

DACIO 300 Series User Guide

RS232 Controlled Digital & Analogue Input / Output Modules

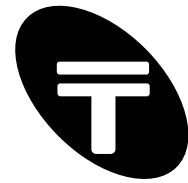
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DACIO User Guide

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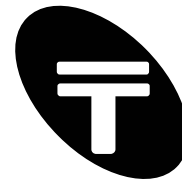
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1.4 Document Revision

| Version | Date | Summary of changes |
|---------|----------|---|
| V1.00 | Mar 2008 | First version. Documents DACIO 300 firmware v1.3. |
| V1.01 | Jan 2009 | Minor update. Documents DACIO 300 firmware v1.3. |
| V1.02 | Aug 2020 | Minor update. Documents DACIO 300 firmware v1.5 – updated for latest MCU and Low Power RS232 design. |



Introduction

The DACIO 300 series modules are powerful new microcontroller (MCU) based computer interface boards. A single board provides two 8-bit digital input/output ports and up to 8 analogue input channels to computers equipped with a spare RS232 COM port. The advanced design features unmatched power and ease of use at a budget price. It is useful for applications requiring a serial to parallel (and parallel to serial) converter. It is ideal for use in computer-controlled systems, for digital/analogue data acquisition, robotics, automatic testing equipment, process control or for experimental and educational purposes. This document is applicable to the DACIO 300 and DACIO 303 versions of the interface boards. Table 1 highlights the main differences.

Table 1: DACIO 2XX Variations

| Model No. | Digital I/O Lines | A/D Channels (10-bit) | Digital I/O Voltage |
|-----------|-------------------|------------------------------|---------------------|
| DACIO 300 | 16 | 8 (or 7 + 1 reference input) | CMOS/TTL 5V |
| DACIO 303 | 16 | 8 (or 7 + 1 reference input) | 3.3V |

1.5 Features List

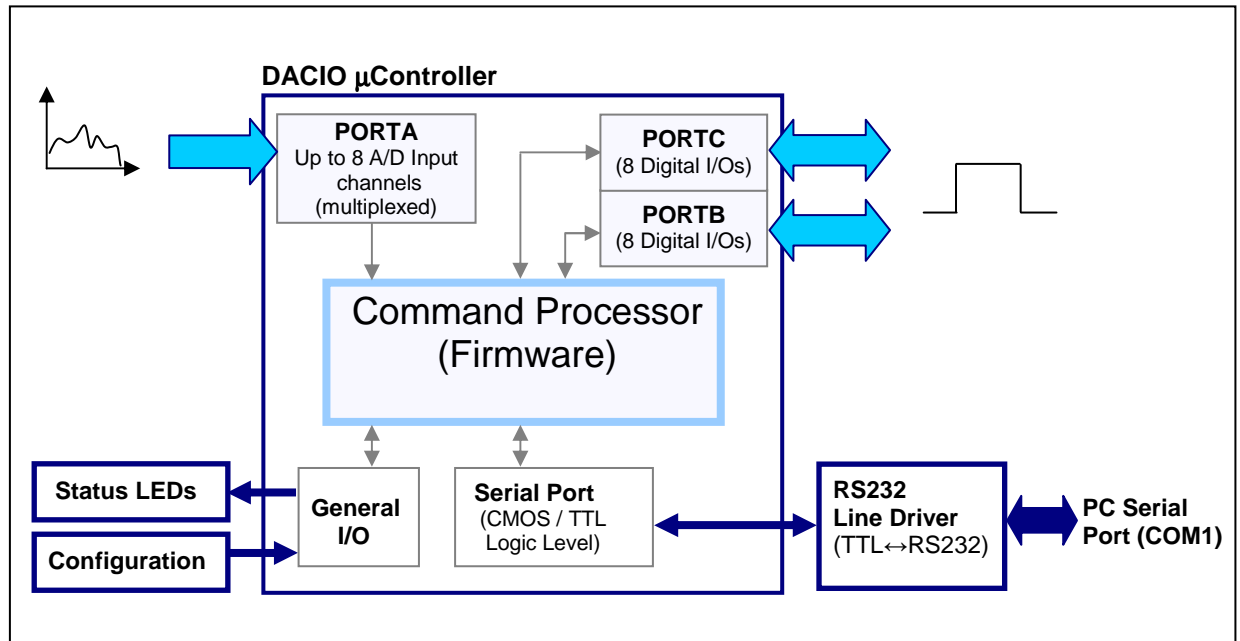
A brief list of some of the features included in the DACIO module is given below:

- Two 8-bit digital ports (5V or 3.3V options).
- Each input / output line is individually software configurable & controllable.
- The DACIO 300 features 8 (10-bit) A/D input channels or 7 A/D + 1 reference channel.
- Single DC supply: 6 to 10V wide input (5V or 12V versions available on request).
- Flexible and easy to remember instruction set. Bit, byte or 16-bit operations.
- Micro based design with small PCB footprint (84×55mm).
- High performance PC interface – Industry standard RS232 line drivers with 9600 and 115200 bps (others available on request).
- Full (but suppressible) error reporting. Two status LEDs.
- Quickstart guide, default settings, LED demo and powerful trace feature gets you up and running in minutes! Intelligent on-board micro communicates with a Terminal program on the host computer allowing you to run demos or try out all the features by typing commands manually.
- Very low power consumption; typically 7-10mA (no load).



1.6 Block Diagram - DACIO Module (300 Series)

Figure 1: Module Block Diagram

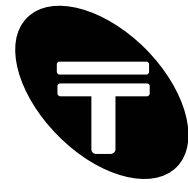


The module provides two digital I/O ports called PORTB and PORTC and one analogue input port called PORTA.

The PC/computer interface is a serial port connection via RS232 line drivers into the module's microcontroller providing the input/output lines. Computers equipped with an RS232 COM port can control the connected module by sending commands in ASCII which are processed by the module's internal Command Processor (firmware).

Status LEDs indicate communication to the unit and are also used to indicate errors.

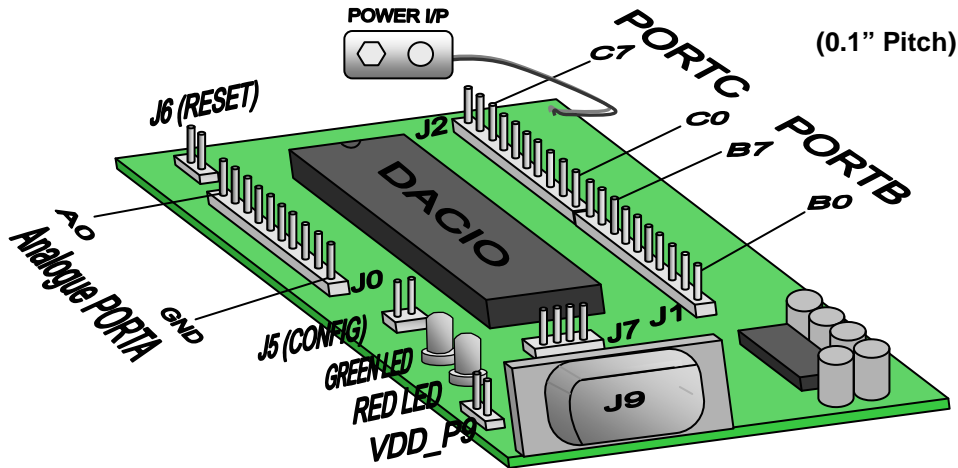
The module can be configured for baud rate selection via configuration jumper pins.



2 Hardware Description

Figure 2 below is a simplified diagram depicting the main hardware components and input / output ports. A hardware description of the features is provided here followed by the software control description in section 3.

Figure 2: Simplified Module Diagram.



