

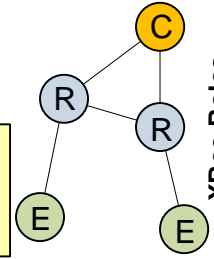
XBee S2 Quick Reference Guide

IEEE 802.15.4 = Zigbee Protocol. XBee is a microcontroller made by digi which uses the Zigbee protocol.

The XBee uses 3.3V and has a smaller pin spacing than most breadboards/proto boards. Because of this, it is often useful to purchase a kit to interface the XBee with a breadboard.

Sept/2012 <http://tunnelsup.com>

Specs	Operating Voltage: 2.1 – 3.6V Operating Current: 40mA@3.3V Indoor range: 40 Meters Line of sight range: 120 Meters Max Analog Pin Reading: 1.2V	Digital I/O pins: 11 Analog input pins: 4 Mesh routable Self Healing network Firmware: ZB ZigBee	RF Data Rate: 250kbps Throughput speed: 35kbps Frequency: ISM 2.4GHz OK Temp: -40 to 85C
-------	---	--	---



XBee Roles	Coordinator – 1 required in every network In charge of setting up the network Can never sleep
Router – multiple may exist Can relay signals from other routers/EPs Can never sleep	
End Point – multiple may exist Cannot relay signals Can sleep to save power	

XBee Modes	Transparent – Communication through the XBee. If data is not generated from the XBee itself then both XBees should be set to AT. Command – Communication to the XBee. If one XBee is sensing data, that XBee should be in AT mode while the receiving one should be in API mode.
------------	---

Arduino Connectivity:	Arduino TX connects to XBee RX (Data in) Arduino RX connects to XBee TX (Data out)
-----------------------	---

XBee Setup	Connect the XBee to a TTL Serial FTDI adapter – OR – Arduino hack: Connect RX to RX, TX to TX, RESET to ground to bypass the Arduino entirely and get serial to XBee. Use the free X-CTU software to configure the XBee. Baud: 9600 – FC: Hardware – Data Bits: 8 – Parity: None – Stop Bits: 1
------------	---

Arduino Integration:	Data sent to Serial.print() will go out TX port of Arduino which is then connected to the RX port of XBee. If XBee is in AT mode it will transmit it wirelessly. Data received from XBee will be sent to the Serial.
----------------------	--

Basic Settings	PAN ID – The network to communicate over. If 0, the XBee will join any. DH/DL – Destination Serial number. Used to send to a specific XBee's Serial. Set to 0 to send to just the Coordinator. Set to 0x000000000000FFFF to broadcast. JV – Router/EP should be set to 1 so it rejoins the network on startup
----------------	---

Arduino Example: Read an analog value using API	<pre>// Remote XBee: AT, Base XBee: API if (Serial.available() >= 21) { // Make sure the frame is all there if (Serial.read() == 0x7E) { // 7E is the start byte for (int i = 1; i<19; i++) { // Skip ahead to the analog data byte discardByte = Serial.read(); } int analogMSB = Serial.read(); // Read the first analog byte data int analogLSB = Serial.read(); // Read the second byte int analogReading = analogLSB + (analogMSB * 256); } }</pre>
---	--

Pin Settings	For pin settings to work, receiver XBee must be in API mode D0 – Set pin 0 to start sensing IR – Collect data on sensing pins every XX millisecs
--------------	---

Arduino Example: Change the pin setting on a remote Xbee	<pre>// Remote XBee: AT, Base XBee: API Serial.write(0x7E); // Sync up the start byte Serial.write((byte)0x0); // Length MSB (always 0) Serial.write(0x10); // Length LSB Serial.write(0x17); // 0x17 is the frame ID for sending an AT command Serial.write((byte)0x0); // Frame ID (no reply needed) Serial.write((byte)00); // Send the 64 bit destination address Serial.write((byte)00); // (Sending 0x000000000000FFFF (broadcast)) Serial.write((byte)00); Serial.write((byte)00); Serial.write((byte)00); Serial.write(0xFF); Serial.write(0xFF); Serial.write(0xFF); // Destination Network Serial.write(0xFE); // (Set to 0xFFFFE if unknown) Serial.write(0x02); // Set to 0x02 to apply these changes Serial.write('D'); // AT Command: D1 Serial.write('1'); Serial.write(0x05); // Set D1 to be 5 (Digital Out HIGH) long chexsum = 0x17 + 0xFF + 0xFF + 0xFF + 0xFE + 0x02 + 'D' + '1' + 0x05; Serial.write(0xFF - (chexsum & 0xFF)); // Checksum</pre>
--	--

API format for Remote AT Command Request	Byte	Example	Description
0	0x7e		Start byte – Indicates beginning of data frame
1	0x00		Length – Number of bytes (ChecksumByte# – 1 – 2)
2	0x10		
3	0x17		Frame type - 0x17 means this is a AT command Request
4	0x52		Frame ID – Command sequence number
5	0x00		64-bit Destination Address (Serial Number)
6	0x13		MSB is byte 5, LSB is byte 12
7	0xA2		
8	0x00		0x0000000000000000 = Coordinator
9	0x40		0x0000000000000000 = Broadcast
10	0x77		
11	0x9C		
12	0x49		
13	0xFF		Destination Network Address
14	0xFE		(Set to 0xFFFFE to send a broadcast)
15	0x02		Remote command options (set to 0x02 to apply changes)
16	0x44 (D)		AT Command Name (Two ASCII characters)
17	0x02 (2)		
18	0x04		Command Parameter (queries if not present)
19	0xF5		Checksum

API format for I/O Data Sample RX Indicator	Byte	Example	Description
0	0x7e		Start byte – Indicates beginning of data frame
1	0x00		Length – Number of bytes (ChecksumByte# – 1 – 2)
2	0x14		
3	0x92		Frame type - 0x92 indicates this will be a data sample
4	0x00		64-bit Source Address (Serial Number)
5	0x13		MSB is byte 4, LSB is byte 11
6	0xA2		
7	0x00		
8	0x40		
9	0x77		
10	0x9C		
11	0x49		
12	0x36		Source Network Address – 16 Bit
13	0x6A		
14	0x01		Receive Opts. 01=Packet Acknowledged. 02=Broadcast packet
15	0x01		Number of sample sets. Always set to 1 due to XBEE limitations
16	0x00		Digital Channel Mask – Indicates which pins are set to DIO
17	0x20		
18	0x01		Analog Channel Mask – Indicates which pins are set to ADC
19	0x00		Digital Sample Data (if any) – Reads the same as Digital Mask
20	0x14		
21	0x04		Analog Sample data (if any)
22	0x25		There will be two bytes here for every pin set for ADC
23	0xF5		Checksum(0xFF - the 8 bit sum of the bytes from byte 3 to this byte)

Sleep Mode	Endpoints can sleep to save power. An endpoint that only wakes up every 5 minutes to send data may only be awake for 6 seconds a day. SM – 4 = Cyclic sleep SP – Sleep time (up to 28 secs) SN – Number of sleep cycles ST – Time awake
Pin I/O Options	0 – Disabled 1 – N/A 2 – ADC 3 – Digital IN 4 – Digital OUT, LOW 5 – Digital OUT, HIGH

Digital Ch Mask	Notes
First Byte n/a n/a n/a D12 D11 D10 n/a n/a Second Byte D7 D6 D5 D4 D3 D2 D1 D0 Example: 0x00 0x0D = 0000 0000 0000 1101 Pins D3, D2 and D0	
Analog Ch Mask	
(volt) n/a n/a n/a A3 A2 A1 A0 Example: 0x05 = 0000 0101 = Pin A2 and A0	