

# QIA125/QIA127 SPI Communication Guide

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# QIA125/QIA127 SPI Communication Guide

## General Description

The QIA125/QIA127 is a three-channel (simultaneous sampling) digital controller with USB and SPI outputs. The QIA125/QIA127 (Client device) can be used to communicate with any Host devices through an *SPI* bus.

## Pin Configurations and Function Descriptions for QIA125

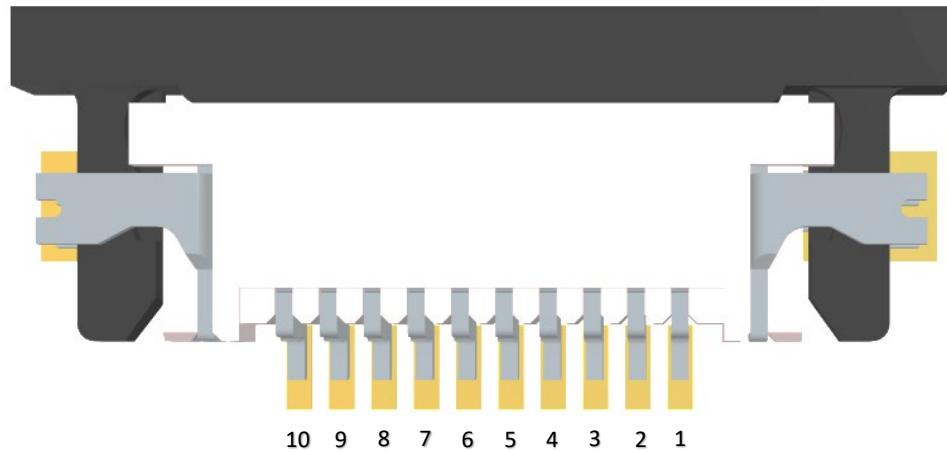


Figure 1a.

Table 1a.

#	Pin	Description
1	<b>VIN</b>	Voltage input $5V \pm 10\%$
2	<b>GND</b>	Ground pins are connected to each other internally
3	<b>GND</b>	Ground pins are connected to each other internally
4	<b>GND</b>	Ground pins are connected to each other internally
5	<b>HICO</b>	Host-In-Client-Out <i>*Note: A weak pull down has been used to eliminate any random spikes.</i>

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6	<b><i>HOCl</i></b>	Host-Out-Client-In
7	<b><i>SCLK</i></b>	Serial clock generated by Host
8	<b><i>CS</i></b>	Active low chip-select. Do not drive the $\overline{CS}$ line low until the device has booted up completely. Also ensure that the $\overline{CS}$ line is not driven low unless the $\overline{DRDY}$ is low.
9	<b><i>DRDY</i></b>	Active low $\overline{DRDY}$ pin is used to keep all communication synchronized. It notifies the Host device when new data from the sampling system is ready. This ensures that the Host is always collecting the latest data. When the $\overline{DRDY}$ pin goes low, it indicates that the data is ready to be clocked out. This pin can be used to externally interrupt the Host. The pin returns high when the system is in a conversion state and returns low once new data is ready. <i>*Note: The pin does not return high once data is read—it will only return high once the system enters a conversion state.</i>
10	<b><i>TRIG</i></b>	Trigger is an input pin (Client) and output pin (Host) dedicated for special applications such as programing for future development.

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## Pin Configurations and Function Descriptions for QIA127