2.1 Power Supply

For simple power supply requirements the module features a built in voltage regulator for operation with a wide voltage range. The input voltage V_{in} is regulated using a precision voltage regulator to the voltage used internally by the module called VDD. VDD is 5V (+/- 1%) for DACIO 300 and 3.3V (+/- 1%) for DACIO 303.

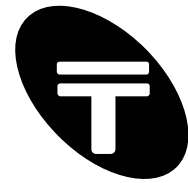
The module may be powered using an external power supply or battery connected via the attached "PP3" connector. The input voltage may be 6 to 10V for DACIO 300 and 4 to 8V for DACIO 303. Higher voltages require an adequate heatsink to be fitted to the on-board voltage regulator. Alternatively the voltage regulator may be removed on request for direct operation.

Current consumption may be as low as 7-10mA (no load) and as high as 210mA if all 16 digital I/O lines are powering LEDs at 12.5mA each.

2.2 Analogue to Digital PORTA

The module has up to 8 (10-bit) analogue input channels accessible via connector J0. The pin numbers and signal descriptions are as follows:

| J0 Pin Number | Signal Name | Description |
|---------------|-------------|---|
| 1 | A0 | Analogue Channel 0 |
| 2 | A1 | Analogue Channel 1 |
| 3 | A2 | Analogue Channel 2 |
| 4 | A3/Ref | Analogue Channel 3 / Optional Reference Input |
| 5 | A4 | Analogue Channel 4 |
| 6 | A5 | Analogue Channel 5 |
| 7 | A6 | Analogue Channel 6 |
| 8 | A7 | Analogue Channel 7 |
| 9 | VDD | Regulated supply voltage |
| 10 | GND | Signal ground |



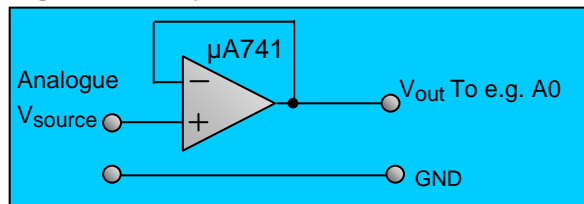
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The on-board Analogue to Digital Converter (ADC) allows conversion of an analogue input signal to a corresponding 10-bit digital number. The 8 channels are multiplexed. Any one of the 8 analogue input channels when read give a value of 0-1023 where 0 represents 0V and 1023 represents the reference voltage (e.g. VDD) of the module.

The analogue port may be configured under software control as 8 analogue input channels with VDD (e.g. +5V) as the voltage reference or as 7 analogue channel input channels with channel A3 (J0, pin 4) as the reference input signal. If channel A3 is used as the reference signal, ensure the voltage on this line is between VDD and (VDD-2).

Analogue to Digital (A/D) resolution is 10-bit. Accuracy is within +/- 1 bit, but that can be made worse depending on the analogue source and voltage reference used. Keep the source impedance low ($\ll 2.5 \text{ k}\Omega$). If required, pass the analogue source through a voltage follower. Figure 3 below shows the use of a unity gain buffer (as a voltage follower) to provide a high input impedance to an analogue voltage source.

Figure 3: Unity Gain Buffer

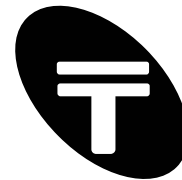


2.3 Digital PORTB and PORTC

There are two 8-bit digital ports called PORTB and PORTC on a 0.1" pitch header (or optional ribbon cable socket).

PORTC is an 8-bit port accessible via connector J2. The pin numbers and signal descriptions are as follows:

| J2 Pin Number | Signal Name | Description |
|---------------|-------------|--------------------------|
| 10 | VDD | Regulated supply voltage |
| 9 | GND | Signal ground |
| 8 | C7 | PORTC Bit 7 |
| 7 | C6 | PORTC Bit 6 |
| 6 | C5 | PORTC Bit 5 |
| 5 | C4 | PORTC Bit 4 |
| 4 | C3 | PORTC Bit 3 |
| 3 | C2 | PORTC Bit 2 |
| 2 | C1 | PORTC Bit 1 |
| 1 | C0 | PORTC Bit 0 |



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PORTB is an 8-bit port accessible via connector J1. The pin numbers and signal descriptions are as follows:

| J1 Pin Number | Signal Name | Description |
|---------------|-------------|--------------------------|
| 10 | VDD | Regulated supply voltage |
| 9 | GND | Signal ground |
| 8 | B7 | PORTB Bit 7 |
| 7 | B6 | PORTB Bit 6 |
| 6 | B5 | PORTB Bit 5 |
| 5 | B4 | PORTB Bit 4 |
| 4 | B3 | PORTB Bit 3 |
| 3 | B2 | PORTB Bit 2 |
| 2 | B1 | PORTB Bit 1 |
| 1 | B0 | PORTB Bit 0 |

Note that each bit of PORTB or PORTC is individually configurable under software control as either an input or an output line. In addition, the module features an internal programmable weak pull-up to VDD on PORTC. See Figure 4 below. This feature may be used to read the state of switches without requiring the use of external pull-up resistors. Assuming PORTC is configured as an input port the switches can be directly connected to the I/O pins on PORTC with the other end to ground. This is shown in Figure 5 below. Reading the input pins will read as '1' when the switch is open and '0' when the switch is closed. The internal pull-ups on all lines may be enabled or disabled under software control (via commands).

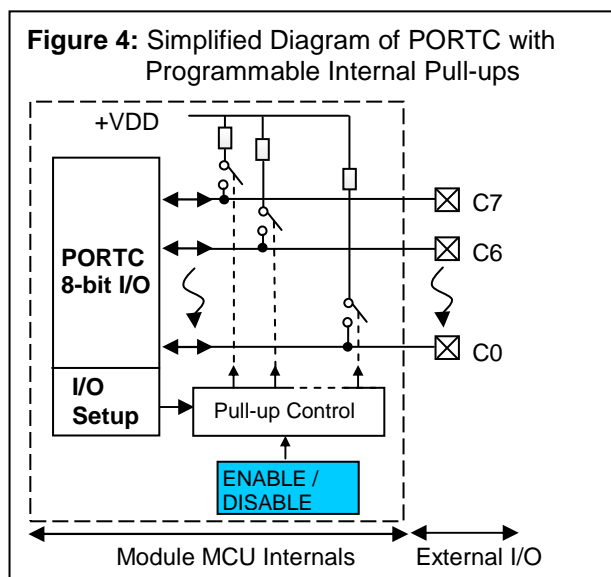
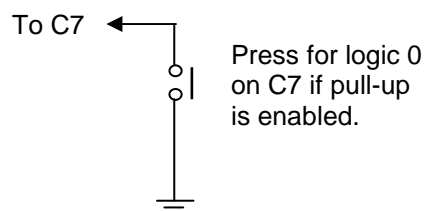


Figure 5: Connecting Switches to Input Pins




Note: Internal pull-ups are disabled automatically for I/O lines configured as outputs. So set relevant bits to inputs, then enable the internal pull-ups.



2.4 Reset Pins



The module may be reset by shorting the jumper pins on J6 together for at least 1ms.

| J6 (Reset) | Usage |
|---|---|
|  | Normally open. Short pins to initiate hardware reset to the module. |

2.5 Other Connections

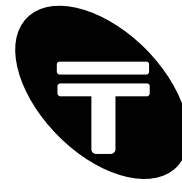
2.5.1 VDD_P9 Connection

The DACIO module may power certain devices via its RS232 interface via J9 pin 9. See below which shows how to set the jumper pin settings.

| VDD_P9 | J9 pin 9 Connection |
|---|--------------------------------------|
|  | Disconnected / no power on J9 pin 9. |
|  | VDD routed to J9 pin 9. |

2.5.2 Optional Digital Expansion (J7)

An additional general purpose port is accessible via connector J7 for future expandability. This is currently unimplemented.





