

# **IQRF OS**

## **Operating System**

**Version 3.07D  
for (DC)TR-7xD**

## **Reference Guide**



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## Quick reference

*This document is valid for TR as well as DCTR transceivers. For simplicity, only TR is used further on throughout the document (with minor exceptions where needed).*

Values between system functions and superordinate program are passed on via parameters. OS uses 3 parameters in total: `param2` (1 B), `param3` (2 B) and `param4` (2 B). Their location in memory see the RAM map [2]. Individual functions have up to 3 parameters. Several functions use some of these params and W (PIC accumulator) to return output values. Note that they are valid until another function using the same parameter or the `debug` function is called by the user. Additionally, some functions use some params as work variables that is why their previous content can be destroyed.

Five stack levels are available to call all OS functions in subroutines.

Unless otherwise stated, OS functions run in OS foreground. Thus, the program continues not until the function is finished.

Several functions, e.g. `startSPI(x)` or `startDelay(x)` run in OS background. Thus, they are not blocking. The program execution continues immediately further and the user can check the result later on.

## Functions

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## OS functions

### Control

#### iqrfsleep

<b>Function</b>	Setting the TR module in power saving mode (Sleep)
<b>Purpose</b>	Easy and efficient power management. This function, once called, puts the module into the Sleep mode. Wake-up can be caused by power off/on, watchdog timeout or on the C5 (for TR modules in SIM format, e.g. TR-72D) or Q12 (for TR-76D) pin change.
<b>Syntax</b>	<code>void iqrfsleep ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• This functions operates like the PIC machine instruction Sleep. Additionally, OS suspends all HW resources that are under its control (RF circuitry, timers, internal PIC pins, LEDs etc.). The user should do the same for resources used by the application before entering the Sleep mode to achieve minimal power consumption. No PIC pins must be left as digital inputs without defined input log. level values. See example E14-CONSUMPTION.</li> <li>• For wake-up on pin change the required sequence should be executed, see the Example 2 below. Wake-up on pin change is default disabled.</li> <li>• This function is not time-efficient for subsequent short sleep periods, especially if RF IC is off. For faster operation in such cases use <code>sleep()</code> instead but you should ensure minimal consumption by user program. See Example 3.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• IOCBF flag is cleared automatically by OS.</li> <li>• Flags IOCBN and IOCBP are unchanged (not cleared) within <code>iqrfsleep</code>.</li> <li>• Wake-up types can be identified via the <code>-TO</code> and <code>-PD</code> status flags (in the MCU Status register).</li> </ul>
<b>Side effects</b>	Global interrupt enable (GIE) is controlled by OS again after wake-up.
<b>See also</b>	<code>setRFsleep</code>
<b>Example 1</b>	<pre> // Minimize consumption (depends on resources used by the user) Motor = 0;           // Stop the motor ADON = 0;           // Disable A/D converter SWDTEN = 0;        // Disable watchdog iqrfsleep(); // Put the module into Sleep mode </pre>
<b>Example 2</b>	<pre> // Wake-up on pin change. See example E01-TX and IQRF-macros.h header file. GIE = 0;           // Disable all interrupts writeToRAM(&amp;IOCBN, IOCBN   0x10); // Negative edge active. // Instead of IOCBN.4=1; // Bit IOCBN.4 cannot be written // directly due to OS restriction. IOCBP.4 = 1;      // Positive edge active IOCFE = 1;       // Interrupt on change enabled SWDTEN = 0;      // Watchdog disabled iqrfsleep();     // Sleep GIE = 0; writeToRAM(&amp;IOCBN, IOCBN &amp; 0xEF); // Clear negative edge flag (IOCBN.4) IOCBP.4 = 0;     // Clear positive edge flag GIE = 1; if (buttonPressed) // If button is pressed { ... }          // ... </pre>
<b>Example 3</b>	<pre> iqrfsleep(); // Sleep ... ...           // Wake-up, RF IC remains off stopLEDR();  // Disable peripherals to minimize consumption sleep();     // Faster (if RF IC is off). This is not an IQRF function // but a machine instruction supported by C compiler. pulseLEDR(); // Continue after wake-up </pre>

### setRFsleep

<b>Function</b>	Setting RF circuitry in power saving mode (Sleep)
<b>Purpose</b>	To put all RF circuitry in Sleep mode. Easy and efficient power management.
<b>Syntax</b>	<code>void setRFsleep ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• RF IC is set off.</li> <li>• OS system clock (ticks) are derived from MCU internal RC oscillator instead of precise RF IC crystal.</li> </ul>
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Wake-up can be caused by <code>setRFready</code>, <code>RFTXpacket</code>, <code>RFRXpacket</code> or <code>checkRF</code></li> <li>• Refer to the datasheet of given TR module for power consumption saving.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setRFready</code> , <code>iqrfSleep</code> , <code>checkRF</code> , <code>RFTXpacket</code> , <code>RFRXpacket</code>
<b>Example</b>	<code>setRFsleep(); // Put the RF circuitry in Sleep mode</code>

### setRFready

<b>Function</b>	Wake RF circuitry up
<b>Purpose</b>	To wake RF circuitry up in advance for faster response, easy and efficient power management and precise ticks.
<b>Syntax</b>	<code>void setRFready ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• RF IC is set on (the RF ready mode) but RX chain still stays off (unlike the RX mode). See IQRF User's guide, RF IC modes.</li> <li>• RF IC crystal oscillator starts up.</li> <li>• OS system clock (tick) is based on precise RF IC crystal oscillator instead of MCU internal RC one.</li> </ul>
<b>Preconditions</b>	–
<b>Remarks</b>	After the RF wake-up the RX chain can be set on faster which enables faster <code>checkRF(x)</code> , <code>RFRXpacket()</code> or <code>RFTXpacket()</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>setRFsleep</code> , <code>iqrfSleep</code> , <code>checkRF</code> , <code>RFTXpacket</code> , <code>RFRXpacket</code>
<b>Example</b>	<pre>setRFready(); // Wake the RF circuitry up from RF sleep in advance ... RFTXpacket(); // for immediate response</pre>

## debug

<b>Function</b>	Enter the debug mode
<b>Purpose</b>	IQRF OS directly supports debugging and testing. It is possible to stop the application wherever you need and display internal values (variables, RAM registers, EEPROM etc.) and then continue later on.
<b>Syntax</b>	<code>void debug ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	OS directly returns no value but supports using W (PIC accumulator) to identify which of the debug points is currently active.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Debug should be used with corresponding development kit (e.g. CK-USB-04x) and the IQRF IDE development environment.</li> <li>• To avoid possible HW collision with respect to user application, <code>debug</code> operates only under the following conditions: <ul style="list-style-type: none"> <li>• Pins C5 to C8 are configured for SPI slave in respective TRIS bits (C8 out, the others in). It is arranged by OS by default.</li> <li>• The <i>Check Mode</i> function is enabled in IQRF IDE. Otherwise no communication on these pins is initiated by debug tools even though TR is in debug mode until the <i>Check Mode</i> is enabled.</li> <li>• SPI need not be enabled by <code>enableSPI</code></li> <li>• Timer6 is not automatically stopped and user interrupt is not automatically disabled in debug.</li> <li>• When entering debug, the application must not have enabled interrupt from any of user peripherals.</li> <li>• Debug must not be used within the user interrupt routine.</li> </ul> </li> </ul>
<b>Remarks</b>	Number of <code>debug ()</code> instances is unlimited. The application is running until a <code>debug</code> function is encountered. Then the program is stopped and the module is switched to the debug mode allowing IQRF IDE to display values. The module stays in the debug mode until the user selects the <i>Skip Breakpoint</i> button. Then the application program continues running until another <code>debug</code> function is encountered and so on. See IQRF IDE Help and example E04-EEPROM [10].
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• <code>param1</code> to <code>param4</code>, <code>memoryOffsetTo</code>, <code>memoryOffsetFrom</code> and <code>memoryLimit</code> are not displayed</li> <li>• Watchdog is cleared while in Debug mode</li> </ul>
<b>See also</b>	–
<b>Example 1</b>	<pre>if (compareBufferINFO2RF(4))     W = 1;    // match else     W = 2;    // mismatch debug();    // Skip Breakpoint 1 or 2 will be displayed here according the             // result</pre>
<b>Example 2</b>	<pre>// Similar as Example 1 but utilizing macro breakpoint. // See header file IQRF-macros.h. if (compareBufferINFO2RF(4)) {     breakpoint(1);    // match } else {     breakpoint(2);    // mismatch }  // Skip Breakpoint 1 or 2 will be displayed here according the result</pre>

### getSupplyVoltage

<b>Function</b>	Power supply measurement (up to 3.84 V)
<b>Purpose</b>	Battery check
<b>Syntax</b>	uns8 <b>getSupplyVoltage</b> ()
<b>Parameters</b>	–
<b>Return value</b>	level = 1, 2, ...59                      Voltage [V] = 261.12 / (127 - level)
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Internal power supply voltage is checked.</li> <li>• In case of TR modules with LDO it is the LDO output but not actual battery voltage. This value is 3.0 V typ. if battery is O.K. and drops down if battery is low.</li> <li>• To evaluate the battery, take into consideration your battery type and power supply circuitry with respect to diodes and other possible voltage drops.</li> </ul>
<b>Side effects</b>	A/D converter control registers are changed.
<b>See also</b>	–
<b>Example</b>	<pre> if (getSupplyVoltage() &lt; 38)     ...                // Low battery else     ...                // Voltage &gt; 2.93 V </pre>



### getTemperature

<b>Function</b>	Read temperature from on-board sensor																														
<b>Purpose</b>	Temperature measurement																														
<b>Syntax</b>	uns8 <code>getTemperature ()</code>																														
<b>Parameters</b>	–																														
<b>Return value</b>	<ul style="list-style-type: none"> <li>• Temperature in °C, integer part, not rounded</li> <li>• Negative temperatures are in two's complement format (e.g. 0xFFB means -5 °C)</li> <li>• 0x80 (-128 °C) indicates an error in communication with temperature sensor (temperature sensor damaged or not present, i.e. for TR modules without the "T" postfix, e.g. TR-72D).</li> </ul>																														
<b>Output values</b>	<p>param3: 12 b output value of the sensor in 0.0625 °C units. Thus, upper 8 b represent the integer part of the temperature and lower 4 b represent the fractional part. The resolution is limited to 0.5 °C, therefore the lowest 3 b are always cleared. Negative temperatures are in the two's complement format. See datasheet of the temperature sensor.</p> <p>Examples:</p> <table border="1" style="display: inline-table; margin-right: 20px;"> <thead> <tr> <th>Temperature</th> <th>Return value</th> <th>param3</th> </tr> </thead> <tbody> <tr> <td>50 °C</td> <td>0x32</td> <td>0x320</td> </tr> <tr> <td>5 °C</td> <td>0x05</td> <td>0x050</td> </tr> <tr> <td>5.5 °C</td> <td>0x05</td> <td>0x058</td> </tr> <tr> <td>0.5 °C</td> <td>0x00</td> <td>0x008</td> </tr> </tbody> </table> <table border="1" style="display: inline-table;"> <thead> <tr> <th>Temperature</th> <th>Return value</th> <th>param3</th> </tr> </thead> <tbody> <tr> <td>0 °C</td> <td>0x00</td> <td>0x000</td> </tr> <tr> <td>-0.5 °C</td> <td>0xFF</td> <td>0xFF8</td> </tr> <tr> <td>-1 °C</td> <td>0xFF</td> <td>0xFF0</td> </tr> <tr> <td>-8.5 °C</td> <td>0xF7</td> <td>0xF78</td> </tr> </tbody> </table>	Temperature	Return value	param3	50 °C	0x32	0x320	5 °C	0x05	0x050	5.5 °C	0x05	0x058	0.5 °C	0x00	0x008	Temperature	Return value	param3	0 °C	0x00	0x000	-0.5 °C	0xFF	0xFF8	-1 °C	0xFF	0xFF0	-8.5 °C	0xF7	0xF78
Temperature	Return value	param3																													
50 °C	0x32	0x320																													
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-0.5 °C	0xFF	0xFF8																													
-1 °C	0xFF	0xFF0																													
-8.5 °C	0xF7	0xF78																													
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Applicable for TR modules with MCP9808 (Microchip) temperature sensor only (e.g. not for TR-76D).</li> <li>• 300 ms delay is required in LP or XLP RX mode or after wake up from sleep</li> </ul>																														
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Resolution 0.5 °C, accuracy: 0.5 °C</li> <li>• Takes about 3 ms.</li> <li>• See example E08–TEMPERATURE [10]</li> </ul>																														
<b>Side effects</b>	–																														
<b>See also</b>	–																														
<b>Example 1</b>	<pre> // For positive temperatures only uns8  tempInt;                // Temperature, integer part uns8  tempFract;              // Temperature, fractional part tempInt = getTemperature(); tempFract = param3.low8 &amp; 0x0F // Temperature == tempInt + tempFract/16 // Temperature == param3 * 0.0625 in °C </pre>																														
<b>Example 2</b>	<pre> // Either positive or negative temperatures, fractional part ignored T = getTemperature();        // Integer part of temperature if (T &gt;= 0x80) {     sign = "-";              // Negative     T = (T ^ 0xFF) + 1;      // Get absolute value in °C } else     sign = "+";              // Positive </pre>																														
<b>Example 3</b>	<pre> // Either positive or negative temperatures, with fractional part if (getTemperature() &gt;= 0x80) {     sign = "-";              // Negative     T = (param3 ^ 0xFFF) + 1; // Get absolute value, in 0.0625°C units } else     sign = "+";              // Positive </pre>																														
<b>Example 4</b>	<pre> // Temperature measurement after wake-up from sleep iqrfsleep(); waitDelay(30);                // 300 ms delay required T = getTemperature(); </pre>																														

**Active (blocking) waiting**
**waitMS**

<b>Function</b>	Wait specified number of miliseconds
<b>Purpose</b>	Time delay generation
<b>Syntax</b>	<code>void waitMS (ms)</code>
<b>Parameters</b>	ms - time to wait in miliseconds (1 - 255)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	This function can be combined with <code>waitDelay</code> , <code>startCapture</code> and <code>captureTicks</code> .
<b>Remarks</b>	This is an active waiting (on OS foreground). No other operation runs on OS foreground during waiting. Time precision depends on internal RC oscillator. Thus, the delay can vary with temperature etc. See respective PIC datasheet [8].
<b>Side effects</b>	–
<b>See also</b>	<code>waitDelay</code> , <code>startDelay</code> , <code>startLongDelay</code>
<b>Example</b>	<pre>waitMS(10);    // Delay 10 ms. Program stays here for the whole 10 ms period ...           // and continues here just after the period elapsed.</pre>

**waitDelay**

<b>Function</b>	Wait specified number of ticks
<b>Purpose</b>	Time delay generation
<b>Syntax</b>	<code>void waitDelay (ticks)</code>
<b>Parameters</b>	ticks – time to wait in 10 ms periods (1 - 255)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	This function can be combined with <code>waitMS</code> .
<b>Remarks</b>	This is the active waiting (on OS foreground). No other operation runs on OS foreground during waiting.
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• This function must not be combined with <code>startDelay</code> and <code>startLongDelay</code>.</li> <li>• Internal ticks are based on internal RC oscillator. Thus, the delay can vary with temperature etc. See respective PIC datasheet [8].</li> </ul>
<b>See also</b>	<code>waitMS</code> , <code>startDelay</code> , <code>startLongDelay</code>
<b>Example 1</b>	<pre>    // LED on for 0.5 s _LED = 1; waitDelay(50);    // Delay 500 ms. Program stays here for 500 ms _LED = 0;        // and continues here just after the period elapsed.</pre>

### waitNewTick

<b>Function</b>	Wait for a new tick
<b>Purpose</b>	Timing synchronization of user operations
<b>Syntax</b>	void <b>waitNewTick</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	Active waiting (on OS foreground) until a new tick starts. No other operation runs on OS foreground during this waiting.
<b>Side effects</b>	–
<b>See also</b>	waitMS, waitDelay
<b>Example</b>	<pre>waitNewTick();    // To generate a 10 ms pulse as precise as possible IO1 = 1; ...              // Something shorter than 10 ms waitNewTick();    // 10 ms IO1 = 0;</pre>

### Timing on background

#### startCapture

<b>Function</b>	Reset and start the Capture timer
<b>Purpose</b>	Initialization of time measurement or delay generation
<b>Syntax</b>	void <b>startCapture</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	This function can be combined with waitMS.
<b>Remarks</b>	Capture timer is a resettable counter of OS ticks (10 ms system intervals) running on OS background. This function clears the counter and starts counting.
<b>Side effects</b>	Functionality is affected by bondRequest, bondNewNode, RFRXpacket and RFTXpacket.
<b>See also</b>	captureTicks
<b>Example</b>	See captureTicks

### captureTicks

<b>Function</b>	Get number of ticks counted from the last <code>startCapture</code> and <code>captureTicks</code> calling.
<b>Purpose</b>	Measurement of elapsed time.
<b>Syntax</b>	<code>void captureTicks ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output value</b>	<ul style="list-style-type: none"> <li>• <code>param3</code>: ticks counted from the last <code>startCapture</code> (0 – 65535)</li> <li>• <code>param4</code>: ticks counted from the last <code>captureTicks</code> or <code>startCapture</code>, whatever was the latest (0 - 65535)</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• <code>startCapture</code> should be used at least once before.</li> <li>• To ensure correct operation the counter must not overflow. That is why <code>captureTicks</code> should be called max. ~655 s after last <code>startCapture</code> or <code>captureTicks</code> calling.</li> </ul>
<b>Remarks</b>	See example E05–DELAYS [10]
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• Functionality is affected by <code>bondRequest</code>, <code>bondNewNode</code>, <code>RFRXpacket</code> and <code>RFTXpacket</code>.</li> <li>• Internal ticks are based on internal RC oscillator if RF IC is sleeping. Thus, the delay can vary with temperature etc. in this case. See respective PIC datasheet [8].</li> </ul>
<b>See also</b>	<code>startCapture</code> , <code>setRFready</code>
<b>Example</b>	<pre> startCapture();           // Reset counter of ticks waitMS(200);             // Delay 200 ms captureTicks();          // param3 == 20, param4 == 20 waitMS(150);            // Delay 150 ms captureTicks();          // param3 == 35, param4 == 15 startCapture();          // Reset counter of ticks waitMS(100);            // Delay 100 ms captureTicks();          // param3 == 10, param4 == 10 </pre>

### startDelay

<b>Function</b>	Preset and start the Delay timer.
<b>Purpose</b>	Initialization of time measurement or delay generation. Non-blocking alternative to <code>waitDelay</code> .
<b>Syntax</b>	<code>void startDelay (ticks)</code>
<b>Parameters</b>	<code>uns8 ticks</code> : number of ticks (10 ms system intervals) to be measured (1-255)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	This function can be combined with <code>waitMS</code> .
<b>Remarks</b>	The Delay timer measures specified time period on OS background. Expiration can be checked by the <code>isDelay</code> function.
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• This function does not work properly if the <code>waitDelay</code> function is active.</li> <li>• Functionality is affected by <code>bondRequest</code>, <code>bondNewNode</code>, <code>RFRXpacket</code> and <code>RFTXpacket</code>.</li> <li>• Internal ticks are based on internal RC oscillator if RF IC is sleeping. Thus, the delay can vary with temperature etc. in this case. See respective PIC datasheet [8].</li> </ul>
<b>See also</b>	<code>isDelay</code> , <code>startLongDelay</code> , <code>waitDelay</code>
<b>Example</b>	See <code>isDelay</code>

### startLongDelay

<b>Function</b>	Preset and start the LongDelay timer
<b>Purpose</b>	Initialization of time measurement or delay generation
<b>Syntax</b>	<code>void startLongDelay (ticks)</code>
<b>Parameters</b>	<code>uns16 ticks</code> : number of ticks (10 ms system intervals) to be measured (1-65535)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	This function can be combined with <code>waitMS</code> .
<b>Remarks</b>	The Delay timer measures specified time period on OS background. Expiration can be checked by the <code>isDelay</code> function.
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• This function does not work properly if the <code>waitDelay</code> function is active.</li> <li>• Functionality is affected by <code>bondRequest</code>, <code>bondNewNode</code>, <code>RFRXpacket</code> and <code>RFTXpacket</code>.</li> <li>• Delay in first tick can vary from 0 ms to 10 ms. If complete 10 ms is needed also in the first tick, use <code>waitNewTick</code> firstly.</li> <li>• Internal ticks are based on internal RC oscillator if RF IC is sleeping. Thus, the delay can vary with temperature etc. in this case. See respective PIC datasheet [8].</li> </ul>
<b>See also</b>	<code>isDelay</code> , <code>startDelay</code> , <code>waitDelay</code>
<b>Example</b>	See <code>isDelay</code>

