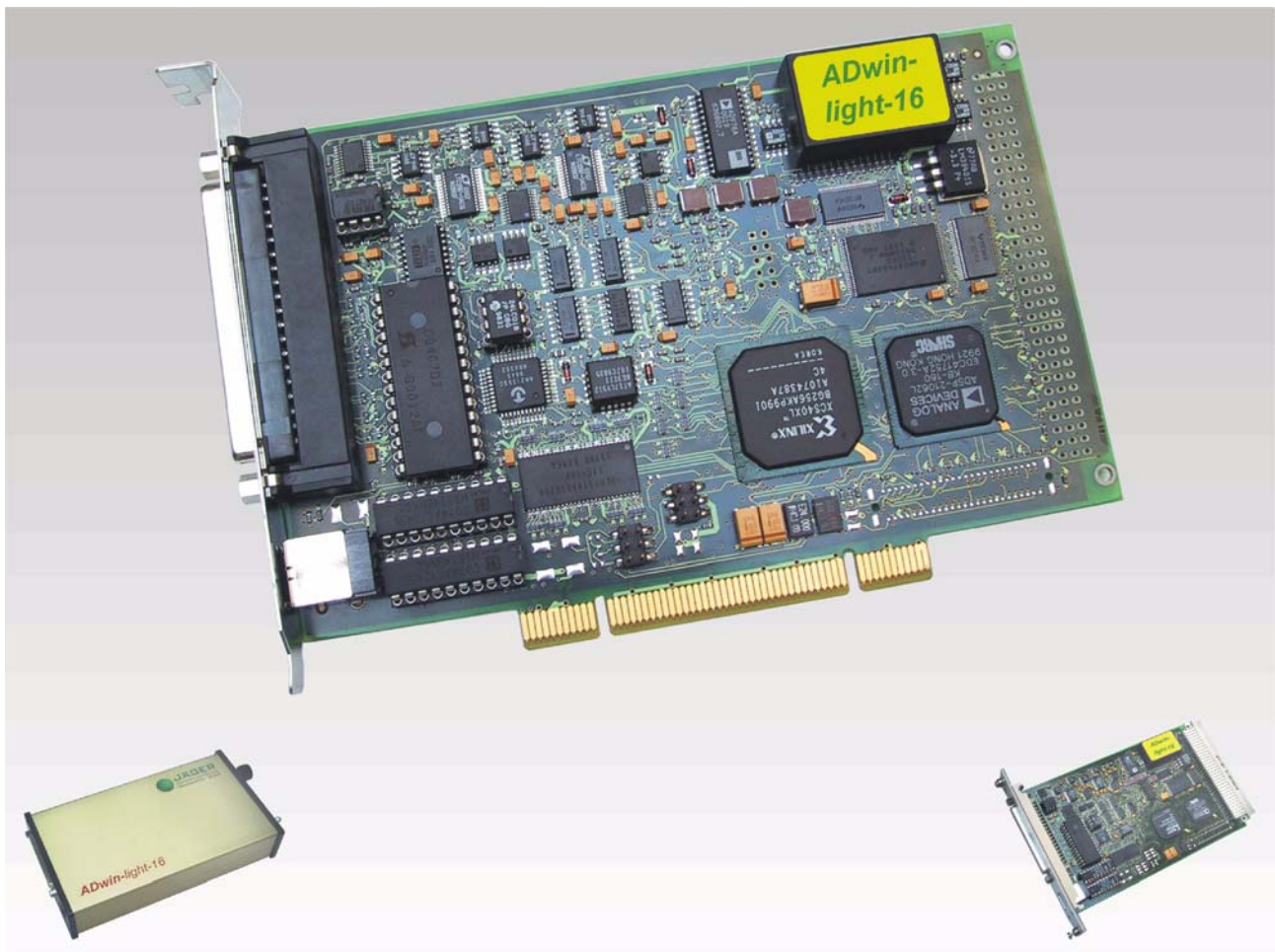


ADwin-light-16

Manual



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Typographical Conventions



"Warning" stands for information, which indicate damages of hardware or software, test setup or injury to persons caused by incorrect handling.



You find a "note" next to

- information, which have absolutely to be considered in order to guarantee an operation without any errors
- advice for efficient operation



"Information" refers to further information in this documentation or to other sources such as manuals, data sheets, literature, etc.

<C:\ADwin\ ...>

File names and paths are placed in angle brackets and characterized in the font Courier New.

Program text

Program instructions and user inputs are characterized by the font Courier New.

Var_1

ADbasic source code elements such as INSTRUCTIONS, variables, comments and other text are characterized by the font Courier New and are printed in color (see also the editor of the **ADbasic** development environment).

Bits in data (here: 16 bit) are referred to as follows:

Bit No.	15	14	13	...	01	00
Bit value	2^{15}	2^{14}	2^{13}	...	$2^1=2$	$2^0=1$
Synonym	MSB	-	-	-	-	LSB

1 Information about this manual

This manual contains comprehensive information about the operation of the **ADwin-light-16** system. Additional information is available in

- the manual "**ADwin** Driver Installation", which describes all interface installations for the **ADwin** systems.
Commence your installation with the help of this manual.
- the description of the configuration program **ADconfig**. With it, you initialize the communication of the corresponding interface with **ADwin-light-16**.

- the manual **ADbasic**, which contains all instructions for the compiler **ADbasic** and explains the principle of **ADwin** systems in particular.

The online help of **ADbasic** contains the same information.

- the description of the driver installation and command instructions for all well known development environments.
- the manual "**ADwin** HSM-24V", a module on the LS bus.

Please note:

For **ADwin** systems to function correctly, adhere strictly to the information provided in this documentation and in other mentioned manuals.

Programming, start-up and operation, as well as the modification of program parameters must be performed only by appropriately qualified personnel.

Qualified personnel are persons who, due to their education, experience and training as well as their knowledge of applicable technical standards, guidelines, accident prevention regulations and operating conditions, have been authorized by a quality assurance representative at the site to perform the necessary activities, while recognizing and avoiding any possible dangers.

(Definition of qualified personnel as per VDE 105 and ICE 364).

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Qualified personnel

Availability of the documents



Legal information

2 System description

2.1 ADwin system concept

ADwin systems guarantee fast and accurate operation of measurement data acquisition and automation tasks under real-time conditions. This offers an ideal basis for applications such as:

- very fast digital closed-loop control systems
- very fast open-loop control systems
- data acquisition with very fast online analysis of the measurement data
- monitoring of complex trigger conditions and many more

ADwin systems are optimized for processes which need **very short process cycle times** of one millisecond down to some microseconds.

System features

The **ADwin** system is equipped with analog and digital inputs and outputs, a fast processor (32-bit floating point signal processor) and local memory. The processor is responsible for the whole real-time processing in the system. The applications run **independent** of the PC and its workload.

Processor

The processor of the **ADwin** system processes **each measurement value at once**.

In one cycle you can acquire the status of the inputs, process the status with the help of any mathematical functions, and react to the results, even at very fast process cycle times of some microseconds. This results in a perfect and logical work sharing: The PC executes a program for visualizing of data, for input and operation of the processes, together with access to networks and data bases, while the processor of the **ADwin** system executes all tasks which require real-time processing concurrently.

Real-time operating system

The operating system for the DSP of the **ADwin** system has been optimized to achieve the fastest response times possible. It manages parallel processes in a **multitasking** environment. Low priority processes are managed by time slicing. Specified high priority processes interrupt all low priority processes and are immediately and completely executed (preemptive multitasking). High priority processes are executed as time-controlled or event-controlled processes (external trigger).

Timing

The built-in **timer** is responsible for the precise scheduling of high priority processes. It has a resolution of 25 nanoseconds. The **ADwin** systems are characterized by an extremely short response time of only 300 nanoseconds during the change from a low to a high priority process. A continuously running communication process enables a continuous data exchange between the **ADwin** system and the PC even while applications are active. The communication has no influence on the real-time capability of the **ADwin** system, even so, it is possible to exchange data at any time.

ADbasic

The real-time development tool **ADbasic** gives the opportunity to create time-critical programs for **ADwin** systems very easily and quickly. **ADbasic** is an **integrated development environment** under Windows with possibilities of online debugging. The familiar, easy-to-learn BASIC instruction syntax has been extended by many more functions, in order to allow direct access to inputs and outputs as well as by functions for process control and communication with the PC.

Communication between ADwin system and PC

The **ADwin** system is connected to the PC via an **USB or Ethernet** interface. After power-up the **ADwin** system is booted from the PC via this interface. Afterwards the **ADwin** operating system is waiting for instructions from the PC which it will process.

There are two kinds of instructions: On the one hand instructions, which transfer data from the PC to the **ADwin** system, for instance "load process", "start process" or "set parameter", on the other hand instructions which wait for a response from the **ADwin** system, for instance "read variables" or "read data sets". Both kinds of instructions are processed immediately by the **ADwin** system, which means immediate and complete responses. The **ADwin** system never sends data to the PC without request! The data transfer to the PC is always a response to an instruction coming from the PC. Thus, embedding the **ADwin** system into various programming languages and standard software packages for measurements is held simple, because they have only to be able to call functions and process the return value.

Under Windows 95/98/NT/ME/2000/XP you can use a **DLL** and an **ActiveX** interface. On this basis the following drivers for **development environments** are available:

.NET, Visual Basic, Visual-C, C/C++, Delphi, VBA (Excel, Access, Word), TestPoint, LabVIEW / LabWINDOWS, Agilent VEE (HP-VEE), InTouch, DIA-dem, DASyLab, SciLab, MATLAB.

A version for Linux is available, too.

The simple, instruction-oriented communication with the **ADwin** system enables several Windows programs to access the same **ADwin** system in coordination at the same time. This is of course a great advantage when programs are being developed and installed.

Interfaces

Instruction processing

Software interfaces

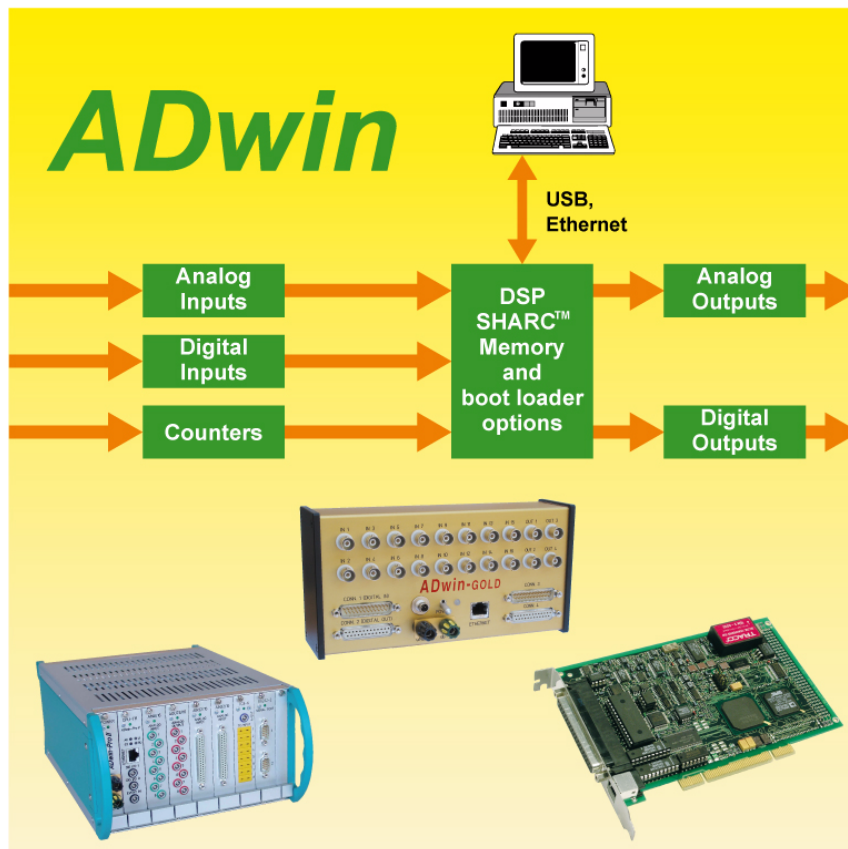


Fig. 1 – Concept of the **ADwin** systems

Processor and memory

2.2 ADwin-light-16

The **ADwin-light-16** system is equipped with the **32 bit signal processor** ADSP 21062 (SHARC) from Analog Devices with floating point and integer processing. It is responsible for the complete measurement data acquisition, online processing, and signal output and can instantaneously process - in combination with the A/D-converter - each measured value with sample rates of up to 100 kHz; from Rev. B an optional sample rate of 500 kHz is available.

The **on-chip memory with 256 kB** has a very short access time of 25 ns and is large enough to hold the complete **ADwin** operating system, the **ADbasic** process and all variables.

In order to get maximum access speed, all inputs and outputs are memory mapped in the external memory section of the DSP. For buffering larger quantities of data the DSP uses an **external memory** (SDRAM) of **8 MB** (Rev. B has 16MB).

Analog inputs

In a 37-pin D-SUB socket there are **8 analog inputs** available, which are connected to a multiplexer, whose output signal is converted with a 16 bit analog-to-digital converter (ADC, see figure below). Since revision B a sequential control for automatic conversion of several channels is available.

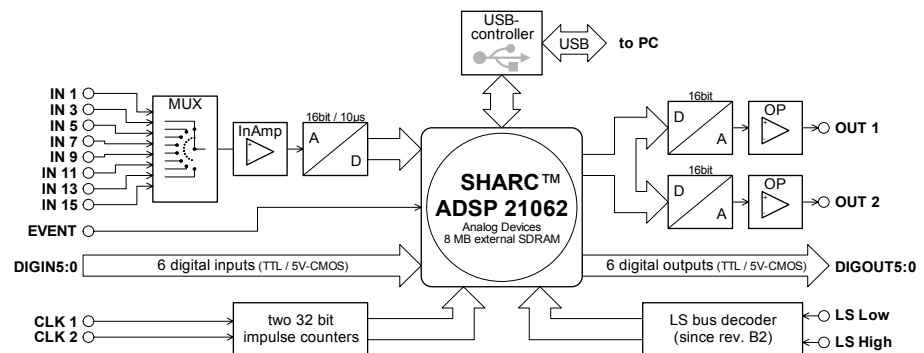


Fig. 2 – Functional diagram (with USB interface)

Analog outputs

ADwin-light-16 is equipped with **2 analog outputs** with 16 bit resolution and an output voltage range of -10 V ... +10 V. The output voltages of all DACs are synchronized and calibrated per software. In order to smooth the output signal, it passes through a low pass filter with a cut-off frequency of $f_c = 700$ kHz.

Digital inputs and outputs

6 digital inputs and 6 digital outputs are available on the 37-pin D-SUB socket. The inputs and outputs are TTL-compatible. Furthermore, there are inputs for 2 counters with 32 bit each.

Trigger input

ADwin-light-16 is equipped with a trigger input (EVENT, see also [chapter 5.2 "Digital Inputs and Outputs"](#)). Thus, processes can be triggered by a signal (trigger) and completely processed at once (see **ADbasic** manual, chapter "Processes in the ADwin Operating System").

A serial interface (LS bus from Rev. B2, see [page 16](#)) enables the connection of up to 15 additional modules.

Scope of delivery

The standard scope of delivery for **ADwin-light-16**:

- **ADwin-light-16** system
- USB or Ethernet connecting cable, length 1.8 m
- **ADwin**-CD-ROM
- Manual "Driver Installation"
- this hardware manual

Additional items supplied with the type with external enclosure (*L16-EXT*) are:

- Power adapter: a PC slot plate with power supply socket and PC-internal three-pole connecting cable
- power supply cable for connection between the slot plate and *L16-EXT*.

ADwin-light-16 is available as basic version with USB connection in several variants.



PC plug-in board (*L16-PCI*)



19" plug-in board (*L16-EURO*)



external enclosure (*L16-EXT*)

Fig. 3 – Variants

The variants *L16-EURO* and *L16-EXT* can optionally be delivered with USB or 10/100 MBit Ethernet interface. The available types of the **ADwin-light-16** basic version are described in the following table.

Type	Interface	
	USB	Ethernet
PC plug-in board	<i>L16-PCI</i>	–
19" plug-in board (Euro)	<i>L16-EURO</i>	<i>L16-EURO-ENET</i>
External enclosure	<i>L16-EXT</i>	<i>L16-EXT-ENET</i>

Fig. 4 – Types of the **ADwin-light-16** basic version

Please take into account that the power supply for the different variants varies:

- +5 Volt for *L16-PCI* and *L16-EURO*
- +10 ... +18 Volt for *L16-EXT*, since Rev. B +10 ... +35 Volt

Variants

Types



2.2.1 Ordering options (later upgrade not possible)

ADwin-light-16 can be equipped with the following options:

- **L16-CO1: counter option** (description see [page 23](#)) with a 32-bit up/down counter with four edge evaluation for incremental encoders.
- **L16-DIO1**: add-on module (description see [page 25](#)) with
 - **32 digital inputs/outputs** (programmable in groups of 8)
 - **one SSI-Decoder** (since Rev. B)
 - **CAN interface** (high speed; low speed as an alternative)
 - **two 32 bit up/down counters** for impulse, period duration and duty cycle measurements as well as a four edge evaluation for the connection of incremental encoders.
- **L16-DIO2**: add-on module (description see [page 41](#)) with
 - **32 digital input/outputs** (programmable in groups of 8).
 - **one SSI-Decoder**
 - **two 32 Bit up/down counters** for impulse, period duration and duty cycle measurements as well as a four edge evaluation for incremental encoders.
- **L16-DIO3**: add-on module (description see [page 41](#)) contains **32 digital inputs/outputs** (programmable in groups of 8).
- **L16-Boot: Flash-EPROM bootloader** for stand alone **operation without a PC** (description see [page 52](#)). May only be ordered in combination with an Ethernet interface.
- **L16-Mount**: Kit for installation of an **L16-EXT** system on a DIN top-hat rail in an electrical control cabinet with isolated mountings.



Please take into account, that the counters of the add-on boards are not additionally available, but that they replace the counters of the basic version. Therefore you cannot use the counters of different add-ons at the same time.

2.2.2 Accessories

The following equipment for **ADwin-light-16** is available as accessory; description see [page 53](#):

- **ADbasic**, real-time development tool for all **ADwin** systems
- cable connectors for an external power supply (for **L16-EXT** only)
- external power supply **ADwin-light-16-pow** (necessary for notebook operation)

ADbasic

3 Operating Environment

The board of the **ADwin-light-16** may only be operated in a closed casing (already given with *L16-EXT* variant).

According to type and accessories (see chapter 2.2.1f, delivery options / accessories) the system can be operated in 19" enclosures, control cabinets or as a mobile system (e.g. in vehicles).

The **ADwin-light-16 system must be earth-protected**, in order to

- build a ground reference point for the electronic
- conduct interfering energy to earth.

Connect the GND socket, which is internally connected with the ground reference point and the enclosure, via a short low-impedance solid-type cable to the central earth connection point of your installation.

The types with USB interface have a galvanic connection to the PC via USB and possibly also via power supply.

The types with Ethernet interface have their data lines galvanically isolated, but the ground potentials are connected, because the shielding of the Ethernet connector (RJ-45) is connected with GND.

Transient currents, which are conducted via the enclosure or the shielding, have influence on the measured signal.

If you want to prevent transient currents, please make sure that the shielding is fully operative. Take measures for bleeding off interference, such as earthing the shielding close to the entry into the control cabinet. The more frequently you earth the shielding on its way to the machine the better the shielding will operate.

Use cables with shielding on both ends for **signal lines**. Here too, you should reduce the bleeding off of interferences via the enclosure by using screen clips.

The **ADwin-light-16** system is internally operated with a voltage of +5 V and ± 15 V against GND and thus is not life-threatening. For operation with an external power supply, the instructions of the manufacturer apply.

ADwin-light-16 is designed for operation in dry rooms. The installation environment (PC or 19" rack) may have an ambient temperature within the range +5 ... +50 °C, and a relative humidity of 0 ... 80 % (none condensing, see also Annex).

The temperature of the casing (surface temperature) of the type *L16-EXT* must not exceed +55 °C, even under extreme operating conditions - e.g. in an electrical control cabinet or if the system is exposed to the sun for longer periods of time. Otherwise, you risk damage to the device or the output of undefined data (values) which can cause damages to your measurement equipment under unfavorable circumstances.



Galvanic connection

Excluding transient currents



Protective extra low voltage

Ambient temperature

Chassis temperature



4 Start-up of the Hardware



Do not connect any signal cables to **ADwin-light-16** on **start-up** before taking the **following steps**:

1. Software installation / hardware installation in the PC or 19" rack.
Follow the instructions in the manual: "**ADwin** Driver Installation".
2. Set the operating environment as described in [chapter 3](#).
3. Read [chapter 5 "Inputs and Outputs"](#) in this manual.
4. Only now connect the signal lines to the inputs and outputs.

Notes

Avoid direct contact with uninsulated parts in order to protect them against electrostatic discharges.

Reliable power supply

Please pay attention that a reliable power source is used.

For standard version, this concerns the PC, and otherwise the external power supply, or if operated in a vehicle, the battery voltage.