2.6 RS232 Interface

The module connection to a host computer is via J9. J9 is a 9 way D-type socket connector. A standard serial extension cable (pin 1 to pin1, pin 2 to pin 2 etc.) is required to connect to a host computer. The module supports two baud rates: 9600 and 115200. The data format is 8 data bits, no parity and 1 stop bits.

2.6.1 Baud Rate Configuration

The baud rate of the module is 115200 by default. To set to 9600 place a jumper over connector J5 (CONFIG) on the module. Table 2 below shows the different baud rate options and how to set the jumper pin settings.

Table 2: Baud Rate Setup Options

| J5 (Config) Settings | Serial port baud rate (bps) |
|--|-----------------------------|
|  | 115200 (Default) |
|  | 9600 |

Notes:

- Communication speeds 9600 to 115200 bps have all been tested reliably with shielded cable lengths up to 10m. Longer cable lengths may be possible but may result in unreliable, degraded signal performance.
- The module only reads the J5 jumper pin settings on power up or when the module is reset. Therefore, if changing J5 configuration, reset the module for the change to take effect.

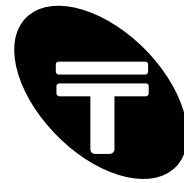
2.7 Status LEDs

Two status LEDs are provided, one for indicating valid communication with the module and the other for notifying errors:

Table 3: Status LED Descriptions

| LED Colour | Description |
|------------|---|
| Green | This flashes during successful communication e.g. on receiving valid command sequences. |
| Red | This is turned on for a hard communication error such as a framing or baud rate error. |

Note that the “Red” LED should not light up in normal running mode unless the wrong communication settings are being used with the module or the module is being used in a very noisy environment such that communication to the module is being corrupted.



2.8 Module Specification

2.8.1 Power Supply

Input Supply Voltage: 6-10V for DACIO 300 (optional 5V available or 12V with heatsink).
4-8V for DACIO 303 (optional 3.3V available or 12V with heatsink).

Input Current: 7-10mA typically on no load and up to 210mA overall on full load – see section 2.8.4 “Microcontroller Electrical Characteristics”.

Internal Regulated Voltage (VDD): Linear 5V, 1% accuracy for DACIO 300.
Linear 3.3V, 2% accuracy for DACIO 303.

2.8.2 Host Connection / RS232 Line Drivers

Connection: RS232 / serial port, 9 Way D-type Connector.
Line settings: 9600 or 115200 (default) baud, 8 data bits, no parity and 1 stop bits.
Line Drivers: Industry standard RS232 line drivers - meets full EIA/TIA-232D specifications. 15kV ESD protection.

2.8.3 Input / Output Ports

Analogue PORTA

A/D Channels: Eight multiplexed A/D channels (A0-A7) or 7 A/D + 1 reference channel.
Resolution: 10-bit.
Accuracy: +/- 1 bit (with low source impedance i.e. $\ll 2.5 \text{ k}\Omega$ and accurate voltage reference).
Reference Voltage: software configurable as VDD or channel A3.
Reference Voltage Range: +2.5V minimum, +5V maximum (for DACIO 300)
+2.5V minimum, +3.3V maximum (for DACIO 303)

Digital PORTB

Number of lines: 8-bits wide, bi-directional port.
Data direction: input by default - each line individually configurable.
Output current: source / sink up to 25mA per line, however see notes below.

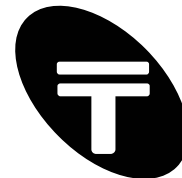
Digital PORTC

Number of lines: 8-bits wide, bi-directional port.
Data direction: output by default - each line individually configurable.
Output current: source / sink up to 25mA per line, however see notes below.

Notes:

- a) Ensure that the total current sourced or sunk by PORTB is less than 200mA.
- b) Ensure that the total current sourced or sunk by PORTC is less than 200mA.
- c) Ensure that the total current sourced or sunk by PORTB and PORTC combined is less than 200mA.

In other words, PORTB and PORTC combined can source or sink safely a maximum of 200mA in total. Do not exceed this amount. As an example, a total of 16 LEDs may be driven at 12.5mA via PORTB and PORTC using current limiting resistors. Alternatively up to 8 LEDs can be driven at 25mA from say PORTB only. PORTB and PORTC outputs have direct LED drive capability but ensure that the limits described above are not exceeded. Always use appropriately calculated current limiting resistors when using standard LEDs or use a nominal value of 360 Ohms.



2.8.4 Microcontroller Electrical Characteristics

The module input supply (Vin) is normally regulated by a precision on-board voltage regulator. The regulated operational voltage used internally by the module (microcontroller and other on board peripherals) is called VDD. The following Electrical Characteristics are for the microcontroller operating at VDD at 5V (DACIO 300).

DC Characteristics (MCU)

| Symbol - Description | Min | Typ | Max | Units | Conditions |
|------------------------------------|---------|-----|--------|-------|------------------------------------|
| VIL – Input Low Voltage | GND | - | 0.2VDD | V | 2V < VDD < 5.5 |
| VIH – Input High Voltage | 0.9VDD | - | VDD | V | 2V < VDD < 5.5 |
| VOL – Output Low Voltage | - | - | 0.6 | V | Current sink = 7-10 mA, VDD = 5V |
| VOH – Output High Voltage | VDD-0.7 | - | - | V | Current source = 7-10 mA, VDD = 5V |
| IPURC - PORTC Weak Pull-up Current | 50 | 250 | 400 | µA | VDD = 5.0V |

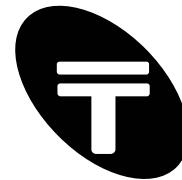
Notes:

- a) VDD is typically 5V +/- 1% on Model 300 or 3.3V +/- 2% (Model 303)
- b) Data in "Typ" column is at 25°C
- c) Figures are quoted for operating temperature range 0°C to +70°C

Absolute Maximum Ratings (MCU †)

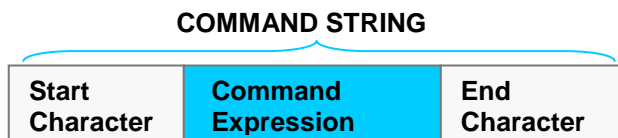
| | |
|---|-----------------------|
| Ambient temperature under use..... | -10°C to +70°C |
| Storage temperature | -20°C to +85°C |
| Voltage on any pin with respect to GND (except VDD)..... | -0.3V to (VDD + 0.3V) |
| Voltage on VDD with respect to GND..... | -0.3 to +6.5V |
| Maximum current into VDD pin..... | 95 mA |
| Maximum current out of Vss pin..... | 95 mA |
| Maximum output current sunk by any I/O..... | 25 mA |
| Maximum output current sourced by any I/O pin..... | 25 mA |
| Maximum current sunk by PORTB (combined)..... | 95 mA |
| Maximum current sourced by PORTB (combined)..... | 95 mA |
| Maximum current sunk by PORTC (combined)..... | 95 mA |
| Maximum current sourced by PORTC (combined)..... | 95 mA |
| Maximum current sunk by PORTB and PORTC (combined)..... | 95 mA |
| Maximum current sourced by PORTB and PORTC (combined).... | 95 mA |

† **NOTICE:** Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the on board microcontroller and other devices. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.