## isDelay

<b>Function</b>	Information whether the Delay timer has expired
<b>Purpose</b>	Time measurement or delay generation
<b>Syntax</b>	bit <code>isDelay()</code>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1: still in progress</li> <li>• 0: elapsed</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	<code>startDelay</code> or <code>startLongDelay</code> should be used before.
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• The (Long)Delay timer measures specified time period. The result is available via the <code>isDelay</code> function.</li> <li>• Tip: the <code>clrwdt</code> instruction should be used to avoid unintentional watchdog reset during the delay.</li> <li>• See example E05-DELAYS [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>startDelay</code> , <code>startLongDelay</code>
<b>Example 1</b>	<pre> // LED on for 1 s _LED = 1; startDelay(100);           // Start 1 sec delay counting on OS background while (isDelay())         // Wait until the delay is over {     clrwdt();              // Any useful operation on OS foreground can be     ...                    // performed during waiting } _LED = 0;                  // Continue here after 1 sec </pre>
<b>Example 2</b>	<pre> // LED on for 10 s _LED = 1; startLongDelay(1000);     // Start 10 sec delay counting on OS background while (isDelay())        // Wait until the delay is over {     clrwdt();              // Any useful operation on OS foreground can be     ...                    // performed during waiting } _LED = 0;                  // Continue here after 10 sec </pre>

## LED indication

### setOnPulsingLED

<b>Function</b>	LEDs On time setting (red as well as green)
<b>Purpose</b>	Specification of the "On" time for LEDs (either for a single flash or for blinking)
<b>Syntax</b>	<code>void setOnPulsingLED (ticks)</code>
<b>Parameters</b>	<code>uns8 ticks</code> : number of ticks (10 ms system intervals) (1-255)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	Default value is 5 (50 ms).
<b>Side effects</b>	–
<b>See also</b>	<code>setOffPulsingLED</code> , <code>pulsingLEDR</code> , <code>pulseLEDR</code> , <code>pulsingLEDG</code> , <code>pulseLEDG</code>
<b>Example</b>	See <code>setOffPulsingLED</code>

### setOffPulsingLED

<b>Function</b>	LEDs Off time setting (red as well as green)
<b>Purpose</b>	Specification of the "Off" time for LEDs (for blinking)
<b>Syntax</b>	<code>void setOffPulsingLED (ticks)</code>
<b>Parameters</b>	<code>uns8 ticks</code> : number of ticks (10 ms system intervals) (1-255)
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	Default value is 20 (200 ms).
<b>Side effects</b>	–
<b>See also</b>	<code>setOnPulsingLED</code> , <code>pulsingLEDR</code> , <code>pulsingLEDG</code>
<b>Example</b>	<pre> // Change blinking to 250 ms On / 750 ms Off setOnPulsingLED(25); // 250 ms On setOffPulsingLED(75); // 750 ms Off </pre>

### pulsingLEDR

<b>Function</b>	Red LED blinking
<b>Purpose</b>	Continuous red LED blinking on OS background
<b>Syntax</b>	<code>void pulsingLEDR ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Blinking times should be defined in advance by <code>setOnPulsingLED</code> and <code>setOffPulsingLED</code>.</li> <li>• The appropriate PIC pin is configured as an output automatically.</li> <li>• Do not combine this function with direct access to LED pin (see <code>pulseLEDR</code> <i>Remarks</i>). If omitted, the pin state can be modified in background.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Blinking continues until it is stopped by the user (e.g. by <code>stopLEDR</code>).</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setOnPulsingLED</code> , <code>setOffPulsingLED</code> , <code>stopLEDR</code> , <code>pulseLEDR</code>
<b>Example 1</b>	<code>pulsingLEDR (); // continuous blinking on OS background</code>
<b>Example 2</b>	<pre>// Blinking for 2 s pulsingLEDR (); // blinking for 2 s on OS background waitDelay(200); // 2 s delay generated on foreground stopLEDR (); // Stop blinking</pre>

### pulseLEDR

<b>Function</b>	Single red LED flash
<b>Purpose</b>	Red LED flash on OS background
<b>Syntax</b>	<code>void pulseLEDR ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Flash time should be defined in advance by <code>setOnPulsingLED</code>.</li> <li>• The appropriate PIC pin is configured as an output automatically.</li> <li>• Do not combine this function with direct access to LED pin (see <i>Remarks</i>). If omitted, the pin state can be modified in background.</li> </ul>
<b>Remarks</b>	The on-board LEDs can also be directly controlled on OS foreground using C commands for manipulating the <code>_LEDR</code> output (the pin the red LED is connected to) and corresponding control bit ( <code>TRISx.x</code> - see <code>IQRF-memory.h</code> header file), e.g. <code>_LEDR = 1</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>setOnPulsingLEDR</code> , <code>pulsingLEDR</code> , <code>stopLEDR</code>
<b>Example</b>	<pre>setOnPulsingLED(10); // 100 ms On pulseLEDR (); // Single red LED flash for 100 ms on OS background ... // Program continues immediately, // not waiting until the delay expires. // LED will be switched off after 100 ms automatically</pre>



### stopLEDR

<b>Function</b>	Red LED off, blinking stopped
<b>Purpose</b>	Stops the red LED activity on OS background
<b>Syntax</b>	<code>void stopLEDR ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Do not combine this function with direct access to LED pin (see <code>pulseLEDR</code> <i>Remarks</i> ). If omitted, the pin state can be modified in background.
<b>Remarks</b>	–
<b>Side effects</b>	–
<b>See also</b>	<code>pulsingLEDR</code> , <code>pulseLEDR</code>
<b>Example 1</b>	<pre>pulsingLEDR ();           // Start blinking on OS background ...                       // Blinking continues during any operation stopLEDR ();             // Stop blinking</pre>
<b>Example 2</b>	<pre>pulseLEDR ();           // Red LED On on OS background ...                       // continuously lighting during any operation                         // until specified time expired stopLEDR ();           // or LED is switched Off by this command</pre>
<b>Example 3</b>	<pre>_LEDR = 1;             // LEDR on ... stopLEDR ();           // LEDR off</pre>

### pulsingLEDG

<b>Function</b>	Green LED blinking
<b>Purpose</b>	Continuous green LED blinking on OS background
<b>Syntax</b>	<code>void pulsingLEDG ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Blinking times should be defined in advance by <code>setOnPulsingLED</code> and <code>setOffPulsingLED</code>.</li> <li>• The appropriate PIC pin is configured as an output automatically.</li> <li>• Do not combine this function with direct access to LED pin (see <code>pulseLEDG</code> <i>Remarks</i>). If omitted, the pin state can be modified in background.</li> </ul>
<b>Remarks</b>	Blinking continues until it is stopped by the user (e.g. by <code>stopLEDG</code> ).
<b>Side effects</b>	–
<b>See also</b>	<code>setOnPulsingLED</code> , <code>setOffPulsingLED</code> , <code>stopLEDG</code> , <code>pulseLEDG</code>
<b>Example 1</b>	<pre>pulsingLEDG ();           // continuous blinking on OS background</pre>
<b>Example 2</b>	<pre>// Blinking for 2 s pulsingLEDG ();           // blinking for 2 s on OS background waitDelay(200);           // 2 s delay generated on foreground stopLEDG ();             // Stop blinking</pre>

### pulseLEDG

<b>Function</b>	Single green LED flash
<b>Purpose</b>	Green LED flash on OS background
<b>Syntax</b>	<code>void pulseLEDG ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>Flash time should be defined in advance by <code>setOnPulsingLED</code>.</li> <li>The appropriate PIC pin is configured as an output automatically.</li> <li>Do not combine this function with direct access to LED pin (see <i>Remarks</i>). If omitted, the pin state can be modified in background.</li> </ul>
<b>Remarks</b>	The on-board LEDs can also be directly controlled on OS foreground using C commands for manipulating the <code>_LEDG</code> output (the pin the green LED is connected to) and corresponding control bit ( <code>TRISx.x</code> - see <code>IQRF-memory.h</code> header file), e.g. <code>_LEDG = 1</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>setOnPulsingLEDG</code> , <code>pulsingLEDG</code> , <code>stopLEDG</code>
<b>Example</b>	<pre>setOnPulsingLEDG(10); // 100 ms On pulseLEDG();         // Single green LED flash for 100 ms on OS background ...                  // Program continues immediately,                     // not waiting until the delay expires.                     // LED will be switched off after 100 ms automatically</pre>

### stopLEDG

<b>Function</b>	Green LED off, blinking stopped
<b>Purpose</b>	Stops the green LED activity on OS background
<b>Syntax</b>	<code>void stopLEDG ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Do not combine this function with direct access to LED pin (see <code>pulseLEDG</code> <i>Remarks</i> ). If omitted, the pin state can be modified in background.
<b>Remarks</b>	–
<b>Side effects</b>	<ul style="list-style-type: none"> <li>The appropriate PIC pin is not restored to the state before <code>pulsingLEDG/pulseLEDG</code> (<code>TRISx.x == 0</code>, <code>_LEDG == 0</code> after finishing on background).</li> <li>Possible user <code>LEDR</code> pin level (in <code>PORT</code> or <code>LATCH</code> register) changed in foreground can be overridden in background.</li> </ul>
<b>See also</b>	<code>pulsingLEDG</code> , <code>pulseLEDG</code>
<b>Example 1</b>	<pre>pulsingLEDG(); // Start blinking on OS background ...           // Blinking continues during any operation stopLEDG();   // Stop blinking</pre>
<b>Example 2</b>	<pre>pulseLEDG(); // Green LED On on OS background ...          // continuously lighting during any operation             // until specified time expired stopLEDG(); // or LED is switched Off by this command</pre>

## MCU EEPROM

### eeReadByte

<b>Function</b>	Read one byte from specified location in EEPROM
<b>Purpose</b>	Access to EEPROM
<b>Syntax</b>	<code>uns8 eeReadByte (address)</code>
<b>Parameters</b>	<code>uns8 address</code> : address in EEPROM (0 to 0xBF). See EEPROM map [2].
<b>Return value</b>	<ul style="list-style-type: none"> <li>Value (0 to 255) read from specified EEPROM location</li> <li>0 when attempted to read from address 0xC0 or higher</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>Direct user access to EEPROM (using registers <code>EECONx</code> etc.) is not allowed for security reasons, specialized OS functions are intended for this.</li> <li>EEPROM area dedicated to OS (locations 0xC0 or higher) is not accessible. See example E04–EEPROM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>eeReadData</code> , <code>eeWriteByte</code> , <code>eeWriteData</code>
<b>Example 1</b>	<code>i = eeReadByte(0); // Copy 1 byte from EEPROM from address 0 to i</code>
<b>Example 2</b>	<code>// Illegal access: Avoid access to EEPROM locations 0xC0 or higher i = eeReadByte(0xC8); // Reading from protected area is redirected to 0xA0</code>

### eeReadData

<b>Function</b>	Read a block of specified length from specified location in EEPROM to <code>bufferINFO</code>
<b>Purpose</b>	Block access to EEPROM
<b>Syntax</b>	<code>void eeReadData (address, length)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li><code>uns8 address</code>: address in EEPROM (0 to 0xBF - length + 1). See EEPROM map [2].</li> <li><code>uns8 length</code>: number of bytes to be read (1 to 32)</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li><code>bufferINFO[0 to length - 1]</code></li> <li><code>bufferINFO[0 to length - 1]</code> is cleared when attempted to read from address 0xC0 or higher</li> </ul>
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>Direct user access to EEPROM (using registers <code>EECONx</code> etc.) is not allowed for security reasons, specialized OS functions are intended for this.</li> <li>EEPROM area dedicated to OS (locations 0xC0 or higher) is not accessible. See example E04–EEPROM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>eeReadByte</code> , <code>eeWriteByte</code> , <code>eeWriteData</code>
<b>Example 1</b>	<code>eeReadData(0x0A, 16); // copy 16B from EEPROM from address 0x0A to bufferINFO // bufferINFO[0] = EEPROM[0x0A] // ... // bufferINFO[15] = EEPROM[0x19]</code>
<b>Example 2</b>	<code>// Illegal access: Avoid access to EEPROM locations 0xC0 or higher eeReadData(0xC8, 16); // EEPROM address 0xA0 used instead of protected area // bufferINFO[0] = EEPROM[0xA0] // ... // bufferINFO[15] = EEPROM[0xA0]</code>

### eeWriteByte

<b>Function</b>	Write one byte to specified location in EEPROM
<b>Purpose</b>	Access to EEPROM
<b>Syntax</b>	<code>void eeWriteByte (address , data)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns8 address</code>: address in EEPROM (0xA0 to 0xBF for Coordinator and 0 to 0xBF for other devices). See EEPROM map [2].</li> <li>• <code>uns8 data</code>: value to be written (0 to 255)</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Direct user access to EEPROM (using registers <code>EECONx</code> etc.) is not allowed for security reasons, specialized OS functions are intended for this.</li> <li>• EEPROM area dedicated to OS (locations 0xC0 or higher) is not accessible. See example E04–EEPROM [10].</li> <li>• Any attempt to write to protected area above 0xBF leads to no operation.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>eeReadByte</code> , <code>eeReadData</code> , <code>eeWriteData</code>
<b>Example 1</b>	<pre>eeWriteByte(0xBF, 0x75) // store 0x75 to EEPROM to address 0xBF eeWriteByte(0x80, myVar) // copy myVar to EEPROM to address 0x80</pre>
<b>Example 2</b>	<pre>// Illegal access: Avoid access to EEPROM locations 0xC0 or higher eeWriteByte(0xC6, 0x75); // Attempt to write to protected area - nothing is written.</pre>

### eeWriteData

<b>Function</b>	Write a block of specified length from <code>bufferINFO</code> to specified location in EEPROM
<b>Purpose</b>	Block access to EEPROM
<b>Syntax</b>	<code>void eeWriteData (address , length)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns8 address</code>: address in EEPROM . See EEPROM map [2]. <ul style="list-style-type: none"> <li>• (0xA0 to 0xBF - length + 1) for Coordinator</li> <li>• (0 to 0xBF - length + 1) for other devices</li> </ul> </li> <li>• <code>uns8 length</code>: number of bytes to be written from <code>bufferINFO</code> (1 to 32)</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Direct user access to EEPROM (using registers <code>EECONx</code> etc.) is not allowed for security reasons, specialized OS functions are intended for this.</li> <li>• EEPROM area dedicated to OS (locations 0xC0 or higher) is not accessible. See example E04–EEPROM [10].</li> </ul>
<b>Side effects</b>	• Any attempt to write to protected area above 0xBF leads to no operation.
<b>See also</b>	<code>eeReadByte</code> , <code>eeReadData</code> , <code>eeWriteByte</code>
<b>Example 1</b>	<pre>eeWriteData(0x0A,16); // copy 16B from bufferINFO to EEPROM to address 0x0A // EEPROM[0x0A] = bufferINFO[0] // // EEPROM[0x19] = bufferINFO[15]</pre>
<b>Example 2</b>	<pre>// Illegal access: Avoid access to EEPROM locations 0xC0 or higher eeWriteData(0xC8,16); // Attempt to write to protected area - nothing is // written.</pre>

## Serial EEPROM

### eeeReadData

<b>Function</b>	Read a data block of specified length from specified location in serial EEPROM to <code>bufferINFO</code>
<b>Purpose</b>	Read from serial EEPROM
<b>Syntax</b>	bit <code>eeeReadData (address)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li><code>uns16 address</code>: initial address in serial EEPROM (0 to 0x7FFF).</li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>1 Read successful</li> <li>0 Read unsuccessful (e.g. due to damaged or not populated memory device). Additionally, the <code>_eeeError</code> flag is set.</li> </ul>
<b>Output values</b>	<code>bufferINFO[0 to 63]</code>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li><code>memoryLimit</code> specifies number of bytes (1 to 64) to be read. It must be set before every <code>eeeReadData</code> call. If <code>memoryLimit = 0</code>, 16 B is read.</li> <li>To respect accessible range, the following rule must be observed: <code>address + memoryLimit &lt; 0x8000</code>. See Examples 2 and 3.</li> <li>Do not use for Coordinator in networks utilizing Discovery.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>Memory range 0 to 0x7FFF is accessible.</li> <li><code>memoryLimit</code> is automatically cleared after every <code>eeeReadData</code> call.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>eeeWriteData</code>
<b>Example 1</b>	<pre> // To read 16 B // When memoryLimit is kept cleared from previous operations eeeReadData(0x3C); // copy 16 B from serial EEPROM from address 0x3C to // bufferINFO // bufferINFO[0] = serial EEPROM[0x3C] // // ... // bufferINFO[15] = serial EEPROM[0x4B] </pre>
<b>Example 2</b>	<pre> memoryLimit = 40; // To read 40 B eeeReadData(0x3C); // copy 40B from serial EEPROM from address 0x3C to // bufferINFO // bufferINFO[0] = serial EEPROM[0x3C] // // ... // bufferINFO[39] = serial EEPROM[0x63] // memoryLimit is automatically cleared here </pre>
<b>Example 3</b>	<pre> memoryLimit = 40; // To read 40 B eeeReadData(0x7FEE); // Illegal usage, out of 0x7FFF boundary </pre>
<b>Example 4</b>	<pre> if (eeeReadData(0x0A))     X = bufferINFO[0] else {     ... // Error handling } </pre>

### eeeWriteData

<b>Function</b>	Write a data block of specified length from <code>bufferINFO</code> to specified location in EEPROM
<b>Purpose</b>	Write to serial EEPROM
<b>Syntax</b>	bit <code>eeeWriteData (address)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns16 address</code>: initial address in serial EEPROM <ul style="list-style-type: none"> <li>• For Coordinator in networks not utilizing Discovery and for Nodes: 0 to 0x7FFF</li> <li>• For Coordinator in networks utilizing Discovery: 0x800 to 0x7FFF. This range may be a subject to change in future IQRF OS versions based on added functionality.</li> </ul> </li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 Write successful</li> <li>• 0 Write unsuccessful (e.g. due to damaged or not populated memory device). Additionally, the <code>_eeeError</code> flag is set.</li> </ul>
<b>Output values</b>	Memory range 0 to 0x7FFF is accessible.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• <code>memoryLimit</code> specifies number of bytes (1 to 64) to be written. It must be set before every <code>eeeWriteData</code> call. If <code>memoryLimit = 0</code>, 16 B is written.</li> <li>• <code>address</code> and <code>memoryLimit</code> must be selected so as the addressed space fits within a single 64 B long page, e.g. 0 – 0x3F, 0x40 – 0x7F, ..., 0x7FFC0 – 0x7FFF. See Example 3, 4 and 5.</li> </ul>
<b>Remarks</b>	<code>memoryLimit</code> is automatically cleared after every <code>eeeWriteData</code> call.
<b>Side effects</b>	–
<b>See also</b>	<code>eeeReadData</code>
<b>Example 1</b>	<pre> // To write 16 B // When memoryLimit is kept cleared from previous operations eeeWriteData(0x40); // copy 16B from bufferINFO to serial EEPROM // from address 0x40 // EEPROM[0x40] = bufferINFO[0] // ... // EEPROM[0x4F] = bufferINFO[15] </pre>
<b>Example 2</b>	<pre> // To write 64 B memoryLimit = 64; eeeWriteData(0x40); // copy 64B from bufferINFO to serial EEPROM // from address 0x40 // EEPROM[0x40] = bufferINFO[0] // ... // EEPROM[0x7F] = bufferINFO[63] </pre>
<b>Example 3</b>	<pre> memoryLimit = 6; // To write 6 B eeeWriteData(0x40); // copy 6B from bufferINFO to serial EEPROM from // address 0x40 // EEPROM[0x40] = bufferINFO[0] // ... // EEPROM[0x45] = bufferINFO[5] // memoryLimit is automatically cleared here </pre>
<b>Example 4</b>	<pre> // To write 64 B memoryLimit = 64; eeeWriteData(0x41); // Illegal access, boundary 0x80 crossed </pre>
<b>Example 5</b>	<pre> memoryLimit = 6; // to write 6 B eeeWriteData(0x2C7E); // Illegal access, boundary 0x2C80 crossed </pre>
<b>Example 6</b>	<pre> memoryLimit = 1; // To write 1 B bufferINFO[0] = 'A' if (!eeeWriteData(0x0A)) ... // Error handling </pre>