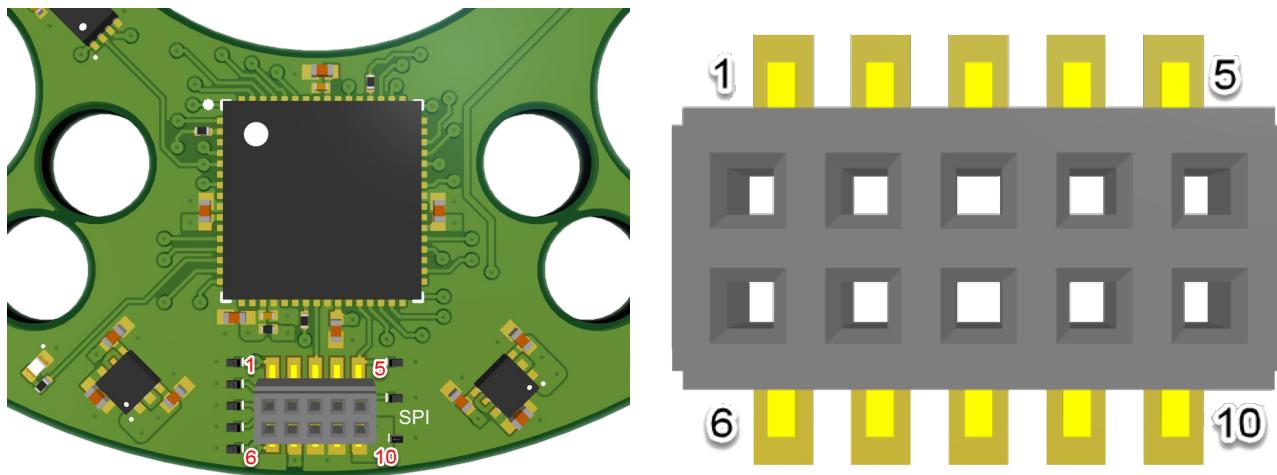


Figure 2b.

Table 1b.

#	Pin	Description
1	<b>TRIG</b>	Trigger is an input pin (Client) and output pin (Host) dedicated for special applications such as programming for future development.
2	<b>DRDY</b>	Active low <u>DRDY</u> pin is used to keep all communication synchronized. It notifies the Host device when new data from the sampling system is ready. This ensures that the Host is always collecting the latest data. When the <u>DRDY</u> pin goes low, it indicates that the data is ready to be clocked out. This pin can be used to externally interrupt the Host. The pin returns high when the system is in a conversion state and returns low once new data is ready. <i>*Note: The pin does not return high once data is read—it will only return high once the system enters a conversion state.</i>
3	<b>CS</b>	Active low chip-select. Do not drive the <u>CS</u> line low until the device has booted up completely. Also ensure that the <u>CS</u> line is not driven low unless the <u>DRDY</u> is low.
4	<b>SCLK</b>	Serial clock generated by Host
5	<b>HOCI</b>	Host-In-Client-Out <i>*Note: A weak pull down has been used to eliminate any random spikes.</i>
6	<b>HICO</b>	Host-Out-Client-In

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<b>7</b>	<b>CHASSIS</b>	Connected to Chassis
<b>8</b>	<b>GND</b>	Ground pins are connected to each other internally
<b>9</b>	<b>GND</b>	Ground pins are connected to each other internally
<b>10</b>	<b>VIN</b>	Voltage input $5V \pm 10\%$

## QIA125/QIA127 SPI Configuration

*Table 2.*

<b>Serial Word Length</b>	8-Bit			
<b>SPI Mode</b>	<i>Mode 0, CPOL = 0, CPHA = 0</i>			
<b>SCLK Frequency</b>	<b>Min</b>	4 MHz	<b>Max</b>	8 MHz
<b>Internal Clock Frequency of MCU</b>	32 MHz			
<b>Operation Mode</b>	Client			

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### QIA125/QIA127 Internal Design Algorithm

When the  $\overline{DRDY}$  pin goes high, it means the device is in the process of A/D conversion, calculating the CRC16 (See [CRC Calculations and References](#)) and generating the packet that needs to be sent per the Host device's request.  $\overline{DRDY}$  goes low as soon as it fills out the SPI TX buffer. The following algorithm is being executed while  $\overline{DRDY}$  is high:

- Receives the latest data (ADC1, ADC2 and ADC3) from the highest interrupt priorities
- Client Service Function
  - Keeps reading the *RX FIFO* until it is empty
  - Saves all the bytes in a software buffer
  - If the buffer is empty, creates a mock-up **GADC** command to go to the default state
  - Checks the *CRC16* byte, *CMD* byte, system health status, and board temperature
    - If either the *CRC16* and the *CMD* are incorrect
      - Goes to the default state
    - Else
      - Replies with the corresponding packet (See [Table 7.](#))
    - Default State:
      - Restarts the *SPI* module
      - Calculates the *CRC16*
      - Loads 12 bytes of data (including the *Error Code* byte, latest *ADC1*, *ADC2*, *ADC3* data and the *CRC16* bytes) into the *TX FIFO* buffer
- $\overline{DRDY}$  goes low

It is important to note that when a packet is clocked into the QIA125/QIA127 via the HOCl line, the response to that packet must be clocked out in the very next  $\overline{DRDY}$  period. If it is not clocked out in the next  $\overline{DRDY}$  period, the response will be lost, and the system will go back to clocking out the ADC1, ADC2, and ADC3 data.