3 Module Protocol and Control Commands

There are two digital I/O ports called PORTB and PORTC and one analogue input port called PORTA. All bits of PORTB & PORTC are individually configurable as input or output. On first applying power, by default PORTB is configured as an input port and PORTC as output port. Computers equipped with an RS232 COM port can control a connected module by sending command strings i.e. a recognised sequence of ASCII characters. The command string consists of three parts as shown below:

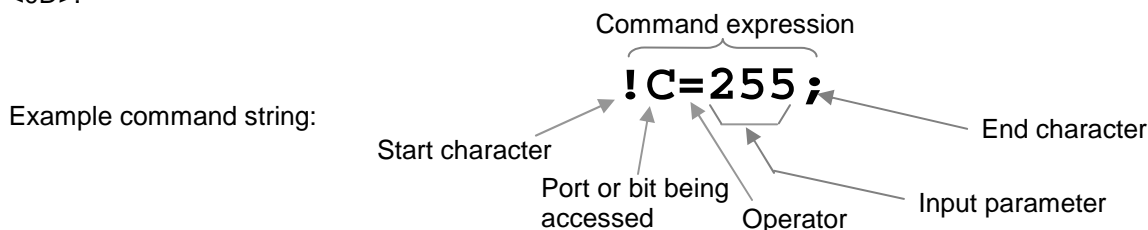


The whole command string can consist of 4-9 ASCII characters depending on the function being performed. The first character is the *start character* to inform the module of the type of command expression coming up. The *command expression* characters specify the expression to be processed by the module. It is similar to a high level programming language expression and is easy to remember. All command expressions must be terminated with a *termination/end character*.

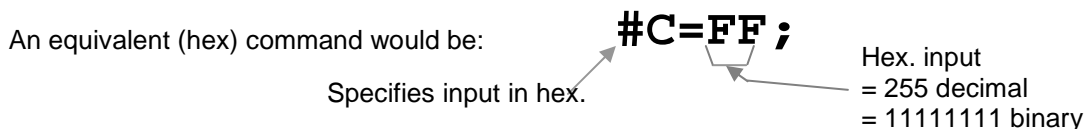
The general command string is formed as follows:

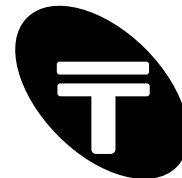
- **Start Character:** All commands to the module must begin with either an exclamation mark (!) or a hash (#). The start character is also used to specify the radix (number base) of input parameters: '!' for decimal and '#' for hexadecimal. The examples given below will demonstrate which to use.
- **Command Expression:**
 - a) With all except the configuration and miscellaneous commands, the next one or two character(s) specifies the port (e.g A for PORTA, B for PORTB etc) or bit (e.g. A0 for bit 0 of PORTA).
 - b) An operator symbol is then required ('=' to write, '?' to read, etc).
 - c) The next character(s), if required, is used to provide an input parameter.
- **End Character:** All commands must end with a semicolon (;).

If a valid command is received, the module will normally reply with an exclamation character (!). The module will then output the data requested (if any) and end with a carriage return <0D>. On error, the module will normally reply with a question mark (?) and end with a carriage return <0D>.



In the command shown above the module is being instructed to write a decimal byte value of 255 to PORTC.





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There are two main groups of commands accepted by the module: decimal radix & hexadecimal radix commands. Commands starting with '!' are the decimal radix commands. Commands starting with '#' are the hexadecimal radix commands.

The two groups have similar commands, however, in hex radix mode all 16-bit operations are implemented. The main difference is that the input parameters and the data from the module replies are given in either decimal or hex.

The instruction set is described below. Most instructions/commands are described for PORTB only but may be equally applied to the other available ports in a similar fashion. Boldface lower capitals 'x' denote a required input parameter. Remember that all characters sent to the module must be in uppercase. For clarity, commands may sometimes be shown in quotation marks e.g. "!B=15;" but the quotation marks are not part of the actual ASCII command string sent to the module. Similarly, the same is true for replies from the module. A carriage return char (hex 0D) is shown as: <0D>.

3.1 Basic Instruction Set

3.1.1 Digital Read Commands

!Bx?; Read bit x (0-7) from PORTB. Reply is: "!x<0D>" where x is 1 or 0.

!B?; Read byte from PORTB. Reply is: "!xxx<0D>" where xxx is 000-255.

Example 1: "!B0?;" (Read bit 0 of PORTB)
 "!1<0D>" (Reply: logic high on bit 0)

Example 2: "!B?;" (Read PORTB)
 "!045<0D>" (Reply: PORTB = 45)

Example 3: "#B?;" (Read PORTB)
 "!2D<0D>" (Reply: PORTB = 45)

Equivalent hex commands: "#Bx?;" and "#B?;"

Available ports: PORTB, PORTC

3.1.2 Analogue Read Command

!Ax?; Read channel x (0-7) from the analogue port. Reply is: "!xxxx<0D>" where xxxx is 0000-1023.

To work out the voltage V_a on the input channel use the following formula:

$$V_a = (X)(V_r/1023)$$

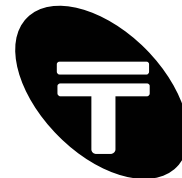
where X is the number returned by the module and V_r is the reference voltage.

Note:

a) As the analogue port is read only, the module will accept a command even if the read operator (?) is not used. The commands "!A2?;" and "!A2;" achieve the same result.

b) Maximum sample rate is approximately 1163 sps (samples per second) using hexadecimal commands. Conversion time is 20us.

Example 1: "!A2?;" (Read PORTA channel 2)



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"!0511<0D>" (Reply: A/D channel 2 = 511)

Assuming analogue source impedance is < 2.5 k Ω and reference voltage used is 5 volts then the voltage on channel 2 is:
 $511 \times (5/1023) = 2.5$ volts approx.

Equivalent hex command: "#Ax?;"

Available ports: PORTA only

3.1.3 Write Commands

!B=xxx; Write the decimal byte value xxx to PORTB where xxx is a 1 to 3 digit number ranging from 0-255.

!Bx=1/0; Write 1/0 to bit x (0-7) of PORTB.

Example 1: "!B=15;" (Write 15 to PORTB)
 "!<0D>" (Reply: acknowledged)

Example 2: "!B4=1;" (Write logic 1 to bit 4 of PORTB)
 "!<0D>" (Reply: acknowledged)

Note: commands "!B=015;" and "!B=15;" have the same effect.

Equivalent hex commands: "#B=xx;" and "#Bx=1/0;" (where xx are hex digits 0-FF).

Available ports: PORTB, PORTC

3.1.4 Invert/Toggle Commands

!B~; Invert all bits in PORTB (change all 1s to 0s and vice versa).

!Bx~; Invert bit x (0-7) of PORTB

Example 1: "!B~;" (Invert PORTB)
 "!<0D>" (Reply: acknowledged)

Example 2: "!B3~;" (Invert bit 3 of PORTB)
 "!<0D>" (Reply: acknowledged)

Equivalent hex commands: "#B~;" and "#Bx~;"

Available ports: PORTB, PORTC

3.1.5 Shift Commands

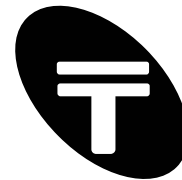
!B>; Shift right PORTB (towards LSB)

!B<; Shift left PORTB (towards MSB)

Example 1: !B>; (shift right PORTB)
!<0D> (Reply: acknowledged)

Equivalent hex commands: "#B>;" and "#B<;"

Available ports: PORTB, PORTC



3.2 Setup / Configuration Commands

There are various setup options available online. The module can be input/output direction, analogue setup etc. The full list of configuration commands is given below. On power-up the module is set to a default configuration setting and this is given after the commands have been described. There are a lot of configuration options so practice using the module with the default settings first, then use the commands in this section when the need arises.

3.2.1 Input/Output Direction – Set/Read

!SBx=I/O; Set bit x (0-7) of PORTB as an input/output line.
I = input, O = output

!SB=xxx; Set PORTB input/output configuration byte (0-255).
Bit = 1 = Input, Bit = 0 = Output.

Note: by default, PORTB is an input port and PORTC is an output port on module powering up or after a reset.

!SB?; Read PORTB input/output configuration byte (0-255).
Bit = 1 = Input, Bit = 0 = Output.

