

ADbasic

**Real-Time Development Tool for
ADwin Systems**

ADbasic Version 4.20

April 2006

License Key:

ADwin - the fastest real-time systems under Windows

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Dear Reader,

ADbasic 4 is the programming tool for your *ADwin* system that allows you to create special measurement, open-loop, or closed-loop control application. The purpose of this manual is to: introduce you to the basics of programming real-time processes for the *ADwin* system; and act as a reference manual for the *ADbasic* 4 programming language.

These are new features of *ADbasic* 4:

New, more clearly-structured user interface, the new project management of source codes and an online-help. Debug functions are a new means for easy trouble shooting.

But most of all the compiler now supports the T10 and T11 processors.

A new section has been added to the manual. The instruction reference now contains commands for the *ADwin-Gold* and *ADwin-light-16* systems which are available when using special include files.

For the *ADwin-Pro* systems, only the instructions in chapter 6.2 apply. All other instructions are described in the "*ADwin-Pro* System Description, Programming in *ADbasic*" manual.

Chapters 1 and 3 are recommended for first-time users of *ADbasic* in order to get easily into the subject. This manual assumes that the user has some programming experience with Basic or any other language. An introduction to the programming of *ADwin* systems and example programs can be found in our "*ADbasic* Tutorial and Programming Examples" manual.

Chapter 2 describes the new development environment and is recommended for all users.

If you would like to provide us with suggestions on how to improve our documentation, don't hesitate to contact us. Your inputs will be greatly appreciated and will help us provide a system which everyone can easily understand and operate.

We wish you great success upon programming your *ADwin* systems.

For further questions, please, call our support hot-line (see address in the manual's cover page).

Conventions

In this manual the following typographical conventions and icons are used:

This "attention" icon is located next to paragraphs with important information for correct function and error-free operation.



A note provides topics of interest and advice for an efficient operation.



The "information" icon refers to additional information in the manual or other sources (documentation, data sheets, literature etc.).



The light bulb icon denotes examples showing practicable solutions.



The `Courier` font-type is used for text displayed on screen, e.g in windows or menus, or input via the keyboard. The names of menus and submenus are shown similarly: Menu ► submenu.

File names and path names are additionally emphasized as follows <path\xx.ext>.

Source code elements such as **INSTRUCTIONS**, `variables`, `comments` and any other text are displayed in the same way as the default settings of the development environment editor.

Key names are set in square brackets and in small capitals such as [RETURN] or [CTRL].

The bits of a data word (here 16-bit) are numbered through as follows:

Bit no.	15	14	13	...	01	00
Value of the bit	2^{15}	2^{14}	2^{13}	...	$2^1=2$	$2^0=1$
Name	MSB	-	-	-	-	LSB

Numbers not indicated in decimal notation have an identifying letter added, e.g. for the number 17:

- Hexadecimal notation: 11h
- Binary notation: 10001b

1 Introduction

The *ADwin* system is responsible for all time-critical tasks in fast dynamic test stands and industrial production facilities. For this task, the *ADwin* system is programmed with the *ADbasic* development tool.

To hit the target of an immediate and efficient start of programming, we first of all would like to shortly explain the concept of the *ADwin* system.

All *ADwin* systems have a central processing unit (CPU), which executes all time-critical tasks such as: measurement data acquisition, open-loop and closed-loop control or online processing of measurement data in real-time. Analog and digital inputs and outputs as well as add-ons like counters and bus systems are connected to the test stand. Ethernet or USB set up the communication with a computer.

The processor of the *ADwin* system is programmed with the real-time development tool *ADbasic*, which enables easy construction of time-critical real-time processes. *ADbasic* is an integrated development environment under Windows with capabilities of online debugging. The familiar BASIC command syntax has been expanded with more functions which are used for accessing the inputs and outputs, controlling real-time processes, and preparing the data exchange with the computer. chapter 3 explains the design of *ADbasic* programs.

An *ADbasic* with only a few lines can:



- Acquire measurement parameters up to sampling rates of 800kHz
- Develop fast digital controllers with sampling rates of up to 400kHz
- Simultaneously generate *and* measure analog signals, e.g. for dynamic measurement of a test stand characteristic

the running of processes in the operating system.

Source code generated using the extended BASIC syntax of the *ADbasic* environment programs the hardware of your *ADwin* system enabling the implementation of tasks into processes. chapter 3 describes how to build programs.

Executable binary code, generated from the source code using the integrated compiler, is transferred to the *ADwin* system and tested. *ADbasic* is also a tool which aids in process monitoring, error detection, and program optimization (see chapter 2).



ADbasic is no longer needed once the real-time processes are running properly.

A user interface running on the computer transfers the generated binary code

to the system, starts, controls and stops the processes, and controls and monitors the processes and process data of the *ADwin* system.

Although the *ADwin* system operates independently of the computer, global variables and arrays are accessed through the user interface, without delaying time-critical processes.

A clear separation between real-time processes in the *ADwin* system and the user interface on the computer guarantees a high operating reliability and a good timing.

Under Windows, a DLL or ActiveX-interface enable access to the *ADwin* system from several programs simultaneously.

Based on this, drivers for .NET as well as for many development environments are available which help in creating a user interface, e.g. Delphi, Visual-Basic, C#.NET, Visual-C++. Optionally, measurement packages such as TestPoint, LabVIEW, Diadem, HP-VEE, Intouch and Matlab can be used.

Finally, there are also drivers for the platforms Linux and Java.

2 Development Environment

Processes for the *ADwin* systems are quickly and easily programmed with the *ADbasic* development environment. The *ADbasic* compiler works with an enlarged BASIC syntax and generates binary files, which may be executed and transferred to the *ADwin* system even without the development environment.

2.1 Basic Steps


2.1.1 Start the Development Environment

The *ADbasic* development environment is started by selecting **Programs ▶ ADwin ▶ ADbasic 4** from the Windows start menu.


The environment will appear with the Windows-specific elements such as windows, menu bar and tool bar.

The *ADwin* system and processor are set in the menu **Options\Compiler**. The development environment saves the settings so that upon a new start of *ADbasic* they will not need to be entered again, unless a different *ADwin* device is used.

2.1.2 Load the *ADwin* Operating System

The *ADwin* operating system is loaded to your *ADwin* system by clicking  (= boot).

The booting process must be repeated each time the *ADwin* system is powered up, after a power failure, or when the computer recognizes a communication error which has interrupted the communication with the system.


The contents of the program and data memories on the *ADwin* system will be lost and all global parameters set to the value 0 when the operating system is booted. 

An appropriate operating system for each processor type is needed and can be found in the corresponding file *ADwin*.btl*, (* stands for the processor type). The development environment uses the information from the **Options\Compiler** menu setting to determine which of the files to use during the boot process.

The files *ADwin*.btl* are saved during installation in the directory *<C:\ADwin>* (standard installation).

2.1.3 Basic Elements of the Development Environment

The development environment consists of several bars and windows (see fig. 1); The dimensions of the windows may be individually adjusted.

Context-sensitive help for an element of the development environment (window, icon, menu option), is available when the button  is clicked prior to clicking the desired element.

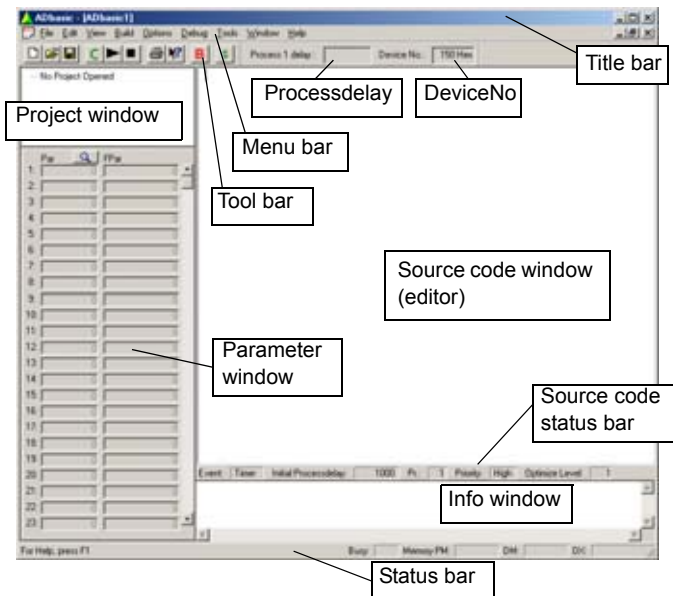


Fig. 1 – Elements of the *ADbasic* development environment

The instructions for the development environment can be found in:

- The tool bar (see fig. 2)
- The context menus of the windows (right mouse button)
- The menu bar (the definition of the instruction appears at the left side of the status bar when a menu instruction is marked).

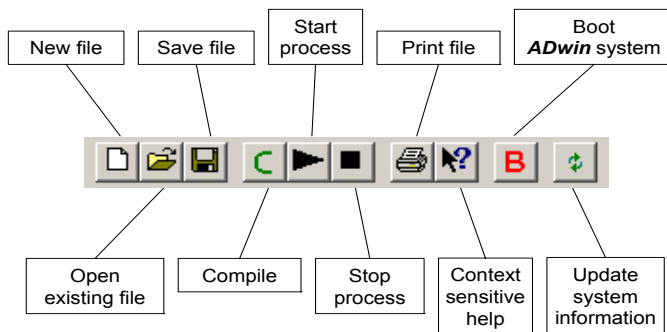



Fig. 2 – The tool bar

An instruction is selected when a menu field is clicked with the left mouse button, or when the keys [ALT] + [FIRST LETTER] of the corresponding menu, are pressed. Some instructions have short-cuts (see Appendix A.1), which are displayed in the menus.

Each process is edited in its own source code windows. Several windows may be opened at the same time; the sizes of the windows can be individually adjusted. More information about the relevant source code window is displayed at various other locations:

- The title bar shows the names of the open source code window.
- The source code status bar displays the process options that have been set.
A right-click on the bar opens the `ProcessOptions` Dialog Window.
- The global parameters used in the source code project are highlighted in the parameter window (s. chapter 2.3.11, page 35) by clicking .
- The info window displays the compiler's error messages (highlighted in red) and warnings (see chapter 2.3.13 "Info window").

The name of an open project and the corresponding source code files are shown in the project window, otherwise it is empty if no project is open.

Some parameters of the *ADwin* system are continuously updated and displayed (only when communication has been established by the computer with the system):

- The `Processdelay` (process cycle time) for the process number of the active open source code window, displayed at the right side of the tool-bar.

- The values of the global variables in the parameter window; a change to one of these values will immediately be transferred to the *ADwin* system.
- Memory usage information, which appears in the status bar (see chapter 2.3.14).

Information about running processes are shown in separate windows:

- Process timing: Timing window (page 25)
- Run-time errors: Debug window (page 30)
- Process flow: Trace window (page 29)

2.2 Working with Source Codes and Projects

A separate source code window must be opened for each process (using **File ▶ New**).

The editor and the compiler do not bother about upper or lower case letters. However, in the examples throughout this manual - for the purpose of better differentiation - upper case letters are used for instructions and global variables and lower case letters for local variables and remarks.

For help with an *ADbasic* instruction, highlight the instruction in the source code and press [F1] to open the online help window with the appropriate information.

Numerical values may be entered in hexadecimal, binary and exponential notation, as well as in decimal (see also chapter 3.2.4).

2.2.1 Structured Display of Source Code

Once a command line is written, the editor will automatically change the color of the instruction words, variable names and array names, while indenting the lines to give a clear structure. This aids in finding text positions, which is useful in longer source codes.

The editor divides the character strings you have entered, into the following syntax categories:

- **Standard**: General program text
- **Comment**: Notes and comments
- **KEYWORD**: *ADbasic* instructions
- **EXTERNAL KEYWORD**: Instructions from include and library files
- **Identifier**: Names of variables and arrays

The color design and the indentation may be changed or completely deactivated. Select the `Syntax Color Sheet` or the `Editor Sheet` from the `Options ► Settings` dialog box.

2.2.2 Context Menu in the Source Code Window

Various help functions are available from the context menu by right-clicking in the source code window (see below).

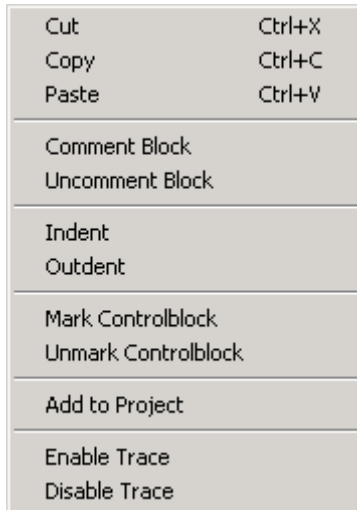


Fig. 3 – Context menu for the source code window

Once the cursor has been set to the specified program line, or the lines themselves have been highlighted, the following instructions of the context menu can be used:

- `Comment Block` inserts a comment character at the beginning of each line making those lines ineffective.
- `Indent` shifts the lines one tab stop to the right, while `Outdent` shifts the lines one tab stop to the left, allowing the source code to become more clearly-structured.
- `Mark Control block` highlights the text of a control structure. `Unmark Control block` removes the highlighting of a control structure that has already been marked. The recognized control structures are as follows:
 - `DO ... UNTIL`
 - `FOR ... TO ... {STEP} ... NEXT`
 - `IF ... THEN ... {ELSE} ... ENDIF`
 - `SELECTCASE`

- `Enable Trace` enables the lines for the Trace Mode, marking them with a question mark "?" (see also chapter 4.3.3 on page 77).
`Disable Trace` disables the lines again and removes the question marks.

2.2.3 Managing Projects

One project can manage many process source codes, for instance an application with several processes. Only one project can be open at a time.

A project allows the user to:

- Include/remove source code files in an open project
- Open all included source code files simultaneously with the saved windows settings
- View all global variables used in the project (see chapter 2.3.11 on page 35)
- Save previously used window settings

Some of these project-related capabilities can be accessed via context menu by right-clicking in the project window (see "Project Window", page 34). All other project instructions can be found in the menu `File`.

Please take into account that opening a project will cause other open source code texts to be closed. If there are unsaved files you are prompted to save these files before closing them.

2.3 Menus and Dialog Boxes

The menu bar contains these menus:

- | | | |
|------------|---|-----------|
| - File: | Manage files and projects | (page 14) |
| - Edit: | Edit source codes | (page 15) |
| - View: | Show windows and bars | (page 15) |
| - Build: | Tool for generating executable programs | (page 15) |
| - Options: | Program settings | (page 17) |
| - Debug: | Tools for error detection | (page 25) |
| - Tools: | Various help functions | (page 32) |
| - Window: | Arrange source code windows | (page 33) |
| - Help: | Help, version and license information | (page 33) |

2.3.1 File Menu

The **File** menu contains instructions for managing files and projects.

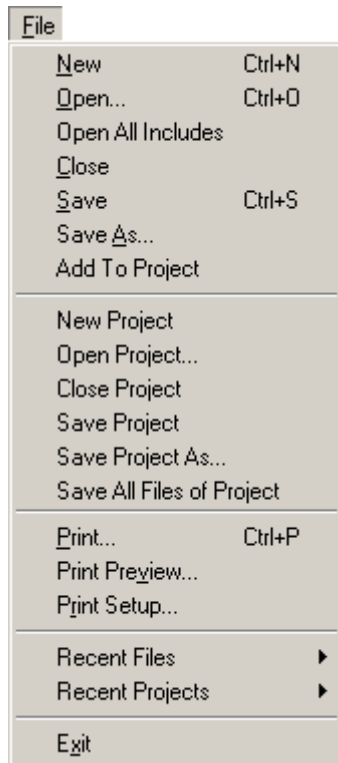
Files can be opened, saved, or new source code windows can be created. Although multiple source code windows may be open simultaneously, no more than ten processes may be loaded to the *ADwin* system at the same time.

The **Open all Includes** menu option opens all files included in the open source code using the **#INCLUDE** instruction.

Projects can also be opened, saved and created in the same way as files with the exception that no more than one project can be open at the same time. More instructions are available in the project window (see chapter 2.3.10).

The print functions can also be found in the menu.

Under **Recent Files** and **Recent Projects** a list of previously opened files and projects is displayed.

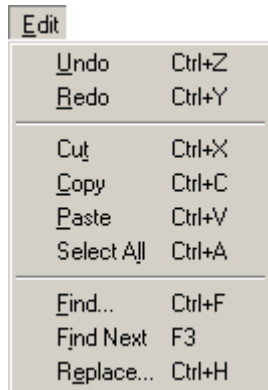


2.3.2 Edit Menu

The menu `Edit` contains the edit functions, in accordance with the standard Windows conventions.

Moreover the menu offers functions for searching and replacing (`Find` and `Replace`).

Unforeseen errors may occur when inserting characters or program lines from other programs with "Cut and Paste" into the source code, and therefore is not recommended.

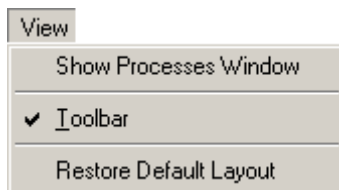


2.3.3 View Menu

In the `View` menu you may open or close

- the process window
- the toolbar.

You find further information about the process window in chapter 2.3.12 on page 36, about the toolbar see fig. 2.

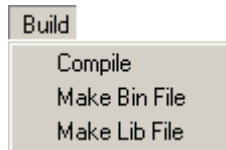


With `Restore Default Layout`, the default layout, which was active at the initial starting of the *ADbasic* program, can be restored with a single mouse-click.


2.3.4 Build Menu

With the `Build` menu, the active source code can be compiled into

- a process using `Compile`
- a binary file using `Make Bin File`
- a library using `Make Lib File`

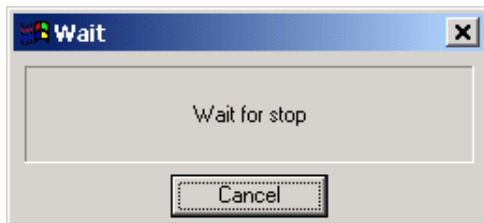


Compile is the most comprehensive instruction: It compiles the source code, transfers the generated binary file as process to the *ADwin* system and starts the process.

The process is only started automatically if the **Autostart** option, in the **Options\Compiler** menu, is set to **Yes**. Otherwise, the process can be started with the button  in the toolbar or process window.

If the compiler detects errors or critical sequences in the source code, the appropriate line is marked red.

While compiling, sometimes the message "Wait for stop" appears:



The message "Wait for stop" appears, if a process on the *ADwin* system must be stopped to be able to load the compiled process. You may stop loading the compiled process with **CANCEL**; you start a new try to compile and load the process with **"Compile"**.

Make Bin File is only available for licensed *ADbasic* users. It compiles the active source code into a binary file and saves it automatically. The file is stored in the directory of the source code file, but with the extension `<.Txn>`. The *x* denotes the processor type and *n* the process number (see **Options Menu, Process Options Dialog Window**).



A binary file with the extension `<*.TA3>` can be transferred to an *ADwin* system equipped with a T10 processor, which administers it as Process 3. Binary files can be transferred to the *ADwin* system from development environments such as C or Visual Basic (see chapter 5.3.4 on page 91).

Make Lib File is also available for licensed *ADbasic* users only. It compiles the active source code into a binary file and automatically saves it as library file. The library is stored in the same directory and with the same name as the source code file, but with the file extension `.LIx`. (where *x* denotes the processor type.)

Afterwards the library can be included into other source codes that use their functions and subroutines (see chapter 3.5.1 on page 63).

2.3.5 Options Menu

In the Options menu a number of options can be set which will have an immediate effect. For each menu item a dialog window opens where the settings are entered.

•



Compiler Options Dialog Window

The parameters in this dialog window are used in every source code compilation. In particular they provide information about the ADwin system on which the compiled source codes are to be executed as process.

To compile source codes for different ADwin systems, the parameters need to be set for each system in the dialog window.

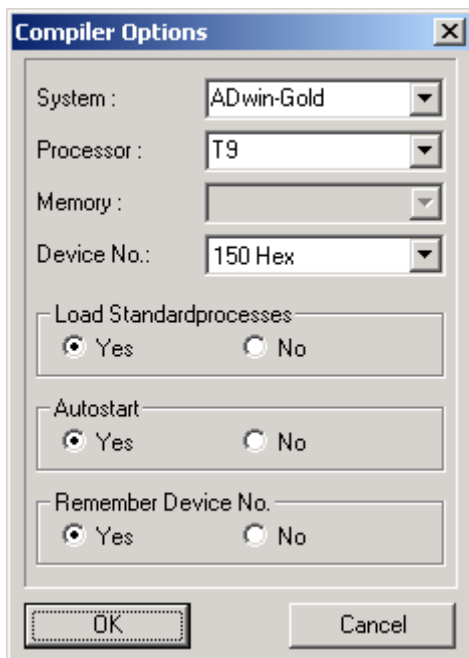


Fig. 4 – The Compiler Options Dialog Window

- **System, Processor:** Select the settings, which correspond to the *ADwin* system.

The abbreviation used under **Processor** for the processor types corresponds to the following full names:

Abbreviation	T11	T10	T9	T8	T5	T4	T2
Full name	ADSP TS101S	ADSP 21160	ADSP 21062	T805	T450	T400	T225

Fig. 5 – Processor Names

- **Memory:** This setting is not applicable for the *ADwin-Gold*, *ADwin-light-16* and *ADwin-Pro* systems as from T9 processors and therefore is not displayed.


For the old transputer systems, read the information in your hardware manual.

- **Device No.:** Select the device number with which the *ADwin* system can be accessed. The device number is set using the program <ADconfig.exe>. The default setting is 150 Hex.

With the **NONE** setting, source code can be compiled for the configured *ADwin* hardware, if it is not connected to the computer.

- **Load standard processes:** This setting is only available for the *ADwin-Gold*, *ADwin-light-16* systems.

The default setting **Yes** loads the standard processes 11, 12 and 15 (see chapter 5.1.1) into the *ADwin* system during the boot process. Selecting **No** suppresses the loading of processes 11 and 12.

- **Autostart:** Selecting **Yes** causes the binary file, generated and transferred to the *ADwin* system during compilation, to be immediately started. Selecting **No** requires the process to be started by clicking the button  in the toolbar or in the process window.

- **Remember Device No.:** The setting **Yes** saves the last used Device No. (see above) on closing *ADbasic*; the next start-up will automatically use the saved number. The setting **No** makes *ADbasic* start up with the device number **NONE**.

Process Options Dialog Window

This dialog window contains the compiler options for the currently opened source code window; the properties of the process which is to be compiled from the opened source code and transferred to the ADwin system.

Each process must be configured separately by opening the `Process Options` Dialog Window for each source code window, unless using the default settings. To quickly open this window do a right-click on the source code's status bar.

Depending on the processor type set in the `Compiler Options` dialog window, for T9, T10 or T11 processors, the dialog window shown in fig. 6 is opened. The dialog window for the T4, T5 or T8 processors differs slightly and is described in the Appendix A-5.1.

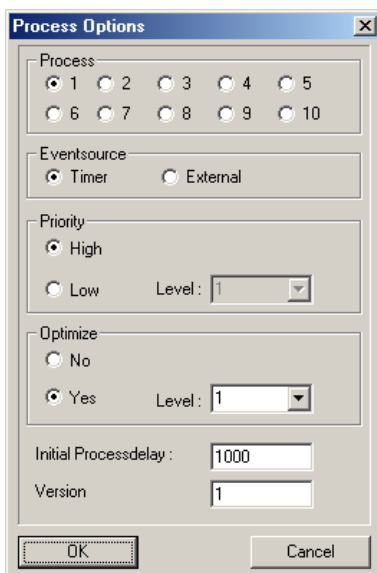


Fig. 6 – The `Process Options` Dialog Window

- **Process:** The number under which the transferred process should be started on one ADwin system, an individual number must be allocated for each process.
- **Eventsource:** The event signal that initiates the **EVENT**: section of the process.

`Timer` refers to the internal counter as the event signal whose rate is determined by the `PROCESSDELAY` system variable.

`External` indicates that the event signal is a signal at the event input of the *ADwin* system, for instance a sensor impulse. Such a process will always run with high priority. However the `Priority` option should be set to `High` anyway.

How you can use an external event input in an *ADwin-Pro* system, is explained in the *ADwin-Pro* software documentation under the instruction `EVENTENABLE`.

- `Priority`: The priority of the process. For more information see chapter 5.1.1 "Types of Processes".

`Level` (-10...+10) defines the priority within processes *with low priority*, so that a process with a higher `Level` can interrupt those with a lower level, but not vice versa. A higher number represents a higher level.

- `Optimize`: This optimization, which may be used optionally, can reduce the execution time of the process by up to 20 percent. A higher setting under `Level` will lead to shorter execution times.

Under certain circumstances, a process causing unexpected compiler or run-time errors can be solved by setting a lower optimization level.

- `Initial Processdelay`: The initial `Processdelay` (cycle time) with which the process is to be started.
- `Version`: An integer value for differentiating between several versions of a process.

Settings Dialog Window

The `Settings` Dialog Window has several sheets, which are activated with the tags in the upper corner.

Editor Sheet

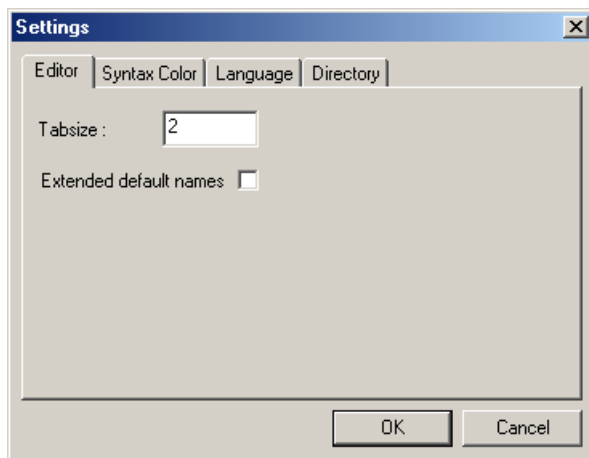


Fig. 7 – The `Settings` Dialog Window: Editor Sheet

`Tabsize` indicates the size of the tab stop. Automatic indentation is activated under the `Syntax Color` Sheet.

The `Extended default names` option, when set, automatically saves the file of any new source code in the format `<ADbYYMMDD_nn.bas>`, where `YYMMDD` is the current date and `nn` is a two-digit counter number, (`nn` is set to zero at each change of the system date).

This option helps in allocating an individual file name, when using numerous newly generated source codes.

Syntax Color Sheet

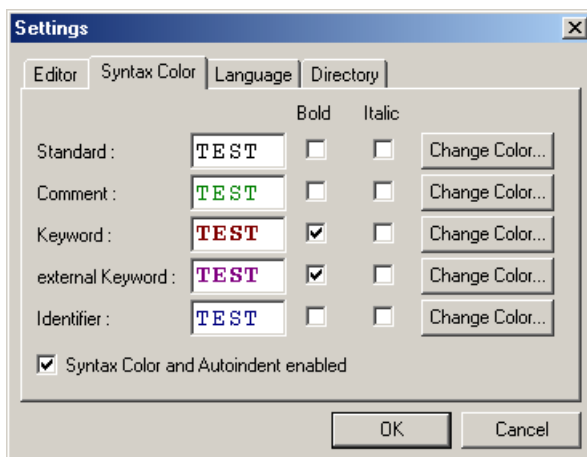


Fig. 8 – The Settings Dialog Window: Syntax Color Sheet

The Syntax Color sheet offers the settings for the text colors and emphasis of the source code window. (see chapter 2.2.1 "Structured Display of Source Code" on page 10).

For each of the categories any color (Change Color) and the font styles Bold or Italic can be set.

The structured display of the source code Syntax Color and Autoindent enabled, is the default setting. The automatic indentation uses the settings in the Editor Sheet as tab stop size.

Language Sheet

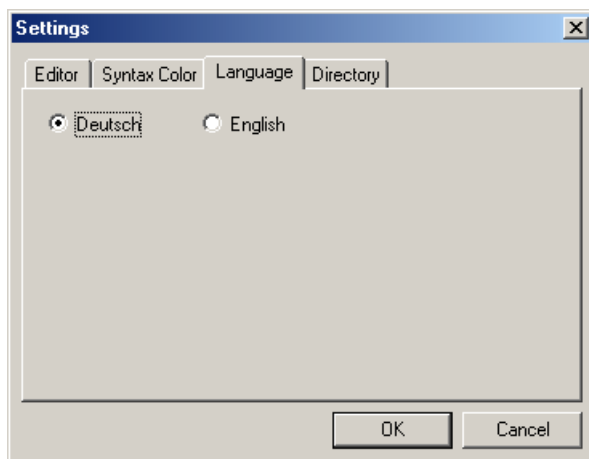


Fig. 9 – The Settings Dialog Window: Language Sheet

The language in which the error messages of the compiler should be displayed. Options are either *Deutsch* (german) or *English*.

Directory Sheet

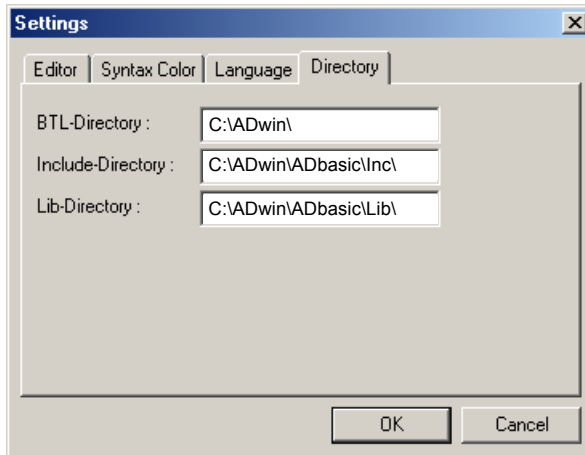


Fig. 10 – The Settings Dialog Window: Directory sheet

The Directory sheet contains the directories in which the operating system and the compiler search for *ADbasic* files:

- **BTL-Directory:** The directory in which the development environment searches for the system files `<*.btl>`, which are transferred to the *ADwin* system during the boot process (see chapter 2.1.2).
- **Include-Directory:** The directory in which the compiler searches for include files `<*.inc>`, which can be included into the source code using **#INCLUDE** instruction (without path).
- **Lib-Directory:** The directory in which the compiler searches for library files `<*.lib>`, which can be included into the source code using **IMPORT** instruction (without path).

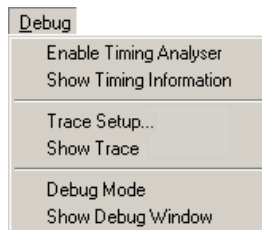


Please note: the path name must always end with a backslash (\).

It is recommended that the default directories are not to be changed. To include library and include files from other directories, indicate the correct and full path name in the include instruction.

2.3.6 Debug Menu

The `Debug` menu offers settings which help in finding run-time or syntactic errors. Please note that all settings will only be active after the next compilation.



Enable Timing Analyzer Option

When the `Enable Timing Analyzer` option is activated, additional information about the timing characteristics of this process are available after compiling a source code. (For display of information see the `Show timing information` Menu Item). This option needs approximately 60 clock cycles (when using a T9, T10 or T11 processor) per event and process additionally and therefore slightly affects the timing characteristics. We recommend that the option should only be activated to compile one or only some processes and should then be deactivated again. These option settings of the processes are not saved when quitting *ADbasic*.

Show timing information Menu Item

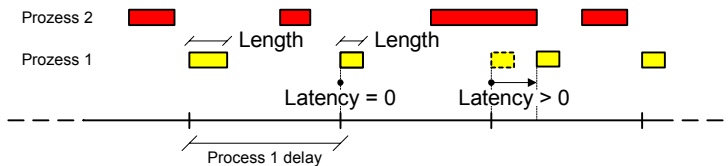
The `Show timing information` menu item opens the `Timing Information window` (with activated `Enable Timing Analyzer Option` only). For each of the processes 1...10 the window shows 7 parameters, which describe the timing characteristics of the processes since the moment it has been started. More detailed information can be found in chapter 4.3.2 "Check the Timing Characteristics (Timing Mode)".

The parameters can only be used with high-priority processes. In an externally controlled process the values in the lines 4-6 are not useful and are displayed as 0 (zero).

Timing Information						
Process No.:	1	2	3	4	9	10
min. Length :		14	22			
max. Length :		15	30			
Ø Length :		14.4	22			
max. Latency :		0	16			
max (Latency + Length) :		15	38			
count (Length > Delay) :		0	0			
Critical timings :		0	0			

Fig. 11 – The "Timing information" Window

All duration values are counted in clock cycles of 25 ns. **Length** describes the time a process cycle needs (section **EVENT** :); this processing time can also be determined as described in chapter 4.1 "Measuring the Processing Time". **Latency** is the time between an event signal (external or generated by internal timer) and the start of the process cycle, shown in the picture below for the time-controlled Process 1.



The parameters in the window have the following meaning:

- min. Length: The minimum time measured for a process cycle
- max. Length: The maximum time measured for a process cycle
- Ø Length: Average time of a process cycle, calculated as mean value from the last 1000 length values.

This parameter shows with min. Length and max. Length how long and regular the processing time is for a process cycle. Varying processing times will arise e.g. when large quantities of data are only evaluated after a longer time period or if conditions (**IF**, **CASE**) contain program sections with very different processing times (loops).

- `max. Latency`: The maximum measured latency of a process cycle; only available for timer-controlled processes.

A latency emerges from the occurrence of an event signal while a high-priority process is running. This happens when the processing time of a process cycle exceeds its `Processdelay`. With 2 or more high-priority processes every now and then process cycles do start time-delayed, except their `processdelays` are integer multiples of each other.

The sum of all delays should always average 0; this corresponds to keeping an average frequency. Moreover, the parameter is important for processes whose process cycles must run at a precisely pre-defined period in time.

- `max. (Latency+Length)`: The maximum sum of the latency and the processing time of a process cycle; only available for timer-controlled processes.

To get optimal timing characteristics, this parameter value should be lower than the value of the `Processdelay`; if you can fulfill this condition, the process does not cause latencies for its process cycles (but nevertheless can do for other process cycles).

- `count (Length > Delay)`: A value indicating how often the processing time of a process cycle has exceeded the `Processdelay`; only available for time-controlled processes. This value should preferably be zero.

The higher the value, the more frequently the process has caused a latency for its own process cycles (and perhaps for other processes too). The operating system is continuously trying to make up this delay. The amount of exceeded values gives no information about the loss of event signals.

- `Critical timings`: describes how often a condition is fulfilled, which could signify a lost event signal. The value should definitely be zero.

This parameter has a different meaning depending on the type and amount of processes (see chapter 5.2.5 "Different Operating Modes in the Operating System", page 88).

Event signals can be lost under the following circumstances:

- in a single time-controlled high-priority process (also in combination with the externally controlled process)
- in the externally controlled process (also in combination with one or more time-controlled processes).

In several time-controlled processes event signals *cannot* be lost; the following condition will nevertheless be counted. Here the parameter must be interpreted as a poor timing characteristic, which should be improved in any case.

Loosing event signals means that (since the last start of the process) fewer process cycles have been executed than event signals occurred, probably the amount fewer which is indicated. Lost event signals cannot be compensated by the operating system.

A loss of an event signal is equated to the fulfilment of the condition:

- in time-controlled processes:
 $\text{max. latency} + \text{length} > 2 \times \text{Processdelay}$
- in externally controlled processes:
When processing the section **EVENT**: has just been finished, a new external event signal is already waiting. Any more event signals having arrived during this processing time will be lost.

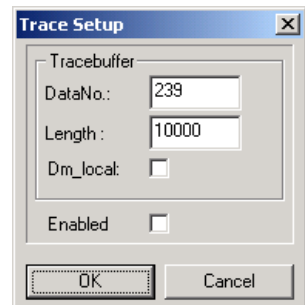
Sometimes it happens that, despite a true condition, *no* event is lost. Thus, you play it safe reducing the amount of true conditions as far as possible.

Trace Setup Menu Item

The `Trace Setup ...` menu item opens a configuration window for the trace mode. For more information about the usage of the trace mode see chapter 4.3.3 on page 77.

The trace mode will become active when using the `Enabled` option.

The input field `DataNo` indicates in which global array the process information is stored. Do not change the setting 239 (for `DATA_239`) if you need information about a single process only.



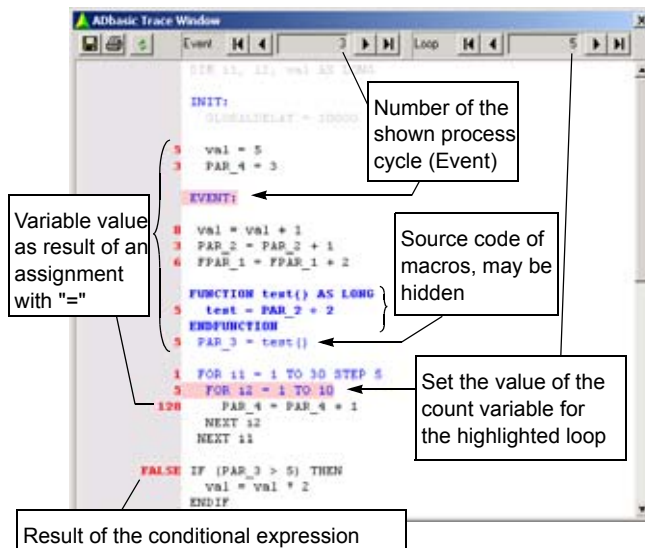
Enter the size of the global array (in LONG values) under `Length` so that on the one hand the size of the array is large enough for the trace information and on the other hand the *ADwin* system has enough remaining memory for your process variables.

With the `DM_Local` option active the values of the global array are stored in the local memory instead of in the external (see "Memory Areas"). The processor accesses data in the smaller (!) local memory essentially faster.


Show Trace Menu Item


The Show trace menu item opens the ADbasic Trace Window (only when the trace mode is enabled).

The trace window displays the process information left to the source code lines activated for trace mode. The most important information in the window is:



The displayed information are stored during run-time into a global array (normally [DATA_239](#), see [Enable Timing Analyzer Option](#)). The development environment then copies the array contents to the PC and displays them. Depending on the array size only few or many process cycles (events) can be stored.

When using the New Values  icon in the header line, the current process information are stored into the global array and then transferred to the PC. The previous process information are then lost.

For a later comparison the process information can either be stored  or the current screen content can be printed .

Debug mode Option

The `Debug mode` option, when activated, includes additional security queries into the process during the compilation of a source code (see also chapter 4.3.1 on page 74).

Activation of this option increases program execution time as well as the demand for memory. As a rule this increase has a dimension of approximately 20%, whereas greater values are also possible. Therefore, this option should only be used during program development.

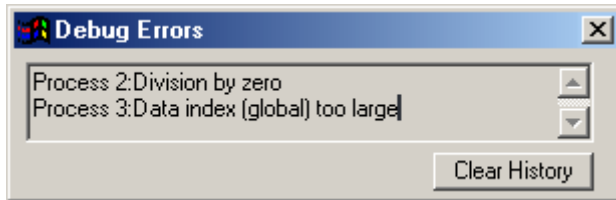


Fig. 12 – The `Debug Errors` Window

The window `Debug Errors` opens when a run-time error occurs in the *ADwin* system. The window can be reopened by clicking the `Show_Debug_Window` menu option after it is closed.

The operating system corrects run-time errors in a way to obtain a stable state of operation; this may cause unexpected program results. Certain run-time errors on Pro II modules will stop the process.

The following table shows which errors are displayed and which corrections are made.

Run-time error	Correction
Division by zero	The result of a float division is replaced by +3.40282E+38, the result of a long division is replaced by +2147483647.
SQRT from negative number	The square root's result is replaced by the value 0.
Fifo index is no fifo	Instruction is not executed:
Fifo number is not in the valid range 1...200	FIFO_CLEAR, FIFO_FULL, FIFO_EMPTY.

Run-time error	Correction
Data index too large / <1 Array index too large / <1 Access to local or global array elements which are not declared, with indices that are too large or too small.	A too small element index (<1) is replaced by 1, a too large element index by the greatest dimensioned element index.
Address of Pro II module is >15 or <1	The process is stopped.
P2_BURST_xxx ¹ : "startadr" is not divisible by 4	The process is stopped.
P2_BURST_xxx ¹ : Number of values is not divisible by 4	The process is stopped.
P2_BURST_INIT: Number of values is not divisible by 4 / by 8	The process is stopped.
P2_BURST_READ_UNPACKED1: Number of values is not divisible by 8	The process is stopped.
P2_BURST_READ_UNPACKED2: Number of values is not divisible by 4	The process is stopped.
P2_BURST_READ_UNPACKED8: Number of values is not divisible by 2	The process is stopped.
P2_BURST_READ: Number of values smaller than 1 / than 4	The process is stopped.

For each process only one error is shown (in most cases the error which occurred last), even if the process has generated more run-time errors.

Please note: Using the **MEMCPY** instruction only the access to the destination array will be controlled and corrected; an access to undeclared elements of the source array will not be detected.

1. Valid for P2_BURST_INIT, P2_BURST_READ, P2_BURST_WRITE

Show Debug Window Option

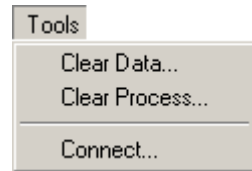
Clicking the **Show Debug Window** option *reopens* the **Debug Errors** window after it has been manually closed. The window opens automatically, the first time, after a run-time error occurs in the *ADwin* system.

In either case, the **Debug mode** option must be activated.

2.3.7 Tools Menu

The **Tools** menu option calls utility programs.

The **Clear Data** menu option clears the memory of the *ADwin* system, which is used by a specified **DATA** array. This is the opposite of the **DIM** instruction which allocates memory for an array.



Clicking this option opens a dialog window requesting the data array index to be cleared, e.g. 3 for **DATA_3**. After entering a value and clicking "OK", the values in the data array will be lost.

The **Clear Process** menu option deletes a specified process from the memory. Please note that a process can only be deleted when it is stopped.

The **Connect** menu option opens a dialog window for configuring the *ADserver* program settings for setting up a network connection to the *ADwin* system. A description can be found in the Appendix A.6.2.



Note: the *ADserver* program will no longer be updated, so it is recommended that the *ADwin TCIPserver* program be used instead. In this case no configurations must be made with the **Connect** menu option.

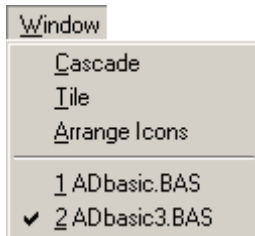
More information is available in the online help of *ADwin TCIPserver* (run **Programs ► ADwin ► ADwinTCIPserver** from the Windows start menu).

2.3.8 Window Menu


From the `Window` menu it is possible to switch between different source code windows and arrange them on the monitor.

The `Arrange Icons` menu reorders minimized source code windows which is useful after the screen resolution has changed.

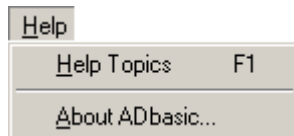
At the bottom of the menu, there is a list of open source codes; by clicking one of these menu items that source code will become the active window. The active source code is checked; in the example at right it is `ADbasic3.bas`.



2.3.9 Help Menu

The online help for ADbasic is accessible from the `Help Topics` menu option. The online help is also accessible using the  button or the [F1] key.

Clicking the `About ADbasic` menu option opens a window that displays the version of the development environment and the `License key`. The license key can be entered or changed by pressing the `Change License` button.



The `License key` is to be found on the cover sheet of this your *ADbasic* manual.

ADbasic will operate in demo mode, if no `License key` has been entered. In this mode the development environment only works for demonstration, test or evaluation purposes.

2.3.10 Project Window

The project window shows an opened project and the source code files included within it.

In the project window the following actions may be executed:

- Open a source code file and make it the active source code:
 - Double-click the file or
 - Highlight the file (left mouse button) then select `Open` from the context menu (right mouse button).
- Save a source code file:
Highlight the file and select `Save` from the context menu.
- Delete a source code file from the project:
Highlight the file then
 - press the `[DEL]` key or
 - select `Remove from Project` from the context menu.
- Hide the display of the included files:
Double-click on the project name; a `[+]` appears at left from the project name.

The following actions are available from the context menu only:

- Include a source code file into the project:
Select `Add to Project` from the context menu.
- Include all open source code files into the project:
Select `Add Open Files to Project` from the context menu.
- Save all open source code files of the project:
Select `Save All Files of Project` from the context menu.

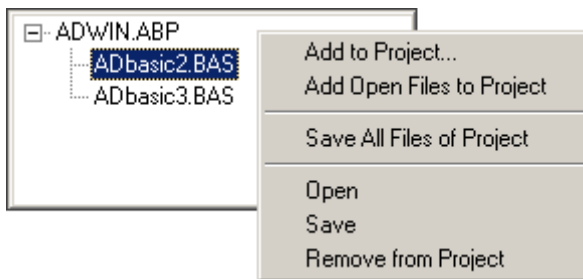




Fig. 13 – The Project Window with the Context Menu

2.3.11 The Parameter Window


The parameter window displays a table showing the values of the global parameters `PAR_1...PAR_80` and `FPar_1...FPar_80`. With the scroll bar at right you can scroll through the parameters.

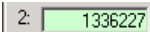

When the communication between the computer and ADwin system is active ( icon in the toolbar), the fields in the table are enabled and appear with a white background color, and display the values of the global parameters. The values are continuously read out from the system. Fields are disabled and appear with a grey background color when the communication is inactive (icon ).

Par		FPar	
1:	707279		0
2:	1336227		0
3:	628948		3.46212e+028
4:	0		-2.66234
5:	00000011H		0
6:	0		0
7:	0		0
8:	707279		0
9:	0		0
10:	0		0

Fig. 14 – The parameter window

A parameter's value (`PAR_1...PAR_80`) can be displayed in hexadecimal notation, too (see `PAR_5` in fig. 14). Do a right mouse click on the number of the variable (left of the table field) and enable / disable the option `Hexadecimal`.

Clicking the  button highlights the fields in the table that are being used in the active source code and project, using three colors. The colors have the following meaning:


- Green: The parameter is used in the active source code only. 
- Red: The parameter is used in the active source code, and in another source code of the project, too. 

- Blue: The parameter is used in an inactive source code of the project, and not in the active source code.

3: 628948

The highlighting feature is only available when the communication between the computer and the *ADwin* system is set up. This feature uses saved source codes only; therefore *ADbasic* requests saving the source code when it has been changed.

2.3.12 The Process Window

The process window shows information about the processes 1...10 on the *ADwin* system, when the communication between the computer and the system is active (icon  in the toolbar). Otherwise the fields are grey.

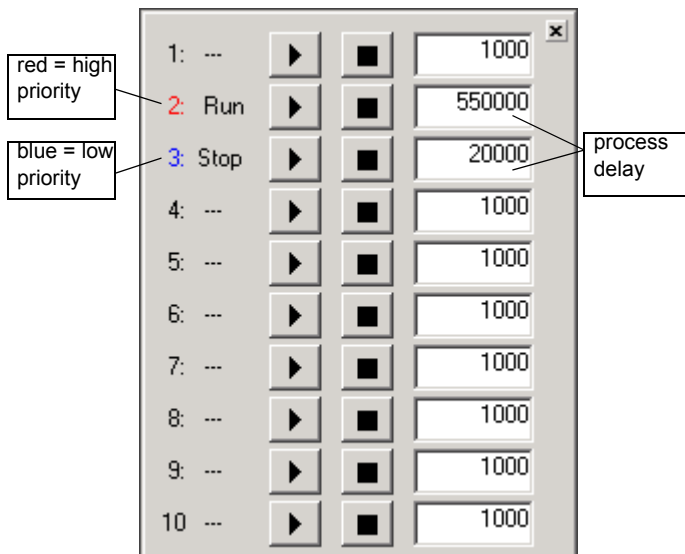




Fig. 15 – The Process Window

The status (Run or Stop) and process delay (process cycle time) are displayed for each of the processes 1 ... 10. The process delay for the active source code is also displayed in the toolbar. The priority of a process can be determined by the color of the process number, red = high priority, blue = low priority. The time units and meaning of the process delay are explained in chapter 5.2.1 "Processdelay", page 84.

It is also possible to change the process delay in the process window; after a value has been entered, it will automatically be transferred to the *ADwin* system. Please note: the system will overload if process delay values are too small.

A process can be stopped or restarted using the buttons  and  in the process window. The buttons in the toolbar have the same functions but only control the process of the active source code window.

2.3.13 Info window

In the info window the compiler messages concerning the current source code are displayed:

- Error messages (coloured red)
- Warnings
- Status message after compilation



The (successful) status message looks like this:

```
0 error(s), 0 warning(s)
Process compiled. Codesize: 836 Workspacesize: 8
Stacksize: 20 Byte
```

The values be used as hints about the required memory:

- **Codesize:** Size of the created binary file in bytes; the file will be stored in the program memory (PM) as process.
- **Workspacesize:** Required memory size in bytes in the local data memory (DM), being used for
 - local variables and arrays
 - internal purpose (2×4 byte)

Additional memory will be required in the data memory which be calculated manually:

- Each global array requires about fourty byte in the local data memory (internal purpose).
- Each element of a global array requires 4 byte (in the external data memory; if the array be declared **AT DM_LOCAL**, the elements are stored in the local data memory).

- **Stacksize:** Internal stack size, which is used for libraries.

The memory size required in the external data memory (DX) will not be displayed.

2.3.14 Status Bar

The status bar is located at the bottom of the *ADbasic* program window.



Last *ADbasic* action

CPU and memory usage of the *ADwin* system

Cursor position and keyboard settings

- Left side: Information about the last *ADbasic* action.
- Middle: The current CPU and memory usage of the *ADwin* system. This information is displayed, if the communication between the computer and *ADwin* system is active.
- Right: The current cursor position in the source code window (line and column); further the keyboard settings CAPS LOCK, NUM LOCK and SCROLL LOCK.

The displayed information about the CPU/memory usage:

- **Busy:** the processor workload in percent, calculated as:
CPU time / (CPU time + idle time).
- **PM:** free program memory in bytes.
- **EM:** free extra memory in bytes (T11 only).
- **DM:** free internal data memory in bytes.
- **DX:** free external data memory in bytes.

2.4 ADtools












ADtools is a collection of simple utility programs, with which you can display and change the global variables (*Par*, *FPar*) and arrays (*Data*) of *ADwin* systems. These programs aid the development of processes for the *ADwin* system by: displaying the status or values, changing them with practical tools, displaying simple measurement sequences in a graph.

Start one of the *ADtools* by selecting Programs ► *ADwin* ► *ADtools* ► <Toolname> in the Windows start menu. Open the configuration menu to sel-

ect the style of display and the variables to be displayed, by clicking the right mouse button.

Each *ADtool* is its own independent Windows program; each can be started several times, allowing for comprehensive views of parameters of interest on the computer monitor. Once an appropriate screen layout is selected, the whole configuration may be saved and used later.

The following *ADtools* are available:

	TDigit	Global variable and array values can be displayed and adjusted.
	TGraph	Global array contents can be displayed in a graph.
	TButton	Button control for booting the ADwin system, loading, starting or stopping a process, or setting a parameter value.
	TLed	Displays the value of a variable by a simulated LED. The LED can be off, on, blinking slowly or flickering rapidly depending on the value. An audible alarm can also be set with this tool..
	TMeter	Global variable and array values can be viewed as an analog dial.
	TPoti	Global variable and array values can be adjusted with a potentiometer-style control.
	TProcess	Start/stop, adjust timing, and display information about the processes loaded on the <i>ADwin</i> system.
	TPar_FPar	All or selected global variables can be displayed or entered.
	TFifo	Save FIFO array data into a file..
	TBin	Up to five PAR variables can be displayed in binary (as DIL switch) and in hexadecimal notation, and adjusted.
	ADtools	Save and/or load a configuration to/from several <i>ADtools</i> .