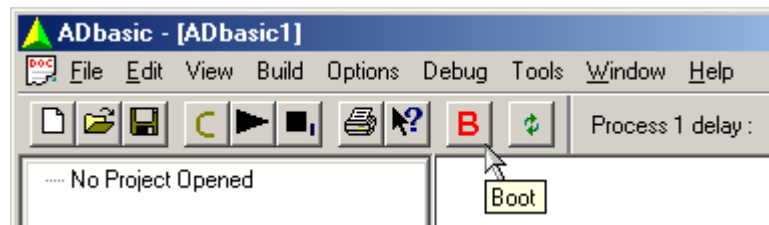
If using current-limiting power supplies, please pay attention the current demand at power-up which can be a multiple of the operating current. Detailed information is contained in the Technical Data (Annex).



In case of power failure all unsaved data are lost. Undefined data could cause damage to your equipment under unfavorable circumstances.

Check Data Communication

Start **ADbasic** and boot the **ADwin** system by clicking the boot button **B**.



The display in the status line: "ADwin is booted" shows that the operating system has been loaded appropriately and that **ADbasic** can establish a connection to the **ADwin** system.

ADbasic programs



Programming the **ADwin** systems is described in more detail in the **ADbasic** manual.

Start with the programming examples in the **ADbasic** Tutorial.

5 Inputs and Outputs

The **ADwin-light-16** system has the following connectors (pin assignment see next page):

- connector for USB or Ethernet
- 37-pin D-SUB socket **ADwin I/O CONNECTOR** for
 - 8 analog inputs
 - 2 analog outputs
 - 6 each, digital inputs and outputs
 - 1 digital trigger input
 - 2 impulse/event counters with 32 bit
 - Output for power supply +5V; **L16-PCI** also $\pm 12V$
- 9-pin D-SUB socket **LS-BUS** for the LS bus interface (since Rev. B2).

The variant **L16-EXT** has an additional GND socket (see earth protection, [page 7](#)), a power input socket and a manual on/off switch.

All inputs and outputs may only be operated according to the specifications given (see Annex A-1: Technical Data). In case of doubt, ask the manufacturer of the equipment to which you intend to connect the **ADwin-light-16** system with.

Open inputs can cause errors – above all in an environment which is not free of any interferences. For your own safety, connect unused inputs as close as possible to the D-SUB socket on a defined level (e.g. GND). Separate these inputs from open circuit lines.

Exception to this is the event input, which already has an internal pull-up resistor (10 k Ω).

Connections

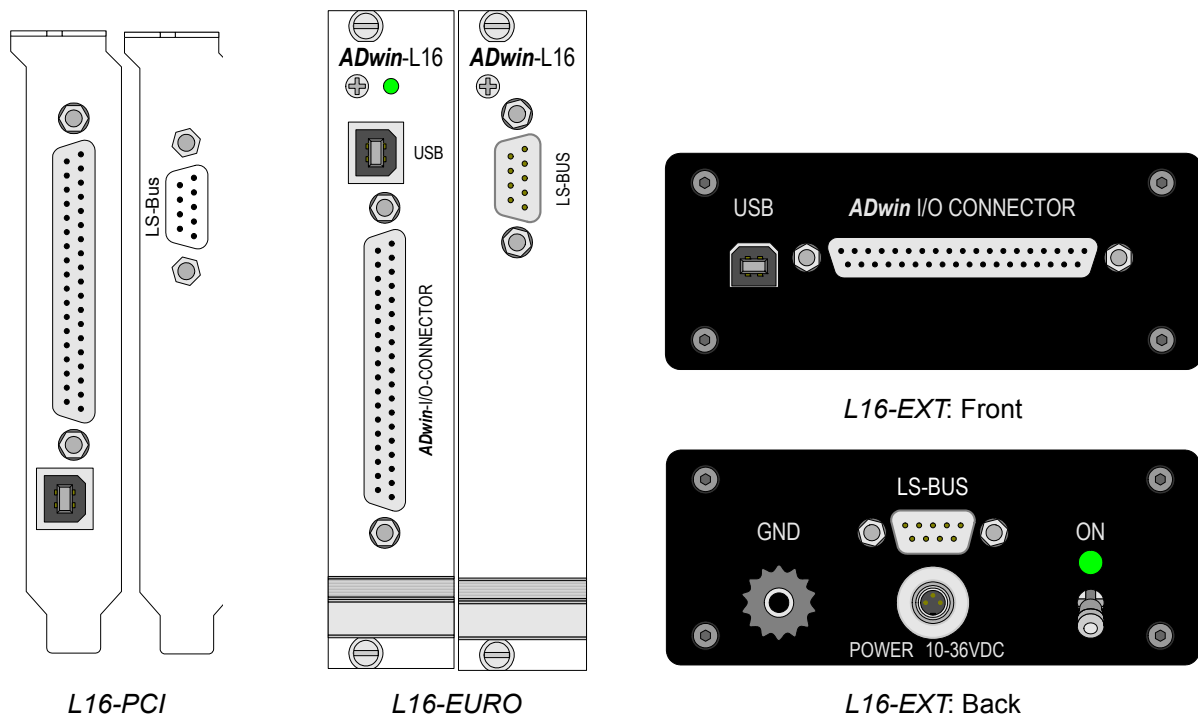


Fig. 5 – Connectors **ADwin-light-16**

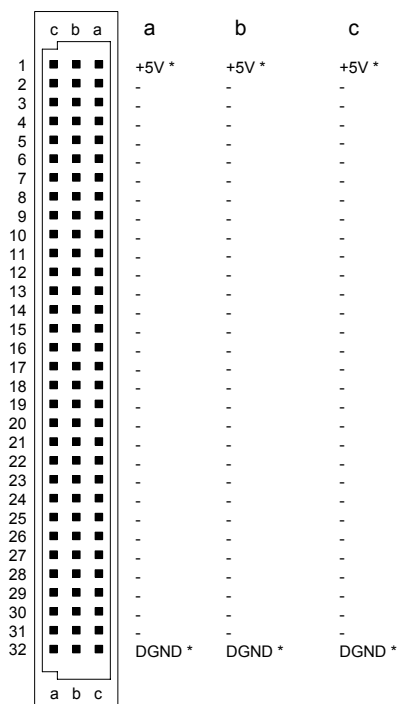


Fig. 6 – L16-EURO VGA connector for power supply (female)

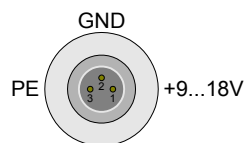


Fig. 7 – L16-EXT power connector (male)

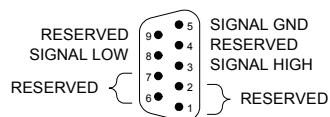
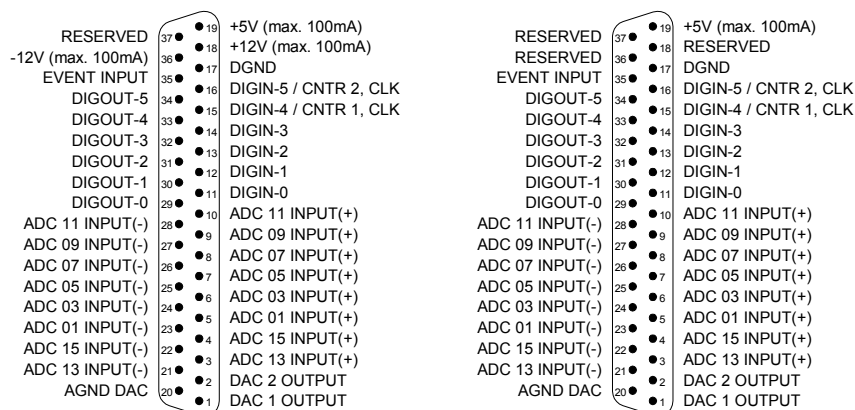


Fig. 8 – Pin assignment LS-BUS (female)



L16-PCI

L16-EURO and L16-EXT

Fig. 9 – Pin assignment inputs/outputs (female)

For fast and easy programming there are standard instructions available in the compiler **ADbasic**, which enable a user to easily measure or output data (see also **ADbasic** manual). Use other instructions (such as direct register access) only if extremely time-critical or special tasks require to do so. (see also [chapter 12](#)).

More detailed information about the analog as well as the digital inputs and outputs can be found in the following chapters.

5.1 Analog Inputs and Outputs

The variant **L16-EXT** has to be earth-protected, in order to perform measurements without interference. For this, connect the GND socket via a low impedance solid-type cable to the central earth connection point of your installation. When using the variants **PCI** or **EURO**, the earth protection is made via **PC** or the 19" rack.

For **L16-EXT**, the enclosure is connected to the protective earth conductor of the **PC** via the GND-line of the power supply cable as well as via the GND-line of the **USB** cable.

5.1.1 Inputs

The system has 8 analog measurement inputs, which are connected through a multiplexer to the 16-bit analog-to-digital converter (ADC). The multiplexer settling time is 6.5µs with a full scale range of 20V.

The inputs are all odd-numbered (ADC 01, ADC 03, ... ADC 15), which has to be considered during programming.

The analog inputs are differential. For each of the measurement channels there is a positive and a negative input, between which the voltage difference is measured (pay attention to the potential of the input lines).

Please note, that the inputs do need a mass connection between the system's GND and the signal source. This is in addition to the connections to the positive and negative input.

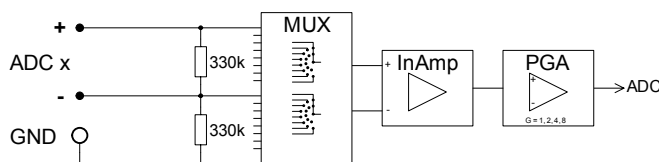


Fig. 10 – Input circuitry of an analog input

The signal at the multiplexer output is converted by a 16-bit analog-to-digital converter (ADC); see [Fig. 2 – Functional diagram \(with USB interface\)](#). The conversion time is 10µs (Rev. B: 2µs optional) at a resolution of 305 µV.

The instruction `ADC ()` executes a complete measurement with an ADC on one analog input. Thus, this instruction considers for instance the settling time of the multiplexer and assures perfect measurements (see also **ADbasic** manual).

From Rev. B the signals of several selected analog inputs can be converted (sequentially) with a single instruction. The inputs are selected with `SEQ_INIT`, conversion is started with `START_CONV` and results are read with `SEQ_READ`.

Standard instructions

Earth protection



Multiplexer

Differential

16-bit measurement

Complete measurement



Rev. B with sequential control

DAC instruction



Voltage range

Allocation of digits and voltage



Least Significant Bit

5.1.2 Outputs

The standard instruction `DAC (number, value)` checks each of the values exceeding or falling below of the 16-bit value range. If the value is in the 16-bit value range, the indicated value is output on the output `number`. If it is not, the maximum or minimum value is output (see also **ADbasic** manual).

5.1.3 Calculation Basis

The voltage range of the **ADwin-light-16** system at the analog inputs and outputs is -10 V to $+10\text{ V}$ (bipolar 10 V).

The $65536\ (2^{16})$ digits are allocated to the corresponding voltage ranges of the ADCs and DACs insofar that

- 0 (zero) digits correspond to the maximum negative voltage and
- 65535 digits correspond to the maximum positive voltage

The value for 65,536 digits, exactly 10 Volt , is just outside the measurement range, so that there is a maximum voltage value of 9.999695 Volt for the 16-bit conversion.

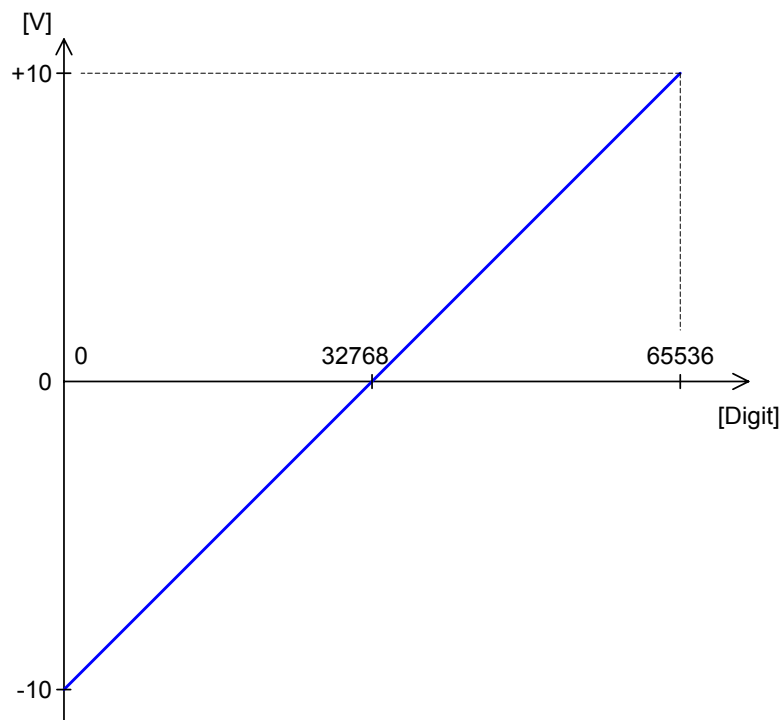


Fig. 11 – Zero offset in the standard setting of bipolar 10 Volt

Bipolar range leads to a zero offset which is shown below.

For the voltage range of $-10\text{ V} \dots +10\text{ V}$ applies $U_{\text{OFF}} = -10\text{ V}$

The quantization level U_{LSB} is the smallest digitally displayable voltage difference and is equivalent to the voltage of the least significant bit (LSB). The U_{LSB} is equivalent to the formula: $20\text{ V} / 2^{16} = 305.175\ \mu\text{V}$.

The measured 16-bit value of the ADC is returned to the lower word of the binary cell. Here you must also find the DAC value to be output.

Bit	31...16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
32-bit memory	upper word	16-bit value of the ADC/DAC in the lower word															

Conversion Digits ↔ Voltage

For a DAC:

$$\text{Digits} = \frac{U_{\text{OUT}} - U_{\text{OFF}}}{U_{\text{LSB}}}$$

$$U_{\text{OUT}} = \text{Digits} \cdot U_{\text{LSB}} + U_{\text{OFF}}$$

For an ADC:

$$\text{Digits} = \frac{U_{\text{IN}} - U_{\text{OFF}}}{U_{\text{LSB}}}$$

$$U_{\text{IN}} = \text{Digits} \cdot U_{\text{LSB}} + U_{\text{OFF}}$$

Tolerances

Slight deviations regarding the calculated values may be within the tolerance of the individual component. Two kinds of deviation are possible, which are indicated in this manual (in LSB):

- The integral non-linearity (INL) defines the maximum deviation from the ideal straight line of the conversion characteristics curve, covering the whole input voltage range.
- The differential non-linearity (DNL) defines the maximum deviation from the ideal quantization level.

5.2 Digital Inputs and Outputs

6 digital inputs (DIGIN 00 ... DIGIN 05) and 6 digital outputs (DIGOUT 00 ... DIGOUT 05) are available on the 37-pin D-SUB socket. The pin assignment be found in figure 9 on [page 10](#).

The inputs DIGIN 04 and DIGIN 05 are used as counter inputs at the same time and may be read as digital inputs while being used as counters. This is not true when using a DIO1-add-on (see [page 25](#)) or DIO2-add-on (see [page 41](#)).

The digital inputs and outputs are TTL-compatible and not protected against overvoltage.

Do not use connections marked as "RESERVED". They are reserved for upcoming changes or expansions and can cause damages to your system if you do not pay attention to this fact.

The **ADwin-light-16** system is equipped with an external trigger input (EVENT). An external signal (trigger) with rising edge may be used to start processes, which are processed immediately and completely (see **ADbasic** manual, chapter "Structure of an **ADbasic**-Program").

The functions of the digital channels are easily programmed with **ADbasic** instructions:

Function	Instruction
Read single digital input.	DIGIN
Read all digital inputs.	DIGIN_WORD
Set all digital outputs.	DIGOUT_WORD
Set one digital output to level High.	SET_DIGOUT
Set one digital output to level Low.	CLEAR_DIGOUT

The instructions are included in the file <ADWL16.INC> and are described in the **ADbasic** manual and in the online help.

DAC

ADC

INL

DNL

Digital inputs/outputs



Trigger input (EVENT)



Programming

5.3 Impulse/Event Counter

The **ADwin-light-16** system is equipped with 2 impulse/event counters, each with 32 bits, which may be configured or read out both together or individually.

With the options *L16-CO1*, *L16-DIO1* or *L16-DIO2* the counters described here are replaced by other counters. You will find the corresponding description in [chapter 7 "CO1 Counter Add-On"](#), [chapter 8 "DIO1 Add-On"](#) or [chapter 9 "DIO2 / DIO3 Add-On"](#).

5.3.1 Hardware

The figure shows the design of a single counter.

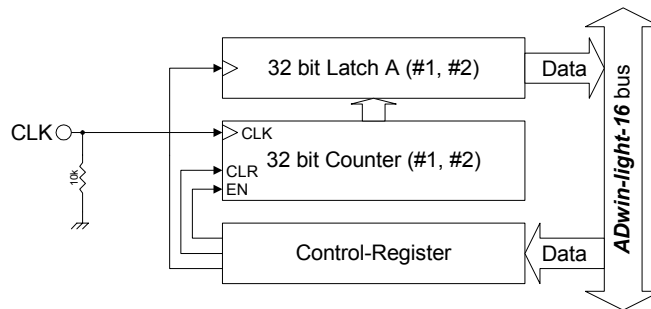


Fig. 12 – Block diagram of the impulse/event counter

The counters are externally clocked that means they increase their counter values by incrementing at each positive edge at the clock input (CLK). Both counters have a latch A, into which the counter value can be latched (under program control) for read out.

The counters are controlled with special **ADbasic** instructions via the control register. The instructions are described in [Fig. 13 – Counter instructions - short reference](#) (below) and in the **ADbasic** manual (or online help).

The clock inputs are on pins 15 and 16 (see [Fig. 9 – Pin assignment inputs/outputs \(female\)](#), [page 10](#)); for the correct function TTL compatible signals are required. More details and limit values can be found in the Technical Data in the Annex. Both inputs can optionally be used as digital signal input (see also [chapter 5.2](#)).

The inputs of the impulse/event counters have pull-down resistors. Nevertheless open inputs can cause errors in an environment which is not free of interference. Therefore set unused inputs to a defined level (e.g. GND).

5.3.2 Software

The counters are easily programmed using **ADbasic** instructions. The instructions are part of an include file which must be included at the beginning of a program:

```
#INCLUDE ADWL16.INC
```

Setting inputs



Include file

The instructions for both counters are shortly illustrated in the following table and more detailed in the **ADbasic** manual or online help. You can configure each counter individually or both counters together.

Counter n ^o Bit	2	1	Comment
	1	0	
CNT_CLEAR ()	0	0	no effect
	1	1	clear counter*
CNT_ENABLE ()	0	0	disable counter
	1	1	enable counter (pay attention to running counters)
CNT_LATCH ()	0	0	no effect
	1	1	copy counter value into latch A *
CNT_READLATCH (#)			read latch A (# = counter-n ^o 1, 2)
CNT_READ (#)			copy counter value into latch A and read it (# = counter n ^o 1, 2)
* these functions are reset after being executed. All other functions are reset by the opposing function..			

Fig. 13 – Counter instructions - short reference

Please configure the counters in the following sequence:

1. disable specified counter (CNT_ENABLE)

The instruction CNT_ENABLE always accesses all counters. Even if the status (disabled/enabled) of only one counter shall be changed, also those counters must be configured whose status shall remain unchanged.

2. clear counter (CNT_CLEAR)
3. enable counter (CNT_ENABLE)

For further processing of the counter value in the **ADbasic** program, transfer the value into latch A and read it from there.

5.3.3 Evaluation of the counter contents

The binary counters generate 32 bit values. Distinguish clearly between the evaluation of these binary values (e.g. differences) and the screen representation as decimal numbers.

To correctly evaluate the counter contents you need its original 32 bit values, especially with calculating differences. This is guaranteed only by use of **ADbasic** variables of type LONG.

The representation of 32 bit values in **ADbasic** often leads to confusion, because the signless counter value is shown as signed decimal number (see circle below). Consequently a transition between positive and negative range of numbers is shown on the screen, which has no influence upon the evaluation of the counter contents.

For the sake of completeness the following describes the interpretation of a binary value:

The most significant bit (MSB) is interpreted as sign.

With a positive sign, the following 31 bits are directly interpreted as numerical value; binary and decimal value are similar.

With a negative sign, the 31 bits are first inverted, one added, and then interpreted as numerical value (2's complement); thus, negative decimal numbers have an absolute value different to the corresponding binary value.

Calculate differences only with integer numbers (LONG).

Sequence of instructions



unchanged bit pattern



"Lap overflow"**Circle**

For programming please remember that an "lap overflow" between the read out of two counts - i.e. the current counter value "laps" the last counter value which has been read - is not registered.

Such a lap overflow occurs after some 3½ minutes with an input frequency of 20 MHz or after more than 14 minutes with 5 MHz.