Example 1: **!“!SB3=I;”** (Set B3 of PORTB as an input line).
!“!<0D>” (Reply: acknowledged)

Example 2: **!“!SB=15;”** (Set B0-B3 as inputs and B4-B7 as outputs).
!“!<0D>” (Reply: acknowledged)

Example 3: **!“!SB?;”** (Read PORTB I/O direction setup).
!“!255<0D>” (Reply: PORTB I/O direction = 255 i.e. all bits are inputs)

Equivalent hex commands (for setup): **“#SBx=I/O;”** and **“#SB=xx;”** (xx is a 1 to 2 digit hex no.).
Equivalent hex commands (reading): **“#SB?;”**

Available Ports: PORTB, PORTC.

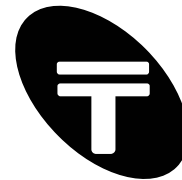
3.2.2 Analogue Configuration - Set/Read

There are 8 analogue input channels on PORTA. The on-board ADC allows conversion of an analogue input signal to a corresponding 8-bit digital number. The 8 channels are multiplexed. Any one of the 8 analogue input channels when read give a value of 0-1023 where 0 represents 0V and 1023 represents the positive supply voltage (VDD) of the module. VDD (+5V for DACIO 300) is the default reference voltage. The reference voltage can be changed to anything between 2.5V and VDD only if PORTA is configured to 7-channel mode where the reference voltage is applied to channel A3.

!SA=7/8; Configure analogue to digital port to 7 channel (with channel A3 as ref.) or 8 channel mode (with VDD as ref.).

!SA?; Read analogue to digital port configuration. Reply is: **!“!7<0D>”** or **!“!8<0D>”**

Equivalent Hex Commands: **“#SA=7/8;”** for setup or **“#SA?;”** to query current configuration.



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Example: "!SA=8;" Set to 8 channel A/D - use all channels as analogue inputs.

Note a) If PORTA is set to 7 channel mode then reading channel A3 will not give a meaningful result. This is because channel A3 is the reference input. Reading channel A3 with itself as reference will always return the value 1023.

3.2.3 Internal Pull-ups - Set/Read

The DACIO features an internal programmable weak pull-up to VDD on PORTC. See Figure 4 in section 2.3 "Digital PORTB and PORTC". This feature may be used to read the state of switches without requiring the use of external pull-up resistors. To enable/disable internal pull-ups on all lines use the following command:

!SCPU=E/D; Enable/Disable internal pull-ups

!SCPU?; Read Enabled/Disabled state of internal pull-ups.
Reply is: "!E<0D>" for Enabled or "!D<0D>" for Disabled.

Equivalent Hex Command (for setup): "#SCPU=E/D;"

Equivalent Hex Command (reading): "#SCPU?;"

That's it! Those are all the basic commands used to control the module. Read the QuickStart guide and use the demo and the powerful trace feature to quickly learn the instruction set and understand how the module operates.

The following sections cover the more advanced features of the module. Again the trace feature will help you to quickly understand and use all the advanced features.

3.3 Miscellaneous Commands

PORTB and PORTC are both 8-bit I/O ports and these can be combined and thought of as a "general" 16-bit port or PORTG. The low 8-bits of PORTG map directly onto PORTB and the most significant 8-bits map onto PORTC. Instructions for operating on PORTG are similar to those already shown. The only difference is that reading from or writing to both PORTB and PORTC can be done using one instruction.

Note: For the decimal radix commands shown below the parameter x is a single decimal digit (0-9) and therefore limits access to only the 10 bits of PORTG. Only the equivalent hexadecimal commands will allow access to all 16 bits of PORTG as x can then be 0-9 or A-F.

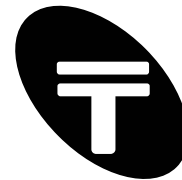
3.3.1 Pseudo 16-bit Read Commands

!Gx?; Read bit x (0-9) from PORTG. Reply is: "!x<0D>" where x is 1 or 0.

!G?; Read 16-bit decimal word value from PORTG (i.e. read both PORTB and PORTC). Reply is: "!xxxxx<0D>" where xxxxx is 00000-65535.

Example 1: "!G?;" (The module will reply with a 16-bit number indicating the status of the bits of both PORTB and PORTC. An example reply may be "!00002<0D>" which would mean that PORTB = 2 and PORTC = 0).

Equivalent hex commands: "#Gx?;" and "#G?;" (where x is a hex digit 0-9 or A-F).



3.3.2 Pseudo 16-bit Write Commands

!G=xxxx; Write the decimal word value xxxxx to PORTB (low byte) and PORTC (high byte) where xxxxx is a 1 to 5 digit decimal number ranging from 0-65535.

!Gx=1/0; Write 1/0 to bit x (0-9) of PORTG.

Example 1: "!G=65535;" (Write 255 to both PORTB and PORTC).

Example 2: "#G=2D;" (Write hex. 2D to PORTB and 0 to PORTC.).

Example 3: "!G7=1;" (Write '1' - logic high, to bit 7 of PORTB).

Example 4: "!G10=1;" (Error! The parameter x in "!Gx=1/0" must be a single digit. Attempting to write to bit 3 of PORTC. This is only possible using the equivalent hexadecimal command.)

Example 5: "#GA=1;" (Hex command. Write '1' to bit 3 of PORTC).

Equivalent hex commands: "#G=xxxx;" and "#Gx=1/0;"

3.3.3 Pseudo 16-bit Invert/Toggle Commands

!G~; Invert all bits in PORTG (change all 1s to 0s and vice versa).

!Gx~; Invert bit x (0-9) of PORTG.

Equivalent hex commands: "#G~;" and "#Gx~;"

3.3.4 Pseudo 16-bit Shift Commands

!G>; Shift right PORTG (towards LSB)

!G<; Shift left PORTG (towards MSB)

Equivalent Hex Commands: "#G>," and "#G<,"

3.3.5 Pseudo 16-bit Input/Output Direction – Set/Read

!SGx=I/O; Set bit x (0-7) of PORTB as an input/output line. I = input, O = output

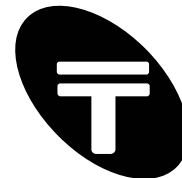
!SG=xxxx; Set PORTG input/output configuration word (0-65535).
Bit = 1 = input.
Bit = 0 = output.

!SG?; Read 16-bit decimal word value of PORTG I/O direction setup.
Reply is: "!xxxx<0D>" where xxxxx is 00000-65535.

Example 1: "#SG=FFFF;" (Configure all lines of PORTB and PORTC as inputs.).

Equivalent hex commands (for setup): "#SGx=I/O;" and "#SG=xxxx;"
(xxxx are hex digits 0-FFFF).

Equivalent hex commands (reading): "#SG?;" (Reply is "!xxxx<0D>"
(xxxx are hex digits 0-FFFF).



3.3.6 Radix Mode Setup – Set/Read

!SRM=x; Set radix mode to either decimal, hexadecimal or both where x is the character D,H or B. Setting the radix mode to D (decimal) allows the module to respond only to the decimal radix commands i.e. commands starting with '!'. Similarly only hex commands are accepted when in radix mode H. Set radix mode to B (both) if the module is to respond to all commands. Default: radix mode is set to B.

!SRM?; Read radix mode. Reply is: "!x<0D>" where x is "D", "H" or "B".

Example 1: **!SRM=D;** Set radix mode to decimal. Only decimal radix commands will now be recognised by the module

Equivalent Hex Command (for setup): "#SRM=x;"

Equivalent Hex Command (reading): "#SRM?;"

3.3.7 Output Response Level – Set/Read

This sets the level of response the module provides to indicate a good or a bad command. Normally if a command other than a data read command is executed then the module just replies with a simple acknowledgement e.g. for the command "!B=255;" the module will reply with either "!<0D>" or "?<0D>" to indicate success or failure respectively. If the module did not accept the command then an error code can be given to indicate the reason for the error. Alternatively, the module can even be prevented from replying at all. Set the "Response Level" to define how the module will respond.