All further information about the help programs can be found in the online help, in the program `ADtools.exe`.

3 Programming Processes


This chapter provides information about how to build and structure an *ADbasic* program and which variables can be used.

3.1 Program Design

An *ADbasic* program is an ASCII text file created with the editor of the development environment, using an extended Basic syntax. The compiler translates this source code into an executable process for a specific *ADwin* system.

The source code consists of any number of command lines; each containing an instruction or assignment (exception see : Colon), with up to 255 (ASCII-) characters in one line.

ADbasic accepts instructions and variable names in lower and upper case letters (for more clarity all examples use upper case letters for instructions and global variables).

A program consists of up to 4 sections, which take on different tasks when executed on the *ADwin* system. fig. 16 outlines the ideal steps for an *ADbasic* program. 

Each program must at a minimum, have an **EVENT :** section.

Optionally functions and subroutines can be defined, as well as libraries and "include"-files be included.

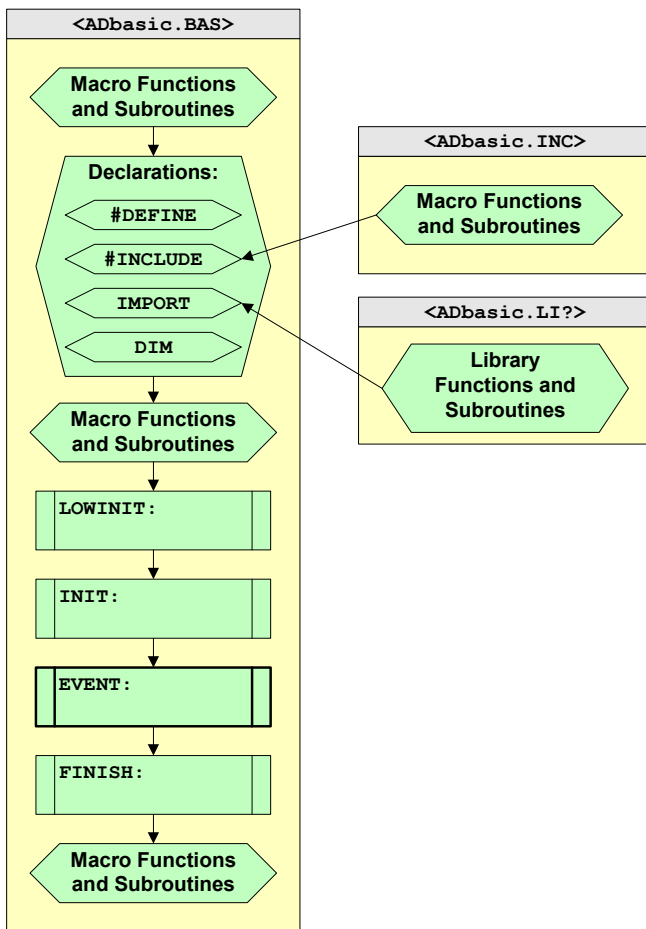



Fig. 16 – Design of an *ADbasic* program

3.1.1 The Program Sections


Each of the 4 program sections start with the following terms, as described below:


- **LOWINIT**: can only be used within high-priority processes.

When the process starts, this section is executed only once and is used for initialization, for instance of variables or data I/O lines. It is always executed prior to the execution of the **INIT**: section (if there is one) and at low-priority, level 1.

This section is ideal for extensive initialization sequences, because it can be interrupted, due to its low-priority. 

- **INIT**: is similar to the **LOWINIT**: section, as it is executed only once at the start of the process. However, it will be executed with the priority that has been assigned for the process (menu item *Options / Process*).

This section cannot be interrupted when configured as high-priority and should therefore be rather short. 

- **EVENT**: is the main program section, which is (characteristically) called in regular time intervals until it is stopped. This section is triggered by a cyclic timer event or an external event, depending on the configuration..
- **FINISH**: is executed only once after a process has been stopped; it is, therefore, the counterpart to the initialization sections. This section is always executed at low-priority, level 1. 


The **LOWINIT**: , **INIT**: and **FINISH**: sections are optional, while the **EVENT**: section is not and must be included in your program.

3.1.2 Other Program Parts

Symbolic definitions

The instruction **#DEFINE** defines symbolic names. Group all of these definitions at the beginning of the file and before the start of the 4 program sections.

Arrays and Local Variables

In an *ADbasic* program the local variables and all arrays must be declared before they can be used. The global variables `PAR_n` and `FPAR_n` are already 

pre-defined and do not need to be declared. Variables and arrays have no defined contents after being declared, therefore they should be initialized.

Within the process all variables and arrays are available in all program sections. The global variables and arrays may also be accessed from other processes and from the computer, in order to exchange data between the processes or between the process and the computer.

Macros

A macro function or subroutine call inserts the macro into the program text where it is being used. However, the macro definition cannot be done within the 4 program sections. (see fig. 16 on page 42).

Libraries

Libraries must be included before the program sections that use them. Library functions and subroutines, when used more than once within a program, require less memory than similar macro functions or subroutines described above.

3.2 Variables and Arrays

3.2.1 Overview

Data structure	Name	Data type	Notes
Global variables and arrays			
Variable (Scalar)	PAR_1...PAR_80 FPAR_1...FPAR_80	LONG FLOAT	Pre-defined, not declarable,
System variable	PROCESSDELAY PROZESSn_RUNNING	LONG LONG	memory area DM
One- or two- dimensional array (vector)	DATA_1[] [] ... DATA_200[] []	LONG, FLOAT, STRING, FIFO	Name "DATA_" not changeable, only declaration of array number and dimen- sion.
Local variables and arrays			
Variable (Scalar)	selectable	LONG, FLOAT	must be declared
One-dimensional array (vector)	selectable	LONG, FLOAT, STRING	must be declared

Variables are normally stored in the internal memory DM and arrays in the external memory DX (memory map, see chapter 3.3.1), if not determined explicitly.

All data types have a length of 32-bit.

3.2.2 Data Structures

In *ADbasic* there are two main types of data structures:

- variables (scalars)

VAR

Each variable can store one value only.

- arrays, one- or two-dimensional.

ARRAY

An array consists of any user-defined number of array elements, each storing one value.

One-dimensional global arrays `DATA_n` may also be used as FIFO (a ring buffer which works according to the principle: First in, first out, see chapter 3.3.4 on page 54).

The maximum number of variables and array size are limited only by the memory size of the *ADwin* system.

The compiler differentiates variables (and arrays) which are

- global:

All processes as well as computer applications can access global variables, for instance to exchange data.

- local:

Local variables are available only in the process, function, or subroutine where they have been declared.

Nearly all variables and arrays must be declared with the **DIM** instruction; this determines the data type, as well as the necessary memory place, and allocates it to the variable name. Global variables `PAR_1 ... PAR_80` and `FPAR_1 ... FPAR_80` are already pre-defined, for easier programming, and cannot be declared.

The compiler recognizes the declaration of global arrays by the names `DATA_n`, where "DATA_" is a fixed text and "n" is the array number (1...200) specified.

After declaration, variables and array elements have an undefined value and thus should be initialized with a useful value (e.g. zero). Exception: After



power-up of the *ADwin* system the global variables are automatically initialized with zero.

3.2.3 Data Types

The compiler processes the following data types:

- **LONG**: 32-bit integer values with the ranges:
 $-2147483648 \dots +2147483647 (= -2^{31} \dots +2^{31}-1)$.
- **FLOAT**: Floating-point values with the ranges:
 $-3.402823 \cdot 10^{+38} \dots -1.175494 \cdot 10^{-38}$ (negative values, 32 bit)
 $+1.175494 \cdot 10^{-38} \dots +3.402823 \cdot 10^{+38}$ (positive values, 32 bit)

Note: The value range is not equivalent to the IEEE floating-point format.

The accuracy is 32 bit, or 40 bit since processor T11 (see below).



Since processor T11 accuracy is 40 bit (value range see below), which is solely restricted to:

- Calculations inside of the *ADwin* system.
- Evaluation of constants by the compiler.

The 40 bit accuracy may not be used or displayed on the PC since data will only be transmitted – for reasons of speed – as 32 bit values between PC and *ADwin* system.

The value range for 40 bit floating-point values is:

$$-3.402823668 \cdot 10^{+38} \dots -1.175494351 \cdot 10^{-38} \text{ (negative values)}$$

$$+1.175494351 \cdot 10^{-38} \dots +3.402823669 \cdot 10^{+38} \text{ (positive values)}$$

- **STRING**: ASCII character strings, in which each character is stored as a single array element (for details see chapter 3.3.5 on page 56). A single character corresponds to an integer 8-bit value in the range 0...255.

A data type must be indicated when declaring variables and arrays.



When integer and floating-point values are combined, a type conversion will occur. Under certain circumstances this may cause calculation results discrepancies from expected results. More about this is found in chapter 3.4.2 on page 61.

The next section illustrates, in which notation a numeral value can be entered.

3.2.4 Entering Numerical Values

You can use 4 different notations in order to enter numerical values. The following examples assign the (decimal) value 93 to a variable `x`.

For floating-point values the dot "." is used as decimal separator (English notation).

1. Decimal notation:

`x = 93` integer value `LONG` or
`x = 93.0` floating-point value `FLOAT`

Please note the difference: The number 93 has the **LONG** data type, while the number 93.0 has the **FLOAT** data type. This is important when you use both data types in one expression (see chapter 3.4.2).



2. Exponential notation:

`x = 93E0` integer value `LONG` or
`x = 9.3E1` floating-point value `FLOAT`

Here `9.3E1` stands for 9.3×10^1 , where "E" is followed by the exponent to the basis of 10 (max. 2 decimal places).

3. Binary notation:

`x = 1011010b` add b to the value; `LONG` only

4. Hexadecimal notation (an h is added, `LONG` only):

`x = 5Ah` add h to the value; `LONG` only

If the hexadecimal value begins with a letter (A-F), a leading zero (0) must be added: Instead of `"F6h"` the value should be written `"0F6h"`, otherwise the compiler takes the value as the name of a local variable.

3.2.5 Global Variables (Parameters)

All running processes and the computer can access global variables and arrays; therefore they are ideal for data exchange between the processes or between the processes and the computer. 80 integer variables, 80 floating-point variables as well as up to 200 arrays of the **LONG** or **FLOAT** data type are available. All variables and array elements have a length of 32-bit.

The system variables, also globally available, are described on page 50.

The global variables can be used anywhere in a program without being declared. Since the variables have an undefined value at program start they should be initialized with a useful value (e.g. zero). Exception: After booting of the *ADwin* system the global variables are automatically initialized with zero.

The global variables are also termed parameters and have the names:

- `PAR_1, PAR_2, ..., PAR_80` with the **LONG** data type for 32-bit integer values.
- `FPAR_1, FPAR_2, ..., FPAR_80` with the **FLOAT** data type for floating-point values.



Example

```
PAR_5 = 700           'Parameter 5 contains the
                      'value 700.
PAR_72 = ADC(1)       'The voltage at the analog input 1
                      'is measured and stored into
                      'parameter 72.
```



Contrary to other variables, the global variables, `PAR_n` and `FPAR_n`, must not be declared because they are pre-defined and are already known to the compiler.

3.2.6 Global Arrays

The global arrays enable the exchange of data between the processes on the *ADwin* system or the computer (see also chapter 5.3.1 "Data Exchange between Processes"). Up to 200 arrays of the **LONG** or **FLOAT** data type are available.



Since size and data type are selectable, global arrays must be declared at the beginning of a program and preferably be initialized, too. (Else the array elements have undefined values).

The compiler recognizes the declaration of global variables by their names `DATA_n`, where "`DATA_`" is a fixed text and "`n`" is the array number (1...200). The names for `DATA` arrays are:

```
DATA_1, DATA_2, ..., DATA_200.
```

Other array numbers are not allowed. However, the declaration of non-sequential array numbers is permissible, for instance `DATA_5` without `DATA_1 ... DATA_4` is allowed. In your program the compiler differentiates the arrays by their numbers.

Example



```
DIM DATA_5[20000] AS LONG
REM Declare the array 5 with 20000 elements of the type LONG.
DIM DATA_3[7][5] AS FLOAT
REM Declare the array 3 with 7x5 elements of the type FLOAT.
```

There is more information about 2-dimensional arrays in chapter 3.3.3 on page 53.

The maximum size of the array depends on the memory size. For instance on an ADwin system with 16MB memory an array of up to 4 million elements of the **LONG** type may be declared.

After the array has been declared, each individual element can be accessed. The first element of an array has the index 1.

Do *not* assign a value to the element 0 of an array, for instance with `DATA_1[0] = ...`.



Examples



```
'The value of the 200th element from array 5 is assigned
'to the global integer variable PAR_1.
PAR_1 = DATA_5[200]

'In this program line the 345th element from the array DATA_5
'gets the value 4000.
DATA_5[345] = 4000

'This instruction assigns the value 300.1 to the 1st element of
'the 2 dimensional array DATA_3.
DATA_3[1][1] = 300.1
```

A variable can be used as an index number of an *array element*:

```
'Here, too, as in the example above, the value 4000 is
'assigned to the 345th element of the array DATA_5.
number1 = 345
DATA_5[number1] = 4000
```

However, a variable cannot be used as number of an *array*. The following instruction results in an error message of the ADbasic compiler:



```
num = 2
DATA_num[300] = 20      'WRONG !!
DATA_2[300] = 20        'CORRECT
```

The compiler determines `DATA_num` to be the name of a local array, which (probably) has not been declared and therefore is not available. Instead, use the notation `DATA_2`.

3.2.7 System Variables

In order to get information about the status of the *ADwin* system the following system variables are available. These are global variables that can be accessed by all processes and by the computer. More information can be found in the description of the instructions.

PROZESS_n_RUNNING

Returns the status of the process `n` (with `n = 1...10`): the process is running, just being stopped or already stopped (see page 185). The variable can only be read.

PROCESSDELAY

The nominal time interval, in which time-controlled processes are called by the counter, is the `processdelay` (cycle time). With the system variable **PROCESSDELAY** you query and set this time, measured in clock cycles of the counter (see chapter 5.2.1 on page 84).

You read and write into the variable **PROCESSDELAY** in the sections **INIT**: and **EVENT**: only. But writing into the variable is only allowed once per section, because otherwise the status of the *ADwin* system may become instable.

Writing into this variable in the section **EVENT**: should just be made at the beginning of this section, because changing the variable will have an immediate effect on calling the next process cycle. Otherwise the precise processing of the process cycles in a certain time interval can become instable.



Please note that the workload of the processor is at least less than 90 percent, and must not exceed 100 percent.

3.2.8 Local Variables and Arrays



All local variables and arrays, needed for a process must be declared before the start of the first section of the *ADbasic* program and preferably be initialized, too. (Else the variables have undefined values).

Variable names can consist of any alphanumeric characters (a-z, A-Z, or 0-9) or an underscore ("_"). Special characters like german umlauts (Ä, Ö, Ü) are not

allowed and there is no case sensitivity. The length of variable names is only limited by the maximum line length (255 characters).

Individual variables (scalars) can be defined as either integer values (type **LONG**) or floating-point values (type **FLOAT**), and each are 32 bits long.

Example

```
DIM value AS LONG      'Defines the variable 'value'
                        'with the data type LONG
DIM value1, value2 AS FLOAT 'Defines the variables value1
                        'and value2 with the data type FLOAT
```



Variables may also be declared as a one-dimensional array, allowing the user to generate and/or process an array of variables. The number of elements to dimension in an array is put into square brackets after the array name.

Example

```
DIM value[100] AS FLOAT 'Defines an array with the length
                        '100, with the name 'value',
                        'and the data type FLOAT
```



The first element of an array has the index 1, in the example: `value[1]`. The element index 0 must not be accessed at all.



3.3 Variables and Arrays – Details

3.3.1 Variables and Arrays in the Data Memory

The user can explicitly determine which memory area, internal or external, to store arrays and local variables. This allocation is made, in the source code, when the variable is declared using the **DIM** statement using the additions **AT DM_LOCAL** or **AT DRAM_EXTERN**.

Without the use of these allocation statements, all variables are stored in the internal memory (DM) and all arrays in the external memory (DX).

It is recommended that the internal memory be used for variables and (small) arrays for fast access. The slower, external memory is more suitable for arrays, due to its size.

The fig. 17 shows examples of declarations, in order to store variables and arrays in the different memory areas.

Variable / Array	Memory Area	Source Code Declaration
Local Variable	Internal (DM)	<code>DIM var AS <VARTYPE></code>
		or <code>DIM var AS ... AT DM_LOCAL</code>
	External (DX)	<code>DIM var AS ... AT DRAM_EXTERN</code>
Array (global/ local)	Internal (DM)	<code>DIM array[5] AS ... AT DM_LOCAL</code>
	External (DX)	<code>DIM array[5] AS ...</code>
		or <code>DIM array[5] AS ... AT DRAM_EXTERN</code>

Fig. 17 – Allocation of the Memory Area with Declarations



The global variables `PAR_1...PAR_80` and `FPAR_1...FPAR_80` are pre-defined in the internal memory (DM), therefore they cannot be re-declared in the external memory (DX).

3.3.2 Memory Areas

The processor of the ADwin system uses its internal memory (SRAM) and an external memory (SDRAM) for data stored according to the following structure:

- Program memory (PM):
The program memory occupies half of the internal SRAM and contains the operating system and processes.
- Internal data memory (DM)
The internal data memory occupies half of the internal SRAM for storing the global and local variables (standard setting).
- External data memory (DX)
The external data memory covers the external SDRAM and stores the global and local arrays (standard setting).

Data in the internal memory (DM) can be accessed faster than data in the external memory (DX) by approximately a factor of five.


The memory size is an ordering option and cannot be upgraded:

- Size of internal SRAM: 256 kB or 512 kB
- Size of external SDRAM: 8, 16, 64 or 128MB

The size of the memory areas is the only limiting factor to the size of the processes and the number of declared variables and arrays (indirectly to the size of source files, too). In the status line of the development environment, the amount of available memory, PM, DM and DX, is displayed in bytes.

3.3.3 2-dimensional Arrays

Global arrays `DATA_n` may be declared with 1 or 2 dimensions. The basic array features are described in chapter 3.2.6 "Global Arrays".

2-dimensional notation may simplify a problem's solution (compared to 1-dimensional arrays). At the same time it will slow down data access and require additional program memory. 

The loss of access speed and the need of additional memory will increase with each access to the 2-dimensional arrays by the program.

The following cases require to access the data of a 2-dimensional array as if it were declared 1-dimensional:

- On the PC, if the data of a 2D-array is transferred to or from an *ADwin* system.

The other way round, data of a 1D-array on the PC may be transferred to an *ADwin* system, even though the destination array is declared 2-dimensional in *ADbasic*.

- Inside of a library module (`LIB_SUB`, `LIB_FUNCTION`) which receives a 2D-array as an argument.

With this kind of data access the order of data in the memory becomes important. As an example a 2D-array shall be declared as

```
DIM DATA_1[3][2] AS FLOAT
```

The 3×2 array elements will be stored sequentially in the data memory. The following table shows which element index be used for the 1D-access to the example array.

array index 2D	[1][1]	[1][2]	[2][1]	[2][2]	[3][1]	[3][2]
array index 1D	[1]	[2]	[3]	[4]	[5]	[6]
memory address	n	n+1	n+2	n+3	n+4	n+5

Thus, an element `DATA_1[3][1]` used in the main program had to be accessed e.g. in a library module as fifth element of the passed array:

```
REM use in main program
DATA_1[3][1] = 17
setpar1(DATA_1)           'sets PAR_1 = 17

REM use in library module
LIB SUB setpar1(BYREF array[] AS LONG)
    PAR_1 = array[5]       'corresponds to DATA_1[3][1]
LIB END SUB
```

Please note: This kind of access is permissible only in the two cases mentioned above. In any other case the 2-dimensional notation is needed.



Generally, this is the mapping of 2D-elements to 1D-elements:

$$DATA_n[i][j] \hat{=} DATA_n[s \cdot (i - 1) + j]$$

where s is the 2nd dimension of `DATA_n` in the declaration. In the example above there is $s=2$.

3.3.4 The Data Structure FIFO

For applications requiring a large quantity of data to be transferred continuously, it is recommended using a `DATA_n` global array with the FIFO data structure: a "First In, First Out" ring buffer.

In a ring buffer data is handled in a special way; like a queue where data is appended to the end of the queue and retrieved from the beginning of the queue. Unlike a "normal" array, data in the array is not accessed by its element number, but by the first or the last element of the array (via a data pointer). Consequently, data elements are read out in the same order as they were written into the array (= First In, First Out).

Only one-dimensional global arrays (`DATA_n`) can be declared as FIFO arrays; possible data types are **LONG** or **FLOAT**.



Example

```
DIM DATA_5[1000] AS LONG AS FIFO
```

This instruction declares the global array with the number 5 as FIFO ring buffer with 1000 elements of the type **LONG**.



Please note: A FIFO array cannot be accessed as "normal" array in the source code

Since a FIFO array has a finite number of elements (which is declared), the chain of used and unused array elements form a ring, the ring buffer. The data

pointers to the first and last used array element are managed automatically when a new value is assigned to the array or when a value is read out. After the declaration of a FIFO array the pointer should be initialized with the **FIFO_CLEAR** instruction.

From the ring structure of the FIFO array it is possible for the head of the data chain to "overtake" the data end. This can only occur when data is written faster into the FIFO than it is being read out. Subsequently, the earlier stored data will be overwritten and lost..



A certain FIFO array can be accessed by indicating its array name (with the corresponding array number).

Example



```
DIM DATA_5[1000] AS LONG AS FIFO
DATA_5 = 95                                'Writes the value 95 into the
                                           'DATA_5 array which is declared as FIFO
PAR_7 = DATA_5                            'Reads a value from the FIFO and
                                           'stores it in the global variable
                                           'PAR_7
```

To ensure that the FIFO is not full, the **FIFO_EMPTY** function should be used before writing into it. Similarly, the **FIFO_FULL** function should be used to check if there are values which have not yet been read, before reading from the FIFO.

Example



```
DIM free,used,value1 AS LONG
DIM DATA_1[1000] AS LONG AS FIFO
REM Are there still elements which are not empty?
free = FIFO_EMPTY(1)
IF (free > 0) THEN
    DATA_1 = value1
ENDIF
REM Are there still elements, which haven't been read?
used = FIFO_FULL(1)
IF (used > 0) THEN
    PAR_7 = DATA_1
ENDIF
```

3.3.5 Strings

Control characters and texts from other process monitoring devices can be transferred, converted and processed by the ADwin system e.g. via an RS-232 interface.

The following instructions are available for string processing:

ASC	Get ASCII number of a character
CHR	Get character from an ASCII number
FLOTOSTR	Convert a float value into a string
LNGTOSTR	Convert a long value into a string
STRCOMP	Compare 2 strings to be equal
STRLEFT	Get leftbound substring from a string
STRLEN	Get length of a string
STRMID	Get substring from a string
STRRIGHT	Get rightbound substring from a string
VALF	Convert a string into a float value
VALI	Convert a string into a long value
+ String Addition	Operator to concatenate strings

For most string instructions the library file `<STRING.LI*>` must be imported (where * indicates the processor type: 9 for T9, A for T10, B for T11). The library file is found in the library directory (default: `<C:\ADwin\ADbasic\LIB>`) after the installation.

A string variable has a structure similar to an array, in which each array element contains one character. The dimensioning of a string for 5 characters is as follows:

```
IMPORT STRING.LI9
DIM text[5] AS STRING
```

This dimensioning reserves an array for the string in the memory, which is structured as follows:

`text[1]` Length of the string in characters (5)
`text[2]` Character 1 of the string
`text[3]` Character 2 of the string
`text[4]` Character 3 of the string
`text[5]` Character 4 of the string
`text[6]` Character 5 of the string
`text[7]` The end of string character, terminating zero (00h)

Each element requires 4 bytes of memory. The first and last elements of the string are automatically reserved by the *ADbasic* compiler.

Please note: The element number 0, here `text[0]` is not to be used!

After dimensioning the elements are not initialized. Values must be assigned to a string before the string can be read from or processed.

Normal Assignment

Values are assigned to string variables by placing the string's actual text into quotation marks (") and setting it equal to the string variable. *ADbasic* stores the corresponding ASCII numbers for each character in the memory (see ASCII table in the Appendix).

Example

```
text = "HELLO"
```



Element Index	Memory Contents	Meaning
<code>text[1]</code>	05h	Length of the string in characters (5)
<code>text[2]</code>	48h	ASCII value for "H"
<code>text[3]</code>	45h	ASCII value for "E"
<code>text[4]</code>	4Ch	ASCII value for "L"
<code>text[5]</code>	4Ch	ASCII value for "L"
<code>text[6]</code>	4Fh	ASCII value for "O"
<code>text[7]</code>	00h	End-of-string character

Only characters with the ASCII values between 20h...7Fh (displayable characters in the normal ASCII character set), should be assigned using quotation

marks, except the following characters which are assigned using the escape sequence:

- apostrophe ('): \x39
- quotation mark ("): \x34
- backslash (\): \x5C

Character Assignment with the Escape Sequence

The escape sequence is used to include numerical values or control characters into a string. The each escape sequence transfers a single ASCII value to the *ADbasic* compiler, which stores it in memory without any changes.

The escape sequence is indicated as part of a string inside quotation marks with the notation `\xhh`, where `hh` is the ASCII value to be transferred, written in hexadecimal notation. Each escape sequences must have exactly 4 characters.



Example

```
text = "\x48\x45\x4C\x4C\x4F"
```

The memory contents is the same as the one given in the previous example.

The escape sequence is necessary for assigning characters that are not displayed (such as line feed, carriage return, etc.). The range of values using the escape sequence is from `00h` to `FFh`.

In addition to the notation `\xhh` there are also special escape sequences for frequently used (control) characters:

Sequence	ASCII Value	Meaning
<code>\\</code>	5C	Backslash (\)
<code>\t</code>	09	Tab (TAB)
<code>\n</code>	0A	Line Feed (LF)
<code>\r</code>	0D	Carriage Return (CR)

It is also possible to combine the notations described earlier when assigning values to a string variable.

Example

```
text = "HE\x4C\x4C"
```



The memory content is the same as the one given in the previous examples.

The end-of-string character should not be inserted into a string (example: `text = "HE\x00LLO"`). The *ADbasic* compiler will properly assign each character to the string, but errors will most likely occur when the string is processed further on.

**String Assignments that are NOT Recommended**

Unfortunately, it is possible to insert characters with ASCII values `00h...1Fh` or `80h...0FFh` on various ways, for instance typing [?] or the German characters [ß] and [Ö], using "copy and paste" or the key sequence [ALT]+number. We explicitly do not recommend to use Character Assignment with the Escape Sequence!

The compiler is able to process such characters. However, these characters may either have no unique ASCII value (because they are country-specific), or they may cause unwanted actions (carriage return, etc.) and program errors.

It is recommended that any control or special characters inserted into a string only be done using the escape sequence.



3.4 Expressions

3.4.1 Evaluation of Operators

An expression is what is assigned to a variable or transferred as an argument of an instruction. It consists of any possible combination of:

- simple data: constant, variable or array element
- operators being used for arguments.

For the evaluation of an expression, it is important to understand the order in which the operators are used. The operators are divided into categories, which are resolved according to priorities: A category of higher priority is processed before a category of lower priority (see fig. 18).

Please take into account, that automatic Type Conversion may in some cases influence the evaluation of an expression (see page 61), too.

Operator	Category
" "	Delimiter of character strings
<i>ADbasic</i> keyword	Instruction, function, variable, etc.
=	Assignment
()	Parentheses
-	Negation of a <i>constant</i>
^	Power
* /	Multiplication / Division operators
+ -	Arithmetic operators
AND OR XOR	Binary operators
< > =	Comparison operators
AND OR	Boolean operators

Fig. 18 – Priorities of Operator Categories
(Top = highest priority)

If 2 or more operators, appearing in the same line, have the same priority (or if there are the same operators), the compiler processes them in the order they appear, from left to right.



Example

```
var = PAR_1 + PAR_2 * PAR_1^3 / 4
```

corresponds to

```
var = PAR_1 + (PAR_2 * (PAR_1^3) / 4)
```



Using a negative sign with variables, may return unexpected results, in some cases, and can be avoided by using parentheses.




Example

```
var = 1/-x      'not recommended
var = 1/(-x)    'correct: negative inverse value
```


3.4.2 Type Conversion

In *ADbasic*, variables can (after dimensioning) generally be used without paying attention to their data types (**LONG** or **FLOAT**, see also chapter 3.2.3 "Data Types"). If necessary the data of the **LONG** type will automatically be converted into the **FLOAT** type.

Do not mix up this conversion with the instructions **CAST_FLOATTOLONG** or **CAST_LONGTOFLOAT**, which do quite a different job. 

Consider the following special features:

- Cut off decimal places

If a floating-point value is assigned to an integer variable, then the decimal places are cut off and will be lost. 


- Converting *all* Integers to Floats

If an expression contains a floating-point value, *all* integer values are automatically converted *before* the expression is evaluated. This applies if an integer expression

- is assigned to a floating-point variable or
- serves as argument for an *ADbasic* instruction, expecting a floating-point value.

Example

```
PAR_1 = 2 / 4 * 3      'Result: PAR_1=0, because 2/4 = 0
```

Decimal places are always cut off within integer calculations, and will then be lost. 


But:

```
FPAR_1 = 2 / 4 * 3      'Result: FPAR_1=1.5
```

```
PAR_1 = 2 / 4.0 * 3      'Result: PAR_1=1 (cut off!)
```

Here the floating-point variable **FPAR_1** and the floating-point value **4.0** demand the conversion of all integer values.

- Prevent integers from Conversion

Even using parentheses does not prevent the automatical conversion into **FLOAT**. To absolutely make calculations in **LONG**, an individual program line must be used. 

**Example**

```

PAR_1 = 2
PAR_2 = 5
'here a conversion is made:
FPAR_3 = (PAR_2 / PAR_1) + 0.2'FPAR_3 = 2.7
'but not here:
PAR_9 = PAR_2 / PAR_1 'PAR_9 = 2 (cut off)
FPAR_4 = PAR_9 + 0.2 'Result: FPAR_1 = 2.2

```

– Conversion of Arguments

The following expressions are always evaluated separately (and will be converted, if necessary, as described above):

- Each individual parameter for an instruction.
Additionally a cut off may occur according to the parameter's data type (data type see instruction's description).
- Each argument passed to a function or subroutine.
- Each individual part of a conditional test within a Boolean expression in an **IF...THEN** or **DO...UNTIL** even if there are multiple tests linked with **AND** or **OR**.

**Example**

```

PAR_1 = 2
FPAR_2 = 5.5

'Both conditions are true, PAR_1 is not converted into
'FLOAT, therefore PAR_3 = 1.
IF ((PAR_1 / 4 * 3 = 0) AND (FPAR_2 * 1.1 > 5.5)) THEN
  PAR_3 = 1
ENDIF

'The condition with FLOAT does not influence the
'LONG calculation, therefore PAR_3 = 0.
IF (FPAR_2 * 1.1 > 5.5) THEN PAR_3 = PAR_1 / 4 * 3

```

3.5 Decision structures, Loops and Modules

When writing extensive programs, *ADbasic* provides sophisticated tools for structuring them. The following structure elements are available:

- Control structures to help shorten large sections.
 - Loops for sections being frequently repeated:
DO ... UNTIL or

FOR ... TO ... {STEP ...} NEXT.

- Structures for case-by-case decisions:
IF ... THEN ... {ELSE} ... ENDIF or
SELECTCASE ... ENDSELECT.
- Subroutine and Function Macros to define frequently used program sections as
 - Subroutine macros with **SUB ... ENDSUB**
 - Function macros with **FUNCTION ... ENDFUNCTION**
- Collections of source code sections and program modules in Include-Files, which can be included into a user's source code using
#INCLUDE filename.inc
- Libraries of compiled subroutines and functions, which can be included into a user's source code, if necessary:
 - Library subroutines with **LIB_SUB ... LIB_ENDSUB**
 - Library functions with **LIB_FUNCTION ... LIB_ENDFUNCTION**

More information and examples of the instructions can be found in chapter 6 "Instruction Reference".

3.5.1 Subroutine and Function Macros

The syntax of subroutine and function macros is simple, only requiring the terms **SUB ... ENDSUB** and **FUNCTION ... ENDFUNCTION** around the relevant program sections, like parentheses. Contrary to subroutines, functions return a value.

Source code is more clearly structured with subroutines and functions. These subroutines and functions define macros, whose complete instruction block is inserted (prior to compilation) into the place of the source code, where it is called.

Please note: upon each subroutine or function call, the generated binary file is increasing in size. You can use library functions or subroutines as an alternative.

You will find more information about the structure of macro modules in the instruction reference (page 146: **FUNCTION ... ENDFUNCTION**; page 214: **SUB ... ENDSUB**).

3.5.2 Include-Files

Source code sections can be collected and stored in an "include" file. Such files (as well as the source code they contain), can very easily be included into a source code file with the **#INCLUDE** instruction.

The contents of an include file depends on the same rules as normal source code files. However, in most cases they contain only subroutine and function macros.

When an include file is generated, the source code is entered in the same way as a "normal" *ADbasic* file but saved using the *File / Save as* menu option with the *Include file *.inc* file type.

Depending on the include file's source, attention must be paid to the position at which the file is included into another source code file, to maintain a working program structure. If the include-file contains function and subroutine macros, it must be included before the **INIT**: section or after the **FINISH**: section. You can also include an include-file into source codes of library files and other include-files (nested include).



Normally, the include files installed with *ADbasic* contain only subroutine and function macros, defining instructions for hardware access. Thus, the appropriate position for these files to be included is the beginning of the source code (see page 42).

3.5.3 Libraries

In a library, compiled library subroutines and functions (modules) can be assembled. With the **IMPORT** instruction, the modules of a library can be included into a process where they will be called.

The library modules are similar to the subroutine and function macros. They are created in a source code file using the **LIB_SUB ... LIB_ENDSUB** and/or **LIB_FUNCTION ... LIB_ENDFUNCTION** instructions. The library file is then compiled using the *Build / Make lib file* menu option.

Also, calling library modules several times does not increase the size of the binary file. Compared to macro functions and subroutines, library modules require less memory when they are called more than once. However, additional execution time is needed for calling them (compare to chapter 3.5.1 "Subroutine and Function Macros", page 63).



Please note that a library module cannot call a library module within the same library file. It is recommended macro functions and subroutines be used instead. Alternatively, additional libraries may also be used.

When interlacing libraries (including a library within another library), the source code calling the libraries must include all levels (see fig. 19), otherwise an error message will be returned by the compiler.

Recursive calls of library functions or subroutines are not allowed.



You will find more information about the structure of the library modules in the instruction reference (page 157: **LIB_FUNCTION ... LIB_ENDFUNCTION**; page 161: **LIB_SUB ... LIB_ENDSUB**).

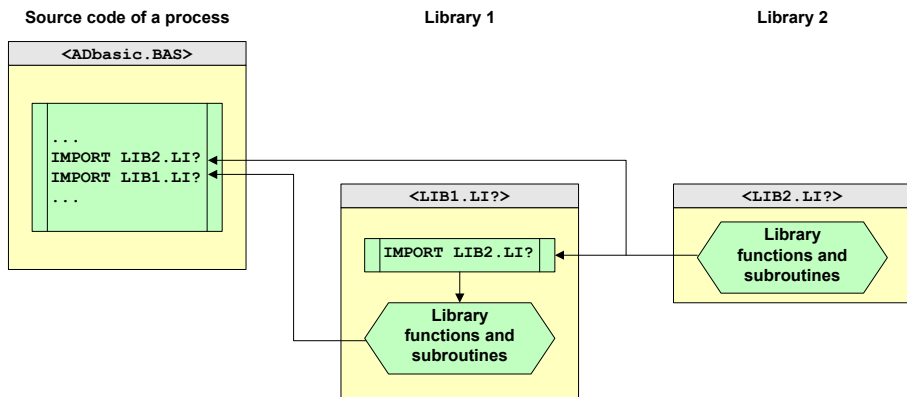


Fig. 19 – Interlaced Libraries

4 Optimizing Processes

The *ADwin* system is designed to quickly and precisely execute control and measurement tasks. Depending on the requirements it may be necessary to optimize your *ADbasic* program for a faster processing time.

The following pages illustrate steps for optimizing a program. Many factors determine the optimization process which needs to be considered with each individual case. Please refer to the "*ADbasic* Tutorial and Programming Examples" manual to find more examples for optimizing processes.

4.1 Measuring the Processing Time

For optimization it is important to measure the processing time of a process cycle or of a program section. This can be done using the internal counters of the *ADwin* system.

The processor of the *ADwin* system has two internal counters, one for high-priority processes and another for low-priority processes, each incrementing in different clock rates. The current counter values can be read using the **READ_TIMER** instruction; the counter corresponding to the running process's priority will automatically be read out.

When power is applied to the *ADwin* system, both counters are set to the value 0 (zero), then continually incremented in fixed clock pulses (see fig. 21).



The processing time of the program is measured as a time difference. In the following example, the processing time of a time-critical program section (minus an offset) is stored in the global variable `PAR_1`.

To obtain the offset run the both **READ_TIMER** lines in succession – without any program lines between them – and calculate the difference of these values. The offset is to calculate only once for the surveyed program.

Example



```
DIM t1, t2 AS LONG                                'do NOT use float here

EVENT :
...
t1 = READ_TIMER()
...
t2 = READ_TIMER()
PAR_1 = t2 - t1 - 4                                'Time-critical section
                                                'Process time in clock pulses
                                                '(offset = 4 clock pulses)
```

If `PAR_1` in the example above equals 37, the time-critical section of the high-priority process requires $37 \times 25\text{ns} = 925\text{ns}$.

It is also possible to measure the time difference between two external events, in an event-driven process. In the following example the measurement is stored in the global variable `PAR_1`.



Example

```
DIM oldtime, time AS LONG
```

```
INIT:
```

```
oldtime = READ_TIMER()
```

```
EVENT:
```

```
time = READ_TIMER()
```

```
PAR_1 = time - oldtime
```

```
oldtime = time
```

4.2 Useful Information

4.2.1 Accessing Hardware Addresses

Many of the *ADwin* system functions are managed by its control and data registers. These functions can quickly be executed by *directly* accessing the relevant registers with the **PEEK** and **POKE** instructions. Here, "directly" means that the functions' addresses are not calculated in the process cycle, but passed as constant values: saving computing time for the calculation.

The addresses for the control and data registers can be found in the relevant hardware manual.

4.2.2 Constants instead of Variables

A calculation is executed faster when the values are specified as constants and not as variables.



Example

```
PAR_1 = SQRT(PAR_2) 'with PAR_2=17
```

```
PAR_1 = SQRT(17)
```

For the first calculation the value of the variable `PAR_2` must be determined during run-time. The root must then be extracted and assigned to `PAR_1`.

In the second calculation the compiler already has determined the value. During run-time it will only be assigned.


4.2.3 Faster Measurement Function

With the **ADC** instruction, an analog-to-digital (A/D) conversion for a channel with a specified gain is carried out. In order to make its application easier, the instruction is kept rather simple and combines several sequences (see chapter 6.3 "ADwin-Gold and ADwin-light-16", page 225 or "Pro-Software manual").

There are different situations resulting in a faster processing when using these individual sequences, compared to using the **ADC** instruction.

For instance, the **ADC** instruction does not consider that the *ADwin-Gold*-system has two ADCs, which are able to convert two different channels at the same time. This is illustrated in the following example:

Example



```
REM Example for Gold
REM Set both multiplexers of the ADC to the channel 1
SET_MUX(000000b)
...
START_CONV(11b)      'Wait for settling time
                      'Start conversion on both ADCs
WAIT_EOC(11b)        'Wait for end of conversion
PAR_1 = READADC(1)    'Read out ADC1
PAR_2 = READADC(2)    'Read out ADC2
```

The *ADwin-light-16* system has only one ADC.



4.2.4 Setting Waiting Times Exactly

Using a waiting time, you can easily set an exact offset between 2 instructions, for example to adjust the multiplexer settling time between **SET_MUX** and **START_CONV**. Please note chapter 4.2.5 "Using Waiting Times", too.

The instruction for setting the waiting time depends on the processor type:

- Processors T9 and T10:

The instruction **SLEEP** sets the waiting time exactly: The processor stops for the pre-set time, causing the next instruction to be started with appropriate delay.

Waiting for the multiplexer settling time of 14µs on a Pro I module would then work like this:

```
SET_MUX(2,00000b)      'Set Mux to channel 1
REM Here a calculation may be done, which e.g. takes
REM 8µs of the free processor time.
SLEEP(60)               'wait remaining 6µs until 14µs
START_CONV(2)           'Start conversion
```

– Processor T11:

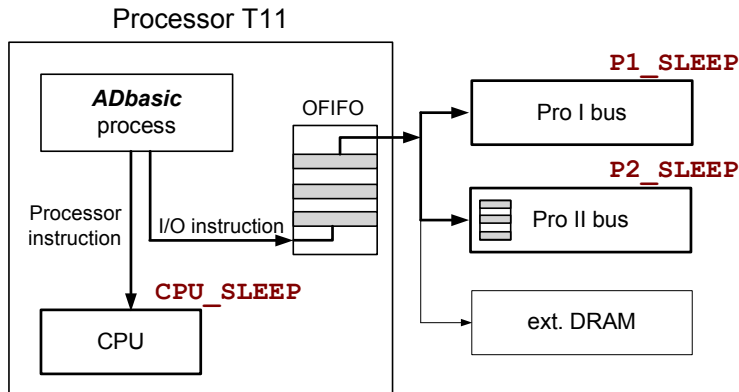
There are 3 possible instructions for the waiting time:

- **P1_SLEEP** makes the Pro I bus wait.
- **P2_SLEEP** makes the Pro II bus wait.
- **CPU_SLEEP** makes the processor wait (refers to **SLEEP**).

If the waiting time gaps a delay between I/O-instructions for Pro I modules, **P1_SLEEP** is the right choice; for Pro II modules it is **P2_SLEEP**. The instruction **CPU_SLEEP** makes sense only rarely.

Waiting for the multiplexer settling time of 14µs on a Pro I module would then work like this:

```
SET_MUX(2,00000b)      'Set Mux to channel 1
P1_SLEEP(1400)          'Make Pro I bus wait 14µs.
                        'Note the time unit.
START_CONV(2)           'Start conversion
REM The calculation follows but now; the T11 processor will
REM process it automatically in parallel with the I/O
REM instructions.
REM Attention: Within the calculation you should use variables
REM from internal memory only. Otherwise the calculation may
REM anyhow not be run until the I/O instructions are completely
REM processed.
```



Why are there different instructions for the waiting time? The processor T11 runs processor instructions and I/O instructions ¹ quasi-parallel (see sketch above). This is very fast, and also leads to parallel and thus separate timing, resulting in 3 instructions for the waiting time.

The quasi-parallel processing is enabled via a 5-level buffer **OFIFO**: The operating system passes an I/O instruction into the **OFIFO** (if there is enough space) and immediately starts processing the next instruction. The example above passes the instructions **SET_MUX**, **P1_SLEEP** and **START_CONV** into the **OFIFO**; the subsequent calculation is then run in the CPU, while e.g. the Pro I bus is still waiting.

Please note: A calculation, that is to be processed in parallel in the CPU, may only use variables from internal memory. The operating system regards each access to the external DRAM, the common memory area for arrays, as an I/O instruction that has to walk through the **OFIFO** buffer.



4.2.5 Using Waiting Times

Some instructions require a certain waiting time after being called. This time can be used for other calculations.

-
1. I/O instructions are those, which access external devices via the **OFIFO** buffer. External devices (as regards the CPU) are modules on the Pro I or Pro II bus and the external memory DX.

The **SET_MUX** and **START_CONV** instructions require waiting time for the settling of the multiplexer and the conversion of the ADCs. During this waiting time, the processor is not busy and could be used for other tasks.

More detailed information about the required waiting times for data conversion can be found in your hardware manual.

The next example is an extension of the previous example, showing how two measurements are executed across two separate ADCs. Compared to the **ADC** instruction, this enables execution of 4 times the number of measurements.

The key feature of the example is to carry out the individual steps in the conversion process not sequentially but rather in parallel. The time delay for multiplexing is carried out during the A/D conversion of the other channels. Both measurement processes are overlapped: The start of conversion for the channels 1+2 is followed by setting the multiplexer for the channels 3+4.



Example

```
REM Example for Gold Rev. B
INIT:
    SET_MUX(000000b)      'Set Mux for first measurement,
                           'channels 1+2
    SLEEP(140)            'Wait 14 µs

EVENT:
    START_CONV(11b)       'Start conversion (channels 1+2)
    SET_MUX(001001b)      'Set Mux, channels 3+4
    WAIT_EOC(11b)         'Wait for end of conversion
                           ' (channels 1+2)
    PAR_1 = READADC(1)     'Read out ADC1, channel 1
    PAR_2 = READADC(2)     'Read out ADC2, channel 2

    START_CONV(11b)       'Start conversion(channels 3+4)
    SET_MUX(000000b)      'Set Mux, channels 1+2
    WAIT_EOC(11b)         'Wait for end of conversion
                           ' (channels 3+4)
    PAR_3 = READADC(1)     'Read out ADC1, channel 3
    PAR_4 = READADC(2)     'Read out ADC2, channel 4
```

The **INIT** : section sets the multiplexer up for the first measurement so that the A/D is ready the first time the **EVENT** : section is executed.



It is very important that adequate delay for the multiplexer settling time and A/D conversions be provided or incorrect measurements or A/D conversion

failures may be obtained. There are some hints in chapter 4.2.4 "Setting Waiting Times Exactly".

4.2.6 Optimization with Processor T11

This section describes how to use the specific features of the T11 processor to speed up a process, especially by optimized memory access.

If nonetheless you reach the processor's limits, further optimizations are possible, but only in connection with your specific application. Please contact our support (see address inside the manual's cover page).

Using internal memory

For time-critical sequences, use variables and arrays in the internal memory (EM or DM) as possible. While variables are declared automatically in the internal memory, arrays (both local and global) have to be declared as follows:

```
DIM DataLocal[100] AS LONG AT DM_LOCAL
```

```
DIM DATA_5[2000] AS FLOAT AT DM_LOCAL
```

Compared to internal memory the access of processor T11 to external memory slows down for 2 reasons. On the one hand the memory access is passed into the `OFIFO` buffer (see page 71) as I/O instruction, which can cause delays. On the other hand the administration of external memory is slower than of the internal memory.

Accessing the external memory

For the access to the external memory try to use – as far as possible in the program – data blocks, and don't access single values. If using block-wise data transfer the processor enables an accelerated access, so e.g. transferring a block of 20 values quicker than 3 3 single values.

As an example, the block data transfer is quite useful, if a lot of measurement values are read in short time: At first the collected data packet is saved in quick internal memory. As soon as the measuring task reaches a non-critical stadium, the data are transferred as block into external memory using the instruction `MEMCPY`, leaving the internal memory ready for the next collected data packet.

4.3 Debugging and Analysis

Debug, timing, and trace modes are ADbasic's hands-on tools for debugging and program analysis. All modes are activated via the "Debug" menu (see page 25) and add their helping features to those programs, which are compiled with active mode.



Please note: Activating of the modes produces additional program code. Thus the program will need a longer processing time as well as additional memory – at times at considerable rate. We therefore recommend that you use these tools for developing and testing of programs only.

4.3.1 Finding Run-time Errors (Debug Mode)

The debug mode is a helping tool to find the following run-time errors in *ADbasic* programs:

- Division by zero
- Square root from a negative value
- Access to too large / too small element numbers of an array

Without debug mode, these run-time errors are simply ignored, i.e. though the result of the program line is undefined it is nevertheless used for the following program. This may cause, depending on the program, an unwanted behaviour, in worst case even the "crash" of the *ADwin* system.

The option "Debug mode" is activated from the "Debug" menu; do then compile the source code to be checked. On occurrence of a run-time error it is automatically displayed in the "Debug Errors" windows. As well, the run-time error is being corrected to maintain a stable mode of operation.



Errors being found should always be eliminated; even the automatic error correction of the debug mode is no more than a debugging tool, which does not fit for continuous operation.

Details about activating and display of run-time errors are shown in section "Debug mode Option" on page 30.

4.3.2 Check the Timing Characteristics (Timing Mode)

The *ADwin* system is designed in such a manner that an arriving event signal for a high-priority process (externally generated or by an internal counter) immediately starts the relevant process cycle. Processes with such "good" timing characteristics are deterministic and execute their tasks exactly at a predetermined period of time.

To check timing characteristics of processes requires some effort, especially when changes are to be made later, to obtain good timing characteristics. This effort is worth its price, when required higher frequencies or additional tasks put the processor workload to its limit. Another example are process cycles not start as exactly as predetermined according to the measurement task.

In the timing mode, information is generated, which can be used to check selected high-priority processes if they have "good" timing characteristics. For these processes 7 parameters are calculated, which can be displayed in the **Timing Information** window.

Processes have good timing characteristics when the following situations *do not* (or rarely) occur:

1. An event signal does not start a process cycle immediately, but a certain (not exactly defined) time later.
2. An event signal does not start a process cycle at all, but gets "lost".
Even several lost event-signals are possible.

In the first case the operating system tries to make up the delay by using available idle times in the workload of the processor, until all process cycles again start at the pre-defined period of time. In the latter case the operating system cannot make up the delay: Event signals and therefore process cycles are really lost (see chapter 5.2.5 "Different Operating Modes in the Operating System").

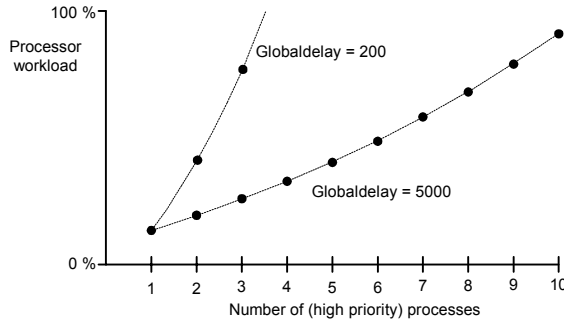
An optimal timing characteristic, especially of the high priority processes, is obtained in 2 steps by:

1. Checking Number and Priority of Processes
2. Creating Optimal Timing Characteristics of Processes
(Use Timing Mode)

Checking Number and Priority of Processes

In a high-priority process only time-critical tasks should be processed, all other tasks in one or more low-priority processes (or even processed on the PC).

If possible use only one single high-priority process. Several processes can very often be merged to a single process; if the Processdelay is identical, we highly recommend this. It's worth the effort – especially with a shorter Processdelay of the processes – because the processor workload will be essentially lower even if the the same tasks are executed. The graphic below illustrates this more clearly:



With several high-priority, time-controlled processes, process cycles cannot be prevented from starting time-delayed (except their *Processdelays* are integer multiples of each other).

