



USB Interface Module for Applications

PCB Revision 1.1
Firmware Version 0207
Software Version 0.5

Reference Manual

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1 INTRODUCTION

1.1 OVERVIEW

The USB Interface Module enables the user to control the application hardware through a PC's USB port and is a suitable replacement to a parallel (LPT) interface. An onboard microcontroller with flash memory enables the user to develop application specific functions or stand-alone systems. In addition, the USB port provides internal power that can be used by the application hardware.

1.2 SYSTEM LEVEL FEATURES

The USB Interface Module features:

- National's USBN9604 chip in a 28-pin SOIC package
- National's COP8-based microcontroller, COP8CBE9
- USB 1.1 / 2.0 compatible, slow mode
- Bus powered
- Hot plug in/out support
- 24 MHz clock
- Two 16-pin I/O connectors (double placed) to connect application board
- Optional 8-pin I/O connector
- Optional 7-pin connector for upgrade
- 16-channels 10-bit A/D converter
- Two 16-bit timers
- Two separated voltage sources for core and application board
- Three user selectable output voltages for application board
- National's current gauge LM3822 for current measurement

1.3 BLOCK DIAGRAM

Figure 1.1 shows a block diagram of the USB Interface Module and the connections between the PC and the application.

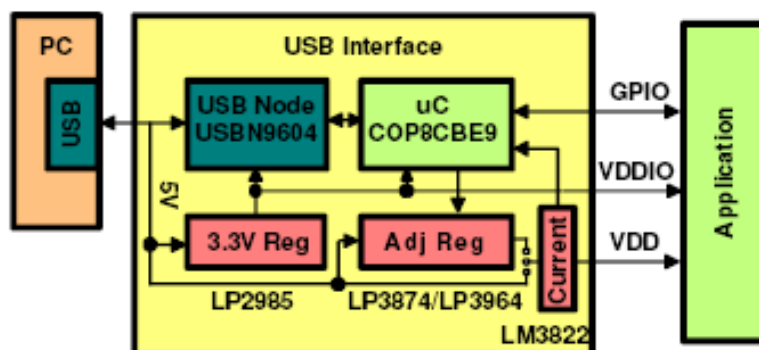


Figure 1.1 Block Diagram of the USB Interface Module and Environment

2 INSTALLATION AND CONFIGURATION

2.1 INTRODUCTION

This chapter describes the configuration of the USB Interface Module.

2.2 SYSTEM REQUIREMENTS

To use the USB Interface Module, the following is required:

- Host (PC) with USB connection
 - 32 MB RAM (minimum)
 - 2 MB available disk space
 - Windows operating system (Win98/NT/Me/2000/XP)

For developers:

- Host (PC) with LPT+USB connection
- COP8 C-compiler, like CodeCraft or IAR
- COP8 ISP Flash Loader application, to reprogram the COP8CBE9
- Borland C/C++ or Microsoft Visual C++ or other high-level language compiler
- No Microsoft DDK needed

2.3 BOARD INSTALLATION AND POWER-UP

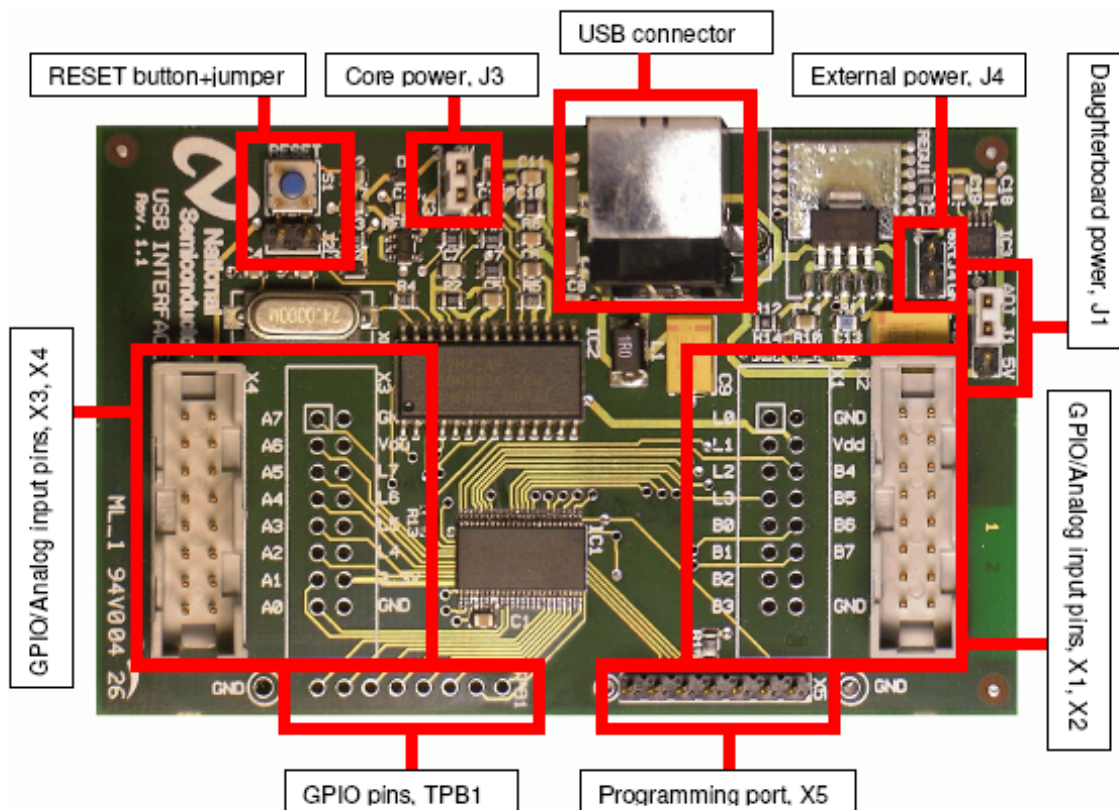


Figure 2.1 Jumper and Connector Locations of the USB Interface Module

2.4 JUMPER DESCRIPTIONS

The table below lists the on-board jumpers.