!SRL=x; Set response level to x where x is ASCII '0', '1', '2', 'D' or 'E'. See descriptions in Table 4 below.

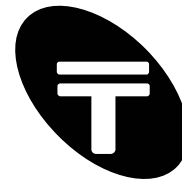
!SRL?; Read the response level. Reply is "!xy<0D>" where x is the response level and y indicates whether "I/O MISMATCH DETECTION" is enabled or disabled.

Equivalent Hex Command (for setup): "#SRL=x;"

Equivalent Hex Command (reading): "#SRL?;"

Table 4: Output Response / Error Checking Levels.

| Response Level x | Action and Description |
|------------------|--|
| '0' | <p>SILENT MODE</p> <p>The module will execute all valid write commands but will not reply to any (valid or not). This mode allows easy use of the module where only output/write commands are used and feedback is not required. It will also reliably allow multiple write commands to be sent as one long string. E.g. "!B=1;!B>;B>;!B;!B>" is a 19 character long command string consisting of five individual commands.</p> <p>Notice that the fourth command is not valid - the module will just ignore it and execute the next command. The final value written to PORTB (assuming it is configured as an output port) will be decimal 8.</p> |
| '1' | <p>1 CHARACTER (default)</p> <p>This is the default mode. Basic one character + <0D> based responses. Use this mode for basic feedback on whether commands sent to the module have been accepted. Example response: "!<0D>".</p> |



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| | |
|-----|--|
| '2' | <p>2 CHARACTERS</p> <p>Two characters + <0D> command responses. Example responses: "!x<0D>" or "?x<0D>" where x is a response/error code. See Appendix A – "Response/Error Codes" for a full list. This level may be useful for debugging communication problems or syntax errors.</p> |
| 'D' | <p>DISABLE I/O MISMATCH DETECTION</p> <p>Default mode. Disable detection of input/output configuration mismatch errors. If an I/O mismatch does occur, an error will not be generated though the command will be safely (albeit partially) executed.</p> <p>For example, the command "!SB=15;" followed with "!B=255;" will result in PORTB written with the decimal value of 240 because bits B0-B3 have been configured as inputs.</p> |
| 'E' | <p>ENABLE I/O MISMATCH DETECTION</p> <p>Enable detection of input/output mismatch errors. See above for more information.</p> |

3.3.8 Module ID

Other DACIO modules with different feature sets but using similar hardware may exist in the future. For internal use and for assisting software configuration, modules will store a module type ID to differentiate between them and can be read using the following command.

!SMID?; Reply is !ABC<0D> where A, B and C are ASCII digits '0'-'9' or 'A'-'Z'.

Example 1: "!1300<0D>" indicates a "DACIO 300" series module.

Equivalent Hex Command: "#SMID?;"

3.3.9 Software Version

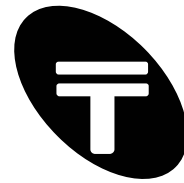
The DACIO modules are based on microcontrollers and run firmware to achieve specific functionality. To obtain the current version number of the DACIO firmware, use the following command:

!SVER?; Reply is !XY<0D> where X and Y are ASCII digits '0'-'9'. X is the major release number and Y is the minor number. The minor number changes with minor improvements or bug fixes. Version numbers are usually written in the form X.Y.

Note: This command may be used to automatically check for version changes if modules are replaced. Software on the computer could alert the user if the new module has a different firmware version than the replaced module. The user should then read about the changes associated with the new module and decide if any action has to be taken.

Example 1: "!110<0D>" indicates software version 1.0.

Equivalent Hex Command: "#SVER?;"



3.4 Extended Commands

Customer feedback and general enhancements to the module's features may be incorporated over time. This section will list such commands and features. Note that some features may be in beta and as such may not be supported in future revisions of the board. Check the manual for the documentation of your firmware revision.

3.4.1 LED Status – Set/Reset/Read

The error status Red LED status (see section 2.7 “Status LEDs”) may be set (intentionally), read or reset (if set by the module) using the following commands:

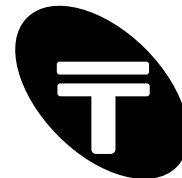
!XLED1=x; Set Red Error Status LED to 0 = OFF, 1 = ON, where x = 0 or 1.

!XLED1?; Read Enabled/Disabled state of internal pull-ups.
Reply is: “!1<0D>” for ON or “!0<0D>” for OFF.

Equivalent Hex Command (for setup): “#XLED1=x;” where x = 0 or 1.

Equivalent Hex Command (reading): “#XLED1?;”

Note: The Red status LED may be set automatically by the module on a hardware / communication error.



Quick Start - Demonstration and Trace Mode

The module is normally in “Running” mode where commands are sent to the module to control or read the state of the I/O lines. The module may be placed into a special “Demonstration Mode”. This will allow the use of any terminal emulator to activate demonstration modes and test the features of the module using the ‘trace’ option all without writing a single line of code!

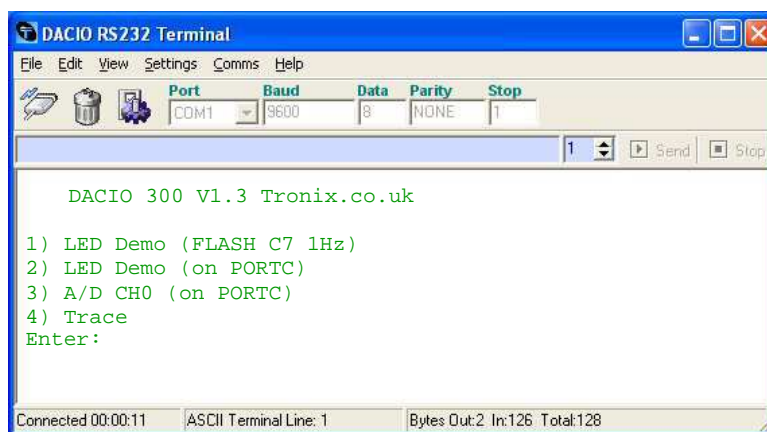
3.5 Enabling Demonstration Mode

The module can be placed in “Demonstration Mode” using the following steps:

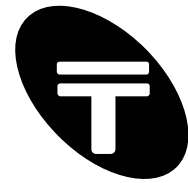
- 1) Connect the module using a serial cable to a computer’s serial port e.g. COM1.
- 2) Ensure a jumper is placed across J5 (CONFIG) (for baud rate 9600).
- 3) Run the DACIO RS232 Terminal (or a terminal emulator such as HyperTerminal configured to use e.g. COM1 and with line settings of 9600 baud, 8 data bits, no parity and no handshaking).
- 4) If the module is powered up and running then reset it by either shorting J6 (RESET) e.g. by placing a metal tipped flat blade screwdriver across the pins or remove power from the module for at least 2 seconds and then reapply.
- 5) Within 10 seconds of step (4), press the space bar twice in DACIO RS232 Terminal (or HyperTerminal).

The LEDs on the module should start to flash indicating that the module is in demonstration mode.

You will be presented with a menu option for selecting simple LED based demonstrations or choosing the trace feature.



The trace option (press 4) allows you to enter commands into the module and see the responses. You will also get logic level port dump for digital I/O ports.



