

# **MSR606**

Magnetic Stripe Card Reader/Writer  
(High & Low Coercivity)

## **Programmer's Manual**

**Revision B**

**2009-06-01**

## Table of Contents

|  |           |
|--|-----------|
| <b>SECTION 1 INTRODUCTION.....</b>             | <b>3</b>  |
| ➤ <b>Accessories of MSR606.....</b>            | <b>3</b>  |
| ➤ <b>Warranty.....</b>                         | <b>3</b>  |
| <b>SECTION 2 GENERAL DESCRIPTION.....</b>      | <b>4</b>  |
| <b>SECTION 3 TECHNICAL SPECIFICATIONS.....</b> | <b>2</b>  |
| <b>SECTION 4 SETUP.....</b>                    | <b>4</b>  |
| <b>SECTION 5 UTILITIES TEST PROGRAM.....</b>   | <b>5</b>  |
| ➤ <b>System Requirement.....</b>               | <b>5</b>  |
| ➤ <b>Test Program Installation.....</b>        | <b>5</b>  |
| <b>SECTION 6 COMMAND AND RESPONSE.....</b>     | <b>6</b>  |
| <b>SECTION 7 DATA FORMAT.....</b>              | <b>11</b> |
| <b>SECTION 8 COMMUNICATION SEQUENCE.....</b>   | <b>13</b> |
| ➤ <b>MSR 606 INITIALIZATION.....</b>           | <b>13</b> |
| ➤ <b>Write Data to MSR 606.....</b>            | <b>13</b> |
| ➤ <b>Read Data to MSR606.....</b>              | <b>14</b> |
| <b>SECTION 9 ADDENDUM.....</b>                 | <b>15</b> |
| ➤ <b>Write Data to Magnetic Card.....</b>      | <b>15</b> |
| ➤ <b>Write Raw Data to Magnetic Card.....</b>  | <b>16</b> |

# Section 1 Introduction

Thank you for purchasing the MSR606 Manual Swipe Magnetic Card Reader/Writer. It is ideal for access control, time keeping, banking, ID recognition & credit verification and related applications. In fact, wherever a magnetic stripe ID or transaction card is used, one can find a related use for the versatile, user-friendly MSR606 reader/writer.

The MSR606 is designed to offer a reading and writing solution of high and/or low coercivity cards that will attractively complement an existing system.

## ➤ **Accessories of MSR606**

### **Make sure all the following accessories are contained in your package:**

1. Switch power Supply, AC 110~240V in / DC 24V, 2.2~3A out.
2. Power cord.
3. Signal cable (USB).
4. Utility disk (A/P S/W).
5. Programmer's manual.

## ➤ **Warranty**

One year after purchase of MSR606, any alteration and/or erasure or modification of the MSR606 will void the warranty.

## **Section 2 General Description**

The MSR606 series is designed to read and/or write high or low coercivity magnetic cards. It can encode and verify up to 3 tracks of data simultaneously. It communicates with a host computer or other terminal using a usb interface.

## Section 3 Technical Specifications

| ITEM                   | SPECIFICATION   |
|------------------------|---|
| Standard               | ISO7811   |
| <b>Electrical</b>      |   |
| Consumption            | Current/operating Typical 350mA Max   |
|                        | 600mA plus for each writing track   |
| Communication          | Standard RS232 signal voltage levels. Default, 9600 Baud, None Parity, 8 bits |
| Power supply           | External switching Power 24V/2.2A regulated                                   |
| <b>Interconnection</b> |   |
| Cable                  | USB   |
| Pin Assignment         | 1,VBUS  |
|                        | 2. D-   |
| USB                    | 3.D+  |
|                        | 4. GND  |
| <b>Mechanical</b>      |   |
| Body                   | ABS 94V-0 / Metal housing optional  |
| Swipe                  | Manual, single direction  |
| Outline                | 212Lx64Wx63H mm   |
| Weight                 | 1.4Kg approx.   |
| <b>Environment</b>     |   |
| Operation              | -10°C to 60°C   |
|                        | 10 to 85% humidity, non condensing  |
| Storage                | -30°C to 70°C   |
|                        | 10 to 90% humidity, non condensing  |
| <b>Performance</b>     |   |
| Read Circuit           | Track 1&3 210bpi  |
|                        | Track 2,75 or 210 bpi   |
| Bit per Char           | 5-7 bit per char.   |
| Media Speed            | Read, 5-50 ips (read speed 5-40 ips for track 2 at 210bpi)                    |
|                        | Write, 5-30   |
| Media Coercivity       | Read 300-4000 Oe Mag. Card  |
|                        | Write 300-4000 Oe Mag. Card   |
| Media Thickness        | 0.76-1.2mm  |
| Jitter Card            | Read bit to bit interval <+/-15% card   |
|                        | Write bit to bit interval <+/-10%,Sub interval<+/-12% at 30ips                |

|                    |   |                  |      |      |
|--------------------|---|------------------|------|------|
| Low amplitude Card | Read 60% for both 75& 210bpi                          |                  |      |      |
| Error Rate         | Read < 0.5%   |                  |      |      |
|                    | Write < 0.8%  |                  |      |      |
| Media Swipe        | Head life 1,000,000 passes for both read & write head |                  |      |      |
| Configuration      | Model   | Read/Write Track | Hi-C | Lo-C |
|                    | MSR606  | 1&2&3            | R/W  | R/W  |
| Available Model    |   |                  |      |      |
|                    |   |                  |      |      |
|                    |   |                  |      |      |

## Section 4 Setup

1. Power on your system (PC).
2. Setup the usb driver(for windows xp or vista) and Setup the driver for MSR606,all driver in the cd.
3. Connect USB of the MSR606 signal cable to a free serial port .
4. Connect Power-in cable to Power supply and AC receptacle (110V~240V).
5. Now you can use the MSR606 like MSR206.