Table 2.1 Jumpers of the USB Interface Module

Jumper	Name	Setting	Description
J1	Daughterboard power	1-2	Provides adjustable voltage (3.0 / 3.9V) to daughterboard
		2-3	Provides 5V or External power to daughterboard
J2, S1	Reset	Short	Hardware reset to COP8CBE9 and USBN9604 chips
J3	Core power	Short	Provides 3.3V to COP8CBE9 and USBN9604 chips.
J4	External power	-	Stand-alone power input

3 PROGRAMMING

3.1 INTRODUCTION

This chapter describes how to program the flash memory of the COP8 microcontroller.

Note: The USB Interface Module is pre-programmed and can be used “as is” for evaluation purposes. Use this chapter only if you wish to change/reload the complete program code (firmware). For information on upgrading a current firmware through the USB port contact National Semiconductor.

3.2 PROGRAMMING SETUP

The USB Interface Module is programmed by loading the program code (firmware) into the flash memory of the COP8 controller through the parallel port. To (re)program the flash memory of the COP8, perform the steps below:

1. Connect programming cable to port X5 and parallel port of the PC.
2. Power the USB Interface Board by connecting a USB cable to board and the USB port of the PC.
3. Reset the COP8 microcontroller by pressing the RESET button. **Note:** If a microcontroller is in running mode, force it to In-System Programming mode (see datasheet of the COP8CBE9, Chapter: In-System Programming). To protect other circuitry before adding double voltage, remove resistor R13 temporarily.
4. Download the code using the ISP Flash Loader program and set COP8 into running mode. Always use the latest loader version available at National's website.
5. Remove programming cable and press the RESET button.

3.3 PROGRAMMING CABLE

The pin configuration of the COP8 programming cable is shown in the following table:

Table 3.1 Pin Configuration of Programming Cable

USB Interface Board, port X5	Parallel port	Signal Name
4	10	SO
5	1	SCK
6	2	SI
7	18-25	Signal Ground

4 THEORY OF OPERATION

4.1 INTRODUCTION

This chapter describes the operation of the major components and features that comprise the USB Interface Module.

4.2 USB INTERFACE MODULE

The major components of the USB Interface Module are shown in Figure 4.1.

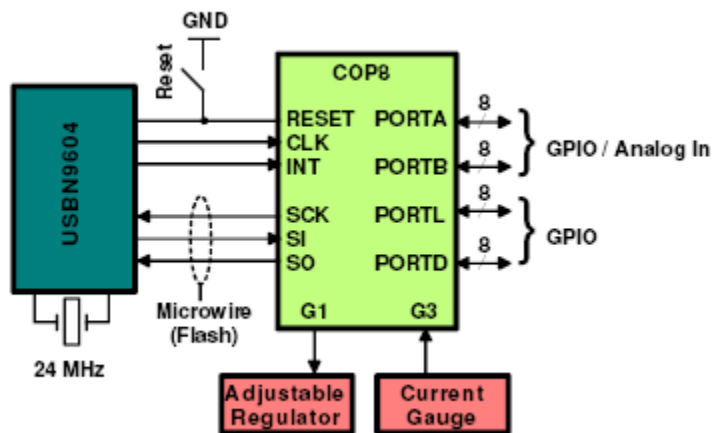


Figure 4.1 Major Components of the USB Interface Module

The USB Interface Module contains:

- COP8 microcontroller with built-in 256 byte RAM and 8Kb fFlash EPROM
- USBN9604 high-speed USB node controller
- Adjustable regulator
- Current gauge for current measurement
- Microwire connection for COP8 internal flash programming
- 32 general purpose I/O pins

The main core of the USB Interface Module is a COP8 microcontroller. The COP8 interfaces to the USB controller and all the other devices and is used as the system controller. The COP8 internal flash memory and RAM are used to store the USBN9604 firmware and application specific code and to run it. System clock speed after startup is 9.6 MHz provided by USB9604 controller. Pre-programmed firmware allows manipulating all GPIO pins through PC's USB port. Also low-level functions like flashing an EPROM through USB are supported.

4.3 POWER AND CURRENT GAUGE

The USB Interface Module needs at least 4V DC to create its internal power. This can be supplied by one of the following:

- 5V from the USB bus (i.e., bus powered)
- External DC adapter connected to J4 (i.e., self powered)

From the 5V DC source, the USB Interface Module creates two supplies (3.3V and adjustable voltage) with the help of two regulators as shown in Figure 4.2.