Trace output / port dump:

```
1) LED Demo (FLASH C7 1Hz)
2) LED Demo (on PORTC)
3) A/D CH0 (on PORTC)
4) Trace
Enter: 44
Running option 4...

Radix Mode      : Hex&Dec
Analog Mode     : 8 ch
PORTC Pull-up   : Off
I/O Mismatch Det : Off
O/P Supp Level  : 1 char

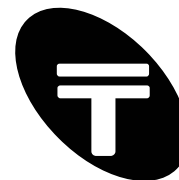
-----
Logic Level:    PORTC          PORTB
                0 0 0 0 0 0 0 0    0 0 0 0 0 0 0 0
                = 000              = 000

-----
I/O Setup:      0 0 0 0 0 0 0 0    1 1 1 1 1 1 1 1
                = 000              = 255

-----
Enter Command:
```

3.6 Enabling Running Mode

Resetting the module puts it back into “Running” mode by either shorting J6 (RESET) or removing and re-applying power.



Appendix A – Response / Error Codes

The following only applies if the module has been configured with the “Output Response Level” configuration setting set to “2 characters”. See section 3.3.7 “Output Response Level”.

Normally if a command is not recognised by the module it will reply with a question mark and a carriage return: “?<0D>”. If more information is required then the module can be configured to report an error code as described in section See section 3.3.7 “Output Response Level”. The format is as follows: ?x<0D> where x is an error code. The module responds only after it receives the end character (;) or if a timeout occurs. Valid commands are acknowledged with “!A<0D>”.

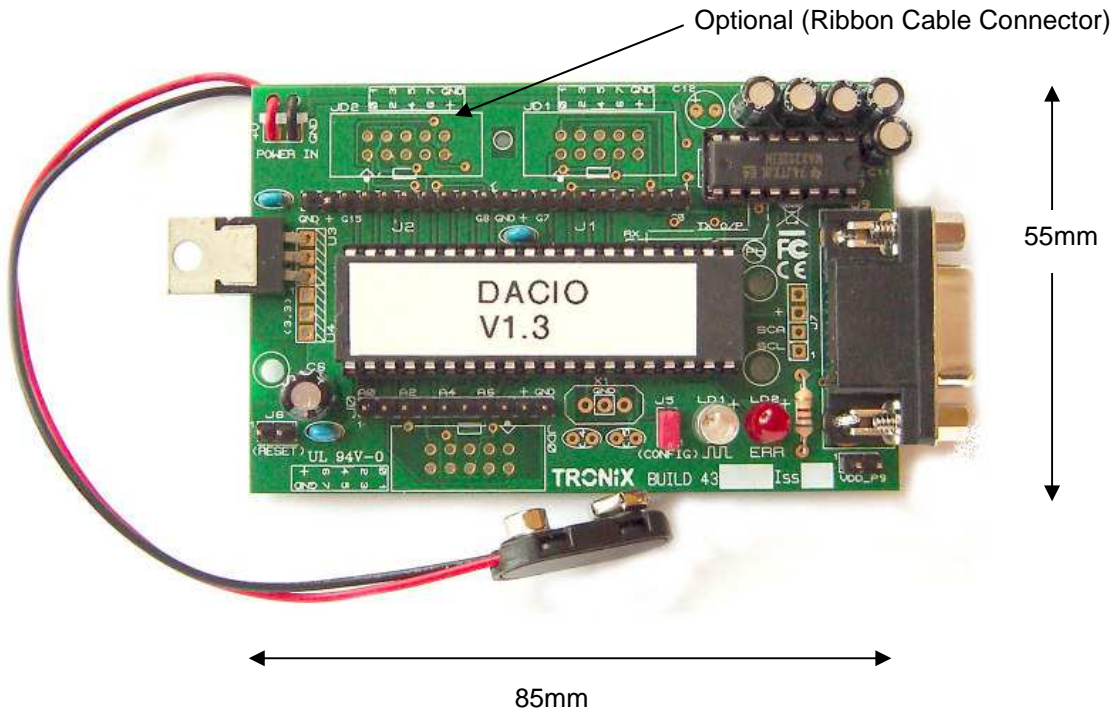
Note: If an error code is returned then the command will not have been executed. This means that the logic states on the module’s I/O pins will not have changed.

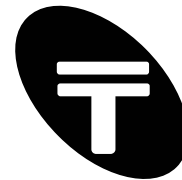
Table 5: Response/Error Codes.

| | |
|-----|--|
| 'A' | Response code - valid command acknowledged. The module will output "!A<0D>" and the command will have been executed successfully. |
| 'E' | Error code - expected x before or after '=', but received y. E.g. expected a number x in the command "!Bx=1;" to be 0-7 but received "!B8=1;". The module will output "?E<0D>". |
| 'V' | Error code - overflow condition. E.g. writing 256 to (an 8-bit) PORTB. |
| 'M' | Error code – I/O configuration mismatch. E.g. writing a '1' (logic high) to any bits that are defined as inputs. Example: Take the first command to be "!SB=15;" (set bits B0-B3 as inputs and B4-B7 as outputs). The following three commands illustrate its use. a) If followed with "!B3=1;" an I/O mismatch error will be generated because an attempt was made to write a '1' to B3 (which is defined as an input line). b) If followed with "!B=3;" an I/O mismatch error will be generated as B0 and B1 are defined as inputs. c) The command "!B=0;" will not generate an error as writing 0 has no effect on an input line. |
| 'U' | Error code - unrecognised command. This is returned when commands are too badly formed to given an error code. The command string may be too long e.g. "!B=25090;". |



Appendix B – Board Image and Legend





Appendix C – ASCII Chart

ASCII, the American Standard Code for Information Interchange, was developed in the 1960's as a standard 7-bit code for identifying letters, numbers, symbols, and special characters in the English language. It was later expanded (as Extended ASCII) to include additional symbols and foreign language characters. Standard ASCII consists of 128 characters, ranging from 0 to 127 which can be broken down into the following subgroups:

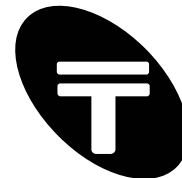
- 0 to 31, 127: Control codes (includes null, backspace, line feed and others)
- 32 to 47, 58 to 64, 81 to 86, 123 to 126: Punctuation marks, mathematical (and other) symbols
- 48 to 57: Numbers 0 through 9
- 65 to 80: Capital letters A through Z
- 87 to 122: Lower case letters a through z

Standard ASCII Chart

The standard chart includes the ASCII character or control and their related decimal and hexadecimal values. Also shown are the control key sequences for the control codes. Note, to obtain codes 0 to 31, console Control Key is pressed while simultaneously pressing a Letter Key, e.g. ^J is the line feed character. Control Key subtracts decimal 64 (40h) from Letter Key pressed.