## Section 5 Utilities Test Program

Every MSR606 comes with a utilities test program disk that includes a Windows version. This program is to verify and demonstrate the functionality of the MSR606. In some cases, it can be used as a card reading and writing program.

### ➤ System Requirement

1. 80286 PC/AT compatibles or later model with color display.
2. Either the following operating systems: Windows 95,98,2000,XP,VISTA
3. 256K available conventional memory.
4. A free serial port (Com 1 or Com 2) with DB9 male connector.

### ➤ Test Program Installation

User shall follow the steps below in order to install test program.

- A. Connect MSR606 to USB port, and power on it.
- B. Execute test program from the subdirectory of 'Demo AP' (e.g. MSR606.exe)
- D. When the test program is first opened, a password dialog box will ask whether you wish a first time password.
- D The test program will auto-detect communication port. If there is any errors occurred, it'll appear in the information dialog box after opening the program. User can close the AP by pressing OK button.
- E. If "**Not Find Reader/Writer!**" appears in the information dialog box after opening the program, check to see that the USB connector is plugged into the correct USB port and the power cord/connector is also attached to USB thus lighting the green LED on the MSR606.
- F. When the test program is opened, you'll see the main window of the READER/WRITER UTILITY PROGRAM.  
From this main window you can activate all functions by clicking the appropriate buttons and following the on screen instructions.



## Section 6 Command and Response

This section gives detailed description of commands to the MSR606 and the corresponding responses from MSR606.  
Notional Conventions:

|              |   |
|--------------|---|
| <ESC>        | Control character named   |
| [[[[ [sname] | Special string named sname, meaning can be found in section 7.<br>ie. [Data Block] [Status Byte] [Select Byte] etc. |
| X            | Standard ANSI character   |

Command Description:

### 1. Command: **RESET**

Command code: <ESC> a

Hex code: 1B 61

Response: none

Description: This command reset the MSR606 to initial state.

### 2. Command: READ (ISO format only)

Command code: <ESC> r

Hex code: 1B 72

Response: [Data Block] <ESC> [Status Byte]

Description: This command request MSR606 to read a card swiped and respond with the data read.

### 3. Command: WRITE (ISO format only)

Command code: <ESC> w [Data Block]

Hex code: 1B 77 [Data Block]

Response: <ESC> [Status Byte]

Description: This command request MSR606 to write the Data Block into the card swiped.

### 4. Command: Communication test

Command code: <ESC> e

Hex code: 1B 65

Response: <ESC> y [1B] [79]

Description: This command is used to verify that the communication link between computer and MSR606 is up and good.

### 5. Command: All LED off

Command code: <ESC> <81>

Hex code: 1B 81

Response: none

Description: This command is used to turn off all the LEDs.

6. Command: All LED on

Command code: <ESC> <82>

Hex code: 1B 82

Response: none

Description: This command is used to turn on all the LEDs.

7. Command: GREEN LED on

Command code: <ESC> <83>

Hex code: 1B 83

Response: none

Description: This command is used to turn on the Green LED.

8. Command: YELLOW LED on

Command code: <ESC> <84>

Hex code: 1B 84

Response: none

Description: This command is used to turn on the Yellow LED.

9. Command: RED LED on

Command code: <ESC> <85>

Hex code: 1B 85

Response: none

Description: This command is used to turn on the Red LED.

10. Command: Sensor test

Command code: <ESC> <86>

Hex code: 1B 86

Response: <ESC> 0 (1B 30) if test ok

Description: This command is used to verify that the card sensing circuit of MSR606 is working properly. MSR606 will not response until a card is sensed or receive a RESET command.

11. Command: Ram test

Command code: <ESC> <87>

Hex code: 1B 87

Response: <ESC> 0 (1B 30) ram test ok; <ESC> A (1B 41) ram test fail

Description: This command is used to request MSR606 to perform a test on its on board RAM.

## 12. Command: Set leading zero

Command code: <ESC> z [leading zero of track 1 & 3] [leading zero of track 2]

Hex code: 1B 7A [00~ff] [00~ff]

Response: <ESC> 0 (1B 30) set ok

<ESC> A (1B 41) set fail

Description: This command is used to set how many leading zeros will be written before the card data starts, and the space should be calculated as [leading zero] X25.4 / BPI (75or210) =mm

Default setting of leading zero: [3D] [16]

TK1 & TK3: [3D] means leading zero=61

TK2: [16] means leading zero=22

## 13. Command: Check leading zero

Command code: <ESC> 1

Hex code: 1B 6C

Response: 1B [00~ff] [00~ff]

Description: This command is used to ask MSR606 the present setting number of leading zeros.

