

## Template:Webui services rs232 rs232 configuration general table

field name	value	description
Enabled	yes   no; Default: <b>no</b>	Enables the RS232 service
Baud rate	300   1200   2400   4800   9600   19200   38400   57600   115200; Default: <b>115200</b>	Data rate for serial data transmission (in bits per second)
Data bits	5   6   7   8; Default: <b>8</b>	Number of data bits for each character
Parity	None   Odd   Even; Default: <b>None</b>	<p>In serial transmission, parity is a method of detecting errors. An extra data bit is sent with each data character, arranged so that the number of 1 bits in each character, including the parity bit, is always odd or always even. If a byte is received with the wrong number of 1s, then it must have been corrupted. However, an even number of errors can pass the parity check.</p> <ul style="list-style-type: none"><li>• <b>None (N)</b> - no parity method is used</li><li>• <b>Odd (O)</b> - the parity bit is set so that the number of "logical ones (1s)" has to be odd</li><li>• <b>Even (E)</b> - the parity bit is set so that the number of "logical ones (1s)" has to be even</li></ul>
Stop bits	1   2; Default: <b>1</b>	<p>Stop bits sent at the end of every character allow the receiving signal hardware to detect the end of a character and to resynchronise with the character stream. Electronic devices usually use one stop bit. Two stop bits are required if slow electromechanical devices are used</p>
Flow control	None   RTS/CTS   Xon/Xoff; Default: <b>None</b>	<p>In many circumstances a transmitter might be able to send data faster than the receiver is able to process it. To cope with this, serial lines often incorporate a "handshaking" method, usually distinguished between hardware and software handshaking.</p> <ul style="list-style-type: none"><li>• <b>RTS/CTS</b> - hardware handshaking. RTS and CTS are turned OFF and ON from alternate ends to control data flow, for instance when a buffer is almost full</li><li>• <b>Xon/Xoff</b> - software handshaking. The Xon and Xoff characters are sent by the receiver to the sender to control when the sender will send data, i.e., these characters go in the opposite direction to the data being sent. The circuit starts in the "sending allowed" state. When the receiver's buffers approach capacity, the receiver sends the Xoff character to tell the sender to stop sending data. Later, after the receiver has emptied its buffers, it sends an Xon character to tell the sender to resume transmission</li></ul>

Serial type	<a href="#">Console</a>   <a href="#">Over IP</a>   <a href="#">Modem</a>   <a href="#">Modbus gateway</a>   <a href="#">NTRIP client</a> ; Default: <b>Console</b>	Serial connection type. More information on each serial type can be seen below or by clicking on a link in the value section
Echo	yes   no; Default: <b>no</b>	Toggles RS232 echo ON or OFF. RS232 echo is a loopback test usually used to check whether the RS232 cable is working properly