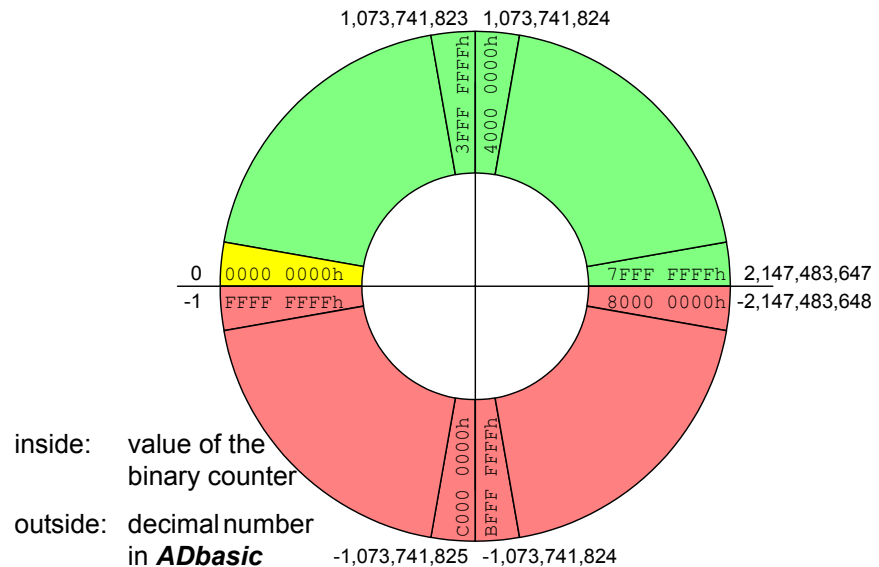


Fig. 14 – Circle model for interpretation of counter values

5.4 LS Bus

ADwin-light-16 provides an interface for LS bus on a 9-pin DSub connector (female); the pin assignment is shown on [page 10](#).

The LS bus is a bi-directional serial bus with 5MHz clock rate.

The bus is set up as line connection, i.e. the **ADwin** interface and up to 15 LS bus modules are connected to each other via two-way links. The last module of the LS bus must have the bus termination activated. The maximum bus length is 5m.

The LS bus modules are programmed with **ADbasic** instructions, which are sent from the LS bus interface of the **ADwin** system. The instructions are mostly specific for the module and are described in the manual of the LS bus module (or in the online help).

5.5 Time-critical tasks

For extremely time-critical tasks instructions may be used which allow direct access to control and data registers of the hardware (see **ADbasic** manual or online help). These registers are to be found in the memory address area of the ADSP (memory mapped). These instructions also allow optimization of the program structure.

Contrary to the standard instructions `ADC()` and `DAC()` the instructions for direct access do not have any test routines. Before using them, good knowledge is required about programming and time and function sequences in an analog-to-digital converter, because this kind programming is closely related to the hardware.

**Time-critical tasks**

Analog inputs and outputs

Execute the following **ADbasic** instructions instead of the standard instruction `ADC ()` according to the following order:

```
SET_MUX ()
...                               'wait for settling time
START_CONV ()
WAIT_EOC ()                       'wait for end of conversion
READADC ()
```

It is important to set a sufficient time-delay using additional programming instructions between the instructions `START_CONV ()` and `SET_MUX ()`, in order to account for multiplexer settling time (see also **ADbasic** manual: "Instruction Reference").

Use the waiting times shown below for instance for computing operations and thus, save computing time:

- Settling time of the multiplexer: At a maximum voltage jump of 20 V it is 6.5 μ s.
- Conversion time of the 16 bit ADC: 10 μ s; since Rev. B: 2 μ s optional.

Hardware addresses of the control and data registers

Using the instructions `PEEK` and `POKE` (see **ADbasic** manual or online help) you can directly access the control and data registers. This may accelerate the processing of the program, e.g.:

- a measurement can be executed very quickly.
- you can write very quickly into one or more DAC registers, and the output may be synchronously started.

Please ensure that the calculated analog outputs values are within the range limits.

The hardware addresses of the registers may be found on the following page, grouped as analog inputs, analog outputs, digital inputs/outputs and counters.

Please take into account that some registers have an influence on several processes.

`ADC ()`

Program structure



ADC

DAC



Address [HEX]	Function	Bit n ^a													Comment
		31-16	15-10	9	8	7	6	5	4	3	2	1	0		
20 40 00 00	set multiplexer to input channel (ADC 01... ADC 15)	-	-	-	-	-	-	0	0	0	n	n	n	"nnn" binary = 0...7 decimal; selected channel = nnn*2 + 1	
20 40 00 10	start conversion: ADC#1	-	-	-	-	-	-	-	1	1	1	1	s	s = 0 : start conversion s = 1 : no effect	
20 40 00 20	conversion status(EOC): ADC#1	-	-	-	-	-	-	-	-	-	-	-	e	e = 0 :end conversion e = 1 : conversion is running	
20 40 00 30	read register: ADC#1	-	x	x	x	x	x	x	x	x	x	x	x	x : result of the conversion	
20 40 01 00	read register and start conversion: ADC#1	-	x	x	x	x	x	x	x	x	x	x	x		

Fig. 15 – ADC hardware addresses of the control and data registers

Address [HEX]	Function	Bit n ^o													Comment
		31-16	15-10	9	8	7	6	5	4	3	2	1	0		
20 40 00 10	start conversion: all DAC synchro- nously	-	-	-	-	-	-	-	1	1	s	1	1	s = 0 : start conversion s = 1 : no effect	
20 40 00 50	write only to the register: DAC #1	-	x	x	x	x	x	x	x	x	x	x	x	x : digital value to be converted	
20 40 00 60	write only to the register: DAC #2	-	x	x	x	x	x	x	x	x	x	x	x		
20 40 02 00	write to the register and start conversion immediately: DAC #1	-	x	x	x	x	x	x	x	x	x	x	x		
20 40 02 10	write to the register and start conversion immediately: DAC #2	-	x	x	x	x	x	x	x	x	x	x	x		

Fig. 16 – DAC hardware addresses of the control and data registers

Address [HEX]	Function	Bit n ^o								Comment
		31:16	15:6	5	4	3	2	1	0	
20 40 00 B0	input register DIGIN-05...DIGIN-00	-	-	x	x	x	x	x	x	x : digital value read in
20 40 00 C0	output register DIGOUT-05 ... DIGOUT-00	-	-	x	x	x	x	x	x	x : digital value to be output
20 40 00 C4	DIGOUT Bit-SET-Register	-	-	0	0	0	0	0	0	no effect
		-	-	1	1	1	1	1	1	set bit
20 40 00 C8	DIGOUT Bit-CLEAR-Register	-	-	0	0	0	0	0	0	no effect
		-	-	1	1	1	1	1	1	clear bit

Fig. 17 – DIO hardware addresses of the control and data registers

Address [HEX]	Function	Bit n ^o								Comment
		31:16	15:6	5	4	3	2	1	0	
20 40 02 04	contents of latch A, counter #1	x	x	x	x	x	x	x	x	x : latched counter value
20 40 02 14	contents of latch A, counter #2	x	x	x	x	x	x	x	x	x : latched counter value
20 40 03 00	enable/disable counter (= CNT_ENABLE ())	-	-	-	-	-	-	0	0	counter disabled
		-	-	-	-	-	-	1	1	counter enabled
20 40 03 10	clear counter(= CNT_CLEAR ())	-	-	-	-	-	-	0	0	no effect
		-	-	-	-	-	-	1	1	clear counter *
20 40 03 20	latch counter (= CNT_LATCH ())	-	-	-	-	-	-	0	0	no effect
		-	-	-	-	-	-	1	1	latch counter value into latch A *

* The bits are reset after the function has been executed. All other functions are reset by the opposing function.

Fig. 18 – Counter hardware addresses of the control and data registers

6 Calibration

The two digital-to-analog (DAC) and the analog-to-digital (ADC) converter of the **ADwin** system have been calibrated in factory. In accordance with the regulations for keeping the measurement accuracy in your field of application, the systems must be calibrated in regular time intervals.

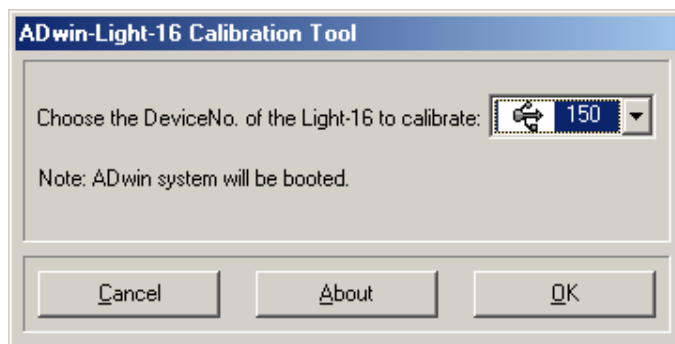
Calibration is made via software. The program <L16Calib.exe> is located in the Start folder at <Programs\ADwin\Calibration\L16Calib>.

You need the following tools for the calibration:

- a digital multimeter (DMM) with a resolution of 30 μ V.
- a reference voltage source with a resolution of 30 μ V. Optionally you connect DAC 1 to ADC 01(+), DAC 2 to ADC 03(+) and AGND DAC with ADC 01(-) and ADC 03(-), for instance in form of a test connector. You need these connections also for the calibration diagram.
- connection cables from the inputs/outputs to the reference voltage source and to the measurement device.

Connect your **ADwin-light-16** system with the PC and configure it with the program <ADconfig.exe>.

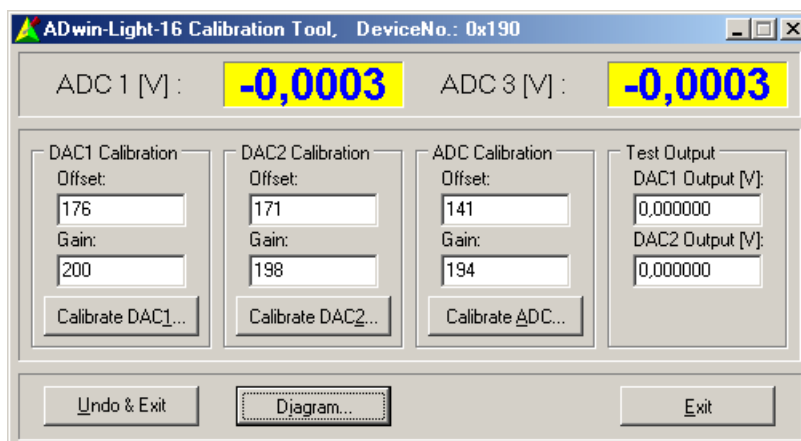
Start the **calibration program** <L16Calib.exe>. The window "ADwin-light-16 Calibration Tool" appears.



Select the device number of the system to be calibrated and confirm by pressing "OK".

You will get a warning, if you haven't selected an **ADwin-light-16** system or if you have selected one with an older firm ware version. You can ignore the warning with "YES" or return to the previous windows with "NO".

An **overview window** appears. In the header the selected device number is displayed.



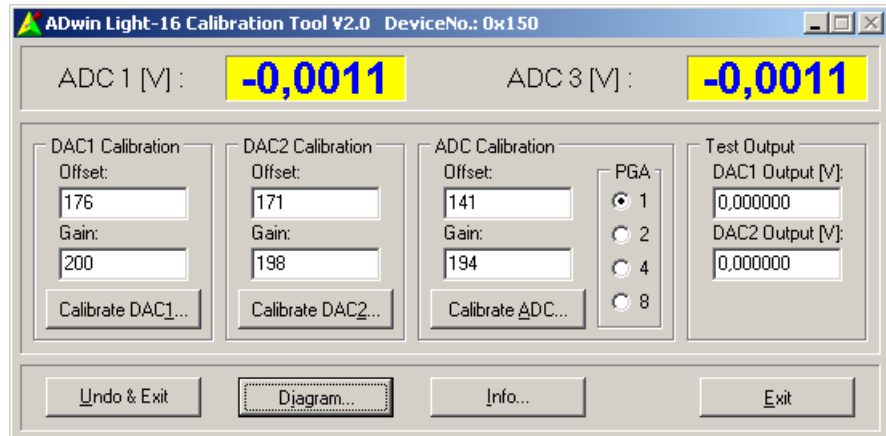
Step 1

Step 2

The upper field shows the current measured values at the inputs ADC 01 and ADC 03. Below you will find the calibration settings for Offset and Gain of both DACs and the ADC; there you can directly enter values. You start calibration of the relevant converter with "Calibrate ..."

At the right side ("Test Output") you can enter voltage values in the fields DAC1 and DAC2, which will automatically be output on the corresponding outputs.

For Revision B the overview window has additional items: The PGA field so set the gain value and the Info button to show some version information of the device.



All settings you have made are automatically saved.

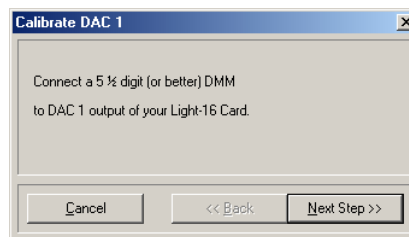
In the lower line you can undo all inputs with "Undo & Exit" and leave the calibration program. "Diagram" displays in a graph the accuracy of the current calibration setting. If you leave the program with "Exit" all settings remain.

Calibrate the converters in the order you like (only with reference voltage source). The calibration of a converter is effected in 3 steps; you can switch between the windows of the steps by using the forward/backward buttons. Calibration is also possible without reference voltage source, but it will not be so precise. Calibrate first the DAC1 and DAC2, and then the ADC.

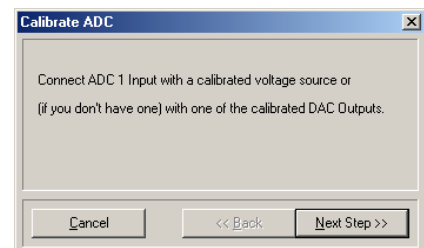
Step 3

The 3 levels for **calibrating a converter** are described below, for the DAC in the left column and for the ADC in the right column.

1. Connect the external device (DMM/voltage source)
Select the corresponding key "Calibrate ..." for calibrating a converter; the first window appears.:



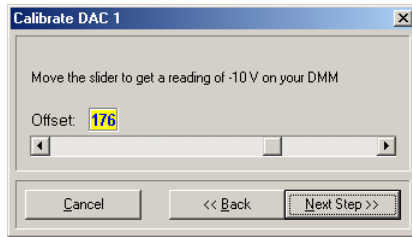
Connect a DMM with the pins AGND DAC and DAC1 or DAC2.



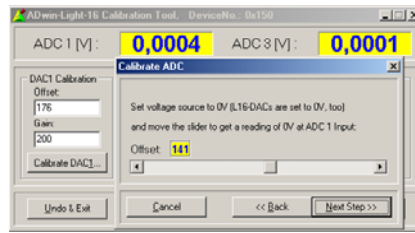
Connect the voltage source (or a DAC output) with the inputs ADC 01 or ADC 03.

Please note [Fig. 9 – Pin assignment inputs/outputs \(female\)](#).
Select "Next Step >>".

2. Set offset



Adjust the offset value at the scroll-bar in such a manner that your digital multimeter displays -10 V.



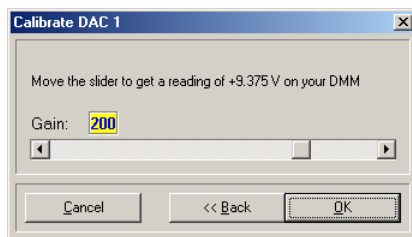
Set your voltage source to 0 V (set-point). The setting of the ADC to this value is made automatically.

Adjust the offset value at the scroll-bar in such a manner that the set-point at the ADC 01 is displayed in the overview window.

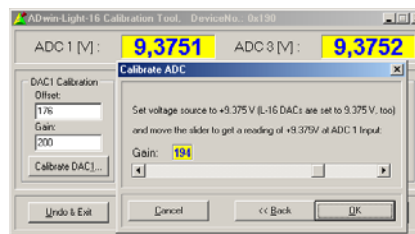
With Rev. B all settings of this step are done automatically.

Select "Next Step >>".

3. Set gain



Adjust the offset value at the scroll-bar in such a manner that your digital multimeter displays -10 V.



Set your voltage source to 9,375 V (setpoint). The setting of the ADC to this value is made automatically.

Adjust the offset value at the scroll-bar in such a manner that the set-point at the ADC 01 is displayed in the overview window.

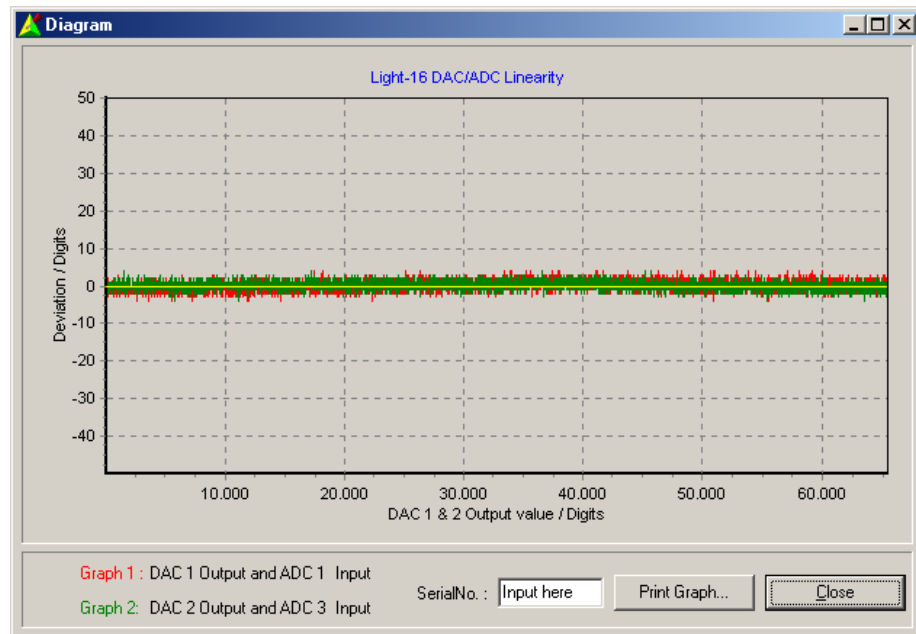
With Rev. B all settings of this step are done automatically.

The calibration for this converter has finished. Select "OK". Repeat step 3 for the other converters if necessary.

Step 4

With a diagram (button `Diagram` in the overview window) you can check the **accuracy** of the calibration.

Connect first the output DAC 1 with the input ADC 01 as well as the output DAC 2 with the input ADC 03.



The program outputs the values 0...65,535 digits on both DACs, compares them to the measured input values and displays the deviation in graphs. Graph 1 (red) for DAC 1 / ADC 01 and graph 2 (green) for DAC 2 / ADC 03. The deviation should be smaller than 5 digits.

You can print the graph with `Print Graph` (a color printer is recommended). To do so, enter the serial number of your **ADwin** system, so that you can allocate the printout later. On the printout you will also find the calibration settings and the date of print.

With `Close` you return to the overview window.

Step 5

The calibration is finished.

7 CO1 Counter Add-On

The counter add-on CO1 (option *L16-CO1*) provides a 32-bit up/down counter with four edge evaluation and replaces the counter of the basic version (Fig. 19 – Block diagram of the *L16-CO1* counter add-on shows the design of the counter).

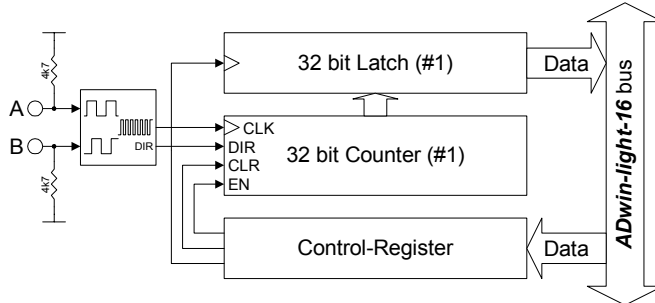


Fig. 19 – Block diagram of the *L16-CO1* counter add-on

7.1 Hardware

The counter is **externally clocked** and has a four edge evaluation for the connection of an encoder. The counter is read out via latch A, the control is made with **ADbasic** instructions via a control register (see "CO1 instructions, short reference" on page 24).

The four edge evaluation converts the digital input signals A and B (which are 90 degrees off-phase) into a clock (CLK) and direction signal (DIR) for the counter. Here a clock signal is generated from each edge of the A and B signals. The count direction (DIR) is determined by the order of the rising and falling edges of these signals.

The clock inputs A and B are on the pins 15 and 16 of the D-SUB socket (see pin assignment below); TTL-compatible signals are necessary for the correct function. More details and limit values can be found in the Technical Data in the Annex.

Both inputs can be used optionally as digital signal input (see also chapter 5.2).

Although all inputs of the CO1 add-on have a pull-down resistor, open-ended inputs can cause errors in an environment which is not free of interferences. Therefore set unused inputs on a defined level (e.g. GND).