## 14. Command: Erase card

Command code: <ESC> c [Select Byte]

Hex code: 1B 63 [Select Byte]

Response: <ESC> 0 [1B] [30] command Select Byte ok

<ESC> A [1B] [41] command Select Byte fail

Description: This command is used to erase the card data when card swipes.

\*[Select Byte] format:

00000000: Track 1 only

00000010: Track 2 only

00000100: Track 3 only

00000011: Track 1 & 2

00000101: Track 1 & 3

00000110: Track 2 & 3

00000111: Track 1, 2 & 3

## 15. Command: Select BPI

Command code: <ESC> b [Density]

Hex code:

track2: 1B 62 [D2 or 4B] // [D2]: 210bpi, [4B]: 75bpi

track1: 1B 62 [A1 or A0] // [A1]: 210bpi, [A0]: 75bpi

track3: 1B 62 [C1 or C0] // [C1]:210bpi, [C0]: 75bpi

Response: <ESC> 0 [1B] [30] select ok

<ESC> A [1B] [41] select fail

Description: This command is used to select the density

16. Command: Read raw data

Command code: <ESC> m

Hex code: 1B 6D

Response: [Raw Data Block] <ESC> [Status Byte]

Description: This command requests MSR606 to read a card swipe but send without ASCII decode.

Refer to [Raw Data Block] & [Raw Data] format.

17. Command: Write raw data

Command code: <ESC> n [Raw Data Block]

Hex code: 1B 6E [Raw Data Block]

Response: <ESC> [Status Byte]

Description: This command requests MSR606 to write raw Data Block into the card swiped.

Refer to [Raw Data Block] & [Raw Data] format.

18. Command: Get device model

Command code: <ESC> t

Hex code: 1B 74

Response: <ESC> [Model] S

Description: This command is used to get the model of MSR606.

19. Command: Get firmware version

Command code: <ESC> v

Hex code: <ESC> 76

Response: <ESC> [version]

Description: This command can get the firmware version of MSR606.

20. Command: Set BPC

Command code: <ESC> o [tk1bit][tk2bit][tk3bit]

Hex code: <ESC> 6F [05-08][05-08][05-08]

Response: <ESC> 30 [tk1bit][tk2bit][tk3bit]

Description: This command is used to set the bit per character of every track.

21. Command: Set Hi-Co

Command code: <ESC> x

Hex code: 1B 78

Response: <ESC> 0

Description: This command is used to set MSR606 status to write Hi-Co card.

**22. Command: Set Low-Co**

Command code: &lt;ESC&gt; y

Hex code: 1B 79

Response: &lt;ESC&gt; 0

Description: This command is used to set MSR606 status to write Low-Co card.

**23. Command: Get Hi-Co or Low-Co status**

Command code: &lt;ESC&gt; d

Hex code: 1B 64

Response: &lt;ESC&gt; H -----to write Hi-Co

: &lt;ESC&gt; L ----- to write Low-Co

Description: This command is to get MSR606 write status.

## Section 7 Data Format

\* [Data Block] format:

| Start Field  | R/W Data Field |             | Ending Field          |
|--------------|----------------|-------------|-----------------------|
| Command code | <ESC> s        | [Card data] | ? <FS> <ESC> [Status] |
| Hex code     | 1B 73          | [Card data] | 3F 1C 1B [Status]     |

\* [Card data] format:

| Card Data |  |
|-----------|--|
| Char Code | <ESC> 1[string1] <ESC> 2 [string2] <ESC> 3 [string3] |
| Hex Code  | 1B 01 [string1] 1B 02 [string2] 1B 03 [string3]      |

\* [Status Byte] format:

| Status | description                           | HEX | ASCII |
|--------|---------------------------------------|-----|-------|
| Ok     | If read, write or command ok          | 30h | 0     |
| Error  | Write or read error                   | 31h | 1     |
|        | Command format error                  | 32h | 2     |
|        | Invalid command                       | 34h | 4     |
|        | Invalid card swipe when in write mode | 39h | 9     |

\* Note:

1. When [Status Byte] equal 39h means card moving error.
2. None available and none data tracks will not be transmitted when swipe of card.

For example, when read card with data encoded on track 2 only for MSR606, it will transmit data like **1B 73 1B 01 1B 02 [string] 3F 1C**, for no data on track 1 so it shown 1B 01 only.

\* [Raw Data Block] format:

| Start Field  | R/W Data Field |            | Ending Field          |
|--------------|----------------|------------|-----------------------|
| Command code | <ESC> s        | [Raw data] | ? <FS> <ESC> [Status] |
| Hex code     | 1B 73          | [Raw data] | 3F 1C 1B [Status]     |

\* [Raw Data] format:

| Raw Data  |   |
|-----------|---|
| Char Code | <ESC>1[L1][string1]<ESC>2[L2][string2]<ESC>3[L3][string3] |
| Hex Code  | 1B 01[L1][string1]1B 02[L2][string2]1B 03[L3][string3]    |

Note:

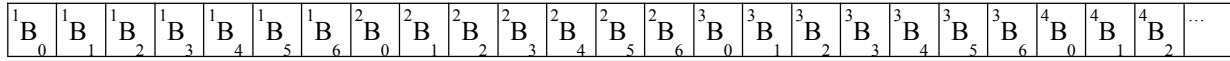
1. [L1], [L2], [L3] is the length of [string1],[string2],and [string3]
2. None available and none data tracks will not output when swipe of card.