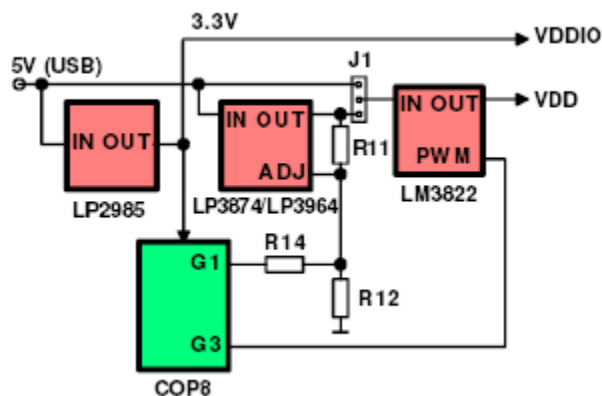


Figure 4.2 Power Management of the USB Interface Module

3.3V is for powering a COP8 and the USBN9604 controllers. There are three choices for adjustable voltages:) 3V, 3.9V, or 5V DC source (selectable by jumper J1). Adjustable voltages are defined by using resistors R11, R12, R14, and are user selectable using pin G1 of COP8. When G1 is programmed to low (ground), resistors R12 and R14 are connected in parallel. If G1 is in the Hi-Z state, only R12 affects the output voltage and R14 is disconnected. The adjustable voltages can be calculated using the following equation:

$$VDD = 1.216(1 + \frac{R11(R12 + R14)}{R12R14})$$

The USB Interface Module is generally a bus-powered device. It uses the 4.4V-5.0V max 0.5A bus-powered lines of the USB and creates the power supplies it needs. Even 5.5V DC source voltage can be used. The USB connection supports hot plug in/out.

Current consumption of the user application (daughterboard) can be measured using a current gauge chip. The sense range is between 0...1A. The PWM output of the chip is connected to the pin G3 of the COP8 microcontroller. The measuring cycle takes about 400ms.

4.4 A/D CONVERTER

The COP8 microcontroller has a built-in 10-bit analog-to-digital converter with 16 channel analog multiplexer. When the desired measurement voltage range is over VDDIO of COP8, simple resistor divider (R1, R2) can be added as shown in Figure 4.3. The filter capacitor C can be added to smooth the signal if necessary.

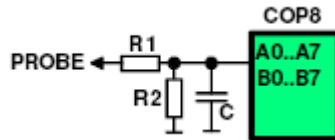


Figure 4.3 Analog Input Circuitry

The value of measured voltage can be calculated using the following equation:

$$V_{probe} = \frac{VDDIO * ADC(R1 + R2)}{1024 * R2}$$

5 SOFTWARE

5.1 INTRODUCTION

This chapter provides a short description of the firmware (FW), which runs on the USB Interface board and describes how to program and control the USB Interface from the PC. Use the COP8CBE9 datasheet for additional information on this process.

5.2 COP8 FIRMWARE

Most of the USB firmware code is imported from the COP8 USB Code Examples Library which is available at National's website. The USB Interface firmware runs on a COP8 core. It runs from flash memory and uses on-chip RAM for its variables. Current firmware supports the following functions and features:

USB related:

- Control packet transfer
- Human Interface Device (HID) class (USB joystick)

Application related:

- Internal Flash memory read/write/erase
- Internal RAM read/write
- Configuration/manipulation of I/O pins
- I²C/MICROWIRE/SPI interface transactions
- A/D conversion
- Internal timer programming

Basic structure of the firmware and relations between functions/services are shown in the following figure.

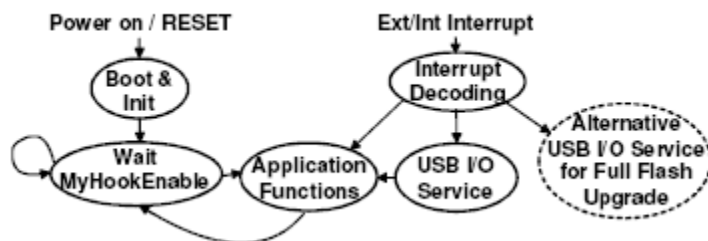


Figure 5.1 Structure and Relations of the Functions and Services

1. Boot and Initialization

This is the code that initializes the microcontroller and all peripheral circuitry after power-on or RESET.

2. Wait Loop

This is the code loop that keeps the microcontroller busy when there is nothing more pressing to do. These are the tasks that must be done regularly, but are not time critical and can be interrupted. From here it is possible to jump to application service when needed using flag MyHookEnable.

3. Interrupt Decoding

This is the code that decodes the interrupt and decides what type of services are needed. The interrupt can initiate from the USB9604 controller, an external pin or an internal timer. These are the tasks that are time critical, and that must be serviced as soon as conditions warrant. These also tend to be the tasks that are asynchronous or that occur irregularly.

4. USB I/O Service

This is the code that supports all USB related functions including control packet transfers and application command decoding. This contains most of the “driver” code is found.

5. Application Functions

This is the code that is application specific. The user can add functions and modify the code.

6. Alternative USB I/O Service

This is the code that should support the flashing process over the entire flash memory. This memory area can be used for making a copy of the main USB I/O service during an erase of a main block of the flash memory. That function is not fully implemented yet but is already supported by other services.

5.2.1 FLASH MEMORY MAP

Table 5.1 Flash Memory Map of the Firmware

Flash Memory Address (HEX)	Function
0000-0008	Boot
0009-00E8	Low level functions
00FF-01B0	Interrupt decoding
01E0-01FF	Interrupt table
0200-03FF	Constants
0400-04CA	Initialization
04CB-0C55	USB I/O service
0E00-167E	Application functions
1E00-1FFE	Alternative USB I/O service

5.2.2 CONTROL CODES

The Control Packet transfer is used to communicate between the USB Interface Module and the PC. The Standard Device Request GET_DESCRIPTOR is extended in current firmware and used to send application specific commands to the USB Interface Module using extended commands. The format of the extended packet of the Standard Device Request is shown in Table 5.2.