Setting inputs

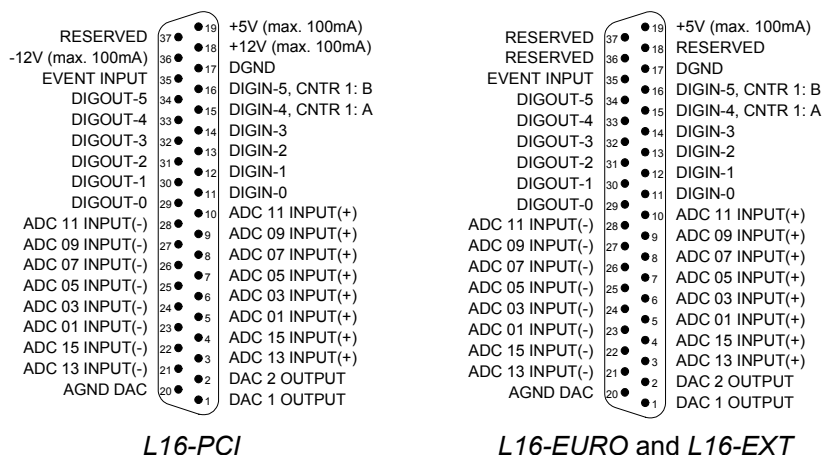


Fig. 20 – Pin assignment of *L16-CO1*

Include file

7.2 Programming

The CO1 add-on is easily programmed by using **ADbasic** instructions. The instructions are part of an include file which must be included at the beginning of a program:

```
#INCLUDE ADWL16.INC
```

The instructions for the CO1 add-on are shortly illustrated in the following table and more detailed in the **ADbasic** manual or online help.

Counter n° Bit	1	Comment
	0	
CNT_CLEAR ()	0	no effect
	1	clear counter*
CNT_ENABLE ()	0	disable counter
	1	enable counter (pay attention to running counters)
CNT_LATCH ()	0	no effect
	1	copy counter value into latch A *
CNT_READLATCH (#)		read latch A (# = counter n° 1)
CNT_READ (#)		copy counter value into latch A and read it (# = counter n° 1)
* The bits are reset after the function has been executed. All other functions are reset by the opposing function.		

Fig. 21 – CO1 instructions, short reference

Please evaluate the counter contents only with variables of type `INTEGER` or `LONG`, above all when you want to evaluate differences or the count direction (see also [page 15](#)).

The count direction (up/down) can reliably be derived from the

sign of the difference: [new counter value] minus [old counter value]

and not from the *comparison* of the counter values.

For extremely time-critical tasks you can use instructions with which you have direct access to control and data registers of the counter. In the table the corresponding hardware addresses are illustrated.

The hardware addresses of the CO1 counters are identical with or replace those of the basic counter version.

Address [HEX]	Function	Bit number		Comment
		31:01	00	
20 40 02 04	contents of latch A, counter #1	x	x	x : latched counter value
20 40 03 00	enable counter CNT_ENABLE ()	-	0	disable counter
		-	1	enable counter (pay attention to running counters)
20 40 03 10	clear counter CNT_CLEAR ()	-	0	no effect
		-	1	clear counter*
20 40 03 20	latch counter CNT_LATCH ()	-	0	no effect
		-	1	latch counter*
* The bits are reset after the function has been executed. All other functions are reset by the opposing function.				

Fig. 22 – CO1 hardware addresses of the control and data registers



8 DIO1 Add-On

With the DIO1 add-on you are additionally provided with:

- 32 digital inputs/outputs (programmable in groups of 8)
- Two 32 bit up/down counters for impulse, period duration and duty cycle measurements as well as a four edge evaluation for connection of incremental encoders. Inputs can be set to single-ended or differential.
- CAN interface (high-speed)
- 1 SSI decoder (page 40), since Rev. B.

The SSI decoder enables the connection of an incremental encoder with SSI interface. The inputs are available on the COUNTER socket, the signals are differential and have RS422/485 levels (5V).

The block diagram shows the basic functions of an L16 system with the additional functions of the DIO1 add-on (as USB version).

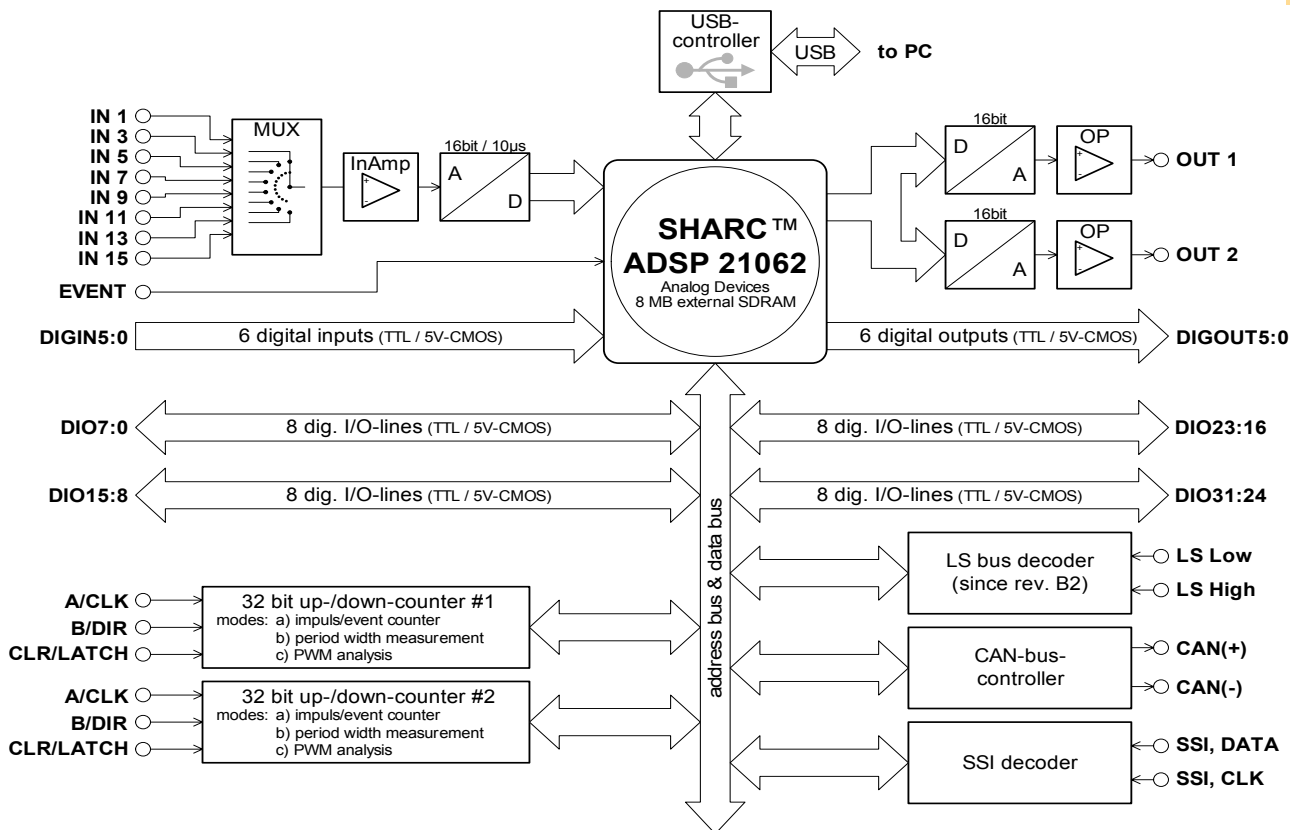


Fig. 23 – Block diagram of L16-DIO1 (with USB interface)

The counters of the basic version are replaced by the DIO1 counters. The digital inputs and outputs remain.

The pin assignment at the connection "ADwin I/O-CONNECTOR" is similar to the basic version, except one difference: The pins 15/16 - in the basic version each with double functions - are now solely used as DIGIN-04 and DIGIN-05.

The pin assignment of the LS bus interface is shown on page 10.

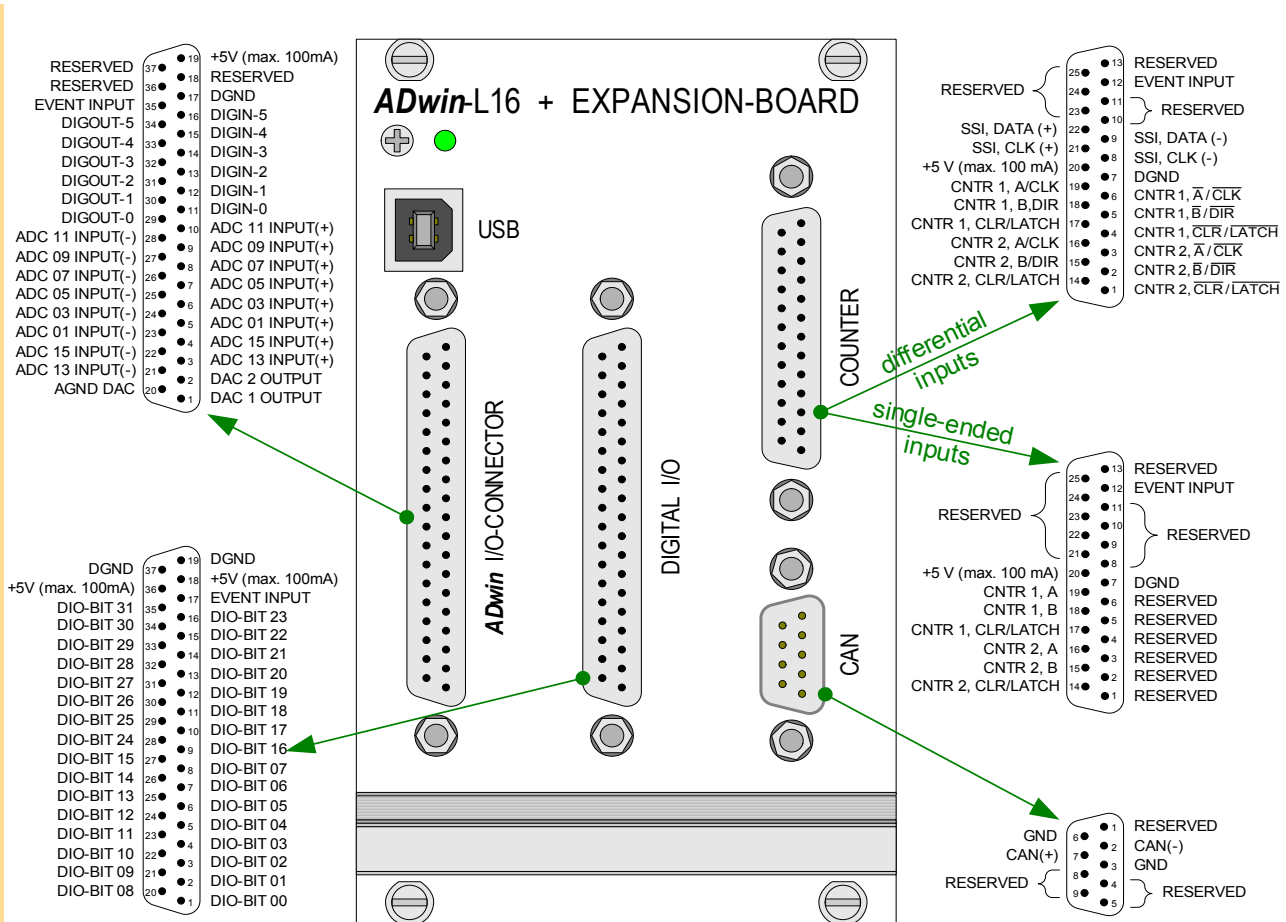


Fig. 24 – Overview of the L16-EURO-DIO1 with pin assignments

Hardware configuration



There are several DIP switches on the DIO1 board, with which you can change the settings for the counters and the CAN interface.

The setting can only be made when the board is not installed or when the casing is opened. Please pay attention to the safety instructions at the beginning of this documentation.

variant	How to proceed
L16-EURO, L16-PCI	Deinstalling the printed circuit board (PCB) The deinstallation of the board is made in reverse order to the installation, which is described in the manual "ADwin Driver Installation".
L16-EXT	Opening the casing You open the casing by unscrewing the upper Allen screws (2 mm) at both sides and loosening the lower screws. Slope the side plates and pull off the upper part of the casing. Note the orientation of the casing for the reinstallation. You are now looking directly on the DIO1 PCB.

Reassambling is made in reverse order.

Position of the DIP switches

The exact position of the DIP switches is shown in the following figure. The dotted frame shows the allocation of the DIP switches to the counters 1 and 2 (upper half, half at right) and to the CAN interface (lower left corner).

The setting of the DIP switches is described in [chapter 8.2 "Counters"](#) and [chapter 8.3 "CAN-Bus"](#).

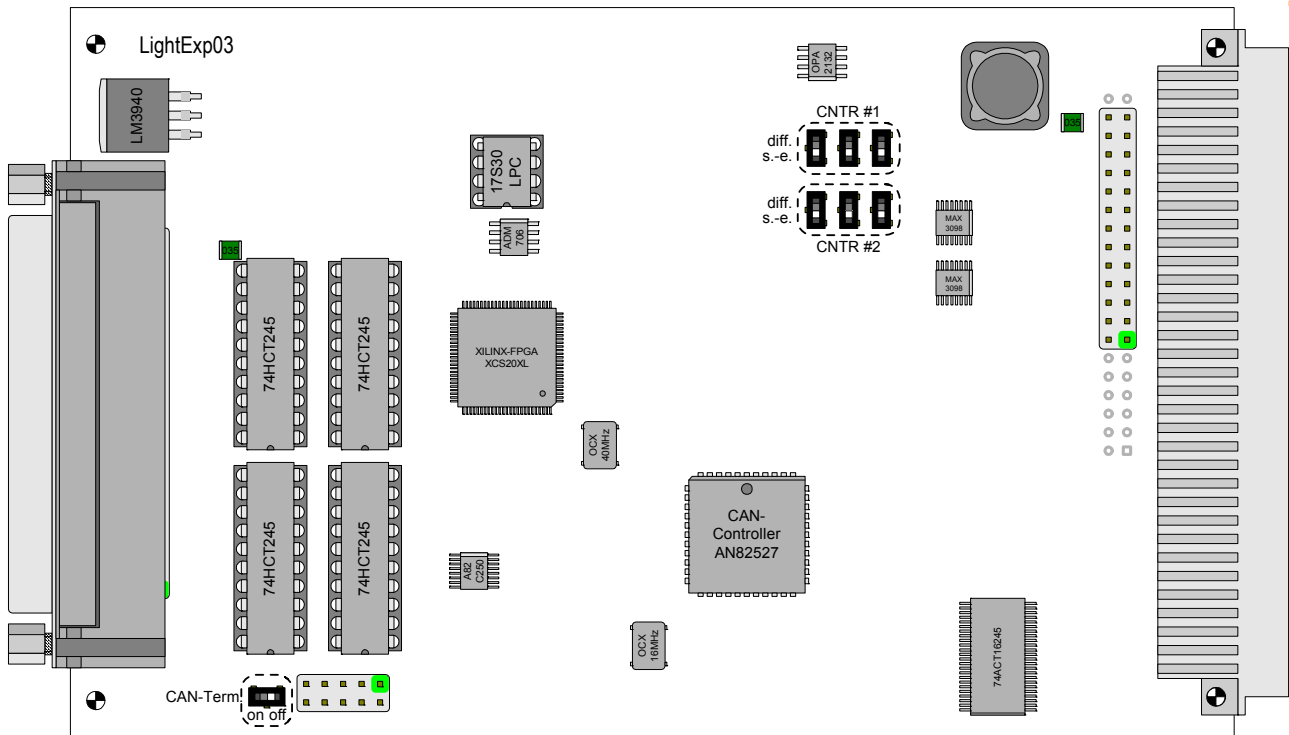


Fig. 25 – Position of the DIP switches on the DIO1 PCB

The technical data of the DIO1 add-on is shown in the Annex.

Trigger input



Power-up configuration

8.1 Digital Inputs and Outputs

In addition to the digital inputs/outputs of the basic version (DIGIN, DIGOUT, EVENT), you have 32 digital inputs or outputs (abbrev. DIO) on the 37-pin D-SUB socket "Digital I/O". They are programmable in groups of 8 each as inputs or outputs.

There is an external trigger input (EVENT) on the following D-SUB sockets: ADwin I/O Connector, Counter and Digital I/O. The sockets "Counter" and "Digital I/O" are galvanically connected and have the same pull-up resistor of 4.7 kΩ, so that you can select one of the inputs if necessary. Use only one of the three Event inputs.

With an external signal (trigger) at the event input a process can be triggered, and can be processed immediately and completely (see **ADbasic** manual, chapter: "Structure of an **ADbasic** program").

The digital inputs are TTL compatible and are not protected against overvoltage.

After power-up all connections are configured as inputs; this corresponds to the instruction `CONF_DIO_E(0)`. With the instruction

`CONF_DIO_E(n)`

You program the 32 DIO lines in 4 groups with 8 lines each as input or output (see online help). The following table shows the 16 possible configurations you will get with this instruction. In order to use this instruction you have to include the file `<ADWL16.INC>`.

CONF_DIO_E(n)	DIO 31 ... DIO 24	DIO 23 ... DIO 16	DIO 15 ... DIO 08	DIO 07... DIO 00
0	IN	IN	IN	IN
1	IN	IN	IN	OUT
2	IN	IN	OUT	IN
3	IN	IN	OUT	OUT
4	IN	OUT	IN	IN
5	IN	OUT	IN	OUT
6	IN	OUT	OUT	IN
7	IN	OUT	OUT	OUT
8	OUT	IN	IN	IN
9	OUT	IN	IN	OUT
10	OUT	IN	OUT	IN
11	OUT	IN	OUT	OUT
12	OUT	OUT	IN	IN
13	OUT	OUT	IN	OUT
14	OUT	OUT	OUT	IN
15	OUT	OUT	OUT	OUT
ADbasic instructions to use:	DIGIN_WORD2_E DIGOUT_WORD2_E DIGOUT_SET2_E DIGOUT_RESET2_E		DIGIN_WORD1_E DIGOUT_WORD1_E DIGOUT_SET1_E DIGOUT_RESET1_E	

Fig. 26 – Configurations with `CONF_DIO_E`

More information about programming of time-critical tasks can be found in [chapter 5.5 on page 16](#).

8.2 Counters

The add-on DIO1 provides **two 32-bit counters**, which you can configure and read out individually or all together. You can transfer single-ended or differential signals to the inputs.

The counters replace the incremental counters of the basic version.

The counters can be **internally or externally clocked** and are read out via accompanying latches. All counters have a latch A as well as a latch B (the figure shows the design of a single counter).

The counter values can be cleared or transferred into a latch by using programming instructions or (at special configurations) when there is an external signal at CLR/LATCH.

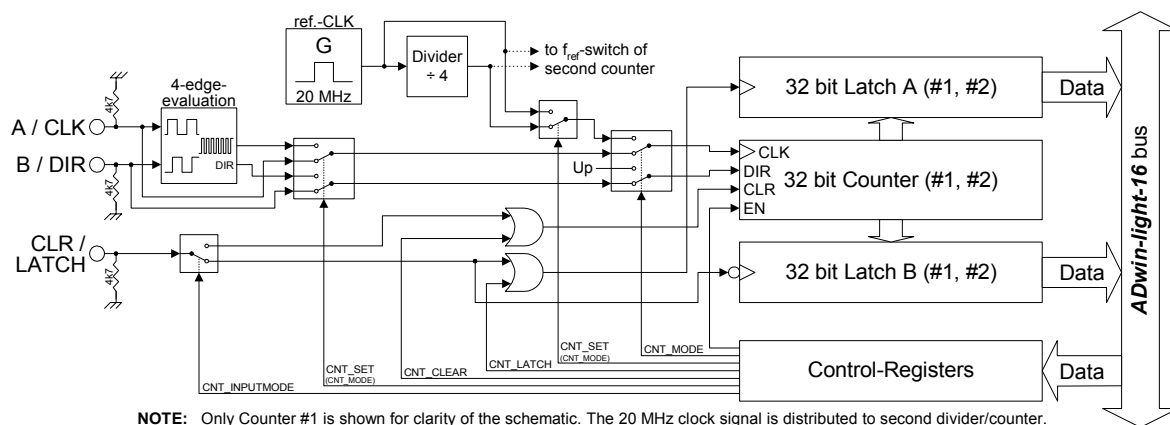


Fig. 27 – Block diagram of DIO1 counter

There are the following operating modes: event counting (external clock) and pulse width measurement (internal clock), see also [chapter 8.2.2 / 8.2.3](#):

4. **Event counting:** Incrementing/decrementing of the counter is caused by external square-wave signals at the inputs A/CLK and B/DIR. A signal at CLR/LATCH either sets the counter to zero (CLR) or has the counter value written into the latch (LATCH).

There are the modes:

- **Clock and direction:** Every positive edge at CLK increments or decrements the counter value by one. The signal at DIR determines the counting direction (0 = down, 1 = up).
- **Four edge evaluation:** Every edge of the signals (off-phase by 90 degrees) at A/CLK and B/DIR causes the counter to increment/decrement. The counting direction is determined by the sequence of the rising/falling edges of these signals. This mode is particularly used for incremental encoders.

5. **Pulse width measurement:** Incrementing/decrementing of the counter is caused by an internal reference clock with a signal frequency of 20 MHz (optionally 5 MHz after scaler). The square-wave signal at CLR/LATCH is evaluated: With every positive edge of the input signal the counter value is written to latch A, with a negative edge to latch B.

You can calculate:

- the period duration of the input signal at CLR/LATCH from the values in latch A and latch B.
- the impulse width and pause time from the values in latch A and latch B.

Counter

Latch

External clocking

Internal clock



Selecting the operating mode of the counter inputs

You can use the counter inputs in single-ended or differential mode. The setting is not fixed upon delivery. Therefore set the operating mode at the DIP switches of the DIO1 printed circuit board (position of DIP switches see fig. 25).

For differential mode set all 3 DIP switches of the corresponding counter into upward position (direction see also fig. 25); for single-ended operation set the switches into downward position.