For example, when read card (encoded data on track 2 only) on MSR606, it will transmit data like **1B 73 1B 01 00 1B 02 [L2] [string] 3F 1C**.

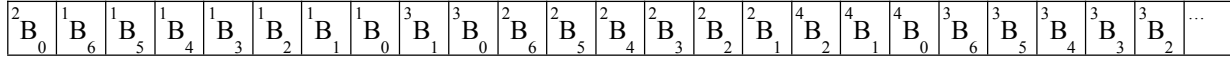
\* [Raw Data] bit orientation:

Track 1 for 8 BPC

Read

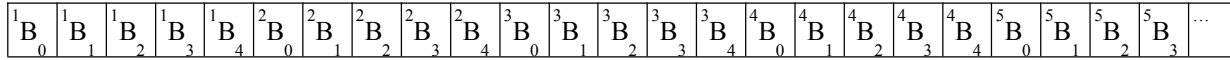


Write

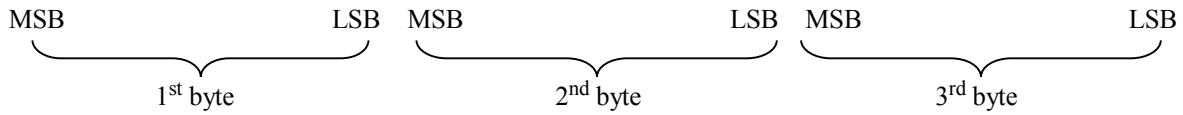
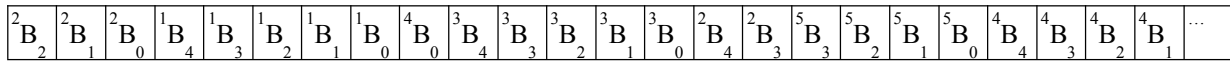


Track 2 & 3 for 8 BPC

Read



Write



\*Refer to Section 9 ADDENDUM.

## Section 8 Communication Sequence

The examples below assumes data on track1, 2 & 3 to be 01, 23, 45 respectively.

### ➤ MSR606 INITIALIZATION

| HOST                                       | Direction               | MSR606  |
|--|-------------------------|---|
| Command code: <ESC>a<br>HEX code: [1B][61] | →                       | (Reset)   |
| Command code: <ESC>e<br>HEX code: [1B][65] | ←<br>(Serial port test) |   |
|  | →                       | Command test ACK: <ESC> y<br>HEX code: [1B][79] |
| Command code: <ESC>a<br>HEX code: [1B][61] | ←                       | (Reset)   |

### ➤ Write Data to MSR606

| HOST   | Direction                | MSR606  |
|--|--------------------------|---|
| Command code:<br><ESC>w<ESC>s<ESC>[01]01<br><ESC>[02]23<ESC>[03]45?<FS><br>HEX code:<br>[1B][77][1B][73][1B][01][30][31][1B]<br>[02][32][33][1B][03][34][35][3F][1C] | →<br><br>(write command) |   |
|  | ←<br><br>(status ACK)    | (Wait until swipe card)<br>Command ACK: <ESC> <status><br>HEX code: [1B][status]<br>Status =[30] no error<br>Status =[31]~[3F] if error |





## Section 9 Addendum

### ➤ Write Data to Magnetic Card

#### The WRITE command:

|              |   |
|--------------|---|
| Command      | WRITE   |
| Command code | <ESC> w <b>[Data Block]</b>   |
| Hex code     | 1B 77 <b>[Data Block]</b>   |
| Response     | <ESC> [Status Byte]   |
| Description  | This command request MSR606 to write the Data Block into the card swiped. |

#### **[Data Block] format:**

| Start Field  | R/W Data Field     | Ending Field |
|--------------|--------------------|--------------|
| Command code | <ESC>s [card data] | ?<FS>        |
| HEX code     | 1B 73 [card data]  | 3F 1C        |

#### **[card data] format:**

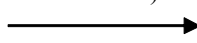
|            |   |
|------------|---|
| card data  |   |
| Char. code | <ESC>[01] [string] <ESC> [02] [string] <ESC> [03] [string3] |
| HEX code   | 1B 01 [string1] 1B 02 [string2] 1B 03 [string3]             |


As an example the following information will be written to the card:

Track1: %ABC123?

Track2: ;12345?