**RAM**
**readFromRAM**

<b>Function</b>	Read one byte from specified location in RAM
<b>Purpose</b>	Indirect access to RAM registers
<b>Syntax</b>	<code>uns8 readFromRAM(address)</code>
<b>Parameters</b>	<code>uns16 address</code> : linear or traditional memory location address
<b>Return value</b>	Value read from specified location
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	See example E06–RAM [10].
<b>Side effects</b>	FSR0 register is modified.
<b>See also</b>	<code>writeToRAM</code> , <code>copyMemoryBlock</code> , <code>getINDF0</code> , <code>getINDF1</code>
<b>Example</b>	<pre>for (i=0; i&lt;5; i++) {     A = readFromRAM(bufferRF + i);     ... }</pre>

**writeToRAM**

<b>Function</b>	Write one byte to specified location in RAM
<b>Purpose</b>	Indirect access to RAM registers
<b>Syntax</b>	<code>void writeToRAM(address, value)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns16 address</code>: traditional or linear memory location address</li> <li>• <code>uns8 value</code>: value to be written</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Avoid writing to RAM areas dedicated to OS and to PIC special function registers otherwise OS can collapse. See RAM map [2].</li> </ul>
<b>Remarks</b>	RAM can be accessed either directly (using common C commands like <code>X = Y;</code> ) or indirectly. But indirect writing to the <code>INDFx</code> registers is not allowed. Due to security reasons all instructions writing to <code>INDFx</code> are removed during Upload. To avoid unintended behavior, all constructions writing to <code>INDFx</code> (either by the user or by the compiler) should be omitted. Instead of this IQRF OS provides complete support for indirect RAM addressing using extra system functions <code>readFromRAM</code> , <code>writeToRAM</code> and <code>copyMemoryBlock</code> . See example E06–RAM [10].
<b>Side effects</b>	FSR0 register is modified.
<b>See also</b>	<code>readFromRAM</code> , <code>copyMemoryBlock</code> , <code>setINDF0</code> , <code>setINDF1</code>
<b>Example 1</b>	<pre>// Not allowed. The compiler uses INDFx in such cases. for (i=0; i&lt;5; i++)     bufferRF[i] = i;</pre>
<b>Example 2</b>	<pre>// Correct for (i=0; i&lt;5; i++)     writeToRAM(bufferRF + i, i);</pre>

### setINDF0

<b>Function</b>	Write a value in the virtual INDF0 register
<b>Purpose</b>	Indirect write to RAM
<b>Syntax</b>	<code>void setINDF0 (value)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns8 value</code>: value to be written</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	Register addressed by the <code>FSR0H</code> and <code>FSR0L</code> is modified
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• <code>FSR0</code> (the <code>FSR0H</code> and <code>FSR0L</code> register pair) must be set before to define a destination. Traditional as well as linear address can be used.</li> <li>• Avoid writing to RAM areas dedicated to OS and to PIC special function registers otherwise OS can collapse. See RAM map [2].</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Simple writing to the <code>INDF0</code> virtual register is not allowed. Due to security reasons all instructions using <code>INDF0</code> are removed during Upload. To avoid unintended behavior all constructions modifying <code>INDF0</code> (either by the user or by the compiler) should be omitted. Instead of this IQRF OS allows to write to indirectly addressed RAM using extra system function <code>setINDF0</code>. See example E06–RAM [10].</li> <li>• Another possibility (but more code consuming) is using the <code>writeToRAM</code> function.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setINDF1</code> , <code>getINDF0</code> , <code>getINDF1</code> , <code>writeToRAM</code> , <code>copyMemoryBlock</code>
<b>Example</b>	See <code>getINDF0</code> (by analogy with <code>INDF1</code> )

### setINDF1

<b>Function</b>	Write a value in the virtual INDF1 register
<b>Purpose</b>	Indirect write to RAM
<b>Syntax</b>	<code>void setINDF1 (value)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns8 value</code>: value to be written</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	Register addressed by the <code>FSR1H</code> and <code>FSR1L</code> is modified
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• <code>FSR1</code> (the <code>FSR1H</code> and <code>FSR1L</code> register pair) must be set before to define a destination. Traditional as well as linear address can be used.</li> <li>• Avoid writing to RAM areas dedicated to OS and to PIC special function registers otherwise OS can collapse. See RAM map [2].</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Simple writing to the <code>INDF1</code> virtual register is not allowed. Due to security reasons all instructions using <code>INDF1</code> are removed during Upload. To avoid unintended behavior all constructions modifying <code>INDF1</code> (either by the user or by the compiler) should be omitted. Instead of this IQRF OS allows to write to indirectly addressed RAM using extra system function <code>setINDF1</code>. See example E06–RAM [10].</li> <li>• Another possibility (but more code consuming) is using the <code>writeToRAM</code> function.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setINDF0</code> , <code>getINDF0</code> , <code>getINDF1</code> , <code>writeToRAM</code> , <code>copyMemoryBlock</code>
<b>Example</b>	See <code>getINDF0</code>



### getINDF0

<b>Function</b>	Read a value in the INDF0 virtual register
<b>Purpose</b>	Indirect read from RAM
<b>Syntax</b>	uns8 <code>getINDF0 ()</code>
<b>Parameters</b>	–
<b>Return value</b>	Value of the register addressed by the FSR0H and FSR0L
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>FSR0 (the FSR0H and FSR0L register pair) must be set before to define a destination. Traditional as well as linear address can be used.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>See example E06-RAM [10].</li> <li>Additionally, simple reading the INDF0 virtual register is allowed. This is even less memory consuming than <code>getINDF0</code>. See Example 2 below.</li> <li>Another possibility is using the <code>readFromRAM</code> function.</li> <li><code>getINDF0</code> can advantageously be replaced by direct reading, e.g. <code>X = INDF0</code>; see Example 2.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setINDF0</code> , <code>setINDF1</code> , <code>getINDF1</code> , <code>readFromRAM</code> , <code>copyMemoryBlock</code>
<b>Example 1</b>	<pre> // Not allowed FSR0 = ADDR_FROM; FSR1 = ADDR_TO; for(i = 0; i &lt; 16; i++) {     X = INDF0;           // Allowed     INDF1 = X;          // Illegal writing to INDF1 (see setINDF1)     FSR0++;     FSR1++; } </pre>
<b>Example 2</b>	<pre> // Allowed FSR0 = ADDR_FROM; FSR1 = ADDR_TO; for(i = 0; i &lt; 16; i++) {     X = INDF0;           // Allowed (and recommended)     setINDF1(X);     FSR0++;     FSR1++; } </pre>
<b>Example 3</b>	<pre> // Also correct but more memory consuming FSR0 = ADDR_FROM; FSR1 = ADDR_TO; for(i = 0; i &lt; 16; i++) {     X = getINDF0 ();     setINDF1(X);     FSR0++;     FSR1++; } // Result is the same as copyMemoryBlock(ADDR_FROM, ADDR_TO, 16) </pre>

**getINDF1**

<b>Function</b>	Read a value in the INDF1 virtual register
<b>Purpose</b>	Indirect read from RAM
<b>Syntax</b>	uns8 <code>getINDF1 ()</code>
<b>Parameters</b>	–
<b>Return value</b>	Value of the register addressed by the FSR1H and FSR1L
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>FSR1 (the FSR1H and FSR1L register pair) must be set before to define a destination. Traditional as well as linear address can be used.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>See example E06–RAM [10].</li> <li>Additionally, simple reading the INDF1 virtual register is allowed. This is even less memory consuming than <code>getINDF1</code>. See <code>getINDF0</code>, Example 2.</li> <li>Another possibility is using the <code>readFromRAM</code> function.</li> <li><code>getINDF1</code> can advantageously be replaced by direct reading, e.g. <code>X = INDF1</code>; see <code>getINDF0</code>, Example 2.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setINDF0</code> , <code>setINDF1</code> , <code>getINDF0</code> , <code>readFromRAM</code> , <code>copyMemoryBlock</code>
<b>Example</b>	See <code>getINDF0</code> (by analogy with INDF1)

## Buffers

All functions for copying buffers (`copyBufferINFO2RF`, `copyBufferINFO2COM`, `copyBufferRF2COM`, `copyBufferRF2INFO`, `copyBufferCOM2RF`, `copyBufferCOM2INFO`) can use **offsets** `memoryOffsetFrom` and `memoryOffsetTo`. Offsets are applied when at least one of them is different from zero only. Then the following principle will take place: `memoryOffsetFrom` specifies relative offset in the From buffer and `memoryOffsetTo` specifies relative offset in the To buffer. It means that data is not read starting from `bufferXX[0]` but from `bufferXX[memoryOffsetFrom]` and is not stored starting from `bufferYY[0]` but from `bufferYY[memoryOffsetTo]`. Just the final part of the `bufferXX` is copied (from `memoryOffsetFrom` up to the end of the `bufferXX` or `bufferYY`, whichever is reached first, further optionally reduced by `memoryLimit`). In addition to this, the `memoryLimit` variable can be used to specify number of bytes to be transferred.

If both `memoryOffsetFrom = 0` and `memoryOffsetTo = 0` complete buffers (optionally reduced by `memoryLimit`) are copied. Offsets and the `memoryLimit` are default disabled (cleared after reset as well as after every buffer copy).

### copyBufferINFO2COM

<b>Function</b>	Copy <code>bufferINFO</code> to <code>bufferCOM</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferINFO2COM()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• If <code>memoryOffsetFrom = 0</code>, <code>memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2RF</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example 1</b>	<code>copyBufferINFO2COM();</code>
<b>Example 2</b>	<pre>memoryOffsetFrom = 0; // bufferINFO to be copied memoryOffsetTo = 10; // to bufferCOM starting from bufferCOM[10]. copyBufferINFO2COM; // Just first 54 B is copied (until bufferCOM full).</pre>
<b>Example 3</b>	<pre>memoryOffsetFrom = 0; // bufferINFO to be copied memoryOffsetTo = 10; // to bufferCOM starting from bufferCOM[10]. memoryLimit = 20; copyBufferINFO2COM; // Just first 20 B is copied (due to memoryLimit).</pre>

### copyBufferINFO2RF

<b>Function</b>	Copy <code>bufferINFO</code> to <code>bufferRF</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferINFO2RF ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• If <code>memoryOffsetFrom = 0</code>, <code>memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2COM</code> , <code>copyBufferRF2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2RF</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>copyBufferINFO2RF ();</code>

### copyBufferRF2COM

<b>Function</b>	Copy <code>bufferRF</code> to <code>bufferCOM</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferRF2COM ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• If <code>memoryOffsetFrom = 0</code>, <code>memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferINFO2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2RF</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>copyBufferRF2COM ();</code>

### copyBufferRF2INFO

<b>Function</b>	Copy <code>bufferRF</code> to <code>bufferINFO</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferRF2INFO ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Copying is limited up to first 64 B of <code>bufferRF</code> only.</li> <li>• If <code>memoryOffsetFrom = 0, memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2COM</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2COM</code> , <code>copyBufferCOM2RF</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>copyBufferRF2INFO () ;</code>

### copyBufferCOM2RF

<b>Function</b>	Copy <code>bufferCOM</code> to <code>bufferRF</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferCOM2RF ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• If <code>memoryOffsetFrom = 0, memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2COM</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>copyBufferCOM2RF () ;</code>

### copyBufferCOM2INFO

<b>Function</b>	Copy <code>bufferCOM</code> to <code>bufferINFO</code>
<b>Purpose</b>	Data transfer between buffers
<b>Syntax</b>	<code>void copyBufferCOM2INFO ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	Offsets <code>memoryOffsetFrom</code> and <code>memoryOffsetTo</code> are applied (see above).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• If <code>memoryOffsetFrom = 0</code>, <code>memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is copied.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2COM</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>copyBufferCOM2INFO ();</code>

### compareBufferINFO2RF

<b>Function</b>	Compare <code>bufferINFO</code> and <code>bufferRF</code> with respect to specified length
<b>Purpose</b>	Buffer comparison
<b>Syntax</b>	<code>bit compareBufferINFO2RF (length)</code>
<b>Parameters</b>	<code>uns8 length</code> : number of bytes to be compared (1 to 64)
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – match</li> <li>• 0 – mismatch</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Comparing is limited up to first 64 B of <code>bufferRF</code> only.</li> <li>• If <code>memoryOffsetFrom = 0</code>, <code>memoryOffsetTo = 0</code> and <code>memoryLimit = 0</code>, complete 64 B is compared.</li> <li>• See example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>clearBufferINFO</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2INFO</code> , <code>swapBufferINFO</code>
<b>Example</b>	<pre>if (!compareBufferINFO2RF(32)) // Compare 32 B     then Error = 1;           // Error if mismatch</pre>

### swapBufferINFO

<b>Function</b>	Swap <code>bufferINFO</code> and <code>bufferAUX</code>
<b>Purpose</b>	Temporary <code>bufferINFO</code> saving
<b>Syntax</b>	<code>void swapBufferINFO ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	Content of <code>bufferINFO</code> and <code>bufferAUX</code> (64 B) is swapped. See example E06 - RAM [10].
<b>Preconditions</b>	–
<b>Remarks</b>	–
<b>Side effects</b>	–
<b>See also</b>	<code>moduleInfo</code> , <code>appInfo</code>
<b>Example</b>	<pre>swapBufferInfo();           // Temporarily save bufferInfo to bufferAUX appInfo();                 // Get user data from EEPROM ... swapBufferInfo();         // and restore previous data in bufferInfo</pre>

### clearBufferINFO

<b>Function</b>	Clear <code>bufferINFO</code>
<b>Purpose</b>	<code>bufferINFO</code> clearing
<b>Syntax</b>	<code>void clearBufferINFO ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	Complete <code>bufferINFO</code> (64 B) is cleared (filled with zeros). See example E06 - RAM [10].
<b>Side effects</b>	–
<b>See also</b>	<code>copyBufferINFO2COM</code> , <code>copyBufferINFO2RF</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2INFO</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code> , <code>swapBufferINFO</code>
<b>Example</b>	<code>clearBufferINFO ();</code>

**clearBufferRF**

<b>Function</b>	Clear <code>bufferRF</code>
<b>Purpose</b>	<code>bufferRF</code> clearing
<b>Syntax</b>	<code>void clearBufferRF ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	–
<b>Remarks</b>	Complete <code>bufferRF</code> is cleared (filled with zeros). See example E06 - RAM [10].
<b>Side effects</b>	–
<b>See also</b>	<code>copyBufferRF2COM</code> , <code>copyBufferRF2INFO</code> , <code>copyBufferCOM2RF</code> , <code>copyBufferINFO2RF</code> , <code>compareBufferINFO2RF</code> , <code>copyMemoryBlock</code>
<b>Example</b>	<code>clearBufferRF ();</code>



**Data blocks**
**copyMemoryBlock**

<b>Function</b>	Copy specified RAM block to specified location
<b>Purpose</b>	Copy memory block within RAM
<b>Syntax</b>	<code>void copyMemoryBlock (from, to, length)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• <code>uns16 from</code>: starting address of the block to be copied</li> <li>• <code>uns16 to</code>: destination address</li> <li>• <code>uns8 length</code>: block length in bytes</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Either traditional or linear addresses can be used.</li> <li>• Upward overlapping the source and the destination RAM blocks being copied is not allowed.</li> <li>• Avoid writing to RAM areas dedicated to OS otherwise OS can collapse. See the RAM map [2].</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See RAM map [2] and example E06 - RAM [10].</li> </ul>
<b>Side effects</b>	FSR0 and FSR1 registers are modified.
<b>See also</b>	<code>writeToRAM</code> , <code>readFromRAM</code> , <code>setINDF0</code> , <code>getINDF0</code> , <code>setINDF1</code> , <code>getINDF1</code>
<b>Example 1</b>	<code>copyMemoryBlock(0x2390, 0x23C0, 10); // copy 10 B block from 0x2390 to 0x23C0</code>
<b>Example 2</b>	<code>copyMemoryBlock(bufferRF+10, bufferCOM+1, 8); // 8 bytes copied: // bufferCOM[1] = bufferRF[10] ... bufferCOM[8] = bufferRF[17]</code>
<b>Example 3</b>	<code>copyMemoryBlock(array+0, array+1, sizeof(array)-1); // Upward, not allowed</code>
<b>Example 4</b>	<code>copyMemoryBlock( array+1, array+0, sizeof(array)-1 ); // Downward, allowed</code>

**moduleInfo**

<b>Function</b>	Store Module data to <code>bufferINFO</code>																																								
<b>Purpose</b>	Get information about transceiver module and OS																																								
<b>Syntax</b>	<code>void moduleInfo ()</code>																																								
<b>Parameters</b>	–																																								
<b>Return value</b>	–																																								
<b>Output values</b>	<p><code>bufferINFO[0 to 7]</code>:</p> <table border="1"> <thead> <tr> <th>Address in <code>bufferInfo</code></th> <th>0</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> </tr> </thead> <tbody> <tr> <td rowspan="2">Meaning</td> <td colspan="4">Serial number</td> <td rowspan="2">OS version</td> <td rowspan="2">TR type</td> <td colspan="2" rowspan="2">OS build</td> </tr> <tr> <td colspan="4">Module ID</td> </tr> </tbody> </table> <p>Serial number (Module ID): 4 B identification code unique for each TR module.</p> <p>DCTR identification:            The most significant bit of Module ID:            0: TR (fully programmable, General HWP not allowed)            1: DCTR (fully programmable, General HWP allowed)</p> <p>OS version:            Upper nibble (4 b): Major version            Lower nibble (4 b): Minor version. Postfix "D" is not stated in Module identification but can be recognized by MCU type ("D" for PIC16LF1938).</p> <p>TR type:</p> <table border="1"> <thead> <tr> <th>Bit</th> <th>7</th> <th>6</th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> <th>0</th> </tr> </thead> <tbody> <tr> <td>Meaning</td> <td colspan="4">TR series</td> <td>FCC</td> <td colspan="3">MCU type</td> </tr> </tbody> </table> <p>TR series                      FCC                      MCU type            0: (DC)TR-52D                      0: FCC not certified                      3: PIC16F886            1: (DC)TR-58D-RJ                      1: FCC certified                      4: PIC16LF1938            2: (DC)TR-72D            3: (DC)TR-53D            8: (DC)TR-54D            9: (DC)TR-55D            10: (DC)TR-56D            11: (DC)TR-76D</p> <p>OS build: OS subversion.</p> <p><i>Examples (all in hexadecimal):</i></p> <p style="text-align: center;">[0] [1] [2] [3] [4] [5] [6] [7]</p> <p><code>bufferINFO[0-7] = 1C 10 00 01 37 24 39 11</code></p> <p>Meaning: Module ID = 0100101C, TR, IQRF OS version 3.07D, TR-72D, PIC16LF1938, FCC not certified, OS build 0x1139.</p> <p><code>bufferINFO[0-7] = 1C 10 00 81 37 BC 39 11</code></p> <p>Meaning: Module ID = 8100101C, DCTR, IQRF OS version 3.07D, TR-76D, PIC16LF1938, FCC certified, OS build 0x1139.</p>	Address in <code>bufferInfo</code>	0	1	2	3	4	5	6	7	Meaning	Serial number				OS version	TR type	OS build		Module ID				Bit	7	6	5	4	3	2	1	0	Meaning	TR series				FCC	MCU type		
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Bit	7	6	5	4	3	2	1	0																																	
Meaning	TR series				FCC	MCU type																																			
<b>Preconditions</b>	–																																								
<b>Remarks</b>	<ul style="list-style-type: none"> <li>Tip: The most significant bit in TR series can be used to differentiate between TR modules with shared and not shared MCU pins on the Cx SIM pads, e.g. TR-72D (shared) vs. TR-76D (not shared).</li> <li>Module data can also be read by SPI master. See the IQRF SPI specification [5].</li> </ul>																																								
<b>Side effects</b>	<code>bufferINFO[8 to 63]</code> is modified.																																								
<b>See also</b>	<code>appInfo</code>																																								