Table 5.2 Extended Packet of the Standard Device Request

Field name:	Request type	Request	CMD	VALUE	DATA	ADDR	ID	DATA1
Value:	0x80	GET_DESCRIPTOR	<i>Command</i>	<i>SubCmd</i>	<i>Data</i>	<i>Address</i>	<i>Id</i>	1

Format of the 4-byte return packet is shown in following figure:

<i>Data1</i>	<i>Data2</i>	<i>Data3</i>	<i>Data4</i>
--------------	--------------	--------------	--------------

Figure 5.2 Return Packet

Extended commands of the Standard Device Request are shown in Table 5.3:

Table 5.3 Extended Commands

Command	SubCmd	Symbol (defined in sw_hw.h)	Description
0x24	0x00	CMD_INIT	Sets regulator (pin G1) to its default value, 3.0V; disables internal timers (PWM function); configures some pins when <i>Data</i> = 0 (see Chapter 5.3.2)
	0x08	CMD_READRAM	Reads byte from internal RAM at <i>Address</i>
	0x10	CMD_WRITE	I ² C/MICROWIRE/SPI write transaction, where the serial interface is given by two LSB bits of <i>Command</i> [1:0]: 0=I ² C, 1=MICROWIRE, 2=SPI, 3=I ² C2; address is given by variable <i>Address</i> ; data is given by <i>Data</i> ; I ² C ID is given by <i>Id</i> . (Note 1)
	0x18	CMD_WRITERAM	Writes <i>Data</i> byte to internal RAM <i>Address</i>
	0x20	CMD_READ	I ² C/MICROWIRE/SPI read transaction, where the serial interface is given by two LSB bits of <i>Command</i> [1:0]: 0=I ² C, 1=MICROWIRE, 2=SPI, 3=I ² C2; address is given by variable <i>Address</i> ; I ² C ID is given by <i>Id</i> . Data will be stored to <i>Data1</i> . (Note 1)
	0x28	CMD_MEASURECURRENT	Measures period of PWM cycle generated by current gauge chip. Returns 16-bit "high" pulse width value to <i>Data1</i> and <i>Data2</i> ; "low" pulse width value to <i>Data3</i> and <i>Data4</i> . If measure fails, error code will be stored to <i>Data2</i> .

	0x30	CMD_MEASURE	A/D conversion from channel <i>Address</i> . Firmware turns selected pin into analog input if that is not configured before and restores old configuration after conversion.
	0x40	CMD_OUT	Writes <i>Data</i> byte to port A
	0x50	CMD_IN	Reads byte from port L
	0x60	CMD_SETREG	Turns G1 output to GND or Hi-Z state where output voltage is given by <i>Data</i> (1=3.0V, 0=3.9V)
	0x70	CMD_PWMMODE	Internal PWM-timer control (affects pin A5), where control byte is given by <i>Data</i> : 0=disable interrupt, 1=stop timer, 2=set duty cycle, 3=start timer. High-level pulse width is given by <i>Address</i> , low-level width by <i>Id</i> .
0x25	0x90	UPGRADECMD_STORE	Transfers 2 byte of data (value <i>Data</i> and <i>Address</i>) to internal RAM buffer
	0xA0	UPGRADECMD_FLASH	Flashes N-bytes from internal RAM buffer to flash memory. N is given by 3 LSB bit of <i>SubCmd</i> . 16-bit flash memory address is given by <i>Address</i> (MSBs) and <i>Data</i> (LSBs)
	0xC0	UPGRADECMD_ERASE	Erases 64-byte block in flash memory, where 16-bit flash memory address is given by <i>Address</i> (MSBs) and <i>Data</i> (LSBs)
	0xD0	UPGRADECMD_READ	Reads 2 bytes from flash memory, where 16-bit flash memory address is given by <i>Address</i> (MSBs) and <i>Data</i> (LSBs). Data bytes will be stored to <i>Data1</i> and <i>Data3</i> . Value <i>Id</i> must be zero.
	0xE0	UPGRADECMD_WRITE	Flashes <i>Id</i> byte to flash memory, where 16-bit flash memory address is given by <i>Address</i> (MSBs) and <i>Data</i> (LSBs)

Note1: There is an available feature option when MICROWIRE/SPI interface mode is selected. These features can be used by variable *Id* and are listed in Table 5.4.

Table 5.4 Features of the MICROWIRE/SPI Interface

<i>Id</i> (binary)	Feature
11xx xxxx	Inverts CS/SS line (pin A7)
1x1x xxxx	<i>Address</i> value will be 8-bit wide, no adding a read/write bit (LSB) by firmware
1xx1 xxxx	Swaps SI/SS pins (pins A0, A7)
1xxx 1xxx	Pulls SCL low at the end of R/W cycle (pin A6)

The error codes that firmware returns are listed in Table 5.5:

Table 5.5 Error Codes and Descriptions

Error Code	Symbol	Description
0x40 (bit 6)	ERROR_NOTINIT	This bit indicates the lack of initialization of the USB interface module. Last command has performed with default (BOOT) configuration. Requires initialization command.

0x00	ERROR_OK	Command performed successfully
0x01	ERROR_NA	Command performed but without error detection. For example MICROWIRE/SPI interfaces hasn't error detection feature.
0x82	ERROR_UNDEF	Undefined command
0x84	ERROR_USPIO	USB I/O error. Possible reasons: No hardware available or malfunctioning module or software problem
0x85	ERROR_NOACK0	No acknowledge signal from I ² C slave device after ID has been sent
0x86	ERROR_NOACK1	No acknowledge signal from I ² C slave device after Address has been sent
0x87	ERROR_NOACK2	No acknowledge signal from I ² C slave device after Data has been sent

5.2.3 SERIAL INTERFACES

The firmware of the USB Interface Module supports three interface modes:

- I²C compatible interface (2 wire, serial)
- MICROWIRE interfaces (4 wire, serial)
- SPI interfaces (4 wire, serial)

The following table shows the pin configuration of the COP8 controller for all interface modes. Note that current firmware behaves as a MASTER of the serial interfaces.