Optimal Timing Characteristics of Processes

A high-priority process has an optimal timing characteristic under the following conditions:

- All process cycles of the process have an almost equal processing time.
- The processing time of the process cycle is as short as possible.
- The *Processdelay* of the process is longer than the longest processing time of all process cycles.

Nevertheless, the processor workload for high-priority processes must leave enough processor time available for the tasks of low-priority and communication processes.

To get more information about the timing characteristics of interesting processes proceed as follows:

1. Activate the timing option with `Debug ► Enable timing analyzer`.
2. Compile (and start) the *ADbasic* source code.

For each source code which you compile with active timing option, information about timing characteristics are generated automatically. We

- recommend to view only a small number of processes at once, so that the timing characteristics will not be influenced too much (see below).
3. Disable the `Debug ▶ Enable timing analyzer` option again, so that other processes being compiled do not unnecessarily generate timing information.
 4. Open the `Timing Information` window via the `Debug ▶ Show timing information` menu item.

Note that the timing characteristics on the *ADwin* system depend on the number and type of the processes, thus causing accordingly different parameters. One reason for this fact is the process management of the operating system (see chapter 5.2.5 "Different Operating Modes in the Operating System").



The evaluation of the information is made during run-time and needs approx. 60 clock cycles additionally (when using a T9, T10 or T11 processor) per process cycle and process. The parameters in the window are continuously updated and refer to the time passed since the last start of the processes. A short description of the parameters can be found under the `Show timing information` Menu Item, page 25.



The (minor) change of timing characteristics by the timing mode itself cannot be avoided and exists even if no parameters are displayed. This may result under certain circumstances in further latencies, and is also reproduced in the corresponding parameters; in short processes with a short `Processdelay`, a processor workload of more than 100% can be reached sometimes, so that the communication to the PC is interrupted.

Please note that during compiling high-priority processes using the timing option, a low-priority process can be considerably delayed.

4.3.3 Track the Process Flow (Trace Mode)

The trace mode is a help tool for tracing the progress of program processing. This mode enables to view process information, mainly calculation results, generated during run-time on the *ADwin* system, *later* in a window of the development environment. You have to predefine the source code lines whose information you can view later.

The trace mode changes the timing characteristics of a process and needs additional memory in the data memory as well as in the program memory. This applies too, when no process information is defined and queried. With large quantities of defined data the additional requirement for time and memory can be higher than the requirement for the viewed process itself (without trace mode).






The trace mode is used as follows:

1. Activate the trace mode under : Debug ► Trace Setup and activate the `Enabled` option there.
2. Select the necessary lines in the source code and activate them for the trace mode in the context menu (right mouse button) with `Enable Trace`. Active lines have question marks ? at the beginning of each line.
Active lines can be disabled and enabled again from within a program via the instructions `TRACE_MODE_RESUME` and `TRACE_MODE_PAUSE`.
3. Compile (and start) the source code. Start first with an easy program.
4. Open the trace window with Debug ► Show Trace.

In the trace window left to the active source code lines the process information is displayed. The following information is displayed:

- A variable value as result of an assignment with the operator = (the operators `DEC` and `INC` are not supported).
- The value of a count variable in a loop, and, depending on this, the variable values in the loop (the count variable can be set at right in the header line of the trace window).
- The result of a condition: `True` or `False`.
If an `IF ... THEN` condition is followed by an assignment to a variable (single-line type of an `IF` command) and the condition is `true`, then only the variable value is displayed.
- The source code of a macro:
Do a right click on the name of the macro (`FUNCTION ...` or `SUB ...`); the macro text is then inserted directly above the line containing the macro.
The macro text is hidden in the same manner.

The displayed information is stored into a global array (normally `DATA_239`, see Trace Setup Menu Item) during run-time, that means during the time your program is running. The development environment then copies the array contents to the PC for display. Depending on the array size the information can refer to many or only a few events.

When using the New Values  icon in the header line, the displayed information is updated; if you would like to use the previous process information, you should first save  or print them .

By updating the information the process data in the program section **INIT**: is overwritten, too.

Note, that the trace mode only refers to the active source code, that is, imported libraries and include files are not supported. It is only possible to view one single process in the development environment; for each additional process you have to run *ADbasic* again as additional task and set the trace mode there. Please keep in mind to set a different global variable (`DATA_1 ... DATA_200`) in each *ADbasic* task under `Debug ▶ Trace Setup`.

The instructions **TRACE_MODE_PAUSE** and **TRACE_MODE_RESUME** disable or enable the trace mode from within the *ADbasic* program (for active lines only). Thus, the trace mode can e.g. be activated as long as a certain condition is fulfilled.



5 Processes in the ADwin Operating System

An ADwin system has the capability to control complex test stands while rapidly executing measurements. Programs using one or more ADbasic processes are used to provide this capability. Within these processes you can specify how analog and digital data is manipulated within the ADwin system and how it is transferred to and from the outside equipment and PC.

After starting the process the program¹ in the ADwin system is (characteristically) restarted and processed in regular time intervals. This calling of a process cycle is triggered by one of the following start signals, called events:

1. Timer event: A pulse of the internal counter. You determine for each process separately in which time interval (processdelay) a new event is triggered.
2. External event: An external signal, which arrives at the event input of the ADwin system. This could be for instance the pulse of an incremental encoder.

Only one of the 10 possible processes can be controlled by an external event, all other processes have to run time-controlled.

You define the exact function of a process in the ADbasic source code:

- The initialization in the sections **LOWINIT** : and/or **INIT** : .
- The actual function of the process cycle in the central **EVENT** : section (event loop).
- The final processing in the **FINISH** : section.

In most cases control of the processes is done from the computer, that is the processes are started, stopped or their processdelays changed. You can do this with ADbasic as well as with other development environments such as C++ or Visual Basic. With the boot option, it is also possible to have processes loaded and started automatically on power-up.

1. more precisely: the program section **EVENT** : .

5.1 Process Management

5.1.1 Types of Processes

Within the *ADwin* system several processes can run simultaneously. The operating system is responsible for calling the process cycles according to specified rules, and for their being processed by the CPU without blocking each other.

When referring to a "process" in this manual, we mean one of the processes 1...10, that you have programmed.

You assign a priority to each process and thus determine the interaction and timing of the processes. There are the priorities:

- Processes with High-Priority and
- Processes with Low-Priority

Low-priority processes are further divided into the levels -10 (low) up to +10 (high).

The process priority is set via the menu *Options \ Process Options*.

Process	Function	Priority ^a
1...10	User-defined processes with functions and priorities you can freely define	low level <i>n</i> / high
11, 12	Predefined input / output processes	high
15	Process for controlling the flashing LED in <i>ADwin-Pro</i> and <i>ADwin-Gold</i> systems	low, level 1
Communication	Communication between the <i>ADwin</i> system and the computer: Instruction and data exchange	medium

a. The meaning of the priorities is described in the following sections

Fig. 20 – Overview of all processes

The standard processes, processes 11 and 12, are only necessary when using the drivers for the Labview and Testpoint environments. These processes can be loaded during the boot process along with the operating system, either from a developer environment (for more details, see the *ADwin* developer manual), or from *ADbasic*. To do this, set the option *Load Standard processes* to *Yes* in the *ADbasic* menu *Options / Compiler*.

If you are not using one of these applications you can stop the transfer of the standard processes during booting (setting `NO`).

The communication process (see page 84) is part of the operating system. It receives commands of the computer and exchanges data between the *ADwin* system and computer only when the computer requests them.

If you transfer more than one process with the same process number to the system, only the last process transferred is executed, because the earlier transferred processes are overwritten.



5.1.2 Processes with High-Priority

Processes with "high" priority get preferential treatment from the operating system:

- The maximum latency from when a high priority process is called by an event to when execution of the process begins is 300ns.
- A high-priority process cycle cannot be interrupted and is always completely processed. During this time all process cycles with low-priority are blocked.

Neither another high-priority process cycle nor a stop instruction can interrupt a running, high-priority process cycle. In both cases the system will complete the current high priority process cycle before proceeding.

In time-controlled high-priority processes the cycle time (processdelay) can be set in intervals of 25 ns.

The software should be written so that time-critical measurement processes run with high-priority and all others run with low-priority, so that the processor can process the time-critical process cycles without any interference from other operations.



The sections **LOWINIT**: and **FINISH**: of a process – if there are any – are always executed with low-priority, priority level 1, even if the process is set to run with high-priority.



5.1.3 Processes with Low-Priority

Process cycles with low-priority are immediately interrupted when a process cycle with a higher priority is called and will stay interrupted until that higher priority process cycle has finished.

Low-priority processes are further divided into the priority levels -10 (low) up to +10 (high). Process cycles with a low level can be interrupted by those with

a higher level at any time. The processor T11 keeps strictly to the priority levels for process management (see chapter 5.2.3 on page 86).

Low-priority processes of the same priority level participate in time slicing. Here the operating system apportions the computing time to the process cycles alternating and in equal time slices. One time slice takes 2 ms (processor T9) or 1 ms (processors T10, T11) on average.

Low-priority processes must always be time-controlled. The cycle time (processdelay) can be set in discrete intervals; interval size see fig. 21 on page 85.

Processes with low-priority on principle do not influence the time characteristic of high-priority processes, but vice versa they surely do.

5.1.4 Communication Process

The communication process has a priority level between the priorities "high" and "low". Therefore it can interrupt low-priority process cycles any time and can be interrupted by high-priority process cycles.

If the computer requests information from the *ADwin* system, the communication process must respond within 250 ms or a time-out will occur, the communication between the computer and the *ADwin* system may be interrupted. In this case the message *The ADwin system does not respond* will be displayed and the system will have to be reinitialized by rebooting the *ADwin* system. The time-out is independent of the communications interface, either USB or Ethernet.

The cause of an interruption in the communication is that the communication process does not have enough processor time allocated to it. This can be caused by the following facts:

- the processdelay of the high-priority processes is too short or
- the processing time of a high-priority process cycle is too long.

More about this subject can be found in chapter 5.3.2 on page 90.

5.2 Time Characteristics of Processes

5.2.1 Processdelay

The time interval, in which time-controlled process cycles are called by the counter, which is the cycle time of the event section of the process. It is usually measured in clock cycles of the system clock and called *Processdelay*, (in earlier *ADbasic* versions: *Globaldelay*). The processdelay of each process is specified by setting the value of the system variable **PROCESSDELAY**.

The time resolution of the system clock depends on the process priority and on the processor type:

Processor	Priority	
	High	Low
T9	25ns	100µs
T10	25ns	50µs
T11	3.3ns	3.3ns = 0.003µs

Fig. 21 – The time resolution of the system clock (units of the processdelay)

For instance, a processdelay with the value 1000 means that for a high-priority process on a processor T9 it is called in time intervals of $1000 \times 25\text{ns} = 25000\text{ns} = 25\mu\text{s}$, while for a low-priority process in a time interval of $1000 \times 100\mu\text{s} = 100000\mu\text{s} = 100\text{ms}$. You can specify this event interval in the program line:

PROCESSDELAY = 1000

The processing time of a process cycle must not, even under worst case circumstances, be higher than the cycle time, so that each process cycle can be called at the time specified (with **PROCESSDELAY**). Differences in the computing time may arise from different program sections which are run conditionally. (If, Case).

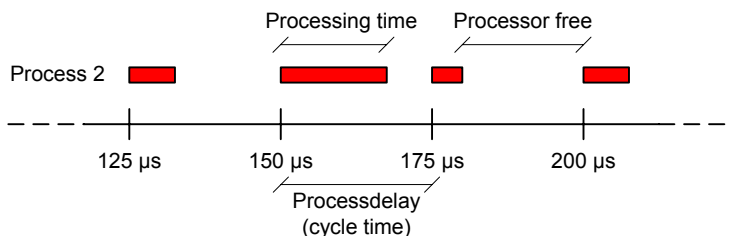


Fig. 22 – Processdelay and processing time in high-priority process cycles

Example



If an extensive calculation is executed only every, say 1000 measurements, then the long processing time of this process cycle must be shorter than the cycle time. In order to obtain short process cycles one alternative is to divide the calculations into small steps and to process

a step in each process cycle. Thus the process cycles have a consistent, short processing time.

5.2.2 Precise Timing of Process Cycles

If you have (as shown in fig. 22) only one high-priority process, it will be called and processed exactly in its time schedule.

Make sure that the processing time of a high-priority process cycle never exceeds its cycle time (in the example below: $25\mu\text{s}$). This process cycle cannot be interrupted, thus other process cycles can only be partially processed or not at all, for instance the important communication process.

If there are several high-priority processes, the actually running process cycle can influence the time schedule of the remaining process cycles. In fig. 23 for instance, the call of process 1 has to start after a delay when the processing of the active process 2 has finished.

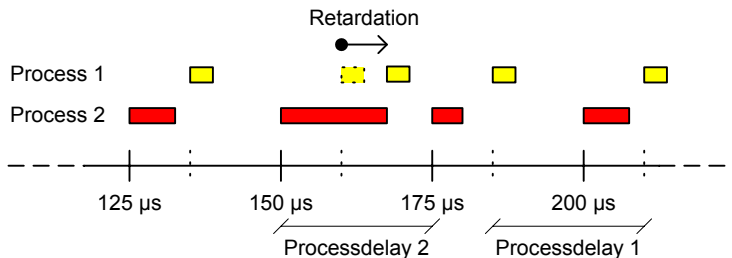


Fig. 23 – Delay of a high-priority process cycle



Keep the execution time of high-priority process cycles as short as possible. Have event loops, which require long processing time, or calculations whose result cannot be immediately be processed, always run in process cycles with low-priority.

A low-priority process depends on the time characteristics of all other process cycles with the same or higher priority. Each interruption minimizes the time, a low-priority process cycle can use the computing power, and in the worst case it will not be called at all.

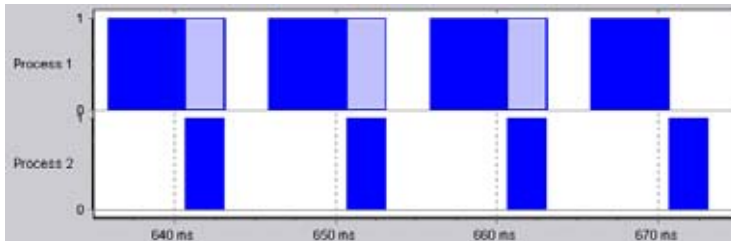
5.2.3 Low-Priority Processes with T11

The processor T11 manages low-priority processes strictly by their priority level. In contrast, priority levels are of little importance with T9 or T10. Never-

theless, communication process and high-priority processes still take precedence over all low-priority processes.

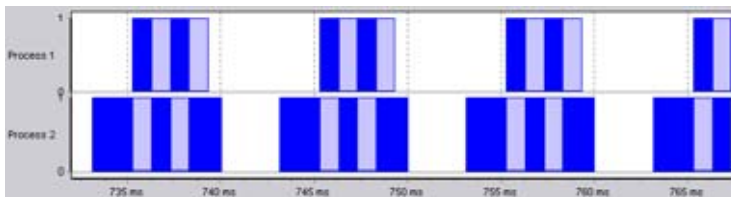
The process management of low-priority processes is different for:

- Processes of different priority levels: All processes of lower priority level are interrupted, as soon as and as long as a process of higher priority level is processed.



In this case, process 2 is of higher priority level and therefore interrupts process 1 several times.

- Processes of equal priority levels: The processes take part in time slicing, that is, within the priority level, the operating system portions out the processor's operating time to the process cycles alternating and in equal time slices (1 ms).



The example shows the changeover of the processes quite clearly. Please note the rule, that a process - process 1 in this example - immediately receives a time slice upon the call of its process cycle.

There is a rare and special case which annuls time slicing: A process receives a lot of processing time, if both it is frequently called and its process cycle takes shorter than one time slice. With each call the process interrupts other processes of the same priority level and thus "steals" their processing time.

5.2.4 Workload of the ADwin System

The workload of the processor on the ADwin system is the ratio of the computing time used to the available computing time, indicated in percent.

You can monitor the workload of the processor in the status line display `Busy` within the development environment. This value gives you an indication if the processor still has enough computing time available to complete all of the required activities.

The workload of the processor should exceed 90 percent only in exceptional cases and must not exceed 100 percent.

5.2.5 Different Operating Modes in the Operating System

The operating system differentiates between 2 operating modes for the timing characteristics in high-priority processes, depending on the fact if several time-controlled (high-priority) processes are active or only one.

If an additional externally controlled process is running, is of no importance here. The externally controlled process is managed separately by the operating system and can therefore be seen as a third operating mode.

Single Time-Controlled Process

In a single time-controlled process the operating system uses hardware components to process the event signals of the internal counter. In this case the operating system processes an incoming event signal very quickly.

The hardware components can buffer if an event signal has arrived, but not how many event signals have arrived. If an event signal has arrived, the operating system activates the next process cycle at the fixed period in time (Processdelay see chapter 5.2.1), unless a high-priority process cycle is just being processed. In this case the operating system activates the next process cycle immediately after the currently running process cycle.



If a number of event signals arrives during a high-priority process cycle, only one single process cycle is called and not the number of arrived process cycles, respectively. As a consequence all but one of those event signals are lost. Therefore we recommend the process cycles absolutely be shorter than the cycle time (Processdelay) of the process.

Several Time-Controlled Processes

In several time-controlled processes, the operating system itself manages arriving event signals. The operating mode is working slower due to this management efforts, but the number of all arriving event signals are buffered for

each process. Thus it is ensured, that for each event signal a process cycle is started, even if this happens later than the pre-defined instant of time.

Frequently the time schedules for starting the process cycles are the reason for the fact that event signals continuously occur during the processing of another process cycle. With other words, the `Processdelay` values are not integer multiples of each other. We recommend that only few processes are used; it is often possible to merge several processes to one single process (this results in a smaller processor workload, too).

Always keep in mind that the processor workload depends very much on the number of processes running. Thus a task performed by 2 (or even more) processes will always take more workload than the same task within a single process. This is the more of importance the shorter a `Processdelay` is (see also chapter 4.3.2 on page 74).



Example: Processes 1 and 2 with a very short `Processdelay` running as a single process each generate 10% workload; both processes together have a workload of 55%.

Externally Controlled Process

The operating mode for the externally controlled processes is, independent of time-controlled processes, always the same. The operating system manages the external process as a single time-controlled process (see above), that is, arriving event-signals are processed very quickly, but event signals can also be lost.

An external event signal is a rather important information – in particular, because it cannot be predefined by the *ADwin* system – and must not get lost (finding lost events, see page 25). Therefore note to have short process cycles in this process (in the section **EVENT** :).



5.3 Communication

5.3.1 Data Exchange between Processes

Data can be exchanged between different processes via global variables (`PAR_n`, `FPAR_n`) or global arrays (`DATA_n`). Data can be exchanged with programs running on the PC using these variables and arrays as well.

If global arrays are used in several processes, they have to be declared identically in each process. In this case it is practical to save these declarations of global arrays into an Include-File and include the file into all of these processes (see also chapter 3.5.2 "Include-Files").



Global variables can be used by one process to control a process running simultaneously.

**Example**

Process 1 is a function generator and Process 2 is a controller. The function generator regularly writes the generated value into the global variable `PAR_10`. At every event loop the controller process reads out the global variable `PAR_10` and uses its contents as setpoint of the control loop.

Thus the function generator very easily controls the setpoint of the controller. All *local* variables and arrays of Process 1 are hidden from Process 2 (and vice versa). Take into account that the timing characteristics of both processes must be considered.

5.3.2 Communication between Computer and ADwin System

From PC applications and development environments, you can control the processes on the *ADwin* system, as well as requested data from or send data to the system. An *ADwin* system cannot communicate with the computer on its own, but instead responds to requests coming from the computer.

All data exchange between the *ADwin* system and the PC is made via global variables (`PAR_n`, `FPAR_n`) or global arrays (`DATA_n`).

The communication to the *ADwin* system is managed under Windows with the `ADwin32.dll` (dynamic-link library). In the *ADwin* system the communication process is responsible for this task (page 84).

If you are working with the ActiveX interface, the latter is responsible for the communication with the *ADwin* system. Internally the ActiveX interface transfers or gets the data via the `ADwin32.dll`.

The `ADwin32.dll` has the following tasks:

- Communication with the connected *ADwin* system via the specified communication interface: USB, Ethernet (TCP/IP).
- Recognizing and handling of communication errors.
- Blocking several computer applications if they want to access the same system at the same time.

With the blocking mechanism several applications can simultaneously access one or more *ADwin* systems independent of each other.

If a computer application starts the communication to a system, it transfers a device number in addition to the specified instruction. The `ADwin32.dll`

uses this "Device Number" to differentiate between the various *ADwin* systems and assign the corresponding configurations.

5.3.3 The Device Number

Each *ADwin* system connected to a computer is accessed via a unique device number (unique to the PC).

You set the device number with the program *ADconfig*:

In *ADconfig* you link a Device Number with the communication parameters, which define how a system can be accessed (USB, Ethernet). This is the information the *ADwin32.dll* needs in order to being able to communicate with the system.

5.3.4 Communication with Development Environments

You access the *ADwin* system from the PC with the help of a user interface. You may generate this user interface with one of the conventional development environments such as Visual Basic, C++, Delphi or C#.NET, or you may use a ready-made user interface such as TestPoint or MATLAB.

For each of these an appropriate driver software, which enables you to access the *ADwin* system is provided. If you have a special request, please contact us. We can also provide turnkey measurement data evaluation programs.

Under Windows a DLL or ActiveX interface can establish the communication with the system simultaneously from several programs (see also "Communication between Computer and ADwin System" on page 90). The special instructions for your user interface are described more detailed in the relevant *ADwin* developer software.



From your user interface you can:

- transfer compiled programs (binary files) into the *ADwin* system. Compile the program in *ADbasic* with Build/Make Bin File.
- start, control and stop processes in the *ADwin* system.
- request data from the *ADwin* system or send data to the system.

Although the *ADwin* system works independently, you can access global variables and arrays from the user interface any time, without delaying time-critical processes. This way all processes can quickly exchange data with the computer (or with each other).

6 Instruction Reference

In the following chapters the *ADbasic* instructions are listed:

- chapter 6.2 "Instructions for L16, Gold, Pro", page 94-224
The hardware-related instructions for the *ADwin-Pro* system can be found in the documentation "*ADwin-Pro* Software".
- chapter 6.3 "ADwin-Gold and ADwin-light-16", page 225-255
- chapter 6.4 "ADwin-light-16 DIO1/2 / ADwin-Gold CO1", page 255-313
- chapter 6.6 "ADwin-light-16 Rev. B", page 359-364

In these chapters the instructions are mostly listed in alphabetical order. In the annex you will find all instructions also listed alphabetically and in groups.

6.1 Instruction Syntax

Please note:

- Any expressions can be used as arguments.
- Some arguments require a specified data structure, which are labelled as follows:

CONST constant numbers such as 35 or 3.14159, and expressions without variables.

Character constants (strings) are enclosed in quotes such as "this text".

VAR variable or array element.

ARRAY array, also identified in the command syntax by its brackets [] after the array name.

FIFO fifo array (*DATA_n* declared as fifo).

- The expected data type is given for each argument and for a function's return value:

LONG integer number

FLOAT floating point number

STRING character string

LOGIC logic expression in a condition

If the argument has a different data type than expected, you will get a type conversion of the argument (chapter 3.4.2 on page 61).

- Some instructions can only be used, when a specific library or include file is included. Under **Syntax** the relevant include-instruction is indicated (please, place this command line at the beginning of the source code).

We assume that the necessary library or include-file is located in the directory, which is set under the **Options ► Settings** menu, **Directory** item, (see also the instructions **#INCLUDE** or **IMPORT**).

6.2 Instructions for L16, Gold, Pro

+ Addition

The "+" operator adds two values (see also "+ String Addition").

Syntax

```
ret_val = val_1 + val_2
```

Parameters

val_1 Addend 1.

FLOAT

LONG

val_2 Addend 2.

FLOAT

LONG

Notes

Please note that combining different variable types with the "+" operator will cause a type conversion. During conversion from the type LONG into the type FLOAT rounding differences can occur which influence the result.

See also

- Subtraction, * Multiplication, / Division, ^ Power

Example

```
PAR_1 = 9 + 4            'PAR_1 = 13
```

+ String Addition

The "+" operator concatenates two strings (see also "+ Addition").

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                           '*.LIB for T11

val = val_1 + val_2
```

Parameters

val_1	character string1.	STRING
val_2	character string 2.	STRING

Notes

If you concatenate two strings and assign them to another string, the size of the destination string must be declared greater or equal to the sum of the sizes of the input strings.

See also

STRING "", ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT string.li9

'Dimension 3 strings: 10, 5, 4 characters
DIM res_str[10] AS STRING
DIM str_1[5] AS STRING
DIM str_2[4] AS STRING

INIT:
  str_1 = "ADwin"          '5 characters
  str_2 = "Gold"           '4 characters

EVENT:
  res_str = str_1 + "-" + str_2 'Concatenate strings
  PAR_1 = STRLEN(res_str) 'PAR_1 = 10 (number of the characters)
```

- Subtraction

The "-" operator subtracts one value from another.

Syntax

```
val = val_1 - val_2
```

Parameters

val_1 Minuend.

FLOAT

LONG

val_2 Subtrahend.

FLOAT

LONG

Notes

Please note that combining different variable types with the "-" operator will cause a type conversion. During conversion from the type LONG into the type FLOAT rounding differences can occur which influence the result.

If you use "-" as a sign of a variable (unary operator), you may in some cases get unexpected results, which can be avoided by using brackets (see also chapter 3.4.1 on page 59).

See also

+ Addition, * Multiplication, / Division, ^ Power

Example

```
PAR_1 = 9 - 4                    'PAR_1 = 5
```

* Multiplication

The "*" operator multiplies two values.

Syntax

```
val = val_1 * val_2
```

Parameters

val_1 Multiplicator 1.

FLOAT

LONG

val_2 Multiplicator 2.

FLOAT

LONG

Notes

Please note that combining different variable types with the "*" operator will cause a type conversion. During conversion from the type LONG into the type FLOAT rounding differences can occur which influence the result.

See also

+ Addition, - Subtraction, / Division, ^ Power

Example

```
PAR_1 = 9 * 4                      'PAR_1 = 36
```


/ Division

The `"/` operator divides one value by another.

Syntax

```
val = val_1 / val_2
```

Parameters

`val_1` Dividend.

`FLOAT`

`LONG`

`val_2` Divisor.

`FLOAT`

`LONG`

Notes

Please note that combining different variable types with the `"/` operator will cause a type conversion (see chapter 3.4.2 on page 61). During conversion from the type `LONG` into the type `FLOAT` rounding differences can occur which influence the result.

If the divisor is a variable with a negative sign, you should use braces to ensure you get the expected result (see also chapter 3.4.1 "Evaluation of Operators" on page 59).

See also

+ Addition, - Subtraction, * Multiplication, ^ Power

Example

```
PAR_1 = 36 / 4                      'PAR_1 = 9
PAR_2 = 2 / 4                      'PAR_2 = 0 -> integer calculation
PAR_3 = 27 / (-PAR_1)              'PAR_3 = -3
'Please note the braces in the last line
```

^ Power

The "^" operator calculates the value of a number raised to a power.

Syntax

```
val = val_1 ^ val_2
```

Parameters

<code>val_1</code>	Basis.	<div>FLOAT</div> <div>LONG</div>
<code>val_2</code>	Exponent.	<div>FLOAT</div> <div>LONG</div>

Notes

Please note that combining different variable types with the power operator will cause a type conversion. During conversion from the type

LONG

 into the type

FLOAT

 rounding differences can occur which influence the result.

If basis and exponent are variables with even value (but not constants), the power is nevertheless calculated using Float arithmetic. Large results therefore show the typical Float inaccuracy with large numbers.

Example:

```
PAR_2 = 31                ' variable
PAR_1 = 2^PAR_2           ' = 7FFFFFFE2h
```



If the basis and/or the exponent are a variable with a negative sign, you should use braces to ensure the sign will be considered upon exponentiation (see also chapter 3.4.1 "Evaluation of Operators" on page 59). This is not necessary with constants.



```
var1 = -2^2              'var1 = 4
var2 = -var1^2           'var2 = -16
var3 = (-var1)^2         'var3 = 16
```



Polynoms are calculated quicker, if you reduce powers by factoring out receiving a multiplication.

```
y = a + b*x + c*x^2 + d*x^3 + e*x^4 'slower version
y = a + x*(b + x*(c + x*(d + x*e))) 'quicker version
```

See also

+ Addition, - Subtraction, * Multiplication, / Division, EXP, LN, LOG

Example

PAR_1 = 9 ^ 4

'PAR_1 = 6561

#..., Preprocessor Statement

An *ADbasic* instruction beginning with the "#" sign instructs the preprocessor to treat the following source code differently. The output of the preprocessor is further processed by the compiler.

The following preprocessor statements are available:

#DEFINE	Definition of symbolic constants: Search and replace character strings in the source code with other character strings.
#INCLUDE	Include a file: Insert a file (with source code) into the source code.
#IF...#ENDIF	Conditional compilation: If the condition is true the corresponding code lines are compiled, otherwise deleted.

: Colon

The sign ":" separates more than one instruction within a single line.

Syntax

```
[Step_1] : [Step_2] { : [Step_3] ... }
```

Notes

[Step_n] refers to any program instruction as is otherwise indicated in one individual program line.

A program line must not be longer than 255 characters (exception see **#INCLUDE** on page 155).

It is recommend that you use this instruction only when it makes the source code more clearly-structured.

Example

```
INC PAR_1 : INC PAR_2  
'Increase PAR_1 and PAR_2 in *one* line
```

=, Assignment

The operator "=" assigns the result of the expression on the right side of the operator to the variable or the array element on the left side of the operator.

Syntax

```
var = expr
```

Parameters

var	Variable or array.	VAR	FLOAT
		LONG	STRING
expr	Expression.	FLOAT	LONG
		STRING	

Notes

If the data format of the expression is not similar to the data format of the destination variable or the array, it is converted into the appropriate data format or the assignment is rejected as illegal. During the conversion rounding differences can occur which influence the result.

Example

```
DIM val_1, val_2 AS LONG'Declaration

INIT:
    val_1 = 69                'Assignment of a constant

EVENT:
    val_2 = val_1 * 2        'Assignment of an expression
```

< = > Comparison

The operators "<", "=", and ">" are used to compare two values. In *ADbasic* these operators can only be found in conditional expressions.

Syntax

```
IF (val_1 > val_2) THEN
```

Parameters

val_1 Operand.

FLOAT

LONG

val_2 Operand.

FLOAT

LONG

Notes

The following comparisons are possible:

Operator	Meaning
<	less than
<=	less than or equal to
>	greater than
>=	greater than or equal to
=	equal to
<>	not equal to

See also

IF ... THEN ... {ELSE ...} ENDIF, #IF ... THEN ... {#ELSE ...} #ENDIF

Example

```
DIM value AS LONG
EVENT:
  value = -5
  IF (value < 0) THEN value = 0
  REM Result: value = 0
```

ABSF

ABSF provides the absolute value of a float variable.

Syntax

```
ret_val = ABSF(value)
```

Parameters

<code>value</code>	Argument.	FLOAT
<code>ret_val</code>	Absolute value of the argument.	FLOAT

Notes

The execution time of the function 150ns with a T9, 75ns with a T10, 17ns with a T11.

See also

ABSI

Example

```
DIM val_1, val_2 AS FLOAT
EVENT:
    val_1 = -5.3
    val_2 = ABSF(val_1)    'Result: val_2 = 5.3
```


ABSI

ABSI provides the absolute value of a long variable.

Syntax

```
ret_val = ABSI(value)
```

Parameters

value	Argument.	LONG
ret_val	Absolute value of the argument.	LONG

Notes

The execution time of the function 75ns with a T9, 50ns with a T10, 17ns with a T11.

See also

ABSF

Example

```
DIM val_1, val_2 AS LONG
```

EVENT:

```
val_1 = -5  
val_2 = ABSI(val_1)    'Result: val_2 = 5
```

AND

The operator **AND** combines two integer values bit by bit or two Boolean expressions as Boolean operator.

Syntax

```
var = val_1 AND val_2           'bitwise operator
IF ((expr1) AND (expr2)) THEN  'Boolean operator
```

Parameters

val_1, val_2	Integer value.	<div>LONG</div>
expr1, expr2	Boolean operator with the value "true" or "false".	<div>LOGIC</div>

Notes

With **AND** you can only combine expressions of the same type (integer or Boolean) with each other, mixing them is not possible.

You can use Boolean operators only in statements such as **IF ... THEN ... ELSE** or **DO ... UNTIL** (variables cannot have Boolean values).

If you use several Boolean operators in one line, you have to put each operation into separate parentheses. This is not necessary for combining integer values.

See also

NOT, OR, XOR

Example

```
REM Bitwise operator of LONG variables
DIM val_1, val_2, val3 AS LONG
val_1 = 0100b           '= 4
val_2 = 0110b           '= 5
val3 = val_1 AND val_2 'bitwise operator
REM Result: val3 = 0100b = 4
```

Or:

```
REM Boolean operation of Boolean expressions
DIM fval_1 AS FLOAT
DIM val4 AS LONG
fval_1 = 3.14

REM Boolean operation: (true AND true) = true
IF ((fval_1 < 9.1) AND (fval_1 > 3.1)) THEN
    val4 = 1
ELSE
    val4 = 0
ENDIF                                     'Result: val4 = 1
```

ARCCOS

ARCCOS provides the arc cosine of the argument.

Syntax

```
ret_val = ARCCOS(val)
```

Parameters

<code>val</code>	Argument (-1 ... +1).	<code>FLOAT</code>
<code>ret_val</code>	Arc cosine of the argument in radians (0... π).	<code>FLOAT</code>

Notes

For `val` < -1 the value π (3.14159...) is returned, for `val` > 1 the value 0 (zero).

The execution time of the function 2.9 μ s with a T9, 1.45 μ s with a T10, 0.68 μ s with a T11.

See also

SIN, COS, TAN, ARCSIN, ARCTAN

Example

```
DIM val_1, val_2 AS FLOAT

EVENT:
  val_1 = 0.5
  val_2 = ARCCOS(val_1)
REM Result: val_2 = 1.0472
```

ARCSIN

ARCSIN provides the arc sine of the argument.

Syntax

```
ret_val = ARCSIN (val)
```

Parameters

<code>val</code>	Argument (-1 ... +1).	<div>FLOAT</div>
<code>ret_val</code>	Arc sine of the arguments in radians ($-\pi/2$... $+\pi/2$).	<div>FLOAT</div>

Notes

The execution time of the function 2.8 μ s with a T9, 1.4 μ s with a T10, 0.67 μ s with a T11.

See also

SIN, COS, TAN, ARCCOS, ARCTAN

Example

```
DIM val_1, val_2 AS FLOAT

EVENT:
    val_1 = 0.5
    val_2 = ARCSIN(val_1)
REM Result: val_2 = 0.5236
```

ARCTAN

ARCTAN provides the arc tangent of the argument.

Syntax

```
ret_val = ARCTAN(val_1)
```

Parameters

<code>val_1</code>	Argument (whole range of values, see "Entering Numerical Values" on page 47).	<code>FLOAT</code>
<code>ret_val</code>	Arc tangent of the argument in radians ($-\pi/2 \dots \pi/2$).	<code>FLOAT</code>

Notes

The execution time of the function 1.8 μ s with a T9, 0.9 μ s with a T10, 0.42 μ s with a T11.

See also

SIN, COS, TAN, ARCSIN, ARCCOS

Example

```
DIM val_1, val_2 AS FLOAT

EVENT:
    val_1 = 0.5
    val_2 = ARCTAN(val_1)
'Result: val_2 = 0.4636
```

ASC

ASC determines the corresponding decimal value for a single ASCII character or for the first character of a character string.

Syntax

```
ret_val = ASC (STRING)
```

Parameters

string	Character string .	STRING
ret_val	ASCII number (0...255) of the (first) character.	LONG

See also

STRING "", + String Addition, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
DIM text[10] AS STRING

INIT:
  text="Hello"

EVENT:
  PAR_1=ASC(text)      'PAR_1 = 48h = 72
  PAR_2=ASC("?")      'PAR_1 = 3Fh = 63
```

CAST_FLOATTOLONG

CAST_FLOATTOLONG changes the data type of the argument from FLOAT into LONG.

Syntax

```
ret_val = CAST_FLOATTOLONG (var)
```

Parameters

<code>var</code>	Bit pattern with data type LONG.	FLOAT
<code>ret_val</code>	Identical bit pattern with data type FLOAT.	LONG

Notes

This function does **not** execute a standard type conversion of a number (see chapter 3.4.2 "Type Conversion", page 61). Use the operator "=" for the assignment of a float value to an integer variable.

This instruction is to be reasonably used in combination with the inverse function **CAST_LONGTOFLOAT**, if there is a bit pattern representing a float value but given with data type Long. Contrary to the data type the bit pattern will remain unchanged, so it will again be interpreted as the correct float value (see also chapter 3.2.3 on page 46).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit float value has to be changed into data type long with **CAST_FLOATTOLONG** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type float with **CAST_LONGTOFLOAT**.

See also

CAST_LONGTOFLOAT

CAST_LONGTOFLOAT

CAST_LONGTOFLOAT changes the data type of the argument from LONG into FLOAT.

Syntax

```
ret_val = CAST_LONGTOFLOAT(val)
```

Parameters

val	Bit pattern with data type FLOAT.	LONG
ret_val	Identical bit pattern with data type LONG.	FLOAT

Notes

This function does **not** execute a standard type conversion of a number (see chapter 3.4.2 "Type Conversion", page 61). Use the operator "=" for the assignment of a float value to an integer variable.

This instruction is to be reasonably used, if there is a bit pattern representing a float value but given with data type Long. Contrary to the data type the bit pattern will remain unchanged, so it will again be interpreted as the correct float value (see also chapter 3.2.3 on page 46).

An example of practice appears with data transfer: A CAN- or RSxxx-bus only transfers 8-bit data packages of data type integer. Therefore, a 32-bit float value has to be changed into data type long with **CAST_FLOATTOLONG** and then divided into 4 separate 8-bit packages. The receiver has to reassemble the packages again and restore the data type float with **CAST_LONGTOFLOAT**.

See also

CAST_FLOATTOLONG

CHR

CHR assigns an ASCII character with a specified decimal number to a string variable.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

CHR(vascii,dest_text)
```

Parameters

<code>vascii</code>	Decimal number (0...255) of the desired ASCII character.	LONG
<code>dest_text</code>	String variable to which the character is assigned.	STRING

Notes

If a string variable has more than one character (or element), **CHR** assigns the ASCII character only to the first element of the string.

See also

STRING "", + String Addition, ASC, FLOTOSTR, FLO40TOSTR, LNG-TOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9

DIM text_a[1], text_b[1] AS STRING

EVENT:
  CHR(13, text_a)      'Carriage Return
  CHR(10, text_b)     'Line Feed
```

COS

COS provides the cosine of an angle.

Syntax

```
ret_val = COS(angle)
```

Parameters

angle	Angle in radians ($-\pi \dots \pi$).	FLOAT
ret_val	Cosine of the angle ($-1 \dots 1$).	FLOAT

Notes

If you use input values which are not in the range of $-\pi \dots +\pi$, the calculation error grows with the increasing value.

The execution time of the function 1.3 μ s with a T9, 0.7 μ s with a T10, 0.31 μ s with a T11.

See also

SIN, TAN, ARCCOS, ARCSIN, ARCTAN

Example

```
DIM val_1, val_2 AS FLOAT
EVENT:
  val_1 = -5.3
  val_2 = COS(val_1)    'Result: val_2 = 0.55...
```

CPU_SLEEP

Processor T11 only: **CPU_SLEEP** causes the processor to wait for a certain time. **Syntax**

```
CPU_SLEEP (val)
```

Parameters

val Number (9...715827879 $\approx 2^{30} / 1.5$) of time LONG
units to wait in 10ns.

Notes

Alternatively there are the instructions **P1_SLEEP** and **P2_SLEEP** (see also chapter 4.2.4 "Setting Waiting Times Exactly"). For processors up to T10 use the instruction **SLEEP**.

The waiting time should always be smaller than the cycle time set with **PROCESSDELAY**.



In a high-priority process the instruction **CPU_SLEEP** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument **val** requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area **DRAM_EXTERN**. The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating point value.

See also

NOP, P1_SLEEP, P2_SLEEP, SLEEP

Example

EVENT:

REM Wait to start a subsequent measurement exactly 100 μ s
REM after the external Event signal.

CPU_SLEEP(10000)

...

DATA_n

The **DIM DATA_n**[...] **AS** ... instruction dimensions a global **DATA** array. More information about dimensing with **DIM** see page 125.

Syntax

```
DIM DATA_n[dim1] {, DATA_n[dim2]} AS <ARR_TYPE> {AT
<MEM_TYPE>}

DIM DATA_n[dim1] {[dim2]} AS <ARR_TYPE> {AT <MEM_TY-
PE>}
```

Parameters

DATA_n	Name of the declared DATA array (n: 1...200).
<ARR_TYPE>	Data type: FLOAT , LONG , STRING .
dim1, dim2	Array size: Number of the array elements of the type ARR_TYPE (≥ 1). CONST LONG
<MEM_TYPE>	memory, where the array elements are stored: DRAM_EXTERN : external data memory (Default). DM_LOCAL : internal data memory. available for T11 only: EM_LOCAL : extended program or data memory.

Notes

You can access the array elements 1...dim. The array element [0] must not be used since it is used for internal purpose.

The maximum array size depends on the available physical memory size of the ADwin system.

A global array may be declared 2-dimensional. The specifics are described in chapter 3.3.3 on page 53.

See also

DIM, FIFO, "2-dimensional Arrays" on page 53,
"Variables and Arrays in the Data Memory" on page 51

Example

```
REM Dimension the global array DATA_20 with
REM 1000 LONG elements
DIM DATA_20[1000] AS LONG

REM Dimension the global array DATA_5 with
REM 20 x 75 FLOAT elements
DIM DATA_5[20][75] AS FLOAT
```

DEC

DEC decrements the value of a long-variable by 1.

Syntax

```
DEC (var)
```

Parameters

var

Name of a local or global long-variable.

VAR

CONST

LONG

Notes

The instruction **DEC** (var) provides the same result as the program line: `val=val-1` and it may have shorter execution time.

See also

INC, - Subtraction

Example

```
DIM index AS LONG
DIM DATA_1[1000] AS LONG

INIT:
index=1000

EVENT:
  DAC(1,DATA_1[index]) 'Output the value on DAC1
  DEC(index)           'Decrement the index by 1
  IF (index<1) THEN
    index=1000          'Start again after 1000 outputs
  ENDIF
```


#DEFINE

#DEFINE replaces a symbolic name in the source code with an expression, for instance a constant.

Syntax

```
#DEFINE name expression
```

Parameters

<code>name</code>	Symbolic name, <i>without</i> quotation marks.	CONST
	Special chars are not allowed, only alphanumeric characters (a...z, A...Z, 0...9) and the underscore (_).	STRING
<code>expression</code>	Expression for the symbolic name, <i>without</i> quotation marks.	CONST
	All characters are allowed.	STRING

Notes

Place this instruction at the beginning of a source code.



The function **#DEFINE** is a preprocessor instruction, that means the replacement is made when you compile the source code (even before the compiler generates the program). Use this function in order to use more descriptive names in the source code instead of constants, parameters or expressions.

The first character string up to a blank is interpreted as a symbolic name, the following text until the carriage return is interpreted as an expression to be inserted¹. The expression is inserted exactly as you have defined it; variable names in the expression are not replaced by their value, but as a character string.

Neither `name` nor `expression` are case-sensitive.

If you want to use a mathematical term for `expression`, we recommend it be placed in parenthesis to avoid errors (see examples).

See also

#INCLUDE

1. Text behind a comment char `"/*"` will be ignored by the compiler.

Example

```
#DEFINE setpoint PAR_1 'Comments like this are ignored'
#DEFINE measured DATA_1
#DEFINE pi 3.141592654
```

With these instructions you can use the names `setpoint`, `measured` and `pi` in the source code instead of `PAR_1`, `DATA_1` and `3.141592654`.

```
#DEFINE setpoint (13 + 4^3)
PAR_1 = 2 * setpoint    '= 2 * (13 + 4^3)
```

Without the parentheses in the **#DEFINE** expression you would get the value "90" instead of the expected "154".

DIM

DIM declares one or more

- *local* variables
- *local* one-dimensional arrays (also strings)
- *global* one-dimensional arrays (`DATA_n[n]`)
- *global* two-dimensioned arrays (`DATA_n[n][m]`).

Information about variables and data types can be found in chapter 3.2.3, information about FIFO arrays under the heading FIFO on page 133.

Syntax

```

DIM var1 {, var2, ...} AS <VAR_TYPE>

DIM array1[dim1] {, array2[dim2]} AS <VAR_TYPE>
{AT <MEM_TYPE>}

DIM DATA_n[dim1] {, DATA_n[dim2]} AS <VAR_TYPE>
{AS FIFO} {AT <MEM_TYPE>}

DIM DATA_n[dim1][dim2] AS <VAR_TYPE> {AT <MEM_TYPE>}

```

Parameters

<code>var1, var2</code>	Names of the declared variables.
<code>array1,</code> <code>array2,</code> <code>DATA_n</code>	Names of the declared arrays. For <code>DATA_n</code> you can select <code>n</code> from 1...200.
<VAR_TYPE>	Data type: FLOAT , LONG . for arrays also: STRING .
<code>dim1, dim2</code>	Array size: Number (≥ 1) of the array elements of the type VAR_TYPE . CONST LONG
<MEM_TYPE>	Memory where the variables are stored: DRAM_EXTERN : external memory (default for arrays). DM_LOCAL : local memory (default for variables). available for T11 only: EM_LOCAL : extended program or data memory.

Notes

The global variables `PAR_n` and `FPAR_n` must not be declared, because they are predefined.

If you want to access data from the computer or from several processes, you can only do this by using *global* variables and arrays.

In an array you can access the elements 1...`dim`. The array element [0] must not be used, because it is used for internal purposes.

The maximum array size depends on the physical memory on the ADwin system.

String variables are *local* arrays of type **STRING** (see "Strings" on page 56). They cannot be declared as FIFO.

See also

DATA_n, EVENT:, FIFO, FINISH:, INIT:, LOWINIT:, STRING "", "2-dimensional Arrays" on page 53, "Variables and Arrays in the Data Memory" on page 51

Example

```
REM Dimension var1 as LONG variable
DIM var1 AS LONG

REM Dimension the local array "array1" with 1000 LONG elements
DIM array1[1000] AS LONG

REM Dimension the global array DATA_20 with
REM 1000 LONG elements as ring buffer
DIM DATA_20[1000] AS LONG AS FIFO

REM Dimension the array TEXT with
REM 50 elements as string variable
DIM text[50] AS STRING
```

DO ... UNTIL

DO...UNTIL repeatedly executes a block of instructions until the exit condition evaluates to "true". The block is executed at least one time.

Syntax

```
DO
    ...                               'Instruction block
UNTIL (condition)
```

Parameters

condition Boolean abort condition with the operators <, LOGIC, >, =, **AND** and **OR**.

See also

< = > Comparison, AND, OR, FOR ... TO ... {STEP ...} NEXT, SELECTCASE

Notes

You can nest **DO...UNTIL** loops repeatedly; only the available memory size will limit the number of nested loops.

Avoid loops with long execution times in high-priority processes, because they cannot be interrupted.

Example

```
DIM count AS LONG
DIM DATA_1[100] AS LONG AS FIFO

INIT:
    count = 1

EVENT:
    DO                               'Start loop
        DATA_1 = ADC(1,4)          'Read out measurement value
        INC count                    'Increase count variable
    UNTIL (count > 100)              'Are 100 measurements being made?
```

END

END ends a process in the **EVENT** : section.

Syntax

END

Notes

The instruction **END** stops the processing of an **EVENT** : section immediately and starts processing the section **FINISH** : (if existing). Any instructions in the **EVENT** : section following the **END** instruction are not processed.

In the other program sections you should use the **EXIT** instruction instead of **END**.

See also

EXIT, PROZESSn_RUNNING, RESTART_PROCESS, START_PROCESS, START_PROCESS_DELAYED, STOP_PROCESS

Example

```
EVENT:  
  IF (ADC(1) > 3000) THEN 'Measure and compare  
    END                  'End process, but execute FINISH:  
ENDIF  
  
FINISH:  
  SET_DIGOUT(1)        'Set digital output 1
```

EVENT:

The keyword **EVENT** : marks the start of the main program section, which is called every Event signal.

Syntax

```
EVENT : { AT <MEM_TYPE> }
```

Parameters

<MEM_TYPE> T11 only: memory area, where the program section **EVENT** : is stored.
PM_LOCAL: internal program memory (default).
EM_LOCAL: extended internal program or data memory.
DRAM_EXTERN: external data memory.

Notes

See also overview of program sections in chapter 3.1.1 on page 43.

The program section **EVENT** : is the central functional section, which in a process is called in (typically) regular intervals, until it is stopped. Depending on the settings the call is triggered by a cyclic timer event signal or by an external event signal. See more in chapter 5 "Processes in the ADwin Operating System".

The processor type T11 can store each program section in a different memory area (see chapter 3.3.2 "Memory Areas"). The huge, but slow memory area **DRAM_EXTERN** should be used for none-time-critical program sections; mostly these are the sections **LOWINIT** : , **INIT** : , **FINISH** : .

See also

DIM, LOWINIT:, INIT:, FINISH:

Example

```
DIM val_1 AS FLOAT
```

```
EVENT :  
    val_1 = -5.3
```


EXIT

EXIT ends a process in the sections **LOWINIT**:, **INIT**: or **FINISH**:.

Syntax

EXIT

Notes

The process is immediately stopped. Program lines following **EXIT** in the same section, will not be executed.

Use the instruction **END** in the section **EVENT**:.

See also

END, PROZESSn_RUNNING, RESET_EVENT, RESTART_PROCESS, START_PROCESS, START_PROCESS_DELAYED, STOP_PROCESS

Example

```
INIT:
  IF (ADC(1) > 3000) THEN 'Measure and compare
    SET_DIGOUT(0)          'Set digital output
    EXIT                  'End this process
ENDIF
```

EXP

EXP calculates the power to the base e of the argument.

Syntax

```
ret_val = EXP(val)
```

Parameters

val	Argument.	FLOAT
ret_val	Exponential value of the argument to the base e.	FLOAT

Notes

The execution time of the function 1.3µs with a T9, 0.7µs with a T10, 0.31µs with a T11.

See also

LN, LOG

Example

```
DIM val_1, val_2 AS FLOAT
```

```
EVENT:
```

```
val_1 = 5
```

```
val_2 = EXP(val_1)      'Result: val_2 = 148.41...
```

FIFO

The **DIM DATA_n AS FIFO** instruction defines a global **DATA** array as a ring buffer.

Syntax

```
DIM DATA_n[dim] AS <ARR_TYPE> AS FIFO
```

Parameters

DATA_n	Name of the declared DATA -field (n: 1...200).
< ARR_TYPE >	Defined variable type: FLOAT , LONG .
dim	Array size: Number of elements of type ARR_TYPE in the array. With processor T11 the range for dim it be set in steps of 4 only: $\text{dim} = 4 \times a + 3; a \geq 0$.

Notes

Once a **DATA** array is defined as FIFO ring buffer (see also chapter 3.3.3 on page 53), it cannot be used as a "normal" array.

FIFO arrays (first in, first out) are managed by data pointers. After dimensioning the array you should initialize these data pointers with the instruction **FIFO_CLEAR**, in the section **LOWINIT**: or **INIT**:. The data in the FIFO are not changed neither by dimensioning the array nor by initializing.

If you write data into a FIFO array faster than you read it, older stored data will be overwritten and are lost. To avoid this you can use the instructions **FIFO_EMPTY** and **FIFO_FULL** to determine the amount of space in the array.

If (with processor T11 only) the array size is set to a non-valid array size **dim**, the FIFO array is automatically dimensioned using the next greater and valid array size. As an example the compiler will change an array size [1000] automatically to [1003].

See also

DIM, **DATA_n**, **FIFO_CLEAR**, **FIFO_EMPTY**, **FIFO_FULL**

Example

```
REM Dimension the global array DATA_20 with  
REM 1000 LONG elements as ring buffer  
DIM DATA_20[1000] AS LONG AS FIFO
```

FIFO_CLEAR

FIFO_CLEAR initializes the write and read pointers of a FIFO array.

Syntax

```
FIFO_CLEAR(arraynum)
```

Parameters

arraynum Number of the DATA-FIFO array (1...200). LONG

Notes

Initialization of the write and read pointers does not change the data in the the array.

The FIFO pointers are not initialized upon dimensioning. You should initialize the pointers in the sections **LOWINIT:** or **INIT:** with **FIFO_CLEAR**.

Initializing the FIFO pointers during program run is useful, if you want to clear all data of the array (because of a measurement error for instance).

See also

FIFO, FIFO_EMPTY, FIFO_FULL

Example

```
DIM DATA_1[20000] AS LONG AS FIFO 'Declaration
DIM reinit_fifo_flag AS LONG

INIT:
    FIFO_CLEAR(1)           'Initialize the FIFO pointer

EVENT:
    REM Query the number of empty places in the FIFO array
    IF (FIFO_EMPTY(1) > 1) THEN
        REM Measure the analog input 1 and save it in the FIFO
        DATA_1 = ADC(1)
    ENDIF

    .
    .                       'Program Text
    .