<b>Example 1</b>	<pre> uns24 SN @ bufferInfo; uns8 OSv @ bufferInfo[4]; moduleInfo(); // Now SN == module serial number // and OSv == OS version </pre>
<b>Example 2</b>	<pre> moduleInfo(); if (bufferInfo[5].7 == 0)     ... // MCU pins are shared (e.g. RC5 and RC7 to TR pin C8 etc.) else     ... // MCU pins are not shared (e.g. RC5 and RC7 to TR pin C8 etc.) // See simplified circuit diagram in TR datasheets </pre>

### appInfo

<b>Function</b>	Store Application information from EEPROM to <code>bufferINFO</code>
<b>Purpose</b>	Get information about user application
<b>Syntax</b>	<code>void appInfo ()</code>
<b>Parameters</b>	-
<b>Return value</b>	-
<b>Output values</b>	<code>bufferINFO[0 to 31]</code>
<b>Preconditions</b>	-
<b>Remarks</b>	See IQRF OS User's guide [1] (Identification and Appendix, Memory maps).
<b>Side effects</b>	-
<b>See also</b>	<code>moduleInfo</code>
<b>Example 1</b>	<pre> appInfo(); // Copy Application info from EEPROM to bufferINFO copyBufferINFO2RF(); // and then to bufferRF </pre>
<b>Example 2</b>	<pre> #pragma packedCdataStrings 0 // Application data to EEPROM after compilation #pragma cdata[__EEAPPINFO] = "Application data, I'm user #01 " bufferINFO[0] = '2'; // Dynamic change of application data eeWriteData(__EEAPPINFO+29,1); // #01 changed to #02 appInfo(); // "Application data, I'm user #02 " is read </pre>

**SPI**
**enableSPI**

<b>Function</b>	Activate SPI communication module and related pins
<b>Purpose</b>	Enable SPI communication
<b>Syntax</b>	<code>void enableSPI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	SPI Status is switched to <i>SPI ready, communication mode</i> .
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• The PIC internal SPI hardware module and appropriate pins (C5 to C8 or Q6, Q7, Q8 and Q11) are configured and activated as SPI Slave.</li> <li>• See SPI Implementation in IQRF TR modules [5] and example E07-SPI [10].</li> </ul>
<b>Side effects</b>	Related pins can not be used as general I/Os until SPI is disabled via <code>disableSPI</code> .
<b>See also</b>	<code>disableSPI</code> , <code>startSPI</code> , <code>stopSPI</code> , <code>getStatusSPI</code> , <code>restartSPI</code>
<b>Example</b>	See <code>getStatusSPI</code>

**disableSPI**

<b>Function</b>	Switch SPI HW module off and configure SPI pins as I/Os
<b>Purpose</b>	Disable SPI communication
<b>Syntax</b>	<code>void disableSPI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	SPI Status is switched to <i>SPI not active</i> .
<b>Preconditions</b>	–
<b>Remarks</b>	The PIC internal SPI hardware module is disabled and related pins (C5 to C8 or Q6, Q7, Q8 and Q11) are reconfigured as general I/Os. See SPI Implementation in IQRF TR modules [5] and example E07-SPI [10].
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• The appropriate PIC pins are not restored to the state before <code>enableSPI</code> calling.</li> <li>• Current packet is lost by both sides if SPI communication is running on background at this moment.</li> </ul>
<b>See also</b>	<code>enableSPI</code> , <code>startSPI</code> , <code>stopSPI</code> , <code>getStatusSPI</code> , <code>restartSPI</code>
<b>Example</b>	See <code>getStatusSPI</code>

**startSPI**

<b>Function</b>	Indicate ready to Master.
<b>Purpose</b>	<ul style="list-style-type: none"> <li>Initiate SPI packet transmission from Slave (request to Master). Provide data from <code>bufferCOM</code> to Master according to Master's clock (on OS background).</li> <li><code>startSPI(0)</code> indicates to Master that the Slave is ready to receive data ( <code>bufferCOM</code> not full).</li> </ul>
<b>Syntax</b>	<code>void startSPI (length)</code>
<b>Parameters</b>	<code>uns8 length</code> : number of bytes to be sent (0 to 64)
<b>Return value</b>	–
<b>Output values</b>	SPI Status is switched to: <ul style="list-style-type: none"> <li><i>SPI data ready</i> – after <code>startSPI(1 to 64)</code></li> <li><i>SPI ready, Communication mode</i> – after <code>startSPI(0)</code>.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>SPI must be enabled by the <code>enableSPI</code> function before.</li> <li><code>startSPI</code> must not be combined with functions changing <code>bufferCOM</code>, e.g. <code>discovery</code></li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>SPI runs on OS background.</li> <li><code>startSPI(0)</code> is also useful for recovering SPI from communication failures (e.g. the CRC mismatch).</li> <li>See SPI Implementation in IQRF TR modules [5] and example E07-SPI [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>enableSPI</code> , <code>disableSPI</code> , <code>stopSPI</code> , <code>getStatusSPI</code> , <code>restartSPI</code>
<b>Example 1</b>	<pre> // Slave -&gt; Master bufferCOM[0] = "I"; bufferCOM[1] = "Q"; enableSPI(); startSPI(2);           // Request to Master is active on background from now ...                   // and the program just continues here </pre>
<b>Example 2</b>	<code>startSPI(0);</code> // Reset SPI communication
<b>Example 3</b>	See <code>getStatusSPI</code>

### stopSPI

<b>Function</b>	Stop SPI communication
<b>Purpose</b>	Suspend SPI transmissions whenever it suits to Slave
<b>Syntax</b>	<code>void stopSPI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	SPI Status is switched to <i>User stop</i> .
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• <code>stopSPI</code> is useful e.g. to avoid violation during preparation data to <code>bufferCOM</code>.</li> <li>• SPI transmission is stopped but SPI remains active (enabled). Communication can continue after next <code>startSPI</code>.</li> <li>• <code>stopSPI</code> is not needed after successful SPI reception to protect data received in <code>bufferCOM</code>. Data is protected by OS (and SPI status stays in mode 3F) until the slave allows further communication e.g. by the <code>startSPI (0)</code>.</li> <li>• <code>startSPI</code> and <code>stopSPI</code> are not fully complementary. Receiving is allowed just after <code>enableSPI</code> without previous <code>startSPI</code>, <code>startSPI</code> is meaningful after previous <code>startSPI</code> not followed by <code>stopSPI</code> etc.</li> <li>• See SPI Implementation in the IQRF TR modules [5] and example E07-SPI [10].</li> </ul>
<b>Side effects</b>	Current packet is lost by both sides if SPI communication is running on background at this moment.
<b>See also</b>	<code>enableSPI</code> , <code>disableSPI</code> , <code>startSPI</code> , <code>getStatusSPI</code> , <code>restartSPI</code>
<b>Example</b>	<pre> if (!getStatusSPI())    // If SPI is not in progress {     stopSPI();           // Prohibit Master from transmitting                         // (not to destroy bufferCOM in background)     bufferCOM[0] = ...   // Prepare data to send     bufferCOM[1] = ...     startSPI(2);        // Request to send } </pre>

### restartSPI

<b>Function</b>	Indicate ready to continue SPI transfer to Master .
<b>Purpose</b>	Allow to continue SPI transmission (request to Master).
<b>Syntax</b>	<code>void restartSPI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	
<b>Preconditions</b>	Intended after preceding <code>stopSPI</code> .
<b>Remarks</b>	SPI can continue from the state just before <code>stopSPI</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>startSPI</code> , <code>stopSPI</code>
<b>Example</b>	<pre> startSPI(16);           // SPI started ... stopSPI();              // SPI stopped temporarily ...                    // to make some operations restartSPI();           // and allow to continue </pre>

### getStatusSPI

<b>Function</b>	Update SPI flags and packet length and check whether SPI is busy
<b>Purpose</b>	Provide application program with information about current SPI status
<b>Syntax</b>	bit <code>getStatusSPI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – SPI busy</li> <li>• 0 – SPI not busy</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• SPIpacketLength: received packet length</li> <li>• param2.3 (_SPIRX): 1 – Something received on SPI.</li> <li>• param2.4 (_SPICRCok): 1 – The last received SPI CRCM was O.K.</li> </ul>
<b>Preconditions</b>	SPI must be enabled by <code>enableSPI</code>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Output values (param2) has different format than SPI status sent to the Master.</li> <li>• See SPI Implementation in IQRF TR modules [5] and example E07-SPI [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>enableSPI</code> , <code>disableSPI</code> , <code>startSPI</code> , <code>stopSPI</code> , <code>restartSPI</code>
<b>Example 1</b>	<pre> // Master -&gt; Slave enableSPI(); // Master is allowed to transmit from now  Receive: clrwdt(); if (getStatusSPI()) // Wait until SPI is not busy     goto Receive;  if (_SPIRX) // Anything received? { // Yes:     if (!_SPICRCok) // CRCM matched?     { // No:         startSPI(0); // Restart SPI         goto Receive; // and try to receive again.     }     // Yes:     // BufferCOM is automatically protected now     // not to be overwritten by next SPI packet.     // Thus, stopSPI is not necessary here.     // Packet length is in SPIpacketLength.     copyBufferCOM2INFO(); // Store received packet     startSPI(0); // and then allow Master to transmit again. } else     goto Receive; // Nothing received yet  // ... Continue here after successful receiving  waitMS(1); // Time for finishing startSPI(0) on background disableSPI(); // otherwise Master's CRCS check fails. // The delay depends on Master application. </pre>
<b>Example 2</b>	<pre> enableSPI(); startSPI(2); // 2 B to send to master while (getStatusSPI()) // Wait until SPI is not busy     waitMS(1); ... // Now the transfer is finished </pre>

**RF**
**setRFpower**

<b>Function</b>	Set RF output power
<b>Purpose</b>	Change RF range
<b>Syntax</b>	<code>void setRFpower (level)</code>
<b>Parameters</b>	uns8 level: 0 (min.) to 7 (max. – default) See datasheet of TR module.
<b>Return value</b>	–
<b>Output values</b>	Available read only in the RFpower register
<b>Preconditions</b>	–
<b>Remarks</b>	–
<b>Side effects</b>	–
<b>See also</b>	RFTXpacket
<b>Example</b>	<code>setRFpower(7); // Max. RF output power</code>

**setRFspeed**

<b>Function</b>	Select RF bit rate. <b>Not implemented yet. Do not use this function. Bit rate 19.836 kb/s is fixed.</b>
<b>Purpose</b>	Select RF bit rate
<b>Syntax</b>	<code>void setRFspeed (speed)</code>
<b>Parameters</b>	uns8 speed:
<b>Return value</b>	–
<b>Output values</b>	Available read only in the RFspeed register
<b>Preconditions</b>	Bit rates different from 19.836 kb/s are preliminary, for experimental purpose only.
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Non-default bit rates are provisionally intended for experimental purposes only.</li> <li>• Routing is supported for 19.836 kb/s only</li> </ul>
<b>Side effects</b>	RF channel must be specified after every bit rate change.
<b>See also</b>	setRFchannel
<b>Example 1</b>	<code>setRFspeed(1); // 1.2 kb/s selected setRFchannel(...); // channel must be selected then</code>
<b>Example 2</b>	<code>setRFspeed(2); // 19.836 kb/s selected setRFchannel(...); // channel must be selected then</code>



### setRFband

<b>Function</b>	Select RF frequency band. <b>Obsolete. RF band should be selected in TR module configuration.</b>
<b>Purpose</b>	Select 868 MHz or 916 MHz band
<b>Syntax</b>	<code>void setRFband (band)</code>
<b>Parameters</b>	uns8 band: <ul style="list-style-type: none"> <li>• 0 868 band MHz (default)</li> <li>• 1 916 band MHz</li> </ul>
<b>Return value</b>	–
<b>Output values</b>	Flag <code>_916MHz</code> in the <code>userInterface</code> register: <code>_916MHz</code> : 0 – 868 MHz band 1 – 916 MHz band
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• This function is not implemented for TR modules with fixed band (e.g. TR-7xD-433).</li> <li>• To ensure compatibility with future OS versions, it is not recommended to use this function. RF band should be configured in IQRF IDE (<i>TR Configuration</i>).</li> </ul>
<b>Remarks</b>	Default RF band and channel after reset are set according to <i>TR Configuration</i> .
<b>Side effects</b>	RF channel must be specified after every band change.
<b>See also</b>	<code>setRFchannel</code>
<b>Example1</b>	<code>setRFband(1); // 916 MHz band selected</code>
<b>Example2</b>	<code>setRFband(0); // 868 MHz band selected</code>

### setRFchannel

<b>Function</b>	Set RF channel
<b>Purpose</b>	Select free RF channel for not interfered communication
<b>Syntax</b>	<code>void setRFchannel (channel)</code>
<b>Parameters</b>	<ul style="list-style-type: none"> <li>• uns8 channel: see IQRF OS User's guide, Appendix 2, Channel map</li> <li>• Default:             <ul style="list-style-type: none"> <li>• 868 MHz band: 52</li> </ul>             Default channel can be changed by <i>TR Configuration</i> in IQRF IDE.           </li> </ul>
<b>Return value</b>	–
<b>Output values</b>	Available read only in the <code>RFchannel</code> register
<b>Preconditions</b>	To avoid interferences on given channel, any other RF signal from outside should differ at least for 3 in STD mode and 10 in LP or XLP mode (the more the better). Example: <ul style="list-style-type: none"> <li>• In STD mode:             <ul style="list-style-type: none"> <li>• Channels 50 and 53 typically do not interfere each other. These channels can be used in two overlapping networks (in most cases).</li> </ul> </li> <li>• In LP or XLP mode:             <ul style="list-style-type: none"> <li>• Channels 50 and 60 typically do not interfere each other. These channels can be used in two overlapping networks (in most cases).</li> </ul> </li> </ul>
<b>Remarks</b>	Channel 0 is reserved for DPA service purposes. It is not recommended to use it for regular communication.
<b>Side effects</b>	–
<b>See also</b>	<code>setRFspeed</code>
<b>Example</b>	<code>setRFchannel(25); // 868.15 MHz channel selected</code>

### setRFmode

<b>Function</b>	Set RF mode
<b>Purpose</b>	Specify RFRX and RFTX power modes, signal filtering modes for RFRX and enable fast response to external signal during LP/XLP RFRX.
<b>Syntax</b>	<code>void setRFmode (mode)</code>
<b>Parameters</b>	<p>uns8 mode: SWTTFFRR in binary</p> <ul style="list-style-type: none"> <li>• S Ignored</li> <li>• W <b>Wait packet end</b> <ul style="list-style-type: none"> <li>1 Waits until receipt is finished if data payload (but not the preamble) is currently receiving, even though toutRF timeout is over meanwhile.</li> <li>0 RFRXpacket is unconditionally finished when toutRF timeout is over.</li> </ul> </li> <li>• TT <b>TX mode</b> <ul style="list-style-type: none"> <li>00 for STD RX mode (standard preamble ~3 ms)</li> <li>01 for LP RX mode (prolonged preamble ~50 ms)</li> <li>10 for XLP RX mode (prolonged preamble ~900 ms)</li> <li>11 LP/XLP RX asynchronous termination on pin change enabled. If enabled and no packet is just received, low level on pin C5 (for non-SMT TR modules , e.g. TR-72D) or Q12 (for TR-76D) terminates RF reception in LP/XLP mode, immediately or after current cycle finishing. See examples 3 and 4.</li> </ul> </li> <li>• FF Not used</li> <li>• RR <b>RX mode</b> <ul style="list-style-type: none"> <li>00 STD RX mode (Standard, transmitting device should have TT=00)</li> <li>01 LP RX mode (Low power, transmitting device should have TT=01)</li> <li>10 XLP RX mode (Extra low power, transmitting device should have TT=10)</li> <li>11 Not used</li> </ul> </li> </ul>
<b>Return value</b>	–
<b>Output values</b>	Available read only in the RFmodeByte register.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Default value is mode = 0.</li> <li>• Non-STD RX modes are intended for bit rate 19.386 kb/s only.</li> </ul>
<b>Remarks</b>	<i>Tip:</i> As the parameters, use constants (and their ored combinations), especially the predefined ones in IQRF-macros.h header file instead of binary values. See example E10-RFMODE and Example 1 below.
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• RF circuitry and MCU is temporarily set to sleep during low power RX modes. Thus, all tasks running on OS background (e.g. SPI communication, LED indication etc.) can be untimely canceled. To avoid this, use setRFmode after finishing all background tasks. See Example 2.</li> </ul>
<b>See also</b>	checkRF
<b>Example 1</b>	<pre> // RX: STD, no filtering, TX: for STD RX (standard preambles) setRFmode(0b00000000); // Using numeral value setRFmode(_RX_STD   _TX_STD) // The same using predefined constants for clarity  // RX: LP, TX: for LP RX (prolonged preambles ~50 ms) setRFmode(0b00010001); // Using numeral value setRFmode(_RX_LP   _TX_LP) // The same using predefined constants for clarity </pre>
<b>Example 2</b>	<pre> while (getStatusSPI()) // Wait for finishing SPI on background     clrwdt(); disableSPI(); SWDTEN = 0; // Possibly disable WDT for lower consumption setRFmode(_RX_LP   _TX_LP); // and go to LP mode then </pre>

**Example 3**

```
// RFRXpacket terminated after low level on C5/Q12 is detected and
// current cycle is finished.

toutRF = 100; // [in cycles], 1 cycle == ~790 ms
while (1)
{
    setRFmode(_RX_XLP | _RLPMAT); // RX_XLP + LP/XLP RX termination
    if (RFRXpacket())
    {
        ...
    }
    ... // Goes here after every 79 s (toutRF=100) or
        // if low level appears on the C5/Q12 pin
        // in a moment when RX XLP cycle is finished

    if (buttonPressed)
    {
        ...
        setRFmode(_RX_STD); // Set required TX preamble
        RFTXpacket();
    }
}
```

**Example 4**

```
// RFRXpacket terminated immediately after low level on C5/Q12 is detected.
// It is necessary to activate interrupt on change periodically.

toutRF = 100; // [in cycles], 1 cycle == ~790 ms
while (1)
{
    setRFmode(_RX_XLP | _RLPMAT); // RX_XLP + LP/XLP RX termination
    writeToRAM(&IOCBN, IOCBN | 0x10); // Negative edge active.
    // Instead of IOCBN.4=1;
    // Bit IOCBN.4 cannot be accessed
    // directly due to OS restriction.
    IOCBP.4 = 1; // Positive edge active too
    IOCIE = 1; // Interrupt on change enabled
    writeToRAM(&IOCBF, IOCBF & 0xEF); // Clear interrupt on change flag.
    // Instead of IOCBF.4=0;
    // Bit IOCBF.4 cannot be accessed
    // directly due to OS restriction.

    if (RFRXpacket())
    {
        ...
    }
    ... // Goes here after every 79 s (toutRF=100) or
        // immediately if low level appears on the C5/Q12 pin

    if (buttonPressed)
    {
        ...
        setRFmode(_RX_STD); // Set required TX preamble
        RFTXpacket();
    }
}
```