8.2.1 Programming

The DIO1 counters are easily programmed by using **ADbasic** instructions. The instructions are part of an include file which must be included at the beginning of a program:

```
#INCLUDE ADWL16.INC
```

The instructions for the DIO1 counters are shortly illustrated in the following table and more detailed in the **ADbasic** manual or online help.

Counter n ^o	2	1	Comment
Bit	1	0	
CNT_CLEAR ()	0	0	no effect
	1	1	clear counter*
CNT_ENABLE ()	0	0	disable counter
	1	1	enable counter (pay attention to running counters)
CNT_INPUTMODE ()	0	0	set CLR/LATCH input to CLR mode
	1	1	set CLR/LATCH input to LATCH mode
CNT_LATCH ()	0	0	no effect
	1	1	copy counter value to latch register A*
CNT_MODE ()	0	0	external clock input
	1	1	internal reference clock (20MHz / 5MHz)
CNT_SET ()	0	0	CNT_MODE bit = 0 : 4 edge evaluation (A & B)
			CNT_MODE bit = 1 : internal reference clock of 20MHz
	1	1	CNT_MODE bit = 0 : clock and direction inputs (CLK & DIR)
			CNT_MODE bit = 1 : internal reference clock of 5MHz
CNT_CLEARENABLE ()	0	0	disable CLR input
	1	1	enable CLR input
CNT_GETSTATUS (#) **			read status register (for the meaning of the bits see ADbasic manual or online help)
CNT_READ (#) **			copy counter value to latch A and read it
CNT_READLATCH (#) **			read out latch A (triggered by positive edge)
CNT_READFLATCH (#) **			read out latch B (triggered by a negative edge)
* The bits are reset after the function has been executed. All other functions are reset by the opposing function.			
** # = counter no. 1 or 2			

Fig. 28 – DIO1 counter instructions - short reference

With these instructions of the table matrix you will be able to configure every counter individually or both counters together.

Please initialize the counters in the following order:

1. disable specified counter (CNT_ENABLE)



The instruction CNT_ENABLE always accesses all counters. Even if you want to change the status (disabled/enabled) of only one counter, you

also have to configure the counters whose status shall remain unchanged.

2. set operating mode (CNT_MODE, CNT_SET, CNT_INPUTMODE)

Please take into account that the instruction CNT_SET is dependent on the instruction CNT_MODE.

3. clear counter (CNT_CLEAR)

4. enable counter (CNT_ENABLE)

Evaluate the counter value only with INTEGER or LONG variables. **ADbasic** then keeps internally the read bit patterns unmodified and considers automatically the transition from the positive to the negative numerical range (see also [page 15](#)). Then you get:

The count direction (up or down) can reliably be derived from the

sign of the difference: [new counter value] minus [old counter value]

and not from the *comparison* of the counter value.

Calculate the difference only with integer variables. (INTEGER, LONG).

A task can be very quickly processed if you access the control and data registers directly (see [chapter 5.5](#) as well as **ADbasic** manual). The hardware addresses of the DIO1 add-on are illustrated in the following table (see also [Fig. 28 – DIO1 counter instructions - short reference](#)).



Address [hex]	Function	Bit	31:16	15:10	9	8	7	6	5	4	3	2	1	0	Comment
20 40 02 04	contents of latch A, counter #1	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch
20 40 02 08	contents of latch B, counter #1	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch
20 40 02 14	contents of latch A, counter #2	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch
20 40 02 18	contents of latch B, counter #2	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch
20 40 03 00	enable/disable counter CNT_ENABLE ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0 : disable counter x = 1 : enable counter
20 40 03 10	clear counter CNT_CLEAR ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0 : no effect x = 1 : clear counter
20 40 03 20	latch counter CNT_LATCH ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0 : no effect x = 1 : latch counter
20 40 03 30	input:: CLR or LATCH	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0 : CLR input x = 1 : LATCH input
20 40 03 40	impulse/event counter or pulse width/period duration measurement	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0 : external clock input x = 1: internal reference clock (20MHz/5MHz)
20 40 03 50	4 edge evaluation/CLK + DIR or 20MHz/5MHz reference clock	-	-	-	-	-	-	-	-	x	x	x	x	x	CNT_MODE=0: x=0: 4-Fl.;x=1:CLK+DIR CNT_MODE=1: x=0: 20MHz; x=1: 5MHz
20 40 04 54	DIO1 add-on bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x: sets/clears output <bit n ^o >
20 40 04 64	DIO1 add-on bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x: sets/clears output <bit n ^o +16>
20 40 04 74	DIO1 add-on set_bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: set output <bit n ^o > *
20 40 04 84	DIO1 add-on set_bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: set output <bit n ^o +16>*
20 40 04 94	DIO1 add-on reset_bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: clear output <bit n ^o > *
20 40 04 A4	DIO1 add-on reset_bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: clear output <bit n ^o +16> *
20 40 04 6C	configure inputs/outputs CONF_DIO() bit 0: DIO 00...07; bit 1: DIO 08...15 bit 2: DIO 16...23; bit 3: DIO 24...31	-	-	-	-	-	-	-	-	x	x	x	x	x	x = 0: configure channels as input x = 1: configure channels as output
* Function has no effect with inputs															

Fig. 29 – DIO1 hardware addresses of the control and data register

Clearing Latching

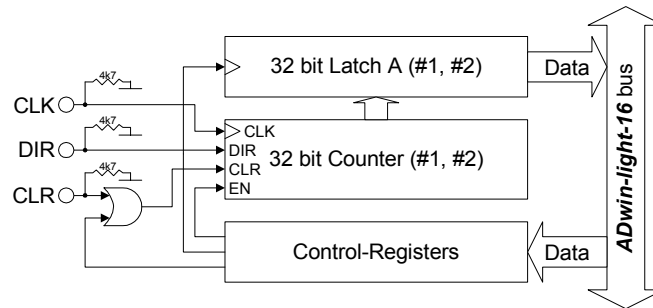
8.2.2 Operating mode impulse/event counting

External square-wave signals at the inputs A/CLK and B/DIR clock the counters in this mode. With `CNT_SET` you either activate the mode for determining the clock frequency and direction or the four edge evaluation.

The input CLR/LATCH (at high-signal) can be used to

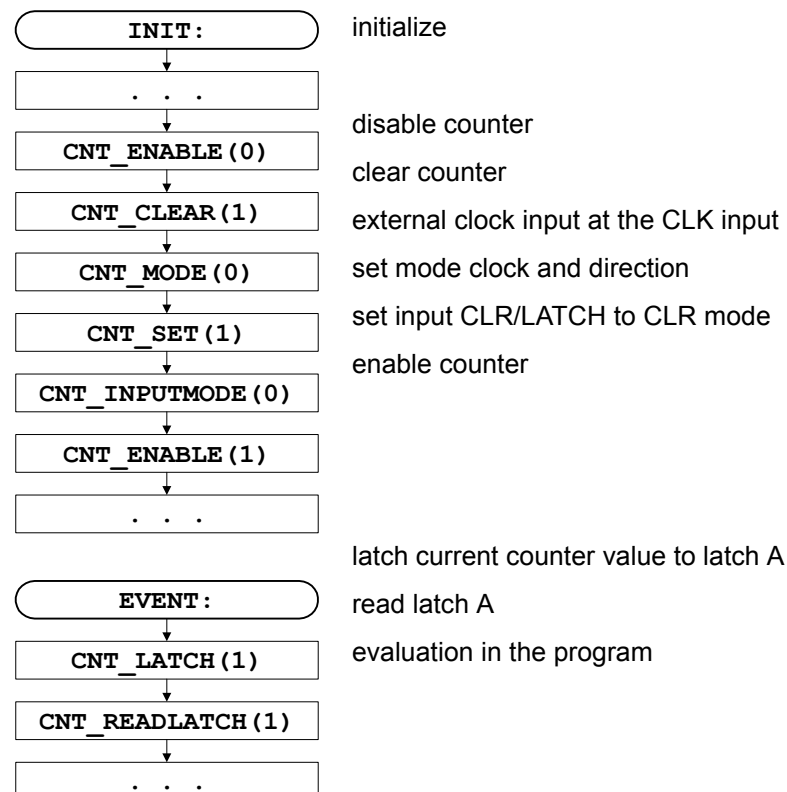
- clear the counter (CLR)
- latch the counter value into latch A (LATCH).

Clock and direction



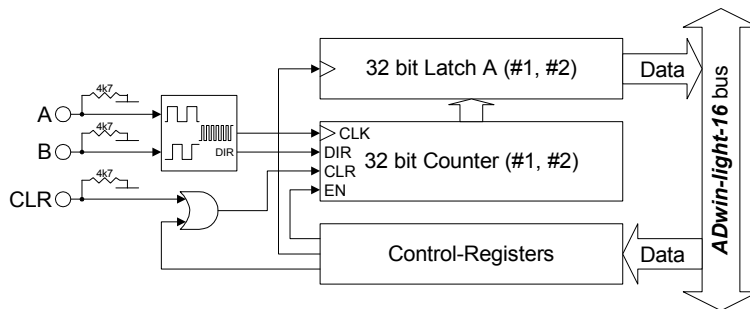
Every positive edge of a square-wave signal at the clock input (CLK) is counted (incremented or decremented) up to a maximum frequency of 20 MHz. The direction is derived from a high signal (increment) or low signal (decrement) at the direction input (DIR); this signal can be a fixed voltage or a dynamic signal (e.g. given by an external logic).

Programming example



Four edge evaluation

This mode determines clock and direction of two signals, which are input at A and B off-phase by 90 degrees (ideally). The count direction is determined by the temporal sequence of the rising and falling edges of the two input signals.

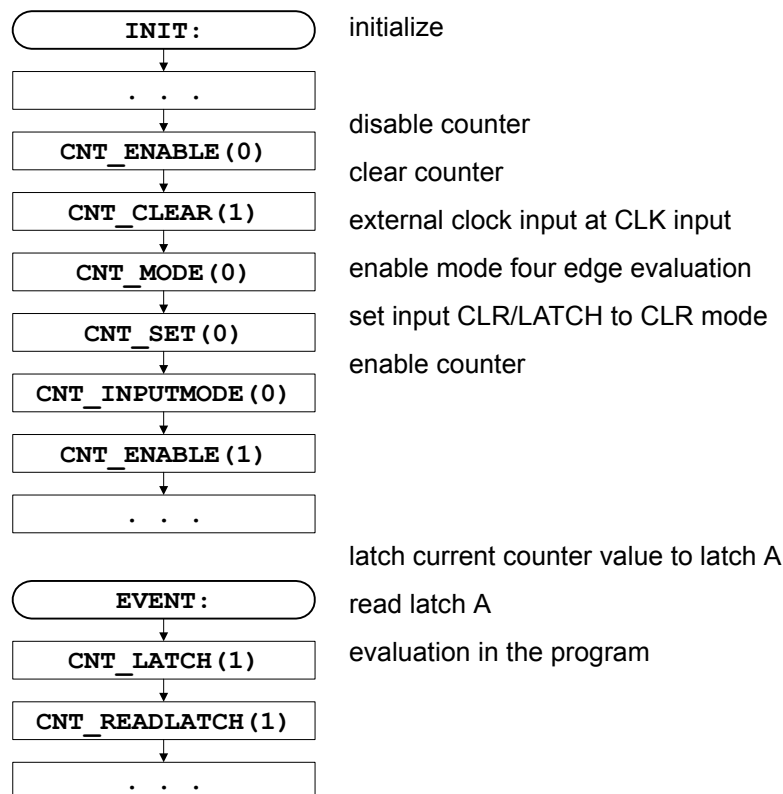


Please note:

- The counter counts 4 edges in each cycle.
- The maximum count frequency is 20 MHz. Together with the 4 edges per cycle it will result in a maximum input frequency of 5 MHz (at A or B).
- The time lap between an edge at A and an edge at B must not be shorter than 50 ns.
Impulse widths or pause durations shorter than 100 ns are not incremented.
- Changing the phase-shift (to $\neq 90$ degrees) will have an effect on the maximum input frequency because of the minimum time lap of the edges. If it differs from 90 degrees, the maximum input frequency of 5 MHz decreases for instance to 45 degrees at 2.5 MHz.



Programming example





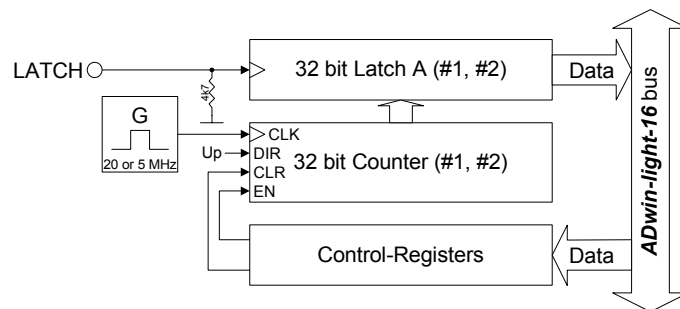
8.2.3 Operating mode pulse width and period duration measurement

In this operating mode an internal reference clock generator clocks the counter with a signal frequency of 20 MHz or (after a prescaler) 5 MHz. All counters have a switch in order to change the signal frequency. The period duration or pulse width of a square-wave signal at input CLR/LATCH can be measured.

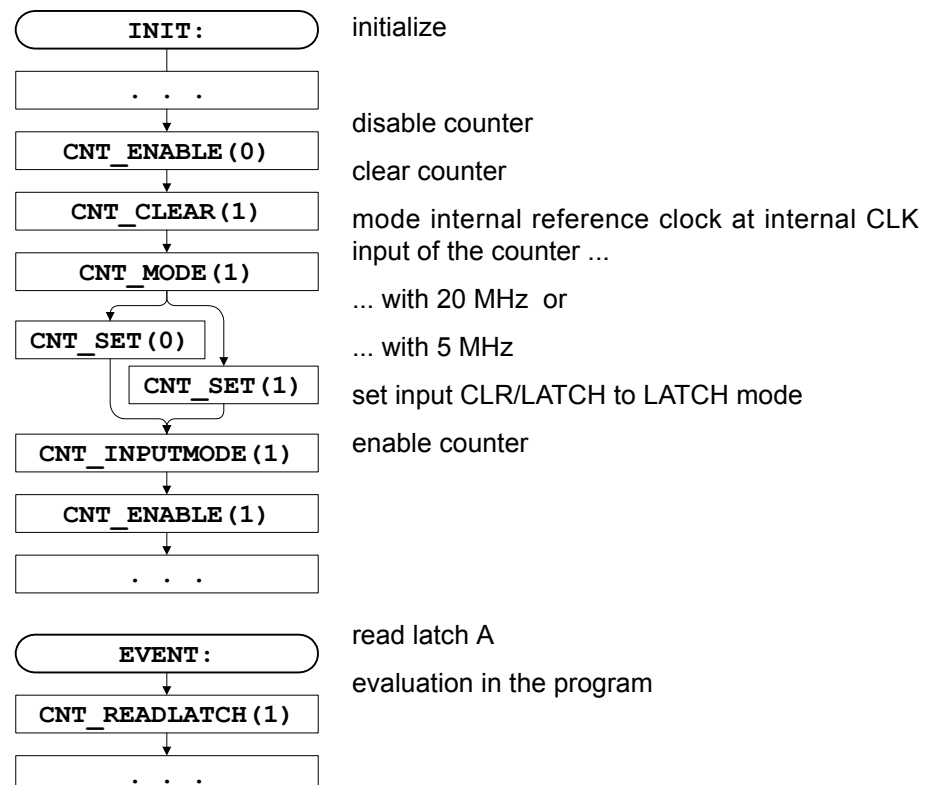
in this mode you have to consider at high frequencies that your `GLOBALDELAY` remains smaller than a signal period, in order to acquire each cycle.

Period duration measurement

In this mode, a counter value is latched into latch A at every positive edge, and the previous data are overwritten. The pulse width will be derived from the counter value difference multiplied by the period duration of the reference clock.

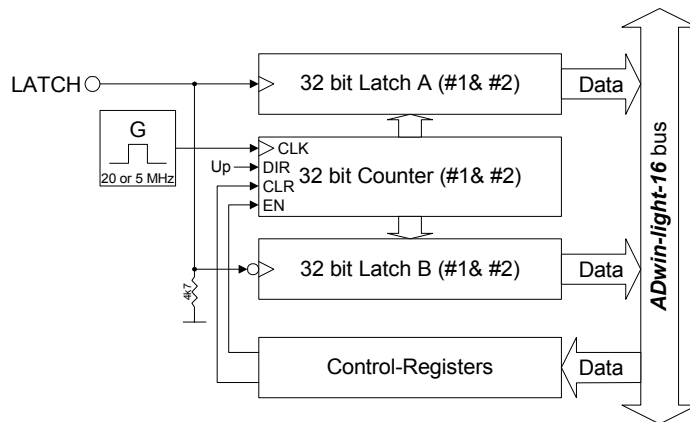


Programming example

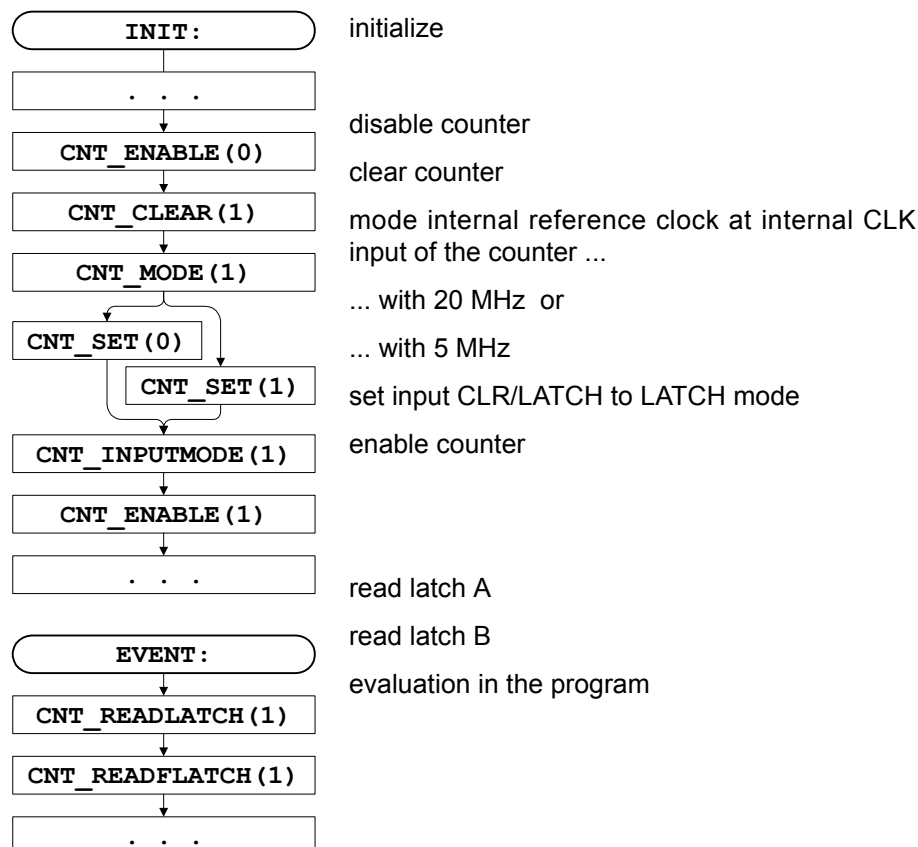


Pulse width and pause duration measurement

The counters have each a latch A for positive and a latch B for negative edges. Thus, pulse and pause duration can be evaluated separately by calculating the differences of the latches.



Programming example



8.3 CAN-Bus

The add-on board DIO1 has a CAN bus interface for the high-speed CAN protocol. The connections are available on a 9-pin D-SUB connector (male); the pin assignment can be found on [page 26](#).

Bus termination

The CAN bus has to be terminated at its physical end (and only there) by a resistor, that means only at the first and the last CAN node. This is made by setting a corresponding DIP switch on the DIO1 printed circuit board. (see [Fig. 25 – Position of the DIP switches on the DIO1 PCB](#)). If a termination is necessary, set the DIP switch toward the CAN connector.

8.3.1 Functions of the CAN controller

The CAN bus interface is equipped with the Intel® CAN controller AN82527 which works according to the specification CAN 2.0 parts A and B as well as to ISO 11898. You program the interface with **ADbasic** instructions, which are directly accessing the controller's registers.

Messages sent via CAN bus are data telegrams with up to 8 bytes, which are characterized by so-called identifiers. The CAN controller of the DIO1 add-on supports identifiers with a length of 11 bit and 29 bit. The communication, that means the management of bus messages, is effected by 15 message objects.

The 255 registers are used for configuration and status display of the CAN controller. Here the bus speed and interrupt handling, etc. are set (see separate documentation "82527 - Serial Communications Controller, Architectural Overview" by Intel®)

The CAN bus can be set to frequencies of up to 1 MHz and is usually operated with 1 MHz; with low speed CAN the max. frequency is 125kHz. The CAN bus is galvanically isolated by optocouplers from the **ADwin** system.

An arriving message can trigger an interrupt which instantaneously generates an event at the processor. Therefore an immediate processing of messages is guaranteed.

Message Management

The CAN controller identifies messages by an identifier; these are parameters in a defined bit length. The parameters $0 \dots 2^{11}-1$ or $0 \dots 2^{29}-1$ result from the bit length.