| Dec | Hex | ^Key | ASCII | Dec | Hex | ASCII | Dec | Hex | ASCII | Dec | Hex | ASCII |
|-----|-----|------|-----------------------------|-----|-----|---------|-----|-----|-------|-----|-----|----------|
| 0 | 0 | ^@ | NUL (Null) | 32 | 20 | (Space) | 64 | 40 | @ | 96 | 60 | ~ |
| 1 | 1 | ^A | SOH (Start of Heading) | 33 | 21 | ! | 65 | 41 | A | 97 | 61 | a |
| 2 | 2 | ^B | STX (Start of Text) | 34 | 22 | " | 66 | 42 | B | 98 | 62 | b |
| 3 | 3 | ^C | ETX (End of Text) | 35 | 23 | # | 67 | 43 | C | 99 | 63 | c |
| 4 | 4 | ^D | EOT (End of Transmission) | 36 | 24 | \$ | 68 | 44 | D | 100 | 64 | d |
| 5 | 5 | ^E | ENQ (Enquiry) | 37 | 25 | % | 69 | 45 | E | 101 | 65 | e |
| 6 | 6 | ^F | ACK (Acknowledgement) | 38 | 26 | & | 70 | 46 | F | 102 | 66 | f |
| 7 | 7 | ^G | BEL (Bell) | 39 | 27 | ' | 71 | 47 | G | 103 | 67 | g |
| 8 | 8 | ^H | BS (Backspace) | 40 | 28 | (| 72 | 48 | H | 104 | 68 | h |
| 9 | 9 | ^I | HT (Horizontal Tab) | 41 | 29 |) | 73 | 49 | I | 105 | 69 | i |
| 10 | A | ^J | LF (Line Feed) | 42 | 2A | * | 74 | 4A | J | 106 | 6A | j |
| 11 | B | ^K | VT (Vertical Tab) | 43 | 2B | + | 75 | 4B | K | 107 | 6B | k |
| 12 | C | ^L | FF (Form Feed) | 44 | 2C | , | 76 | 4C | L | 108 | 6C | l |
| 13 | D | ^M | CR (Carriage Return) | 45 | 2D | - | 77 | 4D | M | 109 | 6D | m |
| 14 | E | ^N | SO (Shift Out) | 46 | 2E | . | 78 | 4E | N | 110 | 6E | n |
| 15 | F | ^O | SI (Shift In) | 47 | 2F | / | 79 | 4F | O | 111 | 6F | o |
| 16 | 10 | ^P | DLE (Data Line Escape) | 48 | 30 | 0 | 80 | 50 | P | 112 | 70 | p |
| 17 | 11 | ^Q | DC1 (Device Control 1) | 49 | 31 | 1 | 81 | 51 | Q | 113 | 71 | q |
| 18 | 12 | ^R | DC2 (Device Control 2) | 50 | 32 | 2 | 82 | 52 | R | 114 | 72 | r |
| 19 | 13 | ^S | DC3 (Device Control 3) | 51 | 33 | 3 | 83 | 53 | S | 115 | 73 | s |
| 20 | 14 | ^T | DC4 (Device Control 4) | 52 | 34 | 4 | 84 | 54 | T | 116 | 74 | t |
| 21 | 15 | ^U | NAK (Negative Ack.) | 53 | 35 | 5 | 85 | 55 | U | 117 | 75 | u |
| 22 | 16 | ^V | SYN (Synchronous Idle) | 54 | 36 | 6 | 86 | 56 | V | 118 | 76 | v |
| 23 | 17 | ^W | ETB (End of Transmit Block) | 55 | 37 | 7 | 87 | 57 | W | 119 | 77 | w |
| 24 | 18 | ^X | CAN (Cancel) | 56 | 38 | 8 | 88 | 58 | X | 120 | 78 | x |
| 25 | 19 | ^Y | EM (End of Medium) | 57 | 39 | 9 | 89 | 59 | Y | 121 | 79 | y |
| 26 | 1A | ^Z | SUB (Substitute) | 58 | 3A | : | 90 | 5A | Z | 122 | 7A | z |
| 27 | 1B | ^[| ESC (Escape) | 59 | 3B | ; | 91 | 5B | [| 123 | 7B | { |
| 28 | 1C | ^\ | FS (File Separator) | 60 | 3C | < | 92 | 5C | \ | 124 | 7C | |
| 29 | 1D | ^] | GS (Group Separator) | 61 | 3D | = | 93 | 5D |] | 125 | 7D | } |
| 30 | 1E | ^^ | RS (Record Separator) | 62 | 3E | > | 94 | 5E | ^ | 126 | 7E | ~ |
| 31 | 1F | ^_ | US (Unit Separator) | 63 | 3F | ? | 95 | 5F | _ | 127 | 7F | (Delete) |

Legend: ^Key - Control Key + Letter Key combination except 30 (1E hex) = Control +caret.



Appendix D – Pinout and Signals for the PC RS232 Connector

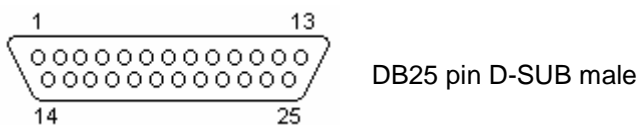
DB9 RS232 Port (IBM PC XT/AT)



| Pin | Signal Name | Direction (DTE ← DCE) |
|-----|---------------------------|-----------------------|
| 1 | CD (Carrier Detect) | ← |
| 2 | RXD (Receive Data) | ← |
| 3 | TXD (Transmit Data) | → |
| 4 | DTR (Data Terminal Ready) | → |
| 5 | GND (System Ground) | - |
| 6 | DSR (Data Set Ready) | ← |
| 7 | RTS (Request to Send) | → |
| 8 | CTS (Clear to Send) | ← |
| 9 | RI (Ring Indicator) | ← |

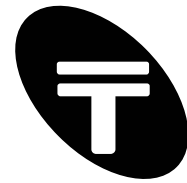
Note: a) Signal names are with respect to the computer/PC. b) Direction is from peripheral/modem (DCE) to the computer (DTE) e.g. RXD is the computer's input pin.

DB25 RS232 Port



| Pin | Signal Name | Direction (DTE ← DCE) |
|-----|-----------------------------------|-----------------------|
| 1 | SHIELD (Shield/Protective Ground) | - |
| 2 | TXD (Transmit Data) | → |
| 3 | RXD (Receive Data) | ← |
| 4 | RTS (Request to Send) | → |
| 5 | CTS (Clear to Send) | ← |
| 6 | DSR (Data Set Ready) | ← |
| 7 | GND (System Ground) | - |
| 8 | CD (Carrier Detect) | ← |
| 9 | n/c | - |
| 10 | n/c | - |
| 11 | n/c | - |
| 12 | n/c | - |
| 13 | n/c | - |
| 14 | n/c | - |
| 15 | n/c | - |
| 16 | n/c | - |
| 17 | n/c | - |
| 18 | n/c | - |
| 19 | n/c | - |
| 20 | DTR (Data Terminal Ready) | → |
| 21 | n/c | - |
| 22 | RI (Ring Indicator) | ← |
| 23 | n/c | - |
| 24 | n/c | - |
| 25 | n/c | - |

Note: a) Signal names are with respect to the computer/PC. b) Direction is from peripheral/modem (DCE) to the computer (DTE) e.g. RXD is the computer's input pin. c) Do not connect SHIELD(1) to GND(7).



Appendix E – Decimal- Hexadecimal Conversion Chart

Converting Hexadecimal to Decimal

This chart shows the conversion between hex and decimal.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 000 | 001 | 002 | 003 | 004 | 005 | 006 | 007 | 008 | 009 | 010 | 011 | 012 | 013 | 014 | 015 |
| 1 | 016 | 017 | 018 | 019 | 020 | 021 | 022 | 023 | 024 | 025 | 026 | 027 | 028 | 029 | 030 | 031 |
| 2 | 032 | 033 | 034 | 035 | 036 | 037 | 038 | 039 | 040 | 041 | 042 | 043 | 044 | 045 | 046 | 047 |
| 3 | 048 | 049 | 050 | 051 | 052 | 053 | 054 | 055 | 056 | 057 | 058 | 059 | 060 | 061 | 062 | 063 |
| 4 | 064 | 065 | 066 | 067 | 068 | 069 | 070 | 071 | 072 | 073 | 074 | 075 | 076 | 077 | 078 | 079 |
| 5 | 080 | 081 | 082 | 083 | 084 | 085 | 086 | 087 | 088 | 089 | 090 | 091 | 092 | 093 | 094 | 095 |
| 6 | 096 | 097 | 098 | 099 | 100 | 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 | 111 |
| 7 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 |
| 8 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 |
| 9 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 |
| A | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 |
| B | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 |
| C | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 | 201 | 202 | 203 | 204 | 205 | 206 | 207 |
| D | 208 | 209 | 210 | 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 | 221 | 222 | 223 |
| E | 224 | 225 | 226 | 227 | 228 | 229 | 230 | 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 |
| F | 240 | 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 | 251 | 252 | 253 | 254 | 255 |

Usage example:

Hex 31 is equivalent to decimal 49. Alternatively decimal 255 is equivalent to hex FF.