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## SPI Packet Structure

The packet structure stays consistent during all transactions and always includes twelve bytes of data for both receiving and transmitting. The first byte (Byte 0) is dedicated for the *Error Code* (See [Table 5.](#)); in other words, if the system receives a packet with a wrong *CRC* or an undefined *CMD*, it will return an *Error Code* in the first byte followed by *ADC* data and the *CRC* for the entire packet. The first byte of the packet (*Error Code*) is used to acknowledge the command response when the packet is sent properly. Refer to the Command Set List (See [Table 7.](#))

\*Note: Each word (8-bits) can be clocked out with or without delay, but the entire transaction must be completed within a single  $\overline{DRDY}$  period.

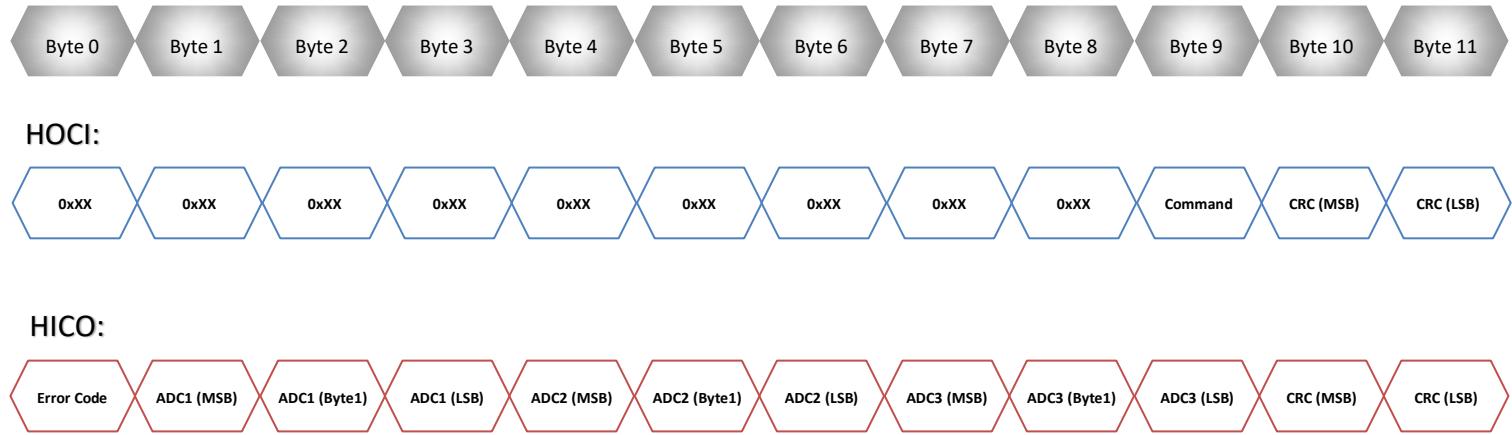


Figure 2.

## “Continuous Read” Mode

**GADC** Command may be sent for each  $\overline{DRDY}$  period to continuously get the *ADC* data.

\*Note: If the *CRC* bytes or the *CMD* bytes are incorrect, the device still fills out the buffer with the *Error Code*, all three *ADC* data followed by the *CRC* bytes.

## Timing Diagrams

### Packet Structure (Get ADC Data):

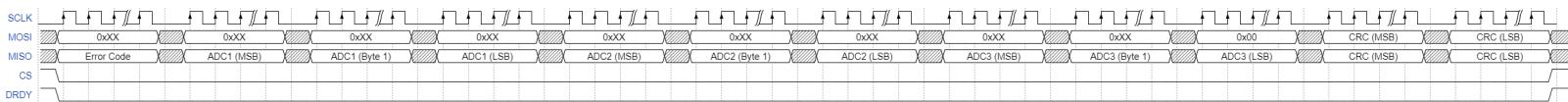


Figure 3.