The controller stores each message (incoming or outgoing) in one out of 15 message objects. The message objects can either be configured to send or to receive messages. Message object 15 can only be used to receive messages. After initializing the CAN controller all message objects are not configured.

Each message object has an identifier, which enables the user to assign a message to a message object.

In **ADbasic** a message is transferred to a message object using the array `can_msg[] []`, which can receive 8 data bytes plus the amount of data bytes (9 elements). When reading a message from the message object it can also be transferred to the array `can_msg[] []`.

Message



Identifier

Message objects

Transferring messages

Sending a message is made as follows:

- You configure a message object to send and define the identifier of the object (instruction **EN_TRANSMIT**).
- Save the message in `can_msg[]`.
- Send the message (instruction **TRANSMIT**). The message in the array `can_msg[]` is transferred to the message object. As soon as the bus is ready, the message is sent (with the identifier of the message object).

Receiving a message is made as follows:

- You configure a message object to receive and define the identifier of the object (instruction **EN_RECEIVE**).
- The controller monitors the CAN bus if there are incoming messages and saves messages with the right identifier in the message object.
- Transfer the message from the message object into the array `can_msg[]` (instruction **READ_MSG**) and read out the corresponding identifier.

An arriving message overwrites the old data in the message object, which will be definitely lost. Therefore pay attention to reading out the data faster than you are receiving them. A data loss is indicated by a flag.

The message object 15 has an additional buffer, so that 2 messages can be stored there.

The allocation of an arriving message to a message object is automatically controlled by comparing its identifiers. The global mask (CAN registers 6...7 or 6...9) controls this comparison as follows:

- The identifier of the message is bit by bit compared to the identifier of the message object. If the relevant bits are identical, the message is transferred to the message object. Not relevant bits are not compared to each other, that is, the message is transferred to the object (if it depends on this bit).
- Relevant bits are set in the global mask.

With the global mask a message object is used for receiving messages with **different identifiers** (ID). The following example shows the assignment of the message IDs 1...4 to the message object IDs 1...4, when all bits of the global mask are set, except the two least-significant bits (if you have an 11-bit identifier it is 11111111100b).

Message ID	ID of the message object			
	1 ...001b	2 ...010b	3 ...011b	4 ...100b
1 (...001b)	x	x	x	0
2 (...010b)	x	x	x	0
3 (...011b)	x	x	x	0
4 (...100b)	0	0	0	x

x: Message is admitted

0: Message is not admitted

In this example the comparison of bit 2 is responsible for the assignment of the messages, because the bits 3...10 of the compared identifiers are identical (= 0) and the bits 0 and 1 are not compared, because they are set to zero in the global mask (= not relevant).

Sending messages

Receiving messages

Assigning messages

Global mask

Bus frequency for special cases

Setting the bus frequency

The **CAN bus frequency** depends on the configuration of the controller.

The initialization with `INIT_CAN` configures the controller automatically to a CAN bus frequency of 1 MHz. If the CAN bus is to operate with a different frequency, the values in the "Bit Timing Register 0" (BTR0, address 3Fh) and in the "Bit Timing Register 1" (BTR1, address 4Fh) have to be changed. Just use the instruction `SET_CAN_BAUDRATE` for setting a large quantity of bus frequencies.

With low speed CAN the maximum bus frequency is 125kBit/s.

In some special cases it may be better to select configurations other than those set with the instruction mentioned above. For this purpose specified registers have to be set with the instruction `POKE`. The structure of the register is described below.

Bit Timing Register 0 (BTR0)			Bit Timing Register 1 (BTR1)		
Bits	7...6	5...0	7	6...4	3...0
Sub-Reg.	SJW	BRP	SPL	TSEG2	TSEG1

The following table shows the admitted values and the meaning of the individual ranges:

Range	Admitted values	Meaning
SJW	0 ... 3	Max. pulse elongation during bus synchronization
BRP	0 ... 63	Pre-scaler
SPL	0 ... 1	Sampling mode
TSEG1	2 ... 15	Time segments before sampling
TSEG2	1 ... 7	Time segments after sampling

The default setting of the ranges SJW and SPL is 0 and should only be changed if necessary. Select the sample point (specified by TSEG1 and TSEG2) in such a way that it is between 50% and 80% of the total bit length.

The CAN bus frequency is calculated as follows:

$$f_{\text{CAN}} = \frac{8\text{MHz}}{(\text{BRP} + 1)(\text{TSEG1} + \text{TSEG2} + 3)}$$

The following table illustrates all common settings for the Baud rates.

Baud rate [kBit/s]	125	250	500	1.000
BRP	3	1	0	0
TSEG1	6	6	6	2
TSEG2	7	7	7	3
BTR0	03h	01h	00h	00h
BTR1	76h	76h	76h	32h
Sample point[%]	54	54	54	60

Fig. 30 – CAN: Setting the Baud rates

Access to the two timing registers is only possible, when the access has been enabled before. This is done by the CCE-bit in the control register. The bit has to be reset afterwards.

Interrupt / Event

A message object can be enabled to trigger an interrupt when a message arrives. The interrupt output of the CAN controller is connected to the event input of the processor. The processor reacts immediately to incoming messages without having to control the message input (polling).

You can enable the interrupts of several message objects. Which object has caused the interrupt can be seen in the interrupt register (5Fh): It contains the number of the message object that caused the interrupt. If the interrupt flag (new message flag) is reset in the message object, the interrupt register will be updated. If there is no interrupt the register is set to 0. If another interrupt occurs during working with the first interrupt its source will be shown in the interrupt register. An additional interrupt does not occur in this case.

If message objects be enabled to trigger interrupts, the event inputs (see [page 28](#)) may not be wired at the same time.

Programming

The DIO1 CAN interface is easily programmed by using **ADbasic** instructions. The instructions are part of an include file which must be included at the beginning of a program:

```
#INCLUDE ADWL16.INC
```

The instructions for the DIO1 CAN interface are shortly illustrated in the following table and more detailed in the **ADbasic** manual or online help.

Function	Instruction
Initializing the CAN controller	INIT_CAN
Setting and reading of registers	SET_REG, GET_REG
Initializing of message objects	EN_RECEIVE, EN_TRANSMIT
Transmitting and receiving data sets	TRANSMIT, READ_MSG
Enabling of interrupts	EN_INTERRUPT
Setting the Baud rate	SET_CAN_BAUDRATE

Fig. 31 – DIO1 Overview of CAN instructions

Setting properties

Example:
Conversion of
Gray code

Programming

8.4 SSI Decoder

An incremental encoder with SSI interface can be connected to the decoder. The signals are differential and have RS422/485 levels.

The decoder either reads out an individual value (on request) or continuously provides the current value.

The connections of the decoder are on the connectors COUNTER (25-pin, DSUB), on the pins 8, 9, 21 and 22 (see [Fig. 24 – Overview of the L16-EURO-DIO1 with pin assignments](#)). The pins 7 and 20 provide DGND and +5V.

The following properties of the decoders can be set via software:

- Clock rates: With **SSI_SET_CLOCK** clock rates of approx. 40kHz up to 1MHz are possible with a pre-scaler.
- Resolution: Can be set with **SSI_SET_BITS** up to 32 bit.

A conversion from Gray code into binary code is made with the routine below, which you have programmed in the **ADbasic** process.

```
REM PAR_1 = Gray value to be converted
REM PAR_2 = Flag indicating a new Gray value
REM PAR_9 = Result of the Gray-to-binary conversion

DIM m, n AS LONG

EVENT:
  IF (PAR_2=1) THEN
    m=0
    PAR_9=0
    FOR n=1 TO 32
      m=(SHIFT_RIGHT(PAR_1, (32-n)) AND 1) XOR m
      PAR_9=(SHIFT_LEFT(m, (32-n))) OR PAR_9
    NEXT n
    PAR_2=0
  ENDIF
```

Fig. 32 – Listing: Conversion of Gray code into binary code

The functionality of the decoders is easily programmed with **ADbasic** instructions:

Range	Instructions
Initialization	SSI_INIT
Receive data	SSI_READ
Set decoder resolution	SSI_SET_BITS
Set decoder clock rate	SSI_SET_CLOCK
Start reading encoder data	SSI_START
Return reading status	SSI_STATUS

The instructions are in the include file <ADWL16.INC>. More information can be found in the **ADbasic** manual and the online help.

9 DIO2 / DIO3 Add-On

With the DIO2 add-on you are additionally provided with:

- 32 digital inputs/outputs, programmable in groups of 8; [page 43](#).
- 2 counters, [page 44](#): 32 bit up/down counters for impulse, period duration and duty cycle measurements as well as a four edge evaluation for connection of incremental encoders.
Counter 1 has TTL inputs (single-ended), counter 2 has differential inputs.
- 1 SSI decoder ([page 51](#))

The SSI decoder is connected to an incremental encoder with SSI interface. The inputs are available on the "Counter" socket, the signals are differential and have RS422/485 levels.

The block diagram shows the basic functions of an L16 system with the additional functions of the DIO2 add-on (as USB version).

The DIO3 add-on contains 32 digital inputs/outputs only (see [page 43](#)). Properties and function of the inputs/outputs are identical to the I/Os of the DIO2 add-on.

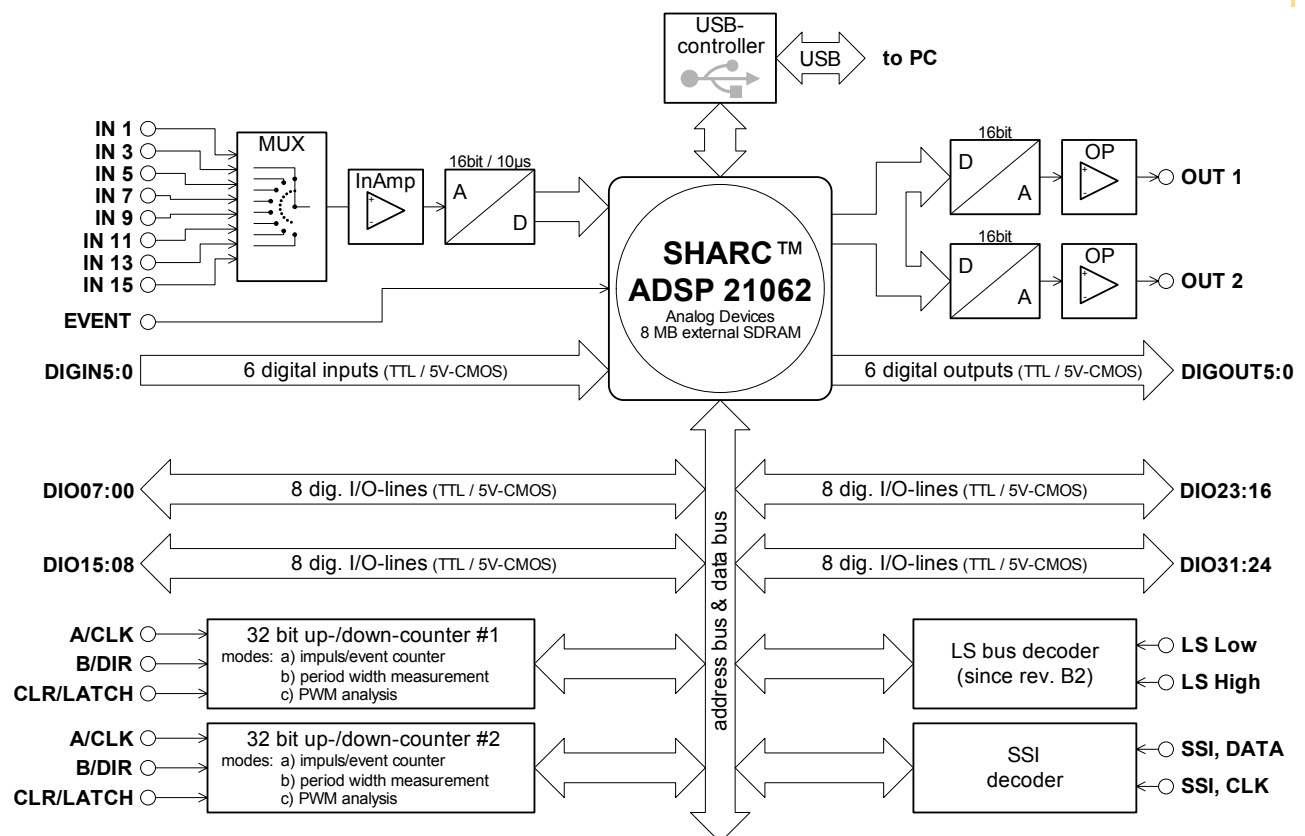


Fig. 33 – Block diagram of L16-DIO2 (with USB interface)

The counters of the basic version are replaced by the DIO2 counters. The digital inputs and outputs remain.

The pin assignment at the connection "**ADwin I/O-CONNECTOR**" is similar to the basic version, except one difference: Pin 13 - in the basic version with single function - is now used alternatively as digital input DIGIN-03 or as counter input CLR for counter 1.

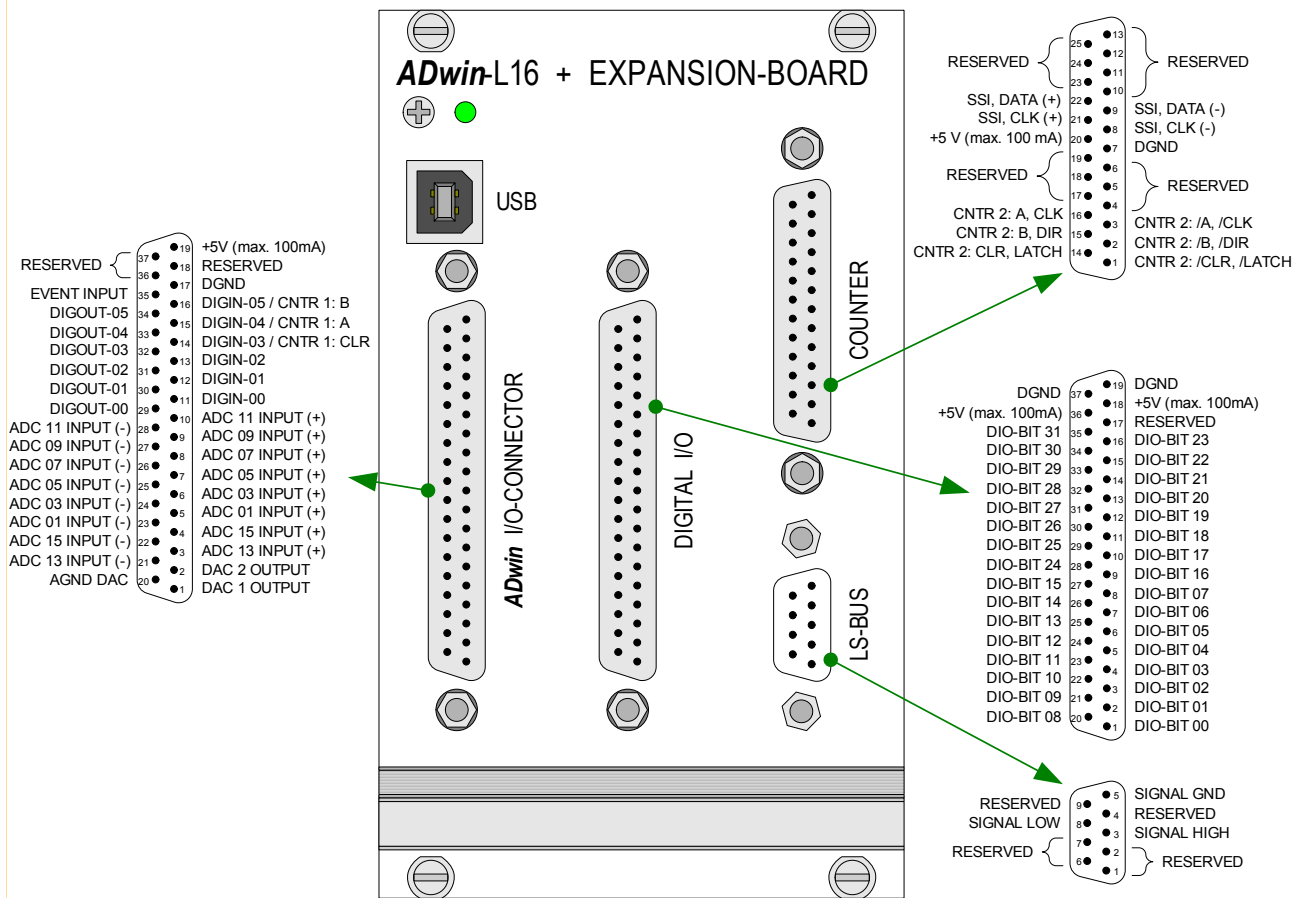


Fig. 34 – Overview of the L16-EURO-DIO2 with pin assignments

The technical data of the DIO2 add-on are shown in the Annex.

9.1 Digital Inputs and Outputs

In addition to the digital inputs/outputs of the basic version (DIGIN, DIGOUT, EVENT), you have 32 digital inputs or outputs (abbrev. DIO) on the 37-pin D-SUB socket "Digital I/O". They are programmable in groups of 8 each as inputs or outputs.

The digital inputs are TTL compatible and are not protected against overvoltage.

After power-up all connections are configured as inputs; this corresponds to the instruction `CONF_DIO_E(0)`.

`CONF_DIO_E(n)` is the instruction to program the 32 DIO lines in 4 groups with 8 lines each as input or output (see [chapter 12](#) or **ADbasic** online help).

The following table shows the 16 possible configurations of the instruction. The last row shows the instructions available for the different DIO groups.

CONF_DIO_E (n)	DIO 31 ... DIO 24	DIO 23 ... DIO 16	DIO 15 ... DIO 08	DIO 07... DIO 00
0	IN	IN	IN	IN
1	IN	IN	IN	OUT
2	IN	IN	OUT	IN
3	IN	IN	OUT	OUT
4	IN	OUT	IN	IN
5	IN	OUT	IN	OUT
6	IN	OUT	OUT	IN
7	IN	OUT	OUT	OUT
8	OUT	IN	IN	IN
9	OUT	IN	IN	OUT
10	OUT	IN	OUT	IN
11	OUT	IN	OUT	OUT
12	OUT	OUT	IN	IN
13	OUT	OUT	IN	OUT
14	OUT	OUT	OUT	IN
15	OUT	OUT	OUT	OUT
ADbasic instructions to use:	DIGIN_WORD2_E DIGOUT_WORD2_E DIGOUT_SET2_E DIGOUT_RESET2_E		DIGIN_WORD1_E DIGOUT_WORD1_E DIGOUT_SET1_E DIGOUT_RESET1_E	
	DIGIN_LONG_E, DIGOUT_LONG_E			

Fig. 35 – Configurations with `CONF_DIO_E`

More information about programming of time-critical tasks can be found in [chapter 5.5 on page 16](#).



Power-up configuration

Counter**9.2 Counters**

The add-on DIO2 provides **two 32-bit counters**, which you can configure and read out individually or all together. You can use TTL signals (single-ended) with counter 1 or differential signals with counter 2.

The counters replace the incremental counters of the basic version.

Latch

The counters can be **internally or externally clocked** and are read out via accompanying latches. All counters have a latch A as well as a latch B (the figure shows the design of a single counter).

The counter values can be cleared or transferred into a latch by using programming instructions or (at special configurations) when there is an external signal at CLR/LATCH.

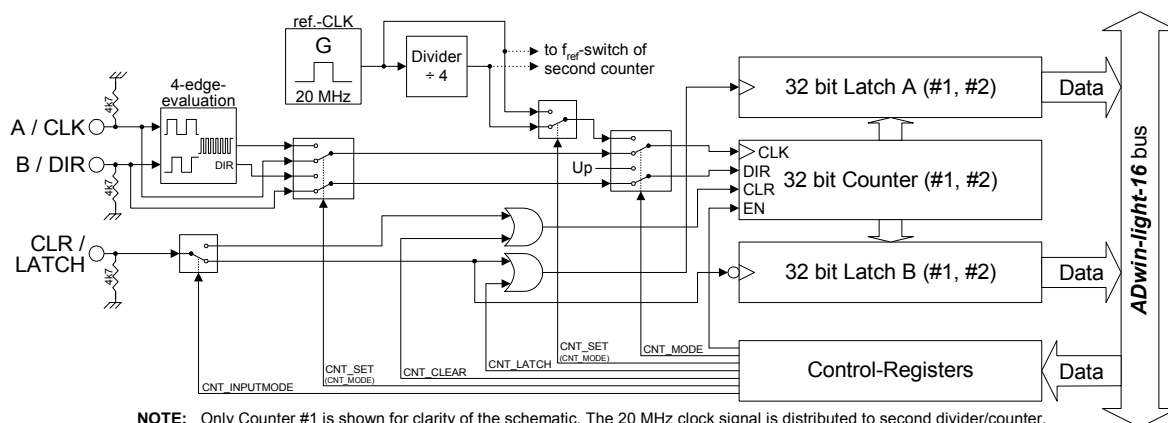


Fig. 36 – Block diagram of DIO2 counter

External clocking

There are the following operating modes: event counting (external clock) and pulse width measurement (internal clock), see also [chapter 9.2.2 / 9.2.3](#):

5. **Event counting:** Incrementing/decrementing of the counter is caused by external square-wave signals at the inputs A/CLK and B/DIR. A signal at CLR/LATCH either sets the counter to zero (CLR) or has the counter value written into the latch (LATCH).