### checkRF

<b>Function</b>	Check incoming RF signal strength for specified level.
<b>Purpose</b>	Incoming RF signal detection (instead of dummy <code>RFRXpacket</code> ).
<b>Syntax</b>	<code>bit checkRF(level)</code>
<b>Parameters</b>	<p><code>uns8 level = RSSI_FILTER</code>  <code>RSSI_FILTER</code>: 0 to 100. Values greater than 100 are truncated to 100.  <code>RSSI</code> level in dBm can be evaluated as <code>RSSI = -112 + RSSI_FILTER [dBm]</code></p> <ul style="list-style-type: none"> <li>• <code>RSSI_FILTER == 0</code> means signal level -112 dBm</li> <li>• <code>RSSI_FILTER == 5</code> means signal level -107 dBm</li> <li>• ...</li> <li>• <code>RSSI_FILTER == 100</code> means signal level -12 dBm</li> </ul> <p>Higher level requires stronger signal. Relative RF range is shortened due to this filtration according the datasheet of the TR module.</p>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 0: Signal with specified level or higher not detected  <code>RSSI &lt; RSSI_FILTER</code></li> <li>• 1: Signal with specified level or higher detected  <code>RSSI &gt;= RSSI_FILTER</code></li> </ul>
<b>Output values</b>	After <code>checkRF</code> finishing, RF IC stays always in RF Ready mode.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• In LP and XLP RX modes, <code>checkRF</code> should be used only once whenever a change of filter level is needed. It should not be used repeatedly in RX loop.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Higher level means lower sensitivity which requires stronger signal resulting in higher immunity against interferences but allows lower range – see TR datasheet, table Relative RF range vs. level.</li> <li>• For environment without a significant noise <code>checkRF(0)</code> is recommended.</li> <li>• Checking takes about 1 ms.</li> <li>• <code>checkRF</code> performs the measurement only but does not store the result (<code>lastRSSI</code> is not updated). For reading out the value the <code>getRSSI</code> function is intended. See <code>getRSSI</code> Example.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>RFRXpacket</code> , <code>getRSSI</code>
<b>Example 1</b>	<pre>                 // Fast response receiving in STD mode if (checkRF(5))    // Detect signal with RSSI &gt;= -107dBm {     if (RFRXpacket()) // Duration according to toutRF only if packet is sent.     {         // toutRF can be optimized for expected packet length.         ...     } }                 // Otherwise only ~1 ms is spent. ... time-critical section can be placed here </pre>
<b>Example 2</b>	<pre> if (checkRF(10)) // Detect signal with RSSI &gt;= -102dBm ... </pre>
<b>Example 3</b>	<pre>                 // RF signal strength analyzer while (1)     if (checkRF(5)) pulseLEDR(); // LED flash if RSSI &gt;= -107dBm detected </pre>

### getRSSI

<b>Function</b>	Reads the <code>RSSI_LEVEL</code> register from RF IC. The current value is not measured but just read out the last one.
<b>Purpose</b>	Gets the RF signal level, especially for fast check without receiving.
<b>Syntax</b>	<code>uns8 getRSSI ()</code>
<b>Parameters</b>	–
<b>Return value</b>	<code>RSSI_LEVEL</code> value at the time of the last <code>checkRF</code> (or <code>RFRXpacket</code> ) call. <code>RSSI [dBm] = RSSI_LEVEL - 130</code> . See the RF IC datasheet.
<b>Output values</b>	Return value is also copied to the <code>lastRSSI</code> register.
<b>Preconditions</b>	Return value is valid only if <code>checkRF</code> (or successful <code>RFRXpacket</code> ) had been called before.
<b>Remarks</b>	The <code>lastRSSI</code> register is updated also automatically: <ul style="list-style-type: none"> <li>• after <code>RFRXpacket</code> if returns <code>true</code>. Thus, it is not meaningful to call <code>getRSSI</code> after <code>RFRXpacket</code>.</li> <li>• after <code>getRSSI</code> (valid after preceding <code>checkRF</code> call)</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>checkRF</code> , <code>RFRXpacket</code>
<b>Example</b>	<pre>checkRF(0); i = getRSSI();           // Get current RSSI level</pre>

### RFTXpacket

<b>Function</b>	Send RF packet of specified length from <code>bufferRF</code> .
<b>Purpose</b>	RF transmission
<b>Syntax</b>	<code>void RFTXpacket ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Peer-to-peer topology: <ul style="list-style-type: none"> <li>• PIN = 0 (Peer-to-peer)</li> <li>• DLEN = packet length in bytes (0 to 64)</li> <li>• Prepare data to send in <code>bufferRF[0]</code> to <code>bufferRF[DLEN - 1]</code> (if <code>DLEN ≠ 0</code>)</li> <li>• Set RF output power via <code>setRFpower</code></li> </ul> </li> <li>• IQMESH: <ul style="list-style-type: none"> <li>• PIN = 0x80 (IQMESH)</li> <li>• Other network related parameters should also be specified</li> </ul> </li> </ul> See IQRF OS User's guide [1] and IQMESH specification [4].
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Unlike SPI, RF communication does not run on OS background. This function is active on foreground until the packet is sent.</li> <li>• Duration depends on TR type, routing algorithm, packet length and timeslot.</li> <li>• See examples E01–TX, E03–TR, E09–LINK [10] and E11–IQMESH-DFM-C [10].</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• <code>bufferRF[DLEN]</code> and <code>bufferRF[DLEN+1]</code> are destroyed</li> <li>• System tick timing is slightly affected.</li> <li>• The RF circuitry wakes up (in case of sleeping).</li> </ul>
<b>See also</b>	<code>RFRXpacket</code> , <code>setRFpower</code> , <code>setRFmode</code> and (in case of IQMESH) also other RF functions

<b>Example 1</b>	<pre> // Peer-to-peer topology PIN=0; // Peer-to-peer (update also after every RFRXpacket // before every RFTXpacket)  setNonetMode(); bufferRF[0] = "I"; // Data to send bufferRF[1] = "Q"; DLEN = 2; // 2 B packet RFTXpacket(); // Send the packet to all Peer-to-peer Nodes in range // and to all IQMESH Nodes having set filtering off // Program stays here until the packet is sent ... // and then continues </pre>
<b>Example 2</b>	<pre> // IQMESH without routing, packet from Coordinator to Node #10 PIN = 0; // PIN preclearing (update also after every RFRXpacket // before every RFTXpacket) setCoordinatorMode(); // The NTWF flag (PIN.7) is set here. bufferRF[0] = "I"; // Data to send bufferRF[1] = "Q"; DLEN = 2; // 2 B packet RX = 10; // Packet for Node #10 // _ROUTEF = 0; // Routing disabled - not necessary (default by OS) RFTXpacket(); // Send the packet to IQMESH Node #10 in this network // Reception depends on the Node (its current network // or filtering) </pre>
<b>Example 3</b>	<pre> // IQMESH with routing // Packet from Coordinator to Node #10 PIN = 0; // PIN preclearing (update also after every RFRXpacket // before every RFTXpacket) setCoordinatorMode(); // The NTWF flag (PIN.7) is set here. bufferRF[0] = "I"; // Data to send bufferRF[1] = "Q"; DLEN = 5; // 5 B packet RX = 10; // Packet for Node #10 _ROUTEF = 1; // Routing enabled for outgoing packets RTDEF = 1; // SFM (Static Full MESH) // RTDEF = 2; // DFM (Discovered Full MESH) RTHOPS = 10; // 10 hops // RTHOPS = eeReadByte[0]; // # hops = # bonded nodes  RTTSLOT = 2; // Time slot = 2 ticks (20 ms is enough for DLEN=5) RFTXpacket(); // Send the packet to IQMESH Node #10 in this network // Reception depends on the Node (its current network // or filtering) </pre>

### RFRXpacket

<b>Function</b>	Receive RF packet to <code>bufferRF</code> and provide related information
<b>Purpose</b>	RF receiving
<b>Syntax</b>	bit <code>RFRXpacket ()</code>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – packet received</li> <li>• 0 – packet not received</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• <code>lastRSSI</code> – the RSSI value after successful receipt. <math>RSSI [dBm] = lastRSSI - 130</math>.</li> <li>• <code>DLEN</code> = packet length. This variable is destroyed if the receipt is not successful.</li> <li>• <code>PIN</code> is updated according to packet received. This variable is destroyed if the receipt is not successful.</li> <li>• <code>_NTWPACKET</code>: valid if <code>RFRXpacket</code> return value == 1 only: <ul style="list-style-type: none"> <li>• 1 – networking packet received</li> <li>• 0 – non-networking packet received</li> </ul> </li> <li>• Other related networking information in case of IQMESH.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Timeout should be specified in <code>toutRF</code> (1 to 255) in number of 10 ms ticks or for LP and XLP modes in cycles, see IQRF OS User's guide, RF RX and TX modes).</li> <li>• Peer-to-peer topology: nothing else</li> <li>• IQMESH: network related parameters (filtering, ...) should be predefined</li> </ul> See IQRF OS User's guide [1] and IQMESH specification [4].
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Unlike SPI, RF communication does not run on OS background. This function is active on foreground until the packet is received or timeout expired. Timeout during packet receiving terminates the reception except of the Wait packet end mode – see <code>setRFmode</code>.</li> <li>• If the packet is sent when the addresse (or a routing device) is not executing this function the packet is lost.</li> <li>• Peer-to-peer topology: All non-networking packets in range are received.</li> <li>• IQMESH: Device receives only packets intended for it and non-networking packets depending on filtering mode – see <code>setNetworkFilteringOn</code> and <code>setNetworkFilteringOff</code>.</li> <li>• <code>RFRXpacket</code> is abandoned cca 105 ms (in LP mode) or cca 1005 ms (in XLP mode) after the packet transmission start.</li> <li>• In LP and XLP modes both LEDs are switched off.</li> <li>• After termination in LP mode, RF IC is switched to RF ready mode.</li> <li>• After termination in XLP mode, RF IC is switched to RF sleep mode.</li> <li>• <code>RFRXpacket</code> is allowed to be called at least 5 ms after <code>RFTXpacket</code> in LP and XLP modes. See Example 4.</li> <li>• See examples E02–RX, E03–TR, E09–LINK, E11-IQMESH-DFM-N and E14-CONSUMPTION [10].</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• Update <code>PIN</code> before every <code>RFTXpacket</code> followed after <code>RFRXpacket</code>.</li> <li>• Result of <code>captureTicks</code> is destroyed if <code>startCapture</code> is active on background at the same time.</li> <li>• System tick timing is slightly affected.</li> <li>• <code>bufferRF[DLEN]</code> and <code>bufferRF[DLEN+1]</code> is destroyed.</li> <li>• The RF circuitry wakes up (in case of sleeping).</li> <li>• If a packet received the A/D converter control registers are changed.</li> </ul>
<b>See also</b>	<code>RFTXpacket</code> , <code>setRFmode</code> , <code>checkRF</code> and (in case of IQMESH) also other RF functions



<b>Example 1</b>	<pre> // Peer-to-peer topology toutRF = 10;           // RF timeout 100 ms if (RFRXpacket())    // Try to receive RF packet.                     // Program stays here until the packet is received                     // or the timeout is expired. Packet received? {     copyBufferRF2INFO(); // Store received data     PacketLength = DLEN; // and possibly other info (packet length, ...) } else {     // No:     ...           // Timeout expired. Arrange respective operations. } </pre>
<b>Example 2</b>	<b>IQMESH: See setNodeMode and setNetworkFilteringOn.</b>
<b>Example 3</b>	<pre> if (RFRXpacket()) {     if (_ROUTEF) // Was the packet routed?     {         // Yes - wait for finish of routing         waitNewTick();         while (RTHOPS) // RTHOPS - rest of hops         {             waitDelay(RTTSLOT); // RTTSLOT - timeslot             RTHOPS--; // Do not answer until all hops are finished         }     }     ... // Now the Node is allowed to answer } </pre>
<b>Example 4</b>	<pre> setRFmode(_RX_LP); // or _RX_XLP ... RFTXpacket(); ... // If there is no other code taking at least 5 ms, waitMS(5); // the delay must be included here if (RFRXpacket()) ... </pre>

## Networking

### setCoordinatorMode

<b>Function</b>	Set Coordinator mode
<b>Purpose</b>	Assign the TR module as a network Coordinator
<b>Syntax</b>	<code>void setCoordinatorMode ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• Flag <code>_networkingMode (userInterface.7) = 1</code></li> <li>• Flag <code>_networkTwo (userInterface.6) = 0</code></li> <li>• In Coordinator mode the <code>_NTWF</code> flag (PIN.7) is automatically set before calling <code>RFTXpacket</code></li> </ul>
<b>Preconditions</b>	For IQMESH only
<b>Remarks</b>	Every TR module can work as a Coordinator or a Node. Just one Coordinator in single network is allowed. Avoid dynamic switching the Coordinator from device to device in a network. This settings affects both <code>RFRXpacket</code> and <code>RFTXpacket</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>setNodeMode</code> , <code>setNonetMode</code> , <code>RFTXpacket</code>
<b>Example</b>	

### setNodeMode

<b>Function</b>	Set Node mode
<b>Purpose</b>	Assign the TR module as a network Node
<b>Syntax</b>	<code>void setNodeMode ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• Flag <code>_networkingMode (userInterface.7) = 1</code></li> <li>• Flag <code>_networkTwo (userInterface.6) = 1</code></li> <li>• In Node mode the <code>_NTWF</code> flag (PIN.7) is automatically set before calling <code>RFTXpacket</code></li> </ul>
<b>Preconditions</b>	For IQMESH only
<b>Remarks</b>	Every TR module can work as a Coordinator or a Node. This settings affects both <code>RFRXpacket</code> and <code>RFTXpacket</code> .
<b>Side effects</b>	–
<b>See also</b>	<code>setCoordinatorMode</code> , <code>setNonetMode</code> , <code>RFTXpacket</code>
<b>Example</b>	

### setNonetMode

<b>Function</b>	Select Peer-to-peer mode
<b>Purpose</b>	Switch from IQMESH to Peer-to-peer
<b>Syntax</b>	void <b>setNonetMode</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	• Flag <code>_networkingMode</code> ( <code>userInterface.7</code> ) = 0
<b>Preconditions</b>	–
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Default OS mode is Peer-to-peer.</li> <li>• This settings affects <code>RFRXpacket</code> and <code>RFTXpacket</code> features.</li> <li>• PIN is not affected immediately but it is cleared after subsequent <code>RFRXpacket</code> or <code>RFTXpacket</code>.</li> <li>• Flag <code>_networkTwo</code> (<code>userInterface.6</code>) is not changed.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setCoordinatorMode</code> , <code>setNodeMode</code>
<b>Example</b>	<pre> setNetworkOne();           // TR communicates in IQMESH networking mode here ...                       // setNonetMode();           // Switch to Peer-to-peer mode ...                       // Now TR communicates without networking support </pre>

### setNetworkFilteringOn

<b>Function</b>	Start filtering incoming non-networking packets and packets coming from non-current network.
<b>Purpose</b>	To receive packets from current network only.
<b>Syntax</b>	void <b>setNetworkFilteringOn</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	Flag <code>_filterCurrentNetwork</code> in register <code>userInterface</code> : <code>_filterCurrentNetwork</code> : 0 - filtering off 1 - filtering on • This affects the <code>RFRXpacket</code> return value.
<b>Preconditions</b>	For IQMESH only. Default OS condition is Filtering Off.
<b>Remarks</b>	–
<b>Side effects</b>	–
<b>See also</b>	<code>setNetworkFilteringOff</code> , <code>RFRXpacket</code>
<b>Example</b>	<pre> setNetworkFilteringOn();      // Start filtering incoming packets RFRXpacket();                // Return value == 1 if the packet came                              // from current network only.                              // Return value == 0 if                              // the packet came from non-current network(s)                              // or it is a non-networking packet                              // or no packet came in time at all. </pre>

### setNetworkFilteringOff

<b>Function</b>	Stop filtering incoming packets from the point of view the packet is coming from.
<b>Purpose</b>	To receive all packets ( non-networking packets as well as packets from all network).
<b>Syntax</b>	void <b>setNetworkFilteringOff</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	• Flag <code>_filterCurrentNetwork</code> in register <code>userInterface</code> : <code>_filterCurrentNetwork</code> : 0 - filtering off 1 - filtering on • This affects the <code>RFRXpacket</code> return value.
<b>Preconditions</b>	For IQMESH only. Default OS condition is Filtering Off.
<b>Remarks</b>	Network 1 or 2 is automatically selected according to last received packet in this mode (except of non-networking packets).
<b>Side effects</b>	–
<b>See also</b>	<code>setNetworkFilteringOn</code> , <code>RFRXpacket</code>
<b>Example</b>	<pre> setNetworkFilteringOff();    // Stop filtering incoming packets RFRXpacket();               // Return value == 1 if                              // the packet came from current network                              // or from non-current network(s)                              // or it is a non-networking packet                              // Return value == 0 if                              // no packet came in time at all </pre>

### setUserAddress

<b>Function</b>	Assign a user address to a Node
<b>Purpose</b>	User addressing of Nodes
<b>Syntax</b>	<code>void setUserAddress (address)</code>
<b>Parameters</b>	<code>uint16 address</code> : user address 1 to 65 000
<b>Return value</b>	–
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Node and DFM2B only.
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• 0xFFFF is intended for broadcast.</li> <li>• Groups can be created by assigning the same address to more Nodes.</li> <li>• See Routing algorithms in the IQRF OS user's guide for details.</li> <li>• It is often convenient to set this as a part of bonding procedure by the user (to keep user program the same for all Nodes etc.).</li> <li>• Node User address is stored in EEPROM and is accessible via <code>getNetworkParams</code>. See Example 4.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>bondNewNode</code>
<b>Example 1</b>	<code>setUserAddress(2000); // The Node has got user address 2000</code>
<b>Example 2</b>	<pre> setUserAddress(UA); eeWriteByte(EEUA, UA) // User address stored to EEPROM ... reset(); // User address lost after reset setUserAddress(eeReadByte(EEUA)); // User address restored from EEPROM </pre>
<b>Example 3</b>	<pre> getNetworkParams(); // Get User address uint16 myAddress = ntwUSERADDRESS; // See IQRF-memory.h </pre>

### getNetworkParams

<b>Function</b>	Get network parameters
<b>Purpose</b>	Get some information about current system, RF and network parameters
<b>Syntax</b>	<code>getNetworkParams ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• param2: Address of the device in network <ul style="list-style-type: none"> <li>• 0 – Illegal value (resulting probably due to forbidden <code>getNetworkParams</code> usage at unbonded device)</li> <li>• 1 – 239 Bonded Node (logical address)</li> <li>• 254 (0xFE) Universal address (e.g. prebonded Node)</li> </ul> </li> <li>• bit <code>_NTWPACKET</code> <ul style="list-style-type: none"> <li>1 – IQMESH packet</li> <li>0 – Peer-to-peer packet</li> </ul> </li> <li>• param3: Network identification (<code>param3.high=NID1, param3.low=NID0</code>). If the device is bonded <code>NID0</code> and <code>NID1</code> refer to Coordinator otherwise to the device itself. These features are not guaranteed for future OS versions.</li> <li>• Network parameters (registers with names beginning with the <code>ntw</code> prefix) are updated. See IQRF OS User's guide, Appendix 2, table OS, RF and network parameters.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH only.</li> <li>• For bonded devices only, see <i>Example</i>.</li> </ul>
<b>Remarks</b>	See example E11 - IQMESH-DFM-N [10].
<b>Side effects</b>	–
<b>See also</b>	<code>amIBonded</code> , <code>removeBondAddress</code>
<b>Example</b>	<pre> if (amIBonded())           // Is the Node bonded? {     // Yes:     getNetworkParams();    // Get Node number     myAddr = param2; } </pre>