    IF (reinit_fifo_flag) THEN 'e.g. error occurred
        FIFO_CLEAR(1)         'Initialize the FIFO pointer
    ENDIF
```

FIFO_EMPTY

FIFO_EMPTY determines the number of empty elements in a FIFO array.

Syntax

```
ret_val = FIFO_EMPTY(arraynum)
```

Parameters

arraynum	Number of the DATA-FIFO-array (1...200).	LONG
ret_val	Number of the empty array elements.	LONG

Notes

If you want to write data into a FIFO array, you can use this instruction, to determine if the FIFO still has enough empty elements.

See also

FIFO, FIFO_CLEAR, FIFO_FULL

Example

```
DIM DATA_1[20000] AS LONG AS FIFO'Declaration

INIT:
    FIFO_CLEAR(1)           'Initialize the FIFO pointer

EVENT:
    REM Query the number of empty elements in the FIFO array
    IF (FIFO_EMPTY(1) > 1) THEN
        REM Measure the analog input 1 and save it in the FIFO
        DATA_1 = ADC(1)
    ENDIF
```

FIFO_FULL

FIFO_FULL determines the number of elements used in the FIFO array.

Syntax

```
ret_val = FIFO_FULL(arraynum)
```

Parameters

<code>arraynum</code>	Number of the DATA-FIFO-array (1...200).	LONG
<code>ret_val</code>	Number of the occupied array elements (0...dim).	LONG

Notes

Before reading out or using data from the FIFO array, you should use this instruction, to check if there is data in the FIFO. If there is no data an undefined value is returned from the FIFO array.

See also

FIFO, FIFO_CLEAR, FIFO_EMPTY

Example

```
DIM DATA_1[20000] AS LONG AS FIFO 'Declaration

INIT:
    FIFO_CLEAR(1)           'Initialize the FIFO pointer

EVENT:
    REM Query if there are data in the FIFO
    IF (FIFO_FULL(1) > 0) THEN
        REM Output a FIFO value on the analog output 1
        DAC(1, DATA_1)
    ENDIF
```


FINISH:

The key word **FINISH:** marks the start of the finishing program section. The program section always has low-priority, level 1.

Syntax

```
FINISH: { AT MEM_TYPE }
```

Parameters

<MEM_TYPE> T11 only: memory area, where the program section **EVENT:** is stored.
PM_LOCAL: internal program memory (default).
EM_LOCAL: extended internal program or data memory.
DRAM_EXTERN: external data memory.

Notes

See also overview of program sections in chapter 3.1.1 on page 43.

The program section **FINISH:** is run once as soon as the process is stopped.

The processor type T11 can store each program section in a different memory area (see chapter 3.3.2 "Memory Areas"). The huge, but slow memory area **DRAM_EXTERN** should be used for none-time-critical program sections; mostly these are the sections **LOWINIT:**, **INIT:**, **FINISH:**.

See also

DIM, LOWINIT:, INIT:, EVENT:

Example

```
DIM val_1 AS FLOAT
```

```
FINISH:  
    val_1 = -5.3
```

FLOTOSTR

FLOTOSTR converts a floating point value into a character string.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                           '*.LIB for T11

FLOTOSTR(val, string[])
```

Parameters

<code>val</code>	Value to be converted.	<div>FLOAT</div>
<code>string[]</code>	String in the format: {-}#.#####E{-}##.	<div>ARRAY</div> <div>STRING</div>

Notes

The length of the returned string varies from 11 to 13 characters, depending on the sign of mantissa and exponent.

See also

ASC, CHR, FLO40TOSTR, LNGTOSTR, STRING "", STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9      'String library for the T9

DIM text[13] AS STRING
DIM pi, number AS FLOAT

INIT:
    pi = 3.141592654
    FPAR_1 = -pi^-20

EVENT:
    REM Convert a floating point number into a string
    FLOTOSTR(FPAR_1, text)
    PAR_1 = text[1]      'String length = 13
    PAR_2 = text[2]      'ASCII character 2Dh = "-"
    PAR_3 = text[3]      'ASCII character 31h = "1"
    PAR_4 = text[4]      'ASCII character 2Eh = "."
    PAR_5 = text[5]      'ASCII character 31h = "1"
    PAR_6 = text[6]      'ASCII character 34h = "4"
    PAR_7 = text[7]      'ASCII character 30h = "0"
    PAR_8 = text[8]      'ASCII character 32h = "2"
    PAR_9 = text[9]      'ASCII character 35h = "5"
    PAR_10 = text[10]     'ASCII character 35h = "5"
    PAR_11 = text[11]     'ASCII character 45h = "E"
    PAR_12 = text[12]     'ASCII character 2Dh = "-"
    PAR_13 = text[13]     'ASCII character 31h = "1"
    PAR_14 = text[14]     'ASCII character 30h = "0"
    PAR_15 = text[15]     'String end character = 0
```

FLO40TOSTR

Processor T11 only: **FLO40TOSTR** converts a floating point value into a character string.

Syntax

```
IMPORT STRING.LI*          '*.LIB for T11
FLO40TOSTR(val, string[])
```

Parameters

<code>val</code>	Value to be converted.	<div>FLOAT</div>
<code>string[]</code>	String in the format: {-}#.#####E{-}##.	<div>ARRAY</div> <div>STRING</div>

Notes

The length of the returned string varies from 13 to 15 characters, depending on the sign of mantissa and exponent.

See also

ASC, CHR, FLOTOSTR, LNGTOSTR, STRING "", STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LIB      'String library for T11

DIM text[15] AS STRING
DIM pi, number AS FLOAT

INIT:
    pi = 3.141592654
    FPAR_1 = -pi^-20

EVENT:
    REM Convert a floating point number into a string
    FLO40TOSTR(FPAR_1, text)
    PAR_1 = text[1]      'String length = 13
    PAR_2 = text[2]      'ASCII character 2Dh = "-"
    PAR_3 = text[3]      'ASCII character 31h = "1"
    PAR_4 = text[4]      'ASCII character 2Eh = "."
    PAR_5 = text[5]      'ASCII character 31h = "1"
    PAR_6 = text[6]      'ASCII character 34h = "4"
    PAR_7 = text[7]      'ASCII character 30h = "0"
    PAR_8 = text[8]      'ASCII character 32h = "2"
    PAR_9 = text[9]      'ASCII character 35h = "5"
    PAR_10 = text[10]     'ASCII character 35h = "6"
    PAR_11 = text[11]     'ASCII character 35h = "4"
    PAR_12 = text[12]     'ASCII character 35h = "7"
    PAR_13 = text[13]     'ASCII character 45h = "E"
    PAR_14 = text[14]     'ASCII character 2Dh = "-"
    PAR_15 = text[15]     'ASCII character 31h = "1"
    PAR_16 = text[16]     'ASCII character 30h = "0"
    PAR_17 = text[17]     'String end character = 0
```

FOR ... TO ... {STEP ...} NEXT

The **FOR...NEXT** instruction creates a program loop which executes a specified number of times.

Syntax

```
FOR i = X TO Y {STEP Z}
    ...                'instruction block
NEXT i
```

Parameters

i	Count variable.	LONG
X	Start value of the run variable.	LONG
Y	End value of the run variable.	LONG
Z	Step length (≥ 1) of the run variable; default: 1.	LONG

Notes

The instruction block is executed at least once, even if the start value **X** is greater than the end value **Y**.

Declare the count variable as **LONG** variable.



A high priority process cannot be interrupted by another process, which is also true while executing a time intensive **FOR. . .NEXT** loop. Since the *ADwin* processor cannot respond to other events in this time, it is important to keep the number of loops small for high priority processes.

See also

DO ... UNTIL, IF ... THEN ... {ELSE ...} ENDIF, SELECTCASE

Example

```
DIM index AS LONG
DIM sinus[360] AS FLOAT 'Array for sine values
DIM pi AS FLOAT

INIT:
  pi = 3.14159
  REM Calculate the sine values in degrees (0° to 359°)
  FOR index = 1 TO 360
    sinus[index] = (2047*SIN((index - 1) * 2*pi/360))
  NEXT index
  index = 1           'Initialize the count index

EVENT:
  DAC(1, sinus[index]) 'Output the amplitude value
  INC index             'Increase the count index
  REM From 360 degrees onward, restart at 0
  IF (index > 360) THEN index = 1
```

FUNCTION ... ENDFUNCTION

FUNCTION...ENDFUNCTION is used to define a function macro with passed and returned values.

Syntax

```

FUNCTION macro_name({val_1, val_2, ...}) AS <VAR_TYPE>
{DIM var AS <VAR_TYPE>}
...
'instruction block
macro_name = ... 'assign return value
ENDFUNCTION

```

Parameters

macro_name Name of the function and of the return value, data type **<VAR_TYPE>**.

val_1, val_2 Names of passed parameters; for arrays use the syntax with dimension brackets: `array[]` or `DATA_n[]`.

FLOAT
LONG
STRING

<VAR_TYPE> Data type of the function and the return parameter: **FLOAT** or **LONG**, but not **STRING**.

Notes

You will find general information about macros in chapter 3.5.1 on page 63.

This instruction defines a function macro, which means that the whole instruction block between **FUNCTION** and **ENDFUNCTION** is inserted any place where the macro is called.

Functions help to make your source code more clearly-structured. Please note that each function call will increase the size of the compiled file.

You may insert functions at the following 3 locations:

1. Before the section **INIT** : / **LOWINIT** :
2. After the section **FINISH** :
3. In a separate file which you include with the instruction **#INCLUDE** (only in locations described in 1. and 2.).

Please note the following when defining functions:


- no process sections such as **LOWINIT** : , **INIT** : , **EVENT** : , or **FINISH** : can be defined.
- local variables can be defined at the beginning, which are only available in the function and for the processing period. This is true even when a variable has the same name as a variable outside of the function.
- a value should be assigned to the function name, which will be the returned value for the function in the source code.

A function is called with its name and with the arguments you have defined; the function must be used as argument in the calling program line, e.g. in an assignment (see example). All expression types (including one- and two-dimensional arrays) are allowed as arguments, as long as they have the appropriate data type.

If you don't define arguments you nevertheless have to use the (empty) braces for the function's call: `name ()`.

If an array is used as a passed parameter the syntax is different for definition and call:

- definition of function *with* dimension brackets:
FUNCTION `name` (`array`[]) ...
- call of function *without* dimension brackets:
`ret_val=name` (`array`)

If a value is assigned to a passed parameter within the function, the function's call must use a variable or a single array element as argument for this parameter. 

If a passed parameter is part of an expression inside a function the parameter should be set in braces. This avoids problems with the order of operator evaluation.

See also

#INCLUDE, **SUB ... ENDSUB**, **LIB_FUNCTION ... LIB_ENDFUNCTION**, **LIB_SUB ... LIB_ENDSUB**

Example

```
FUNCTION average(w1, w2, w3) AS FLOAT
REM The function calculates the mean of the values
REM w1, w2 und w3
  DIM sum AS FLOAT
  sum = w1 + w2 + w3
  average = sum/3
ENDFUNCTION
```

Calling the function e.g. is done by the following program lines:

```
x = average(x1, x2, x3)
DAC(1, average(x1, x2, x3))
```

The same function with an array as passed parameter:

```
FUNCTION average_array(array[]) AS FLOAT
  average_array=(array[1] + array[2] + array[3])/3
ENDFUNCTION
```

Calling this function is made in a similar manner (but *without* dimension brackets):

```
x = average_array(array)
DAC(1, average_array(array))
```

For `array` you can indicate a global or a local array. Enter the array name only, without element number and brackets.

IF ... THEN ... {ELSE ...} ENDIF

The **IF...THEN** control structure is used to conditionally execute a single instruction (**IF...THEN...**) or a block of instructions (**IF ... THEN ... ELSE ... ENDIF**).

Syntax

```

IF (condition) THEN
    ...                               'Instruction block
{ELSE                               'the else-block is optional
    ...                               'Instruction block }
ENDIF

or

IF (condition) THEN instr

```

Parameters

condition	Boolean condition with the operators < , > , = , AND and OR . LOGIC
	If the condition is "true" the instructions after THEN are executed.
instr	Instruction (corresponds to an instruction line).

Notes

You can nest **IF** structures repeatedly; only limited by the available memory.

The instruction block after **ELSE** (if there is one) is executed faster than the one after **IF...THEN**. This can be used to speed up the total execution time of the **EVENT**: section, by putting the condition that has most common state, into the **ELSE** statement, for instance when you check if limit values are exceeded.

In the single-line version, the instruction cannot call a subroutine macro (**SUB**) nor a function macro (**FUNCTION**).

See also

< = > Comparison, AND, OR, DO ... UNTIL, SELECTCASE

Example

```
DIM val AS LONG           'Declaration

EVENT:
    val = ADC(1)             'Acquire measurement value

    IF (val > 3000) THEN      'Limit value is exceeded:
        CLEAR_DIGOUT(1)      'Reset DIGOUT 1
        SET_DIGOUT(0)        'Set DIGOUT 0
    ELSE                     'Limit value is not exceeded:
        CLEAR_DIGOUT(0)      'Reset DIGOUT 0
        SET_DIGOUT(1)        'Set DIGOUT 1
    ENDIF                   'End of control structure
```

#IF ... THEN ... {#ELSE ... } #ENDIF

This preprocessor structure is used to conditionally compile a block of instructions (**#IF...THEN...#ELSE...#ENDIF**).

Syntax

```
#IF condition THEN
...
' instruction block
{#ELSE
' the else-block is optional
...
' instruction block}
#ENDIF
```

Parameters

condition

Boolean condition (no braces or quotation marks) of the form:

<SYSPAR> = value

If the condition is "true" the instructions after **THEN** are executed.

The system parameter **<SYSPAR>** and the corresponding value are shown in the table below:

LOGIC

<SYSPAR>	value	Meaning
ADWIN_SYSTEM	ADWIN_CARD ADWIN_GOLD ADWIN_L16 ADWIN_PRO	"System" setting in the window "Compiler Options".
PROZESSOR	T9 T10 T11	"Processor" setting in the window "Compiler Options".

Notes

The condition may only use the operator "="; neither Boolean conditions using **AND** and **OR** nor bracing is allowed. You can nest **IF** structures repeatedly; only limited by the available memory.

There is no single-line version as with **IF...THEN**.

When calling the compiler via Command Line Calling (see page A-11) the system parameters refer to the command line options /Sx and /Px.

See also

< = > Comparison, IF ... THEN ... {ELSE ...} ENDIF

Beispiel

```
REM set low priority processdelay to 800µs
#IF PROZESSOR = T11 THEN 'If CPU = T11
  REM T11: 800µs = 240000 x 3,3ns
  PROCESSDELAY = 240000
#ELSE
  #IF PROZESSOR = T10 THEN 'If CPU = T10
    REM T10: 800µs = 16 x 50µs
    PROCESSDELAY = 16
  #ELSE
    'other CPU, here: CPU = T9
    REM T9: 800µs = 8 x 100µs (also other CPUs)
    PROCESSDELAY = 8
  #ENDIF
#ENDIF
```

IMPORT

IMPORT includes functions and subroutines from the specified library file during compilation.

Syntax

```
IMPORT {path}file
```

Parameters

file	File name of the library file <i>without</i> inverted commas. The file extension is <code>.LI9</code> for T9, <code>.LIA</code> for T10, <code>.LIB</code> for T11.	CONST STRING
path	Path name of the library file (with drive), without inverted commas.	CONST STRING

Notes

Insert **IMPORT** instructions at the beginning of your source code (before you declare the variables). If you import several library files in a program, you have to also **IMPORT** the files in any functions you call that use these instructions.

Only those functions and subroutines which you call in your source code are imported from the library file.

You should always indicate the complete path name, otherwise only the standard directory is searched. (See [Options Menu Directory Sheet](#), page 24). Use the back slash "\" in the path name to separate directory names.

See also

`#INCLUDE`, `LIB_FUNCTION ... LIB_ENDFUNCTION`, `LIB_SUB ... LIB_ENDSUB`

Example

```
IMPORT STRING.LI9      'Imports the string library for
                        'the T9 processor
IMPORT C:\MyFiles\ADwinLibs\dig2volt.LIA 'Imports a user
                        'library for the T10 processor
```

INC

INC increments the value of a local or global integer variable by one.

Syntax

INC (var)

Parameters

var

Name of a local or global long-variable.

VAR

CONST

LONG

Notes

The instruction **INC** (var) is equivalent the program line: var=val+1 and it may have shorter execution time.

See also

DEC, + Addition

Example

```
DIM index AS LONG
DIM DATA_1[1000] AS LONG

INIT:
    index=1

EVENT:
    DATA_1[index] = ADC(1) 'Transfer the measurement value into
                           'the array
    INC(index)             'Increment index by 1
    IF (index>1000) THEN END 'End the program after
                           '1000 measurements
```


#INCLUDE

#INCLUDE includes all the contents of an include-file into the source code.

Syntax

```
#INCLUDE {path}filename
```

Parameters

filename	Name of the file to be included (with the extension .inc), without quotes.	CONST STRING
path	Complete path with drive.	CONST STRING

Notes

You find general information about include-files in chapter 3.5.2 on page 64.

Insert the **#INCLUDE** instructions at the beginning of your source code (before you declare the variables). You can import other include-files in the source code of an include-file.

If any include-file uses library functions, you have also to include the corresponding library files with **IMPORT**.

You should always indicate the complete path name, otherwise only the standard directory is searched (see *Options Menu Directory Sheet*, page 24). Use the back slash "\" in the path name to separate directory names.

Please note: A program line with an **#INCLUDE** instruction should not exceed 136 characters (maximum length for other lines see page 103). Any further character of this line will not be processed by the compiler.



See also

```
#DEFINE, IMPORT, FUNCTION ... ENDFUNCTION,  
SUB ... ENDSUB
```

Example

```
#INCLUDE C:\Test\demofunc.inc  
#INCLUDE demofunc.inc 'find file in standard directory'
```

INIT:

The keyword **INIT**: marks the start of the initializing program section.

Syntax

```
INIT: { AT <MEM_TYPE> }
```

Parameters

<**MEM_TYPE**> T11 only: memory area, where the program section **EVENT**: is stored.
PM_LOCAL: internal program memory (default).
EM_LOCAL: extended internal program or data memory.
DRAM_EXTERN: external data memory.

Notes

See also overview of program sections in chapter 3.1.1 on page 43.

The program section **INIT**: is run once as soon as the process is started and (if existing) the program section **LOWINIT**: is finished.

The program section has the priority as set for the process (menu entry "Options / Process"). With high priority the section cannot be interrupted and should then be as short as possible.

The processor type T11 can store each program section in a different memory area (see chapter 3.3.2 "Memory Areas"). The huge, but slow memory area **DRAM_EXTERN** should be used for none-time-critical program sections; mostly these are the sections **LOWINIT**:, **INIT**:, **FINISH**:.

See also

DIM, LOWINIT:, EVENT:, FINISH:

Beispiel

```
DIM val_1 AS FLOAT
INIT:
    val_1 = -5.3
```

LIB_FUNCTION ... LIB_ENDFUNCTION

With **LIB_FUNCTION...LIB_ENDFUNCTION** a function with passed and return parameters is defined in a library file.

Syntax

```
LIB_FUNCTION lib_name(<LIB_PAR1> {, <LIB_PAR2>, ...} )
AS <FCT_TYPE>

    {DIM var AS <VAR_TYPE>}
    {#DEFINE name expression}
    ...
    'Instruction block
    name = ...

LIB_ENDFUNCTION
```

Syntax of passed parameters <LIB_PAR>::

```
<BY_TYPE> var_name AS <VAR_TYPE> {AT <MEM_TYPE>}
```

Parameters

<code>lib_name</code>	Name of the library function and of the return value; data type <FCT_TYPE> .
<FCT_TYPE>	Data type: FLOAT, LONG .
<code>var_name</code>	Name of a passed parameter inside of library function; for arrays use the syntax with dimension brackets: <code>array[]</code> or <code>DATA_n[]</code> .
<BY_TYPE>	Methods for the transfer of parameters: BYREF : pass reference (pointer) to variable or array. BYVAL : pass value only.
<VAR_TYPE>	Data type: FLOAT, LONG, STRING .
<MEM_TYPE>	Useful for processor T10 only: Type of memory, where the passed parameters are stored; to be used only with arrays: DRAM_EXTERN : external memory. DM_LOCAL : local memory.

Notes

You will find general information about library files in chapter 3.5.3 on page 64.

Generate library functions (and library subroutines) in a separate source code file. The compilation with "Build/Make lib file" creates the library file. With **IMPORT** those library modules are included into a process which are being called in the process.

In a library function you

- can declare and use local variables and arrays (only one-dimensional).
Declare variables always at the beginning of the subroutine, but never outside.
- can use global variables and arrays which are passed as parameters.
- can process one-dimensional arrays only.
You can pass two-dimensional arrays as parameters, but they

will be considered as one-dimensional arrays in the function (see also chapter 3.3.3 on page 53).

- should assign a value to the function name, which will be the value returned for the function in the source code.
- cannot define process sections such as **LOWINIT** :, **INIT** :, **EVENT** :, or **FINISH** :.
- cannot call a library function or subroutine from the same library file.

If necessary you have to put the function, which is to be called, into a new library file and import it from there.

- cannot use the instruction **SELECTCASE**.

There are 2 methods for passing parameters that differ as follows:

- **BYREF**: The library function can change the parameter, so that the changed value is available in the program (the address of the parameter is transferred).
- **BYVAL**: The library function can only access the value of the parameter, but cannot change it. Thus, the parameter remains the same for the program that calls the function.

Passed parameters should always be declared **AT <MEM_TYPE>**, to save valuable processor time (<MEM_TYPE> must fit with the declaration of the passed parameters in the calling program, see **DIM**). If not, the library function has to detect the parameter's memory type at run time.



If an array is passed as parameter, the syntax for definition and call differs:

- Definition of the library function's parameter *with* brackets:

```
LIB_FUNCTION funcname (... array[] ...)
```

- Call with the parameter *without* brackets:

```
ret_val=funcname (... array ...)
```

If arrays are used as passed parameters always define them as **BYREF** and without indicating any array size. You cannot use FIFO arrays as passed parameters.

See also

```
LIB_SUB ... LIB_ENDSUB, IMPORT, FUNCTION ... ENDFUNCTION,  
SUB ... ENDSUB
```

Example

```

'----- Calculate a mean value -----
LIB_FUNCTION average(BYREF array[] AS LONG, BYVAL ptr AS LONG,
    BYVAL cnt AS LONG) AS LONG
    DIM i AS LONG
    average = 0
    IF (cnt > 0) THEN
        FOR i = ptr TO (ptr + cnt)
            average = average + array[i]
        NEXT i
        average = average / cnt
    ENDIF
LIB_ENDFUNCTION

```

Calling the library function `average` is illustrated in the following example, a "moving average filter":

```

REM Import the library 'MEAN'
IMPORT C:\MyFiles\ADwinLibs\MEAN.LI9
#DEFINE cnt 10 'Number of the samples
#DEFINE samples DATA_1 'Number of measm. values
#DEFINE filtered DATA_2 'Number of filtered measm.
                        'values
#DEFINE length 1000 'Length of the array
DIM samples[length] AS LONG 'Source array
DIM filtered[length] AS LONG 'Destination array
DIM i AS LONG 'Count variable

INIT:
    i = 1 'Initialize the count variable
    PROCESSDELAY = 40000 'Measurement with 1 kHz

EVENT:
    samples[i] = ADC(1) 'Measure and save analog values
    INC i 'Increment count variable
    IF (i > length) THEN END 'Are 1000 measurements complete?
                        'If yes: process FINISH

FINISH:
    FOR i = 1 TO (length - cnt) 'For all measm. values
        REM Call library function "average"
        filtered[i + cnt] = average(samples,i,cnt)
        REM Note the call with the passed array 'samples'
        REM *without* dimension brackets
    NEXT i

```

LIB_SUB ... LIB_ENDSUB

The **LIB_SUB...LIB_ENDSUB** is used to define a subroutine with passed parameters in a library file.

Syntax

```
LIB_SUB lib_name(<LIB_PAR1> {, <LIB_PAR2>, ...})
    {DIM var AS <VAR_TYPE>}
    {#DEFINE name expression}
    ...
    'Instruction block
LIB_ENDSUB
```

Syntax of passed parameters **<LIB_PAR>**:

```
<BY_TYPE> var_name AS <VAR_TYPE> {AT <MEM_TYPE>}
```

Parameters

<code>lib_name</code>	Name of the library subroutine.
<code>var_name</code>	Name of a passed parameter inside of library sub; for arrays use the syntax with dimension brackets: <code>array[]</code> or <code>DATA_n[]</code> .
<BY_TYPE>	Methods for the transfer of parameters: BYREF : pass reference (pointer) to variable and array. BYVAL : pass value only.
<VAR_TYPE>	Data types: FLOAT , LONG , STRING .
<MEM_TYPE>	Useful for processor T10 only: Type of memory, where the passed parameters are stored; to be used only with arrays: DRAM_EXTERN : external memory. DM_LOCAL : local memory.

Notes

You will find general information about library files in chapter 3.5.3 on page 64.

Generate library subroutines (and library functions) in a separate source code file. The compilation with "Build/Make lib file" creates the library file. With **IMPORT** those library modules are included into a process which are being called in the process.

In a library subroutine you can

- declare and use local variables and arrays (only one-dimensional).
Declare variables always at the beginning of the subroutine, but never outside.
- use global variables and arrays which are passed as parameters.
- process one-dimensional arrays only.
You can pass two-dimensional arrays as parameters, but they will be considered as one-dimensional arrays in the function (see also chapter 3.3.3 on page 53).
- cannot define process sections such as **LOWINIT:**, **INIT:**, **EVENT:**, or **FINISH:**.
- cannot call a library function or subroutine from the same library file.
If necessary you have to put the function, which is to be called, into a new library file and import it from there.
- cannot use the instruction **SELECTCASE**.

There are 2 methods for passing parameters that differ as follows:

- **BYREF:** The library function can change the parameter, so that the changed value is available in the program (the method transfers the address of the parameter).
- **BYVAL:** The library function can only access the value of the parameter, but cannot change it. Thus, the parameter remains the same for the program that calls the function.



Refers to processor T10 only: Passed parameters should always be declared **AT <MEM_TYPE>**, to save valuable processor time (**<MEM_TYPE>** must fit with the declaration of the passed parameters in the calling program, see **DIM**). If not, the library subroutine has to detect the parameter's memory type at run time.

If an array is passed as parameter, the syntax for definition and call differs:

- Definition of the library subroutine's parameter *with* brackets:
`LIB_SUB subname (... array[] ...)`
- Call with the parameter *without* brackets:
`subname (... array ...)`

If arrays are used as passed parameters always define them as **BYREF** and without indicating any array size. You cannot use FIFO arrays as passed parameters.

See also

LIB_FUNCTION ... LIB_ENDFUNCTION, IMPORT, FUNCTION ...
ENDFUNCTION, SUB ... ENDSUB

Example:

```
REM Measurement value conversion from Digits(0...65535)
REM to Volt(±10V)
LIB_SUB dig2volt(BYREF digit[] AS LONG, BYVAL ptr AS LONG,
  BYVAL cnt AS LONG, BYVAL gain AS LONG,
  BYREF volt[] AS FLOAT)
  DIM i AS LONG
  FOR i = ptr TO (ptr + cnt)
    volt[i] = ((digit[i] * 20 / 65536) - 10) / gain
  NEXT i
LIB_ENDSUB
```

Calling the library function `dig2volt` is illustrated in the following example, a conversion of measurement values:

```

REM The library 'DIG2VOLT' is imported
IMPORT C:\MyFiles\ADwinLibs\DIG2VOLT.LI9

#DEFINE cnt 1000           'Number of the samples
#DEFINE ptr 1              'Start point of the samples which are
                           'to be converted
#DEFINE gain 1             'Gain of the PGA
#DEFINE samples DATA_1    'Memory for measurement values
#DEFINE scaled DATA_2     'Memory for converted measurement
                           'values
#DEFINE length 1000       'Length of the array

DIM samples[length] AS LONG 'Source array
DIM i AS LONG              'Count variable

INIT:
  i = 1                     'Initialize the count variable
  PROCESSDELAY = 40000 'Measurement with 1 kHz

EVENT:
samples[i] = ADC(1)        'Measure and save analog values
  INC i                    'Increment count variable
  IF (i > length) THEN END 'Are 1000 measurements being made?
                           'If yes: process FINISH

FINISH:
  REM Convert the measurement values by
  REM calling the library subroutine 'dig2volt'
  dig2volt(samples,ptr,cnt,gain,scaled)
  REM Note the call with the passed array 'samples'
  REM *without* dimension brackets

```

LN

LN provides the natural logarithm (to base e) of an argument.

Syntax

```
ret_val = LN(val)
```

Parameters

<code>val</code>	Argument.	<code>FLOAT</code>
<code>ret_val</code>	Natural logarithm of the argument.	<code>FLOAT</code>

Notes

The execution time of the function 1.45µs with a T9, 0.7µs with a T10, 0.37µs with a T11.

See also

LOG, EXP

Example

```
DIM val1, val2 AS FLOAT

EVENT:
  val1 = 5.3
  val2 = LN(val1)           'Result: val2 = 1.667...
```

LNGTOSTR

LNGTOSTR converts an integer value into a string.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,  
                             '*.LIB for T11  
  
LNGTOSTR(value, STRING)
```

Parameters

value	Value to be converted.	LONG
string	Result string.	ARRAY STRING

Notes

The length of the generated string depends on the character which is to be converted and on the sign. String lengths of 1 to 11 characters are possible.

You will find information about the string structure in chapter 3.3.5 on page 56.

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9
DIM digits[11] AS STRING'Result-string
DIM a AS LONG

INIT:
  a = -1234567890

EVENT:
  LNGTOSTR(a,digits)  'Convert to string
  PAR_1=digits[1]     'String length = 11
  PAR_2=digits[2]     'ASCII character 45 = "-"
  PAR_3=digits[3]     'ASCII character 49 = "1"
  PAR_4=digits[4]     'ASCII character 50 = "2"
  PAR_5=digits[5]     'ASCII character 51 = "3"
  PAR_6=digits[6]     'ASCII character 52 = "4"
  PAR_7=digits[7]     'ASCII character 53 = "5"
  PAR_8=digits[8]     'ASCII character 54 = "6"
  PAR_9=digits[9]     'ASCII character 55 = "7"
  PAR_10=digits[10]   'ASCII character 56 = "8"
  PAR_11=digits[11]   'ASCII character 57 = "9"
  PAR_12=digits[12]   'ASCII character 48 = "0"
  PAR_13=digits[13]   'End of string sign = 0
```

LOG

LOG provides the decimal logarithm (to base 10) of an argument.

Syntax

```
ret_val = LOG(val)
```

Parameters

<code>val</code>	Argument.	<code>FLOAT</code>
<code>ret_val</code>	Decimal logarithm of the argument.	<code>FLOAT</code>

Notes

The execution time of the function 1.5µs with a T9, 0.75µs with a T10, 0.38µs with a T11.

See also

LN, EXP

Example

```
DIM val1, val2 AS FLOAT
```

EVENT:

```
val1 = 5.3  
val2 = LOG(val1)      'Result: val2 = 0.724...
```

LOWINIT:

The key word **LOWINIT**: marks the start of an initializing program section. The program section always has low-priority, level 1.

Syntax

```
LOWINIT: {AT MEM_TYPE}
```

Parameters

<MEM_TYPE> T11 only: memory area, where the program section **EVENT**: is stored.
PM_LOCAL: internal program memory (default).
EM_LOCAL: extended internal program or data memory.
DRAM_EXTERN: external data memory.

Notes

See also overview of program sections in chapter 3.1.1 on page 43.

The program section **LOWINIT**: is run once as soon as the process is started. The section serves to initialize, e.g. variables or data connections. **LOWINIT**: is always run before the **INIT**: section (if existing).

{bml ICO-OnlHlp-HandRight.wmf}The section **LOWINIT**: is suitable for huge non-time-critical initialization sequences since it can be interrupted (due to low priority).



The processor type T11 can store each program section in a different memory area (see chapter 3.3.2 "Memory Areas"). The huge, but slow memory area **DRAM_EXTERN** should be used for none-time-critical program sections; mostly these are the sections **LOWINIT**:, **INIT**:, **FINISH**:.

See also

DIM, INIT:, EVENT:, FINISH:

Example

```
DIM val_1 AS FLOAT

LOWINIT:
    val_1 = -5.3
```

MEMCPY

Processor T11 only: **MEMCPY** copies a specified amount of array elements from a source array to a destination array.

Syntax

```
MEMCPY(array1[i1], array2[i2], count)
```

Parameters

<code>array1[]</code>	Name of the source array.	<div>LONG</div> <div>FLOAT</div> <div>STRING</div>
<code>i1</code>	Index (≥ 1) of the first copied array element.	<div>LONG</div>
<code>array2[]</code>	Name of the destination array.	<div>LONG</div> <div>FLOAT</div> <div>STRING</div>
<code>i2</code>	Index (≥ 1) of the first array element to be written.	<div>LONG</div>
<code>count</code>	Number (≥ 1) of array elements to be copied.	<div>LONG</div>

Notes

MEMCPY is the simple and much faster alternative to copying data in a **FOR...NEXT**-loop.

The instruction may be used neither with FIFO arrays nor with local variables.



{bml ICO-OnIHlp-HandRight.wmf}Please note: The data types of source and destination array must be identical and the destination array must be declared large enough to hold all copied data.

The access to indexes out of bounds can be monitored in debug mode for the destination array (see *Debug mode* Option on page 30). The source array cannot be monitored.

See also

DIM

Example

```
DIM DATA_1[75], DATA_2[100] AS FLOAT
```

EVENT:

```
REM Copy 70 array elements from DATA_1 to DATA_2
```

```
MEMCPY (DATA_1[5], DATA_2[30], 70)
```

NOP

The instruction **NOP** (No OPeration) causes the processor to wait for one processor cycle.

Syntax

NOP

Notes

The execution time of the instruction normally is one processor cycle:

T9	25ns
T10	25ns
T11	3,3ns

With this instruction you can delay for a necessary waiting period (e.g. after **SET_MUX**) if there is no other use of processing time.

See also

CPU_SLEEP, P1_SLEEP, P2_SLEEP, SLEEP

NOT

The operator **NOT** inverts the bits of an argument.

Syntax

```
ret val = NOT(val)
```

Parameters

val Value to be inverted (no logic expression). LONG

```
ret val    Inverted argument. LONG
```

Notes

If possible, use this operator only with integer values (of the type **LONG**).

Floating point values (of the type **float**) are converted into integer values before they are inserted: The decimal places are truncated and the value rounded if necessary before the **NOT** operation.

NOT is a bit operator, not a Boolean operator. Therefore you cannot negate logic expressions (true / false). Not allowed: **NOT**(PAR 2 > 2).

See also

AND, IF ... THEN ... {ELSE ...} ENDF, OR, XOR

Example

```
DIM val1 AS LONG
DIM val2 AS LONG

val1 = -3
val2 = NOT(val1)
```

OR

The operator **OR** combines two integer values bit wise or two Boolean expressions as a Boolean operator.

Syntax

```
ret_val = val_1 OR val_2 ...val_2    'bit wise operator
IF ((expr1 OR (expr2)) THEN        'Boolean operator
```

Parameters

val_1, val_2 Integer value. LONG

expr1, expr2 Boolean expression with the value "true" or "false". LOGIC

Notes

With **OR** you can only combine expressions of the same type (integer or Boolean) with each other, mixing them is not possible.

You can use Boolean operators only in statements such as **IF ... THEN ... ELSE** or **DO ... UNTIL** (variables cannot have Boolean values).

If you use several Boolean operators in one line, you have to put each operation into parentheses. This is not necessary for combining of integer values.

See also

AND, IF ... THEN ... {ELSE ...} ENDIF, NOT, XOR

Example

Bit wise operator:

```
DIM val1, val2, val3 AS LONG

val1 = 0100b
val2 = 0110b
val3 = val1 OR val2    'Result: val3 = 0110b
```

Boolean operator:

```
DIM x AS LONG
```

```
DIM val4 AS LONG
```

```
INIT:
```

```
  x = 15
```

```
EVENT:
```

```
  IF ((x < 9) OR (x > 3)) THEN
```

```
    val4 = 1
```

```
  ELSE
```

```
    val4 = 0
```

```
  ENDIF
```

```
'Result: val4 = 1
```

P1_SLEEP

Processor T11 only: **P1_SLEEP** causes the Pro I bus to wait for a certain time.

Syntax

P1_SLEEP (*val*)

Parameters

<i>val</i>	Number of the time units to wait in 10ns: with constants: 7...715827879 ($\approx 2^{30} / 1.5$). with variables: 9...715827879.	LONG
------------	---	------

Notes

Alternatively there are the instructions **CPU_SLEEP** and **P2_SLEEP** (see also chapter 4.2.4 "Setting Waiting Times Exactly"). For processors up to T10 use the instruction **SLEEP**.

The instruction **P1_SLEEP** is used to wait a defined time between 2 accesses to modules on the Pro I bus.

The waiting time should always be smaller than the cycle time set with **PROCESSDELAY**.



In a high-priority process the instruction **P1_SLEEP** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area **DRAM_EXTERN**. The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating point value.

See also

CPU_SLEEP, NOP, P2_SLEEP, SLEEP

Example

EVENT:

SET_MUX (0)	'Set multiplexer
P1_SLEEP (250)	'wait 2.5 μ s (=250*10ns)
	'= Mux settling time
START_CONV (1)	'Start conversion
...	

P2_SLEEP

Processor T11 only: **P2_SLEEP** causes the Pro II bus to wait for a certain time.

Syntax

P2_SLEEP (*val*)

Parameters

val Even number ($14 \dots 715827878 \approx 2^{30} / 1.5$) of LONG the time units to wait in 10ns. An odd number is not allowed.

Notes

Alternatively there are the instructions **CPU_SLEEP** and **P1_SLEEP** (see also chapter 4.2.4 "Setting Waiting Times Exactly"). For processors up to T10 use the instruction **SLEEP**.

The instruction **P2_SLEEP** is used to wait a defined time between 2 accesses to modules on the Pro II bus.

The waiting time should always be smaller than the cycle time set with **PROCESSDELAY**.



In a high-priority process the instruction **P2_SLEEP** cannot be interrupted. Thus, very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area **DRAM_EXTERN**. The time interval may vary because it depends on several conditions.
- The argument is an array.
- The argument is a floating point value.

See also

CPU_SLEEP, NOP, P1_SLEEP, SLEEP

Beispiel

```
EVENT:
  P2_SET_MUX(0)           'Set multiplexer
  P2_SLEEP(250)           'wait 2.1 µs (=210*10ns)
                           '= Mux settling time
  P2_START_CONV(1)        'start conversion
  ...
```

PEEK

PEEK reads the contents of a specified memory location of the *ADwin* system.

Syntax

```
ret_val = PEEK(addr)
```

Parameters

<code>addr</code>	Address of the memory location to be read out.	LONG
<code>ret_val</code>	Contents of the memory location.	LONG

Notes

You will find an overview of the register addresses (*Gold* and *Light-16*) in your hardware documentation.

See also

POKE, READ_TIMER

Example

The instruction below reads the value of the memory address 30h, which is the data register of the ADC1 on the *ADwin-Gold* system and contains the converted analog value.

```
REM read out memory locations of an ADwin-Gold system  
val = PEEK(30h)
```

POKE

POKE writes a value into a specified memory location of the *ADwin* system.

Syntax

```
POKE(addr, value)
```

Parameters

addr	Address of the memory location into which values are written.	LONG
value	Value to be written.	LONG

Notes

With **POKE** you are overwriting the specified memory address. Information stored there will be lost.

Do not write to memory addresses whose functions you do not know. If you do, it is possible that important data, processes or even the operating system will be destroyed.



If this should happen, existing measurement data is lost. To recover, you must reboot the *ADwin* system and reload the processes.

You will find an overview of the register addresses (*Gold* and *Light-16*) in your hardware documentation.

See also

PEEK, READ_TIMER

Example

```
'Change memory location of an ADwin-Gold system
'Write into DAC register: 3072 (≈+5V in the range of
'±10V)
POKE (50h, 3072)
POKE (50h, 011b)      'Start output on all DACs
POKE (0C0h, 111100b)  'Set DIGOUT bits 2 to 5
```

PROCESSDELAY

The system variable **PROCESSDELAY** defines the process delay (cycle time) of a process.

PROCESSDELAY replaces the system variable **GLOBALDELAY** which is still valid for reasons of compatibility.

Syntax

```
ret_val = PROCESSDELAY
```

or

```
PROCESSDELAY = expr
```

Parameters

ret_val	Current cycle time in clock cycles.	LONG
expr	Cycle time to be set: Number (≥ 1) of clock cycles.	LONG

Notes

In a time-controlled process the section **EVENT** : is called repeatedly and in fixed time intervals by the internal counter. The time interval between two cyclic calls is called process delay and is counted in clock cycles.

The time interval of the processdelay depends on the process priority and the processor type:

Processor	Priority	
	High	Low
T9	25ns	100µs
T10	25ns	50µs
T11	3,3ns	3,3ns = 0,003µs

With high-priority processes select a sufficiently large process delay to avoid overloading the *ADwin* system (see also chapter 5.1.4 on page 84). As a rule of thumb the processor workload (display field: "Busy x%" in the status bar) should be under 90 percent and must not exceed 100 percent.

If the time needed for processing the section **EVENT** : is larger than the

process delay, the next counter call and following will be delayed. If this delay cannot be caught up within 250ms, the communication between the ADwin system and the computer can be interrupted.

You may set a constant process delay by assigning a value to the variable **PROCESSDELAY** in the section **INIT** : / **LOWINIT** : . You will then overwrite the default value you have set in the dialog window "Options / Process" under "Initial Processdelay".

You can use the variable only once in a section.

If the parameter **PROCESSDELAY** is changed in a process cycle in the section **EVENT** : , the cycle time (processs delay) will be changed immediately. This may be critical especially when the cycle time has been shortened: Make sure that the execution time of the program remains less than the newly set cycle time.

See also

READ_TIMER

Example

```
INIT:
  REM Set cycle time
  PROCESSDELAY = 40000
  REM For T9 and T10, high priority: 1 ms
  REM For T11, high+low priority: 0.133 ms
  ...
```

If you need a longer cycle time than may be set with **PROCESSDELAY** you can use an auxiliary variable:

INIT:

```
REM Set max. cycle time
PROCESSDELAY = 2147483647
REM For T9 und T10, high priority: 53.7s
REM For T11, high+low priority: 7.2s
REM initialize auxiliary variable
PAR_1 = 0
```

EVENT:

```
INC PAR_1
REM use 100fold cycle time
REM For T9 und T10, high priority: 89.5 min
REM For T11, high+low priority: 12min
IF (PAR_1 = 100) THEN
    PAR_1 = 0
    REM run program
    ...
ENDIF
```

PROZESSn_RUNNING

The system variable **PROZESSn_RUNNING** returns the current status of the specified process.

Syntax

```
ret_val = PROZESSn_RUNNING
```

Parameters

n	Number of the requested process (0...12, 15).	CONST LONG
ret_val	Process status: 1 Process is running. 0 Process is stopped. -1 Process is being stopped.	LONG

Notes

The result is a read only value.

See also

END, EXIT, RESTART_PROCESS, START_PROCESS, START_PROCESS_DELAYED, STOP_PROCESS

Example

```
EVENT:  
REM Get the status of process 2  
PAR_2 = PROZESS2_RUNNING
```

READ_TIMER

READ_TIMER returns the current counter value of the *ADwin* system timer.

Syntax

```
ret_val = READ_TIMER()
```

Parameters

`ret_val` Current counter value.

LONG

Notes

The system variable is read only.

There are 2 timers in an *ADwin* system (32-bit), which count in different units of time:

process priority	T9	T10	T11
high	25ns	25ns	3,3ns
low	100μs	50μs	3,3ns

You may determine a time interval from the difference of 2 timer values. Please note that any read timer value will be reached again after a certain time interval, which depends on the units of time given above:

process priority	T9	T10	T11
high	107.4s	107.4s	14.3s
low	119.3h	59.7h	14.3s

See also

PROCESSDELAY

Example

```
DIM timervalue AS LONG
```

```
EVENT:
```

```
timervalue = READ_TIMER()
```


REM, '

The compiler instructions `REM` or `"'` make it possible to insert comments into the source code for a program. Any text in a program line following the instruction is ignored by the compiler.

Syntax

```
REM comment  
instr : REM comment  
instr 'comment
```

Parameters

comment	Any character strings.
instr	<i>ADbasic</i> instruction.

Notes

The instruction only applies to the line in which it is used. If a comment requires more than one text line, then you must begin each line with the instructions `REM` or `"'`.

If you want to insert a `REM` comment after an instruction, separate it from the instruction by a colon `:`. If you use `"'` a colon is not necessary.

Example

```
REM This is a comment that needs more than  
REM one text line  
'This is a comment line, too  
DIM min AS LONG: REM comment after an instruction  
DIM max AS LONG      'Also a comment after an instruction
```

RESET_EVENT

RESET_EVENT deletes all external event signals, which are to be processed.

Syntax

```
RESET_EVENT
```

Notes

The instruction is only valid for externally controlled processes and in the **INIT**: section.

We recommend to run the instruction at the end of the **INIT**: section. This prevents a too early event signal (coming up during initialization) from starting the main program (**EVENT**: section) too early.

More about the operating mode of the operating system for externally controlled processes see section "Externally Controlled Process" on page 89.

See also

END, EXIT, PROZESSn_RUNNING, START_PROCESS, STOP_PROCESS

Example

```
INIT:  
    REM Initialization  
    ...  
    RESET_EVENT           'Reset former EVENT signals  
  
EVENT:  
    REM Any EVENT signal starts the main program  
    ...
```

RESTART_PROCESS

Processor T11 only: **RESTART_PROCESS** starts the same process again.

Syntax

RESTART_PROCESS

Notes

The instruction is valid in the program section **FINISH**: only.

All lines of the program section after **RESTART_PROCESS** will be executed, before the process starts anew. For better readability we recommend put the instruction at the end of the program section.

The instruction may cause an endless loop. Prevent an endless loop by using **RESTART_PROCESS** inside of a conditional block.



See also

END, EXIT, IF ... THEN ... {ELSE ...} ENDIF, START_PROCESS, START_PROCESS_DELAYED, STOP_PROCESS

Example

EVENT:

...

FINISH:

...

IF (cond = 2) **THEN**

REM If condition is true, the process is started anew

RESTART_PROCESS

ENDIF

SELECTCASE

The **SELECTCASE** control structure is used to execute one of several instruction blocks depending on a given value.

Syntax

```

SELECTCASE var
CASE const1a{,const1b, ...}
    ...                               'Instruction block'
CASE const2a{,const2b, ...}
    ...                               'Instruction block'
CASEELSE
    ...                               'Instruction block'
ENDSELECT

```

Parameters

<code>var</code>	Argument to be evaluated (no expression).	LONG
<code>const1a,</code> <code>const1b,</code> <code>const2a,</code> <code>const2b</code>	Value of <code>var</code> (0...255), where the following instruction block will be executed.	CONST LONG

Notes

This control structure cannot be used within a library function or sub-routine.

You may nest several **SELECTCASE** structures; the only limit is the memory size.

Depending on the argument you can replace multiple nested **IF** structures with **SELECTCASE** so that they will be more clearly structured; another benefit is this structure is executed faster than several consecutive **IF** structures.

If the argument to be evaluated does not correspond to one of the **CASE** constants, only the **CASEELSE** instruction block is executed (if there is any). This is also true when the argument to be evaluated is beyond the value range of the constant.

CCASE means "Continue Case": If a **CASE** or **CCASE** instruction block has been executed, then a directly following **CCASE** instruction block is executed, too.

In the example below not only the instruction **ADC** (5) , but also **ADC** (7) are executed. However, if **PAR_1**=3, then only **ADC** (7) will be executed.

If you change variables in the instruction blocks in such a manner that the value of the argument is changed, this will only be considered at the next **SELECTCASE** query.

The **SELECTCASE** structure creates an internal branch table, whose memory requirements correspond to the greatest used **CASE**-/**CCASE**-constant. In order to limit the memory requirements to a minimum, the value range of constants is restricted to 0...255. There is:

Memory requirement in bytes = [(greatest constant value)+1] × 4

As an example the memory requirement with a max. **CASE** constant 200 is $(200 + 1) \times 4 = 804$ Bytes; the maximum possible memory requirement is 1 kB.

See also

DO ... UNTIL, FOR ... TO ... {STEP ...} NEXT, IF ... THEN ... {ELSE ...} ENDIF

Example

```
EVENT:
PAR_1=2
SELECTCASE PAR_1      'Evaluate PAR_1
CASE 0                'If PAR_1 = 0?
    PAR_10 = ADC(1)    'Read out ADC(1)
CASE 1                'If PAR_1 = 1?
    PAR_10 = ADC(3)    'Read out ADC(3)
CASE 2                'If PAR_1 = 2?
    PAR_10 = ADC(5)    'read out ADC(5) and ADC(7), too
                        '(by CCASE)
CCASE 3                'If PAR_1 = 3?
    PAR_11 = ADC(7)    'Read out ADC(7)
CASE 4,5,6,7,16       'If PAR_1 = 4, 5, 6, 7 or 16?
    PAR_2 = DIGIN_WORD() 'read digital inputs
CASEELSE              'PAR_1: other values
    DIGOUT_WORD(PAR_10) 'Output value of PAR_10 to the
                        'digital outputs
ENDSELECT              'End of selection
```

SHIFT_LEFT

The **SHIFT_LEFT** instruction shifts all bits of a value by a specified number of places to the left. The empty bits at the right are filled with zeroes.