Track3: ;12345?

| HOST   | DIRECTION  | MSR606                          |
|--|--|---------------------------------|
| Command code:<br><esc>w<ESC>s<ESC>[01]ABC123<ESC><br>[02]12345<ESC>[03]12345?<FS><br>HEX code:<br>[1B][77][1B][73][1B][01][41][42][43][31][<br>32][33][1B][02][31][32][33][34][35][1B][0<br>3][31][32][33][34][35][3F][1C] | (write command)<br> |                                 |
| After send command to MSR606   | Yellow LED on, then swipe card   | write data to the magnetic card |

|  |   |   |
|--|---|---|
|  | <br>(status ACK) | <p>(wait until swipe card)</p> <p>Command ACK: &lt;ESC&gt;&lt;status&gt;</p> <p>HEX code: [1B][status]</p> <p>Status = [30] no error</p> <p>Status = [31] ~ [3F] if error</p> |
|--|---|---|

## ➤ Write Raw Data to Magnetic Card

Converting Card Data Information to Hexadecimal for the Binary Write Function

### Converting track one ASCII information into HEX

|   | B3 | B2 | B1 | B5 |    | 0    | 0 | 1 | 1 |
|---|----|----|----|----|----|------|---|---|---|
|   |    |    |    | B0 | B4 | 0    | 1 | 0 | 1 |
| 0 | 0  | 0  | 0  | 0  | 0  | (sp) | 0 | @ | P |
| 1 | 0  | 0  | 0  | 1  | 1  | !    | 1 | A | Q |
| 2 | 0  | 0  | 1  | 0  | 0  | “    | 2 | B | R |
| 3 | 0  | 0  | 1  | 1  | 1  | #    | 3 | C | S |
| 4 | 0  | 1  | 0  | 0  | 0  | \$   | 4 | D | T |
| 5 | 0  | 1  | 0  | 1  | 1  | %    | 5 | E | U |
| 6 | 0  | 1  | 1  | 0  | 0  | &    | 6 | F | V |
| 7 | 0  | 1  | 1  | 1  | 1  | ‘    | 7 | G | W |
| 8 | 1  | 0  | 0  | 0  | 0  | (    | 8 | H | X |
| 9 | 1  | 0  | 0  | 1  | 1  | )    | 9 | I | Y |
| A | 1  | 0  | 1  | 0  | 0  | *    | : | J | Z |
| B | 1  | 0  | 1  | 1  | 1  | +    | ; | K | [ |
| C | 1  | 1  | 0  | 0  | 0  | `    | < | L | \ |
| D | 1  | 1  | 0  | 1  | 1  | ,    | = | M | ] |
| E | 1  | 1  | 1  | 0  | 0  | .    | > | N | ^ |
| F | 1  | 1  | 1  | 1  | 1  | /    | ? | O | _ |

### Converting track two and three ASCII information into HEX

| Data | p | B3 | B2 | B1 | B0 |
|------|---|----|----|----|----|
| 0    | 1 | 0  | 0  | 0  | 0  |
| 1    | 0 | 0  | 0  | 0  | 1  |
| 2    | 0 | 0  | 0  | 1  | 0  |
| 3    | 1 | 0  | 0  | 1  | 1  |
| 4    | 0 | 0  | 1  | 0  | 0  |
| 5    | 1 | 0  | 1  | 0  | 1  |
| 6    | 1 | 0  | 1  | 1  | 0  |
| 7    | 0 | 0  | 1  | 1  | 1  |
| 8    | 0 | 1  | 0  | 0  | 0  |
| 9    | 1 | 1  | 0  | 0  | 1  |
| :    | 1 | 1  | 0  | 1  | 0  |
| ;(*) | 0 | 1  | 0  | 1  | 1  |
| <    | 1 | 1  | 1  | 0  | 0  |
| =    | 0 | 1  | 1  | 0  | 1  |
| >    | 0 | 1  | 1  | 1  | 0  |
| ?(*) | 1 | 1  | 1  | 1  | 1  |

\* Note: The “;” is start sentinel and “?” is end sentinel of tk2 & 3 of ISO format.

As an example the following information will be written to the card:

Track1: %ABC123?

Track2: ;12345?

Track3: ;12345?

We use three different data bits to write raw data on the cards. The procedures are listed as below:

### **08, 08, 08 BITS**

Set each track as 08.

First of all, set BPC command:

1B, 6F, 08, 08, 08

Present the information to the card encoder, as follows:

|               |                  |
|---------------|------------------|
| Start Field   | 1B6E1B73         |
| Track1 header | 1B01             |
| Length        | 08               |
| Track1 data   | C5B07814954E3E2A |
| Track header  | 1B02             |
| Length        | 05               |
| Track2 data   | 2B8849EAAF       |
| Track3 header | 1B03             |
| Length        | 05               |
| Track3 data   | 2B8849EAAF       |
| Ending Field  | 3F1C             |

Transfer the track1 data to HEX under 08 bits:

|     | B0 | B1 | B2 | B3 | B4 | B5 | P |
|-----|----|----|----|----|----|----|---|
| %   | 1  | 0  | 1  | 0  | 0  | 0  | 1 |
| A   | 1  | 0  | 0  | 0  | 0  | 1  | 1 |
| B   | 0  | 1  | 0  | 0  | 0  | 1  | 1 |
| C   | 1  | 1  | 0  | 0  | 0  | 1  | 0 |
| 1   | 1  | 0  | 0  | 0  | 1  | 0  | 1 |
| 2   | 0  | 1  | 0  | 0  | 1  | 0  | 1 |
| 3   | 1  | 1  | 0  | 0  | 1  | 0  | 0 |
| ?   | 1  | 1  | 1  | 1  | 1  | 0  | 0 |
| LRC | 0  | 1  | 0  | 1  | 0  | 1  | 0 |

Calculate Odd Parity (P column)

If there is an Even Number of 1's in the row of data for each character, put a 1 in the P column. Other wise, put a 0 in the column.