There are the modes:

- **Clock and direction:** Every positive edge at CLK increments or decrements the counter value by one. The signal at DIR determines the counting direction (0 = down, 1 = up).
- **Four edge evaluation:** Every edge of the signals (off-phase by 90 degrees) at A/CLK and B/DIR causes the counter to increment/decrement. The counting direction is determined by the sequence of the rising/falling edges of these signals. This mode is particularly used for incremental encoders.

Internal clock

6. **Pulse width measurement:** Incrementing/decrementing of the counter is caused by an internal reference clock with a signal frequency of 20 MHz (optionally 5 MHz after scaler). The square-wave signal at CLR/LATCH is evaluated: With every positive edge of the input signal the counter value is written to latch A, with a negative edge to latch B.

You can calculate:

- the period duration of the input signal at CLR/LATCH from the values in latch A and latch B.
- the impulse width and pause time from the values in latch A and latch B.

9.2.1 Programming

The DIO2 counters are easily programmed by using **ADbasic** instructions. The instructions are part of an include file which must be included at the beginning of a program:

```
#INCLUDE ADWL16.INC
```

The instructions for the DIO2 counters are shortly illustrated in the following table and more detailed in the **ADbasic** manual or online help.

Counter n ^o	2	1	Comment
Bit	1	0	
CNT_CLEAR ()	0	0	no effect
	1	1	clear counter*
CNT_ENABLE ()	0	0	disable counter
	1	1	enable counter (pay attention to running counters)
CNT_INPUTMODE ()	0	0	set CLR/LATCH input to CLR mode
	1	1	set CLR/LATCH input to LATCH mode
CNT_LATCH ()	0	0	no effect
	1	1	copy counter value to latch register A*
CNT_MODE ()	0	0	external clock input
	1	1	internal reference clock (20MHz / 5MHz)
CNT_SET ()	0	0	CNT_MODE bit = 0 : 4 edge evaluation (A & B)
			CNT_MODE bit = 1 : internal reference clock of 20MHz
	1	1	CNT_MODE bit = 0 : clock and direction inputs (CLK & DIR)
			CNT_MODE bit = 1 : internal reference clock of 5MHz
CNT_CLEARENABLE ()	0	0	disable CLR input
	1	1	enable CLR input
CNT_GETSTATUS (#) **			read status register (for the meaning of the bits see ADbasic manual or online help)
CNT_READ (#) **			copy counter value to latch A and read it
CNT_READLATCH (#) **			read out latch A (triggered by positive edge)
CNT_READFLATCH (#) **			read out latch B (triggered by a negative edge)
* The bits are reset after the function has been executed. All other functions are reset by the opposing function.			
** # = counter no. 1 or 2			

Fig. 37 – DIO2 counter instructions - short reference

With these instructions of the table matrix you will be able to configure every counter individually or both counters together.

Please initialize the counters in the following order:

1. disable specified counter (CNT_ENABLE)

The instruction CNT_ENABLE always accesses all counters. Even if you want to change the status (disabled/enabled) of only one counter, you also have to configure the counters whose status shall remain unchanged.

2. set operating mode (CNT_MODE, CNT_SET, CNT_INPUTMODE)

Please take into account that the instruction CNT_SET is dependent on the instruction CNT_MODE.

3. clear counter (CNT_CLEAR)

4. enable counter (CNT_ENABLE)





Evaluate the counter value only with `LONG` variables. **ADbasic** then keeps internally the read bit patterns unmodified and considers automatically the transition from the positive to the negative numerical range (see also [page 15](#)). Then you get:

The count direction (up or down) can reliably be derived from the sign of the difference: [new counter value] – [old counter value] and not from the *comparison* (< >) of the counter value.

Calculate the difference only with variables of type `LONG`.

A task can be very quickly processed if you access the control and data registers directly (see [chapter 5.5](#) as well as **ADbasic** manual / online help). The hardware addresses of the DIO2 add-on are illustrated in the following table (see also [Fig. 37 – DIO2 counter instructions - short reference](#)).

Address [hex]	Function	Bit																Comment
		31:16	15:10	9	8	7	6	5	4	3	2	1	0					
20 40 02 04	contents of latch A, counter #1	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch	
20 40 02 08	contents of latch B, counter #1	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch	
20 40 02 14	contents of latch A, counter #2	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch	
20 40 02 18	contents of latch B, counter #2	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x : contents of the latch	
20 40 03 00	enable/disable counter CNT_ENABLE ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0 : disable counter x = 1 : enable counter	
20 40 03 10	clear counter CNT_CLEAR ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : clear counter	
20 40 03 20	latch counter CNT_LATCH ()	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : latch counter	
20 40 03 30	input:: CLR or LATCH	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0 : CLR input x = 1 : LATCH input	
20 40 03 40	impulse/event counter or pulse width/period duration measurement	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0 : external clock input x = 1: internal reference clock (20MHz/5MHz)	
20 40 03 50	4 edge evaluation/CLK + DIR or 20MHz/5MHz reference clock	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	CNT_MODE=0: x=0: 4-Fl.;x=1:CLK+DIR CNT_MODE=1: x=0: 20MHz; x=1: 5MHz	
20 40 04 54	DIO2 add-on bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x: sets/clears output <bit n ⁰ >	
20 40 04 64	DIO2 add-on bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x: sets/clears output <bit n ⁰ +16>	
20 40 04 74	DIO2 add-on set_bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: set output <bit n ⁰ > *	
20 40 04 84	DIO2 add-on set_bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: set output <bit n ⁰ +16>*	
20 40 04 94	DIO2 add-on reset_bit 0...15	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: clear output <bit n ⁰ > *	
20 40 04 A4	DIO2 add-on reset_bit 16...31	-	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x = 0: no effect x = 1: clear output <bit n ⁰ +16> *	
20 40 04 6C	configure inputs/outputs CONF_DIO() bit 0: DIO 00...07; bit 1: DIO 08...15 bit 2: DIO 16...23; bit 3: DIO 24...31	-	-	-	-	-	-	-	-	x	x	x	x	x	x	x	x = 0: configure channels as input x = 1: configure channels as output	
* Function has no effect with inputs																		

* Function has no effect with inputs

Fig. 38 – DIO2 hardware addresses of the control and data register

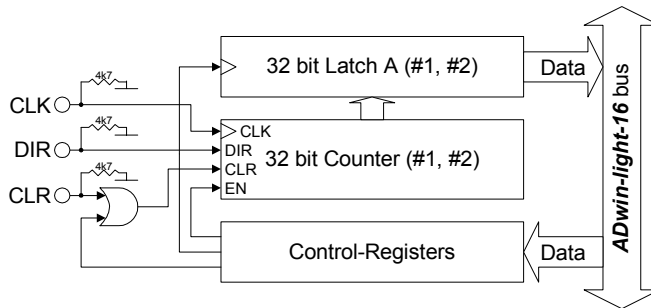
9.2.2 Operating mode impulse/event counting

External square-wave signals at the inputs A/CLK and B/DIR clock the counters in this mode. With `CNT_SET` you either activate the mode for determining the clock frequency and direction or the four edge evaluation.

The input CLR/LATCH (at high-signal) can be used to

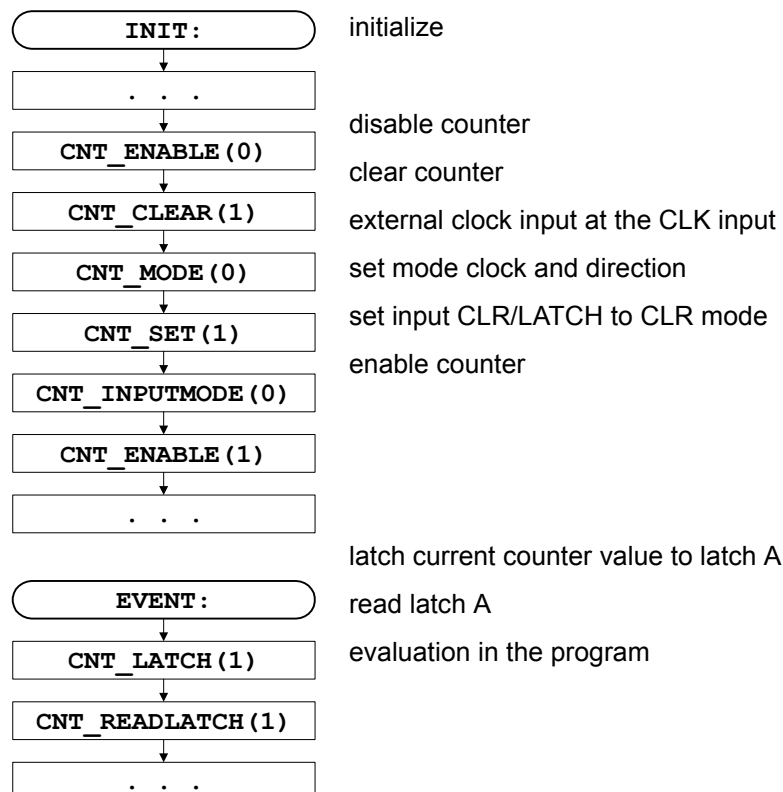
- clear the counter (CLR)
- latch the counter value into latch A (LATCH).

Clock and direction



Every positive edge of a square-wave signal at the clock input (CLK) is counted (incremented or decremented) up to a maximum frequency of 20 MHz. The direction is derived from a high signal (increment) or low signal (decrement) at the direction input (DIR); this signal can be a fixed voltage or a dynamic signal (e.g. given by an external logic).

Programming example

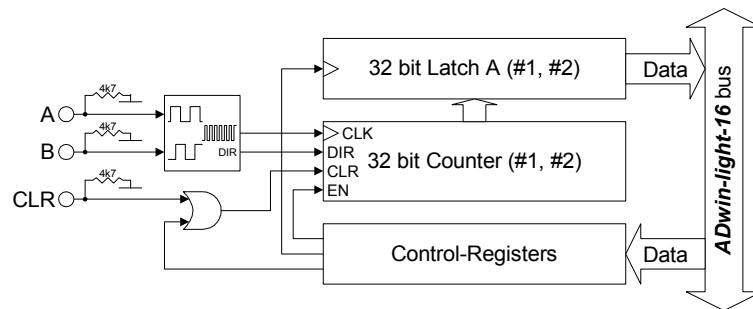


Clearing

Latching

Four edge evaluation

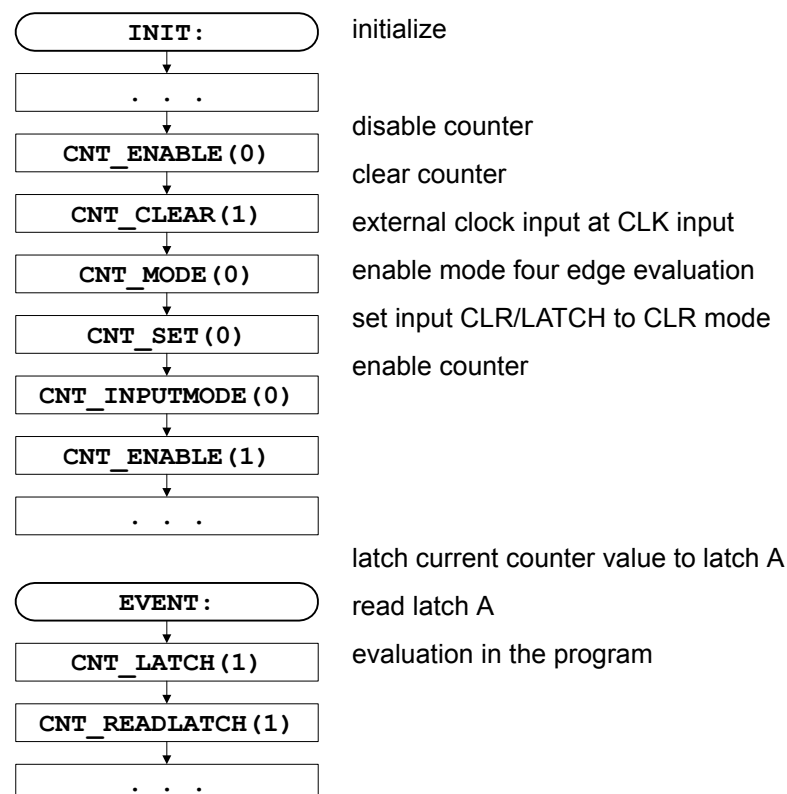
This mode determines clock and direction of two signals, which are input at A and B off-phase by 90 degrees (ideally). The count direction is determined by the temporal sequence of the rising and falling edges of the two input signals.



Please note:

- The counter counts 4 edges in each cycle.
- The maximum count frequency is 20 MHz. Together with the 4 edges per cycle it will result in a maximum input frequency of 5 MHz (at A or B).
- The time lap between an edge at A and an edge at B must not be shorter than 50 ns. Impulse widths or pause durations shorter than 100 ns are not incremented.
- Changing the phase-shift (to $\neq 90$ degrees) will have an effect on the maximum input frequency because of the minimum time lap of the edges. If it differs from 90 degrees, the maximum input frequency of 5 MHz decreases for instance to 45 degrees at 2.5 MHz.

Programming example



9.2.3 Operating mode pulse width and period duration measurement

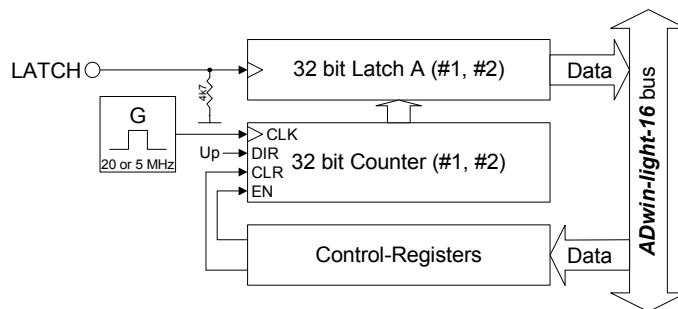
In this operating mode an internal reference clock generator clocks the counter with a signal frequency of 20 MHz or (after a prescaler) 5 MHz. All counters have a switch in order to change the signal frequency. The period duration or pulse width of a square-wave signal at input CLR/LATCH can be measured.

in this mode you have to consider at high frequencies that your GLOBALDELAY remains smaller than a signal period, in order to acquire each cycle.

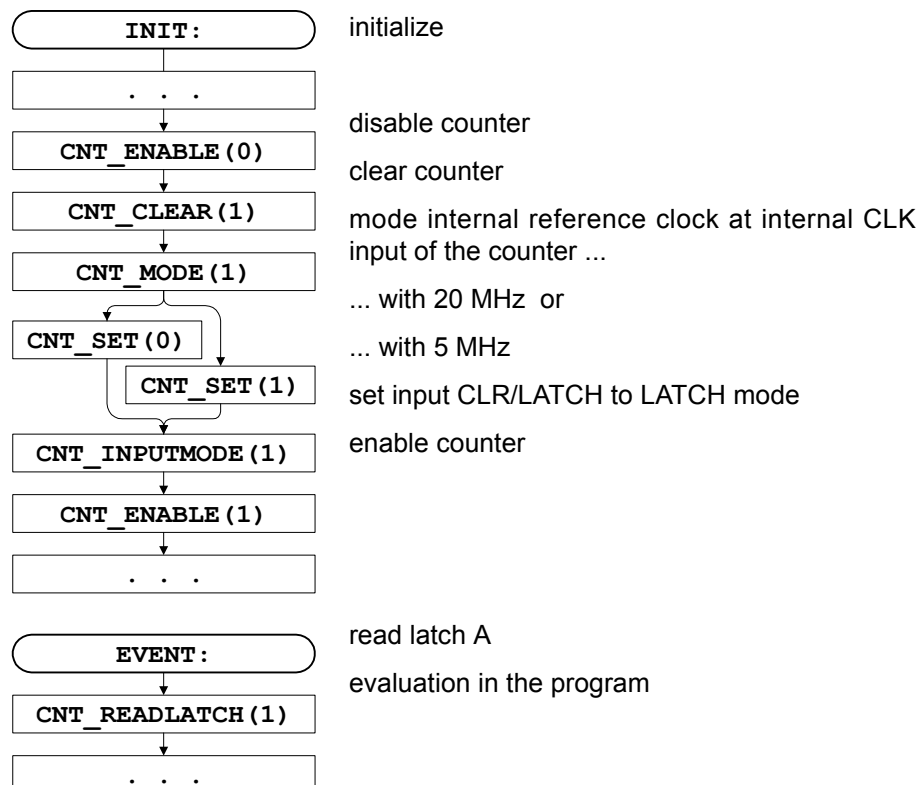


Period duration measurement

In this mode, a counter value is latched into latch A at every positive edge, and the previous data are overwritten. The pulse width will be derived from the counter value difference multiplied by the period duration of the reference clock.

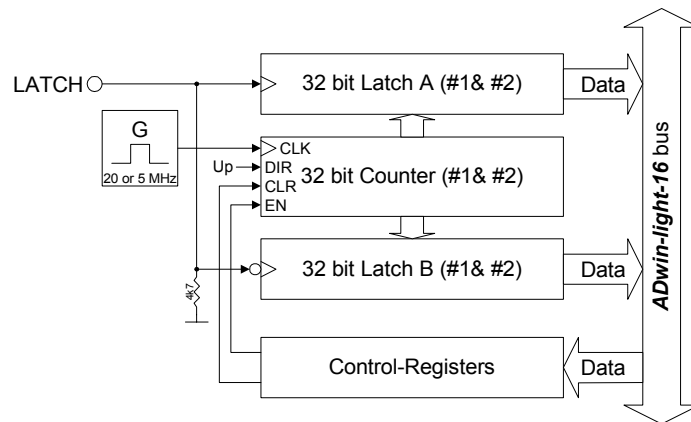


Programming example

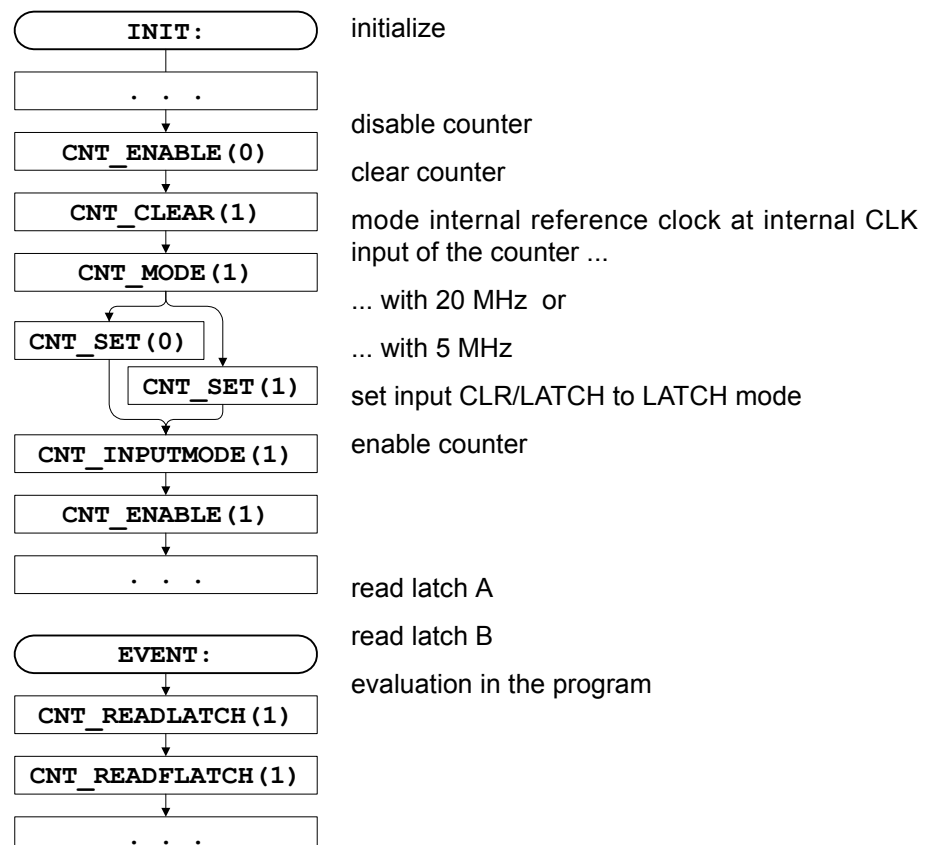


Pulse width and pause duration measurement

The counters have each a latch A for positive and a latch B for negative edges. Thus, pulse and pause duration can be evaluated separately by calculating the differences of the latches.



Programming example



9.3 SSI Decoder

An incremental encoder with SSI interface can be connected to the decoder. The signals are differential and have RS422/485 levels.

The decoder either reads out an individual value (on request) or continuously provides the current value.

The connections of the decoder are on the connectors COUNTER (25-pin, DSUB), on the pins 8, 9, 21 and 22 (see [Fig. 34 – Overview of the L16-EURO-DIO2 with pin assignments](#)). The pins 7 and 20 provide DGND and +5V.

The following properties of the decoders can be set via software:

- Clock rates: With **SSI_SET_CLOCK** clock rates of approx. 40kHz up to 1MHz are possible with a pre-scaler.
- Resolution: Can be set with **SSI_SET_BITS** up to 32 bit.

