

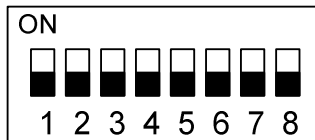
Modbus Slave ID Setting on SignalFire Nodes

Overview

Some SignalFire nodes have the Modbus Slave ID (SID) set using DIP switches. This application note explains how to set these switches to get the desired SID.

Slave ID Setting Using DIP Switches

The DIP switches on the SignalFire nodes look like this (note the black square is where the switch is set – in the figure below, all switches are OFF):



They consist of eight switches numbered from 1 to 8. Each switch has a particular value:

<u>Switch</u>	<u>Value</u>
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128

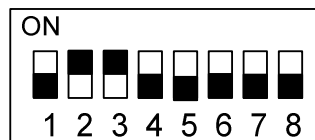
To set the switches, **you add up the values of all the switches that are set to ON** and that is the SID that the unit will check in with. For example, the settings below have switches 1, 2, 3, and 5 all set to ON, all others are OFF. The values for these are 1, 2, 4, and 16. If you add these up you get 23 ($1 + 2 + 4 + 16 = 23$) which is the SID for this unit.



Here are a few other examples:



$$2 + 32 = 34$$



$$2 + 4 = 6$$



$$1 + 2 + 4 + 64 = 71$$