

CHANNEL

01 – 16

INPUT (BOOL)

Byte 0 Bit 0: Testing
 Bit 1: Sort S0
 Bit 2: Sort S1
 Bit 3: Error
 Bit 4: Test Ready
 Bit 5: Eval 01
 Bit 6: Eval 02
 Bit 7: Eval 03
Byte 1 Bit 0: Eval 04
 Bit 1: Eval 05
 Bit 2: Eval 06
 Bit 3: Eval 07
 Bit 4: Eval 08
 Bit 5: Eval 09
 Bit 6: Eval 10
 Bit 7: Busy

INPUT (BYTE)

Byte 3 Errorcode

OUTPUT (UINT8)

Byte 0 Bit0: Cal Part