## List of registers in the FBM 16

**Note:** When using the Modbus Poll Software, addressing should be set to "Protocol Addresses (Base0" under the "Display"menu.

0 to 3 4 Serial Number, 4 byte value 4 1 EEPROM Hardware Version Number	
4 1 EEPROM Hardware Version Number	
5 1 Firmware Version Number	
6 1 ADDRESS. Modbus device adress	
7 1 Product Model	
8 1 Hardware Revision	
9 1 PIC Version Number	
13 Calibration register - used to calibrate the outputs	
15 1 Baudrate setting: 0 will set 9600bps, 1 will set 19200bps	
100 2 Output 1 Register	
101 2 Output 2 Register	
102 2 Output 3 Register	
103 2 Output 4 Register	
104 2 Output 5 Register	
105 2 Output 6 Register	
106 2 Output 7 Register	
107 2 Output 8 Register	
108 2 Input 1 Register	
109 2 Input 2 Register	
110 2 Input 3 Register	
111 2 Input 4 Register	
112 2 Input 5 Register	
113 2 Input 6 Register	
114 2 Input 7 Register	
115 2 Input 8 Register	
Register 116, 117 and 118 hold the postion information on each of the switches on the FBM modules.	
Each switch has three positions and therefore each switch requires 2  Modbus registers are 16 bits wide so we can hold the status of 8 swithe next 8 are held in register 117 and so on, up to number of switche module.	itches in register 116,
The switch states are as follows:	
118 2 00=off, the switch is in the center position 10=auto, the swoitch is positioned towards the terminal block 01=hand, manually on, The switch is positioned towards the center o the terminal block).	of the module (away from
119-125 1 Range for each input, 118 correspond to ch 1.	
0 = Raw data, 1 = 10K Celsius,	
2 = 10K Fahrenheit,	
3 = 0 - 100%,	
4 = ON/OFF,	
5 = OFF/ON	
126-133 1 Filter coefficient for input 1 to 8, value is 0 through 100, default is 20	

Example: Register 118 reads 5 (hex 05)"

Register 119 reads 138 (hex 8A)

The Pulse Count for Channel 1 is the 1418 pulse (hex 058A) Writing to register 134 will clear registers 118 and 119.

Subsequent registers 135 to 138 are optional memory to store date and time at which Pulse Counts have been cleared.