Table 5.6 COP8 Pin Configurations

Interface	Pin Name	COP8 Pin	Comment
I ² C compatible	SCL (clock)	A6 (out/HiZ)	Use pull up resistor for SCL.
	SDA (data in/out)	A7 (out/HiZ), L6 (in)	Use pull up resistor for SDA. Pin A7 must be connected to L6.
SPI / MICROWIRE	SCK (clock)	A6 (out)	
	SI (data in)	L7 (in)	
	SO (data out)	A0 (out)	
	SS (chip select)	A7 (out)	

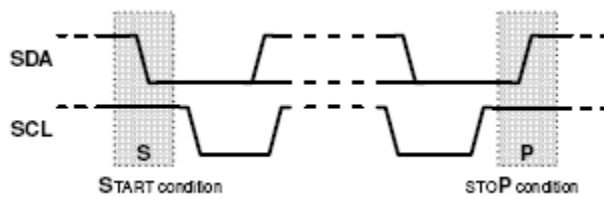
I²C Compatible Interface

I²C Signals

In I²C-compatible mode, the SCL pin is used for the I²C clock and the SDA pin is used for the I²C data. Both these signals need a pull-up resistor according to I²C specification. The values of the pull-up resistors are determined by the capacitance of the bus (typ. ~1.8k). See I²C specifications from Philips for further details. The period of the one clock pulse (SCL) is approximately 60µs.

I²C START and STOP Conditions

START and STOP bits classify the beginning and the end of the I²C session. START condition is defined as SDA signal transitioning from HIGH to LOW while SCL line is HIGH. STOP condition is defined as the SDA transitioning from LOW to HIGH while SCL is HIGH. The I²C master always generates START and STOP bits. The I²C bus is considered to be busy after START condition and free after STOP condition. During data transmission, the I²C master can generate repeated START conditions. The first START and the repeated START conditions are equivalent, function-wise.



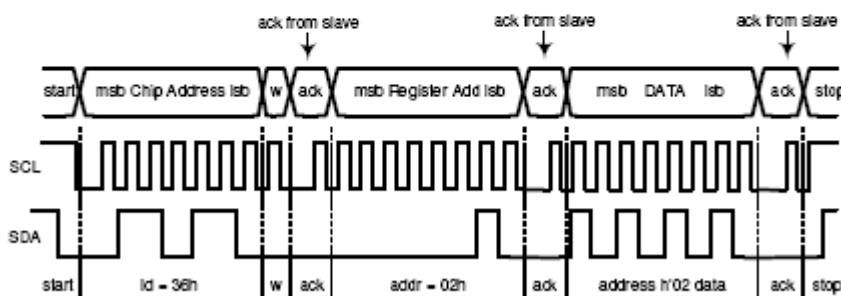
START and STOP Conditions

Transferring Data

Every byte put on the SDA line is eight bits long, with the most significant bit (MSB) being transferred first. Each byte of data has to be followed by an acknowledge bit. The transmitter (master) releases the SDA line (HIGH) during the acknowledge clock pulse. The receiver/slave must pull down the SDA line during the 9th clock pulse, signifying an acknowledge. A receiver which has been addressed must generate an acknowledge after each byte has been received. After the START condition, the I²C master sends a given chip address. This address is seven bits long followed by an eighth bit which is a data direction bit (R/W). Note that firmware skips to send a chip address in 2-cycle mode (selectable by user application). The second byte selects the register to which the data will be written. The third byte contains data to write to the selected register. When the MSB bit of the chip address is set to high, the firmware checks the level of the SCL line at 1st clock pulse of every cycle and waits a maximum 500ms until the receiver/slave releases an SCL line.



I²C Chip Address



I²C Write Cycle

w = write (SDA = "0")

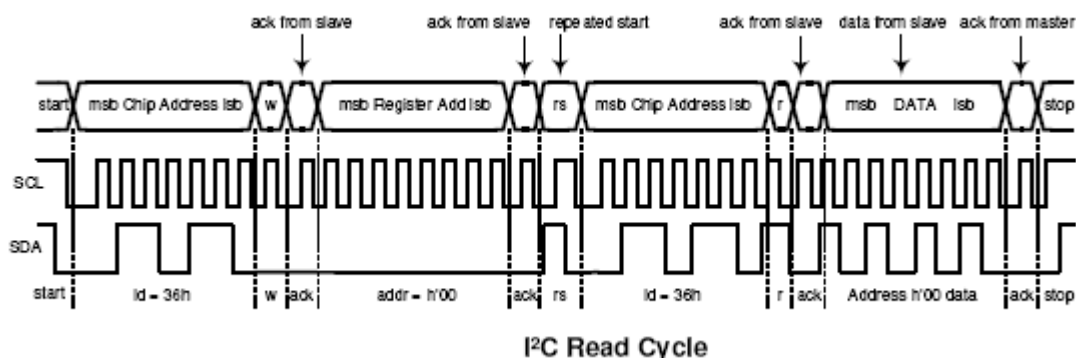
r = read (SDA = "1")

ack = acknowledge (SDA pulled down by either master or slave)