LRC: If there is an Even Number of 1's in the column of data for each character, put a 0 in the LRC row. Other wise, put a 0 in the row. The last LRC will be considered as the parity rule of this row.

| B0 | B1 | B2 | B3 | B4 | B5 | B6 | B7 |  |
|----|----|----|----|----|----|----|----|--|
| 1  | 0  | 1  | 0  | 0  | 0  | 1  | 1  |  |
| 0  | 0  | 0  | 0  | 1  | 1  | 0  | 1  |  |
| 0  | 0  | 0  | 1  | 1  | 1  | 1  | 0  |  |
| 0  | 0  | 1  | 0  | 1  | 0  | 0  | 0  |  |
| 1  | 0  | 1  | 0  | 1  | 0  | 0  | 1  |  |
| 0  | 1  | 1  | 1  | 0  | 0  | 1  | 0  |  |
| 0  | 1  | 1  | 1  | 1  | 1  | 0  | 0  |  |
| 0  | 1  | 0  | 1  | 0  | 1  | 0  | 0  |  |

| B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 | HEX |
|----|----|----|----|----|----|----|----|-----|
| 1  | 1  | 0  | 0  | 0  | 1  | 0  | 1  | C5  |
| 1  | 0  | 1  | 1  | 0  | 0  | 0  | 0  | B0  |
| 0  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 78  |
| 0  | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 14  |
| 1  | 0  | 0  | 1  | 0  | 1  | 0  | 1  | 95  |
| 0  | 1  | 0  | 0  | 1  | 1  | 1  | 0  | 4E  |
| 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  | 3E  |
| 0  | 0  | 1  | 0  | 1  | 0  | 1  | 0  | 2A  |

Transfer track 2 (track 3) data to HEX under 08 bits:

|     | B0 | B1 | B2 | B3 | P |
|-----|----|----|----|----|---|
| ;   | 1  | 1  | 0  | 1  | 0 |
| 1   | 1  | 0  | 0  | 0  | 0 |
| 2   | 0  | 1  | 0  | 0  | 0 |
| 3   | 1  | 1  | 0  | 0  | 1 |
| 4   | 0  | 0  | 1  | 0  | 0 |
| 5   | 1  | 0  | 1  | 0  | 1 |
| ?   | 1  | 1  | 1  | 1  | 1 |
| LRC | 1  | 0  | 1  | 0  | 1 |

| B0 | B1 | B2 | B3 | B4 | B5 | B6 | B7 |
|----|----|----|----|----|----|----|----|
| 1  | 1  | 0  | 1  | 0  | 1  | 0  | 0  |
| 0  | 0  | 0  | 1  | 0  | 0  | 0  | 1  |
| 1  | 0  | 0  | 1  | 0  | 0  | 1  | 0  |
| 0  | 1  | 0  | 1  | 0  | 1  | 1  | 1  |
| 1  | 1  | 1  | 1  | 0  | 1  | 0  | 1  |

| B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 | HEX |
|----|----|----|----|----|----|----|----|-----|
| 0  | 0  | 1  | 0  | 1  | 0  | 1  | 1  | 2B  |
| 1  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 88  |
| 0  | 1  | 0  | 0  | 1  | 0  | 0  | 1  | 49  |
| 1  | 1  | 1  | 0  | 1  | 0  | 1  | 0  | EA  |
| 1  | 0  | 1  | 0  | 1  | 1  | 1  | 1  | AF  |

### **07, 05, 05 BITS**

Set TK1, TK2 & TK3 as 07, 05, 05

1B, 6F, 07, 05, 05

First of all, set BPI command:

Present the information to the card encoder, as follows:

|               |                    |
|---------------|--------------------|
| Start Field   | 1B6E1B73           |
| Track1 header | 1B01               |
| Length        | 09                 |
| Track1 data   | 456162235152131F2A |
| Track2 header | 1B02               |
| Length        | 08                 |
| Track2 data   | 0B01021304151F15   |
| Track3 header | 1B03               |
| Length        | 08                 |
| Track3 data   | 0B01021304151F15   |
| Ending Field  | 3F1C               |

Transfer the track1 data to HEX under 07 bits:

|     | B0 | B1 | B2 | B3 | B4 | B5 | P |
|-----|----|----|----|----|----|----|---|
| %   | 1  | 0  | 1  | 0  | 0  | 0  | 1 |
| A   | 1  | 0  | 0  | 0  | 0  | 1  | 1 |
| B   | 0  | 1  | 0  | 0  | 0  | 1  | 1 |
| C   | 1  | 1  | 0  | 0  | 0  | 1  | 0 |
| 1   | 1  | 0  | 0  | 0  | 1  | 0  | 1 |
| 2   | 0  | 1  | 0  | 0  | 1  | 0  | 1 |
| 3   | 1  | 1  | 0  | 0  | 1  | 0  | 0 |
| ?   | 1  | 1  | 1  | 1  | 1  | 0  | 0 |
| LRC | 0  | 1  | 0  | 1  | 0  | 1  | 0 |