Syntax

```
ret_val = SHIFT_LEFT(val, num)
```

Parameters

val	Argument.	LONG
num	Number of places the argument is shifted (0...31).	LONG
ret_val	Argument with shifted bits or. 0 for (num<0) and for (num>31).	LONG

Notes

Use only integer values for the argument if possible. Floating point values (of the type **FLOAT**) are converted into integer values before shifting them. The decimal places are truncated and the value is rounded if necessary.

Shifting the bits n places to the left corresponds to the multiplication with 2^n . A possible overflow is not taken into account, which means, a set bit is lost if it is left-shifted beyond the length of an argument.

The execution time is similar to that one of a comparable multiplication operator.

See also

SHIFT_RIGHT

Example

```
DIM val1, val2 AS LONG
```

```
EVENT:
```

```
val1 = 1024
```

```
val2 = SHIFT_LEFT(val1, 2) 'Result: val2=4096
```

SHIFT_RIGHT

The **SHIFT_RIGHT** instruction shifts all bits of a value by a specified number of places to the right. The empty bits at the left are filled with zeroes.

Syntax

```
ret_val = SHIFT_RIGHT(val, num)
```

Parameter

<code>val</code>	Argument.	LONG
<code>num</code>	Number of places, which are shifted (0...31).	LONG
<code>ret_val</code>	Argument with shifted bits or. 0 for (<code>num</code> <0) and for (<code>num</code> >31).	LONG

Notes

Use only integer values for the argument if possible. Floating point values (of the type **FLOAT**) are converted into integer values before shifting them. The decimal places are truncated and the value is rounded.

If the argument `val` is a positive number, shifting it `num` places to the right corresponds to a division by 2^n . A possible division remainder is not taken into account, which means, a set bit is lost if it is right-shifted beyond the length of an argument.

The execution time is shorter than the execution time of a comparable division. For instance `val_2 = SHIFT_RIGHT(val_1, 3)` is faster than `val_2 = val_1 / 8`.

See also:

SHIFT_LEFT

Example

```
DIM val1, val2 AS LONG
```

```
EVENT:
```

```
val1 = 1024
```

```
val2 = SHIFT_RIGHT(val1, 3) 'Result: val2=128
```


SIN

SIN provides the sine of an angle.

Syntax

```
ret_val = SIN(angle)
```

Parameters

<code>angle</code>	Arc angle ($-\pi \dots +\pi$).	<div>FLOAT</div>
<code>ret_val</code>	Sine of the angle ($-1 \dots 1$).	<div>FLOAT</div>

Notes

If you use input values which are not in the range of $-\pi \dots +\pi$, the calculation error grows with the increasing value.

The execution time of the function 1.25 μ s with a T9, 0.63 μ s with a T10, 0.28 μ s with a T11.

See also

COS, TAN, ARCSIN, ARCCOS, ARCTAN

Example

```
DIM val1, val2 AS FLOAT
```

EVENT:

```
val1 = -5.3  
val2 = SIN(val1) 'Result: val2=0.83...
```

SLEEP

Processors until T10 only: **SLEEP** causes the processor to wait for a certain time.

Syntax

SLEEP (*val*)

Parameters

val

Number of the time units to wait in
100ns (≥ 1).

LONG

Notes

For processor T11 **SLEEP** must be replaced by one of the instructions **CPU_SLEEP**, **P1_SLEEP** or **P2_SLEEP** (see also chapter 4.2.4 "Setting Waiting Times Exactly"); mostly **P1_SLEEP** is best.

Since the instruction **SLEEP** is executed as a count loop, it cannot be interrupted in high-priority process.



Please make sure (especially when using variables) that the argument does not have a value less than 1, otherwise the *ADwin* system will become unstable. And please consider that very high values in high-priority processes can cause an interruption in the communication to the PC.

If possible, use a constant as argument. If the argument *val* requires a calculation, it requires additional time; this time interval is constant and takes a few clock cycles.

The following conditions require a calculation:

- The argument is an expression with variables or array elements.
- The variable in the argument is declared in the memory area **DRAM_EXTERN**.
- The argument is an array.
- The argument is a floating point value.

See also

CPU_SLEEP, NOP, P1_SLEEP, P2_SLEEP

Example

```
EVENT:
  SET_MUX(0)           'Set multiplexer
  SLEEP(25)            'Wait 2.5  $\mu$ s (=25*100ns) = settling
                        'time of the MUX
  START_CONV(1)        'Start conversion
  ...
```

SQRT

SQRT returns the square root of a value.

Syntax

```
ret_val = SQRT(val)
```

Parameter

<code>val</code>	Argument.	<code>FLOAT</code>
<code>ret_val</code>	Square root of the argument or. 0 for (<code>val</code> <0).	<code>FLOAT</code>

Notes

The execution time of the function 0.9μs with a T9, 0.45μs with a T10, 0.26μs with a T11.

Example

```
DIM val_1, val_2 AS FLOAT
```

```
EVENT:
```

```
val_1 = 16
```

```
val_2 = SQRT(val1)      'Result: val_2 = 4
```

START_PROCESS

START_PROCESS starts a specified process.

Syntax

START_PROCESS (*processnum*)

Parameters

processnum Number of the process to be started (1...12, LONG 15).

Notes

Please assure, that the process is transferred to the *ADwin* system before you start it.



The instruction has no effect, if you indicate the number of a process, which

- is already running or
- has the same number as the calling process.

You can start a process with **START_PROCESS** from another process only (except for **RESTART_PROCESS**). It is not possible that a process starts itself, for instance in the section **FINISH** : .

See also

END, EXIT, RESTART_PROCESS, START_PROCESS_DELAYED, STOP_PROCESS

Example

```
EVENT :  
  IF (ADC(1) > 3072) THEN 'threshold value exceeded?  
    START_PROCESS(2)      'Start measurement process 2  
  END  
ENDIF
```

START_PROCESS_DELAYED

Processor T11 only: **START_PROCESS_DELAYED** starts a specified process (section **EVENT** :) with the defined delay.

Syntax

START_PROCESS_DELAYED (*processnum*, *delay*)

Parameters

<i>processnum</i>	Number of the process to be started (1...10).	LONG
<i>delay</i>	Delay time (>30) in clock cycles of the timer. With T11 one clock cycle takes 3,3ns.	LONG

Notes



{bml ICO-OnlHlp-Exclamation.wmf}Please assure, that the process is transferred to the ADwin system before you start it.

The instruction may only start a time-controlled process with high priority; it has no effect, if you indicate the number of a process, where one of the following is true:

- The process is externally controlled.
- The process has low priority.
- The process is running already.
- The process has the same number as the calling process.

You may start a process with **START_PROCESS_DELAYED** from a different process only (except for **RESTART_PROCESS**).

A delayed started process always begins with the **EVENT** : section, the sections **INIT** : and **LOWINIT** : will not be executed.

These items apply to the wanted starting time:

- The delay until starting time starts being counted with processing the instruction **START_PROCESS_DELAYED**; the processing time of the instruction is 30 clock cycles.
- From a high-priority program section the starting time can only be maintained, if the delay time *delay* is greater than the remaining processing time for the rest of the section.
Any subsequent lines of the section must be processed, before the selected process can start. The starting time therefore is additionally delayed by a too long remaining processing time.

See also

RESTART_PROCESS, START_PROCESS, STOP_PROCESS

Example

EVENT:

```
...
IF (cond = 2) THEN
    REM If condition is true, process 2 is started
    REM with a delay of 100 clock cycles.
    START_PROCESS_DELAYED(2,100)
ENDIF
REM There are NO MORE program lines here to surely maintain
REM the wanted starting time.
```

STOP_PROCESS

STOP_PROCESS stops a specified process from another running process.

Syntax

STOP_PROCESS (*processnum*)

Parameters

processnum Number of the process to be stopped
(1...12,15).

LONG

Notes

The instruction has no effect, if you indicate the number of a process, which

- has already been stopped,
- has not yet been loaded to the *ADwin* system.

Stopping the **EVENT**: section happens as follows:

- First the specified process gets the status "process is being stopped" (see **PROZESSn_RUNNING**); with low priority processes this will take some time (time-out).
- If the **EVENT**: section is being processed when the stop signal arrives, the execution of the **EVENT**: section is yet completed.
- Normally the **EVENT**: section is called and processed once again.
- If existing, the **FINISH**: section is processed (always at low-priority).
- When **STOP_PROCESS** has completed, the specified process is inactive, but can be started at any time.



If you like the process to stop itself, use the instructions **END** or **EXIT**.

See also

END, EXIT, PROZESSn_RUNNING, RESTART_PROCESS, START_PROCESS, START_PROCESS_DELAYED

Example

```
EVENT:
  IF (ADC(1) > 3072) THEN 'threshold value exceeded?
    STOP_PROCESS(2)      'stop measurement process 2
  END
ENDIF
```

STRING ""

Strings are put into quotes "".

Syntax

```

IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

DIM text[length] AS STRING

text = "ADwin"

```

Parameters

<code>text[]</code>	Name of the text variable.	<div>ARRAY</div> <div>STRING</div>
<code>length</code>	Length of the text variable.	<div>CONST</div> <div>LONG</div>

Notes

Dimension text variables with **DIM ... AS STRING** (see page 125). A string you want to assign to a variable is put in quotes.

More information about text variables and the structure of strings can be found under "Strings" on page 56.

Strings can be processed with the instructions mentioned below. Also, you can add (concatenate) strings with the "+"-operator.

See also

+ String Addition, DIM, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9

REM Dimension strings with 3 and 1 characters
DIM chars[3] AS STRING
DIM char[1] AS STRING

INIT:
    REM Transfer characters to the strings
    chars = "ABC"
    char = "z"

EVENT:
    PAR_1 = chars[1]      'PAR_1 = 3 number of the characters
    PAR_2 = chars[2]      'PAR_2 = 65 (= "A")
    PAR_3 = chars[3]      'PAR_3 = 66 (= "B")
    PAR_4 = chars[4]      'PAR_4 = 67 (= "C")
    PAR_5 = chars[5]      'PAR_5 = 0 end of string

    REM Conversion into upper case:
    REM Lower case: a, b, c, ..., x, y, z?
    PAR_6 = ASC(char)
    IF (PAR_6>96 AND PAR_6<133) THEN
        REM Subtract 32 in order to convert into upper cases
        CHR(PAR_6-32,char)
    ENDIF
```

STRCOMP

STRCOMP checks two strings to determine if they are identical.

Syntax

```

IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

ret_val = STRCOMP(string1[], string2[])

```

Parameters

```

string1[], String.
string2[]

```

ARRAY

STRING

CONST

```

ret_val      0: Strings are identical.
              -1: Strings are different.

```

LONG

Notes

If the strings do not have the same lengths, a negative value is returned, even if the shorter string is included in the longer one.

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```

IMPORT STRING.LI9

DIM text1[7], text2[7], text3[8] AS STRING

INIT:
    text1 = "ADbasic"          'ADbasic correct writing
    text2 = "ADbasci"          'ADbasic wrong writing
    text3 = "ADbasica"         'ADbasic wrong writing

EVENT:
    PAR_1 = STRCOMP(text1,text2) 'PAR_1=-1
    PAR_2 = STRCOMP(text1,text3) 'PAR_2=-1

```

STRLEFT

STRLEFT returns a specified number of characters from the left end of a string into a second string.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,  
                             '*.LIB for T11  
  
STRLEFT(string1[], length, string2[])
```

Parameters

<code>string1[]</code>	String, from which is copied.	<div>ARRAY</div> <div>STRING</div>
<code>length</code>	Number of characters to be copied.	<div>LONG</div>
<code>string2[]</code>	String, into which is copied.	<div>ARRAY</div> <div>STRING</div>

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEN, STRMID, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9

REM Dimension the source and destination strings
DIM text1[32], text2[14] AS STRING

INIT:
  REM Define source string
  text1 = "MEGA real-time with ADwin systems"

EVENT:
  REM Get 14 characters from the left from the string text1
  STRLEFT(text1,14,text2)
  PAR_1 = text2[1]      'String length = 14 characters
  PAR_2 = text2[2]      'ASCII-character 4Dh = "M"
  PAR_3 = text2[3]      'ASCII-character 45h = "E"
  PAR_4 = text2[4]      'ASCII-character 47h = "G"
  PAR_5 = text2[5]      'ASCII-character 41h = "A"
  PAR_6 = text2[6]      'ASCII-character 20h = " "
  PAR_7 = text2[7]      'ASCII-character 72h = "r"
  PAR_8 = text2[8]      'ASCII-character 65h = "e"
  PAR_9 = text2[9]      'ASCII-character 61h = "a"
  PAR_10 = text2[10]     'ASCII-character 6Ch = "l"
  PAR_11 = text2[11]     'ASCII-character 2Dh = "-"
  PAR_12 = text2[12]     'ASCII-character 74h = "t"
  PAR_13 = text2[13]     'ASCII-character 69h = "i"
  PAR_14 = text2[14]     'ASCII-character 6Dh = "m"
  PAR_15 = text2[15]     'ASCII-character 65h = "e"
  PAR_16 = text2[16]     'End of string character = 0
```

STRLEN

STRLEN returns the number of characters in a string.

Syntax

```

IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

ret_val = STRLEN(string[])

```

Parameters

<code>string[]</code>	String whose length is determined .	ARRAY STRING
<code>ret_val</code>	Number of characters in the string.	LONG

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRMID, STRRIGHT, VALF, VALI

Example

```

IMPORT STRING.LI9
DIM text1[50] AS STRING

INIT:
    text1 = "MEGA real-time with ADwin systems"

EVENT:
    PAR_1 = STRLEN(text1) 'String length: PAR_1 = 33

```

STRMID

STRMID returns a specified number of characters from a string into a second string, starting from a certain position in the string.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

STRMID(string1[], start, length, string2[])
```

Parameters

<code>string1[]</code>	String from which is copied.	ARRAY STRING
<code>start</code>	Position of the first character which is copied.	LONG
<code>length</code>	Number of characters to be copied.	LONG
<code>string2[]</code>	String into which is copied.	ARRAY STRING

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRRIGHT, VALF, VALI

Example

```
IMPORT STRING.LI9

REM Dimension source and destination strings:
DIM text1[32], text2[20] AS STRING

INIT:
    REM Define source string
    text1 = "MEGA real-time with ADwin systems"

EVENT:
    REM Copy 20 characters beginning at the 6. character from
    REM the string text1
    STRMID(text1,6,18,text2)
    PAR_1 = text2[1]      'String-length = 20 characters
    PAR_2 = text2[2]      'ASCII-character 72h = "r"
    PAR_3 = text2[3]      'ASCII-character 65h = "e"
    PAR_4 = text2[4]      'ASCII-character 61h = "a"
    PAR_5 = text2[5]      'ASCII-character 6Ch = "l"
    PAR_6 = text2[6]      'ASCII-character 2Dh = "-"
    PAR_7 = text2[7]      'ASCII-character 74h = "t"
    PAR_8 = text2[8]      'ASCII-character 69h = "i"
    PAR_9 = text2[9]      'ASCII-character 6Dh = "m"
    PAR_10 = text2[10]     'ASCII-character 65h = "e"
    PAR_11 = text2[11]     'ASCII-character 20h = " "
    PAR_12 = text2[12]     'ASCII-character 77h = "w"
    PAR_13 = text2[13]     'ASCII-character 69h = "i"
    PAR_14 = text2[14]     'ASCII-character 74h = "t"
    PAR_15 = text2[15]     'ASCII-character 68h = "h"
    PAR_16 = text2[16]     'ASCII-character 20h = " "
    PAR_17 = text2[17]     'ASCII-character 41h = "A"
    PAR_18 = text2[18]     'ASCII-character 44h = "D"
    PAR_19 = text2[19]     'ASCII-character 77h = "w"
    PAR_20 = text2[20]     'ASCII-character 69h = "i"
    PAR_21 = text2[21]     'ASCII-character 6Eh = "n"
    PAR_22 = text2[22]     'End of string sign = 0
```

STRRIGHT

STRRIGHT returns a specified number of characters from the right end of a string into a second string.

Syntax

```
IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,  
                             '*.LIB for T11  
  
STRRIGHT(string1[], length, string2[])
```

Parameters

<code>string1[]</code>	String from which it is copied.	ARRAY STRING
<code>length</code>	Number of the characters to copy.	LONG
<code>string2[]</code>	String into which it is copied.	ARRAY STRING

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, VALF, VALI

Example

```
IMPORT STRING.LI9

REM Dimension the source and destination string:
DIM text1[32], text2[13] AS STRING

INIT:
    REM Define the source string
    text1 = "MEGA real-time and ADwin systems"

EVENT:
    REM Get 13 characters from the string text1,
    REM starting at right
    STRRIGHT(text1,13,text2)
    PAR_1 = text2[1]      'String-length = 13 characters
    PAR_2 = text2[2]      'ASCII-character 41h = "A"
    PAR_3 = text2[3]      'ASCII-character 44h = "D"
    PAR_4 = text2[4]      'ASCII-character 77h = "w"
    PAR_5 = text2[5]      'ASCII-character 69h = "i"
    PAR_6 = text2[6]      'ASCII-character 6Eh = "n"
    PAR_7 = text2[7]      'ASCII-character 2Dh = "-"
    PAR_8 = text2[8]      'ASCII-character 53h = "S"
    PAR_9 = text2[9]      'ASCII-character 79h = "y"
    PAR_10 = text2[10]     'ASCII-character 73h = "s"
    PAR_11 = text2[11]     'ASCII-character 74h = "t"
    PAR_12 = text2[12]     'ASCII-character 65h = "e"
    PAR_13 = text2[13]     'ASCII-character 6Dh = "m"
    PAR_14 = text2[14]     'ASCII-character 73h = "s"
    PAR_15 = text2[15]     'End of string sign = 0
```

SUB ... ENDSUB

The **SUB...ENDSUB** commands are used to define a subroutine macro with passed parameters.

Syntax

```
SUB macro_name({val_1, val_2, ...})
    {DIM var AS <VAR_TYPE>}
    ...
    'Instruction block
ENDSUB
```

Parameters

macro_name Name of the subroutine.

val_1, val_2 Name of the passed parameter; FLOAT
 for arrays use the syntax with dimension LONG
 brackets: `array[]` or `DATA_n[]`.

Notes

You will find general information about macros in chapter 3.5.1 on page 63.

This instruction defines a subroutine-macro, which means the whole instruction block between **SUB** and **ENDSUB** is inserted in the place where the macro is called.

Subroutines help to make your source code more clearly-structured. Please note that each subroutine call will enlarge the compiled file.

You may insert subroutines at the following 3 places:

1. In front of the section **INIT** : / **LOWINIT** :
2. After the section **FINISH** :
3. In a separate file which you include with the instruction **#INCLUDE** (only at the locations 1 and 2).

Be aware that in subroutines:

- no process sections such as **LOWINIT** :, **INIT** :, **EVENT** :, or **FINISH** : can be defined,
- local variables can be defined at the beginning, which are only available in the function and for the processing period.


This is true even when a variable has the same name as a variable outside the function.

- no values should be assigned to a passed parameter, unless you make sure that the subroutine call uses a variable or single array element as passed parameter.

If a passed parameter is part of an expression inside a subroutine the parameter should be set in braces. This avoids problems with precedence rules (e.g. BODMAS).

A subroutine is called with its name and with all its arguments you have defined. Valid arguments include every expression (also arrays), as long as it has the appropriate data type.

If you do not define arguments, you have to use the empty parentheses when calling the subroutine: `name()`.

If a value is assigned to a passed parameter within a subroutine, the subroutine's call must use a variable or a single array element as argument for this parameter. 

If an array (not an array element) is used as a passed parameter the syntax is different for definition and call:

- Subroutine definition *with* dimension brackets:

```
SUB subname(array[]) ...
```

- Subroutine call *without* dimension brackets:

```
subname(array)
```

See also

#INCLUDE, FUNCTION ... ENDFUNCTION, LIB_SUB ... LIB_ENDSUB, LIB_FUNCTION ... LIB_ENDFUNCTION

Example

```
SUB Fast_Dac1(val1)
  REM Outputs val1 on the analog output 1 of an ADwin-Gold
  POKE (20400050h, (val1)) 'Write value into the
                           'output register
  POKE (20400010h, 11011b) 'Start conversion
ENDSUB
```

Calling the subroutine `Fast_Dac1` is made with the program line:

```
Fast_Dac1(NewValue)
```

The same subroutine with an array as passed parameter:

```
SUB Fast_Dac1(array[]) AS FLOAT
    REM Outputs element 3 of the array on the
    REM analog output 1 of an ADwin-Gold
    POKE(20400050h, (array[3])) 'Write value to output
    POKE(20400010h, 11011b) 'Start conversion
ENDFUNCTION
```

Calling this subroutine is made in a similar manner (but *without* dimension brackets):

```
Fast_Dac1(array)
```

For `array` you can indicate a global or a local array. Enter the array name only, without element number and brackets.

TAN

TAN returns the tangent of an argument.

Syntax

```
ret_val = TAN(angle)
```

Parameters

angle	Arc angle ($-\pi/2 \dots \pi/2$).	FLOAT
ret_val	Cosine of the angle ($-1 \dots 1$).	FLOAT

Notes

If you use input values which are not in the range of $-\pi/2 \dots +\pi/2$, the calculation error grows with the increasing value.

The execution time of the function 1.33 μ s with a T9, 0.67 μ s with a T10, 0.31 μ s with a T11.

See also

SIN, COS, ARCSIN, ARCCOS, ARCTAN

Example

```
DIM val1, val2 AS FLOAT
```

EVENT:

```
val1 = 5.3
```

```
val2 = TAN(val1)      'Result: val2 = -1.50...
```

TRACE_MODE_PAUSE

TRACE_MODE_PAUSE disables the trace mode.

Syntax

TRACE_MODE_PAUSE

Notes

The instruction **TRACE_MODE_PAUSE** disables the trace mode from within an *ADbasic* program. With **TRACE_MODE_RESUME** the trace mode is enabled again. The disabling/enabling concerns trace-active program lines only, which are marked with a ? (question mark).

Both instructions allow to enable or disable the trace mode for certain program lines or program sections. Therefore the trace mode can be activated e.g. as long as a specified condition is fulfilled.

The settings for the trace mode options is described on page 25 under *Enable Timing Analyzer Option*; More information about applications can be found in chapter 4.3.3 on page 77.

See also

TRACE_MODE_RESUME

Example

```
EVENT:
  PAR_1 = ADC(1,4)
  IF (PAR_1 > 32768) THEN
    TRACE_MODE_RESUME    'Trace mode enabled

    ...                  'For this program section the trace
    ...                  'mode is continuously activated

    TRACE_MODE_PAUSE    'Trace mode disabled
  ENDIF
```


TRACE_MODE_RESUME

TRACE_MODE_RESUME activates the trace mode beginning in the next program line.

Syntax

TRACE_MODE_RESUME

Notes

The instruction **TRACE_MODE_RESUME** enables the trace mode in an *ADbasic* program again after it has been disabled with **TRACE_MODE_PAUSE**. The disabling/enabling concerns trace-active program lines only, which are marked with a ? (question mark).

Both instructions allow to enable or disable the trace mode for certain program lines or program sections. Therefore the trace mode can be activated e.g. as long as a specified condition is fulfilled.

The settings for the trace mode options is described on page 25 under *Enable Timing Analyzer Option*; More information about applications can be found in chapter 4.3.3 on page 77.

See also

TRACE_MODE_PAUSE

Example

```
EVENT:
  PAR_1 = ADC(1,4)
  IF (PAR_1 > 32768) THEN
    TRACE_MODE_RESUME    'Trace mode enabled

    ...                  'For this program section the trace
    ...                  'is continuously activated

    TRACE_MODE_PAUSE    'Trace mode disabled
  ENDIF
```

VALF

VALF converts a string into a floating point number.

Syntax

```

IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

ret_val = VALF(string[])

```

Parameters

`string[]` String which is to be converted, in the following format: **ARRAY**
STRING

Mantissa (max. 10 characters)				Exponent (0...99)	
{+}	vvvvv	.	nnnnn	e	{+} nn
-		,		E	-

`ret_val` Generated floating point value. **FLOAT**

Notes

If you do not indicate a sign, a positive sign will be assumed.

The character "E" divides mantissa from exponent. With T9 and T10, in the mantissa only a maximum of 7 characters (pre-decimal *and* decimal places) are evaluated, with T11 a maximum of 10 characters. If you have more characters the last of them will be lost. As decimal separator either the dot or the comma are allowed.

Please note the value range for float values in chapter 3.2.3 on page 46. Values outside the value range are interpreted as "infinite" or zero.

If you use illegal characters (characters other than indicated in the format above) only the strings up to the first illegal sign will be evaluated.

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALI

Example

```
IMPORT STRING.LI9

DIM text[20] AS STRING

INIT:
  text="-271.8282E-02" 'String to be converted
  PAR_1 = text[1]      'String-length
  PAR_2 = text[2]      'ASCII-character 2Dh = "-"
  PAR_3 = text[3]      'ASCII-character 32h = "2"
  PAR_4 = text[4]      'ASCII-character 37h = "7"
  PAR_5 = text[5]      'ASCII-character 2Eh = "."
  PAR_6 = text[6]      'ASCII-character 31h = "1"
  PAR_7 = text[7]      'ASCII-character 34h = "4"
  PAR_8 = text[8]      'ASCII-character 31h = "1"
  PAR_9 = text[9]      'ASCII-character 35h = "5"
  PAR_10 = text[10]    'ASCII-character 39h = "9"
  PAR_11 = text[11]    'ASCII-character 45h = "E"
  PAR_12 = text[12]    'ASCII-character 2Dh = "-"
  PAR_13 = text[13]    'ASCII-character 31h = "1"
  PAR_14 = text[14]    'ASCII-character 30h = "0"
  PAR_15 = text[15]    'End of string sign

EVENT:
  FPAR_1 = VALF(text)  'Convert string to float
```

VALI

VALI converts a string into an integer number (Long).

Syntax

```

IMPORT STRING.LI*          '*.LI9 for T9, *.LIA for T10,
                             '*.LIB for T11

ret_val = VALI(string[])

```

Parameters

<code>string[]</code>	String to be converted in the format: Sign: + (optional) or -. Pre-decimal places: max. 10 characters.	ARRAY STRING
	<hr/> <div> <div>{+}</div> <div>vvvvvvvvvvvv</div> </div> <div>-.</div> <hr/>	
<code>ret_val</code>	Generated long value.	LONG

Notes

If you do not indicate a sign, a positive sign will be assumed.

Please note the value range for long values:

-2147483648 to +2147483647

Values outside this range are interpreted as zero.

If you use illegal characters (characters other than indicated in the format above) the string up to the first illegal characters will be evaluated only.

See also

STRING "", + String Addition, ASC, CHR, FLOTOSTR, FLO40TOSTR, LNGTOSTR, STRCOMP, STRLEFT, STRLEN, STRMID, STRRIGHT, VALF

Example

```
IMPORT STRING.LI9

DIM text[20] AS STRING

INIT:
  text="-1234567890"      'String to be converted
  PAR_1 = text[1]         'String-length = 11
  PAR_2 = text[2]         'ASCII-character 2Dh = "-"
  PAR_3 = text[3]         'ASCII-character 31h = "1"
  PAR_4 = text[4]         'ASCII-character 32h = "2"
  PAR_5 = text[5]         'ASCII-character 33h = "3"
  PAR_6 = text[6]         'ASCII-character 34h = "4"
  PAR_7 = text[7]         'ASCII-character 35h = "5"
  PAR_8 = text[8]         'ASCII-character 36h = "6"
  PAR_9 = text[9]         'ASCII-character 37h = "7"
  PAR_10 = text[10]       'ASCII-character 38h = "8"
  PAR_11 = text[11]       'ASCII-character 39h = "9"
  PAR_12 = text[12]       'ASCII-character 30h = "0"
  PAR_13 = text[13]       'End of string sign

EVENT:
  PAR_20 = VALI(text)     'Convert string to long
```

XOR

The operator **XOR** (Exclusive-Or) combines two integer values bitwise.

Syntax

```
... val_1 XOR val_2 ...
```

Parameters

val_1, val_2 Integer value.

LONG

See also

AND, NOT, OR

Example

```
DIM value AS LONG
```

```
EVENT:
```

```
value = 0100b XOR 0110b'Result: value = 4 XOR 5 = 0010b = 2
```

6.3 ADwin-Gold and ADwin-light-16

Use the following instructions only with the systems *ADwin-Gold* and *ADwin-light-16*, even if some of the instructions for the *ADwin-Pro* system are the same or similar.

Use the instructions of this section without an include file.

For *ADwin-light-16* (basic version) and the add-on *ADwin-light-16-CO1* there are additional counter instructions described in chapter 6.4:

- CNT_CLEAR, page 257
- CNT_ENABLE, page 261
- CNT_LATCH, page 268
- CNT_READ, page 272
- CNT_READLATCH, page 274

ADC

The instruction **ADC** measures the voltage of an analog input via 16-bit converter and returns the corresponding digital value, multiplied by a gain factor if specified.

For the 12-/14-bit converter of the *ADwin-Gold* system use the instruction **ADC12**.

Syntax

```
ret_val = ADC(input_ch{,gain})
```

Parameters

<code>input_ch</code>	number of the analog input channel. Gold: 1...16; L16: 1, 3, 5, ..., 15.	LONG
<code>gain</code>	gain factor (1, 2, 4, 8).	LONG CONST
<code>ret_val</code>	measurement value in digits (0...65535).	LONG

Notes

The instruction **ADC** is a combination of consecutive functions:

- Set the multiplexer to the specified input channel (**SET_MUX**).
- Wait for the settling of the multiplexer.
- Start the measurement: Convert the analog signal using the 16-bit converter - considering the gain factor - to a digital value (**START_CONV**).
- Wait for the end of conversion (**WAIT_EOC**).
- Read out the digital value from the register and return it. (**READADC**).

The execution time for the instruction depends on the system you use. You will find Information about the multiplexer settling time and the conversion time in the hardware documentation of your system.

If you set the process cycle time (**PROCESSDELAY**) to a value less than 20 µs, the execution time of the instruction is only half as long. This is possible, because the compiler skips the waiting time for the settling of the multiplexer. It is assumed that you want to execute a measurement without setting the multiplexer.

If (at such short cycle times) you require the first measurement to be

correct, you have to set the multiplexer to the specified input channel prior to using the instruction **ADC** with **SET_MUX** for the first time. This time has to be at least as long as the multiplexer settling time.

In the following examples the instructions **SET_MUX**, **START_CONV**, **WAIT_EOC** and **READADC** should be used instead of **ADC** in the following cases:

- Very short cycle times: **PROCESSDELAY** < 240 (s.a.).
- High internal resistance (>3kΩ) of the voltage source of the measurement signal: This increases the settling time of multiplexer.
- You want to use inevitable waiting times for additional program tasks.

If you indicate a non-existing input channel the measurement result will be undefined.

The measurement range depends on the gain factor:

Gain factor	Input voltage range	Measurement range
1	-10V ... 10V	20V
2	-5V ... 5V	10V
4	-2.5V ... 2.5V	5V
8	-1.25V ... 1.25V	2.5V

With the following formula you can calculate the measured voltage from the returned digital value.

$$\text{Voltage} = (\text{Digits} - 32768_{\text{bipolar}}) \cdot \frac{\text{measurement range}}{65536}$$

The following values, shown in the table below, apply in case you have chosen a gain of 1 (measurement range of 20 Volt):

Measurement range	Return value of ADC			1 Digit is
	0	32768	65535	
20V	-10V	0V	+9.999695V	305.175µV

See also

ADC12, READADC, SET_MUX, START_CONV, WAIT_EOC

Valid for

Gold, L16

Example

```
DIM iw AS LONG           'Declaration

EVENT:
  'Measure analog input 1 with gain of 4
  iw = ADC(1,4)
  'Write measurement value into global variable, so
  'that the computer can read it
  PAR_1 = iw
```

ADC12

ADwin-Gold only: The instruction **ADC12** measures the voltage of an analog input via 12-bit or 14-bit converter (rev. A / B) and returns the corresponding digital value, multiplied by a gain factor if specified.

For the 16-bit converter of the *ADwin-Gold* system use the instruction **ADC**.

Syntax

```
ret_val = ADC12(input_ch{,gain})
```

Parameters

<code>input_ch</code>	number of the analog input channel (1...16).	LONG
<code>gain</code>	gain factor(1, 2, 4, 8).	LONG
<code>ret_val</code>	measurement result in digits: 12-bit: 0, 16, 32, ..., 65520 14-bit: 0, 4, 8, ..., 65532.	LONG

Notes

The instruction **ADC12** is a combination of consecutive functions:

- Set the multiplexer to the specified input channel (**SET_MUX**).
- Wait for the settling of the multiplexer.
- Start the measurement: Convert the analog value within the 12 or 14 bit converter - considering the gain factor - to a digital value (**START_CONV**).
- Wait for the end of conversion (**WAIT_EOC**).
- Read out the digital value from the register and return it (**READADC12**).

The execution time for the instruction depends on the system you use. You will find Information about the multiplexer settling time and the conversion time in the hardware documentation of your system.

The steps of 16 and 4 of the returned measurement values result from the fact that the 12-bit and 14-bit conversion results are returned each as a 16-bit value: The bits 0 to 3 are always 0 (zero) with 12-bit converters and bits 0 and 1 with 14-bit converters.

In the following examples you should use the instructions **SET_MUX**, **START_CONV**, **WAIT_EOC** and **READADC12** instead of **ADC** in the following cases:

- Very short cycle times: **PROCESSDELAY** < 200: The instruction **ADC12** cannot be executed during the cycle time.
- High internal resistance (>3k Ω) of the voltage source of the measurement signal: This increases the settling time of multiplexer.
- You want to use inevitable waiting times for additional program tasks.

If you indicate a non-existing input channel the measurement result will be undefined.

The measurement range depends on the gain factor.

Gain	Input voltage range	Meas. range
1	-10 V ... 10 V	20V
2	-5 V ... 5 V	10V
4	-2.5 V ... 2.5 V	5V
8	-1.25 V ... 1.25 V	2.5V

With the following formula you can calculate the measured voltage from the returned digital value:

$$\text{Voltage} = (\text{Digits} - 32768_{\text{bipolar}}) \cdot \frac{\text{measurement range}}{65536}$$

The following values, shown in the table below, apply in case you have chosen a gain of 1 (measurement range of 20 Volt):

Measurement range	Return value of ADC12			1 Digit is
	0	32768	65535	
20V	-10V	0V	+9.99512V	4.88mV

See also

ADC, SET_MUX, START_CONV, WAIT_EOC, READADC12

Valid for

Gold

Example

```
DIM iw AS LONG           'Declaration

EVENT:
  'Measure analog input 1 with a gain of 4
  iw = ADC12(1,4)
  'Write measurement value into global variable so that
  'the computer can read it.
  PAR_1 = iw
```

CLEAR_DIGOUT

The instruction **CLEAR_DIGOUT** sets one of the digital outputs to 0 (TTL low).

Syntax

CLEAR_DIGOUT (*output_no*)

Parameters

output_no Number which specifies the output to be deleted: **CONST**
LONG

<i>bit_n</i>	0	1	...	5	...	15
<i>ADwin-Gold</i>	DIO16	DIO17	...	DIO21	...	DIO31
<i>ADwin-light-16</i>	0	1	...	5	–	–

Notes

If you want to specify the output to be deleted using a variable, use the instruction **DIGOUT_WORD**.

This instruction requires that you configure the relevant channel as output. Otherwise the instruction has no effect.

With the instruction **CONF_DIO** you can configure the digital channels in groups of 8 inputs or outputs. We recommend the digital channels be configured with **CONF_DIO** (1100b): Channels 0...15 as inputs, channels 16...31 as outputs.

The instructions clears a bit in the output register of the channels DIO16...DIO31. Therefore a TTL low is set at the corresponding channel, as long as it has been defined as output.

If you want to set one of the channels 0...15 to 0, clear the corresponding bit in the output register of the channels DIO0...DIO15 (note: Configure the channel as output first). Follow these steps (see example below):

- Read out the register with **PEEK**. You will find the register number in the hardware manual.
- Clear the bit belonging to the channel (**AND** masking).
- Write the value back into the register with **POKE**.

See also

CONF_DIO, DIGOUT_WORD, SET_DIGOUT

Valid for

Gold, L16, L16-CO1, L16-DIO1, L16-DIO2

Example

```
DIM val AS LONG           'Declaration

INIT:
    SET_DIGOUT(0)          'Set digital output DIO16 to 0

EVENT:
    val = ADC(1)           'Measurement data acquisition
    IF (val > 3000) THEN
        CLEAR_DIGOUT(0)    'Clear dig. output DIO16/0
    ENDIF
```

ADwin-Gold only: A subroutine which sets a single bit of the DIO lines 0...15 to 0 could be as follows:

```
SUB CLEAR_DIGOUT_CONN1(bitno)
    POKE(204001C0h,
    PEEK(204001C0h) AND NOT (SHIFT_LEFT(1,bitno)) )
ENDSUB
```

CONF_DIO

ADwin-Gold only: The instruction **CONF_DIO** configures the 32 digital channels in groups of 8 as inputs or outputs.

Syntax

CONF_DIO(*val*)

Parameters

val Bit pattern that configures the digital channels as inputs or outputs: **CONST**
 Bit=0: Channels as inputs. **LONG**
 Bit=1: Channels as outputs.

Bitno. in <i>val</i>	15...4	3	2	1	0
Channels	–	DIO31	DIO23	DIO15	DIO07
	
		DIO24	DIO16	DIO08	DIO00

Notes

The digital channels of the *ADwin-Gold* system are initially configured as inputs after power-up (and cannot be used as outputs). They can only be configured in groups of 8 as inputs or outputs.

We recommend the use of the configuration **CONF_DIO**(1100b), which specifies DIO00...DIO15 as inputs and DIO16...DIO31 as outputs.

The instructions **CLEAR_DIGOUT**, **SET_DIGOUT**, **DIGIN_WORD**, **DIGOUT_WORD**, **DIGIN** are dependent on this configuration; a different configuration can interfere with or prevent the proper operation of these commands.

If you use a configuration other than the recommend configuration, you can only set and process the digital channels if you read out or write into the corresponding hardware registers with **PEEK** and **POKE** commands (see *ADwin-Gold* hardware manual).

It is recommended that you use the binary representation (suffix "b"). It shows the allocation of bits to channel groups more clearly than decimal or hexadecimal representations which can still be used if desired.

See also

CLEAR_DIGOUT, DIGIN, DIGIN_WORD, DIGOUT_WORD,
SET_DIGOUT

Valid for

Gold, L16

Example

```
'Configure DIO00...DIO15 as inputs  
'and DIO16...DIO31 as outputs  
CONF_DIO (1100b)
```

DAC

The instruction **DAC** outputs a defined voltage on a specified analog output.

Syntax

```
DAC (num, val)
```

Parameters

num	Number of the analog output (1...8).	LONG
val	Value in digits, which defines the voltage to be output (0...65535).	LONG

Notes

If you specify a value which is beyond the permissible value range, it will automatically be set to the system-specific minimum or maximum value.

Valid for

Gold, Gold-DA, L16

Example

```
REM Digital proportional controller
DIM set_to, gain, diff, out AS LONG 'Declaration

EVENT:
    set_to = PAR_1           'Setpoint
    gain = PAR_2             'Dimension
    diff = set_to - ADC(1)   'Calculate control deviation
    out = diff * gain        'Calculate actuating value
    DAC(1, out)              'Output of the actuating value
```

DIGIN

The instruction **DIGIN** returns the value of one of the digital inputs DIO00...DIO15.

Syntax

```
ret_val = DIGIN(channel_no)
```

Parameters

`channel_no` Number which specifies the input to be queried:

LONG

ADwin-Gold:

<code>channel_no</code>	0	1	...	14	15
Input No.	DIO00	DIO01	...	DIO14	DIO15

ADwin-light-16:

<code>channel_no</code>	0	1	...	5
Input No.	0	1	...	5

`ret_val` 1: TTL-level high.
0: TTL-level low.

Notes

This instruction fits best for the reading of few bits. If several bits are to be read (e.g. in a loop), the usage of the instruction **DIGIN_WORD** is definitely quicker. Please remember this for time-critical applications in particular.

The following notes refer to *ADwin-Gold* only:

The instruction requires that you configure the relevant channel as input. If the channel is configured as output it will return an irrelevant value.

The instruction **CONF_DIO** can be used to configure the digital channels as inputs or outputs in groups of 8. We recommend that you configure using **CONF_DIO** (1100b) which specifies: Channels 0...15 as inputs and channels 16...31 as outputs.

If you need the value of one of the channels DIO16...DIO31, then read out the corresponding bit from the input register of these channels. These channels must be configured as inputs first. Follow these steps (see 2nd example [DIGIN_CONN2](#)):

- Read out the register with **PEEK**. The register number can be found in the hardware manual.
- Clear all bits except the one belonging to the channel (**AND**-masking).

See also

CONF_DIO (*ADwin-Gold* only), DIGIN_WORD, DIGOUT_WORD

Valid for

Gold, L16

Example

```
REM Example for Gold and L16
DIM DATA_1[10000] AS LONG AS FIFO

EVENT:
  'Is digital input 0 set?
  IF (DIGIN(0) = 1) THEN
    DATA_1 = ADC(1)      'Measurement data acquisition
  ENDIF
```

ADwin-Gold only: A function returning the value of one of the channels DIO16...DIO31 could be as follows:

```
FUNCTION DIGIN_CONN2(bitno) AS LONG
  DIGIN_CONN2=SHIFT_RIGHT(PEEK(204001B0h), bitno) AND 1
ENDFUNCTION
```

DIGIN_WORD

The instruction **DIGIN_WORD** returns the values of all digital inputs at the same time.

Syntax

```
ret_val = DIGIN_WORD()
```

Parameters

ret_val Bit pattern that corresponds to the TTL-levels LONG
 at the digital inputs (allocation s.b.).
 1: TTL-level high .
 0: TTL-level low .

ADwin-Gold:

Bit number in	31 ... 16	15	14	...	1	0
ret_val						
Input No.	–	DIO15	DIO14	...	DIO01	DIO00

ADwin-light-16:

Bit number in	31 ...6	5	...	0
ret_val				
Input No.	–	5	...	0

Notes (ADwin-Gold only)

This instruction requires that you have configured the channels DIO00...DIO15 as inputs. If these channels are configured as output channels, no useful value is returned.

With the instruction **CONF_DIO** you can configure the digital channels as inputs or outputs in groups of 8. We recommend that you configure them using **CONF_DIO** (1100b) which specifies: Channels 0...15 as inputs, channels 16...31 as outputs.

If you need the values of the channels DIO16...DIO31, read out the input register of these channels (please note: Configure the channels as outputs first); see also 2nd example [DIGIN_WORD_CONN2](#). These channels must be configured as inputs first. The register number can be found in the hardware manual. The bits in this return value are allocated to the channels as follows:

Bit No.	31...16	15	...	1	0
Input No.	–	DIO31	...	DIO17	DIO16

See also

CONF_DIO (*ADwin-Gold* only), DIGOUT_WORD

Valid for

Gold, L16

Example

```

REM Example for Gold and L16
DIM DATA_1[10000] AS LONG AS FIFO

EVENT:
  'Querying if the inputs 0 and 1 are set
  IF ((DIGIN_WORD() AND 11b) = 11b) THEN
    DATA_1 = ADC(1)      'Measurement data acquisition
  ENDIF

```

ADwin-Gold only: A function which returns the value of the channels DIO16...DIO31, could be as follows:

```

FUNCTION DIGIN_WORD_CONN2() AS LONG
  DIGIN_WORD_CONN2=PEEK(204001B0h)
ENDFUNCTION

```

DIGOUT_WORD

The instruction **DIGOUT_WORD** sets with a bit pattern all digital outputs to defined TTL-levels.

Syntax

DIGOUT_WORD (*val*)

Parameters

val Bit pattern that corresponds to the TTL-levels LONG
 at the digital outputs (allocation s.b.).
 1: Set to TTL-level high.
 0: Set to TTL-level low.

ADwin-Gold:

Bit no. in <i>val</i>	31 ... 16	15	14	...	1	0
Output No.	–	DIO31	DIO30	...	DIO17	DIO16

ADwin-light-16:

Bit no. in <i>val</i>	31 ... 6	5	...	0
Output No.	–	5	...	0

Notes (ADwin-Gold only)

This instruction requires that you have configured the channels DIO16...DIO31 as outputs. Otherwise it has no effect.

With the instruction **CONF_DIO** you can configure the digital channels as inputs or outputs in groups of 8. We recommend that you configure using **CONF_DIO** (1100b) which specifies: Channels 0...15 as inputs, channels 16...31 as outputs.

If you want to set the outputs of the channels DIO16...DIO31, write the corresponding bit pattern to the output register of these channels (please note: Configure the channels as outputs first); see also 2nd example **DIGIN_WORD_CONN1**. The register number can be found in the hardware manual.

See also

CONF_DIO (*ADwin-Gold* only), DIGIN_WORD, CLEAR_DIGOUT, SET_DIGOUT

Valid for

Gold, L16

Example

```
REM Example for Gold and L16
DIM value AS LONG

INIT:
  'Configure inputs and output (for ADwin-Gold only)
  CONF_DIO(1100b)

EVENT:
  value = ADC(1)          'Measurement data acquisition
  IF (value > 3000) THEN 'Is the limit value exceeded?
    DIGOUT_WORD(101b)    'Set outputs 0 and 2, all other
                        'outputs are cleared!
  ENDIF
```

ADwin-Gold only: A subroutine setting the TTL-levels of the channels DIO00...DIO15, could be as follows:

```
SUB DIGOUT_WORD_CONN1(value)
  POKE(204001C0h,value)
ENDSUB
```


READADC

The instruction **READADC** returns a converted value from a 16-bit A/D-converter.

Syntax

```
ret_val = READADC (num)
```

Parameters

num	Number (1, 2) of the 16-bit converter to read.	LONG
ret_val	Measurement value in digits which corresponds to the voltage at the converter's input.	LONG

Notes

When using an *ADwin-Gold* system you read out the converted values of the 12-bit or 14-bit A/D converter using the instruction **READADC12**.

See also

ADC, READADC12, SET_MUX, START_CONV, WAIT_EOC

Valid for

Gold, L16

Example

```
EVENT:
  'Set multiplexer: ADC1 to channel 3, ADC2
  'to channel 4 (without gain)
  SET_MUX(1001b)
  ...
  START_CONV(11b)      'Wait for MUX settling time
                        'Start conversion for both ADCs
  WAIT_EOC(11b)        'Wait for end of conversion
  PAR_1 = READADC(1)    'Read value of ADC1
  PAR_2 = READADC(2)    'Read value of ADC2
```

READADC12

ADwin-Gold only: The instruction **READADC12** returns a converted value from one of the two 12-bit/14-bit A/D converters.

Syntax

```
ret_val = READADC12 (num)
```

Parameters

num	Number (1, 2) of the 12-bit converter to read.	LONG
ret_val	Measurement value in digits, which corresponds to the voltage at the converter's input.	LONG

Notes

Read out the converted value of the 16-bit A/D converter with the instruction **READADC**.

The A/D converters (ADC) divide the measurement range of 20 Volts into equal steps (digits), these are 4096 digits with 12-bit ADC and 16384 with 14-bit ADC.

In order to make comparing these values to the measurement values of the 16-bit ADC's easier, the instruction **READADC12** returns the result "left-aligned" descending from bit 31; the bits 3...0 (12-bit ADC) or 1...0 (14-bit ADC) have always the value 0.

Therefore using the instructions **READADC** and **READADC12** to measure the same voltage always return the same result in bits 31...4 or 31...2.

See also

ADC12, SET_MUX, START_CONV, WAIT_EOC

Valid for

Gold

Example

```
DIM val1, val2 AS LONG
```

EVENT:

```
'Set multiplexer: ADC12-1 to channel 3, ADC12-2  
'to channel 4 (without gain)  
SET_MUX(1001b)  
...  
START_CONV(11000b) 'Wait for MUX settling time  
WAIT_EOC(11000b) 'Start conversion for both ADCs  
                'Wait for end of conversion  
val1 = READADC12(1) 'Read value of ADC12-1  
val2 = READADC12(2) 'Read value of ADC12-2
```

SET_DIGOUT

The instruction **SET_DIGOUT** sets one of the digital outputs to 1 (TTL-level high).

Syntax

SET_DIGOUT(channelno)

Parameters

channelno Number which specifies the output to be set: CONST
LONG

channelno	0	1	...	5	...	15
<i>ADwin-Gold</i>	DIO16	DIO17	...	DIO21	...	DIO31
<i>ADwin-light-16</i>	0	1	...	5	–	–

Notes

This instruction fits best for the setting of few bits. If several bits are to be set (e.g. in a loop), the usage of the instruction **DIGOUT_WORD** is definitely quicker. Please remember this for time-critical applications in particular.

The following notes refer to *ADwin-Gold* only:

If you want to set the output using a variable, use the instruction **DIGOUT_WORD**.

This instruction requires that you have previously configured the corresponding channel as an output. Otherwise it performs no action. With the instruction **CONF_DIO** you can configure the digital channels as inputs or outputs in groups of 8. We recommend that you configure them using **CONF_DIO** (1100b) which specifies: Channels 0...15 as inputs, channels 16...31 as outputs.

This instruction sets one bit in the output register of the channels DIO16...DIO31. If you have set the corresponding channel as output it will generate a TTL-level high.

If you want to set one of the channels 0...15 to 1, set the corresponding bit in the output register of the channels DIO0...DIO15 using the **POKE**

command (note: Configure the channel as output first). Follow these steps (see 2nd example `SET_DIGOUT_CONN1`):

- Read out the register with **PEEK**. The register number can be found in the hardware manual.
- Set the bit belonging to the channel (**OR**-masking).
- Write the value with **POKE** into the register.

See also

`CONF_DIO` (*ADwin-Gold* only), `CLEAR_DIGOUT`, `DIGOUT_WORD`

Valid for

Gold, L16

Example

```
REM Example for Gold and L16
```

```
DIM val AS LONG
```

```
INIT:
```

```
  'Configure digital inputs/output (ADwin-Gold only)  
  CONF_DIO(1100b)
```

```
EVENT:
```

```
  val = ADC(1)           'Measurement data acquisition  
  IF (val > 3000) THEN  
    SET_DIGOUT(0)        'Set digital output DIO16 / 0  
  ENDIF
```

ADwin-Gold only: A subroutine which sets a single bit of the DIO-lines 0...15 to 1 could be as follows:

```
SUB SET_DIGOUT_CONN1(bitno)
```

```
  POKE(204001C0h, PEEK(204001C0h) OR SHIFT_LEFT(1,bitno) )
```

```
ENDSUB
```

SET_MUX

The instruction **SET_MUX** sets one or more A/D input multiplexers and (*ADwin-Gold* only) the corresponding gain for the specified measurement channel.

Syntax

SET_MUX(pattern)

Parameters

pattern Bit pattern for the allocation of measurement channels and gain. LONG

Bitno.	9	8	7	6	5	4	3	2	1	0
	PGA 2		PGA 1		MUX 2			MUX 1		

PGA 1 / 2 *ADwin-Gold* only: With 2 bits (6...7 / 8...9) each you determine the gain factor of the multiplexer:

2 Bits PGA 1 / PGA 2

00: Factor 1

01: Factor 2

10: Factor 4

11: Factor 8

MUX 1 / 2 With 3 bits each (0...2 / 3...5) you determine the channel to which the multiplexer is set:

3 bits	MUX 2	MUX 1
000:	channel 2	channel 1
001:	channel 4	channel 3
010:	channel 6	channel 5
011:	channel 8	channel 7
100:	channel 10	channel 9
101:	channel 12	channel 11
110:	channel 14	channel 13
111:	channel 16	channel 15

Notes

Please consider that when setting the multiplexer to another channel a specified settling time is required. You should only start the conversion after this settling time has elapsed. Please use the necessary

settling time (as well as the conversion time) from the hardware documentation of your system.

It is preferable to use a binary code (suffix "b") for the bit pattern. This will make it easier to display the bit pattern than if you use a decimal or hexadecimal representation although it is still possible to use these.

See also

ADC, ADC12, READADC, READADC12, START_CONV, START_CONV

Valid for

Gold, L16

Example

To set the multiplexer of ADC1 to channel 5 and to gain 8 and at the same time the multiplexer of ADC2 to channel 10 and gain 2, you need the bit pattern: 0111100010b (decimal: 482).

With *ADwin-light-16*, gain cannot be set, so a shorter bit pattern must be used: 011010b (decimal: 26).