A conversion from Gray code into binary code is made with the routine below, which you have programmed in the **ADbasic** process.

```
REM PAR_1 = Gray value to be converted
REM PAR_2 = Flag indicating a new Gray value
REM PAR_9 = Result of the Gray-to-binary conversion

DIM m, n AS LONG

EVENT:
  IF (PAR_2=1) THEN
    m=0
    PAR_9=0
    FOR n=1 TO 32
      m=(SHIFT_RIGHT(PAR_1, (32-n)) AND 1) XOR m
      PAR_9=(SHIFT_LEFT(m, (32-n))) OR PAR_9
    NEXT n
    PAR_2=0
  ENDIF
```

Fig. 39 – Listing: Conversion of Gray code into binary code

The functionality of the decoders is easily programmed with **ADbasic** instructions:

Range	Instructions
Initialization	SSI_INIT
Receiving of data	SSI_READ
Set decoder resolution	SSI_SET_BITS
Set decoder clock rate	SSI_SET_CLOCK
Start reading encoder data	SSI_START
Return reading status	SSI_STATUS

The instructions are in the include file <ADWL16.INC>. More information can be found in the **ADbasic** manual and the online help.

Setting properties



Example: Conversion of Gray code

Programming

10 ADwin-light-16-Boot

This option is only available in conjunction with the Ethernet interface, that means with the *L16-EXT-ENET* or the *L16-EURO-ENET*.

After power-up ADwin-light-16-Boot automatically starts an application which has been programmed before. Thus after initializing the application an operation without PC is possible.

ADwin-light-16-Boot executes the following steps after power-up:

- Loading the operating system
- Loading the processes generated with the **ADbasic** compiler (max. 10)
- Automatic starting of the process n^o 10. Here you have also to program the start of all other processes

If you do not wish to work with the bootloader option:

- Boot the system after power-up and the programmed processes are disabled
- After switching off and powering up anew, the bootloader option is enabled again

By programming the Flash-EEPROMs without processes the system will only be booted after restart with the file `<ADwin9.btl>`. A process will not be executed.

With the installation of the **ADwin-Developer** software from the **ADwin-CD-ROM**, the program for the bootloader option (ADethflash) is automatically copied. The version of the CD-ROM should be 3.00.2735 or higher.

Use the program ADethflash for an **ADwin** system with an Ethernet interface.

At standard installation you will find the program in the directory

```
<C:\ADwin\Tools\Ethernet Interface\...\>.
```

Notes for the bootloader with Ethernet interface can be found in the documentation "**ADwin** Driver Installation".

Together with with an Ethernet-Interface and bootloader you can save and read up to 2,000 Long or Float values with 32 bit via **ADbasic** process in the built-in Flash-EEPROM memory. You can find a more detailed description in the program `<ADethflash.exe>`, if you click on the button "Info about eeprom support".

11 Accessories

The following accessories are available for the **ADwin-light-16** system:

- **ADbasic**: The real-time development environment for programming all of the **ADwin** systems.

ADbasic is required to develop processes for **ADwin** systems, which are loaded and controlled from a development environment (e.g. C#, Visual Basic, Matlab and others).

- **ADwin-light-16-pow**: external 12V power supply unit.

The power supply unit provides 12 Volt on the secondary side at a maximum continuous load of 2 Ampere. The power supply is rated for the highest load and maximum expansions.

- Various lengths of power supply and USB or Ethernet cables.

Please pay attention to a sufficient shielding of the USB and Ethernet cable, in order to avoid interferences in the data lines. Interferences have to be conducted before the chassis via ground (see also [chapter 3](#)).

- Cable connector for an external power supply

The cable connector be used if an external power supply is used.

- installation kit for enclosures

12 Software

You are programming the **ADwin-light-16** - all expansions included - with simple **ADbasic** instructions.

All instructions are described in the **ADbasic** manual (complete instruction list in the appendix) or online help.

12.1 Example Program

CAN: Cyclic Read and Send of Messages

This programs describes the initialization of the CAN controller in the section **INIT:** and the cyclic read and send of messages in the section **EVENT:**

```

REM The program initializes the CAN controller,
REM configures one message object as sender
REM and one as receiver. The program exchanges all 10 ms data
REM between CAN controller and transputer.

#include ADWL16.INC

DIM result AS INTEGER

INIT:
  INIT_CAN()                'Initialize the CAN controller
                             'Set Baud rate to 125 kBit/s

  SET_CAN_BAUDRATE(125000)

  EN_RECEIVE(2,385,0) 'configure message object 2 for reading
                       'with 11 bit identifier 385
  EN_TRANSMIT(3,1,0) 'configure message object 3 for writing
                    'with 11 bit ident. 1

EVENT:
  REM read 1 data set and write 1 data set

  result = READ_MSG(2) 'read data
  'If there are new data, they are written into the field
  'CAN_MSG.

  can_msg[1]=1           'data, which are to be sent,
  can_msg[2]=2           'are written into the field
  can_msg[3]=3           'CAN_MSG. You are getting the
  can_msg[4]=4           'data from this field to be
  can_msg[5]=5           'sent later
  can_msg[6]=6
  can_msg[7]=7
  can_msg[8]=8
  can_msg[9]=8           '8 data bytes

  TRANSMIT(3)            'send message in message object 3

```

CAN: Interrupt-Controlled Reading

The following program shows the initialization of the CAN controller and the interrupt-controlled reading of new messages:

```
REM The program initializes the CAN controller and
REM configures a message object as receiver.
REM The program reads interrupt-controlled messages
REM as soon as a new message arrives.

#include adw116.inc

DIM result,status,object AS INTEGER

INIT:
    INIT_CAN()                'Initialize the CAN controller
                              'set Baud rate to 125 kBit/s
    SET_CAN_BAUDRATE(125000)

    EN_RECEIVE(1,385,0)        'message object 1 is configured
                              'for reading. Only messages with
                              '11 bit identifier 385 are saved.

    status = GET_CAN_REG(1)    'read status
    EN_INTERRUPT(1)            'When a message arrives in
                              'message object 1 an interrupt
                              'is triggered.

EVENT:
    object = GET_CAN_REG(5Fh)  'read interrupt register

    IF (objekt = 2) THEN        'Get the number of the message
        objekt = 15            'object, where the new message
    ELSE                        'can be found
        objekt = objekt - 2
    ENDIF

    result = READ_MSG(object)  'read out new data

REM The data are available in the field CAN_MSG.
```

Annex

A.1 Technical Data

General Data / Limit Values						
	Symbol	Conditions	min.	typ.	max.	Unit
Supply Voltage						
voltage	U _b	L16-PCI, -EURO	4.75	5	5.25	V
		L16-EXT	10	12	35	
Supply Voltage with USB						
operating current						
L16, L16-CO1	I _{idle} at U _b , typ.	L16-PCI, -EURO	0.75	0.9	1.5	A
L16-DIO1		L16-EXT	0.35	0.5	0.7	
		L16-PCI, -EURO	0.85	1.0	1.6	
		L16-EXT	0.55	0.7	1.0	
inrush current						
L16, L16-CO1	I _{power-on} bei U _b , typ.	L16-PCI, -EURO		6		A
L16-DIO1		L16-EXT		3		
		L16-PCI, -EURO		7		
		L16-EXT		3		
Supply Voltage with Ethernet						
operating current						
L16, L16-CO1	I _{idle} bei U _b , typ.	L16-PCI, -EURO	1.0	1.2	1.8	A
L16-DIO1		L16-EXT	0.55	0.7	0.9	
		L16-PCI, -EURO	1.15	1.3	1.9	
		L16-EXT	0.55	0.7	1.0	
inrush current						
L16, L16-CO1	I _{power-on} bei U _b , typ.	L16-PCI, -EURO		6.4		A
L16-DIO1		L16-EXT		3.3		
		L16-PCI, -EURO		7.5		
		L16-EXT		3.3		
Operation						
temperature	T _{environment}	L16-PCI, -EURO	+5		+50	°C
	T _{chassis}	L16-EXT	+5		+55	
relative humidity	H _{rel}	no condensation	0		80	%
Storage						
temperature	T		-20		+70	°C
Dimensions						
width x height x depth	w x h x d	L16-PCI-USB	21.5 x 121.0 x 172.5			mm
		L16-EURO-USB	5 TE (1") x 3 HE (5") x 187			
		L16-EURO-ENET	10 TE (2") x 3 HE (5") x 187			
		L16-EXT-USB	226 x 109 x 44			
		L16-EXT-ENET	226 x 109 x 74			
		+ CO1 add-on	see basic version			
		+ DIO1 add-on	L16-EURO: width +10 TE L16-EXT: height +30			

General Data / Limit Values						
	Symbol	Conditions	min.	typ.	max.	Unit
Net Weight						
weight	m _{Netto}	L16-PCI-USB	135		g	
		L16-EURO-USB	165			
		L16-EURO-ENET	275			
		L16-EXT-USB	1.100			
		L16-EXT-ENET	1.400			
		+ CO1 add-on	see basic version			
		+ DIO1 add-on	+140			
Connectors						
DSub-connectors	Metric ISO thread; UNC thread available as ordering option only.					
Mounting						
standard	L16-PCI: installation in the PC L16-EURO: installation in the 19"-enclosure L16-EXT: desktop unit					
optional	DNI rail mounting and wall monting for L16-EXT					
Digital Inputs/Outputs						
Parameters	Symbol	Conditions	min.	typ.	max.	Unit
I/O-lines						
line	DIGIN05:00 DIGOUT05:00	6 inputs and 6 outputs (TTL- / 5V-CMOS-level)				
	EVENT	1 ext. trigger input (positive TTL-logic)				
as inputs						
max. input voltage		TTL-level	-0.5		+5.5	V
logic-input voltage	V _{IH} (High)	V _{CC} = 5V	2			
	V _{IL} (Low)	V _{CC} = 5V			0.8	
logic-input current	I _I	V _{CC} = 5V		±0.1	±1,000	nA
as outputs						
logic-output voltage	V _{OH} (High)	I _{OH} = -6mA	3.84	4.3		V
	V _{OL} (Low)	I _{OL} = +6mA		0.17	0.33	
logic-output current	I _O	per DIO line			±35	mA
	I _{TOTAL}	all DIGIN or all DIGOUT via V _{CC} / GND			±70	
Counters						
Number and function	2 incremental counters.					
Counter and latch resolution				32		Bit
EVENT input						
Edge recognition, pos.	V _{T+} (Low)	V _{CC} = 5V	1.65	1.9	2.15	V
Edge recognition, neg.	V _{T-} (High)	V _{CC} = 5V	0.75	1.0	1.25	
Switching hysteresis	V _{T+} - V _{T-}		0.4	0.9		
input current	I _{IH}	V _I = 2.7V			20	µA
	I _{IL}	V _I = 0.4V			-50	

Analog Inputs/Outputs						
Parameters	Symbol	Conditions	min.	typ.	max.	Unit
Inputs						
number	8, differential via multiplexer					
input resistance	R _i		323.4	330	336.6	kΩ
overvoltage	U _{in max.}	ON & OFF			±35	V
MUX settling time	t _{MUX}	2 LSB 16 Bit		6.5 *		μs
*at an internal resistance of thevoltage source of less than 10 Ω						
ADC 16-Bit						
conversion time	t _{conv}	Rev. A			10	μs
		Rev. B, optional			2	
measurement range	U _{in}		-10		+9.999695	V
diff. common mode voltage					±2.0	
integral non-linearity	INL			±1	±3	LSB
differential non-linearity	DNL			±0.25	±0.5	
offset	drift			±2		ppm/°C
	error	adjustable				
gain	drift			±20		ppm/°C
	error	adjustable				
DAC 16-Bit						
number	2					
output voltage	U _{out}		-10		+9.999695	V
settling time	t _{settle}	2V step			3	μs
		FSR* (20V)			10	
maximum current					±5	mA
integral non-linearity	INL				±2	LSB
differential non-linearity	DNL				±1	
offset	error	adjustable				
gain	error	adjustable				
*FSR = Full Scale Range						

Processor						
Parameters	Symbol	Conditions	min.	typ.	max.	Unit
type	ADSP21062 (SHARC™)					
manufacturer	Analog Devices					
clock frequency	f_{CLK}			40		MHz
register width				32		Bit
internal memory	SRAM	for the program		128		kByte
		for data		128		
external memory	SDRAM	Rev. A		8		MByte
		Rev. B		16		

CO1 Add-on						
Parameters	Symbol	Conditions	min.	typ.	max.	Unit
Counters						
Number and function	1 up/down counter with four edge evaluation for connection of incremental encoders. The incremental counters of the basic version are replaced.					
Counter inputs	2 inputs (A, B), alternatively available as digital inputs					
Counter and latch resolution				32		Bit

DIO1 Add-On						
Parameters	Symbol	Conditions	min.	typ.	max.	Unit
Reference crystal oscillator						
reference frequency	f _{ref}			20		MHz
prescaler by 4	f _{ref} /4			5		
accuracy and drift					100	ppm
Counters						
Number and function	2 up/down counters for impulse, period duration and duty cycle measurements as well as a four edge evaluation for connection of incremental encoders. The incremental counters of the basic version are replaced.					
Counter inputs	3 differential inputs (A/CLK, B/DIR, CLR/LATCH) for each counter; counter programmable with differential or single ended inputs.					
Counter and latch resolution				32		Bit
count frequency	f _{CLK}	input CLK		20		MHz
		input A/B		5		
Digital Inputs/Outputs						
number	DIO31:00	32 (programmable in groups of 8 as inputs or outputs)				
	EVENT	ext. trigger input (pos. TTL-logic)				
as inputs*						
max. input voltage		TTL-level	-0.5		+5.5	V
logic-input voltage	V _{IH} (High)	V _{CC} = 5V	2			
	V _{IL} (Low)	V _{CC} = 5V			0.8	
logic-input current	I _I	V _{CC} = 5V		±0.1	±1,000	nA
as outputs*						
logic-output voltage	V _{OH} (High)	I _{OH} = -6mA	3.84	4.3		V
	V _{OL} (Low)	I _{OL} = +6mA		0.17	0.33	
logic-output current	I _O	each DIO line			±35	mA
	I _{TOTAL}	each DIO group (8) via V _{CC} / GND			±70	

* see also data sheet SN74 HCT 245 from Texas Instruments

* see also data sheet SN74 HCT 245 from Texas Instruments

A.2 Hardware Addresses - General Overview

Address [HEX]	Function	Bit No.								Comments	Register available in the module		
		31...16	15...6	5	4	3	2	1	0		L16	L16+ CO1	L16+ DIO1
20 40 00 00	set multiplexer to input channel (ADC 01... ADC 15)	-	-	-	-	-	n	n	n	"nnn" binary = 0...7 decimal, selected channel = nnn*2 + 1	x	x	x
20 40 00 10	start conversion: ADC #1	-	-	-	-	-	-	-	s	s = 0 : start conversion s = 1 : no effect	x	x	x
20 40 00 20	conversion status (EOC) ADC #1	-	-	-	-	-	-	-	e	e = 0 : end of conversion e = 1 : conversion is running	x	x	x
20 40 00 30	read out register: ADC #1	-	x	x	x	x	x	x	x	x : result of conversion	x	x	x
20 40 00 50	only write into register: DAC #1	-	x	x	x	x	x	x	x	x : digital value to be converted	x	x	x
20 40 00 60	only write into register: DAC #2	-	x	x	x	x	x	x	x	x : digital value to be converted	x	x	x
20 40 00 B0	input register DIGIN-05:00	-	-	x	x	x	x	x	x	x : read digital value	x	x	x
20 40 00 C0	output register DIGOUT-05:00	-	-	x	x	x	x	x	x	x : digital value to be output	x	x	x
20 40 00 C4	set DIGOUT bits	-	-	x	x	x	x	x	x	x = 0 : no effect x = 1 : set bit	x	x	x
20 40 00 C8	clear DIGOUT bits	-	-	x	x	x	x	x	x	x = 0 : no effect x = 1 : clear bit	x	x	x
20 40 01 00	read out register and start conversion: ADC #1	-	x	x	x	x	x	x	x	x : digital value to be converted	x	x	x
20 40 02 00	write into register and start conversion immediately: DAC #1	-	x	x	x	x	x	x	x	x : digital value to be converted	x	x	x
20 40 02 04	contents of Latch A, counter #1	x	x	x	x	x	x	x	x	x : contents of latch register	x	x	x
20 40 02 08	contents of Latch B, counter #1 (DIO1 only)	x	x	x	x	x	x	x	x	x : contents of latch register	-	-	x
20 40 02 10	write into register and start conversion immediately: DAC #2	-	x	x	x	x	x	x	x	x : digital value to be converted	x	x	x
20 40 02 14	contents of Latch A, counter #2	x	x	x	x	x	x	x	x	x : contents of latch register	x	-	x
20 40 02 18	contents of Latch B, counter #2	x	x	x	x	x	x	x	x	x : contents of latch register	-	-	x
20 40 03 00	enable/disable counter: CNT_ENABLE()	-	-	-	-	-	-	x	x	x = 0 : disable counter x = 1 : enable counter	x	Bit 0 only	x
20 40 03 10	clear counter: CNT_CLEAR() *	-	-	-	-	-	-	x	x	x = 0 : no effect x = 1 : clear counter	x	Bit 0 only	x
20 40 03 20	latch counter: CNT_LATCH() *	-	-	-	-	-	-	x	x	x = 0 : no effect x = 1 : latch counter	x	Bit 0 only	x
20 40 03 30	counter inputs CLR or LATCH	-	-	-	-	-	-	x	x	x = 0 : CLR input x = 1 : LATCH input	-	-	x
20 40 03 40	impulse/event counter or pulse width/period duration measurement	-	-	-	-	-	-	x	x	x = 0 : external clock input x = 1 : internal reference clock (20MHz / 5MHz)	-	-	x
20 40 03 50	4 edge evaluation/ CLK+DIR or 20MHz / 5MHz reference clock	-	-	-	-	-	-	x	x	CNT_MODE=0: x=0: 4 edge evaluation; x=1: CLK+DIR CNT_MODE=1: x=0: 20MHz; x=1: 5MHz	-	-	x
20 40 04 54	bits DIO-15:00	-	x	x	x	x	x	x	x	x = 0 : clear output x = 1 : set output	-	-	x
20 40 04 64	bits DIO-31:16	-	x	x	x	x	x	x	x	x = 0 : clear output x = 1 : set output	-	-	x
20 40 04 74	set bits DIO-15:00 **	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : set output	-	-	x
20 40 04 84	set bits DIO-31:16 **	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : set output	-	-	x
20 40 04 94	clear bits DIO-15:00 **	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : clear output	-	-	x
20 40 04 A4	clear bits DIO-31:16 **	-	x	x	x	x	x	x	x	x = 0 : no effect x = 1 : clear output	-	-	x
20 40 04 6C	configure inputs/outputs CONF_DIO() Bit 0: DIO 07:00; Bit 1: DIO 15:08 Bit 2: DIO 23:16; Bit 3: DIO 31:24	-	-	-	-	x	x	x	x	x = 0 : group as input x = 1 : group as output	-	-	x

* after execution the register is automatically reset
 ** function without any effect at inputs

A.3 Hardware-Revisionen

The revision of a device is marked on the casing. The differences of the revision status' are shown below:

Revision	First release	Changes to previous revision status
A	1998	First release.
B1	Mar. 2006	New layout, but compatible to rev. A. External memory extended to 16MB. Faster A/D conversion available via instruction <code>L16_MODE</code> . Additional sequence control for conversion of analog inputs. Additional SSI interface for DIO1-add-on, new add-ons DIO2 and DIO3.
B2	Aug. 2006	New interface for LS bus

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A.5 List of Abbreviations

A/D	Analog to Digital	h / Hex	Hexadecimal number
ADC	Analog to Digital Converter	I/O	Input / Output
ADSP	Analog Devices Signal Processor	IC	Integrated Circuit
b	Binary number	InAmp	Instrumentation Amplifier
CLK	CLock	INL	Integral Non-Linearity
CLR	CLear	IRQ	Interrupt ReQuest
CMOS	Complementary Metal Oxide Semiconductor	kB	kilo Byte (= 1024 Byte)
CMRR	Common Mode Rejection Ratio	kByte	seekB
D/A	Digital to Analog	LED	Light Emitting Diode
DAC	Digital to Analog Converter	LSB	Least Significant bit
DIL	Dual InLine	MB	Mega-Byte (= 1024kB)
DIO	Digital Input / Output	MByte	seeMB
DIR	DIRection	MSB	Most Significant bit
DMA	Direct Memory Access	MUX	Multiplexer
DMM	Digital Multi-Meter	OpAmp	Operational Amplifier
DNL	Differential Non-Linearity	PC	Personal Computer
DRAM	Dynamic Random Access Memory	PGA	Programmable Gain Amplifier
DSP	Digital Signal Processor	S&H	Sample & Hold
EOC	End Of Conversion	SRAM	Static Random Access Memory
EMC	Electro-Magnetic Compatibility	TTL	Transistor-Transistor Logic
ESD	Electro-Static Discharge	V _{cc}	Voltage collector-collector
FPGA	Field Programmable Gate Array	V _{ee}	Voltage emitter-emitter
FSR	Full Scale Range		
GND	GrouND		
Manufacturer			
AD	Analog Devices		
BB	Burr-Brown		
LT	Linear Technology		
TI	Texas Instruments		