

# FD2 Pump Implementation

## Helpful Hints

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### Description

Below is the list of commands that need to be implemented for fuel control. This is the bare minimum that you will need to control the pumps and interact with them properly. Refer to the [PCC Protocol](#) document for details of each command.

### Pump Commands

Extended Authorize

!A — Initiates a fueling operation

Extended Sales Information

!B — Reads the sale data or clear the Sale Ready flag

Stop

C—Terminates action at one or all fueling positions

Resume

D — Restarts action at one or all fueling positions

Status Request

F — Reads the status of the system and each fueling position

Extended Polled Totals

!I — Receives totals from the dispenser

Extended PPU

!J — Reads or sets the price per unit on the fueling position

Deauthorize

N — Deauthorize a fueling position

Extended Pump – Set Decimal Point Modifier

!O — Used to set a Decimal Point Modifier for data transfer

## Best Practices

The best practice to efficiently get the information you need is to constantly request the status using the F command. This can be done with the F1 or FE command, and this will give you the status of all dispensers. If the status of a fueling position is Idle, you do not need to do anything further regarding that position. If the status is something other than Idle, you should deal with the status appropriately.

For example, if you see that the pump is Armed and has a Handle, you should send the !B command to retrieve sales information. Use the extended flag (E) and the tags of the data that you want back. (!B0001EHM\$V will send back for Pump #1 the Hose #, Method of payment, Sale \$, and Sale Volume.) Reference the tags table on page 44 of the PCC protocol document for more information. This information can be used to update your GUI for real-time sales information as the sale progresses.

If you see that the pump status is Sale Ready, then you should read the sale information one more time using the !B command described above (including totals if you verify a valid sale by subtracting the beginning totals from the ending totals and matching that difference with the sale information) and then send the Sale Clear (!B0001C for Pump #1, for example.)