rs = repeated start

id= chip/device address

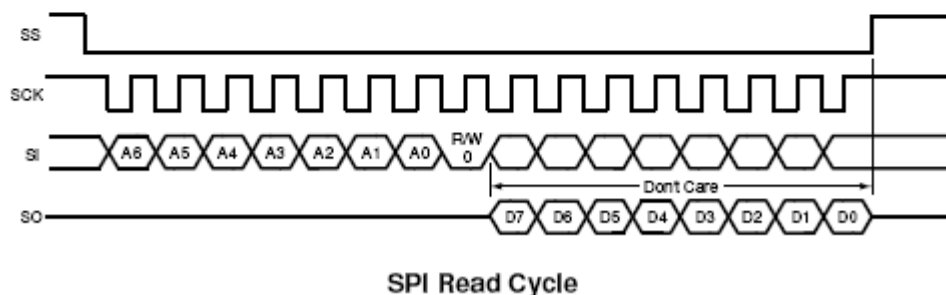
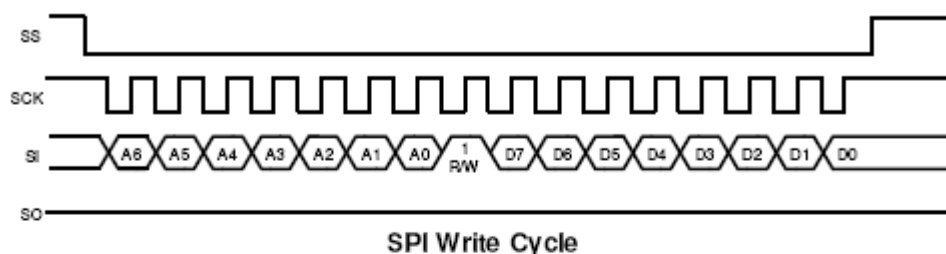
When a READ function is to be accomplished, a WRITE function must precede the READ function, as shown in the Read Cycle waveform.



MICROWIRE / SPI Interface

The transmission consists of 16-bit Write and Read Cycles. One cycle consists of 7 Address bits, 1 Read/Write (R/W) bit and 8 Data bits. R/W bit high state defines a Write Cycle and low defines a Read Cycle. SO output is normally in the high-impedance state and it is active only when Data is sent out during a Read Cycle. A pull-up or pull-down resistor may be needed in the SO line if a floating logic signal can cause unintended current consumption in the input where SO is connected.

The Address and Data are transmitted MSB first. Data is clocked in on the rising edge of the SCK clock signal, while data is clocked out on the falling edge of SCK. Current firmware offers several features that can be used in MICROWIRE/SPI mode (see Table 5.4). the period of one clock pulse (SCK) is approximately 50µs.



5.3 PC APPLICATION SOFTWARE

The Windows operating system (OS) interprets USB Interface Module as a Human Interface Device (HID) and uses Microsoft's standard HID-driver (included in OS). The application code developer can access the USB Interface through the Dynamic Link Library (DLL) provided by National Semiconductor or by using standard Windows API functions. No special Windows DDK Development Kit is needed.

5.3.1 USING A DYNAMIC LINK LIBRARY

The precompiled DLL offers several functions, which can be used by application software. The most important functions and their usage are listed below. All used constants are defined in file *sw_fw.h*.

DIIUSBDeviceDetect

The **DIIUSBDeviceDetect** function detects, opens, and configures the USB Interface Module, if available. This is to be used once when the application starts.

UCHAR DIIUSBDeviceDetect(UCHAR *Config*);

Parameters

Config

Specifies the predefined configuration to the COP8 pins. The predefined configurations are shown in Table 5.6.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

DIIUSBCloseDevice

The **DIIUSBCloseDevice** closes the USB Interface connection. This is to be used once when the application exits.

VOID DIIUSBCloseDevice(VOID);

DIIReadFromDevice

The **DIIReadFromDevice** function reads data byte from application hardware using I²C/MICROWIRE/SPI interface through the PC's USB/LPT Interface Module.

UCHAR DIIReadFromDevice(WORD *wPort*, UCHAR *uAddr*, UCHAR* *uData*, UCHAR *Interface*, UCHAR *Id*);

Parameters

wPort

Specifies a PC I/O port address, where the USB/LPT Interface module is connected.

The following values can be used:

Value	Port
0x2F8	USB port
0x278, 0x378, 0x3CB	Parallel ports (LPT)

uAddr

Specifies an address field of the I²C/MICROWIRE/SPI interface.

uData

Pointer to a variable that receives the data byte.

Interface

Specifies a serial interface for data transfer. Timing diagrams can be found in Section 5.2.3. The following values are defined:

Value	Interface
IF_I2C	I ² C
IF_MICROWIRE	MICROWIRE
IF_SPI	SPI
IF_I2C2	I ² C (2-cycle mode)

Id

Specifies an ID field of the I²C interface. When MICROWIRE/SPI interface is selected, that value specifies a feature option. See more about the available features in Table 5.4.

Return Value

If the function succeeds, the return value is dependent on the selected serial interface: ERROR_OK or ERROR_NA.

If the function fails, the return value can be ERROR_USBIO, ERROR_NOACK0, ERROR_NOACK1, or ERROR_NOACK2

See more about error codes in Table 5.5.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module isn't initialized using the **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIWriteToDevice

The **DIIWriteToDevice** function writes the data byte to application hardware using I²C/MICROWIRE/SPI interface through the PC's USB/LPT Interface Module.

UCHAR DIIWriteToDevice(WORD wPort, UCHAR uAddr, UCHAR uData, UCHAR Interface, UCHAR Id);

Parameters

wPort

Specifies a PC I/O port address, where the USB/LPT Interface Module is connected. The following values can be used:

Value Port

0x2F8 USB port

0x278, 0x378, 0x3CB Parallel ports (LPT)

uAddr

Specifies the address field of the I²C/MICROWIRE/SPI interface.

uData

Specifies the data field of the I²C/MICROWIRE/SPI interface.

