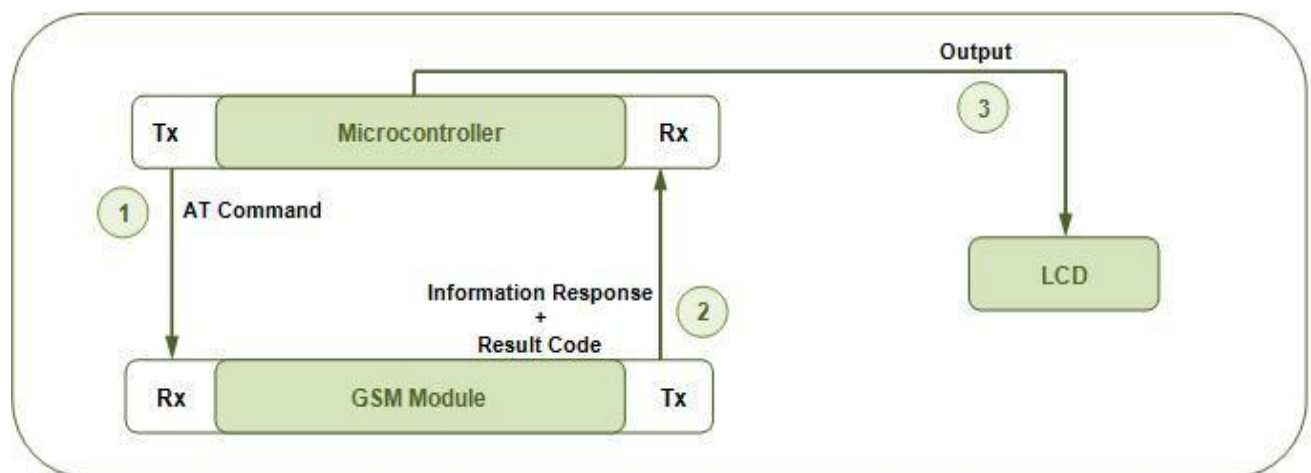


# Interfacing GSM Module with 8051 microcontroller (AT89C51) without using PC

This project presents a way to interface [GSM module](#) with microcontroller [AT89C51](#) without making use of computer to send [AT commands](#) to the module. This is an improvement over the previous projects (see [MC074](#) & [MC075](#)). Instead of using HyperTerminal or any other PC interface, the controller itself sends a fixed AT command to the GSM/GPRS module. The information response and result codes are received and displayed on a 16x2 [LCD](#).

Instead of sending commands from the HyperTerminal, [AT commands](#) are sent to the GSM/GPRS module by the microcontroller itself. In this case, the receive (Rx) and transmit (Tx) pin of the GSM module's RS232 port are connected to the transmit (Tx) and receive (Rx) pin of [AT89C51](#)'s serial port, respectively. This eliminated the role of computer and just the controller's circuit provides a complete user interface for the module.



The controller is programmed to send a fixed command 'AT' to the module. The command AT is used to check the communication with module. It returns a result code OK if the module and the controller are connected properly. If either of the module or SIM are not working, it returns a result code ERROR.

The program complexities for display of information responses and result codes on LCD mentioned in [MC075](#) remain same here as well.

```
// Program to Interface GSM Module with 8051 microcontroller  
(AT89C51) without using PC
```

```

#include<reg51.h>
#define port P1
#define dataport P2                                // Data port for LCD
sbit rs = port^2;
sbit rw = port^3;
sbit en = port^4;
int count,i;
unsigned char check,str[15];
bit check_space;

void init_serial()                                // Initialize serial port
{
    TMOD=0x20;                                    // Mode2
    TH1=0xfd;                                     // 9600 baud
    SCON=0x50;                                    // Serial mode=1 ,8-Bit data,1
    Stop bit ,1 Start bit, Receiving on
    TR1=1;                                         // Start timer
}

void delay(unsigned int msec)                    // Function for delay
{
    int i,j;
    for(i=0;i<msec;i++)
        for(j=0; j<1275; j++);
}

void lcd_cmd(unsigned char item)                // Function to send
command on LCD
{
    dataport = item;
    rs= 0;
    rw=0;
    en=1;
    delay(1);
    en=0;
    return;
}

void lcd_data(unsigned char item)                // Function to display
character on LCD
{
    dataport = item;
    rs= 1;
    rw=0;
    en=1;
    delay(1);
    en=0;
    return;
}

```

```

void lcd_data_string(unsigned char *str) // Function to display
string on LCD
{
    int i=0;
    while(str[i]!='\0')
    {
        lcd_data(str[i]);
        i++;
        delay(10);
    }
    return;
}

void lcd()
{
    lcd_cmd(0x38); //
    For using 8-bit 2 row LCD
    delay(5);
    lcd_cmd(0x0F); //
    For display on cursor blinking
    delay(5);
    lcd_cmd(0x80); //
    Set the cursor on first position of LCD
    delay(5);
}

void transmit_data(unsigned char str) // Function to transmit
data through serial port
{
    SBUF=str; //Store data in SBUF
    while(TI==0); //Wait till data transmits
    TI=0;
}

void receive_data() interrupt 4 // Function to recieve data
serialy from RS232 into microcontroller
{
    RI=0;
    str[++count]=SBUF; //Read SBUF
}

unsigned char byte_check() // Function to check carraige
return and new line character
{
    switch(str[0])
    {
        case 0x0a:
            // Return 0x00 for new

```

```

line
        return 0x00;
        break ;
    }
    case 0x0d:
    {
        // Return 0x01 for
carriage return
        return 0x01;
        break ;
    }
    default :return 0x02 ;           // Return 0x02 for
characters except new line and carriage return
    }
}

void main()
{
    lcd();                               //
Initialize LCD
    init_serial();                       // Initial
    count=(-1);
    delay(500);
    lcd_data_string("Ready");
    delay(10);
    lcd_cmd(0x01);
    IE=0x94;
    transmit_data('A');                  // Transmit
'A' to serial port
    delay(1);
    transmit_data('T');                  // Transmit
'T' to serial port
    delay(1);
    transmit_data(0x0d);                 //
Transmit carriage return to serial port
    delay(50);
    while(1)
    {
        if(count>=0)
        {
            check=byte_check();          //
Check the character
            if(check!=0x00)
            {
                if(check==0x01)
                {
                    if(check_space==1)    //
Check previous character
                {
                    lcd_data(0x20);

```

```

        check_space=0;
    }
}
else
{
    lcd_data(str[0]);
    check_space=1;
}
}
count--;
for(i=0;i<count;i++)           // Shift the
whole array to one left
{
    str[i]=str[i+1];
}
}
}
}

```