Calculate Odd Parity (P column)

If there is an Even Number of 1's in the row of data for each character, put a 1 in the P column. Other wise, put a 0 in

the column.

|     | Add | P | B5 | B4 | B3 | B2 | B1 | B0 | HEX |
|-----|-----|---|----|----|----|----|----|----|-----|
| %   | 0   | 1 | 0  | 0  | 0  | 1  | 0  | 1  | 45  |
| A   | 0   | 1 | 1  | 0  | 0  | 0  | 0  | 1  | 61  |
| B   | 0   | 1 | 1  | 0  | 0  | 0  | 1  | 0  | 62  |
| C   | 0   | 0 | 1  | 0  | 0  | 0  | 1  | 1  | 23  |
| 1   | 0   | 1 | 0  | 1  | 0  | 0  | 0  | 1  | 51  |
| 2   | 0   | 1 | 0  | 1  | 0  | 0  | 1  | 0  | 52  |
| 3   | 0   | 0 | 0  | 1  | 0  | 0  | 1  | 1  | 13  |
| ?   | 0   | 0 | 0  | 1  | 1  | 1  | 1  | 1  | 1F  |
| LRC | 0   | 0 | 1  | 0  | 1  | 0  | 1  | 0  | 2A  |

HEX

|   | B3 | B2 | B1 | B0 |
|---|----|----|----|----|
| 0 | 0  | 0  | 0  | 0  |
| 1 | 0  | 0  | 0  | 1  |
| 2 | 0  | 0  | 1  | 0  |
| 3 | 0  | 0  | 1  | 1  |
| 4 | 0  | 1  | 0  | 0  |
| 5 | 0  | 1  | 0  | 1  |
| 6 | 0  | 1  | 1  | 0  |
| 7 | 0  | 1  | 1  | 1  |
| 8 | 1  | 0  | 0  | 0  |
| 9 | 1  | 0  | 0  | 1  |
| A | 1  | 0  | 1  | 0  |
| B | 1  | 0  | 1  | 1  |
| C | 1  | 1  | 0  | 0  |
| D | 1  | 1  | 0  | 1  |
| E | 1  | 1  | 1  | 0  |
| F | 1  | 1  | 1  | 1  |

Transfer track 2 (track 3) data to HEX under 05 bits:

|     | B0 | B1 | B2 | B3 | P |
|-----|----|----|----|----|---|
| ;   | 1  | 1  | 0  | 1  | 0 |
| 1   | 1  | 0  | 0  | 0  | 0 |
| 2   | 0  | 1  | 0  | 0  | 0 |
| 3   | 1  | 1  | 0  | 0  | 1 |
| 4   | 0  | 0  | 1  | 0  | 0 |
| 5   | 1  | 0  | 1  | 0  | 1 |
| ?   | 1  | 1  | 1  | 1  | 1 |
| LRC | 1  | 0  | 1  | 0  | 1 |



|     | Add 0 | Add 0 | Add 0 | P | B3 | B2 | B1 | B0 | HEX |
|-----|-------|-------|-------|---|----|----|----|----|-----|
| ;   | 0     | 0     | 0     | 0 | 1  | 0  | 1  | 1  | 0B  |
| 1   | 0     | 0     | 0     | 0 | 0  | 0  | 0  | 1  | 01  |
| 2   | 0     | 0     | 0     | 0 | 0  | 0  | 1  | 0  | 02  |
| 3   | 0     | 0     | 0     | 1 | 0  | 0  | 1  | 1  | 13  |
| 4   | 0     | 0     | 0     | 0 | 0  | 1  | 0  | 0  | 04  |
| 5   | 0     | 0     | 0     | 1 | 0  | 1  | 0  | 1  | 15  |
| ?   | 0     | 0     | 0     | 1 | 1  | 1  | 1  | 1  | 1F  |
| LRC | 0     | 0     | 0     | 1 | 0  | 1  | 0  | 1  | 15  |

### **06, 05, 06 BITS**

Set TK1, TK2 & TK3 as 06, 05, 06

First of all, set BPI command:

1b, 6F, 06, 05, 06

Present the information to the card encoder, as follows:

|               |                    |
|---------------|--------------------|
| Start Field   | 1B6E1B73           |
| Track1 header | 1B01               |
| Length        | 09                 |
| Track1 data   | 052122231112131F2A |
| Track2 header | 1B02               |
| Length        | 08                 |
| Track2 data   | 0B01021304151F15   |
| Track3 header | 1B03               |
| Length        | 08                 |
| Track3 data   | 0101020304051F1F   |
| Ending Field  | 3F1C               |