Interface

Specifies a serial interface for data transfer. Timing diagrams can be found in Section 5.2.3. The following values are defined:

Value Interface

0 I²C

1 MICROWIRE

2 SPI

3 I²C (2-cycle mode)

Id

Specifies the ID field of the I²C interface. When MICROWIRE/SPI interface is selected, that value specifies a feature option. See more about the available features in Table 5.4.

Return Value

If the function succeeds, the return value is dependent on the selected serial interface: ERROR_OK or ERROR_NA.

If the function fails, the return value can be ERROR_USBIO, ERROR_NOACK0, ERROR_NOACK1, or ERROR_NOACK2.

See more about error codes in from Table 5.5.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_ReadFromPortAconfig (equivalent to ports B and L, change only letter)

The **DIIUSBSendCmd_ReadFromPortAconfig** function reads the byte from the COP8 configuration register of port A.

UCHAR DIIUSBSendCmd_ReadFromPortAconfig(UCHAR *uConfig);

Parameters

uConfig

Pointer to a variable that receives the configuration byte of port A.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_WriteToPortAconfig (equivalent to ports B and L, change only letter)

The **DIIUSBSendCmd_WriteToPortAconfig** function writes the byte to the COP8 configuration register of port A.

UCHAR DIIUSBSendCmd_WriteToPortAconfig(UCHAR *uConfig);

Parameters

uConfig

Specifies the configuration byte of port A.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_ReadFromPortA (equivalent to ports B and L, change only letter)

The **DIIUSBSendCmd_ReadFromPortA** function reads the byte from the COP8 data register of port A.

UCHAR DIIUSBSendCmd_ReadFromPortA (UCHAR *uData);

Parameters

uData

Pointer to a variable that receives the data byte of port A.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_WriteToPortA (equivalent to ports B and L, change only letter)

The **DIIUSBSendCmd_WriteToPortA** function writes the byte to the COP8 data register of port A.

UCHAR DIIUSBSendCmd_WriteToPortA (UCHAR *uData);

Parameters

uData

Specifies the data byte of port A.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_Measure

The **DIIUSBSendCmd_Measure** function measures voltage from one of the selected analog channel (ports B or L of COP8).

UCHAR DIIUSBSendCmd_Measure (UCHAR Channel, WORD *Result);

Parameters

Channel

Specifies a channel of the analog input. More information about analog channels can be found in the COP8CBE9 datasheet.

Result

Pointer to a variable that receives the measured value. Interpretation of the value is described in Section 4.4.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

Remarks

This function performs initialization of the USB Interface Module when it is not initialized. If the module is not initialized using **DIIUSBDeviceDetect** function, internal initialization procedure uses the default configuration (see Table 5.6).

DIIUSBSendCmd_MeasureCurrent

The **DIIUSBSendCmd_MeasureCurrent** function measures the current of the application hardware (daughterboard), which flows through the current gauge chip.

UCHAR DIIUSBSendCmd_MeasureCurrent(WORD *Result);

Parameters

Result

Pointer to a variable that receives the measured value in milliamps.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the communication fails, the return value is ERROR_USBIO. If the function fails (missing PWM signal generated by current gauge chip), the return value is ERROR_UNDEF.

DIIUSBSendCmd_GetRegVoltage

The **DIIUSBSendCmd_GetRegVoltage** function gets the state of the adjustable voltage regulator.

UCHAR DIIUSBSendCmd_GetRegVoltage(UCHAR *State);

Parameters

State

Pointer to a variable that receives the state value. When state the is 0, the regulator is adjusted to 3.9V; when the state is 1, the regulator is adjusted to 3.0V.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

DIIUSBSendCmd_SetRegVoltage

The **DIIUSBSendCmd_SetRegVoltage** function sets the state of the adjustable voltage regulator.

UCHAR DIIUSBSendCmd_SetRegVoltage (UCHAR *State);

Parameters

State

Specifies a state value. When the *state* is 0, the regulator is adjusted to 3.9V; when the state is 1, the regulator is adjusted to 3.0V.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

DIIUSBSendCmd_GetFlashVersion

The **DIIUSBSendCmd_GetFlashVersion** function gets a firmware version from the USB Interface Module, which is stored into the flash memory of COP8.

UCHAR DIIUSBSendCmd_GetFlashVersion (UCHAR *Version1, UCHAR *Version2);

Parameters

Version1

Pointer to a variable that receives the version number. The variable *Version1* shows the version number of the USB I/O service code.

Version2

Pointer to a variable that receives the version number. The variable *Version2* shows the version number of the application code.

Return Value

If the function succeeds, the return value is ERROR_OK.

If the function fails, the return value is ERROR_USBIO.

There are less important functions available, but they are not covered in this document.

6 BOARD SPECIFICATIONS

6.1 INTRODUCTION

This chapter presents the specification of the on-board connectors.

6.2 CONNECTORS

Table 6.1 lists all on-board connectors. The remainder of this section provides the related pin assignments for each connector.