<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• The 2 B in Standard FRC or 30 B in Advanced FRC array <code>DataInSendFRC</code> of the Coordinator should be specified. This array will be copied to the <code>DataOutBeforeResponseFRC</code> array of all Nodes which received FRC.</li> <li>• <code>bufferINFO[0-29]</code>: For selective FRC only. The bit array specifying (by log. 1) selected Nodes in following order:             <ul style="list-style-type: none"> <li><code>bufferINFO[0].0</code> – unused, <code>bufferINFO[0].1</code> – N1, ..., <code>bufferINFO[0].7</code> – N7,</li> <li><code>bufferINFO[1].0</code> – N8, <code>bufferINFO[1].1</code> – N9, ..., <code>bufferINFO[29].7</code> – N239</li> </ul> <p>Only bonded Nodes are allowed to be selected.</p> </li> <li>• For IQMESH Coordinator only. (<code>setCoordinatorMode</code> is automatically called first).</li> <li>• FRC modes must always be selected:             <ul style="list-style-type: none"> <li>• By bit <code>_advancedFRCmode</code>:                 <ul style="list-style-type: none"> <li>• 0: Standard FRC mode</li> <li>• 1: Advanced FRC mode</li> </ul> </li> <li>• By bit <code>_selectiveFRCmode</code>:                 <ul style="list-style-type: none"> <li>• 0: Non-selective FRC</li> <li>• 1: Selective FRC</li> </ul> </li> <li>• By bit <code>_twoByteFRCmode</code>:                 <ul style="list-style-type: none"> <li>• 0: 2 b or 1 B response is requested. See <i>Parameters</i>.</li> <li>• 1: 2 B response is requested. See <i>Parameters</i>.</li> </ul> </li> </ul> <p>These selection bits are undefined after reset and always left completely under user control (not affected by OS).</p> </li> <li>• The time needed to complete FRC responses in Nodes must be specified by the Coordinator by macro <code>setResponseFRCTime</code>. It is the maximal time between finished routing and <code>responseFRC</code> calls, the same for all responding Nodes. It is selectable from 8 possible values (from 40 ms to 20.48 s) and passed to responding Nodes within the <code>sendFRC</code> command. See <code>responseFRC</code>, <i>Example 1</i>. Header file <code>IQRF-macros.h</code> defines all the 8 possible periods by constants <code>_RESPONSE_FRC_TIME_xxx_MS</code>. The time required to complete the FRC answers depends on the application and must be selected according to the Node needed the longest time to acquire response data. For example, if the Node needs up to 400 ms to complete data from a sensor, the nearests higher time <code>_RESPONSE_FRC_TIME_640_MS</code> should be used.</li> <li>• FRC works for 1 B addressing (with addresses from 1 up to 239) only.</li> <li>• <code>clearBufferINFO()</code> and <code>PIN = 0</code> must be performed first. See <i>Examples</i>.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-C [10] and IQRF OS User's guide [1], chapter Fast Response Command.</li> <li>• Data can be collected also from not discovered Nodes.</li> <li>• This is a blocking function (application program is staying here until the collection is completed). This time depends on number of bonded and discovered Nodes. Typical time for <code>sendFRC</code> is lower than:             <ul style="list-style-type: none"> <li>• Standard FRC: <code>BONDED_NODES * 130 + _RESPONSE_FRC_TIME_xxx_MS + 250 [ms]</code></li> <li>• Advanced FRC and STD mode: <code>BONDED_NODES * 150 + _RESPONSE_FRC_TIME_xxx_MS + 290 [ms]</code></li> <li>• Advanced FRC and LP mode: <code>BONDED_NODES * 200 + _RESPONSE_FRC_TIME_xxx_MS + 390 [ms]</code></li> </ul> </li> <li>• Standard FRC works in RF STD mode only. Advanced FRC works in RF STD or LP modes only.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• OS buffers (<code>bufferINFO</code>, <code>bufferRF</code> and <code>bufferAUX</code>) are modified</li> <li>• All OS registers regarding RF communication – relating to network parameters sent in the packet, e.g. <code>RX</code> and <code>RTDT0</code> – <code>RTDT3</code> (<code>RTHOPS</code>, <code>RTTSLLOT</code>, ...) may be changed.</li> <li>• A/D converter control registers are changed</li> </ul>
<b>See also</b>	<code>ResponseFRC</code> , <code>amIRecipientOfFRC</code>



**Example 1**

```
// Standard, Non-selective, 2 bits collecting, STD RF mode
PIN = 0;
clearBufferINFO();
_advancedFRCmode = 0;           // Standard FRC
_selectiveFRCmode = 0;         // Non-selective FRC
_twoByteFRCmode = 0;           // Non-Two byte FRC
setResponseFRCTime(_RESPONSE_FRC_TIME_40_MS); // responseFRC must be called
// up to 40 ms after sendFRC routing finishing
DataInSendFRC[0] = user_value0; // 2 B data to be delivered to all Nodes
DataInSendFRC[1] = user_value1;
stopSPI();
_LEDG = 1;                       // FRC duration indication
SendFRC(myCommand & 0x7F);        // Bit 7 must be cleared to collect bits
_LEDG = 0;
copyBufferINFO2COM();
startSPI(sizeof(bufferCOM));
```

**Example 2**

```
// Advanced, Non-selective, 1 byte collecting, LP RF mode
PIN = 0;
clearBufferINFO();
_advancedFRCmode = 1;           // Advanced FRC
_selectiveFRCmode = 0;         // Non-selective FRC
_twoByteFRCmode = 0;           // Non-Two byte FRC
setResponseFRCTime(_RESPONSE_FRC_TIME_320_MS); // responseFRC must be called
// up to 320 ms after sendFRC routing finishing
setRFmode(_TX_LP);              // Can work also in LP TX mode
DataInSendFRC[0] = user_value0; // 30 B data to be delivered to all Nodes
...
DataInSendFRC[29] = user_value29;
stopSPI();
_LEDG = 1;                       // FRC duration indication
SendFRC(myCommand | 0x80);       // Bit 7 must be set to 1 to collect bytes
_LEDG = 0;
copyBufferINFO2COM();
startSPI(sizeof(bufferCOM));
```

**Example 3**

```
// Advanced, Selective, 2 bits collecting, LP RF mode
PIN = 0;
clearBufferINFO();
_advancedFRCmode = 1;           // Advanced FRC
_selectiveFRCmode = 1;         // Selective FRC
_twoByteFRCmode = 0;           // Non-Two byte FRC
setResponseFRCTime(_RESPONSE_FRC_TIME_640_MS); // responseFRC must be called
// up to 640 ms after sendFRC routing finishing
bufferINFO[0] = 0x0A;           // Set bit field of selected Nodes in bufferINFO
// bufferINFO[1] = xx;          // N1 and N3 are selected in this case
// ...
setRFmode(_TX_LP);              // Can work also in LP TX mode
DataInSendFRC[0] = user_value0; // 30 B data to be delivered to all Nodes
...
DataInSendFRC[29] = user_value29;
stopSPI();
_LEDG = 1;                       // FRC duration indication
SendFRC(myCommand & 0x7F);        // Bit 7 must be cleared to collect bits
_LEDG = 0;
copyBufferINFO2COM();
startSPI(sizeof(bufferCOM));
```

```
Example 4 // Advanced, Selective, 2 bytes collecting, LP RF mode
PIN = 0;
clearBufferINFO();
_advancedFRCmode = 1; // Advanced FRC
_selectiveFRCmode = 1; // Selective FRC
_twoByteFRCmode = 1; // Two byte FRC
setResponseFRCtime(_RESPONSE_FRC_TIME_640_MS); // responseFRC must be called
// up to 640 ms after sendFRC routing finishing
bufferINFO[0] = 0x0A; // Set bit field of selected Nodes in bufferINFO
// bufferINFO[1] = xx; // N1 and N3 are selected in this case
// ...
setRFmode(_TX_LP); // Can work also in LP TX mode
DataInSendFRC[0] = user_value0; // 30 B data to be delivered to all Nodes
// ...
DataInSendFRC[29] = user_value29;
stopSPI();
_LEDG = 1; // FRC duration indication
SendFRC(myCommand | 0x80); // Bit 7 must be 1 to collect bytes
_LEDG = 0;
copyBufferINFO2COM();
startSPI(sizeof(bufferCOM));
```

### responseFRC

<b>Function</b>	Response to FRC command received by a Node
<b>Purpose</b>	Fast sending of collected data from more Nodes to the Coordinator
<b>Syntax</b>	void <b>responseFRC</b> ()
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	Requested data is delivered to the Coordinator
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• FRC packet received is indicated by the <code>_wasFRC</code> flag.</li> <li>• As a result of preceding FRC command received, the following variables are set: <ul style="list-style-type: none"> <li>• <code>MPRW0</code> contains the <code>__FRCOMMAND</code> (standard FRC) or <code>__FRCOMMANDADV</code> (Advanced FRC) constant value.</li> <li>• <code>MPRW1</code> contains a user command sent from the Coordinator as the parameter of function <code>sendFRC</code></li> </ul> </li> <li>• Bit.7 in register <code>MPRW1</code> specifies the format (the range and the type) of the response data to be collected: <ul style="list-style-type: none"> <li>• 0 2 bits (<code>responseFRCvalue.0</code> and <code>.1</code>) – from all Nodes with logical addresses 1-239</li> <li>• 1 Bytes: <ul style="list-style-type: none"> <li>Flag <code>_twoByteFRC 0</code>: <ul style="list-style-type: none"> <li>1 byte (<code>responseFRCvalue</code>) – from up to 62 selected Nodes: <ul style="list-style-type: none"> <li>• For non-selective FRC: from Nodes with addresses 1-62</li> <li>• For selective FRC: from up to 62 selected Nodes (selected from N1–N239 in bit array)</li> </ul> </li> <li>Flag <code>_twoByteFRC 1</code>: <ul style="list-style-type: none"> <li>2 bytes (<code>responseFRCvalue2B</code>) – from up to 30 selected Nodes: <ul style="list-style-type: none"> <li>• For non-selective FRC: from Nodes with addresses 1-30</li> <li>• For selective FRC: from up to 30 selected Nodes (selected from N1–N239 in bit array)</li> </ul> </li> </ul> </li> </ul> </li> <li>• <code>param4</code> contains the time (in ticks) specified on the Coordinator side by macro <code>setResponseFRctime</code>. See below.</li> <li>• Before <code>responseFRC</code> calling, it is necessary to wait until routing of the FRC packet from the Coordinator is finished. See the example below.</li> <li>• Maximal time between finished routing and <code>responseFRC</code> calling (i.e. the time for handling the data for FRC answer) must be the same for all Nodes and is specified by the Coordinator (by macro <code>setResponseFRctime</code>). See <code>sendFRC</code> Examples. This time is propagated throughout the network and placed to registers <code>param4</code> in Nodes. This is intended to generate proper delay ensuring correct timing of FRC responses by <code>startLongDelay</code>. See Example.</li> <li>• Before <code>responseFRC</code> calling, the response value(s) (data to collect) must be placed in the <code>responseFRCvalue</code> register or (for Two byte mode) in the <code>responseFRCvalue2B</code> variable. It is recommended to respond by non-zero values only and dedicate zero value to distinguish (by the Coordinator) the case that the response from the Node failed. (But also any other rule can be defined by the user for it instead.)</li> <li>• For IQMESH Node only.</li> <li>• For 1 B addressing (for Nodes with addresses from 1 up to 239) only.</li> <li>• It is not intended for prebonded (not authorized) Nodes. Such Nodes are ignored by <code>responseFRC</code>.</li> <li>• Standard FRC works in RF STD mode only. Advanced FRC works in RF STD or LP modes.</li> </ul> </li></ul></li></ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-N [10] and IQRF OS User's guide [1], chapter Fast Response Command.</li> <li>• This is a blocking function (application program is staying here until the collection is completed). The time depends on: <ul style="list-style-type: none"> <li>• Number of Nodes in the network</li> <li>• Whether the Node is discovered or not</li> <li>• Logical address or VRN</li> </ul> </li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• OS buffers <code>bufferINFO</code>, and <code>bufferRF</code> are modified</li> <li>• All OS registers regarding RF communication – relating to network parameters sent in the packet, e.g. <code>RX</code> and <code>RTDT0</code> – <code>RTDT3</code> (<code>RTHOPS</code>, <code>RTTSLOT</code>, ...) may be changed.</li> <li>• A/D converter control registers are changed</li> </ul>
<b>See also</b>	<code>sendFRC</code> , <code>amIRecipientOfFRC</code>

**Example**

```

// Response to standard or advanced FRC, either selective or non-
selective
if (RFRXpacket())
{
    if (_ROUTEF)           // Has the packet been routed?
    {                       // Yes - wait until routing is finished
        waitNewTick();
        while (RTHOPS)     // Rest of hops
        {
            waitDelay(RTTSLOT);
            RTHOPS--;
        }
    }

    // FRC command handling
    if (_wasFRC)
    {
        // FRC packet detected. Register param4 contains
        // the time needed for FRC handling set by
        // setResponseFRCtime macro on the Coordinator
        side.
        startLongDelay(param4);
        bit FRChanded = FALSE;

        do
        {
            // If the Node is a recipient of FRC, handle it only
            once.
            if (amIRecipientOfFRC() && (FRChanded == FALSE))
            {
                FRChanded = TRUE;
                if (MPRW0 == __FRCOMMAND)
                {
                    uns16 user_value = DataOutBeforeResponseFRC;
                    // A value received from the Coordinator
                    // (from register DataInSendFRC)
                }
                else
                {
                    uns8 user_buf[30];
                    user_buf[0] = DataOutBeforeResponseFRC[0]; // Values
                    received ... // from Coordinator (from array
                    DataInSendFRC)
                    user_buf[29] = DataOutBeforeResponseFRC[29];
                }

                ... // Do something according to MPRW1 command (and possibly
                // according to DataOutBeforeResponseFRC), e.g.
                myResponse=...;
                // Shaded part must take up to the time specified in
                param4
                if (MPRW1.7)
                {
                    if (_twoByteFRC == 1)
                    {
                        // 2 byte value
                        responseFRCvalue2B.high8 = myResponse_HB;
                        responseFRCvalue2B.low8 = myResponse_LB;
                    }
                    else
                    {
                        responseFRCvalue = myResponse; // 1 byte value
                    }
                }
                else
                {
                    responseFRCvalue = myResponse & 0x03; // 2 bit value
                }
            }
        } while (isDelay()); // Wait for rest of the time set by
        // setResponseFRCtime macro on the Coordinator
        side
    }
}

```

```

        responseFRC();          // Blocking time - see Remarks
    }
    else                          // Non FRC command handling
    {
        ...
    }
}

```

### amIRecipientOfFRC

<b>Function</b>	Evaluate whether the FRC command is intended for given Node
<b>Purpose</b>	Enable FRC response for requested Nodes only
<b>Syntax</b>	bit <code>amIRecipientOfFRC()</code>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 0 FRC is not intended for given Node</li> <li>• 1 FRC is intended for given Node (also for non-selective FRC)</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Nodes only.
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• <code>amIRecipientOfFRC</code> must be called after FRC command receipt but before <code>bufferRF</code> is affected later on either by OS or by the user. E.g., it must be called before <code>responseFRC</code>.</li> <li>• See example E11 - IQMESH-DFM-N [10].</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>responseFRC</code>
<b>Example</b>	See <code>responseFRC</code> Example.

## Routing

### setRoutingOn

<b>Function</b>	Routing enabled
<b>Purpose</b>	Allow the Node to route packets on background.
<b>Syntax</b>	<code>void setRoutingOn ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>Enables to assign a VRN (Virtual Routing Number) to the Node during Discovery</li> <li>Flag <code>_disableRouting = 0</code></li> <li>This state is stored in EEPROM and initialized after reset.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>For IQMESH Nodes only</li> <li>For DFM routing algorithms only</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>Routing must be enabled for a Node to be assigned to the routing backbone during Discovery.</li> <li>For DFM topologies, <code>discovery</code> must be called after every <code>setRoutingOn</code> otherwise the Node will not work as a router.</li> <li>Routing can be enabled in STD and LP receive modes only. Routing in XLP mode is not supported for TR-7xD transceivers.</li> <li>Flag <code>_disableRouting</code> in register <code>_ntwCFG</code> is available read only after calling <code>getNetworkParams</code>: <ul style="list-style-type: none"> <li><code>_disabledRouting: 0</code> - Routing on</li> <li><code>_disabledRouting: 1</code> - Routing off</li> </ul> </li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setRoutingOff</code> , <code>discovery</code> , <code>isDiscoveredNode</code> , <code>wasRouted</code>
<b>Example</b>	–

### setRoutingOff

<b>Function</b>	Routing disabled
<b>Purpose</b>	Forbid the Node to route packets on background.
<b>Syntax</b>	<code>void setRoutingOff ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>Disables to assign a VRN (Virtual Routing Number) to the Node during Discovery</li> <li>Flag <code>_disableRouting = 1</code></li> <li>This state is stored in EEPROM and initialized after reset.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>For IQMESH Nodes only</li> <li>For DFM routing algorithms only</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>If routing is disabled the Node will not be assigned to the routing backbone during Discovery.</li> <li>For DFM topologies, to fix the discontinuity in the network, <code>discovery</code> must be called after every <code>setRoutingOff</code> applied on an already discovered Node.</li> <li>Flag <code>_disableRouting</code> in register <code>_ntwCFG</code> is available read only after calling <code>getNetworkParams</code>: <ul style="list-style-type: none"> <li><code>_disabledRouting: 0</code> - Routing on</li> <li><code>_disabledRouting: 1</code> - Routing off</li> </ul> </li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>setRoutingOn</code> , <code>discovery</code> , <code>isDiscoveredNode</code> , <code>wasRouted</code>
<b>Example</b>	–

## discovery

<b>Function</b>	Discover Nodes for routing and assign VRN (Virtual Routing Number) to individual Nodes
<b>Purpose</b>	Routing backbone creation (for routing transparent from the user's point of view)
<b>Syntax</b>	<code>uns8 discovery (MaxNodeAddress)</code>
<b>Parameters</b>	<p><code>uns8 : MaxNodeAddress</code>: Maximum address of the node to be participating in the discovery process.</p> <ul style="list-style-type: none"> <li>• 1 to 239 Specified value is applied</li> <li>• 0 Number of bonded Nodes is applied</li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• Number of discovered Nodes (<math>\leq</math> number of Nodes specified as routers (by <code>setRoutingOn</code>))</li> <li>• 0xFE – EEPROM non-consistency (e.g. not initialized EEPROM by <code>clearAllBonds</code> before new bonding). Immediate return.</li> <li>• 0xFC – Serial EEPROM access error. Immediate return. Additionally, the <code>_eeeError</code> flag is set in this case.</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• Routing address area (1 – 239) is split into two parts: <ul style="list-style-type: none"> <li>• Devices with addresses from 1 to <code>MaxNodeAddress</code> will be part of the discovery process, that is why they will become routers</li> <li>• Devices with addresses from <code>MaxNodeAddress+1</code> to 239 will not be routers. See IQRF OS guide for more information.</li> </ul> </li> <li>• Routing backbone is stored in EEPROM</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Coordinator only.</li> <li>• The Coordinator must be in STD or LP TX mode. LP discovery is performed if Coordinator is in LP TX.</li> <li>• Nodes must be in the <code>answerSystemPacket</code> loop routine during Discovery.</li> <li>• LED indication of passing discovery can be disabled (to save power consumption) or enabled (for development, service or demonstration) by the <code>_systemLEDindication</code> bit variable. Default is disabled (<code>_systemLEDindication=0</code>).</li> <li>• To avoid a collision in <code>bufferCOM</code> (see Side effects), SPI must not run in background during discovery. See Example 1.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Nodes in current network only are discovered.</li> <li>• Discovery should be invoked after every change in network topology.</li> <li>• Nodes use the RF output power currently set in Coordinator during the discovery process.</li> <li>• The Coordinator is in STD RX mode during either LP or non-LP discovery.</li> <li>• It is recommended to run <code>discovery</code> under stronger conditions than ones that will be used in normal communication. It can be achieved by lower RF power.</li> <li>• See example E11-IQMESH-DFM-C [10].</li> <li>• See IQRF OS User's guide, routing algorithms.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• All OS buffers (<code>bufferINFO</code>, <code>bufferCOM</code>, <code>bufferRF</code> and <code>bufferAUX</code>) are modified.</li> <li>• All OS registers regarding RF communication – relating to network parameters sent in the packet, e.g. <code>RX</code> and <code>RTDT0 – RTDT3</code> (<code>RTHOPS</code>, <code>RTTSLOT</code>, ...) may be changed.</li> <li>• A/D converter control registers are changed</li> </ul>
<b>See also</b>	<code>setRoutingOn</code> , <code>setRoutingOff</code> , <code>isDiscoveredNode</code> , <code>bondNewNode</code> , <code>answerSystemPacket</code>
<b>Example 1</b>	<pre> setRFpower(DISCOVERY_POWER);           // Set RF power for discovery setRFmode(_RX_STD);                     // Set STD RX mode stopSPI();                               // SPI should be stopped (only if used) nodes = discovery(10);                   // Routers with addresses 1 to 10 startSPI(0);                             // Allow SPI communication (only if used) setRFmode(MY_RFMODE);                   // Restore RF mode parameters setRFpower(MY_POWER);                   // Restore RF power </pre>
<b>Example 2</b>	<pre> nodes = discovery(eeReadByte(0x00));     // Limit to number of bonded Nodes </pre>