Transfer track1 data to HEX under 06 bits:

|     | B0 | B1 | B2 | B3 | B4 | B5 |
|-----|----|----|----|----|----|----|
| %   | 1  | 0  | 1  | 0  | 0  | 0  |
| A   | 1  | 0  | 0  | 0  | 0  | 1  |
| B   | 0  | 1  | 0  | 0  | 0  | 1  |
| C   | 1  | 1  | 0  | 0  | 0  | 1  |
| 1   | 1  | 0  | 0  | 0  | 1  | 0  |
| 2   | 0  | 1  | 0  | 0  | 1  | 0  |
| 3   | 1  | 1  | 0  | 0  | 1  | 0  |
| ?   | 1  | 1  | 1  | 1  | 1  | 0  |
| LRC | 0  | 1  | 0  | 1  | 0  | 1  |

|     | Add 0 | Add 0 | B5 | B4 | B3 | B2 | B1 | B0 | HEX |
|-----|-------|-------|----|----|----|----|----|----|-----|
| %   | 0     | 0     | 0  | 0  | 0  | 1  | 0  | 1  | 05  |
| A   | 0     | 0     | 1  | 0  | 0  | 0  | 0  | 1  | 21  |
| B   | 0     | 0     | 1  | 0  | 0  | 0  | 1  | 0  | 22  |
| C   | 0     | 0     | 1  | 0  | 0  | 0  | 1  | 1  | 23  |
| 1   | 0     | 0     | 0  | 1  | 0  | 0  | 0  | 1  | 11  |
| 2   | 0     | 0     | 0  | 1  | 0  | 0  | 1  | 0  | 12  |
| 3   | 0     | 0     | 0  | 1  | 0  | 0  | 1  | 1  | 13  |
| ?   | 0     | 0     | 0  | 1  | 1  | 1  | 1  | 1  | 1F  |
| LRC | 0     | 0     | 1  | 0  | 1  | 0  | 1  | 0  | 2A  |

Transfer track 2 data to HEX under 05 bits:

|     | B0 | B1 | B2 | B3 | P |
|-----|----|----|----|----|---|
| ;   | 1  | 1  | 0  | 1  | 0 |
| 1   | 1  | 0  | 0  | 0  | 0 |
| 2   | 0  | 1  | 0  | 0  | 0 |
| 3   | 1  | 1  | 0  | 0  | 1 |
| 4   | 0  | 0  | 1  | 0  | 0 |
| 5   | 1  | 0  | 1  | 0  | 1 |
| ?   | 1  | 1  | 1  | 1  | 1 |
| LRC | 1  | 0  | 1  | 0  | 1 |

|     | Add 0 | Add 0 | Add 0 | P | B3 | B2 | B1 | B0 | HEX |
|-----|-------|-------|-------|---|----|----|----|----|-----|
| ;   | 0     | 0     | 0     | 0 | 1  | 0  | 1  | 1  | 0B  |
| 1   | 0     | 0     | 0     | 0 | 0  | 0  | 0  | 1  | 01  |
| 2   | 0     | 0     | 0     | 0 | 0  | 0  | 1  | 0  | 02  |
| 3   | 0     | 0     | 0     | 1 | 0  | 0  | 1  | 1  | 13  |
| 4   | 0     | 0     | 0     | 0 | 0  | 1  | 0  | 0  | 04  |
| 5   | 0     | 0     | 0     | 1 | 0  | 1  | 0  | 1  | 15  |
| ?   | 0     | 0     | 0     | 1 | 1  | 1  | 1  | 1  | 1F  |
| LRC | 0     | 0     | 0     | 1 | 0  | 1  | 0  | 1  | 15  |

Transfer track 3 data to HEX under 06 bits:

|     | B0 | B1 | B2 | B3 | B4 | B5 |
|-----|----|----|----|----|----|----|
| !   | 1  | 0  | 0  | 0  | 0  | 0  |
| 1   | 1  | 0  | 0  | 0  | 0  | 0  |
| 2   | 0  | 1  | 0  | 0  | 0  | 0  |
| 3   | 1  | 1  | 0  | 0  | 0  | 0  |
| 4   | 0  | 0  | 1  | 0  | 0  | 0  |
| 5   | 1  | 0  | 1  | 0  | 0  | 0  |
| ?   | 1  | 1  | 1  | 1  | 1  | 0  |
| LRC | 1  | 1  | 1  | 1  | 1  | 0  |

|     | Add 0 | Add 0 | B5 | B4 | B3 | B2 | B1 | B0 | HEX |
|-----|-------|-------|----|----|----|----|----|----|-----|
| !   | 0     | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 01  |
| 1   | 0     | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 01  |
| 2   | 0     | 0     | 0  | 0  | 0  | 0  | 1  | 0  | 02  |
| 3   | 0     | 0     | 0  | 0  | 0  | 0  | 1  | 1  | 03  |
| 4   | 0     | 0     | 0  | 0  | 0  | 1  | 0  | 0  | 04  |
| 5   | 0     | 0     | 0  | 0  | 0  | 1  | 0  | 1  | 05  |
| ?   | 0     | 0     | 0  | 1  | 1  | 1  | 1  | 1  | 1F  |
| LRC | 0     | 0     | 0  | 1  | 1  | 1  | 1  | 1  | 1F  |

**FCC ID: 2ACZNMSR606**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for

help.