\*Note: Each clock in Figure 3. represents 8-bits.

### **DRDY** Period



Figure 4.

Table 3.

$t_1$ ( $\mu s$ )	$t_2$ ( $ms$ )		$t_3$ ( $\mu s$ )		Description
	Min	Max	Min	Max	
0 to ... *	200	215	80	90	5 SPS
	120	135			7 SPS
	90	100			10 SPS
	18	20			50 SPS
	15	16.5			60 SPS
	5.5	7			150 SPS
	3	3.5			300 SPS
	0.90	0.95			960 SPS
	0.32	0.33			2400 SPS
	0.115	0.125			4800 SPS

\*Note: No delay or any delay as long as all 12 bytes are clocked out prior to DRDY going high. (See  $t_2$ )

## System Behavior

### Start-up

When the system powers *ON*, it starts reading data from the *EEPROM* and the white LED indicator starts blinking; this represents normal operation mode.

*\*Note: Do not drive the  $\overline{CS}$  line low until the device has booted up completely. Also ensure that the  $\overline{CS}$  line is not driven low unless the  $\overline{DRDY}$  is low. The  $\overline{DRDY}$  line goes low as soon as the first data is ready to be clocked out.*

### Wrong CRC Error

When the system receives a packet with an incorrect *CRC*, it goes to the default state that replies with the first byte of the packet as an Error Code followed by the *ADC* data and *CRC*.

### Wrong CMD Error

When the system receives a packet with an undefined command, it goes to the default state that replies with the first byte of the packet as an Error Code followed by the *ADC* data and *CRC*.

### System Health Error

When bit 2 of the error code is set (See [Table 4.](#)), it means one of the followings has happened:

- At least one of the channels has been disconnected (open circuit)
- At least one of the channels has been shorted (+*EXC* to *GND*)

### Temperature Error

When bit 3 of the error code is set (See [Table 4.](#)), it means that the board temperature is out of the defined range ( $16^{\circ}C - 40^{\circ}C$  ).

*\*Note: Three red LEDs will turn on to indicate the System Health/Temperature error(s).*

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## Error Codes

The following table indicates the bit allocations for the error status:

Table 4.

Error Code Byte							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	0	0	0	Board Temperature Reading Error Status	System Health Error Status	Command Error Status	CRC Error Status

Table 5.

Error Code Bit Array	
Error Type	Command
No Error	00000000
CRC Error	00000001
Command Error	00000010
System Health Error	00000100
Board Temperature Error	00001000

\*Note: Error code byte can contain the combination of multiple errors. For example, 0x05 carries the CRC and system health errors.

## Sampling Rate Change

When a sampling rate change is requested it will take certain amount of time (depends on the requested sampling rate) to see the change in the *DRDY* period. (See [Table 6](#).)

Table 6.

Approximate data rate change timing (ms)	SR Code	Sampling Rate
1800	0x00	5 SPS
1300	0x01	7 SPS
1000	0x02	10 SPS
300	0x03	50 SPS
200	0x04	60 SPS
120	0x05	150 SPS
75	0x06	300 SPS
30	0x07	960 SPS
20	0x08	2400 SPS
15	0x09	4800 SPS

\*Note: If the requested sampling rate is the same as the current sampling rate, the device replies to the command and does not apply changes to the settings.

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## Error and Fault Detection

The QIA125/QIA127 utilizes an internal 12-bit ADC to provide the system health status and the board temperature reading to the Host device. The following formulas can be used to convert the ADC data to board temperature and bridge current.

### Voltage Diode Calculation

$$V_{diode} \text{ (mV)} = \frac{\text{ADC Data (unsigned right justified)} \times 3300}{2^{12}}$$

### Temperature Conversion

$$T_{die} (\text{ }^{\circ}\text{C}) = \frac{760 \text{ (mV)} - V_{diode} \text{ (mV)}}{1.55}$$

### Current Conversion

$$\text{Current(mA)} = \frac{V_{diode} \text{ (mV)} \times 400}{3000 \times 10.09}$$