### answerSystemPacket

<b>Function</b>	Enable response to Coordinator for Discovery and Node authorization
<b>Purpose</b>	Discovery and Node authorization (during remote bonding) support from the Node's side
<b>Syntax</b>	<code>void answerSystemPacket ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	System information exchanged between Coordinator and the Node via system packets.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Node only.</li> <li>• Must be performed in STD RX or LP RX modes only.</li> <li>• In LP RX mode the <code>_ignoreForcedRoutingLP</code> bit must be cleared.</li> <li>• Nodes must be in the <code>answerSystemPacket</code> loop routine when Discovery or Node authorization is running.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Nodes use the RF output power currently set in Coordinator for discovery.</li> <li>• It is recommended to run <code>discovery</code> under stronger conditions than ones that will be used in normal communication. It can be achieved by lower RF power.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• RF power can be affected during Discovery process</li> <li>• All OS registers regarding RF communication – relating to network parameters sent in the packet, e.g. <code>RX</code> and <code>RTDT0 – RTDT3</code> (<code>RTHOPS</code>, <code>RTTSLOT</code>, ...) may be changed.</li> <li>• A/D converter control registers are modified.</li> </ul>
<b>See also</b>	<code>setRoutingOn</code> , <code>setRoutingOff</code> , <code>isDiscoveredNode</code> , <code>discovery</code> , <code>nodeAuthorization</code>
<b>Example</b>	<pre> toutRF = MY_TOUT_RF; if (RFRXpacket ()) {     ... } else {     answerSystemPacket (); // To enable receiving of system packets     setRFpower (MY_POWER); // Restore } </pre>



### isDiscoveredNode

<b>Function</b>	Check for being discovered
<b>Purpose</b>	Ask whether the Node has been discovered
<b>Syntax</b>	bit <code>isDiscoveredNode (address)</code>
<b>Parameters</b>	uns8: address: Node address
<b>Return value</b>	<ul style="list-style-type: none"> <li>• true: Specified Node has been discovered</li> <li>• false: Specified Node has not been discovered</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Coordinator only.
<b>Remarks</b>	See E11-IQMESH-DFM-C [10].
<b>Side effects</b>	–
<b>See also</b>	discovery, answerSystemPacket, optimizeHops
<b>Example</b>	<pre> DiscoveredNodes = discovery(3);           // Discovery (up to 3 zones) if (DiscoveredNodes &lt; BondedNodes)      // (BondedNodes and DiscoveredNodes   // are user variables) {     // There are some bonded but not discovered Nodes     if (isDiscoveredNode(1))             // Is the Node 1 discovered?         ... } else {     // All bonded Nodes discovered     ... } </pre>

### wasRouted

<b>Function</b>	Indicate incoming packet routing
<b>Purpose</b>	To distinguish whether incoming packet has been routed for other recipient(s).
<b>Syntax</b>	bit <code>wasRouted ()</code>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• true packet has been routed</li> <li>• false packet has not been routed</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Nodes only.
<b>Remarks</b>	Addressees route broadcast packets only. See E11-IQMESH-DFM-N [10].
<b>Side effects</b>	–
<b>See also</b>	setRoutingOn, setRoutingOff, discovery, isDiscoveredNode
<b>Example</b>	<pre> if (RFRXpacket ()) {     if (wasRouted ())         pulseLEDG (); // indicate routing received packet for broadcast     ... } else {     if (wasRouted ())         pulseLEDG (); // indicate routing incoming packet for another addressee } </pre>

### optimizeHops

<b>Function</b>	Optimize number of hops for given Node
<b>Purpose</b>	Set optimized number of hops according to given topology, without flooding
<b>Syntax</b>	bit <code>optimizeHops (method)</code>
<b>Parameters</b>	uns8 method: optimizing method <ul style="list-style-type: none"> <li>• 0xFF      DOM – Discovered optimized MESH: sets <code>RTHOPS</code> to <code>VRN</code> of addressed Node</li> <li>• 0x00      DRM – Discovered reduced MESH: sets <code>RTHOPS</code> to <code>VRN</code> of the first Node in the zone of the addressed Node.</li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – No error</li> <li>• 0 – Error               <ul style="list-style-type: none"> <li>• <code>optimizeHops</code> has been called in the Node mode</li> <li>• A discovered Node has been addressed and an external EEPROM access error occurred. Additionally, the <code>_eeeError</code> flag is set in this case.</li> </ul> </li> </ul>
<b>Output values</b>	If the addressed Node is discovered, <code>RTHOPS</code> (number of hops) is optimized otherwise <code>RTHOPS</code> is set to number of bonded Nodes.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Coordinator and DFM routing algorithm only.</li> <li>• Intended to be called before sending a packet from Coordinator.</li> <li>• Node address must be set before (<code>RX = ...</code>).</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See E11-IQMESH-DFM-C [10] and IQRF OS User's guide.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>discovery</code> , <code>isDiscoveredNode</code>
<b>Example</b>	<pre> setCoordinatorMode(); RX = MY_NODE; optimizeHops(0xFF);           // Modifies RTHOPS (number of hops) : RFTXpacket();           </pre>

## Bonding – Node only

### bondRequestAdvanced

<b>Function</b>	Ask Coordinator for bonding or other Node or Coordinator for prebonding to the network via RF. Bond the Node in cooperation with the Coordinator or prebond the Node in cooperation with an already bonded Node or the Coordinator and record it to EEPROM. See IQRF User's guide, chapter <i>Bonding</i> for more information.
<b>Purpose</b>	Request by the Node to be included to the network on both Coordinator's and Node's sides. Moreover, a 2 B user data is exchanged between prebonded device and the device providing prebonding.
<b>Syntax</b>	bit <code>bondRequestAdvanced ( )</code>
<b>Parameters</b>	<code>uns16 DataInBondRequestAdvanced</code> User data passed to the device providing prebonding (to be stored in the <code>DataOutPrebondNode</code> variable). For prebonding only.
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – Node has been bonded</li> <li>• 0 – Node has not been bonded</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• The <code>amIBonded</code> function starts to return value == 1 whenever is called while the Node is bonded by <code>bondRequestAdvanced</code> not being unbonded by <code>removeBond</code>.</li> <li>• Every <code>bondRequestAdvanced</code> calling increments the value of the internal counter (it is sent with the request). This counter is used with the <code>bondingMask</code> register to handle the situation when more than one Node with enabled prebonding would response to the request. See functions <code>bondNewNode</code> and <code>prebondNode</code> and IQRF User's guide, chapter <i>Bonding</i>. The counter is cleared after reset.</li> <li>• <code>uns16 DataOutBondRequestAdvanced</code> – User data passed from device providing prebonding (parameter <code>DataInPrebondNode</code> of function <code>prebondNode</code>). For prebonding only.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Node only (<code>setNodeMode</code> must be called first)</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Bonding is a mutual relationship between Coordinator and Node. Coordinator assigns a Node number (1 to 239 or 0xFE) to the Node which serves as Node address within the network. (Coordinator itself has the address 0.) Bonding accomplishes via exchanging system RF packets and results are stored in system part of internal EEPROMs. The user can access results and change them via other bonding functions. See example E11-IQMESH-DFM-N, E11-IQMESH-DFM-C [10].</li> <li>• Prebonding is an initial phase of remote bonding. The new (bond requesting) Node gets the network ID and the universal address 0xFE from another (already bonded) Node or the Coordinator. So the new Node becomes accessible in given network and can be authorized by the Coordinator to get a requested address.</li> <li>• This function takes cca 60 ms. It sends just one request for bonding and then waits for some time for the confirmation. This is the main difference between the recent <code>bondRequest</code> function which sends the request repeatedly for cca 10 s.</li> <li>• Requesting packet is sent in currently selected RF TX mode (STD or LP).</li> <li>• RF power and RF channel is not affected.</li> <li>• The assigned address can be found out by function <code>getNetworkParams</code>.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• <code>DLEN</code>, <code>PIN</code>, <code>bufferRF</code> and <code>bufferINFO</code> are modified.</li> <li>• IQMESH mode must be restored by <code>setNodeMode</code> after <code>bondRequestAdvanced</code>.</li> <li>• A/D converter control registers are modified.</li> </ul>
<b>See also</b>	<code>bondNewNode</code> , <code>amIBonded</code> , <code>removeBond</code> , <code>rebondNode</code> , <code>getNetworkParams</code> , <code>setNodeMode</code> , <code>prebondNode</code> , <code>nodeAuthorization</code> , <code>setRFmode</code>

<b>Example</b>	<pre> while (!amIBonded())           // Request for beeing bonded (if not bonded yet) {     setRFmode(_TX_STD)         // or setRFmode(_TX_LP) to select STD or LP bonding     clrwdt();                  // If WDT active     pulseLEDG();     DataInBondRequestAdvanced = user_in_value; // uns16, to be delivered to  // the device that provides prebonding  // (to register DataOutPrebondNode)      if (bondRequestAdvanced()) // Repeatedly try to bond     {         pulseLEDR();         uns16 user_out_value = DataOutBondRequestAdvanced; // A value received  // from the device that provides prebonding  // (from register DataInPrebondNode)     }     waitDelay(1); } setNodeMode();                // Until successful                                // Restore         </pre>
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### bondRequest - obsolete

<b>Function</b>	Ask Coordinator via RF for bonding to its network. Bond the Node in cooperation with Coordinator and record it to EEPROM.
<b>Purpose</b>	Request by the Node to be included to the network on both Coordinator's and Node's sides.
<b>Syntax</b>	bit <b>bondRequest()</b>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – Node has been bonded</li> <li>• 0 – Node has not been bonded</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• The <code>amIBonded</code> function starts to return value <code>== 1</code> whenever is called while the Node is bonded by <code>bondRequest</code> not beeing unbonded by <code>removeBond</code>.</li> <li>• Coordinator is not affected at all.</li> <li>• <code>param2</code>: Node address (if successfully bonded only). Not guarranted for future OS versions.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• Do not use this obsolete function.</li> <li>• For IQMESH Node only (<code>setNodeMode</code> must be called first)</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• Bonding is a mutual relationship between Coordinator and Node. Coordinator assigns a Node number (1 to 239 or 0xFE) to the Node which serves as Node address within the network. (Coordinator itself has the address 0.) Bonding accomplishes via exchanging system RF packets and results are stored in system part of internal EEPROMs. The user can access results and change them via other functions related to bonding. See example E11 - IQMESH-DFM-N, E11 - IQMESH-DFM-C [10]. This function is active until successfully finished or fixed 10 s timeout expired. RF power is not affected.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• <code>DLEN</code>, <code>PIN</code>, <code>toutRF</code>, <code>bufferRF</code> and <code>bufferINFO</code> are modified</li> <li>• Result of <code>captureTicks</code> is destroyed if <code>startCapture</code> is active on background at the same time.</li> <li>• Watchdog is disabled during this operation and enabled after finishing</li> <li>• IQMESH mode must be restored by <code>setNodeMode</code> after <code>bondRequest</code></li> <li>• A/D converter control registers are modified</li> </ul>
<b>See also</b>	<code>bondNewNode</code> , <code>amIBonded</code> , <code>removeBond</code> , <code>rebondNode</code> , <code>getNetworkParams</code> , <code>setNodeMode</code>
<b>Example 1</b>	<pre> pulsingLED();                // LED blinking indicates attempt to bond (max. 10 s) if (bondRequest()) {     // if successfully bonded     stopLED();     _RLED=1;                  // LED On     waitDelay(100);          // for 1 s } setNodeMode();              // Restore stopLED();         </pre>
<b>Example 2</b>	See <code>amIBonded</code>

### amIBonded

<b>Function</b>	Is the Node bonded?
<b>Purpose</b>	Test whether the Node is bonded on Node's side
<b>Syntax</b>	bit <b>amIBonded ()</b>
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – Node is bonded (after <code>bondRequestAdvanced</code>, not being unbonded by <code>removeBond</code>)</li> <li>• 0 – Node is not bonded: <ul style="list-style-type: none"> <li>• no <code>bondRequestAdvanced</code> has ever been successfully executed</li> <li>• after <code>removeBond</code></li> </ul> </li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Node only ( <code>setNodeMode</code> must be called first) .
<b>Remarks</b>	See example E11-IQMESH-DFM-N [10].
<b>Side effects</b>	–
<b>See also</b>	<code>bondRequestAdvanced</code> , <code>removeBond</code> , <code>removeBondAddress</code>
<b>Example</b>	<pre>while (!amIBonded())          // Request for being bonded (if not bonded yet) {     bondRequestAdvanced();    // Repeatedly try to bond     clrwdt();                 // If WDT active }                             // Until successful</pre>

### removeBondAddress

<b>Function</b>	Change logical Node address to the universal one (0xFE). NID stays unchanged, therefore the Node still stays in the network.
<b>Purpose</b>	E.g. to enable subsequent change of the Node address.
<b>Syntax</b>	void <b>removeBondAddress ()</b>
<b>Parameters</b>	–
<b>Return value</b>	-
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Node only ( <code>setNodeMode</code> must be called first).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• <code>removeBondAddress</code> relates to the Node only. The other side is not informed by OS about changes made by these function. If synchronization is needed it should be done by the application.</li> <li>• To enable possible addressing of the Node in the group of Nodes with universal address, it is recommended to save the MID of given Node by the application first.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>amIBonded</code> , <code>getNetworkParams</code> , <code>nodeAthorization</code>
<b>Example</b>	<code>removeBondAddress();</code> // Change current logical address to universal address

### removeBond

<b>Function</b>	Remove the Node from the network and record it to EEPROM.
<b>Purpose</b>	Exclude the Node from the network on Node's side.
<b>Syntax</b>	<code>void removeBond ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	<ul style="list-style-type: none"> <li>• The <code>amIBonded</code> function starts to return value <code>== 0</code> whenever is called until the Node is bonded again via <code>bondRequestAdvanced</code>.</li> <li>• Coordinator is not affected at all.</li> </ul>
<b>Preconditions</b>	For IQMESH Node only ( <code>setNodeMode</code> must be called first).
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-N [10].</li> <li>• For rebonding use <code>bondRequestAdvanced</code> again.</li> <li>• <code>removeBond</code> relates to the Node only and <code>removeBondedNode</code> and <code>rebondNode</code> relate to Coordinator only. The other side is not informed by OS about changes made by these functions. If synchronization is needed it should be done by the application.</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>bondRequestAdvanced</code> , <code>bondNewNode</code> , <code>amIBonded</code> , <code>rebondNode</code>
<b>Example</b>	<code>removeBond(); // Remove the bond</code>

**Bonding – Coordinator only**
**bondNewNode**

<b>Function</b>	Local bonding. Looking for bond requesting devices and bond a new Node by Coordinator on a Node's request via RF in direct range. Allocate the Node number and assign the Network ID and send both to the Node via RF. If successful, the Node is bonded to the network on both Coordinator's and Node's sides and is included to the list of bonded Nodes provided by the Coordinator in EEPROM.
<b>Purpose</b>	Include a new Node in direct range to the network
<b>Syntax</b>	bit <b>bondNewNode (address)</b>
<b>Parameters</b>	<p>uns8: address</p> <ul style="list-style-type: none"> <li>• 1 to 239 Assign requested address to the Node. This must be unique in the whole network. If an existing number is used the Node is not bonded and the function immediately returns 0. Only these Nodes can be parts of routing backbone.</li> <li>• 0 The first free address is assigned. It equals to the number of bonded nodes + 1. It assumes a continuous block of addresses and possible vacations are ignored. Thus, this way is suitable for the initial bonding without discontinuities only.</li> <li>• 254 (0xFE) The universal address. Nodes with this address are included in the network but outside the routing backbone (not being discovered). Requested address can be assigned by <code>setUserAddress</code>. It is intended especially for networks with more than 239 Nodes.</li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – bonding successful, the Node is included to the list of bonded Nodes.</li> <li>• 0 – bonding unsuccessful, the Node is not included to the list of bonded Nodes, immediate return: <ul style="list-style-type: none"> <li>• EEPROM non-consistency (e.g. not initialized EEPROM by <code>clearAllBonds</code> before new bonding).</li> <li>• Serial EEPROM access error. Additionally, the <code>_eeeError</code> flag is set in this case.</li> </ul> </li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• <code>param2</code>: Node number</li> <li>• <code>bufferRF[0 to 1]</code>: two lower ID bytes of the bonded Node, LSB in <code>bufferRF[0]</code>.</li> <li>• The <code>isBondedNode</code> function starts to return value == 1 whenever is called while the Node is in the list of bonded Nodes.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Coordinator only.</li> <li>• The Coordinator accomplishes bonding on request from a Node via RF. When this function is executing the <code>bondRequestAdvanced</code> function must be called in the Node.</li> <li>• It is recommended to use <code>bondNewMode</code> for bonding in STD mode only. For bonding in power saving LP mode, use the same procedure as for remote bonding (using <code>NodeAuthorization</code>) instead.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-C [10] and IQRF OS User's guide, chapter Bonding.</li> <li>• If no requesting Node is detected during 10 s period this function terminates and returns 0.</li> <li>• Network ID is derived from Coordinator ID which ensures unique identification of various networks.</li> <li>• RF power and RF channel is not affected. The STD mode is used.</li> <li>• An occupied address can be unblocked by <code>removeBondedNode (address)</code>.</li> <li>• The function responds to bond request only if the following internal condition is valid: <pre>if (((counter ^ address) &amp; bondingMask) == 0)</pre> See <code>prebondNode</code> Remarks for description. </li> </ul>
<b>Side effects</b>	<p>The following values are modified and not restored:</p> <ul style="list-style-type: none"> <li>• <code>PIN</code>, <code>DLEN</code>, <code>bufferRF</code> and <code>bufferINFO</code> are modified</li> <li>• Result of <code>captureTicks</code> is destroyed if <code>startCapture</code> is active on background at the same time.</li> <li>• IQMESH mode must be restored by <code>setCoordinatorMode</code> after <code>bondNewNode</code></li> <li>• A/D converter control registers are modified</li> </ul>
<b>See also</b>	<code>bondRequestAdvanced</code> , <code>removeBondedNode</code> , <code>rebondNode</code> , <code>isBondedNode</code> , <code>setUserAddress</code> , <code>setCoordinatorMode</code> , <code>nodeAuthorization</code> , <code>prebondNode</code>

<b>Example</b>	<pre> if (bondNewNode(address)) // Bonding successful ? {     NodeNumber = param2; // Yes:     ... } else {     ... // No:     ... // Arrange necessary steps } setCoordinatorMode(); // Restore </pre>
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### nodeAuthorization

