

# DC1 Command Set

List of commands for the ICE DC1

Laser

Description

Arguments:

No Arguments Taken

Example:

Laser

I<sub>2</sub>C Command Number:

Returns the status (on or off) of the current controller for the channel CHANNEL specified. CHANNEL can be either 1 or 2.

Laser

Description

Arguments:

[Int] CHANNEL  
[ASCII] On/Off

Example:

Laser 1 On  
On

I<sub>2</sub>C Command Number: 17

Turns the current on or off to channel CHANNEL. Returns the output of the command **LASER?** command.

CurrSet

Description

Arguments:

No Arguments Taken

Example:

# CurrSet

I<sub>2</sub>C Command Number:

Returns the current setpoint (in mA) for channel CHANNEL.

CurrSet

Description

Arguments:

[Int] CHANNEL

[Float] CURRENT

Example:

CurrSet 1 80.12

80.1

I<sub>2</sub>C Command Number: 19

Sets the current for the channel CHANNEL. Returns the output of the command **CURRSET** command.

# CurrLim

Description

Arguments:

No Arguments Taken

Example:

CurrLim

I<sub>2</sub>C Command Number:

Returns the current limit (in mA) for channel CHANNEL.

CurrLim

Description

Arguments:

[Int] CHANNEL

[Float] CURRENT

Example:

```
CurrLim 1 130
130
```

I<sub>2</sub>C Command Number: 21

Sets the current limit for the channel CHANNEL. Returns the output of the command **CURRLIM** command.

ServoEn

Description

Arguments:

```
No Arguments Taken
```

Example:

```
ServoEn
```

I<sub>2</sub>C Command Number:

Returns the status (on or off) of enabling the analog current modulation input for servoing the laser current for the channel CHANNEL specified. CHANNEL can be either 1 or 2.

ServoEn

Description

Arguments:

```
[Int] CHANNEL
[ASCII] 0n/Off
```

Example:

```
ServoEn 1 0n
0n
```

I<sub>2</sub>C Command Number: 23

Turns the analog current modulation input on or off to channel CHANNEL. Returns the output of the command **SERVOEN?** command.

## EvtData

### Description

Arguments:

No Arguments Taken

Example:

EvtData

*I<sub>2</sub>C Command Number:*

Returns the current setting in the Event Jump Table for channel CHANNEL and row ROW.

## EvtData

### Description

Arguments:

[Int] CHANNEL  
[Int] ROW  
[Float] CURRENT

Example:

EvtData 1 3 78.12  
78.1

*I<sub>2</sub>C Command Number:* 26

Sets the current to CURRENT in in the event table for row ROW and channel CHANNEL.

## EvtNum

### Description

Arguments:

No Arguments Taken

Example:

EvtNum

*I<sub>2</sub>C Command Number:*

Reads the number of jump rows to loop through for channel CHANNEL in the jump event system. Range from 2 - 8. If set to 4, then the sequence of jump rows will be 1,2,3,4,1,2,3,4,1... where the

numbers correspond to the **ROW** set when loading data in with the EvtData command.

EvtNum

Description

Arguments:

```
[Int] CHANNEL
[Int] NUMBER
```

Example:

```
EvtNum 1 5
5
```

I<sub>2</sub>C Command Number: 28

Sets the number of jump rows to loop through for channel CHANNEL in the jump event system. Range from 2 - 8. If set to 4, then the sequence of jump rows will be 1,2,3,4,1,2,3,4,1... where the numbers correspond to the **ROW** set when loading data in with the EvtData command.

EvtJRow

Description

Arguments:

```
No Arguments Taken
```

Example:

```
EvtJRow
```

I<sub>2</sub>C Command Number:

Returns the next row that the will be read from the Event Jump Table when the device gets an event matching the event set with the **EvtJUMP** command for channel CHANNEL.

EvtJRow

Description

Arguments:

```
[Int] CHANNEL
[Int] NEXT
```

Example:

```
EvtJRow 1 3
```

3

I<sub>2</sub>C Command Number: 30

Sets the next row that the will be read from the Event Jump Table when the device gets an event matching the event set with the **EvtJUMP** command for channel CHANNEL.

EvtJump

Description

Arguments:

No Arguments Taken

Example:

EvtJump

I<sub>2</sub>C Command Number:

Reads the event address that channel CHANNEL lists to for jumping the laser current. Address range is 0-7 where address 0 is no event.

EvtJump

Description

Arguments:

[Int] CHANNEL  
[Int] ADDRESS

Example:

EvtJump 1 5  
5

I<sub>2</sub>C Command Number: 32

Sets the event address that channel CHANNEL lists to for jumping the laser current. Address range is 0-7 where address 0 is no event.

EvtLOff

Description

Arguments:

No Arguments Taken

Example:

EvtLOff

I<sub>2</sub>C Command Number:

Reads the event address for turning the laser off on channel CHANNEL. Address range is 0-7 where address 0 is no event.

EvtLOff

Description

Arguments:

No Arguments Taken

Example:

EvtLOff

I<sub>2</sub>C Command Number:

Sets the event address for turning the laser off on channel CHANNEL. Address range is 0-7 where address 0 is no event.

Pulse□

Description

Arguments:

No Arguments Taken

Example:

Pulse□

I<sub>2</sub>C Command Number:

Returns the state of the laser pulse (whether shunting current away from laser or not) on channel CHANNEL.

Pulse

Description

Arguments:

[Int] CHANNEL  
[ASCII] STATE

*Example:*

Pulse 1 Off  
Off

*I<sub>2</sub>C Command Number: 36*

Sets the state of the laser pulse (whether shunting current away from laser or not) on channel CHANNEL.

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