```
DIM val AS LONG
```

EVENT:

```
SET_MUX(0111100010b) 'Set multiplexer (s.a.)  
'Wait here for the settling time of the multiplexer  
'by inserting some instructions.  
START_CONV(1)         'Start AD-conversion ADC1  
WAIT_EOC(1)           'Wait for end of conversion of  
'ADC1  
val = READADC(1)      'Read value of ADC1
```

START_CONV

The instruction **START_CONV** is used to start the conversion of one or more A/D converters as well as all the D/A converters.

Syntax

START_CONV(*pattern*)

Parameters

pattern

Bit pattern that specifies which converters should be started (only bits 0...4 can be used).

CONST
LONG

Bit no.	4	3	2	1	0	Systems
ADC1, 16-bit	–	–	–	–	x	Gold, L16
ADC2, 16-bit	–	–	–	x	–	Gold
all DACs	–	–	x	–	–	Gold, L16
ADC1, 12-bit	–	x	–	–	–	Gold
ADC1, 14-bit						
ADC2, 12-bit	x	–	–	–	–	Gold
ADC2, 14-bit						

Notes

Please note that ADC1 and ADC2 can either be 12-bit, 14-bit or 16-bit analog-to-digital converters. For more information see your hardware manual.

Also note that you can only use constants as parameters, variables are not allowed as an argument.

It is preferable to use a binary code (suffix "b") for the bit pattern. This will make it easier to display the bit pattern than if you use a decimal or hexadecimal representation although it is still possible to use these.

See also

ADC, ADC12, READADC, READADC12, SET_MUX, WAIT_EOC

Valid for

Gold, L16

Example

```
DIM val1 AS LONG
```

EVENT:

```
SET_MUX(0)           'Set multiplexer to channel 1
'Bypass the settling time with command lines
START_CONV(1)         'Start ADC1 A/D-conversion
WAIT_EOC(1)           'Wait for end of conversion
val1 = READADC(1)     'Read out value
```

WAIT_EOC

The instruction **WAIT_EOC** waits for the end of the conversion cycle of a specified A/D-converter.

Syntax

WAIT_EOC (*pattern*)

Parameters

pattern

Bit pattern that specifies which converters are to be waited for (only bits 0...4 can be used).

CONST

LONG

Bit no.	4	3	2	1	0	Systems
ADC1, 16-bit	–	–	–	–	x	Gold, L16
ADC2, 16-bit	–	–	–	x	–	Gold
ADC1, 12/14-bit	–	x	–	–	–	Gold
ADC2, 12/14-bit	x	–	–	–	–	Gold

Notes

If you set more than one of the bits, you have to wait for the conversion to finished for all of the relevant ADCs.

Always select the bits of existing ADCs. Otherwise the communication in a high-priority process between *ADwin* system and computer will be interrupted.

See also

ADC, ADC12, READADC, READADC12, SET_MUX, START_CONV

Valid for

Gold, L16

Example

```
DIM val AS LONG
```

```
EVENT:
```

```
SET_MUX(001000b)      'Set MUX of ADC2 to channel 4  
'Bypass the settling time of the multiplexer with  
'command lines  
START_CONV(2)          'Start A/D-conversion ADC2  
WAIT_EOC(2)            'Wait for end of conversion at 'ADC2  
val = READADC(2)       'Read out value
```


6.4 ADwin-light-16 DIO1/2 / ADwin-Gold CO1

The instructions of this section are divided into groups:

- **counter instructions** (**CNT** ...; page 257 ff)
for *ADwin-light-16* (basic, CO1, DIO1, DIO2) and *ADwin-Gold* (CO1).

The counters are numbered ascending from 1. Some instructions use a bit pattern where counters are allocated to bits as is illustrated below:

Bit no.	31...4	3	2	1	0
Counter no.	–	4 ^a	3 ^a	2 ^b	1

a. for *ADwin-Gold* CO1 only

b. not with *ADwin-light-16* CO1 add-on.

Use for the bit pattern preferably the binary code (suffix "b"). The indication "10b" or "1100b" illustrates more clearly which counter is accessed and which is not, than in decimal or hexadecimal code which you may of course equally use.

- **digital channel instructions** (**DIG** ...; page 284 ff)
applicable for *ADwin-light-16* DIO1 and DIO2 only.
- **CAN bus instructions** (page 300 ff)
applicable for *ADwin-light-16* DIO1 only.

Inside these groups instructions be sorted alphabetically.

Please keep in mind to include the relevant include file (`ADWGCNT.INC` or `ADWL16.INC`) for each system.

For *ADwin-light-16* DIO2 the following instructions are available in addition:

SSI_MODE	page 346	SSI_SET_CLOCK	page 352
SSI_READ	page 348	SSI_START	page 354
SSI_SET_BITS	page 350	SSI_STATUS	page 356

Instructions in this section

The instructions in this section are valid for the following *ADwin* systems:

Instruction	Gold CO1	L16			
		Basis	CO1	DIO1	DIO2
CNT_CLEAR (page 255)	x	x	x	x	x
CNT_CLEARENABLE (page 259)	—	—	—	x	x
CNT_ENABLE (page 261)	x	x	x	x	x
CNT_GETSTATUS (page 263)	x	—	—	x	x
CNT_INPUTMODE (page 266)	x	—	—	x	x
CNT_LATCH (page 268)	x	x	x	x	x
CNT_MODE (page 270)	x	—	—	x	x
CNT_READ (page 272)	x	x	x	x	x
CNT_READLATCH (page 274)	x	x	x	x	x
CNT_READFLATCH (page 276)	x	—	—	x	x
CNT_RESETSTATUS (page 278)	x	—	—	—	—
CNT_SE_DIFF (page 280)	x	—	—	—	—
CNT_SET (page 282)	x	—	—	x	x
CONF_DIO_E (page 284 ff)	—	—	—	x	x
DIGIN_WORD1_E, DIGIN_WORD2_E DIGOUT_SET1_E, DIGOUT_SET2_E, DIGOUT_RESET1_E, DIGOUT_RESET2_E DIGOUT_WORD1_E, DIGOUT_WORD2_E					
DIGIN_LONG_E, DIGOUT_LONG_E	—	—	—	—	x
INIT_CAN (page 300 ff) EN_INTERRUPT, EN_RECEIVE, EN_TRANSMIT CAN_MSG, READ_MSG, TRANSMIT SET_CAN_BAUDRATE, GET_CAN_REG, SET_CAN_REG	—	—	—	x	—

CNT_CLEAR

The instruction **CNT_CLEAR** sets one or more counters to zero, according to the bit pattern in *pattern*.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC       'ADwin-light-16 only

CNT_CLEAR(pattern)
```

Parameters

pattern

Bit pattern.

Bit = 0: no influence.

Bit = 1: set counter to zero.

LONG

Bit no.	31...4	3	2	1	0
Counter no.	–	4 ^a	3 ^a	2 ^b	1

a. for *ADwin-Gold* CO1 only

b. not with *ADwin-light-16* CO1 add-on.

Notes

After the instruction has been executed the bit pattern is automatically reset to 0 (zero), so the counters start counting from 0.

See also

CNT_CLEARENABLE, CNT_ENABLE, CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ, CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS, CNT_SE_DIFF, CNT_SET

Valid for

Gold, L16, L16-CO1, L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only

DIM old_1, new_1 AS LONG 'Dimension
DIM old_2, new_2 AS LONG 'the variables

INIT:
    old_1 = 0              'Initialize
    old_2 = 0              'the variables
    CNT_SE_DIFF(11b)      'ADwin-Gold only:
                           'All counter inputs differential
    CNT_MODE(0)            'All counters on external clock input
    CNT_SET(11b)           'counters 1+2 with clock (CLK) and
                           'direction (DIR) input
    CNT_INPUTMODE(0)      'Determine functionality CLR/LATCH:
                           'All as CLR input
    CNT_CLEARENABLE(11b)  'Enables the CLR function of
                           'counters 1+2
    CNT_CLEAR(11b)        'Reset counters 1+2 to 0
    CNT_ENABLE(11b)       'Start counters 1+2

EVENT:
    CNT_LATCH(11b)        'Latch counters 1+2 simultaneously
    new_1 = CNT_READLATCH(1) 'read out Latch A counter 1 and...
    new_2 = CNT_READLATCH(2) 'Latch A counter 2.
    PAR_1 = new_1 - old_1   'Calculate the difference
                           '(f = impulses / time)
    PAR_2 = new_2 - old_2   '-"-
    old_1 = new_1           'Save new counter values as old
    old_2 = new_2           '-"-

```


CNT_CLEARENABLE

L16-DIO1 only: **CNT_CLEARENABLE** disables or enables the CLR input of one or more counters according to the bit pattern in `pattern`.

Syntax

```
#INCLUDE ADWL16.INC          'ADwin-light-16 only
CNT_CLEARENABLE(pattern)
```

Parameters

`pattern`

Bit pattern.

LONG

Bit = 0: disable CLR input at the counter.

Bit = 1: enable CLR input at the counter.

Bit no.	31...2	1	0
Counter no.	–	2	1

Notes

This instruction affects all counters at the same time. It only works if the CLR mode is set by **CNT_INPUTMODE**.

Use this instruction only if the counter is disabled.

See also

CNT_CLEAR, CNT_ENABLE, CNT_GETSTATUS,
CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ,
CNT_READLATCH, CNT_READFLATCH, CNT_SET

Valid for

L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWL16.INC

DIM old_1, new_1 AS LONG 'Dimension
DIM old_2, new_2 AS LONG ' the variables

INIT:
old_1 = 0           'Initialize
old_2 = 0           ' the vaiables
CNT_MODE(0)        'All counters on external clock input
CNT_SET(11b)       'counters 1+2 with clock (CLK) and
                    'direction (DIR) input
CNT_INPUTMODE(0)   'Determine functionality CLR/LATCH:
                    'All with CLR input
CNT_CLEARENABLE(11b) 'Enables the CLR-function of
                    'counters 1+2
CNT_CLEAR(11b)     'Reset counters 1+2 to 0
CNT_ENABLE(11b)    'Start counters 1+2

EVENT:
CNT_LATCH(11b)     'Latch counters 1+2 at the same time
new_1 = CNT_READLATCH(1) 'read out Latch A counter 1 and...
new_2 = CNT_READLATCH(2) 'Latch A counter 2.
PAR_1 = new_1 - old_1 'Calculate the difference
                    '(f = impulses / time)
PAR_2 = new_2 - old_2 ' -"-
old_1 = new_1        'Save new counter values as old
old_2 = new_2        ' -"-

```

CNT_ENABLE

The instruction **CNT_ENABLE** disables or enables the counters set by *pattern*, to count incoming impulses.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

CNT_ENABLE(pattern)
```

Parameters

pattern

Bit pattern.

Bit = 0: stop counter.

Bit = 1: enable counter.

LONG

Bit no.	31...4	3	2	1	0
Counter no.	–	4 ^a	3 ^a	2 ^b	1

a. for *ADwin-Gold* CO1 only

b. not with *ADwin-light-16* CO1 add-on.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_GETSTATUS,
CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ,
CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS,
CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16, L16-CO1, L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only

DIM old_1, new_1 AS LONG 'Dimension
DIM old_2, new_2 AS LONG ' the variables

INIT:
  old_1 = 0                'Initialize
  old_2 = 0                ' the variables
  CNT_SE_DIFF(11b)        'ADwin-Gold only:
                           'All counter inputs differential
  CNT_MODE(0)             'All counters on external clock input
  CNT_SET(11b)            'Counters 1+2 with clock (CLK) and
                           'direction (DIR) inputs
  CNT_INPUTMODE(0)        'Determine functionality: At all
                           'counters as CLR-input
  CNT_CLEARENABLE(11b)    'Enables the CLR-function of
                           'counters 1+2
  CNT_CLEAR(11b)         'Reset counters 1+2 to 0
  CNT_ENABLE(11b)        'Start counters 1+2

EVENT:
  CNT_LATCH(11b)         'Latch counters 1+2 simultaneously
  new_1 = CNT_READLATCH(1) 'read out Latch A counter 1 and...
  new_2 = CNT_READLATCH(2) 'Latch A counter 2.
  PAR_1 = new_1 - old_1    'Calculate the difference
                           '(f = impulses / time)
  PAR_2 = new_2 - old_2    '-"-
  old_1 = new_1            'Save new counter values as old
  old_2 = new_2            '-"-

```

CNT_GETSTATUS

CNT_GETSTATUS reads out and returns the counter status register.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = CNT_GETSTATUS()
```

Parameters

ret_val

Contents of the status register:
In case of error, refer to the table for the
meaning of the individual bits.

LONG

Table ADwin-Gold

Bit Nr.	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
Signal	-	-	-	-	-	-	-	-	N 4	N 3	N 2	N 1	-	-	-	-

Bit Nr.	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Signal	L4 4	C 3	L3 3	C 3	L2 2	C 2	L1 1	C 1	B 4	A 4	B 3	A 3	B 2	A 2	B 1	A 1

- :don't care (signal status is not defined (mask out with 0F 0F 00 33h))
 Ax:Signal A (signal is not changing states)
 Bx: Signal B (signal is not changing states)
 Cx: Correlation error (signals A and B are identical, they are not phase-shifted by approx. 90°)
 Lx: Line error (cable not connected or the line is broken)
 Nx: CLR-/LATCH-input (signal is not changing state)
 x: Counter number (1, 2, 3 or 4)

Table ADwin-light-16

Bit no.	31...2	2	2	2	2	23...2	1	1	1	1	15...0	0	0	03...0	0	0
	8	7	6	5	4	0	9	8	7	6	6	5	4	2	1	0
Signal	-	L	C	L	C	-	B	A	B	A	-	N	N	-	R	R
		2	2	1	1		2	2	1	1		2	1		2	1

- :don't care (signal status is not defined (mask out with 0F 0F 00 33h)

Ax:Signal A (signal is not changing states)

Bx: Signal B (signal is not changing states)

Cx:Correlation error* (signals A and B are identical, they are not phase-shifted by approx. 90°)

Lx: Line error* (cable not connected or the line is broken)

Nx:CLR-/LATCH-input (signal is not changing states)

Rx:Reset-Enable (value which was set by CNT_CLEARENABLE)

x:Counter number (1 or 2)

* Auto-Reset (is reset during reading out)

Notes

A line error (Lx) can only be detected at differential inputs! For TTL-inputs these bits are always 0.

ADwin-Gold only: The status register is not reset by reading it; use the instruction CNT_RESETSTATUS instead.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE,
CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ,
CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS,
CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16-DIO1, L16-DIO2

Example (ADwin-light-16 DIO1 only)

```

#INCLUDE ADWL16.INC
DIM error AS LONG

INIT:
    CNT_MODE(0)           'All counters at external clock input
    CNT_SET(0)            'All counters with A/B-input (for
                           'instance for incremental encoder)
    CNT_INPUTMODE(0)      'Determine functionality CLR/LATCH: At
                           'all counters as CLR-input
    CNT_CLEARENABLE(11b)  'Enables the CLR-function of
                           'counters 1+2
    CNT_CLEAR(11b)       'Reset counters 1+2 to 0
    CNT_ENABLE(1)        'Start counter 1
    error = 0              'Reset error indicator

EVENT:
    PAR_1 = CNT_READ(1)   'Read out counter 1
    PAR_2 = CNT_GETSTATUS(1) AND 0F0F0033h 'Read out status
                                                'register counter 1
    IF (PAR_2 AND 2000000h = 2000000h) THEN 'Line or cable error
                                                'counter 1?
        INC PAR_3          'Number of line or cable errors until
                                                'now...
        error = 1          'Set error indicator
    ENDIF
    IF (PAR_2 AND 1000000h = 1000000h) THEN 'Correlation error
                                                'counter 1?
        INC PAR_4          'Number of correlation errors until
                                                'now...
        error = 1          'Set error indicator
    ENDIF
    PAR_5 = SHIFT_RIGHT(PAR_2 AND 10h,4)
                                                'current status of CLR-input
    PAR_6 = SHIFT_RIGHT(PAR_2 AND 10000h,16)
                                                'current status of input A.
    PAR_7 = SHIFT_RIGHT(PAR_2 AND 20000h,17)
                                                'current status of input B.

```

CNT_INPUTMODE

The instruction **CNT_INPUTMODE** sets the function of the CLR/LATCH input of one or more counters.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

CNT_INPUTMODE (pattern)
```

Parameters

`pattern` Bit pattern.
 Bit = 0: Set CLR-mode.
 Bit = 1: Set LATCH-mode.

LONG

Notes

Use this instruction only when the counter is not enabled.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE,
 CNT_GETSTATUS, CNT_LATCH, CNT_MODE, CNT_READ,
 CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS,
 CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

DIM old_1, new_1 AS LONG'Dimension...
DIM old_2, new_2 AS LONG'variables

INIT:
  old_1 = 0               'Initialize...
  old_2 = 0               'variables
  CNT_SE_DIFF(11b)       'ADwin-Gold only:
                          'All counter inputs differential
  CNT_MODE(0)             'All counters on external clock input
  CNT_SET(11b)            'Counters 1+2 with clock (CLK) and
                          'direction (DIR) input
  CNT_INPUTMODE(0)        'Determine functionality CLR/LATCH: As
                          'CLR-input at all counters
  CNT_CLEARENABLE(11b)    'Enables the CLR-function of
                          'counters 1+2
  CNT_CLEAR(11b)          'Reset counters 1+2 to 0
  CNT_ENABLE(11b)         'Start counters 1+2

EVENT:
  CNT_LATCH(11b)          'Latch counters 1+2 simultaneously
  new_1 = CNT_READLATCH(1)'Read out latch A counter 1 and...
  new_2 = CNT_READLATCH(2)'latch A counter 2.
  PAR_1 = new_1 - old_1    'Calculate the difference
                          '(f = impulses / time)
  PAR_2 = new_2 - old_2    ' -"-
  old_1 = new_1           'Save new counter values as old
  old_2 = new_2           ' -"-
```

CNT_LATCH

The instruction **CNT_LATCH** transfers the current counter values of one or more counters into the relevant Latch A, depending on the bit pattern in **pattern**.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

CNT_LATCH(pattern)
```

Parameters

pattern

Bit pattern.

LONG

Bit = 0: no function.

Bit = 1: transfer counter values into Latch A .

Bit no.	31...4	3	2	1	0
Counter no.	—	4 ^a	3 ^a	2 ^b	1

a. for *ADwin-Gold* CO1 only

b. not with *ADwin-light-16* CO1 add-on.

Notes

After the instruction has been executed the bit pattern is automatically reset to 0 (zero).

Latch A is read out into a variable with **CNT_READLATCH** command.

Valid for

Gold-CO1, L16, L16-CO1, L16-DIO1, L16-DIO2

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE,
CNT_GETSTATUS, CNT_INPUTMODE, CNT_MODE, CNT_READ,
CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS,
CNT_SE_DIFF, CNT_SET

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only

DIM old_1, new_1 AS LONG 'Dimension...
DIM old_2, new_2 AS LONG 'the variables

INIT:
  old_1 = 0                'Initialize
  old_2 = 0                'the variables
  CNT_SE_DIFF(11b)        'ADwin-Gold only:
                           'All counter inputs differential
  CNT_MODE(0)              'All counters on external clock input
  CNT_SET(11b)             'Counters 1+2 with clock (CLK) and
                           'direction (DIR) input
  CNT_INPUTMODE(0)        'Determine functionality CLR/LATCH: As
                           'CLR-input at all counters
  CNT_CLEARENABLE(11b)    'Enables the CLR-function of
                           'counters 1+2
  CNT_CLEAR(11b)          'Reset counters 1+2 to 0
  CNT_ENABLE(11b)         'Start counters 1+2

EVENT:
  CNT_LATCH(11b)          'Latch counters 1+2 simultaneously
                           'and then...
  new_1 = CNT_READLATCH(1) 'read out Latch A counter 1 and...
  new_2 = CNT_READLATCH(2) 'Latch A counter 2.
  PAR_1 = new_1 - old_1    'Calculate the difference
                           ' (f = impulses / time)
  PAR_2 = new_2 - old_2   '-''-
  old_1 = new_1            'Save new counter values as old
  old_2 = new_2            '-''-

```

CNT_MODE

The instruction **CNT_MODE** defines the operating mode of all counters by selecting which clock input they use according to the bit pattern in **pattern**.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

CNT_MODE (pattern)
```

Parameters

pattern

Bit pattern.

LONG

Bit = 0: external clock input (CLK/DIR or A/B).

Bit = 1: internal clock input (5 MHz or 20 MHz).

Bit no.	31...4	3	2	1	0
Counter no.	–	4 ^a	3 ^a	2	1

a. for ADwin-Gold CO1 only

Notes

Determine the mode of the selected clock input with **CNT_SET**.

Please use this instruction only when the counter is disabled.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE, CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_READ, CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS, CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only

DIM old_1, new_1 AS LONG 'Dimension
DIM old_2, new_2 AS LONG 'the variables

INIT:
    old_1 = 0              'Initialize
    old_2 = 0              'the variables
    CNT_SE_DIFF(11b)      'ADwin-Gold only:
                          'All counter inputs differential
    CNT_MODE(0)           'All counters on external clock input
    CNT_SET(1)            'Counter 1 with 20 MHz
    CNT_INPUTMODE(0)     'Determine the functionality CLR/LATCH
                          ' As CLR-input at all counters
    CNT_CLEARENABLE(11b) 'Enables the CLR-function of
                          'counters 1+2
    CNT_CLEAR(11b)       'Reset counters 1+2 to 0
    CNT_ENABLE(11b)      'Start counters 1+2

EVENT:
    CNT_LATCH(11b)       'Latch counters 1+2 simultaneously
                          'and then...
    new_1 = CNT_READLATCH(1) 'Read out Latch A counter 1 and...
    new_2 = CNT_READLATCH(2) 'Latch A counter 2.
    PAR_1 = new_1 - old_1   'Calculate the difference
                          ' (f = impulses / time)
    PAR_2 = new_2 - old_2  '---
    old_1 = new_1           'Save new counter values as old
    old_2 = new_2           '---

```

CNT_READ

CNT_READ transfers current counter values into Latch A and returns them as return value.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = CNT_READ (CounterNo)
```

Parameters

CounterNo	Counter number (L16, L16-DIO1: 1...2, L16-CO1: 1; Gold-CO1: 1...4).	LONG
ret_val	Counter values.	LONG

Notes

Use the return value in calculations only with variables of the type **LONG** (e.g. differences or count direction).

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE, CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS, CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16, L16-CO1, L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only

DIM old_1, new_1 AS LONG 'Dimension...
DIM old_2, new_2 AS LONG 'the variables

INIT:
  old_1 = 0                'Initialize...
  old_2 = 0                'the variables
  CNT_SE_DIFF(11b)        'ADwin-Gold only:
                           'All counter inputs differential
  CNT_MODE(0)              'All counters on external clock input
  CNT_SET(11b)             'Counters 1+2 with clock (CLK) and
                           'direction (DIR) inputs
  CNT_INPUTMODE(0)        'Determine functionality CLR/LATCH: At
                           'all as CLR-input
  CNT_CLEARENABLE(11b)    'Enables the CLR-function of
                           'counters 1+2
  CNT_CLEAR(11b)          'Reset counters 1+2 to 0
  CNT_ENABLE(11b)         'Start counters 1+2

EVENT:
  new_1 = CNT_READ(1)      'Latch counter 1 and read out Latch A
                           'afterward
  new_2 = CNT_READ(2)      'Latch counter 2 and read out Latch A
                           'afterward
  PAR_1 = new_1 - old_1    'Calculate the difference
                           '(f = impulses / time)
  PAR_2 = new_2 - old_2    ' -"-
  old_1 = new_1            'Save new counter values as old
  old_2 = new_2            ' -"-

```

CNT_READLATCH

CNT_READLATCH returns the value of a counter previously stored in Latch A.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = CNT_READLATCH (CounterNo)
```

Parameters

CounterNo	Counter number (L16, L16-DIO1: 1...2, L16-CO1: 1, Gold-CO1: 1...4).	LONG
ret_val	Contents of Latch A .	LONG

Notes

Use the return value in calculations only with variables of the type **LONG** (e.g. differences or count direction).

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE, CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ, CNT_READFLATCH, CNT_RESETSTATUS, CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16, L16-CO1, L16-DIO1, L16-DIO2

Notes

The point of time when the current counter value is latched depends on the **CNT_MODE** settings:

- External clock input (**CNT_MODE** bit = 0): Only the instruction **CNT_LATCH** latches the counter.
- Internal clock input (**CNT_MODE** bit = 1): Any edge of the external measurement signal latches the counter.

At a positive edge of the input signal the counter values are latched into Latch A, whereas at a negative edge of the input signal the counter values are latched into Latch B.

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only
DIM rise, rise_old, fall, fall_old AS LONG
#DEFINE high PAR_1
#DEFINE low PAR_2
#DEFINE T PAR_9
#DEFINE f PAR_10

INIT:
    rise_old = 0           'Initialize the variables
    fall_old = 0
    CNT_SE_DIFF(11b)      'ADwin-Gold only:
                           'All counter inputs differential
    CNT_MODE(11b)         'Counters 1+2 on internal clock input
    CNT_SET(0)            'All counters with 20 MHz internal
                           'reference clock
    CNT_INPUTMODE(11b)   'Determine functionality CLR/LATCH: At
                           'counters 1+2 as LATCH input
    CNT_CLEARENABLE(0)   'Disables the CLR-function of all
                           'counters
    CNT_CLEAR(11b)       'Reset counters 1+2 to 0
    CNT_ENABLE(1)        'Start couner 1

EVENT:
    rise = CNT_READLATCH(1) 'Read out Latch A counter 1
    fall = CNT_READFLATCH(1) 'Read out Latch B counter 1
    IF (rise <> rise_old) THEN 'Is a rising edge detected?
        T = rise - rise_old 'Period duration in nanoseconds
        f = 1E9 / T         'Frequency in Hertz
        IF (fall <> fall_old) THEN 'Is a falling edge detected?
            high = (fall - rise) * 25 'Impulse duration in nanoseconds
            low = (rise - fall_old) * 25 'Pause duration in
                                   'nanoseconds
        ELSE
            'No falling edge is detected
            high = (fall - rise_old) * 25 'Impulse duration in
                                   'nanoseconds
            low = (rise - fall) * 25 'Pause duration in nanoseconds
        ENDIF
    ENDIF
    rise_old = rise         'Save contents of the latch
    fall_old = fall         'Save contents of the latch

```

CNT_READFLATCH

CNT_READFLATCH returns the value of a counter previously stored in Latch B.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = CNT_READFLATCH(CounterNo)
```

Parameters

CounterNo	Counter number (L16-DIO1: 1...2, Gold-CO1: 1...4).	LONG
ret_val	Contents of Latch B.	LONG

Comment

Use the return value in calculations only with variables of the type **LONG** (e.g. differences or count direction).

The point of time when the current counter value is latched depends on the **CNT_MODE** settings:

- External clock input (**CNT_MODE** bit = 0): Only the instruction **CNT_LATCH** latches the counter.
- Internal clock input (**CNT_MODE** bit = 1): Any edge of the external measurement signal latches the counter.

At a positive edge of the input signal the counter values are latched into Latch A, whereas at a negative edge of the input signal the counter values are latched into Latch B.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE,
CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_MODE,
CNT_READ, CNT_READLATCH, CNT_RESETSTATUS,
CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16-DIO1, L16-DIO2

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#INCLUDE ADWL16.INC      'ADwin-light-16 only
DIM rise, rise_old, fall, fall_old AS LONG
#DEFINE high PAR_1
#DEFINE low PAR_2
#DEFINE T PAR_9
#DEFINE f PAR_10

INIT:
    rise_old = 0           'Initialize...
    fall_old = 0           ' the variables
    CNT_SE_DIFF(11b)       'ADwin-Gold only:
                           'All counter inputs differential
    CNT_MODE(11b)          'Counters 1+2 on internal clock input
    CNT_SET(0)             'All counters with 20 MHz internal
                           'clock reference
    CNT_INPUTMODE(11b)    'Determine functionality CLR/LATCH: At
                           'counters 1+2 as LATCH inputs
    CNT_CLEARENABLE(0)    'Disables the CLR-function of all
                           'counters
    CNT_CLEAR(11b)        'Reset counters 1+2 to 0
    CNT_ENABLE(1)        'Start counter 1

EVENT:
    rise = CNT_READLATCH(1) 'Read out Latch A counter 1
    fall = CNT_READFLATCH(1) 'Read out Latch B counter 1
    IF (rise <> rise_old) THEN 'Is a rising edge detected?
        T = rise - rise_old 'Period duration in nanoseconds
        f = 1E9 / T         'Frequency in Hertz
        IF (fall <> fall_old) THEN 'Is a falling edge detected?
            high = (fall - rise) * 25 'Impulse duration in nanoseconds
            low = (rise - fall_old) * 25 'Pause duration in
                                   'nanoseconds
        ELSE
            'No falling edge detected
            high = (fall - rise_old) * 25 'Impulse duration in
                                   'nanoseconds
            low = (rise - fall) * 25 'Pause duration in nanoseconds
        ENDIF
    ENDIF
    rise_old = rise         'Save contents of the latch
    fall_old = fall         'Save contents of the latch

```

CNT_RESETSTATUS

ADwin-Gold only: The instruction **CNT_RESETSTATUS** clears the status register of all four 32 bit-counters.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
CNT_RESETSTATUS()
```

Comment

The status register is read out with the instruction **CNT_GETSTATUS**.

See also

CNT_CLEAR, CNT_ENABLE, CNT_GETSTATUS,
CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ,
CNT_READLATCH, CNT_READFLATCH, CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only

DIM error AS LONG

DIM old_1, new_1 AS LONG 'Dimensioning...
DIM old_2, new_2 AS LONG ' variables

INIT:
  CNT_ENABLE(0)           'Stop all counters
  CNT_CLEAR(1111b)       'Clear all counters
  CNT_SE_DIFF(11b)       'Set all counters to diff. inputs
  CNT_MODE(0)            'Set external event input
  CNT_SET(0)             'Set mode 4 edge evaluation
  CNT_INPUTMODE(0)       'Enable CLR counter input
  CNT_ENABLE(1111b)     'Start all counters
  old_1 = 0               'Initialize...
  old_2 = 0               ' variables
  error = 0               'Initialize error flag

EVENT:
  PAR_1 = CNT_READ(1)     'Read out counter 1
  PAR_2 = CNT_GETSTATUS(1) AND 0FFFF00F0h 'Read out and mask
                                           'status register counter 1
  IF (PAR_2 AND 2000000h = 2000000h) THEN 'Line or cable error
                                           'counter 1?
    INC PAR_3              'Number of line or cable errors until
                                           'now...
    error = 1              'Set error flag
  ENDIF
  IF (PAR_2 AND 1000000h = 1000000h) THEN 'Correlation error
                                           'counter 1?
    INC PAR_4              'Number of correlation errors until
                                           'now...
    error = 1              'Set error flag
  ENDIF
  CNT_RESETSTATUS()      'Clear bits of line and correlation
                                           'errors
  PAR_5 = SHIFT_RIGHT(PAR_2 AND 10h,4) 'status of CLR-input
  PAR_6 = SHIFT_RIGHT(PAR_2 AND 10000h,16) 'status of input A
  PAR_7 = SHIFT_RIGHT(PAR_2 AND 20000h,17) 'status of input B

```

CNT_SE_DIFF

ADwin-Gold only: The instruction **CNT_SE_DIFF** sets counter inputs to the input mode single-ended or differential as pairs.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
CNT_SE_DIFF(CounterNo)
```

Parameter

CounterNo Bit pattern to choose the counter pairs (see LONG table) and set the input mode:
 Bit = 0: Run inputs single-ended.
 Bit = 1: Run inputs differential.

Bit no. in CounterNo	31 ... 2	1	0
Inputs of counters no.	–	3 + 4	1 + 2

Comment

After start-up of an *ADwin-Gold*, the operating mode of the counter inputs is undefined; all of the counter inputs have to be set to the desired operating mode.

See also

CNT_CLEAR, CNT_ENABLE, CNT_GETSTATUS,
 CNT_INPUTMODE, CNT_LATCH, CNT_MODE, CNT_READ,
 CNT_READLATCH, CNT_READFLATCH, CNT_RESETSTATUS,
 CNT_SET

Valid for

Gold-CO1

Example

```

#INCLUDE ADWGCNT.INC      'ADwin-Gold only

DIM error AS LONG        'Dimensioning...
DIM old_1, new_1 AS LONG ' variables
DIM old_2, new_2 AS LONG

INIT:
  CNT_ENABLE(0)             'Stop all counters
  CNT_CLEAR(1111b)          'Clear all counters
  CNT_SE_DIFF(11b)          'Set all counters to diff. inputs
  CNT_MODE(0)               'Set external event input
  CNT_SET(0)                'Set mode 4 edge evaluation
  CNT_INPUTMODE(0)          'Enable CLR counter input
  CNT_ENABLE(1111b)         'Start all counters
  old_1 = 0                  'Initialize...
  old_2 = 0                  ' variables
  error = 0                  'Initialize error flag

EVENT:
  PAR_1 = CNT_READ(1)        'Read out counter 1
  PAR_2 = CNT_GETSTATUS(1) AND 0FFFF00F0h 'Read out and mask
                                     'status register counter 1
  IF (PAR_2 AND 2000000h = 2000000h) THEN 'Line or cable error
                                     'counter 1?
    INC PAR_3                  'Number of line or cable errors until
                                     'now...
    error = 1                  'Set error flag
  ENDIF
  IF (PAR_2 AND 1000000h = 1000000h) THEN 'Correlation error
                                     'counter 1?
    INC PAR_4                  'Number of correlation errors until
                                     'now...
    error = 1                  'Set error flag
  ENDIF
  CNT_RESETSTATUS()          'Clear bits of line and correlation
                                     'errors
  PAR_5 = SHIFT_RIGHT(PAR_2 AND 10h,4)
                                     'current status of CLR-input
  PAR_6 = SHIFT_RIGHT(PAR_2 AND 10000h,16)
                                     'current status of input A.
  PAR_7 = SHIFT_RIGHT(PAR_2 AND 20000h,17)
                                     'current status of input B.

```

CNT_SET

The instruction **CNT_SET** defines the operating mode for all counters (depending on **CNT_MODE**) according to the bit pattern in **pattern**.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

CNT_SET(pattern)
```

Parameters

pattern Bit pattern, for the meaning of the bits
see table below.

LONG

Bit value in pattern	External clock input Bit = 0 in CNT_MODE	Internal clock input Bit = 1 in CNT_MODE
Bit = 0	4-edge evaluation	Reference clock 20 MHz
Bit = 1	Clock and direction input	Reference clock 5 MHz

Bit no.	31...4	3	2	1	0
Counter no.	—	4 ^a	3 ^a	2	1

a. for *ADwin-Gold* CO1 only

Comment

Please use this instruction only when the counter is disabled.

See also

CNT_CLEAR, CNT_CLEARENABLE, CNT_ENABLE,
CNT_GETSTATUS, CNT_INPUTMODE, CNT_LATCH, CNT_MODE,
CNT_READ, CNT_READLATCH, CNT_READFLATCH,
CNT_RESETSTATUS, CNT_SE_DIFF, CNT_SET

Valid for

Gold-CO1, L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

INIT:
    CNT_SE_DIFF(11b)      'ADwin-Gold only:
                           'All counter inputs differential
    CNT_MODE(0)           'All counters on external clock input
    CNT_SET(11100b)       'Counters 3+4 (Gold only) with clock/
                           'direction evaluation, Counters 1+2
                           'with 4 edge evaluation
    CNT_CLEAR(11100b)     'Set counters 3+4 (Gold only) to 0
    CNT_ENABLE(11100b)    'Enable counters 3+4 (Gold only),
                           'disable counters 1+2
```

CONF_DIO_E

The instruction **CONF_DIO_E** configures the digital channels as inputs or outputs in groups of 8.

Syntax

```
#INCLUDE ADWL16.INC
```

```
CONF_DIO_E(setup)
```

Parameters

setup

Bit pattern, that configures
the digital channels as inputs or outputs:
Bit=0: Channels as inputs.
Bit=1: Channels as outputs.

LONG

Bit no. in val	15...4	3	2	1	0
Channels	–	DIO31	DIO23	DIO15	DIO07
	
		DIO24	DIO16	DIO08	DIO00

Comment

After power-up all digital I/O-lines are configured as inputs.

See also

DIGIN_WORD1_E, DIGIN_WORD2_E, DIGOUT_RESET1_E,
DIGOUT_RESET2_E, DIGOUT_SET1_E, DIGOUT_SET2_E,
DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC
```

```
INIT:
```

```
CONF_DIO_E(1100b)
```

```
'Configures DIOs 15:00 as inputs and  
'DIOs 31:16 as outputs.
```

DIGIN_WORD1_E

The instruction **DIGIN_WORD1_E** returns the values of the digital inputs 0...15 at the same time.

Syntax

```
#INCLUDE ADWL16.INC  
  
ret_val = DIGIN_WORD1_E()
```

Parameters

ret_val Bit pattern, that corresponds to the TTL-level at the digital inputs.
1: TTL-level high.
0: TTL-level low.

LONG

Bit number in	31 ... 16	15	14	...	1	0
ret_val						
Input No.	–	DIO15	DIO14	...	DIO01	DIO00

Comment

If you have configured the channels as outputs, the contents of the output register of these bits is returned.

See also

CONF_DIO_E, DIGIN_WORD2_E, DIGOUT_RESET1_E,
DIGOUT_RESET2_E, DIGOUT_SET1_E, DIGOUT_SET2_E,
DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
    CONF_DIO_E(1100b)      'Configures DIOs 15:00 as inputs and
                           'DIOs 31:16 as outputs

EVENT:
    PAR_1 = DIGIN_WORD1_E() 'Read low-word (bits 15:00)
```

DIGIN_WORD2_E

The instruction **DIGIN_WORD2_E** returns the values of the digital inputs 16...31 at the same time.

Syntax

```
#INCLUDE ADWL16.INC  
  
ret_val = DIGIN_WORD2_E()
```

Parameters

ret_val Bit pattern, that corresponds to the TTL-level at the digital inputs.
1: TTL-level high.
0: TTL-level low.

LONG

Bit number in	31 ... 16	15	14	...	1	0
ret_val						
Input No.	–	DIO31	DIO30	...	DIO17	DIO16

Comment

If you have configured the channels as outputs, the contents of the output register of these bits is returned.

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGOUT_RESET1_E, DIGOUT_RESET2_E, DIGOUT_SET1_E, DIGOUT_SET2_E, DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC
```

INIT:

```
CONF_DIO_E(0)           'Configures DIOs 31:00 as inputs(also  
                        'in the power-up status!)
```

EVENT:

```
PAR_1 = DIGIN_WORD1_E() 'Read low-word (bits 15:00)  
PAR_2 = DIGIN_WORD2_E() 'Read high-word (bits 31:16)
```

DIGIN_LONG_E

The instruction **DIGIN_LONG_E** returns the values of the digital inputs 0...31 at the same time.

Syntax

```
#INCLUDE ADWL16.INC

ret_val = DIGIN_LONG_E()
```

Parameters

ret_val Bit pattern, that corresponds to the TTL-level at the digital inputs.
 1: TTL-level high.
 0: TTL-level low.

LONG

Bit number in	31	30	...	1	0
ret_val					
Input No.	DIO31	DIO30	...	DIO01	DIO00

Comment

If you have configured the channels as outputs, the contents of the output register of these bits is returned.

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGOUT_RESET1_E, DIGOUT_RESET2_E, DIGOUT_SET1_E, DIGOUT_SET2_E, DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO2

Example

```
#INCLUDE ADWL16.INC
```

INIT:

```
CONF_DIO_E(0)           'Configures DIOs 31:00 as inputs(also  
                        'in the power-up status!)
```

EVENT:

```
PAR_1 = DIGIN_WORD1_E() 'Read low-word (bits 15:00)  
PAR_2 = DIGIN_LONG_E()  'Read high-word (bits 31:16)
```


DIGOUT_RESET1_E

The instruction **DIGOUT_RESET1_E** sets the selected digital outputs 0...15 to TTL-level low.

Syntax

```
#INCLUDE ADWL16.INC
DIGOUT_RESET1_E(setup)
```

Parameters

setup

Bit pattern for setting specified outputs:

LONG

Bit = 1: Set to TTL-level low.

Bit = 0: no influence.

Bit number	31 ... 16	15	14	...	1	0
in <i>setup</i>						
Input No.	–	DIO15	DIO14	...	DIO01	DIO00

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
DIGOUT_RESET2_E, DIGOUT_SET1_E, DIGOUT_SET2_E,
DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC
```

INIT:

```
CONF_DIO_E(11b)      'Configures DIOs 15:00 as outputs and  
                      'DIOs 31:16 as inputs
```

INIT:

```
PAR_1 = 5555h          'Delete all odd-numbered bits of the  
                      'low-word upon output.  
DIGOUT_WORD1_E(0FFFFh) 'Output DIO-bits 15:00
```

EVENT:

```
DIGOUT_RESET1_E(PAR_1) 'Delete DIO-bits equivalent to PAR_1  
PAR_1 = PAR_1 XOR 0FFFFh 'Invert output-word  
DIGOUT_WORD1_E(PAR_1) 'Output DIO-bits 15:00
```

DIGOUT_RESET2_E

The instruction **DIGOUT_RESET2_E** sets the selected digital outputs 16...31 to TTL-level low.

Syntax

```
#INCLUDE ADWL16.INC
DIGOUT_RESET2_E (setup)
```

Parameters

setup

Bit pattern for setting specified outputs:

Bit = 1: Set to TTL-level low.

Bit = 0: no influence.

LONG

Bit number	31 ... 16	15	14	...	1	0
in setup						
Input No.	–	DIO31	DIO30	...	DIO17	DIO16

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
DIGOUT_RESET1_E, DIGOUT_SET1_E, DIGOUT_SET2_E,
DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(1100b)      'Configures DIOs 15:00 as inputs and
                          'DIOs 31:16 as outputs

INIT:
  PAR_2 = 5555h          'Clear all odd-numbered bits of the
                          'high-word during output.
  DIGOUT_WORD1_E(0FFFFh) 'Output the DIO bits 15:00

EVENT:
  DIGOUT_RESET2_E(PAR_2) 'Clear the DIO bits according to
                          'PAR_2.
  PAR_2 = PAR_2 XOR 0FFFFh 'Invert ouput-word
  DIGOUT_WORD2_E(PAR_2) 'Output the DIO bits 31:16
```

DIGOUT_SET1_E

The instruction **DIGOUT_SET1_E** sets the selected digital outputs 0...15 to TTL-level high.

Syntax

```
#INCLUDE ADWL16.INC
DIGOUT_SET1_E(setup)
```

Parameters

setup Bit pattern to set specified outputs: LONG
 Bit = 1: Set to TTL-level high.
 Bit = 0: No change.

Bit number	31 ... 16	15	14	...	1	0
in setup						
Input No.	–	DIO15	DIO14	...	DIO01	DIO00

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
 DIGOUT_RESET1_E, DIGOUT_RESET2_E, DIGOUT_SET2_E,
 DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(1100b) 'Configures DIOs 15:00 as outputs and
                    'DIOs 31:16 as input
  PAR_1 = 0AAAAh    'Set all even-numbered bits of the
                    'low-word during the output
  DIGOUT_WORD1_E(0) 'Output the DIO bits 15:00

EVENT:
  DIGOUT_SET1_E(PAR_1) 'Set the DIO bits according to PAR_1
  PAR_1 = PAR_1 XOR 0FFFFh 'Invert output-word
  DIGOUT_WORD1_E(PAR_1) 'Output the DIO bits 15:00
```

DIGOUT_SET2_E

The instruction **DIGOUT_SET2_E** sets the selected digital outputs 16...31 to TTL-level high.

Syntax

```
#INCLUDE ADWL16.INC

DIGOUT_SET2_E(setup)
```

Parameters

setup Bit pattern to set specified outputs: LONG
 Bit = 1: Set to TTL-level high.
 Bit = 0: No change.

Bit number	31 ... 16	15	14	...	1	0
in setup						
Input No.	–	DIO31	DIO30	...	DIO17	DIO16

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
 DIGOUT_RESET1_E, DIGOUT_SET1_E, DIGOUT_SET2_E,
 DIGOUT_WORD1_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(1100b)    'Configures DIOs 15:00 as outputs and
                        'the DIOs 31:16 as inputs
  PAR_1 = 0AAAAh        'Set all even-numbered bits of the
                        'low-word during the output
  DIGOUT_WORD2_E(0)     'Output the DIO bits 15:00

EVENT:
  DIGOUT_SET2_E(PAR_2)  'Set the DIO bits according to PAR_1
  PAR_2 = PAR_2 XOR 0FFFFh 'Invert output-word
  DIGOUT_WORD2_E(PAR_2) 'Output the DIO bits 15:00
```

DIGOUT_WORD1_E

The instruction **DIGOUT_WORD1_E** sets all digital outputs 0...15 to specified TTL-levels using a bit pattern.

Syntax

```
#INCLUDE ADWL16.INC

DIGOUT_WORD1_E(setup)
```

Parameters

setup Bit pattern, corresponding to the LONG
 TTL level desired at the digital outputs.
 Bit = 1: Set to TTL-level high.
 Bit = 0: Set to TTL-level low.

Bit number	31 ... 16	15	14	...	1	0
in setup						
Input No.	–	DIO15	DIO14	...	DIO01	DIO00

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
 DIGOUT_RESET1_E, DIGOUT_RESET2_E, DIGOUT_SET1_E,
 DIGOUT_SET2_E, DIGOUT_WORD2_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(0011b)    'Configures DIOs 15:00 as outputs and
                        'DIOs 31:16 as inputs
  PAR_1 = 5555h        'Set all odd-numbered bits of the
                        'low-word

EVENT:
  DIGOUT_WORD1_E(PAR_1) 'Output the DIO bits 15:00
```

DIGOUT_WORD2_E

The instruction **DIGOUT_WORD2_E** sets all the digital outputs 16...31 to specified TTL-levels using a bit pattern.

Syntax

```
#INCLUDE ADWL16.INC

DIGOUT_WORD2_E(setup)
```

Parameters

setup Bit pattern, corresponding to the TTL level desired at the digital outputs.
 Bit = 1: Set to TTL-level high.
 Bit = 0: Set to TTL-level low.

LONG

Bit number	31 ... 16	15	14	...	1	0
in setup						
Input No.	—	DIO31	DIO30	...	DIO17	DIO16

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
 DIGOUT_RESET1_E, DIGOUT_RESET2_E, DIGOUT_SET1_E,
 DIGOUT_SET2_E, DIGOUT_WORD1_E

Valid for

L16-DIO1, L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(12)      'Configures DIOs 15:00 as inputs and
                       'DIOs 31:16 as outputs
  PAR_2 = 0AAAAh      'Set all even-numbered bits of the
                       'low-word.

EVENT:
  DIGOUT_WORD2_E(PAR_2) 'Output the DIO bits 31:16
```


DIGOUT_LONG_E

The instruction **DIGOUT_LONG_E** sets all the digital outputs 0...31 to specified TTL-levels using a bit pattern.

Syntax

```
#INCLUDE ADWL16.INC
DIGOUT_LONG_E(setup)
```

Parameters

setup Bit pattern, corresponding to the LONG
 TTL level desired at the digital outputs.
 Bit = 1: Set to TTL-level high.
 Bit = 0: Set to TTL-level low.

Bit number in setup	31	30	...	1	0
Input No.	DIO31	DIO30	...	DIO01	DIO00

See also

CONF_DIO_E, DIGIN_WORD1_E, DIGIN_WORD2_E,
 DIGIN_LONG_E, DIGOUT_RESET1_E, DIGOUT_RESET2_E,
 DIGOUT_SET1_E, DIGOUT_SET2_E, DIGOUT_WORD1_E

Valid for

L16-DIO2

Example

```
#INCLUDE ADWL16.INC

INIT:
  CONF_DIO_E(12)      'Configures DIOs 15:00 as inputs and
                       'DIOs 31:16 as outputs
  PAR_2 = 0AAAAh      'Set all even-numbered bits of the
                       'low-word.

EVENT:
  DIGOUT_LONG_E(PAR_2) 'Output the DIO bits 31:16
```

CAN_MSG

`CAN_MSG[]` is a one-dimensional array, consisting of 9 elements, where the message objects are stored.

Syntax

```
#INCLUDE ADWL16.INC
```

```
CAN_MSG[n] = value
```

or

```
value = CAN_MSG[n]
```

Parameters

<code>n</code>	Element number in the field <code>CAN_MSG</code> (1...9).	LONG
<code>value</code>	Value (8 bit), which is to be written into or read from the message object.	LONG

Comment

The elements of the array `CAN_MSG[]` have the following functions:

Element no. in <code>CAN_MSG</code>	1...8	9
Contents	Message object(s) = databyte(s)	Number (0...8) of allocated databytes

Enter the values to be transferred into the field `CAN_MSG[]`, *before* transferring them with **TRANSMIT**.

See also

EN_INTERRUPT, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG, INIT_CAN, READ_MSG, SET_CAN_BAUDRATE, SET_CAN_REG, TRANSMIT

Valid for

L16-DIO1

Example

REM Sends a 32 Bit FLOAT-value (here: Pi) as sequence of
REM 4 bytes in a message object
REM (Receiving of a float value see example at READ_MSG)

```
#INCLUDE ADWL16.INC
#DEFINE pi 3.14159265
DIM i AS LONG

INIT:
  INIT_CAN()           'Initialize CAN controller

  REM Enable message object 6
  REM for sending with the identifier 40 (11 bit)
  EN_TRANSMIT(6,40,0)

  REM Create bit pattern of Pi with data type Long
  PAR_1 = CAST_FLOATTOLONG(pi)

  REM divide bit pattern (32 Bit) into 4 bytes
  CAN_MSG[4] = PAR_1 AND 0FFh 'assign LSB
  FOR i = 1 TO 3
    CAN_MSG[4-i] = SHIFT_RIGHT(PAR_1,8*i) AND 0FFh
  NEXT i
  CAN_MSG[9] = 4          'message length in bytes

EVENT:
  TRANSMIT(6)            'Send the message object 6
```

EN_INTERRUPT

CAN bus: The instruction **EN_INTERRUPT** configures a specified message object in such a manner that an external event is generated when the message arrives.

Syntax

```
#INCLUDE ADWL16.INC

EN_INTERRUPT(objectno)
```

Parameters

objectno Number (1...15) of the message object.

LONG

See also

CAN_MSG, EN_RECEIVE, GET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC

INIT:
  INIT_CAN()           'Initialization of the CAN controller
  EN_RECEIVE(1200,0)   'Initialize the message object 1 to
                        'receive CAN messages with the
                        'identifier 200
  EN_INTERRUPT(1)      'Enables the triggering of interrupts
                        '(ext. EVENT) when receiving the
                        'message object 1
```

EN_RECEIVE

CAN bus: The instruction **EN_RECEIVE** enables a specified message object to receive messages.