<b>Function</b>	Authorize the prebonded Node. Allocate the Node number and send it to the prebonded Node via RF network. If successful, the Node is bonded to the network on both Coordinator's and Node's sides and is included to the list of bonded Nodes provided by Coordinator in EEPROM.
<b>Purpose</b>	Include a new (prebonded) Node to the network. A last phase of the remote bonding process.
<b>Syntax</b>	bit <code>nodeAuthorization(mid, address)</code>
<b>Parameters</b>	<p>uns16 mid: 2 lower bytes of MID of prebonded Node to be authorized (HB = mid[0], LB = mid[1]).</p> <p>uns8 address:</p> <ul style="list-style-type: none"> <li>• 1 to 239 Assign requested address to the prebonded Node. This must be unique in the whole network. If an existing number is used the Node is not authorized and the function immediately returns 0. Only these Nodes can be parts of routing backbone.</li> <li>• 0 The first free address is assigned. It equals to the number of bonded nodes + 1. It assumes a continuous block of addresses and possible vacations are ignored. Thus, this way is suitable for the initial bonding without discontinuities.</li> <li>• 0xFE The universal address. Nodes with this address are included in the network but outside the routing backbone (not being discovered). Requested address can be assigned by <code>setUserAddress</code>. It is intended especially for networks with more than 239 Nodes.</li> </ul>
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – The requested address was free. The Node is included into the list of bonded Nodes. The result must be verified by application program, e.g. by subsequent sending a packet from the Coordinator to the authorized Node. If the authorization failed, given address must be released by <code>removeBondedNode</code> and the authorization should be repeated.</li> <li>• 0 – Authorization unsuccessful. The Node is not included into the list of bonded Nodes. Immediate return. <ul style="list-style-type: none"> <li>• The requested address is already used.</li> <li>• EEPROM non-consistency (e.g. not initialized EEPROM by <code>clearAllBonds</code> before new bonding).</li> <li>• Serial EEPROM access error. Additionally, the <code>_eeeError</code> flag is set in this case.</li> </ul> </li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• The <code>isBondedNode</code> function starts to return value == 1 whenever is called while the Node is in the list of bonded Nodes.</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Coordinator only. (<code>setCoordinatorMode</code> must be called first.)</li> <li>• Authorized Node must already be prebonded.</li> <li>• Authorized Node must be in the <code>answerSystemPacket</code> loop routine during Athorization.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-C [10] and IQRF OS User's guide – Bonding.</li> <li>• This function sends an authorization packet (broadcast), does not wait for delivery and provides no checking. Therefore it is necessary to wait before sending the packet testing the result of the authorization till the authorization packet itself reaches the destination. This period to wait can be evaluated from <code>RTHOPS</code> and <code>RTTSLOT</code>. See <i>Example</i>.</li> <li>• An occupied address can be unblocked by <code>removeBondedNode(address)</code>.</li> <li>• RF power and RF channel is not affected. The STD mode is used.</li> <li>• In case of prebonding by the Coordinator and keeping the <code>_prebondMode</code> bit set in Coordinator, the authorization packet is sent without routing which significantly speeds up the authorization. After the authorization, the <code>_prebondMode</code> bit can be cleared or left set as needed.</li> </ul>
<b>Side effects</b>	<ul style="list-style-type: none"> <li>• <code>PIN</code>, <code>DLEN</code>, <code>bufferRF</code> and <code>bufferINFO</code> are modified</li> </ul>



<b>See also</b>	<code>bondNewNode, prebondNode, removeBondedNode, isBondedNode, setUserAddress, setCoordinatorMode, bondRequestAdvanced, answerSystemPacket, removeBondAddress</code>
<b>Example</b>	<pre> uns16 mid; mid.high8 = MID_0; mid.low8 = MID_1;  if (nodeAuthorization(mid, address)) // Was the address free? {     // Yes:     waitNewTick(); // Wait for end of nodeAuthorization packet routing     while (RTHOPS) // RTHOPS - rest of hops     {         waitDelay(RTTSLLOT); // RTTSLLOT - timeslot         RTHOPS--; // Do not answer until all hops are finished     }     ... // Send test packet to given address      if (ping successful)     {         // Yes: successful authorization         ...     }     else     {         // No: unsuccessful authorization         removeBondedNode(address);     } } else {     // No:     ... // Address is occupied } setCoordinatorMode(); // Restore </pre>

### isBondedNode

<b>Function</b>	Is specified Node in the list of bonded Nodes?
<b>Purpose</b>	Test whether the Node is bonded on Coordinator's side
<b>Syntax</b>	bit <code>isBondedNode (node)</code>
<b>Parameters</b>	uns8 node: Node number
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – Node is in the list of bonded Nodes</li> <li>• 0 – Node is not in the list of bonded Nodes</li> </ul>
<b>Output values</b>	–
<b>Preconditions</b>	For IQMESH Coordinator only. ( <code>setCoordinatorMode</code> must be called first.)
<b>Remarks</b>	–
<b>Side effects</b>	–
<b>See also</b>	<code>bondNewNode, removeBondedNode, rebondNode, clearAllBonds, nodeAuthorization</code>
<b>Example</b>	<pre> if (isBondedNode(28)) // Is Node #28 bonded ? {     // Yes:     ... // Coordinator assumes Node #28 to be bonded } else {     // No:     ... // Coordinator assumes Node #28 not to be bonded } </pre>

### removeBondedNode

<b>Function</b>	Remove a Node from the list of bonded Nodes by Coordinator in EEPROM
<b>Purpose</b>	Exclude the Node from the network on Coordinator's side
<b>Syntax</b>	<code>void removeBondedNode (node)</code>
<b>Parameters</b>	<code>uns8 node</code> : Node number
<b>Return value</b>	–
<b>Output values</b>	The <code>isBondedNode</code> function starts to return value == 0 whenever is called while the Node is not in the list of bonded Nodes. The Node is not affected at all.
<b>Preconditions</b>	For IQMESH Coordinator only. ( <code>setCoordinatorMode</code> must be called first.)
<b>Remarks</b>	<code>removeBondedNode</code> and <code>rebondNode</code> relate to Coordinator only and <code>removeBond</code> relates to Node only. The other side is not informed by OS about changes made by these functions. If synchronization is needed it should be done by the application.
<b>Side effects</b>	–
<b>See also</b>	<code>bondNewNode</code> , <code>isBondedNode</code> , <code>clearAllBonds</code> , <code>removeBond</code>
<b>Example</b>	<pre>removeBondedNode(28); // Coordinator assumes Node #28 to be                        // out of the network from now on</pre>

### rebondNode

<b>Function</b>	Put a Node back to the list of bonded Nodes by Coordinator in EEPROM
<b>Purpose</b>	Include the Node to the network again on Coordinator's side
<b>Syntax</b>	<code>bit rebondNode (node)</code>
<b>Parameters</b>	<code>uns8 node</code> : Node number
<b>Return value</b>	Reserved for future OS versions
<b>Output values</b>	The <code>isBondedNode</code> function starts to return value == 1 whenever is called while the Node is in the list of bonded Nodes. The Node is not affected at all.
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH Coordinator only. (<code>setCoordinatorMode</code> must be called first.)</li> <li>• Avoid rebonding a Node not being bonded ever before.</li> </ul>
<b>Remarks</b>	<code>removeBondedNode</code> and <code>rebondNode</code> relate to Coordinator only and <code>removeBond</code> relates to Node only. The other side is not informed by OS about changes made by these functions. If synchronization is needed it should be done by the application.
<b>Side effects</b>	–
<b>See also</b>	<code>bondNewNode</code> , <code>removeBondedNode</code> , <code>isBondedNode</code>
<b>Example</b>	<pre>rebondNode(28); // Coordinator assumes Node #28 to be                 // back in the network from now on</pre>

---

---

**clearAllBonds**

<b>Function</b>	Remove all Nodes from the list of bonded Nodes by Coordinator in EEPROM
<b>Purpose</b>	Excluding all Nodes from the network on Coordinator's side
<b>Syntax</b>	<code>void clearAllBonds ()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	The <code>isBondedNode</code> function starts to return value <code>== 0</code> whenever is called while the Node is not in the list of bonded Nodes. Nodes are not affected at all.
<b>Preconditions</b>	<ul style="list-style-type: none"><li>• For IQMESH Coordinator only.</li><li>• <code>clearAllBonds</code> must be used to initialize serial EEPROM before creating the IQMESH network (before the first bonding).</li></ul>
<b>Remarks</b>	<ul style="list-style-type: none"><li>• See example E11-IQMESH-DFM-C [10].</li><li>• After subsequent <code>bondNewNode(0)</code> the Coordinator will start to assign Node numbers from 0.</li></ul>
<b>Side effects</b>	<code>bufferINFO</code> modified
<b>See also</b>	<code>removeBondedNode</code>
<b>Example</b>	<code>clearAllBonds (); // Exclude all currently bonded nodes from the network</code>

## Bonding – Node and Coordinator

### prebondNode

<b>Function</b>	Look for bond requesting devices and prebond a new Node based on its request via RF. Assign the universal address 0xFE and Network ID and send both to the new Node via RF and get back Module ID (MID) of this new Node.
<b>Purpose</b>	Prebond a new Node to the network. This is the first phase of the remote bonding process and possibly operates even without direct action of the Coordinator. Then it is needed to deliver the obtained MID to the Coordinator (the second phase, not necessary for prebonding by the Coordinator) by the application program. To complete remote bonding, the Coordinator must authorize the new Node (the third phase of the remote bonding process). Moreover, a 2 B user data is exchanged between prebonded device and the device providing prebonding.
<b>Syntax</b>	bit prebondNode ( )
<b>Parameters</b>	–
<b>Return value</b>	<ul style="list-style-type: none"> <li>• 1 – prebonding successful. <code>bufferINFO</code> contains MID of prebonded Node</li> <li>• 0 – prebonding unsuccessful. <code>bufferINFO</code> unchanged</li> </ul>
<b>Input values</b>	<ul style="list-style-type: none"> <li>• Flag <code>_prebondMode</code>: <ul style="list-style-type: none"> <li>• 0: prebonding device works as a Node (default).</li> <li>• 1: prebonding device works as the Coordinator.</li> </ul> </li> <li>• <code>uns16 DataInPrebondNode</code>: User data to be delivered to the prebonded Node (to <code>DataOutBondRequestAdvanced</code>)</li> </ul>
<b>Output values</b>	<ul style="list-style-type: none"> <li>• <code>bufferINFO[0 to 3]</code>: MID of the prebondedNode (if successfully prebonded), LSB in <code>bufferINFO[0]</code>.</li> <li>• <code>uns16 DataOutPrebondNode</code>: User data received from the prebonded Node (from <code>DataInBondRequestAdvanced</code>)</li> </ul>
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For IQMESH only (<code>setNodeMode</code> or <code>setCoordinatorMode</code> must be called first).</li> <li>• The Node providing prebonding must already be bonded in given network (to be able to provide the Network ID) and must be accessible from the Coordinator (either directly or via other Nodes). This is no use in case of prebonding by the Coordinator.</li> <li>• While the new Node is requesting to be prebonded (by function <code>bondRequestAdvanced</code>), the <code>prebondNode</code> function must be called in RF RX loop. See the Example below.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• See example E11-IQMESH-DFM-N [10] and IQRF OS User's guide, chapter Bonding.</li> <li>• It is recommended to activate this function in application SW just in periods when it is actually needed. See the <code>prebondingEnabled</code> flag in the Example below. Permanent activation can ask for troubles with unwanted prebonding. If more Nodes have activated prebonding, it should be found out which Node has prebonded the new Node and ensure delivering of received MID to the Coordinator.</li> <li>• RF power and RF channel is not affected. The STD mode is used.</li> <li>• The function responds to bond request only if the following internal condition is valid:  <pre>if (((counter ^ address) &amp; bondingMask) == 0)</pre> <ul style="list-style-type: none"> <li>• <code>counter</code> Request for bonding contains a counter cleared after reset and incremented after every <code>bondRequestAdvanced()</code> call.</li> <li>• <code>address</code> Address of the device providing prebonding (evaluating the condition above).</li> <li>• <code>bondingMask</code> User-accessible register (with default value 0, i.e. the condition is true independently on the <code>counter</code> as well as the <code>address</code>). See IQRF User's guide, chapter Bonding for more information about the <code>bondingMask</code> usage.</li> </ul> </li> </ul>
<b>Side effects</b>	<p>The following values are modified and not restored:</p> <ul style="list-style-type: none"> <li>• <code>PIN</code>, <code>DLEN</code>, <code>bufferRF</code> and <code>bufferINFO</code> are modified</li> <li>• IQMESH mode must be restored by <code>setNodeMode</code> or <code>setCoordinatorMode</code> after <code>prebondNode</code></li> <li>• A/D converter control registers are modified</li> </ul>
<b>See also</b>	<code>bondRequestAdvanced</code> , <code>setNodeMode</code> , <code>setCoordinatorMode</code> , <code>nodeAuthorization</code> , <code>answerSystemPacket</code>

**Example**

```
if (RFRXpacket())
{
    ...
}
else
{
    DataInPrebondNode = user_in_value; // uns16, to be delivered to prebonded
    // Node (to register DataOutBondRequestAdvanced)
    // Try prebonding if enabled by user
    if (prebondingEnabled && prebondNode())
    {
        setNodeMode(); // Restore
        ... // MID of prebonded Node is stored in bufferINFO
        uns16 user_out_value = DataOutPrebondNode; // A value received from
        // prebonded Node (from register DataInBondRequestAdvanced)
    }
    ...
}
```

**RFPGM – wireless upload**
**enableRFPGM**

<b>Function</b>	Request to configure OS for switching to RFPGM mode after TR module reset
<b>Purpose</b>	Enable switching to RFPGM mode after reset
<b>Syntax</b>	<code>void enableRFPGM()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	IQRF OS is reconfigured. This function overrides the setting by <i>TR Configuration</i> performed in IQRF IDE.
<b>Preconditions</b>	
<b>Remarks</b>	This function must be executed first to modify OS and just the following reset will switch to RFPGM.
<b>Side effects</b>	–
<b>See also</b>	<code>disableRFPGM</code> , <code>runRFPGM</code> , <code>setupRFPGM</code>
<b>Example 1</b>	<pre>void APPLICATION() {   enableRFPGM();   ... }</pre>
<b>Example 2</b>	See <code>disableRFPGM</code>

**disableRFPGM**

<b>Function</b>	Request to configure OS for not switching to RFPGM mode after TR module reset
<b>Purpose</b>	Disable switching to RFPGM mode after reset
<b>Syntax</b>	<code>void disableRFPGM()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	IQRF OS is reconfigured. This function overrides the setting by <i>TR Configuration</i> performed in IQRF IDE.
<b>Preconditions</b>	–
<b>Remarks</b>	This function must be executed first to modify OS and just the following reset will not switch to RFPGM.
<b>Side effects</b>	–
<b>See also</b>	<code>enableRFPGM</code> , <code>setupRFPGM</code>
<b>Example 1</b>	<pre>enableRFPGM();           // During development // disableRFPGM();</pre>
<b>Example 2</b>	<pre>// enableRFPGM(); disableRFPGM();         // For final application</pre>

### runRFPGM

<b>Function</b>	Switch to RFPGM mode
<b>Purpose</b>	One-shot immediate switching to RFPGM mode
<b>Syntax</b>	<code>void runRFPGM()</code>
<b>Parameters</b>	–
<b>Return value</b>	–
<b>Output values</b>	RFPGM mode initiated
<b>Preconditions</b>	<ul style="list-style-type: none"> <li>• For non-networking modes and RF bit rate 19.836 kb/s only.</li> <li>• All user peripherals (UART, Timer6,...) used must have their interrupt enable flags (TXIE, TMR6IE,...) disabled first.</li> <li>• LP mode must be activated in IQRF IDE when uploaded TR modules use low power RFPGM mode.</li> </ul>
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• RF programming uses RF band and RF channel according to TR module configuration.</li> <li>• RFPGM mode can be refused: <ul style="list-style-type: none"> <li>• By low level on dedicated pin (if enabled). See <code>setupRFPGM</code> Parameters.</li> <li>• By the <i>End RFPGM</i> button in IQRF IDE (unconditionally)</li> <li>• ~1 minute after entering RFPGM mode (if enabled)</li> </ul> </li> <li>• After RFPGM finishing the application is always reset (regardless to RFPGM upload result).</li> <li>• After unsuccessful RFPGM upload the TR stays in RFPGM mode, see IQRF OS User's guide, Appendix 3 (RFPGM).</li> </ul>
<b>Side effects</b>	–
<b>See also</b>	<code>enableRFPGM</code> , <code>setupRFPGM</code>
<b>Example 1</b>	<pre>void APPLICATION() ... if (jumperSet) {     runRFPGM();           // Enter RFPGM mode on special request }</pre>
<b>Example 2</b>	<pre>RCIE = 0;                // All user peripheral interrupts must be TMR6IE = 0;             // disabled here (if used)                         // E.g. UART RX interrupt disable runRFPGM();             // E.g. Timer 6 interrupt disable                         // Run on channel(s) according to TR configuration</pre>

### setupRFPGM

<b>Function</b>	Setup RFPGM parameters								
<b>Purpose</b>	Configure RFPGM behavior								
<b>Syntax</b>	void <b>setupRFPGM(x)</b>								
<b>Parameters</b>	uns8 x:							Factory default: 0x83	
	bit	7	6	5	4	3	2	1	0
		RFPGM termination by MCU pin	RFPGM termination after ~1 min	0	RFPGM enable	0	LP RFPGM	Single / dual channel	
	<p>Bit 0,1: RFPGM single / dual channel mode</p> <ul style="list-style-type: none"> <li>• 00 Receiving on single channel</li> <li>• 01 Reserved</li> <li>• 10 Reserved</li> <li>• 11 Receiving on dual channel (default, can be changed by <i>TR Configuration</i> in IQRF IDE)</li> </ul> <p>Bit 2: LP RFPGM</p> <ul style="list-style-type: none"> <li>• 0 Uploaded TRs uses STD RX mode (default).</li> <li>• 1 Uploaded TRs uses power saving LP RX mode.</li> </ul> <p>Bit 4: RFPGM invoking by reset. H – enabled, L – disabled (default). This bit operates like <code>enableRFPGM / disableRFPGM</code> functions.</p> <p>Bit 6: RFPGM termination automatically ~1 minute after entering RFPGM mode. H – enabled, L – disabled (default)</p> <p>Bit 7: RFPGM termination by MCU pin RB4. H – enabled (default), L – disabled. If enabled, the termination is invoked by log. 0 for at least ~0.25 s for single channel or ~0.5 s for dual channel on one of the dedicated pin(s):</p> <ul style="list-style-type: none"> <li>• C5 for non-SMT TR modules, e.g. TR-72D</li> <li>• Q12 for SMT TR modules, e.g. TR-76D</li> </ul> <p>This time must be prolonged up to 2 s in case of strong RF noise.</p> <p>Bits 2, 3, and 5: Must be kept cleared</p>								
<b>Return value</b>	–								
<b>Output values</b>	OS is modified and setup values are applicable anytime later.								
<b>Preconditions</b>	If RFPGM termination by MCU pin is enabled, pin RB4 must have a pull-up resistor. RB4 has a SW selectable internal pull-up, default enabled by OS after boot.								
<b>Remarks</b>	<ul style="list-style-type: none"> <li>• RFPGM invoking by <code>runRFPGM()</code> is unconditional, independent on parameter x</li> <li>• RFPGM termination by IQRF IDE is unconditional, independent on parameter x</li> <li>• This function overrides the setting done by <i>TR Configuration</i> in IQRF IDE.</li> </ul>								
<b>Side effects</b>	–								
<b>See also</b>	<code>runRFPGM</code> , <code>enableRFPGM</code>								
<b>Example 1</b>	<pre>void APPLICATION() setupRFPGM(0x13); // RFPGM entered: after reset or runRFPGM                   // RFPGM abandoned: by End RFPGM button only                   // Dual channel</pre>								
<b>Example 2</b>	<pre>setupRFPGM(0x90); // RFPGM entered: after reset or runRFPGM                   // RFPGM abandoned: by dedicated pin or End RFPGM button                   // only                   // Single channel</pre>								
<b>Example 3</b>	<pre>setupRFPGM(0xD3); // RFPGM entered: after reset or runRFPGM                   // RFPGM abandoned: by dedicated pin or End RFPGM button                   // or automatically ~1 min after reset                   // Dual channel</pre>								



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## Documentation and information

- 1 [IQRF OS User's guide](#)
- 2 [RAM map and EEPROM map](#), IQRF OS User's guide, Appendix 1 [1]
- 3 [IQRF home page](#)
- 4 [IQMESH specification](#)
- 5 [SPI specification](#)
- 6 [IQRF support](#)
- 7 [TR-72D datasheet](#)
- 8 [TR-76D datasheet](#)
- 9 [PIC16LF1938 datasheet](#)
- 10 [IQRF IDE](#)
- 10 **Examples** (included in the StartUp Package)

If you need a help or more information please contact IQRF support [6]. A lot of information is also available in the IQRF OS User's guide [1] and on the IQRF web site [3].

## Document revision

- 160726 Comments in `setRFmode` *Examples 3 and 4* slightly precised. `getNetworkParams param2` output values and *Preconditions* slightly precised.
- 160302 Chapter *Documentation and information* slightly extended.
- 160219 Bugs in `eeeReadData` and `eeeWriteData` *Preconditions* fixed. *Example 1* added to `eeeWriteData`. `sendFRC` *Preconditions* slightly precised. Function `setTXpower` renamed to `setRFpower`. `captureTicks` *Output value* and *Example* slightly precised.
- 150921 `setupRFPGM`, RFPGM termination by MCU pin changed.
- 150811 First release.

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