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## Command-Set List

**Table 7.**

Type	Name	Description	HOCl Line Packet Structure (Host to QIA125/QIA127)												HICO Line Packet Structure (QIA125/QIA127 to Host)																				
			Byte0	Byte1	Byte2	Byte3	Byte4	Byte5	Byte6	Byte7	Byte8	Byte9	Byte10	Byte11	CMD	CRC	CRC	Error Code	PLD	PLD	PLD	PLD	PLD	PLD	PLD	PLD	PLD	CRC	CRC						
			Byte0	Byte1	Byte2	Byte3	Byte4	Byte5	Byte6	Byte7	Byte8	Byte9	Byte10	Byte11	Byte0	Byte1	Byte2	Byte3	Byte4	Byte5	Byte6	Byte7	Byte8	Byte9	Byte10	Byte11	Byte0	Byte1	Byte2	Byte3	Byte4	Byte5	Byte6	Byte7	Byte8
Get	GADC	Get ADC Data	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x00	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			
Get	GD1CP0	Get Direction 1 Calibration Point Zero	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x01	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			
Get	GD1CP1	Get Direction 1 Calibration Point One	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x02	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			
Get	GD1CP2	Get Direction 1 Calibration Point Two	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x03	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			
Get	GD1CP3	Get Direction 1 Calibration Point Three	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x04	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			
Get	GD1CP4	Get Direction 1 Calibration Point Four	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x05	MSB	LSB	See <a href="#">Table 5.</a>		ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC2 MSB	ADC2 Byte1	ADC3 MSB	ADC3 Byte1	ADC3 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB			

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Get	GD1CP5	Get Direction 1 Calibration Point Five (+Span)	0xXX	0x06	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP0	Get Direction 2 Calibration Point Zero	0xXX	0x07	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP1	Get Direction 2 Calibration Point One	0xXX	0x08	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP2	Get Direction 2 Calibration Point Two	0xXX	0x09	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP3	Get Direction 2 Calibration Point Three	0xXX	0x0A	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP4	Get Direction 2 Calibration Point Four	0xXX	0x0B	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GD2CP5	Get Direction 2 Calibration Point Five (- Span)	0xXX	0x0C	MSB	LSB	See <a href="#">Table 5.</a>	ADC1 MSB	ADC1 Byte1	ADC1 LSB	ADC2 MSB	ADC2 Byte1	ADC2 LSB	ADC3 MSB	ADC3 Byte1	ADC3 LSB	MSB	LSB							
Get	GSSN	Get Sensor Serial Number	0xXX	0x0D	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	SSN MSB	SSN Byte1	SSN LSB	MSB	LSB							

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Get	<i>G/ISN</i>	Get Instrument Serial Number	0xXX	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	<i>ISN MSB</i>	<i>ISN Byte1</i>	<i>ISN LSB</i>	<i>MSB</i>	<i>LSB</i>								
Get	<i>G/FRN</i>	Get Firmware Revision Number	0xXX	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	<i>Major MSB</i>	<i>Minor Byte1</i>	<i>Patch LSB</i>	<i>MSB</i>	<i>LSB</i>								
Get	<i>G/DR</i>	Get Data Rate	0xXX	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	<i>SR Code See</i>	<a href="#">Table 6.</a>	<i>MSB</i>	<i>LSB</i>									
Set	<i>S5SPS</i>	Set 5 Sample Per Second	0xXX	0x11	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S7SPS</i>	Set 7 Sample Per Second	0xXX	0x12	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S10SPS</i>	Set 10 Sample Per Second	0xXX	0x13	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S50SPS</i>	Set 50 Sample Per Second	0xXX	0x14	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S60SPS</i>	Set 60 Sample Per Second	0xXX	0x15	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S150SPS</i>	Set 150 Sample Per Second	0xXX	0x16	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S300SPS</i>	Set 300 Sample Per Second	0xXX	0x17	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							
Set	<i>S960SPS</i>	Set 960 Sample Per Second	0xXX	0x18	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	<i>MSB</i>	<i>LSB</i>							

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Set	S2400SPS	Set 2400 Second	0xXX	0x19	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	MSB	LSB						
Set	S4800SPS	Set 4800 Second	0xXX	0x20	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	0x00	0x00	0x00	MSB	LSB						
Get	GSHS	Get System Health Status	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x21	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	Internal	Internal	Internal	MSB	LSB	
Get	GBT	Get Board Temperature	0xXX	0xXX	0xXX	0xXX	0xXX	0xXX	0x22	MSB	LSB	See <a href="#">Table 5.</a>	0x00	0x00	0x00	0x00	0x00	Internal	Internal	Internal	MSB	Byte1	

\*Note: 0xXX = Don't care

\*Note: All pre-defined responses from each command that is sent on the HOCl line should be expected in the next  $\overline{DRDY}$  period.