Syntax

```
#INCLUDE ADWL16.INC  
EN_RECEIVE(objectno, id, extend)
```

Parameters

objectno	Number (1...15) of the message object.	LONG
id	Identifier ($0 \dots 2^{11}$ or $0 \dots 2^{29}$) of the messages, which can be received in this message object.	LONG
extend	Length of the identifier: 0: 11 bits. 1: 29 bits.	LONG

Notes

A message object can only receive messages from the CAN bus when you have previously enabled it to receive with **EN_RECEIVE**.

The message object only receives messages with the identifier you have specified.

See also

CAN_MSG, EN_TRANSMIT, GET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC
```

```
INIT:
```

```
    INIT_CAN()
```

```
    EN_RECEIVE(1200,0)
```

```
'Initialization of the CAN controller
```

```
'Initialize the message object 1 to
```

```
'receive CAN messages with the
```

```
'identifier 200
```

EN_TRANSMIT

CAN bus: The instruction **EN_TRANSMIT** enables a specified message object to send messages.

Syntax

```
#INCLUDE ADWL16.INC  
EN_TRANSMIT(objectno, id, extend)
```

Parameters

objectno	Number (1...14) of the message object.	LONG
id	Identifier which is sent with the messages of this message object.	LONG
extend	Length of the identifier: 0: 11 bits. 1: 29 bits.	LONG

Notes

A message object can only send messages to the CAN bus when you have it previously enabled to send with **EN_TRANSMIT**.

See also

CAN_MSG, EN_RECEIVE, GET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC  
  
INIT:  
  INIT_CAN()           'Initialization of the CAN controller  
  EN_TRANSMIT(6,40,0)  'Initialize the message object 6 to  
                        'send CAN messages with identifier 40
```

GET_CAN_REG

CAN bus: The instruction **GET_CAN_REG** reads the value of a specified register in the CAN controller.

Syntax

```
#INCLUDE ADWL16.INC

ret_val = GET_CAN_REG(regno)
```

Parameters

<code>regno</code>	Register number in the CAN controller (0...255).	LONG
<code>ret_val</code>	Contents of the register (transfer to the lower 8 bits).	LONG

Notes

You will find the register list of the CAN controller in the Intel® AN82527 datasheet.

See also

SET_CAN_BAUDRATE, SET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC

INIT:
    INIT_CAN() 'Initialization of the CAN controller
    PAR_1 = GET_CAN_REG(0) 'Read out the control register
```


INIT_CAN

CAN bus: The instruction **INIT_CAN** initializes the CAN controller.

Syntax

```
#INCLUDE ADWL16.INC  
INIT_CAN ()
```

Notes

The instruction carries out the following steps:

- Reset (hardware reset of the CAN controller)
- All filters are set to "must match".
- Clockout register is set to 0 (= the external frequency is not divided).
- The register "Bus Configuration" is set to 0.
- The transfer rate for the CAN bus is set to 1 MBit/s.
- All message objects are disabled.

You have to execute this instruction before you access the CAN controller with other instructions. We recommend you place this instruction in the process section **LOWINIT**: or **INIT**:

See also

CAN_MSG, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC  
  
INIT:  
    INIT_CAN ()                'Initialize the CAN controller 1 on CAN  
                                'module 1
```

READ_MSG

CAN bus: The instruction **READ_MSG** checks if new messages have been received in a specified message object. If so, the message is saved in **CAN_MSG** and the identifier of the message is returned.

Syntax

```
#INCLUDE ADWL16.INC  
  
ret_val = READ_MSG(msgno)
```

Parameters

msgno	Number (1...15) of the message object.	LONG
ret_val	-1: No new message. >0: New message; value = identifier of the message.	LONG

Notes

You can read out a message you have received only once.

You have to enable the message object you want to read out with **EN_RECEIVE** before, so that it will be able to receive.

See also

CAN_MSG, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG

Valid for

L16-DIO1

Example

REM If a new message with the correct identifier is received
 REM the data is read out. The first 4 bytes of the message are
 REM combined to a float value of length 32 bit. (Sending a
 REM float value see example of TRANSMIT).

```
#INCLUDE ADWL16.INC
```

```
DIM n AS LONG
```

```
INIT:
```

```
PAR_1 = 0
```

```
  INIT_CAN()           'Initialize the CAN controller
```

```
  EN_RECEIVE(1,1,40,0) 'Initialize the message object 1  
                        'to receive CAN messages with  
                        'identifier 40
```

```
EVENT:
```

```
REM If the message is changed, read out the received data  

REM from object 1 and transfer the identifier to parameter 9.  

REM The data bytes are in the array CAN_MSG[].
```

```
PAR_9 = READ_MSG(1)
```

```
IF (PAR_9 = 40) THEN
```

```
  REM New message for message object with the identifier 40  
  REM has arrived
```

```
  PAR_1 = CAN_MSG[1] 'Read out high-byte
```

```
  FOR n = 2 TO 4      'Combine with remaining 3 bytes to
```

```
    PAR_1 = SHIFT_LEFT(PAR_1,8) + CAN_MSG[n]'a 32-bit value
```

```
  NEXT n
```

```
  REM Convert the bit pattern in PAR_1 to data type FLOAT and  
  REM assign to the variable FPAR_1.
```

```
  FPAR_1 = CAST_LONGTOFLOAT(PAR_1)
```

```
ENDIF
```

SET_CAN_BAUDRATE

CAN bus: The instruction **SET_CAN_BAUDRATE** sets the Baud rate of the CAN controller.

Syntax

```
#INCLUDE ADWL16.INC
```

```
ret_val = SET_CAN_BAUDRATE(rate)
```

Parameters

<code>rate</code>	Baud rate in bits/second.	LONG
<code>ret_val</code>	0: Baud rate is set. 1: Baud rate invalid.	LONG

Notes

The available baud rates (bus frequencies) are given in the table "Baud rates for the CAN Bus" (Annex, page A-3). Please use the table's notation exactly, i.e. non-integer baud rates with 4 decimal places; values with different notation will be rejected as not allowed.

The instruction executes the following actions:

- Checks if the transferred Baud rate is allowed. If not then set the return value to 1 and stop processing.
- Set the registers of the CAN controller for the Baud rate.
- Set sampling mode to 0: One sample per bit.
- Select the settings in such a way that the sample point is always between 60% and 72% of the total bit length.
- Set the jump width for synchronization to 1.

In special cases it may be of interest to set a baud rate in a different way than the instruction works. The hardware manual gives an explanation how to do this.



The instruction should be called in the program sections **LOWINIT**: or **INIT**:, after the instruction **INIT_CAN**, because otherwise the set Baud rate will be overwritten by the default setting (1 MBit/s).

See also

GET_CAN_REG, SET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC
```

```
INIT:
```

```
    INIT_CAN()           'Initialization of the CAN controller
```

```
    SET_CAN_BAUDRATE(125000) 'Set the Baud rate of 125 kBit/s
```

SET_CAN_REG

CAN bus: The instruction **SET_CAN_REG** writes a value into a specified register of the CAN controller.

Syntax

```
#INCLUDE ADWL16.INC  
  
SET_CAN_REG(regno, value)
```

Parameters

regno	Register number in the CAN controller (0...255).	LONG
value	Value (8 bits), which is written into the register.	LONG

Notes

The register list of the CAN controller can be found in the Intel® AN82527 datasheet.

See also

SET_CAN_BAUDRATE, GET_CAN_REG

Valid for

L16-DIO1

Example

```
#INCLUDE ADWL16.INC  
  
INIT:  
    INIT_CAN()           'Initialization of the CAN controller  
    SET_CAN_REG(0,1)     'Set control register to the value 1
```

TRANSMIT

CAN bus: The instruction **TRANSMIT** sends the message in `CAN_MSG` via the specified message object.

Syntax

```
#INCLUDE ADWL16.INC
```

```
TRANSMIT (msgno)
```

Parameters

`msgno`

Number (1...14) of the message object.

`LONG`

Notes

Enter the message - data bytes and number of data bytes - into the array `CAN_MSG`, before you start sending.

You have to enable the message object with **EN_TRANSMIT**, so that it will be able to send messages.

With this instruction the message is sent as soon as the message object has received access rights to the CAN bus.

See also

`INIT_CAN`, `READ_MSG`, `EN_TRANSMIT`

Valid for

L16-DIO1

Example

REM Sends a 32 Bit FLOAT-value (here: Pi) as sequence of
REM 4 bytes in a message object
REM (Receiving of a float value see example at READ_MSG)

```
#INCLUDE ADWL16.INC
#DEFINE pi 3.14159265
DIM i AS LONG

INIT:
  INIT_CAN()                'Initialize CAN controller

  REM Enable message object 6
  REM for sending with the identifier 40 (11 bit)
  EN_TRANSMIT(6,40,0)

  REM Create bit pattern of Pi with data type Long
  PAR_1 = CAST_FLOATTOLONG(pi)

  REM divide bit pattern (32 Bit) into 4 bytes
  CAN_MSG[4] = PAR_1 AND 0FFh 'assign LSB
  FOR i = 1 TO 3
    CAN_MSG[4-i] = SHIFT_RIGHT(PAR_1,8*i) AND 0FFh
  NEXT i
  CAN_MSG[9] = 4             'message length in bytes

EVENT:
  TRANSMIT(6)                'Send the message object 6
```


6.5 ADwin-Gold-CAN

This section describes the instructions of the CAN add-on of the *ADwin-Gold* system.

Use the instructions of this section with the include file `ADWGCAN.inc`.

The CAN add-on is equipped with 4 SSI decoder interfaces, 2 CAN interfaces and 2 RSxxx interfaces. The following instructions are available:

CAN interfaces

CAN_MSG	page 318	INIT_CAN	page 326
EN_CAN_INTERRUPT	page 320	READ_MSG	page 327
EN_RECEIVE	page 321	SET_CAN_BAUDRATE	page 329
EN_TRANSMIT	page 323	SET_CAN_REG	page 331
GET_CAN_REG	page 325	TRANSMIT	page 332

RSxxx interfaces

CHECK_SHIFT_REG	page 334	RS_RESET	page 341
GET_RS	page 337	RS485_SEND	page 342
READ_FIFO	page 337	SET_RS	page 343
RS_INIT	page 338	WRITE_FIFO	page 344

SSI decoders

SSI_MODE	page 346	SSI_SET_CLOCK	page 352
SSI_READ	page 348	SSI_START	page 354
SSI_SET_BITS	page 350	SSI_STATUS	page 356

CAN_MSG

`CAN_MSG[]` is a one-dimensional array, consisting of 9 elements, where the message objects are stored.

Syntax

```
#INCLUDE ADWGCAN.INC
```

```
CAN_MSG[n] = value
```

or

```
value = CAN_MSG[n]
```

Parameters

<code>n</code>	Element number in the field <code>CAN_MSG</code> (1...9).	LONG
<code>value</code>	Value (8 bit), which is to be written into or read from the message object.	LONG

Notes

The elements of the array `CAN_MSG[]` have the following functions:

Element no.	1...8	9
Contents	Message objects = data bytes	Number (0...8) of allocated data bytes

Enter the values to be transferred into the field `CAN_MSG[]`, *before* transferring them with **TRANSMIT**.

See also

EN_CAN_INTERRUPT, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG, INIT_CAN, READ_MSG, SET_CAN_BAUDRATE, SET_CAN_REG, TRANSMIT

Valid for

Gold-CAN

Example

REM Sends a 32 Bit FLOAT-value (here: Pi) as sequence of
REM 4 bytes in a message object
REM (Receiving of a float value see Example at READ_MSG)

```
#INCLUDE ADWGCAN.INC
#DEFINE pi 3.14159265
DIM i AS LONG

INIT:
  INIT_CAN(2)           'Initialize CAN controller 2

  REM Enable message object 6 of controller 2 with the
  REM for sending with the identifier 40 (11 bit)
  EN_TRANSMIT(2, 6,40,0)

  REM Create bit pattern of Pi with data type Long
  PAR_1 = CAST_FLOATTOLONG(pi)

  REM divide bit pattern (32 Bit) into 4 bytes
  CAN_MSG[4] = PAR_1 AND 0FFh 'assign LSB
  FOR i = 1 TO 3
    CAN_MSG[4-i] = SHIFT_RIGHT(PAR_1,8*i) AND 0FFh
  NEXT i
  CAN_MSG[9] = 4         'message length in bytes

EVENT:
  TRANSMIT(2,6)          'Sends the message object 6
```

EN_CAN_INTERRUPT

CAN bus: The instruction **EN_CAN_INTERRUPT** configures a specified message object of a CAN interface in such a manner that an external event is generated when the message arrives.

Syntax

```
#INCLUDE ADWGCAN.INC

EN_CAN_INTERRUPT (Can_No, objectno)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
objectno	Number (1...15) of the message object.	LONG

See also

CAN_MSG, EN_RECEIVE, EN_TRANSMIT

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC

INIT:
  INIT_CAN(1)           'Initialization of CAN controller 1
  EN_RECEIVE(1,1,1200,0) 'Initialize the message object 1 of
                        'controller 1 to receive CAN messages
                        'with the identifier 200
  EN_CAN_INTERRUPT(1,1) 'Enables the triggering of interrupts
                        '(ext. EVENT) when receiving the
                        'message object 1
```

EN_RECEIVE

CAN bus: The instruction **EN_RECEIVE** enables a specified message object of a CAN interface to receive messages.

Syntax

```
#INCLUDE ADWGCAN.INC
```

```
EN_RECEIVE (Can_No, objectno, id, extend)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
objectno	Number (1...15) of the message object.	LONG
id	Identifier (0...2 ¹¹ or 0...2 ²⁹) of the messages, which can be received in this message object.	LONG
extend	Length of the identifier: 0: 11 bits. 1: 29 bits.	LONG

See also

CAN_MSG, EN_CAN_INTERRUPT, EN_TRANSMIT, GET_CAN_REG

Notes

A message object can only receive messages from the CAN bus when you have previously enabled it to receive with **EN_RECEIVE**.

The message object only receives messages with the identifier you have specified.

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC
```

```
INIT:
```

```
  INIT_CAN(1)           'Initialization of CAN controller 1  
  EN_RECEIVE(1,1,1200,0) 'Initialize the message object 1 of  
                        'controller 1 to receive CAN messages  
                        'with the identifier 200
```


EN_TRANSMIT

CAN bus: The instruction **EN_TRANSMIT** enables a specified message object of a CAN interface to send messages.

Syntax

```
#INCLUDE ADWGCAN.INC  
EN_TRANSMIT(Can_No, objectno, id, extend)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
objectno	Number (1...14) of the message object.	LONG
id	Identifier which is sent with the messages of this message object.	LONG
extend	Length of the identifier: 0: 11 bits. 1: 29 bits.	LONG

See also

CAN_MSG, EN_RECEIVE, GET_CAN_REG, TRANSMIT

Notes

A message object can only send messages to the CAN bus when you have it previously enabled to send with **EN_TRANSMIT**.

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC

INIT:
  INIT_CAN(1)           'Initialization of CAN controller 1
  REM Initialize message objects 6 of controller 1:
  REM Object 1 to receive with identifier 200
  REM Object 1 to send with identifier 40
  EN_RECEIVE(1,1,200,0)
  EN_TRANSMIT(1,6,40,0)
```

GET_CAN_REG

CAN bus: The instruction **GET_CAN_REG** reads the value of a specified register in one of the CAN controllers.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = GET_CAN_REG(Can_No, regno)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
regno	Register number in the CAN controller (0...255).	LONG
ret_val	Contents of the register (transferred in the lower 8 bits).	LONG

See also

INIT_CAN, SET_CAN_BAUDRATE, SET_CAN_REG

Notes

You will find the register list of the CAN controller in the Intel® AN82527 data sheet.

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC  
INIT:  
    INIT_CAN(1)           'Initialization of CAN controller 1  
    PAR_1 = GET_CAN_REG(1,0) 'Read out the control register
```

INIT_CAN

CAN bus: The instruction **INIT_CAN** initializes one of the CAN controllers.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
INIT_CAN (Can_No)
```

Parameters

Can_No Number (1, 2) of the CAN interface.

LONG

Notes

The instruction carries out the following steps:

- Reset (hardware reset of the CAN controller)
- All filters are set to "must match".
- Clockout register is set to 0 (= the external frequency is not divided).
- The register "Bus Configuration" is set to 0.
- The transfer rate for the CAN bus is set to 1 MBit/s.
- All message objects are disabled.

You have to execute this instruction before you access the CAN controller with other instructions. We recommend you place this instruction in the process section **LOWINIT**: or **INIT**:

See also

CAN_MSG, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC  
  
INIT:  
    INIT_CAN (1)                      'Initialize CAN controller 1
```

READ_MSG

CAN bus: The instruction **READ_MSG** checks if new messages have been received in a specified message object of the CAN interface.

If so, the message is saved in **CAN_MSG** and the identifier of the message is returned.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = READ_MSG(Can_No, msgno)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
msgno	Number (1...15) of the message object.	LONG
ret_val	-1: No new message. >0: New message received; value = identifier of the message.	LONG

Notes

To receive a message you have to follow the correct order:

- Enable the message object with **EN_RECEIVE** for receiving (only once).
- Check for a received message and save to **CAN_MSG** with **READ_MSG**.

You can read a received message only once.

See also

CAN_MSG, EN_RECEIVE, EN_TRANSMIT, GET_CAN_REG

Valid for

Gold-CAN

Example

REM If a new message with the correct identifier is received
 REM the data is read out. The first 4 bytes of the message are
 REM combined to a float value of length 32 bit. (Sending a
 REM float value see example of TRANSMIT).

```
#INCLUDE ADWGCAN.INC
```

```
DIM n AS LONG
```

```
INIT:
```

```
PAR_1 = 0
```

```
  INIT_CAN(1)           'Initialization of CAN controller 1
```

```
  EN_RECEIVE(1,1,40,0)  'Initialize the message object 1 of  
                        'controller 1 to receive CAN messages  
                        'with identifier 40
```

```
EVENT:
```

```
REM If the message is changed, read out the received data  

REM from object 1 and save the identifier to parameter 9.  

REM The data bytes are in the array CAN_MSG[].
```

```
PAR_9 = READ_MSG(1,1)
```

```
IF (PAR_9 = 40) THEN
```

```
  REM New message for message object with the identifier 40  
  REM has arrived
```

```
  PAR_1 = CAN_MSG[1]   'Read out high-byte
```

```
  FOR n = 2 TO 4       'Combine with remaining 3 bytes to
```

```
    PAR_1 = SHIFT_LEFT(PAR_1,8) + CAN_MSG[n] 'a 32-bit value
```

```
  NEXT n
```

```
  REM Convert the bit pattern in PAR_1 to data type FLOAT and  
  REM assign to the variable FPAR_1.
```

```
  FPAR_1 = CAST_LONGTOFLOAT(PAR_1)
```

```
ENDIF
```

SET_CAN_BAUDRATE

CAN bus: The instruction **SET_CAN_BAUDRATE** sets the Baud rate of one of the CAN controllers.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = SET_CAN_BAUDRATE (Can_No, rate)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
rate	Baud rate in bits/second.	LONG
ret_val	0: Baud rate is set. 1: Baud rate invalid.	LONG

Notes

The available baud rates (bus frequencies) are given in the table "Baud rates for the CAN Bus" (Annex, page A-3). Please use the table's notation exactly, i.e. non-integer baud rates with 4 decimal places; values with different notation will be rejected as not allowed.

The instruction executes the following actions:

- Checks if the transferred Baud rate is allowed. If not then set the return value to 1 and stop processing.
- Set the registers of the CAN controller for the Baud rate.
- Set sampling mode to 0: One sample per bit.
- Select the settings in such a way that the sample point is always between 60% and 72% of the total bit length.
- Set the jump width for synchronization to 1.

In special cases it may be of interest to set a baud rate in a different way than the instruction works. The hardware manual gives an explanation how to do this.

The instruction should be called in the program sections **LOWINIT** : or **INIT** : , after the instruction **INIT_CAN**, because otherwise the set Baud rate will be overwritten by the default setting (1MBit/s).



See also

GET_CAN_REG, SET_CAN_REG

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC
```

```
INIT:
```

```
  INIT_CAN(1)           'Initialization of CAN controller 1  
  SET_CAN_BAUDRATE(1,125000) 'Set the Baud rate of 125 kBit/s
```


SET_CAN_REG

CAN bus: The instruction **SET_CAN_REG** writes a value into a specified register of one of the CAN controllers.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
SET_CAN_REG(Can_No, regno, value)
```

Parameters

Can_No	Number (1, 2) of the CAN interface.	LONG
regno	Register number in the CAN controller (0...255).	LONG
value	Value (8 bits), which is written into the register.	LONG

Notes

The register list of the CAN controller can be found in the Intel® AN82527 datasheet.

See also

SET_CAN_BAUDRATE, GET_CAN_REG

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC  
  
INIT:  
    INIT_CAN(1)           'Initialization of CAN controller 1  
    SET_CAN_REG(1,0,1)    'Set control register to the value 1
```

TRANSMIT

CAN bus: The instruction **TRANSMIT** sends the message in `CAN_MSG` via the specified message object of a CAN controller.

Syntax

```
#INCLUDE ADWGCAN.INC  
TRANSMIT (Can_No, msgno)
```

Parameters

<code>Can_No</code>	Number (1, 2) of the CAN interface.	LONG
<code>msgno</code>	Number (1...14) of the message object.	LONG

Notes

To send a message you have to follow the correct order:

- Enable the message object with **EN_TRANSMIT** for sending (only once).
- Enter the message into the array `CAN_MSG`: Data bytes and number of data bytes.
- Send the message with **TRANSMIT**.

The CAN interface will send the message as soon as the message object has received access rights to the CAN bus.

See also

`CAN_MSG`, `INIT_CAN`, `READ_MSG`, `EN_TRANSMIT`

Valid for

Gold-CAN

Example

REM Sends a 32 bit FLOAT value (here: Pi) as sequence of
REM 4 bytes in a message object
REM (Receiving of a float value see Example of READ_MSG)

```
#INCLUDE ADWGCAN.INC
#DEFINE pi 3.14159265
DIM i AS LONG

INIT:
    INIT_CAN(2)                'Initialize CAN-Controller 2

    REM Initialize message object 6 of controller 2
    REM for sending of CAN messages with the identifier 40
    EN_TRANSMIT(2, 6,40,0)

    REM Create bit pattern of Pi with data type Long
    PAR_1 = CAST_FLOATTOLONG(pi)

    REM divide bit pattern (32 Bit) into 4 bytes
    CAN_MSG[4] = PAR_1 AND 0FFh 'assign LSB
    FOR i = 1 TO 3
        CAN_MSG[4-i] = SHIFT_RIGHT(PAR_1,8*i) AND 0FFh
    NEXT i
    CAN_MSG[9] = 4              'message length in bytes

EVENT:
    TRANSMIT(2,6)               'Sends the message object 6
```

CHECK_SHIFT_REG

RSxxx: The instruction **CHECK_SHIFT_REG** returns, if all data has been sent, which was written into the send-FIFO of the RSxxx interface.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = CHECK_SHIFT_REG(interface)
```

Parameters

<code>interface</code>	number (1, 2) of the RSxxx interface that is to be read out.	LONG
<code>ret_val</code>	Sending status: LONG	
	0: Data has been sent (= no more data in the send-FIFO).	
	1: Not yet all data sent (= the send-FIFO still contains data).	

Notes

With the return value 0 both the send FIFO and the output shift register are empty. With the return value 1 there is at least one bit to be sent.

We recommend to use this instruction only after you have more experience about how the controller operates (data-sheet of the manufacturer Texas Instruments). For more common applications more comfortable instructions are available in the include file.

See also

GET_RS, RS_INIT, RS_RESET, WRITE_FIFO

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC
```

```
EVENT:
```

```
...  
PAR_1 = CHECK_SHIFT_REG(1) 'Check if RSxxx interface 1 still  
                               'has data to send  
...
```

GET_RS

RSxxx: The instruction **GET_RS** reads out a specified controller register.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = GET_RS(reg_addr)
```

Parameters

reg_addr	Address of the controller register to read.	LONG
ret_val	Contents of the controller register.	LONG

Notes

We recommend to use this instruction only after you have more experience about how the controller operates (data-sheet of the manufacturer Texas Instruments). For more common applications more comfortable instructions are available in the include file.

See also

CHECK_SHIFT_REG, RS_INIT, RS_RESET, SET_RS

Valid for

Gold-CAN

Example

-/-

READ_FIFO

RSxxx: The instruction **READ_FIFO** reads a value from the input FIFO of a specified RSxxx interface.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = READ_FIFO(interface)
```

Parameters

interface	number (1, 2) of the RSxxx interface that is to be read out.	LONG
ret_val	Contents of the input FIFO: -1: FIFO is empty. ≥0: Transferred value.	LONG

Notes

-/-

See also

RS_INIT, RS_RESET, RS485_SEND, WRITE_FIFO

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC  
  
INIT:  
    RS_RESET()  
    RS_INIT(1,9600,0,8,0,1) 'Initialization of RSxxx interface 1  
                             'with 9600 Baud, without parity,  
                             '8 data bits, 1 stop bit and  
                             'hardware handshake.  
  
EVENT:  
    PAR_1 = READ_FIFO(1) 'Get a value from the FIFO. If  
                          'the FIFO is empty, -1 is returned.
```

RS_INIT

RSxxx: The instruction **RS_INIT** initializes one RSxxx interface.

The following parameters are set:

- Transfer rate in Baud
- Use of test bits
- Data length
- Amount of stop bits
- Transfer protocol (handshake)

Syntax

```
#INCLUDE ADWGCAN.INC

RS_INIT(interface,baud,parity,bits,stop,
        handshake)
```

Parameters

interface	Number of RSxxx interface (1, 2), which is to be initialized.	LONG
baud	Transfer rate in Baud.	LONG
parity	Use of test bits: 0: without parity bit. 1: even parity. 2: odd parity.	LONG
bits	Amount of data bits (5, 6, 7 or 8).	LONG
stop	Amount of stop bits. 0: 1 stop bit. 1: 1½ stop bits at 5 data bits; 2 stop bits at 6, 7 or 8 data bits.	LONG
handshake	Transfer protocol: 0: RS232, No handshake. 1: RS232, Hardware handshake (RTS/CTS). 2: RS232, Software handshake (Xon/Xoff). 3: RS485 (default).	LONG

Notes

This instruction is necessary before working first with the selected RSxxx interface, in order to set the interface parameters. They must be identical to the remote station, in order to verify a correct transfer.



The initialization is necessary after you have executed a hardware reset with the instruction **RS_RESET**.

If transfer protocol RS485 is set, the transfer direction must be set, too (with **RS485_SEND**).

See also

CHECK_SHIFT_REG, GET_RS, RS485_SEND, RS_RESET, SET_RS

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC
```

```
INIT:
```

```
    RS_RESET()           'Reset RSxxx controller  
    RS_INIT(1,9600,0,8,0,1) 'Initialization of RSxxx interface 1  
                           'with 9600 Baud, without parity,  
                           '8 data bits, 1 stop bit and  
                           'hardware handshake.
```

RS_RESET

RSxxx: The instruction **RS_RESET** executes a hardware reset and deletes the settings for all RSxxx interfaces.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
RS_RESET ()
```

Notes

The instruction sends a reset impulse to the input of the controller TL16C754. In the data-sheet of the controller 16C754 from Texas Instruments it is described, to which values the registers have been set after the hardware reset.

After a hardware reset an initialization with **RS_INIT** must follow, in order to initialize the controller and to set the interface parameters.

See also

CHECK_SHIFT_REG, GET_RS, RS_INIT, SET_RS

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC  
  
INIT:  
  RS_RESET ()           'Reset RSxxx controller  
  RS_INIT (1,9600,0,8,0,1) 'Initialization of RSxxx interface 1  
                           'with 9600 Baud, without parity,  
                           '8 data bits, 1 stop bit and  
                           'hardware handshake.
```

RS485_SEND

RSxxx: The instruction **RS485_SEND** determines the transfer direction for a specified RSxxx interface.

Syntax

```
#INCLUDE ADWGCAN.INC
RS485_SEND(interface,dir)
```

Parameters

<code>interface</code>	RSxxx interface to be set (1, 2).	LONG
<code>dir</code>	Transfer direction of the RSxxx interface: 0: Set RSxxx interface to receive. 1: Set RSxxx interface to send. 2: Set RSxxx interface to send and to receive its sent data. 3: Mute RSxxx interface, i.e. the interface works as receiver but doesn't put data into the input FIFO.	LONG

Notes

Setting the transfer direction means:

- Receiver: The RSxxx interface can only read data, even if data are in the output FIFO of the controller for this RSxxx interface.
- Sender: The RSxxx interface transfers data to the bus which are read by other devices.
- Sender/receiver: The RSxxx interface can transfer data to the bus and back at the same time. Thus, the sent data can be checked.

See also

CHECK_SHIFT_REG, GET_RS, RS_INIT, RS_RESET, SET_RS

Valid for

Gold-CAN

Example

-/-

SET_RS

RSxxx: The instruction **SET_RS** writes a value into a specified register of the controller.

Syntax

```
#INCLUDE ADWGCAN.INC  
SET_RS(reg_addr,value)
```

Parameters

reg_addr	Number of the register, into which data are written.	LONG
value	Value to be written into the register.	LONG

Notes

We recommend to use this instruction only after you have more experience about how the controller operates (data-sheet of the manufacturer: TL16C754 from Texas Instruments). For more common applications more comfortable instructions are available in the include file.

See also

GET_RS, RS_INIT, RS_RESET

Valid for

Gold-CAN

Example

-/-

WRITE_FIFO

RSxxx: The instruction **WRITE_FIFO** writes a value into the send-FIFO of a specified RSxxx interface.

Syntax

```
#INCLUDE ADWGCAN.INC  
  
ret_val = WRITE_FIFO(interface,value)
```

Parameters

interface	RSxxx interface number (1, 2) to whose send-FIFO data are transferred.	LONG
value	Value to be written into the send-FIFO.	LONG
ret_val	Status message: 0: Data are transferred successfully. 1: Data were not transferred, send-FIFO is full.	LONG

Notes

The instruction checks first if there is at least one free memory cell in the send-FIFO. If so, the transferred value is written into the FIFO (return value 0); otherwise a 1 is returned, indicating that the FIFO is full and writing is not possible.

See also

CHECK_SHIFT_REG, READ_FIFO, RS_INIT, RS_RESET, RS485_SEND

Valid for

Gold-CAN

Example

```
#INCLUDE ADWGCAN.INC
DIM val AS LONG

INIT:
    RS_RESET()
    RS_INIT(1,9600,0,8,0,1)'Initialization of RSxxx interface 1
                           'with 9600 Baud, no parity,
                           '8 data bits, 1 stop bit and
                           'hardware handshake.

EVENT:
    PAR_1 = WRITE_FIFO(1,val)'If the FIFO is not full, [val]
                           'is written into the FIFO. Otherwise
                           'a 1 in PAR_1 indicates that writing
                           'into the FIFO ist not possible
                           '(FIFO full).
```

SSI_MODE

SSI: The instruction **SSI_MODE** sets the modes of all SSI decoders, either "single shot" (read out once) or "continuous" (read out continuously).

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

SSI_MODE(pattern)
```

Parameters

pattern

Operation mode of the SSI decoders, indicated as bit pattern. A bit is assigned to each of the decoders (see table).

LONG

Bit = 0: "Single shot" mode, the encoder is read out once.

Bit = 1: "Continuous" mode, the encoder is read out continuously.

Bit no.	31:2	3	2	1	0
SSI decoder	—	4	3	2	1

Notes

If you select the mode "continuous", reading the encoder is started immediately. The instruction **SSI_START** is not necessary for this.

Using the "continuous" mode, some encoder types occasionally return the wrong counter value 0 (zero) instead of the correct counter value. This error does not occur with the "single shot" mode.

See also

SSI_READ, SSI_SET_BITS, SSI_SET_CLOCK, SSI_START, SSI_STATUS

Valid for

Gold-CAN, L16-DIO2

Example

```
#INCLUDE ADWGCAN.INC
```

INIT:

```
SSI_SET_CLOCK(1,200) 'clock rate for decoder 1 = 50 kHz
SSI_SET_CLOCK(2,200) 'clock rate for decoder 2= 50 kHz
SSI_MODE(11b)        'Set continuous-mode
                     '(for encoders 1+2)

SSI_SET_BITS(1,23)    '23 encoder bits for encoder 1
SSI_SET_BITS(2,23)    '23 encoder bits for encoder 2
```

EVENT:

```
PAR_1 = SSI_READ(1)  'Read out position value (encoder 1)
PAR_2 = SSI_READ(2)  'Read out position value (encoder 2)
```

SSI_READ

SSI: The instruction **SSI_READ** returns the last saved counter value of a specified SSI counter.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = SSI_READ(dcdr_no)
```

Parameters

<code>dcdr_no</code>	Number (1...4) of the SSI decoder whose counter value is to be read.	LONG
<code>ret_val</code>	Last counter value of the SSI counter (= absolute value position of the encoder).	LONG

Notes

An encoder value is saved when the bits indicated by **SSI_SET_BITS** are read.

See also

SSI_MODE, SSI_SET_BITS, SSI_SET_CLOCK, SSI_START, SSI_STATUS

Valid for

Gold-CAN, L16-DIO2

Example

```

#INCLUDE ADWGCAN.INC
DIM m, n, y AS LONG

INIT:
    SSI_SET_CLOCK(1,50)    'clock rate for decoder 1 = 200 kHz
    SSI_MODE(1)            'Set continuous-mode (encoder 1)
    SSI_SET_BITS(1,23)     '23 encoder bits for encoder 1

EVENT:
    PAR_1 = SSI_READ(1)    'Read out position value (encoder 1)

    REM Change value from Gray-code into a binary value:
    m = 0                    'delete value of the last conversion
    y = 0                    ' _"-_
    FOR n = 1 TO 32         'Check all 32 possible bits
        m = (SHIFT_RIGHT(PAR_1, (32 - n)) AND 1) XOR m
        y = (SHIFT_LEFT(m, (32 - n))) OR y
    NEXT n
    PAR_9 = y                'The result of the Gray/binary
                             'conversion in PAR_9

```

SSI_SET_BITS

SSI: The instruction **SSI_SET_BITS** sets for an SSI counter the amount of bits which generate a complete encoder value.

The number of bits should be equal to the resolution of the encoder.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

SSI_SET_BITS(dcdr_no,bit_no)
```

Parameters

<code>dcdr_no</code>	Number (1...4) of the SSI decoder whose resolution is to be set.	LONG
<code>bit_no</code>	Amount of bits (1...32) of the bits which are to be read for the encoder (corresponds to the encoder resolution).	LONG

Notes

The resolution (amount of bits) of the SSI encoder should be similar to the amount of bits which are transferred.



See also

SSI_MODE, SSI_READ, SSI_SET_CLOCK, SSI_START, SSI_STATUS

Valid for

Gold-CAN, L16-DIO2

Example

```
#INCLUDE ADWGCAN.INC
```

INIT:

```
SSI_SET_CLOCK(1,50)  'clock rate for decoder 1 = 200 kHz
SSI_SET_CLOCK(2,50)  'clock rate for decoder 2= 200 kHz
SSI_MODE(11b)        'Set continuous-mode (encoders 1+2)
SSI_SET_BITS(1,10)    '10 encoder bits for encoder 1
SSI_SET_BITS(2,25)    '25 encoder bits for encoder 2
```

EVENT:

```
PAR_1 = SSI_READ(1)  'Read out position value (encoder 1)
PAR_2 = SSI_READ(2)  'Read out position value (encoder 2)
```

SSI_SET_CLOCK

SSI: The instruction **SSI_SET_CLOCK** sets the clock rate (approx. 40kHz to 1MHz) , with which the encoder is clocked.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

SSI_SET_CLOCK(dcdr_no,prescale)
```

Parameters

<code>dcdr_no</code>	Number (1...4) of the SSI decoder whose clock rate is to be set.	LONG
<code>prescale</code>	scale factor (10...255) for setting the clock rate according to the equation: Clock rate = 10MHz / <code>prescale</code> .	LONG

Notes

Scale factors < 10 are automatically corrected to the value 10; from values > 255 only the least significant 8 bits are used as scale factor.

The possible clock frequency depends on the length of the cable, cable type, and the send and receive components of the encoder or decoder. Basically the following rule applies: The higher the clock frequency the shorter the cable length.

See also

SSI_MODE, SSI_READ, SSI_SET_BITS, SSI_START, SSI_STATUS

Valid for

Gold-CAN, L16-DIO2

Example

```
#INCLUDE ADWGCAN.INC
```

INIT:

```
SSI_SET_CLOCK(1,10)  'clock rate for decoder 1 = 1 MHz
SSI_SET_CLOCK(2,20)  'clock rate for decoder 2 = 0,5 MHz
SSI_MODE(11b)        'Set continuous-mode for encoder 1+2
SSI_SET_BITS(1,10)   '10 encoder bits for encoder 1
SSI_SET_BITS(2,25)   '25 encoder bits for encoder 2
```

EVENT:

```
PAR_1 = SSI_READ(1)  'Read out position value (encoder 1)
PAR_2 = SSI_READ(2)  'Read out position value (encoder 2)
```

SSI_START

SSI: The instruction **SSI_START** starts the reading of one or both SSI encoders (only in mode "single shot").

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

SSI_START(dcdr_no)
```

Parameters

dcdr_no Bit pattern for selecting the SSI decoders which are to be started:
 Bit = 0: No function.
 Bit = 1: Start reading of the SSI decoder.

LONG

Bit no.	31:2	3	2	1	0
SSI decoder	–	4	3	2	1

Notes

In the continuous mode this instruction has no function, because the encoder values are nevertheless read out continuously.

An encoder value will be saved only when the amount of bits is read which is set by **SSI_SET_BITS**.



A complete encoder value is always transferred, even if the operation mode is changing meanwhile.

See also

SSI_MODE, SSI_READ, SSI_SET_BITS, SSI_SET_CLOCK, SSI_STATUS

Valid for

Gold-CAN, L16-DIO2

Example

```
#INCLUDE ADWGCAN.INC
```

INIT:

```
SSI_SET_CLOCK(1,250) 'clock rate for decoder 1 = 40 kHz
SSI_SET_CLOCK(2,250) 'clock rate for decoder 2= 40 kHz
SSI_MODE(0)          'Set single shot-mode (all counters)
SSI_SET_BITS(1,23)   '23 encoder bits for encoder 1
SSI_SET_BITS(2,23)   '23 encoder bits for encoder 2
```

EVENT:

```
SSI_START(11b)       'Read position value of encoders 1 & 2
DO                  'for encoder 1:
UNTIL (SSI_STATUS(1) = 0) 'If position value is read
                        'completely, then ...
PAR_1 = SSI_READ(1)   'read out and display position value
DO                  'For encoder 2:
UNTIL (SSI_STATUS(2) = 0) 'If position value is read
                        'completely, then ...
PAR_1 = SSI_READ(2)   'read out and display position value
```

SSI_STATUS

SSI: The instruction **SSI_STATUS** returns the current read-status on the specified module for a specified decoder.

Syntax

```
#INCLUDE ADWGCNT.INC      'ADwin-Gold only
#include ADWL16.INC       'ADwin-light-16 only

ret_val = SSI_STATUS(dcdr_no)
```

Parameters

<code>dcdr_no</code>	Number (1...4) of the SSI decoder whose status is to be queried.	LONG
<code>ret_val</code>	Read-status of the decoder: 0: Decoder is ready, that is a complete value was has been read. 1: Decoder is reading an encoder value.	LONG

Notes

Use the status query only in the SSI mode "single shot". In the mode "continuous" querying the status is not useful.

See also

SSI_MODE, SSI_READ, SSI_SET_BITS, SSI_SET_CLOCK, SSI_START

Valid for

Gold-CAN, L16-DIO2

Example

```
#INCLUDE ADWGCAN.INC
```

INIT:

```
SSI_SET_CLOCK(1,250) 'clock rate for decoder 1 = 40 kHz
SSI_SET_CLOCK(2,250) 'clock rate for decoder 2= 40 kHz
SSI_MODE(0)          'Set single shot-mode (all counters)
SSI_SET_BITS(1,23)   '23 encoder bits for encoder 1
SSI_SET_BITS(2,23)   '23 encoder bits for encoder 2
```

EVENT:

```
SSI_START(11b)        'Read position value of encoders 1 & 2
DO
  'For encoder 1:
  UNTIL (SSI_STATUS(1) = 0) 'If position value is completely
    'read, then ...
  PAR_1 = SSI_READ(1)    'Read out and display position value
DO
  'For encoder 2:
  UNTIL (SSI_STATUS(2) = 0) 'If position value is completely
    'read, then ...
  PAR_1 = SSI_READ(2)    'Read out and display position value
```


6.6 ADwin-light-16 Rev. B

This section describes additional instructions for *ADwin-light-16* Rev. B. For use of the instructions of this section the include file `ADWL16.INC` is needed.

For *ADwin-light-16* Rev. B the instructions of the following sections are applicable, too: chapter 6.3 (from page 225) and chapter 6.4 (from page 255).

L16_MODE

L16_MODE sets the operating mode of *ADwin-light-16* Rev. B.

Syntax

L16_MODE (*mode*)

Parameters

mode

Bit pattern to set the operating mode.

LONG

Bits in <i>mode</i>	Meaning
Bit 0:	Bit = 0: Standard operation (default). Bit = 1: Fast operation.
Bits 1...31:	Reserved

Notes

In standard mode the device runs fully compatible to revision A. After power-up the device is always set to standard mode.

In fast mode the A/D converter runs with maximum sampling rate of 500kHz.

See also

-/-

Valid for

L16 Rev. B

Example

```
INIT:
REM activate fast mode
L16_MODE(1)
```

SEQ_INIT

SEQ_INIT initializes the sequential control.

These settings are done: Operating mode, gain factor, channel selection and multiplexer settling time.

Syntax

```
#INCLUDE ADWL16.inc

SEQ_INIT(mode, gain, channels, muxtime)
```

Parameters

mode	Operating mode of the sequential control: 0: Standard mode (default), single conversion. 1: Mode "single shot", single conversion cycle. 2: Mode "continuous", continuous conversion. 3: Mode "continuous max" using max. speed.	LONG
gain	Gain factor (Modes 1 ... 3 only): 0 factor = 1, voltage range -10V...+10V. 1 factor = 2, voltage range -5V...+5V. 2 factor = 4, voltage range -2.5V...+2.5V. 3 factor = 8, voltage range -1.25V...+1.25V.	LONG
channels	Bit pattern to select the channels for conversion. Bit = 0: No conversion. Bit = 1: Do conversion.	LONG

Bit no.	31:15	14	13	12	...	3	2	1	0
Channel no.	—	15	—	11	...	—	3	—	1

muxtime	Number of time units, which sets the settling time of the sequential control: 0: Standard waiting time ($200 \hat{=} 5\mu\text{s}$). 200... 2^{31} : Waiting time in units of 25ns.	LONG
----------------	---	------

Notes

After power-up mode 0 is active.

Modes 1 ... 3 activate the sequential control, which converts several channels consecutively; according to the mode the conversion cycle is

done once or cyclic. The sequential control is always related to those channels being selected by `channels`.

The modes differ in the following items:

- | Mode | Kind of conversion |
|-------------------|---|
| 0 Standard: | Single conversion of one channel, see ADC . |
| 1 Single shot: | <p>The sequential control is started by START_CONV; it ends as soon as each of the selected channels is converted once.</p> <p>The end of the sequential control is queried with WAIT_EOC and measurement values are read with SEQ_READ.</p> |
| 2 continuous: | <p>The sequential control converts all selected channels for each process cycle.</p> <p>The conversion is started with START_CONV as last instruction in section INIT:. The end of conversion (for all channels) is automatically synchronized with the beginning of the next process cycle. Therefore all measurement values can—and should be—read with SEQ_READ at the beginning of each process cycle.</p> |
| 3 continuous max: | <p>The sequential control converts the selected channels continuously with maximum speed, providing new measurement values all the time. That is, conversion and process cycle run non-synchronously.</p> <p>The conversion is started with START_CONV in section INIT:. Inside a process cycle, SEQ_READ just reads the newest measurement value.</p> |

The multiplexer settling time (parameter `muxtime`) sets the time between 2 conversions of the sequential control. We recommend, not to underrun the given range of values, because a shorter settling time leads to more imprecise or even wrong measurement values.



If the internal resistance of the voltage source of the measurement signal is too high, the predefined settling time of the multiplexer will not be sufficient for an exact measurement. You can then raise the multiplexer settling time with a higher value of the parameter `muxtime`.

See also

ADC, SEQ_READ, START_CONV, WAIT_EOC

Valid for

L16 Rev. B

Example

```
#INCLUDE ADWL16.inc
```

```
DIM DATA_1[8] AS LONG AT DM_LOCAL
DIM i AS LONG
```

INIT:

```
REM Sequential control: Continuous Mode, gain 2
REM channels 1, 3, ..., 15, standard settling time
SEQ_INIT(3,1,5555h,0)
START_CONV(1)           'Start conversion cycle
```

EVENT:

```
REM The conversion of all selected channels has just
REM ended, so measurement values are read.
FOR i = 1 TO 8
    DATA_1[i] = SEQ_READ(i*2-1) read values
NEXT i
REM process values
```

SEQ_READ

SEQ_READ returns the last saved measurement value of the selected channel.

Syntax

```
#INCLUDE ADWL16.inc  
ret_val = SEQ_READ(channel)
```

Parameters

<code>channel</code>	Channel no. (1, 3, ..., 15).	LONG
<code>ret_val</code>	Measurement value (0...65535) of the selected channel.	LONG

Notes

You can only reasonably use this instruction if the sequential control of the module has been activated before with **SEQ_INIT** and if the given channel has been selected, too.

In "single shot" mode the end of conversion must be queried with **WAIT_EOC**, before reading the measurement values.

See also

SEQ_INIT, START_CONV, WAIT_EOC

Valid for

L16 Rev. B

Example

```
#INCLUDE ADWL16.inc

DIM DATA_1[400] AS LONG AT DM_LOCAL

INIT:
    REM sequential control: Single shot, gain 1
    REM channels 5, 7, 13, 15, standard settling time
    SEQ_INIT(1,0,101000001010000b,0)
    START_CONV(1)                'start conversion cycle

EVENT:
    WAIT_EOC(1)                  'wait for end of conversion
    REM read channels 5, 7, 13, 15
    DATA_1[1] = SEQ_READ(5)
    DATA_1[2] = SEQ_READ(7)
    DATA_1[3] = SEQ_READ(13)
    DATA_1[4] = SEQ_READ(15)
    START_CONV(1)                'start next conversion cycle
```


6.7 FFT Library

The FFT library contains *ADbasic* instructions for Fast Fourier Transformation. The library runs with processor type T9 or later.

Notes for the use of the library

If arrays are declared in the internal memory (**AT DM_LOCAL**), the processing time is clearly smaller. Thus, a calculation of an FFT with 1024 values takes about 23ms in spite of 35ms (using a T9 processor).



Only use the instructions of the FFT library in a process of low priority or in a process section **LOWINIT:** or **INIT:**. If the calculation of an FFT in a high priority process takes very long, the PC assumes an error and aborts the communication to the *ADwin* system with an appropriate error message.



The folder <C:\ADwin\ADbasic\lib\FFT_doc+demo> contains all examples for the library instructions.

Fast-Fourier Transformations

The Fast Fourier Transformation (FFT) is an algorithm for fast calculation of a discrete Fourier transformation. The FFT is applicable for a lot of tasks in signal processing, e.g. to

- Calculate a signal's frequency spectrum.
- Get the frequency response from an impulse response
- Derive an FIR-filter kernel from the frequency response.
- digital filters.
- Convert a time based signal in vibration technology into a frequency based state.
- Approximate identification of frequencies in a sampled signal.

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FFT

The instruction **FFT** performs a complex Fast Fourier Transformation with complex input and output data.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT(src_re[],src_im[],res_re[],res_im[],
    array1[],array2[],pts)
```

Parameters

<code>src_re[]</code>	Real part of source data.	<div>FLOAT</div> <div>ARRAY</div>
<code>src_im[]</code>	Imaginary part of source data.	<div>FLOAT</div> <div>ARRAY</div>
<code>res_re[]</code>	Result: Real parts (index $1 \dots n/2$) of the transformed data. Array size: $4 \times pts$.	<div>FLOAT</div> <div>ARRAY</div>
<code>res_im[]</code>	Result: Imaginary parts (index $1 \dots n/2$) of the transformed data. Array size: $4 \times pts$.	<div>FLOAT</div> <div>ARRAY</div>
<code>array1[]</code> , <code>array2[]</code>	Arrays for internal calculations. Array size: $4 \times pts$.	<div>FLOAT</div> <div>ARRAY</div>
<code>pts</code>	Number (≥ 2) of source data points. The number of points must be a power of 2.	<div>LONG</div>

Notes

The Fourier transformation returns a correct result, if the frequency components f_i of the source data remain inside the following range (referring to the sampling frequency f_{sample}):

$$0 \leq f_i \text{ and } f_i < f_{\text{sample}}/2$$

The transformed data, the complex amplitudes of the frequency spectrum, is returned in the elements $1 \dots pts/2$ of the arrays `res_re` and `res_im`. The surplus array elements (up to $4 \times pts$) are required for internal calculations and hold intermediate results.

The result of the transformation is not scaled to the size of the components of the source data. If scaling is required the transformed data can be scaled with the instruction **FFT_SCALE**.

The following table shows how the calculated frequency spectrum refers to the element index of the arrays `res_re` and `res_im` (normalization of the frequency axis), with t_{total} as total sampling time. The example below has a sampling time $t_{\text{total}} = 0.1\text{ s}$; thus, the element index [1024] refers to the frequency $(1024-1) / 0.1\text{ s} = 10230\text{ Hz}$.

Element index	[1]	[2]	...	[i]	...	[pts/2]
Frequency [Hz]	0	$\frac{1}{t_{\text{total}}}$...	$\frac{i-1}{t_{\text{total}}}$...	$\frac{\text{pts}/2-1}{t_{\text{total}}}$



If you need to calculate several FFTs with the *same* number of source data, the processing time can be reduced: Instead of **FFT**, call **FFT_INIT** first and then several times the instruction **FFT_CALC**.

See also

FFT_MAG, FFT_SCALE, FFT_PHASE, FFT_MAG_SCALE,
FFT_INIT, FFT_CALC, FFT_CALC_DM, FFT_CALC_DX

Example

The Example program (for *ADwin-Gold* and *ADwin-light-16*)

```
<C:\ADwin\ADbasic\lib\FFT_doc+demo\FFT_demo.bas>
```

reads the analog signal at input 1 (2048 samples in 0.1s) and calculates an FFT from it. If for example the signal is a sine of 1000Hz, the maximum values are stored in `DATA_3[101]` (real part) and `DATA_4[101]` (imaginary part).

FFT_SCALE

The instruction **FFT_SCALE** scales the result of an FFT calculation to the size of the components of the source data.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_SCALE(data[],data_scal[],n)
```

Parameters

<code>data[]</code>	Unscaled data from an FFT calculation.	<div>FLOAT</div> <div>ARRAY</div>
<code>data_scal[]</code>	Result: Scaled data.	<div>FLOAT</div> <div>ARRAY</div>
<code>n</code>	Number of data.	<div>LONG</div>

Notes

The instruction runs according to the formula:

$$\text{data_scal}[i] = \begin{cases} i \neq 1: & \text{data_scal}[i] = \text{data}[i]/n \\ i = 1: & \text{data_scal}[i] = \text{data}[i]/(n \cdot 2) \end{cases}$$

If **FFT_SCALE** uses the resulting arrays of the instruction **FFT**, you have to set `n = pts / 2` (with `pts` is a parameter of **FFT**).

