8	0–255 = RGB	255	rw	y	
	3	Custom 1 Blue	8	0–255 = RGB	255	rw	y	
	4	Custom 2 Red	8	0–255 = RGB	255	rw	y	
	5	Custom 2 Green	8	0–255 = RGB	255	rw	y	
	6	Custom 2 Blue	8	0–255 = RGB	255	rw	y	
83		**Settings**						

Continued on page 40

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Continued from page 39

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	1	LED Mode Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	2	Orientation	8	0 = Standard, 1 = Inverted	0	rw	y	
	3	Custom Intensity	8	0–100 = Custom Intensity	100	rw	y	
	4	Custom Frequency	8	0–255 = Custom Frequency	10	rw	y	
84		**Dim and Blend Configuration**						
	1	Number of Colors	8	0 = 1 Color, 1 = 2 Colors, 2 = 3 Colors	0	rw	y	
	2	Full Scale Value	16	0–65535	100	rw	y	
	3	Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	4	Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	5	Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	0	rw	y	
	6	Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	7	Color 3	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	8	Color 3 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	9	Filtering	8	0 = None, 1 = Low, 2 = Medium, 3 = High	0	rw	y	
85		**Gauge Mode Configuration**						
	1	Filtering	8	0 = None, 1 = Low, 2 = Medium, 3 = High	0	rw	y	
	2	Hysteresis	8	0 = None, 1 = Low, 2 = Medium, 3 = High	0	rw	y	
	3	Full Scale Value	16	0–65535	100	rw	y	
	4	Threshold Markers Type (Define Parameters in Segment Configuration)	8	0 = Off, 1 = Non-Dominant, 2 = Dominant	0	rw	y	
86		**Gauge Mode Center Settings**						
	1	Percent Width of Main Segment	8	1..100 = Percent Width of Color 1	20	rw	y	
	2	Main Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	3	Main Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	0	rw	y	
	4	Main Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	

Continued on page 41

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Continued from page 40

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	5	Main Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	6	Main Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	7	Main Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	8	Main Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	9	Main Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	10	Main Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	11	Main Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	12	Background Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	13	Background Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	14	Background Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	1	rw	y	
	15	Background Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	16	Background Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	17	Background Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	18	Background Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	1	rw	y	
	19	Background Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	20	Background Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	21	Background Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
87		**Gauge Mode Threshold 1 Settings**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	1	rw	y	
	2	Threshold Value (Percent)	8	0..100 = Threshold (Percent)	20	rw	y	
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	0	rw	y	
	4	Percent Width of Main Segment	8	1..100 = Percent Width of Color 1	20	rw	y	
	5	Main Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	

Continued on page 42

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Continued from page 41

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	6	Main Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	7	Main Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Main Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Main Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	10	Main Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	4	rw	y	
	11	Main Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Main Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Main Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	14	Main Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	15	Background Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	16	Background Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	17	Background Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	1	rw	y	
	18	Background Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	19	Background Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	20	Background Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	21	Background Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	22	Background Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	23	Background Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	24	Background Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
88		**Gauge Mode Threshold 2 Settings**						
	1	Threshold Enable	8	0 = Threshold Disabled, 1 = Threshold Enabled	1	rw	y	
	2	Threshold Value (Percent)	8	0..100 = Threshold (Percent)	80	rw	y	
	3	Threshold Comparison	8	0 = Less Than or Equal To, 1 = Greater Than or Equal To	1	rw	y	

Continued on page 43

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Continued from page 42

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
	4	Percent Width of Main Segment	8	1..100 = Percent Width of Color 1	20	rw	y	
	5	Main Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	6	Main Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	1	rw	y	
	7	Main Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	8	Main Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	9	Main Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	10	Main Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	4	rw	y	
	11	Main Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	12	Main Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	13	Main Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	14	Main Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	
	15	Background Animation	8	0 = Off, 1 = Steady, 2 = Flash, 3 = Two Color Flash, 4 = Two Color Shift, 5 = Ends Steady, 6 = Ends Flash, 7 = Scroll, 8 = Center Scroll, 9 = Bounce, 10 = Center Bounce, 11 = Intensity Sweep, 12 = Two Color Sweep, 13 = Spectrum, 14 = Single End Steady, 15 = Single End Flash	1	rw	y	
	16	Background Color 1	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	13	rw	y	
	17	Background Color 1 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	18	Background Speed	8	0 = Medium, 1 = Fast, 2 = Slow, 3 = Custom Flash Rate	0	rw	y	
	19	Background Pulse Pattern	8	0 = Normal, 1 = Strobe, 2 = Three Pulse, 3 = SOS, 4 = Random	0	rw	y	
	20	Background Color 2	8	0 = Green, 1 = Red, 2 = Orange, 3 = Amber, 4 = Yellow, 5 = Lime Green, 6 = Spring Green, 7 = Cyan, 8 = Sky Blue, 9 = Blue, 10 = Violet, 11 = Magenta, 12 = Rose, 13 = Daylight White (5000K), 14 = Custom 1, 15 = Custom 2, 16 = Incandescent White (2700K), 17 = Warm White (3000K), 18 = Fluorescent White (4100K), 19 = Neutral White (5700K), 20 = Cool White (6500K)	9	rw	y	
	21	Background Color 2 Intensity	8	0 = High, 1 = Low, 2 = Medium, 3 = Off, 4 = Custom	0	rw	y	
	22	Background Scroll/Bounce Style	8	0 = Solid, 1 = Tail, 2 = Ripple	0	rw	y	
	23	Background Percent Width of Color 1	8	1..100 = Percent Width of Color 1	50	rw	y	
	24	Background Direction/Single End Animation Location	8	0 = Up, 1 = Down	0	rw	y	

Continued on page 44

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Continued from page 43

Index	Subindex	Name	Length	Value Range	Default	Access Rights	Data Storage?	AOI
89		**LED Section Number Selection**						
		LED Section Number	8	0-100 = LED section number	40	rw	y	

IO-Link Events

Events and Error Types are acyclic transmissions from the IO-Link device to the IO-Link master. Events can be error messages and/or warning or maintenance data.

Event Types		
Code	**Type**	**Description**
0 (0x0000)	Notification	No malfunction
20480 (0x5000)	Error	Device hardware fault/Device exchange

Error Types			
Code	**Additional Code**	**Name**	**Description**
128 (0x80)	0 (0x00)	Device application error - no details	Service has been refused by the device application and no detailed information of the incident is available
	17 (0x11)	Index not available	Access occurs to a not existing device
	18 (0x12)	Subindex not available	Access occurs to a not existing subindex
	32 (0x20)	Service temporarily not available	Parameter is not accessible because of the current state of the device application
	35 (0x23)	Access denied	Write access on a read-only parameter
	48 (0x30)	Parameter value out of range	Written parameter value is outside its permitted value range
	49 (0x31)	Parameter value above limit	Written parameter value is above its specific value limit
	51 (0x33)	Parameter length overrun	Written parameter length is above its predefined length
	52 (0x34)	Parameter length underrun	Written parameter length is below its predefined length
	53 (0x35)	Function not available	Written command is not supported by the device application
	54 (0x36)	Function temporarily unavailable	Written command is not available because of the current state of the device application
	65 (0x41)	Inconsistent parameter set	Parameter inconsistencies were found at the end of the block parameter transfer, device plausibility check failed

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