### Packet and CRC Examples

The following transaction is the response to the **GSSN** command (*Get Sensor Serial Number*) that is being clocked out with the **GADC** command (*Get ADC Data*):

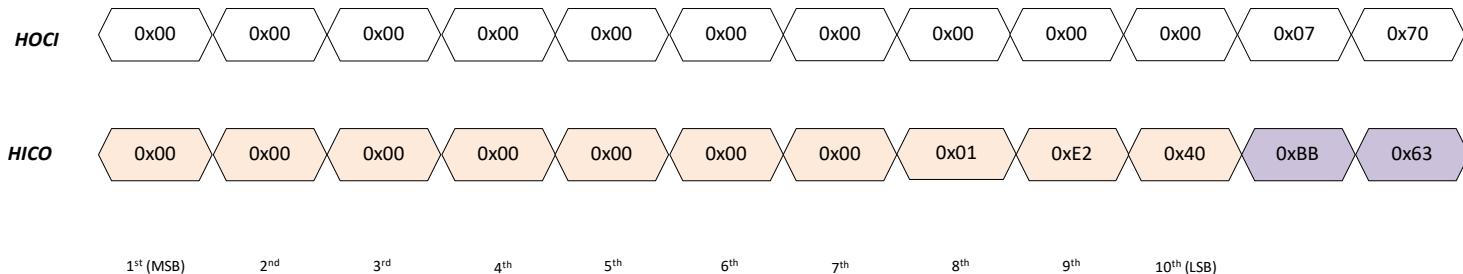


Figure 6.

`u16 crc16(u16 crc, const u8 *buffer, size_t len);` function (See [CRC Calculations and References](#)) has been used as a reference to calculate the CRC for the example above:

```
// CRC calculation for the HICO transaction, MSB = 0x00 and LSB = 0x40
u8 BUFFER[] = {LSB,...,MSB} »»» u8 BUFFER[] = {0x40, 0xE2, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00};
u16 crc16(0xFFFF, BUFFER, 10);
then function returns 0XBB63
```

## ADC Data Conversion

The following formula could be used to convert the raw ADC data:

$$CalculatedReading = \frac{[ADCValue - OffsetValue]}{[FullScaleValue - OffsetValue]} \times FullScaleLoad$$

Here are the variables:

*ADCValue* = the most recent analog-to-digital conversion value.

*OffsetValue* = the analog-to-digital conversion value stored during calibration that corresponds to the offset (zero physical load).

*FullScaleValue* = the analog-to-digital conversion value stored during calibration that corresponds to the full scale (maximum physical load).

*FullScaleLoad* = the numeric value stored during calibration for the maximum physical load.

## ADC Data Conversion Example

### Calibration Data:

*OffsetValue* = Get Calibration Point Zero (*GCP0*): **8,000,000 (0x7A1200)**

*FullScaleValue* = Get Calibration Point Five (*GCP5*): **12,000,000 (0xB71B00)**

*FullScaleLoad* = **20 lb**

*ADCValue*: Get ADC Data (*GADC*): **10,552,731 (0xA1059B)**

$$CalculatedReading = \frac{[10552731 - 8000000]}{[12000000 - 8000000]} \times 20 \text{ lb} = \textcolor{red}{12.763 \text{ lb}}$$

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## Firmware Revision

APPLICATION	
Revision	2.0.3
Release Date	10/18/2019
Hardware Compatibility	REV000
Notes	<p>New Features</p> <ul style="list-style-type: none"><li>• N/A</li></ul> <p>Changes</p> <ul style="list-style-type: none"><li>• N/A</li></ul> <p>Fixes</p> <ul style="list-style-type: none"><li>• Adjusted DMA buffer size for GEPA command</li></ul>

## CRC Calculations and References

Please refer to the GitHub link provided below for the implementation of CRC16.

[https://github.com/futekast/CRC16\\_ARC](https://github.com/futekast/CRC16_ARC)

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