FFT_SCALE scales the result of an FFT calculation to the size of the components of the source data. It does *not* scale the frequency axis of the spectrum (see the notes of **FFT**).

See also

FFT, FFT_MAG, FFT_PHASE, FFT_MAG_SCALE

Example

The example program (for all ADwin systems)

```
<C:\ADwin\ADbasic\lib\FFT_doc+demo\FFT_scale_demo.bas>
```

creates a signal from some sine signals, samples the signal, calculates the FFT, the magnitude and scales the magnitude.

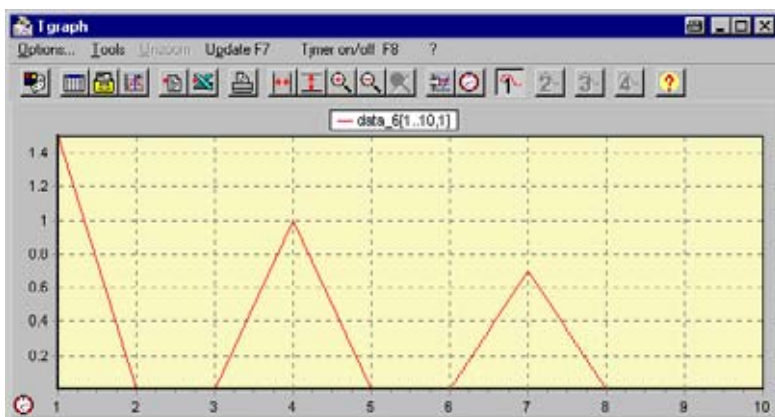
The source signal results from:

- a sine signal of 60 Hz and the amplitude 0.7
- a sine signal of 30 Hz and the amplitude 1.0
- a DC signal with the amplitude 1.5

The amplitudes of the scaled frequency spectrum (see graphic below) exactly show the size of the superposed source signals:

DATA_6[7] = 1	Index 7: 60 Hz
DATA_6[4] = 0.7	Index 4: 30 Hz
DATA_6[1] = 1.5	Index 1: DC signal

All other amplitudes have the value 0 or close to 0 caused by round-off noise.



FFT_MAG

The instruction **FFT_MAG** returns the magnitudes (modulus) of complex data.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_MAG (cmplx_re[], cmplx_im[], magnitude[], n)
```

Parameters

<code>cmplx_re[]</code>	Real part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>cmplx_im[]</code>	Imaginary part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>magnitude[]</code>	Result: Magnitudes of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>n</code>	Number of complex data.	<div>LONG</div>

Notes

The magnitude of a complex value is calculated with the formula:

$$\text{magnitude}[i] = \sqrt{\text{cmplx_re}[i]^2 + \text{cmplx_im}[i]^2}$$

The instruction **FFT** calculates the amplitudes of a frequency spectrum as complex values. The instructions **FFT_MAG** and **FFT_PHASE** convert the complex amplitudes into magnitude and phase.

If **FFT_MAG** uses the resulting arrays of the instruction **FFT**, you have to set `n = pts / 2` (with `pts` is a parameter of **FFT**).

See also

FFT, FFT_PHASE, FFT_MAG_SCALE

Example

The example program (for *ADwin-Gold* oder *ADwin-light-16*)

```
<C:\ADwin\ADbasic\lib\FFT_doc+demo\FFT_mag_demo.bas>
```

samples the analog signal at input 1 (2048 samples in 0.1 s), calculates the FFT and the magnitudes. If for example the signal is a sine of 1500 Hz, the maximum absolute value is stored in `DATA_5[151]`.

FFT_PHASE

The instruction **FFT_PHASE** returns the phase of complex data.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_PHASE(cmplx_re[],cmplx_im[],phase[],n)
```

Parameters

<code>cmplx_re[]</code>	Real part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>cmplx_im[]</code>	Imaginary part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>phase[]</code>	Result: Phase of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>n</code>	Number of complex data.	<div>LONG</div>

Notes

The phase of a complex value is calculated with the formula (see also `<math.inc>`):

$$\text{phase}[i] = \begin{cases} \text{cmplx_re}[i] \neq 0: & \text{phase}[i] = \text{atan}(\text{cmplx_im}[i]/\text{cmplx_re}[i]) \\ \text{cmplx_re}[i] = 0: & \text{phase}[i] = \text{sgn}(\text{cmplx_im}[i]) \cdot \pi/2 \end{cases}$$

The instruction **FFT** calculates the amplitudes of a frequency spectrum as complex values. The instructions **FFT_MAG** and **FFT_PHASE** convert the complex amplitudes into magnitude and phase.

If **FFT_PHASE** uses the resulting arrays of the instruction **FFT**, you have to set `n = pts / 2` (with `pts` is a parameter of **FFT**).

See also

FFT, FFT_MAG, FFT_MAG_SCALE

Example

The example program (for all ADwin systems)

```
<C:\ADwin\ADbasic\lib\FFT_doc+demo\FFT_phase_demo.bas>
```

creates 2 phase-delayed sine signals (by $\pi/2$), samples the signals, calculates the FFT, the scaled magnitudes and the phase values.

The calculated frequency spectrum has the following values:

DATA_6[4] = 1 Index 4: 30 Hz

DATA_7[4] = -0.018410 Phase about 0

DATA_26[4] = 1 Index 4: 30 Hz

DATA_27[4] = 1.552389 Phase about $\pi/2$

All other amplitudes have the value 0 and the referring phase values are undefined.

FFT_MAG_SCALE

The instruction **FFT_MAG_SCALE** returns the scaled magnitudes (modulus) of complex data.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_MAG_SCALE(cmplx_re[],cmplx_im[],mag_scal[],n)
```

Parameters

<code>cmplx_re[]</code>	Real part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>cmplx_im[]</code>	Imaginary part of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>mag_scal[]</code>	Result: Scaled magnitudes of the complex data.	<div>FLOAT</div> <div>ARRAY</div>
<code>n</code>	Number of complex data.	<div>LONG</div>

Notes

The instruction **FFT_MAG_SCALE** returns the same result as the call of **FFT_MAG** and **FFT_SCALE**, but it is processed faster.

If **FFT_MAG_SCALE** uses the resulting arrays of the instruction **FFT**, you have to set `n = pts / 2` (with `pts` is a parameter of **FFT**).

See also

FFT, FFT_MAG, FFT_SCALE

Example

The example program `<FFT_scale_demo_opt.bas>` (for all ADwin systems) is similar to the example `<FFT_scale_demo.bas>` (see page 371), but uses **FFT_MAG_SCALE** instead.

FFT_INIT

The instruction **FFT_INIT** initializes 2 auxiliary arrays for the calculation of Fast Fourier Transformations.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_INIT(array1[],array2[],pts)
```

Parameters

<code>array1[]</code> ,	Result: Auxiliary values for internal calculations. Array size: $4 \times pts$.	FLOAT ARRAY
<code>array2[]</code>		
<code>pts</code>	Number (≥ 2) of source data points. The number of points must be a power of 2.	LONG

Notes

The instruction **FFT_INIT** is only required and useful, if one of the instructions **FFT_CALC**, **FFT_CALC_DM** or **FFT_CALC_DX** is called next.



If you need to calculate several FFT with the *same* number of source data, the processing time can be reduced: Instead of **FFT**, call **FFT_INIT** first and then several times the instruction **FFT_CALC**.

See also

FFT, FFT_CALC, FFT_CALC_DM, FFT_CALC_DX

Example

See example program <FFT_scale_demo_opt.bas> (for all ADwin systems) in folder <C:\ADwin\ADbasic\lib\FFT_doc+demo>.

FFT_CALC

The instruction **FFT_CALC** calculates a Fast Fourier Transformation after previous initialization.

Syntax

```
IMPORT FFT.LI*          '*.LI9 for T9, *.LIA for T10
FFT_CALC(src_re[],src_im[],res_re[],res_im[],
          array1[],array2[],pts)
```

Parameters

<code>src_re[]</code>	Real part of source data.	<div>FLOAT</div> <div>ARRAY</div>
<code>src_im[]</code>	Imaginary part of source data.	<div>FLOAT</div> <div>ARRAY</div>
<code>res_re[]</code>	Result: Real parts (index 1...n/2) of transformed data. Array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>res_im[]</code>	Result: Imaginary parts (index 1...n/2) of transformed data. Array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>array1[]</code> , <code>array2[]</code>	Arrays for internal calculations. Array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>pts</code>	Number (≥ 2) of source data points. The number of points must be a power of 2.	<div>LONG</div>

Notes

The instruction is useful only, if **FFT_INIT** was called before.

If you need to calculate several FFT with the *same* number of source data, the processing time can be reduced: Instead of **FFT**, call **FFT_INIT** first and then several times the instruction **FFT_CALC**.



Processor T10 only: Instead of **FFT_CALC**, the instruction **FFT_CALC_DM** or **FFT_CALC_DX** may be used to calculate an FFT in shorter time.

See also

FFT, FFT_INIT, FFT_CALC_DM, FFT_CALC_DX

Example

See example program <FFT_scale_demo_opt.bas> (for all *ADwin* systems) in folder <C:\ADwin\ADbasic\lib\FFT_doc+demo>.

FFT_CALC_DM

The instruction **FFT_CALC_DM** calculates a Fast Fourier Transformation after previous initialization and is optimized for processor T10.

Syntax

```
IMPORT FFT.LIA

FFT_CALC_DM(src_re[],src_im[],res_re[],res_im[],
            array1[],array2[],pts)
```

Parameters

<code>src_re[]</code>	Real part of source data. The array must be declared AT DM_LOCAL .	<div>FLOAT</div> <div>ARRAY</div>
<code>src_im[]</code>	Imaginary part of source data. The array must be declared AT DM_LOCAL .	<div>FLOAT</div> <div>ARRAY</div>
<code>res_re[]</code>	Result: Real parts (index 1...n/2) of transformed data. The array must be declared AT DM_LOCAL with array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>res_im[]</code>	Result: Imaginary parts (Index 1...n/2) of transformed data. The array must be declared AT DM_LOCAL with array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>array1[]</code> , <code>array2[]</code>	Arrays for internal calculations. The arrays must be declared AT DM_LOCAL with array size: 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
<code>pts</code>	Number (≥ 2) of source data points. The number of points must be a power of 2.	<div>LONG</div>

Notes

The instruction is useful only, if **FFT_INIT** was called before.

FFT_CALC_DM has the same function as **FFT_CALC** (and **FFT_CALC_DX**), but calculates an FFT faster when using the processor T10. This optimization is not possible for processors T9 or T11.

FFT_CALC_DM may only be used, if the arrays are declared in the internal memory.

Using the processor T10, the calculation of an FFT with 1024 samples

takes about 11 ms instead of 14 ms with **FFT_CALC**. Both timing values were determined with arrays in the internal memory **DM_LOCAL**.

See also

FFT, FFT_INIT, FFT_CALC, FFT_CALC_DX

Example

See example program <FFT_scale_demo_opt.bas> (for all *ADwin* systems) in folder <C:\ADwin\ADbasic\lib\FFT_doc+demo>.

FFT_CALC_DX

The instruction **FFT_CALC_DX** calculates a Fast Fourier Transformation after previous initialization and is optimized for processor T10.

Syntax

```
IMPORT FFT.LIA
FFT_CALC_DX(src_re[],src_im[],res_re[],res_im[],
             array1[],array2[],pts)
```

Parameters

src_re[]	Real part of source data. The array should be declared AT DRAM_EXTERN .	<div>FLOAT</div> <div>ARRAY</div>
src_im[]	Imaginary part of source data. The array should be declared AT DRAM_EXTERN .	<div>FLOAT</div> <div>ARRAY</div>
res_re[]	Result: Real parts (index 1...n/2) of transformed data. The array should be declared AT DRAM_EXTERN with array size 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
res_im[]	Result: Imaginary parts (index 1...n/2) of transformed data. The array should be declared AT DRAM_EXTERN with array size 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
array1[], array2[]	Arrays for internal calculations. The arrays should be declared AT DRAM_EXTERN with array size 4 × pts.	<div>FLOAT</div> <div>ARRAY</div>
pts	Number (≥ 2) of source data points. The number of points must be a power of 2.	<div>LONG</div>

Notes

The instruction is useful only, if **FFT_INIT** was called before.

FFT_CALC_DX has the same function as **FFT_CALC** (and **FFT_CALC_DM**), but calculates an FFT faster when using the processor T10. This optimization is not possible for processors T9 or T11.

FFT_CALC_DX may only be used, if the arrays are declared in the external memory.

Using the processor T10, the calculation of an FFT with 1024 samples

takes about 49ms instead of 53ms with **FFT_CALC**. Both timing values were determined with arrays in the internal memory **DRAM_EXTERN**.

See also

FFT, FFT_INIT, FFT_CALC, FFT_CALC_DM

Example

See example program <FFT_scale_demo_opt.bas> (for all *ADwin* systems) in folder <C:\ADwin\ADbasic\lib\FFT_doc+demo>.


7 How to Solve Problems?

If problems already occur during installation, please refer to the documentation for your *ADwin* system. Make sure all settings have been carried out properly and completely. Also check if the base address, the processor type, etc. are set correctly in the menu `Options\Compiler`. If your problems still persist, please give your local technical support office a call.

If you need help of a more substantial nature, you can contact us directly; you find the address inside the manual's cover page.

Appendicies

A.1 Short-Cuts in ADbasic

Short cut key	Function	Matching menu item
CTRL + F5	Boot ADwin system	Build► Boot
F8	Compile source code	Build► Compile
CTRL + F8	Start process	Build► Start
F9	Stop process	Build► Stop
CTRL + R	Colour mark used parameters	Parameter window: Icon 
CTRL + B	Comment marked lines	Source context menu: Comment Block
CTRL + SHIFT + B	Uncomment marked lines	Source context menu: Uncomment Block
TAB	Indent marked lines	Source context menu: Indent
SHIFT + TAB	Outdent marked lines	Source context menu: Outdent
CTRL + N	New source code file	File► New
CTRL + O	Open source code file	File► Open
CTRL + S	Save source code file	File► Save
CTRL + P	Print source code file	File► Print
CTRL + Z	Undo input	Edit► Undo
CTRL + Y	Redo input	Edit► Redo
CTRL + X	Cut	Edit► Cut
CTRL + C	Copy	Edit► Copy
CTRL + V	Paste	Edit► Paste
CTRL + A	Select all	Edit► Select All
CTRL + F	Find text	Edit► Find
F3	Continue search text	Edit► Find Next
CTRL + H	Replace text	Edit► Replace
F1	Call help topic for marked instruction	Help► Help Topics

A.2 ASCII-Character Set

NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL
00h 0	01h 1	02h 2	03h 3	04h 4	05h 5	06h 6	07h 7
BS¹	TAB²	LF³	VT	FF	CR⁴	SO	SI
08h 8	09h 9	0Ah 10	0Bh 11	0Ch 12	0Dh 13	0Eh 14	0Fh 15
DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB
10h 16	11h 17	12h 18	13h 19	14h 20	15h 21	16h 22	17h 23
CAN	EM	SUB	ESC	FS	GS	RS	US
18h 24	19h 25	1Ah 26	1Bh 27	1Ch 28	1Dh 29	1Eh 30	1Fh 31
SPC⁵	!	"	#	\$	%	&	'
20h 32	21h 33	22h 34	23h 35	24h 36	25h 37	26h 38	27h 39
()	*	+	,	-	.	/
28h 40	29h 41	2Ah 42	2Bh 43	2Ch 44	2Dh 45	2Eh 46	2Fh 47
0	1	2	3	4	5	6	7
30h 48	31h 49	32h 50	33h 51	34h 52	35h 53	36h 54	37h 55
8	9	:	;	<	=	>	?
38h 56	39h 57	3Ah 58	3Bh 59	3Ch 60	3Dh 61	3Eh 62	3Fh 63
@	A	B	C	D	E	F	G
40h 64	41h 65	42h 66	43h 67	44h 68	45h 69	46h 70	47h 71
H	I	J	K	L	M	N	O
48h 72	49h 73	4Ah 74	4Bh 75	4Ch 76	4Dh 77	4Eh 78	4Fh 79
P	Q	R	S	T	U	V	W
50h 80	51h 81	52h 82	53h 83	54h 84	55h 85	56h 86	57h 87
X	Y	Z	[\]	^	_
58h 88	59h 89	5Ah 90	5Bh 91	5Ch 92	5Dh 93	5Eh 94	5Fh 95
`	a	b	c	d	e	f	g
60h 96	61h 97	62h 98	63h 99	64h 100	65h 101	66h 102	67h 103
h	i	j	k	l	m	n	o
68h 104	69h 105	6Ah 106	6Bh 107	6Ch 108	6Dh 109	6Eh 110	6Fh 111
p	q	r	s	t	u	v	w
70h 112	71h 113	72h 114	73h 115	74h 116	75h 117	76h 118	77h 119
x	y	z	{	 	}	~	□
78h 120	79h 121	7Ah 122	7Bh 123	7Ch 124	7Dh 125	7Eh 126	7Fh 127

¹ Backspace, ² Tabulator, ³ Linefeed,⁴ Carriage Return, ⁵ Space

A.3 Baud rates for the CAN Bus

ADwin-light-16 DIO1 and ADwin-Gold-CAN have interfaces for the CAN bus, version "high speed". The following baud rates can be set:

Available Baud rates [Bit/s]				
1000000.0000	888888.8889	800000.0000	727272.7273	666666.6667
615384.6154	571428.5714	533333.3333	500000.0000	470588.2353
444444.4444	421052.6316	400000.0000	380952.3810	363636.3636
347826.0870	333333.3333	320000.0000	307692.3077	296296.2963
285714.2857	266666.6667	250000.0000	242424.2424	235294.1176
222222.2222	210526.3158	205128.2051	200000.0000	190476.1905
181818.1818	177777.7778	173913.0435	166666.6667	160000.0000
156862.7451	153846.1538	148148.1481	145454.5455	142857.1429
140350.8772	133333.3333	126984.1270	125000.0000	123076.9231
121212.1212	117647.0588	115942.0290	114285.7143	111111.1111
106666.6667	105263.1579	103896.1039	102564.1026	100000.0000
98765.4321	95238.0952	94117.6471	90909.0909	88888.8889
87912.0879	86956.5217	84210.5263	83333.3333	81632.6531
80808.0808	80000.0000	78431.3725	76923.0769	76190.4762
74074.0741	72727.2727	71428.5714	70175.4386	69565.2174
68376.0684	67226.8908	66666.6667	66115.7025	64000.0000
63492.0635	62500.0000	61538.4615	60606.0606	60150.3759
59259.2593	58823.5294	57971.0145	57142.8571	55944.0559
55555.5556	54421.7687	53333.3333	52631.5789	52287.5817
51948.0519	51282.0513	50000.0000	49689.4410	49382.7160
48484.8485	47619.0476	47337.2781	47058.8235	46783.6257
45714.2857	45454.5455	44444.4444	43956.0440	43478.2609
42780.7487	42328.0423	42105.2632	41666.6667	41025.6410
40816.3265	40404.0404	40000.0000	39215.6863	38647.3430
38461.5385	38277.5120	38095.2381	37037.0370	36363.6364
36199.0950	35714.2857	35555.5556	35087.7193	34782.6087
34632.0346	34482.7586	34188.0342	33613.4454	33333.3333
33057.8512	32921.8107	32388.6640	32258.0645	32000.0000

Available Baud rates [Bit/s]				
31746.0317	31620.5534	31372.5490	31250.0000	30769.2308
30651.3410	30303.0303	30075.1880	29629.6296	29411.7647
29304.0293	29090.9091	28985.5072	28673.8351	28571.4286
28070.1754	27972.0280	27777.7778	27681.6609	27586.2069
27210.8844	27027.0270	26936.0269	26755.8528	26666.6667
26315.7895	26143.7908	25974.0260	25806.4516	25641.0256
25396.8254	25078.3699	25000.0000	24844.7205	24767.8019
24691.3580	24615.3846	24390.2439	24242.4242	24024.0240
23809.5238	23668.6391	23529.4118	23460.4106	23391.8129
23255.8140	23188.4058	22988.5057	22857.1429	22792.0228
22727.2727	22408.9636	22222.2222	22160.6648	22038.5675
21978.0220	21739.1304	21680.2168	21621.6216	21505.3763
21390.3743	21333.3333	21276.5957	21220.1592	21164.0212
21052.6316	20833.3333	20779.2208	20671.8346	20512.8205
20460.3581	20408.1633	20202.0202	20050.1253	20000.0000
19851.1166	19753.0864	19704.4335	19656.0197	19607.8431
19512.1951	19323.6715	19230.7692	19138.7560	19047.6190
18912.5296	18867.9245	18823.5294	18648.0186	18604.6512
18518.5185	18433.1797	18390.8046	18306.6362	18181.8182
18140.5896	18099.5475	18018.0180	17857.1429	17777.7778
17738.3592	17582.4176	17543.8596	17429.1939	17391.3043
17316.0173	17241.3793	17204.3011	17094.0171	17021.2766
16949.1525	16913.3192	16842.1053	16806.7227	16771.4885
16666.6667	16632.0166	16563.1470	16528.9256	16460.9053
16393.4426	16326.5306	16260.1626	16227.1805	16194.3320
16161.6162	16129.0323	16000.0000	15873.0159	15810.2767
15779.0927	15686.2745	15625.0000	15594.5419	15503.8760
15473.8878	15444.0154	15384.6154	15325.6705	15238.0952
15180.2657	15151.5152	15122.8733	15094.3396	15065.9134
15037.5940	15009.3809	14842.3006	14814.8148	14705.8824
14652.0147	14571.9490	14545.4545	14519.0563	14492.7536

Available Baud rates [Bit/s]				
14414.4144	14336.9176	14311.2701	14285.7143	14260.2496
14184.3972	14109.3474	14035.0877	13986.0140	13937.2822
13913.0435	13888.8889	13840.8304	13793.1034	13722.1269
13675.2137	13605.4422	13582.3430	13559.3220	13513.5135
13468.0135	13445.3782	13377.9264	13333.3333	13289.0365
13223.1405	13157.8947	13136.2890	13114.7541	13093.2897
13071.8954	13008.1301	12987.0130	12903.2258	12882.4477
12820.5128	12800.0000	12759.1707	12718.6010	12698.4127
12578.6164	12558.8697	12539.1850	12500.0000	12422.3602
12403.1008	12383.9009	12345.6790	12326.6564	12307.6923
12288.7865	12195.1220	12158.0547	12121.2121	12066.3650
12030.0752	12012.0120	11994.0030	11922.5037	11904.7619
11851.8519	11834.3195	11764.7059	11730.2053	11695.9064
11661.8076	11627.9070	11611.0305	11594.2029	11544.0115
11494.2529	11477.7618	11428.5714	11396.0114	11379.8009
11363.6364	11347.5177	11299.4350	11220.1964	11204.4818
11188.8112	11111.1111	11080.3324	11034.4828	11019.2837
10989.0110	10943.9124	10928.9617	10884.3537	10869.5652
10840.1084	10810.8108	10796.2213	10781.6712	10752.6882
10695.1872	10666.6667	10638.2979	10610.0796	10582.0106
10540.1845	10526.3158	10457.5163	10430.2477	10416.6667
10389.6104	10335.9173	10322.5806	10296.0103	10269.5764
10256.4103	10230.1790	10204.0816	10101.0101	10088.2724
10062.8931	10025.0627	10012.5156	10000.0000	9937.8882
9925.5583	9876.5432	9852.2167	9828.0098	9803.9216
9791.9217	9768.0098	9756.0976	9696.9697	9685.2300
9661.8357	9615.3846	9603.8415	9569.3780	9523.8095
9456.2648	9433.9623	9411.7647	9400.7051	9367.6815
9356.7251	9324.0093	9302.3256	9291.5215	9259.2593
9227.2203	9216.5899	9195.4023	9153.3181	9142.8571
9090.9091	9070.2948	9049.7738	9039.5480	9009.0090

Available Baud rates [Bit/s]				
8958.5666	8928.5714	8918.6176	8888.8889	8879.0233
8869.1796	8859.3577	8771.9298	8743.1694	8714.5969
8695.6522	8658.0087	8648.6486	8620.6897	8602.1505
8592.9108	8556.1497	8547.0085	8510.6383	8483.5631
8474.5763	8465.6085	8456.6596	8421.0526	8403.3613
8385.7442	8333.3333	8281.5735	8264.4628	8255.9340
8230.4527	8205.1282	8196.7213	8163.2653	8130.0813
8113.5903	8105.3698	8097.1660	8088.9788	8080.8081
8064.5161	8000.0000	7976.0718	7944.3893	7936.5079
7905.1383	7843.1373	7812.5000	7804.8780	7797.2710
7774.5384	7751.9380	7736.9439	7729.4686	7714.5612
7692.3077	7662.8352	7655.5024	7619.0476	7590.1328
7575.7576	7561.4367	7547.1698	7532.9567	7518.7970
7469.6545	7441.8605	7421.1503	7407.4074	7400.5550
7386.8883	7352.9412	7326.0073	7285.9745	7272.7273
7259.5281	7246.3768	7187.7808	7168.4588	7142.8571
7136.4853	7130.1248	7111.1111	7098.4916	7092.1986
7054.6737	7017.5439	6993.0070	6956.5217	6944.4444
6926.4069	6902.5022	6896.5517	6861.0635	6820.1194
6808.5106	6802.7211	6791.1715	6779.6610	6734.0067
6688.9632	6683.3751	6666.6667	6611.5702	6578.9474
6568.1445	6562.7564	6557.3770	6535.9477	6530.6122
6493.5065	6456.8200	6451.6129	6441.2238	6410.2564
6400.0000	6379.5853	6349.2063	6324.1107	6289.3082
6274.5098	6269.5925	6250.0000	6245.1210	6211.1801
6172.8395	6163.3282	6153.8462	6144.3932	6102.2121
6060.6061	6046.8632	6037.7358	5997.0015	5961.2519
5952.3810	5925.9259	5895.3574	5865.1026	5847.9532
5818.1818	5797.1014	5772.0058	5747.1264	5714.2857
5702.0670	5681.8182	5649.7175	5614.0351	5610.0982
5555.5556	5521.0490	5517.2414	5464.4809	5434.7826

Available Baud rates [Bit/s]				
5423.7288	5376.3441	5333.3333	5291.0053	5245.9016
5208.3333	5161.2903	5079.3651	5000.0000	

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A.5 Command Line Calling

The *ADbasic* compiler cannot only be activated through the user interface, but it can also be directly called in Windows or DOS (with a so-called "command line call"). The compiler works the same in both cases, it can compile a source code file and generate a binary or library file.

The compiler will only be called after you have entered your license key in *ADbasic*.



The term and functionality "command line call" come from DOS, where commands to the operating system DOS had to be entered in command lines. Entering such command lines is still possible under Windows.

There are several ways to enter commands under Windows:

- Open a Command Prompt window (from Windows start menu, directory `Programs / Accessories`).



The compiler call needs the Windows environment anyway. Thus, the call works only from the Command Prompt window, not from original DOS-mode.

- Select `Run` in the start menu and enter a command line in the input window.
- For frequently needed command lines create an icon on the desktop. When you generate an icon enter the command line directly.

One or more command lines can be combined in one batch file `<*.bat>`, for example in order to compile several source code files of a project with only one call.

When you call a command line you have to transfer the relevant options and parameters. Not all compiler settings can be made via command line call.

A.5.1 Syntax

A command line call consists of at least the name of the program you are calling and of the file which is to be compiled (each with path and file name). You can add command line options, beginning with a slash `/`, some of which have optional parameters.

The command line call is entered in a single line.

Syntax

```
{ [LW:\] [path\]}ADbasic{.exe} /L /M  
{ [LW:\] [path\]}infile{.bas} {/Sx} {/Px}  
{/A{ [LW:\] [path\]}outfile}
```

Options

[LW:\]	Optional: Drive or hard disk. For the program <ADbasic.exe> it usually is C:\.
[path\]	Optional: Subdirectory where the program <ADbasic.exe> or the source code files are located. With standard installation this is C:\ADwin\ADbasic\.
infile	File name of the source code you want to compile.
/L	Compile the source code and generate a library file with the extension <code>LIX</code> (excludes the option <code>/M</code>).
x	Stands for the processor on which the compiled file is to run (see option <code>/P</code>).
/M	Compile the source code and generate a binary file with the extension <code>Txn</code> (excludes the option <code>/L</code>).
x	Stands for the processor on which the compiled file is to run (see option <code>/P</code>).
n	Stands for the process number of the compiled file (is read from the source code file).
/Sx	ADwin system for which the file is compiled: /SC Cards (ISA bus;16-bit resolution = No) /SL Light-16 (16-bit resolution = Yes) /SG Gold (16-bit resolution = Yes); default /SP Pro (16-bit resolution = Yes)

<code>/Px</code>	Processor type for which the file is compiled:
<code>/P2</code>	Processor T2
<code>/P4</code>	Processor T4
<code>/P5</code>	Processor T5
<code>/P8</code>	Processor T8
<code>/P9</code>	Processor T9 (ADSP); default
<code>/P10</code>	Processor T10 (ADSP)
<code>/P11</code>	Processor T11 (ADSP)
<code>/Aoutfile</code>	Path and name of the binary or library file <outfile> which is to be generated.

A.5.2 Notes

Optional information in the Syntax is set into braces. The order of options can be arranged any way you like. Command lines are not case sensitive.

The `Debug Mode` option is never active when a compilation is effected via command line.

If the option `/A` is not used, the generated binary or library file is saved in the same directory, as the source code.

The following options are mutually exclusive:

Option	excluded then:
<code>/L</code>	<code>/M</code>
<code>/M</code>	<code>/L</code>
<code>/SG, /SL</code>	<code>/P2, /P4, /P5, /P8</code>
<code>/SP</code>	<code>/P2</code>

A.5.3 Examples



```
C:\ADwin\ADbasic\ADbasic.exe /L Z:\Myfiles\test.bas
```

This command line compiles the source code <test.bas> and generates the library file <test.li9> in the directory <Z:\Myfiles\>.

Since nothing else is indicated, the default setting is used:

- Processor T9
- Gold system (16-bit system = Yes)
- save generated file in the directory of the source code file

If you are already in the directory <C:\ADwin\ADbasic>, you can shorten this line to:

```
ADbasic.exe /L Z:\Myfiles\test.bas
```

The shortest version is when the source code is in the same directory
<C:\ADwin\ADbasic> (here without file name extension):
ADbasic /L test

```
C:\ADwin\ADbasic\ADbasic /L Z:\Myfiles\test.bas /SL
```



This command line compiles the source code <string.bas> into a library file for a *Light-16* system with the processor T9.

The same call, for the processor T10 only, is as follows:

```
C:\ADwin\ADbasic\ADbasic /L Z:\Myfiles\test.bas /P10 /SL
```

```
C:\ADwin\ADbasic\ADbasic /M Z:\Myfiles\test.bas
```



```
C:\ADwin\ADbasic\samples_ADwin\bas_dmo6f /P9 /SG
```

Compiles the demo file <bas_dmo6f.bas> into a binary file for a *Gold* system with T9 processor.

```
C:\ADwin\ADbasic\ADbasic /M
```



```
C:\ADwin\ADbasic\samples_ADwin\bas_dmo6 /P8 /SL
```

Compiles the demo file <bas_dmo6.bas> into a binary file for a *Light-16* card with the processor T8.

```
C:\ADwin\ADbasic\ADbasic /M C:\user\my_file.bas /P4 /SC  
/Ayour_file
```



This instruction compiles the file <my_file.bas> for an *ADwin-Card* with the processor T4. The generated binary file has the name <your_file.T41> and can be found in the same directory where the source code is saved: <C:\user>.

```
C:\ADwin\ADbasic\ADbasic.exe /M C:\user\my_file.bas  
/AY:\somewhere\your_file
```



The binary file now has the name <your_file.T91> and can be found in the directory <Y:\somewhere>.

A.5.4 Special Settings and Messages

Special Settings



Take into account, where the compiler gets its information. Some compiler settings cannot be entered via command line, but rather only in the development environment *ADbasic*.

- The development environment (transparently) saves the settings `Event`, `Process`, `Priority`, `Optimize` in the source code file.
- The paths for `Include-Directory` and `Lib-Directory` are saved in the registry.

It is possible that the registry may have changed, especially if you or another user has worked with a different project on your computer. Therefore we recommend you check these settings before you execute a command line.

Warnings and Error Messages

If warnings or errors occur during compilation, they are saved in the files `<filename.WRN>` and `<filename.ERR>`. The error messages are the same as those that *ADbasic* displays in the info window (see chapter 2.3.13 on page 37).

We recommend you delete the files containing the warnings and error messages before compilation, so that you can very easily check if the compilation has proceeded without any errors.

A.6 Obsolete Program Parts

For compatibility reasons the development environment *ADbasic* 4 also offers settings for *ADwin* systems with transputer processors (T4, T5, T8), as well as help programs with new updates from the previous version of *ADbasic*.

A.6.1 Dialog Window `Process Options`

In this dialog window you set compiler options for the currently open source code window, that is you set the properties of the process, which is compiled from the current source code and transferred to the *ADwin* system.

You must make the necessary settings separately for each of the source code windows by opening the dialog window again (unless you want to use the default settings).

If you have set the processor types T4, T5 or T8 in the dialog window `Compiler Options`, the dialog window shown in fig. 1 is opened.

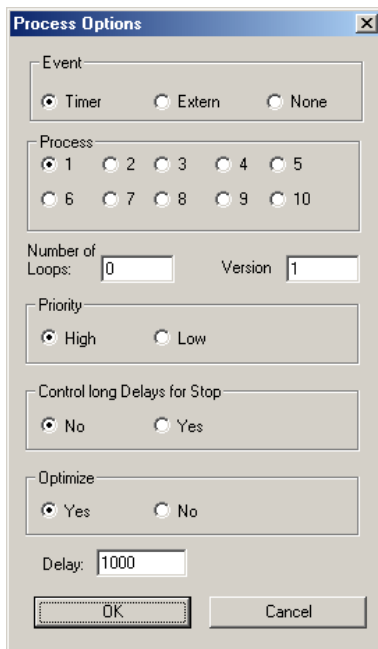


Fig. 1 – The Dialog Window `Process Options` for processors T4 ... T8

- **Event**: Here you set which event signal is to start the section **EVENT** : of your process.

With the setting `Timer` you define the number of counts of the internal counter as the event signal. In this case you use the system variable **PROCESSDELAY** to define time intervals which triggers an event signal.

With `Extern` you determine that a signal at the event input of your *ADwin* hardware starts the process. This could be for instance an impulse of a sensor. Such a process must run at high-priority. In this case set the option `Priority` to `High`.

How to use an external event input with an *ADwin-Pro* system, is described in the software documentation under the instruction **EVENTENABLE**.

With the setting `None` the process starts immediately after it has been transferred to the system. The section **EVENT** : is – independent of any

event signals – it is restarted immediately after the execution (infinite loop).


In a high-priority process you have to assure that the process also provides computing time for other tasks (e.g. communication with the computer).

- **Process:** Set the number (1...10), with which the transferred process is accessed on the system.

If several processes are running simultaneously on the *ADwin* system, you must assign a separate number to each of the processes.

- **Number of Loops:** If you like, you can set here the number of times the program cycles through the event loop before it stops. When this number is reached, the process stops automatically. A setting you have changed will be active upon the next start of the process (not in the currently running process), you needn't recompile your program.

If you enter the value "0", the program is repeated until you stop the process with:

- the instruction **END**,
- the instruction **STOP_PROCESS** or
- the icon  in the development environment.

- **Version:** Here you enter an integer value, in order to differentiate between different versions of your program.
- **Priority:** Set here the priority of the process. You will find more information about this subject in chapter 5.1 "Process Management". The setting **Level** does not exist for the transputer processor type.
- **Control long Delays for Stop:** This setting is only available when you use the processors T2 ... T8.

The stopping of a process is delayed, if it is not called frequently (cycle time interval > 5 milliseconds). We recommend you use the option in this case, because this option will speed up the stop procedure.

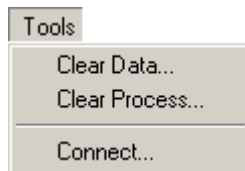
- **Optimize:** The optional optimization shortens the process execution time of up to 20 percent. A higher setting under **Level** leads to shorter execution times.

If unexpected compiler or run-time errors occur, you can sometimes avoid them by setting a lower **Level** for the optimization.

- **Delay:** Set here the processdelay (cycle time), before the process is to begin.

A.6.2 The Menu Item `Connect`

In the menu `Tools` you can find among other things the item `Connect`. It opens the dialog window of the same name, where you make the settings for the program *ADserver* (which is no longer being updated). With *ADserver* you setup a network connection to the *ADwin* system.



We recommend you use the program *ADwin TCPserver* instead of *ADserver*. In this case, do not make any settings in the dialog window, but close it!

You will find more information in the online help of *ADwin TCPserver*.

If you still want to use the program *ADserver*:

From *ADbasic* you can access an *ADwin* system, connected to any PC, via a network (LAN, ISDN, Internet, ...). The program *ADserver* must be started on the PC before trying to access the *ADwin* system. Next you enter the network settings in the dialog window.

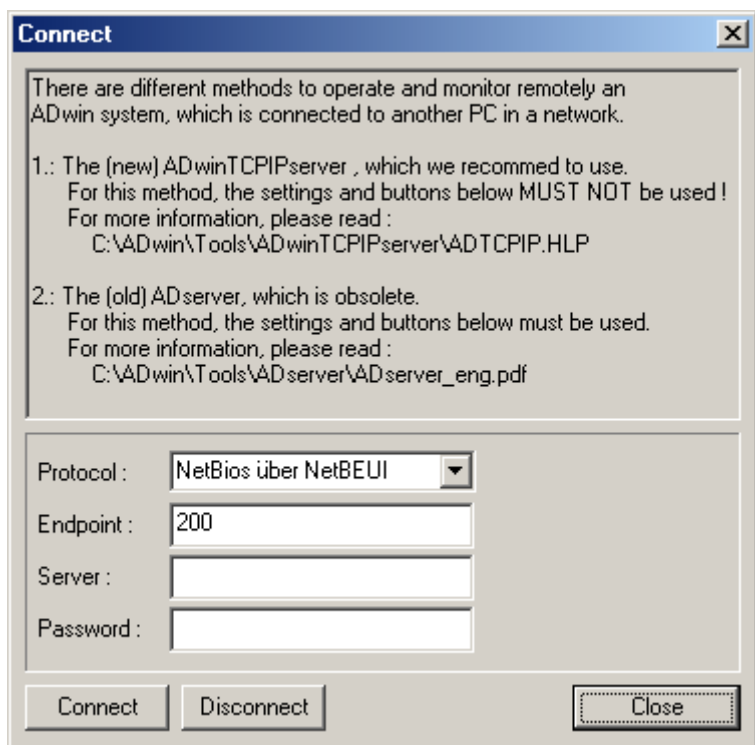


Fig. 2 – The dialog window `Connect`

- **Protocol:** The protocol, your network uses. It must be installed on your computer.
- **Endpoint:** End point for the network communication.
- **Server:** Name or address of the network computer you want to setup a connection to.
- **Password:** Password for the program *ADserver*. Pay attention this is case sensitive.

The settings `Protocol`, `Endpoint` and `Password` must be identical to the settings in the program *ADserver* on the network computer.

As soon as you click the `Connect` button, the connection to the network computer and the connected *ADwin* system, is set up. All further actions of the

development environment are transferred to this system. By clicking `Disconnect` the connection is disconnected again.

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A.8 Instructions for ADwin-Gold systems

Symbols

< = > (comparison)
+ (Addition)
+ (String-Addition)
- (Subtraktion)
* (multiplication)
/ (Division)
^ (power)
= (assignment)
: Colon
#DEFINE
#IF ... THEN ... {#ELSE ...} #ENDIF
#INCLUDE
#..., preprocessor statement

A

ABSF
ABSI
ADC
ADC12, ADC14
AND
ARCCOS
ARCSIN
ARCTAN
ASC

C

CAN_MSG (CAN)
CAST_FLOATTOLONG
CAST_LONGTOFLOAT
CHECK_SHIFT_REG (CAN)
CHR
CLEAR_DIGOUT
CNT_CLEAR (CO1)
CNT_ENABLE (CO1)
CNT_GETSTATUS (CO1)

CNT_INPUTMODE (CO1)
CNT_LATCH (CO1)
CNT_MODE (CO1)
CNT_READ (CO1)
CNT_READFLATCH (CO1)
CNT_READLATCH (CO1)
CNT_RESETSTATUS (CO1)
CNT_SET (CO1)
CNT_SE_DIFF (CO1)
CONF_DIO
COS

D

DAC
DATA_n
DEC
DIGIN
DIGIN_WORD
DIGOUT_WORD
DIM
DO ... UNTIL

E

END
EN_CAN_INTERRUPT (CAN)
EN_RECEIVE (CAN)
EN_TRANSMIT (CAN)
EVENT:
EXIT
EXP

F

FFT
FFT_CALC
FFT_INIT
FFT_MAG

FFT_MAG_SCALE
FFT_PHASE
FFT_SCALE
FIFO
FIFO_CLEAR
FIFO_EMPTY
FIFO_FULL
FINISH:
FLOTOSTR
FOR ... TO ... {STEP ...} NEXT
FUNCTION ... ENDFUNCTION

G

GET_CAN_REG (CAN)
GET_RS (CAN)

I

IF ... THEN ... {ELSE ...} ENDIF
IMPORT
INC
INIT:
INIT_CAN (CAN)

L

LIB_FUNCTION ...
LIB_ENDFUNCTION
LIB_SUB ... LIB_ENDSUB
LN
LNGTOSTR
LOG
LOWINIT:

N-P

NOP
NOT
OR
PEEK
POKE
PROCESSDELAY

PROZESSn_RUNNING

R

READADC
READADC12
READ_FIFO (CAN)
READ_MSG (CAN)
READ_TIMER
REM
RESET_EVENT
RS485_SEND (CAN)
RS_INIT (CAN)
RS_RESET (CAN)

S

SELECTCASE
SET_CAN_BAUDRATE (CAN)
SET_CAN_REG (CAN)
SET_DIGOUT
SET_MUX
SET_RS (CAN)
SHIFT_LEFT
SHIFT_RIGHT
SIN
SLEEP
SQRT
SSI_MODE (CAN)
SSI_READ (CAN)
SSI_SET_BITS (CAN)
SSI_SET_CLOCK (CAN)
SSI_START (CAN)
SSI_STATUS (CAN)
START_CONV
START_PROCESS
STOP_PROCESS
STRCOMP
String " "
STRLEFT
STRLEN
STRMID

STRRIGHT
SUB ... ENDSUB

T

TAN
TRACE_MODE_PAUSE
TRACE_MODE_RESUME
TRANSMIT (CAN)

V-Z

VALF
VALI
WAIT_EOC
WRITE_FIFO (CAN)
XOR

A.9 Instructions for ADwin-light-16 systems

Symbols

< = > (comparison)
+ (Addition)
+ (string addition)
- (subtraction)
* (multiplication)
/ (Division)
^ (power)
= (assignment)
: Colon
#DEFINE
#IF ... THEN ... {#ELSE ...} #ENDIF
#INCLUDE
#..., preprocessor statement

A

ABSF
ABSI
ADC
AND
ARCCOS
ARCSIN
ARCTAN
ASC

C

CAN_MSG (DIO1 only)
CAST_FLOATTOLONG
CAST_LONGTOFLOAT
CHR
CLEAR_DIGOUT
CNT_CLEAR
CNT_CLEARENABLE (DIO1, DIO2)
CNT_ENABLE
CNT_GETSTATUS (DIO1, DIO2)
CNT_INPUTMODE (DIO1, DIO2)
CNT_LATCH
CNT_MODE (DIO1 only)

CNT_READ
CNT_READFLATCH (DIO1 only)
CNT_READLATCH
CNT_SET (DIO1 only)
CONF_DIO_E (DIO1 only)
COS

D

DAC
DATA_n
DEC
DIGIN
DIGIN_LONG_E (DIO2)
DIGIN_WORD
DIGIN_WORD1_E (DIO1 only)
DIGIN_WORD2_E (DIO1 only)
DIGOUT_LONG_E (DIO2)
DIGOUT_RESET1_E (DIO1 only)
DIGOUT_RESET2_E (DIO1 only)
DIGOUT_SET1_E (DIO1 only)
DIGOUT_SET2_E (DIO1 only)
DIGOUT_WORD
DIGOUT_WORD1_E (DIO1 only)
DIGOUT_WORD2_E (DIO1 only)
DIM
DO ... UNTIL

E

END
EN_INTERRUPT (DIO1 only)
EN_RECEIVE (DIO1 only)
EN_TRANSMIT (DIO1 only)
EVENT:
EXIT
EXP

F

FFT
FFT_CALC

FFT_INIT
 FFT_MAG
 FFT_MAG_SCALE
 FFT_PHASE
 FFT_SCALE
 FIFO
 FIFO_CLEAR
 FIFO_EMPTY
 FIFO_FULL
 FINISH:
 FLOTOSTR
 FOR ... TO ... {STEP ...} NEXT
 FUNCTION ... ENDFUNCTION

G

GET_CAN_REG (DIO1 only)

I

IF ... THEN ... {ELSE ...} ENDIF
 IMPORT
 INC
 INIT:
 INIT_CAN (DIO1 only)

L

L16_MODE (Rev. B)
 LIB_FUNCTION ...
 LIB_ENDFUNCTION
 LIB_SUB ... LIB_ENDSUB
 LN
 LNGTOSTR
 LOG
 LOWINIT:

N-P

NOP
 NOT
 OR
 PEEK

POKE
 PROCESSDELAY
 PROZESSn_RUNNING

R

READADC
 READ_MSG (DIO1 only)
 READ_TIMER
 REM
 RESET_EVENT

S

SELECTCASE
 SEQ_INIT (Rev. B)
 SEQ_READ (Rev. B)
 SET_CAN_BAUDRATE (DIO1 only)
 SET_CAN_REG (DIO1 only)
 SET_DIGOUT
 SET_MUX
 SHIFT_LEFT
 SHIFT_RIGHT
 SIN
 SLEEP
 SQRT
 SSI_MODE (DIO2)
 SSI_READ (DIO2)
 SSI_SET_BITS (DIO2)
 SSI_SET_CLOCK (DIO2)
 SSI_START (DIO2)
 SSI_STATUS (DIO2)
 START_CONV
 START_PROCESS
 STOP_PROCESS
 STRCOMP
 String " "
 STRLEFT
 STRLEN
 STRMID
 STRRIGHT
 SUB ... ENDSUB

T

TAN
TRACE_MODE_PAUSE
TRACE_MODE_RESUME
TRANSMIT (DIO1) (DIO1 only)

V-Z

VALF
VALI
WAIT_EOC
XOR

A.10 Instructions for ADwin-Pro systems

The following overview contains those instructions only , which are processed in the Pro-CPU modules directly.

You find any other instructions for Pro modules in a separate manual "Pro-Software" (for lack of space).

Symbols

< = > (comparison)
+ (Addition)
+ (String-Addition)
- (Subtraktion)
* (multiplication)
/ (Division)
^ (power)
= (assignment)
: Colon
#DEFINE
#IF ... THEN ... {#ELSE ...} #ENDIF
#INCLUDE
#..., preprocessor statement

A

ABSF
ABSI
AND
ARCCOS
ARCSIN
ARCTAN
ASC

C

CAST_FLOATTOLONG
CAST_LONGTOFLOAT
CHR
COS
CPU_SLEEP

D

DATA_n
DEC
DIM
DO ... UNTIL

E

END
EVENT:
EXIT
EXP

F

FFT
FFT_CALC
FFT_CALC_DM
FFT_CALC_DX
FFT_INIT
FFT_MAG
FFT_MAG_SCALE
FFT_PHASE
FFT_SCALE
FIFO
FIFO_CLEAR
FIFO_EMPTY
FIFO_FULL
FINISH:
FLO40TOSTR
FLOTOSTR
FOR ... TO ... {STEP ...} NEXT
FUNCTION ... ENDFUNCTION

I

IF ... THEN ... {ELSE ...} ENDIF
IMPORT
INC
INIT:

L

LIB_FUNCTION ...
LIB_ENDFUNCTION
LIB_SUB ... LIB_ENDSUB
LN
LNGTOSTR
LOG
LOWINIT:

M

MEMCPY

N-P

NOP
NOT
OR
PEEK
POKE
PROCESSDELAY
PROZESSn_RUNNING

R

READ_TIMER
REM
RESET_EVENT

RESTART_PROCESS

S

SELECTCASE
SHIFT_LEFT
SHIFT_RIGHT
SIN
SLEEP
P1_SLEEP
P2_SLEEP
SQRT
START_PROCESS
START_PROCESS_DELAYED
STOP_PROCESS
STRCOMP
String " "
STRLEFT
STRLEN
STRMID
STRRIGHT
SUB ... ENDSUB

T

TAN
TRACE_MODE_PAUSE
TRACE_MODE_RESUME

V-Z

VALF
VALI
XOR

Symbols

< = > (comparison)	105
+ (addition)	95
+ (string addition)	96
- (subtraction)	97
* (multiplication)	98
/ (division)	99
^ (power)	100
= (assignment)	104
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ADC12, ADC14	229
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ARCCOS	110
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C

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Gold CAN	318
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CAST_FLOATTOLONG	114
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CHECK_SHIFT_REG	334
CHR	116
CLEAR_DIGOUT	232
CNT_CLEAR	257
CNT_CLEARENABLE	259
CNT_ENABLE	261
CNT_GETSTATUS	263
CNT_INPUTMODE	266
CNT_LATCH	268
CNT_MODE	270
CNT_READ	272
CNT_READFLATCH	276
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