Table 6.1 USB Interface Module Connectors

Connector No.	Connector Name
X1, X2	Pair of GPIO connectors 1 with VDD
X3, X4	Pair of GPIO connectors 2 with VDD and VDDIO
TPB1	GPIO connector
X5	Programming connector

6.2.1 GPIO Connectors X1, X2

Type: 16-pin, dual row (both connectors are equal)

Pin No.	Pin Name	Pin No.	Pin Name
1	GPIO pin L0	2	GND
3	GPIO pin L1	4	VDD
5	GPIO pin L2	6	GPIO pin B4 or analog channel CH12
7	GPIO pin L3	8	GPIO pin B5 or analog channel CH13
9	GPIO pin B0 or analog channel CH8	10	GPIO pin B6 or analog channel CH14
11	GPIO pin B1 or analog channel CH9	12	GPIO pin B7 or analog channel CH15
13	GPIO pin B2 or analog channel CH10	14	Not Used
15	GPIO pin B3 or analog channel CH11	16	GND

6.2.2 GPIO Connectors X3, X4

Type: 16-pin, dual row (both connectors are equal)

Pin No.	Pin Name	Pin No.	Pin Name
1	GPIO pin A7 or analog channel CH7	2	GND
3	GPIO pin A6 or analog channel CH6	4	VDD
5	GPIO pin A5 or analog channel CH5	6	GPIO pin L7
7	GPIO pin A4 or analog channel CH4	8	GPIO pin L6
9	GPIO pin A3 or analog channel CH3	10	GPIO pin L5
11	GPIO pin A2 or analog channel CH2	12	GPIO pin L4
13	GPIO pin A1 or analog channel CH1	14	VDDIO (3.3V)
15	GPIO pin A0 or analog channel CH0	16	GND

6.2.3 GPIO Connector TPB1

Type: 8-pin, single row

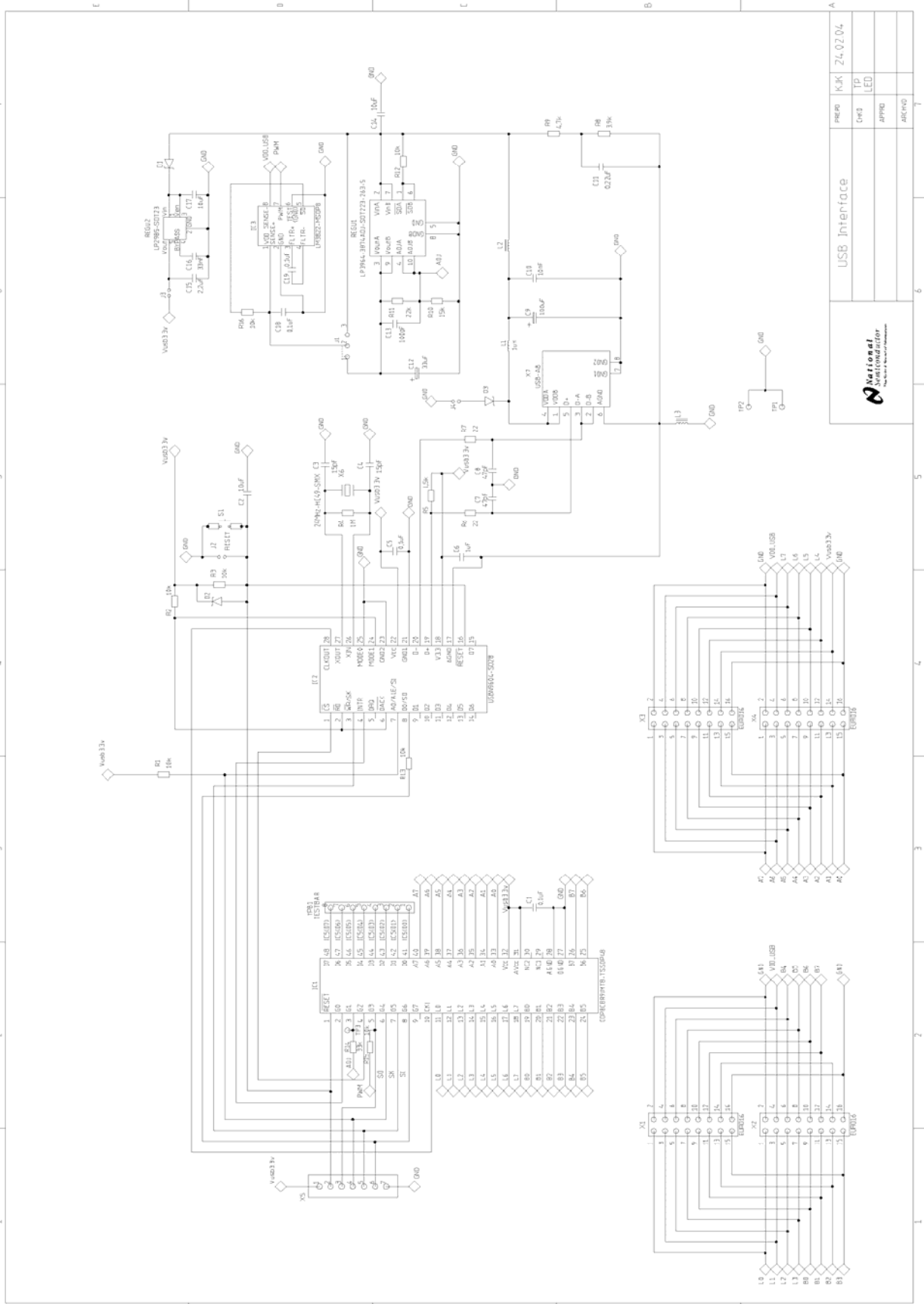
Pin No.	Pin Name
1	GPIO pin H7
2	GPIO pin H6
3	GPIO pin H5
4	GPIO pin H4
5	GPIO pin H3
6	GPIO pin H2
7	GPIO pin H1
8	GPIO pin H0

6.2.4 Programming Connector X5

Type: 7-pin, single row

Pin No.	Pin Name
1	VDDIO
2	RESET
3	GPIO pin G3
4	SO
5	SCK
6	SI
7	GND

Appendix A ELECTRICAL SCHEMATIC



USB Interface		REF ID: A000000000
REF ID: A000000000	TP	REF ID: A000000000
REF ID: A000000000	LED	REF ID: A000000000
REF ID: A000000000	REF ID: A000000000	REF ID: A000000000

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