

SORTES - Clock

Dieter Castel (0256149)
Jonas Devlieghere (0256709)

November 19, 2013

Contents

1	User Documentation	3
1.1	Configuration Mode	3
1.2	Setting the Clock	3
1.3	Setting the Alarm	3
2	System Documentation	3
3	System Design	4
3.1	Specification	4
3.2	Structural Choices	4
3.2.1	Timer	4
3.2.2	Buttons	5
3.2.3	Time Structure	5
3.3	Technical Peculiarities	5
A	Source Code	6

1 User Documentation

Two buttons allow the user to interact with the device. The bottommost is **button 1** and is used to browse through items such as numbers or menu items. The topmost is **button 2** and is generally used to confirm your selection or to enter configuration mode.

1.1 Configuration Mode

To enter configuration mode from regular mode (i.e. the clock is displayed) press **button 2**. A menu will display allowing you to change the current time and alarm or quit configuration mode. When the device powers on, you will automatically enter configuration mode since the current time has not been set. This means you will not have to press **button 2** to enter configuration mode.

1.2 Setting the Clock

To configure the current time, press **button 2** to enable configuration mode if not yet enabled. Press **button 1** until **Set time?** is displayed. Confirm this choice by pressing **button 2**. You will be able to configure the clock in 3 simple steps respectively setting the hours, minutes and seconds. Use **button 1** to increase the value of each property. The input will automatically wrap around when the maximum value is reached. For example, pressing button 1 when the current hour value is 23 will yield a value of 0. Confirm each input value by pressing button 2. When all values are set you will return to the configuration menu.

1.3 Setting the Alarm

Configuring the alarm is almost identical to configuring the current time. Press **button 2** to enter configuration mode, navigate to **Set alarm?** by pressing **button 1** and press **button 2** once more. Follow the steps mentioned above to configure the alarm time as desired.

2 System Documentation

We provided a makefile to compile the source code. Run the following command:

```
1 $ make clock
```

To deploy the clock.hex file to the PIC a shell script is available. The script will start tftp and wait for input from the user.

```
1 $ ./deploy.sh
```

Enter the following command but do not press return just yet. Reset the PIC and wait for the corresponding LED on the router to light up, then press return.

```
1 put clock.hex
```

When all of this succeeds, you'll see something like this. The amount of time and bytes may differ.

```
1 $ make clock
2 ##### BUILD INIT #####
3 sdcc -mpic16 -p18f97j60 -L /usr/local/lib/pic16 -
   llibio18f97j60.lib -llibdev18f97j60.lib -llibc18f.
   lib -L include objects/clock.o objects/LCDBlocking.
   o objects/newtime.o
4 message: using default linker script "/usr/local/share
   /gputils/lkr/18f97j60.lkr"
5 ##### BUILD DONE #####
6 $ ./deploy.sh
7 starting tftp to 192.168.97.6
8 put clock.hex
9 tftp> tftp> Sent 35956 bytes in 2.1 seconds
```

3 System Design

3.1 Specification

3.2 Structural Choices

3.2.1 Timer

To effectively measure time we are using a hardware timer provided by the PIC. This timer will interrupt when its buffer overflows. We prefer this method over working with software delays because of its increase in accuracy. Software timers are more easily influenced by (possible unknown) software implementations (i.e. arithmetics).

The timer can be operated in either 8 or 16 bit mode. This marks the length of its buffer and thus the delay between a software interrupt arises. Operating in 16 bit mode opposed to 8 bit may increase accuracy between interrupts but on the other hand might introduce a too rough granularity. A software counter is used to count the amount of interrupts between the elapse of one second. Empirical testing has shown us that this last effect is indeed a problem. Therefore, we have increased the amounts of interrupts and have chosen to operate the timer in 8 bit mode.

3.2.2 Buttons

Buttons are too implemented using interrupts. When a button is pressed a dummy register is set to true. The registers are only accessed using a “read-and-clear” operation. This ensures that every button press is read atomically. The alternative is reading the actually register. This approach requires a certain delay between two read operations to ensure a single press is not interpreted as more than one. Our approach does not have this problem. The disadvantage however consists of the impossibility to press a button continuously e.g. for increasing a value without releasing the button.

3.2.3 Time Structure

Storing the current time can be done in a number of ways. We could’ve kept a counter of nano- or milliseconds since the beginning of time, the start of the device or since midnight. We chose for a different approach in order to save space. A structure with 3 fields (hours, minutes and seconds) is used to store the current time. This had the additional advantage of introducing a certain level of abstraction. Furthermore, this structure also represents the time of the alarm.

3.3 Technical Peculiarities

If you want to make use of button **1** you need to set register “INTCON3bits.INT**3**F”. For button **2** instead you need to use the register “INTCON3bits.INT**1**F”. This is also poorly documented.

For using structures malloc() is needed (which is included in the C library for the PIC16) but what is not included is actually creating the stack. That’s why you have to manually assign space for the stack. How this is done can be seen on line 7 of listing 6 on page 17.

Another headache was setting the correct size of the stack. Sometimes the stack was too large, sometimes it was too small. In both cases it caused the time structure to represent garbage. Fortunately this was fairly easy visible when displaying the current time. Adjusting the size on the other hand was not, reasoning didn't seem to get us anywhere so we ended up using trail and error to determine a workable amount.

A Source Code

Listing 1: strings header file

```
1 #define HOURS "Hours:"
2 #define MINUTES "Minutes:"
3 #define SECONDS "Seconds:"
4 #define CM_STRING "Choose mode:"
5 #define CM_QUIT_STRING "Quit config mode."
6 #define CM_ALARM_STRING "Set alarm?"
7 #define SM_ALARM_STRING "Set alarm:"
8 #define CM_CLOCK_STRING "Set clock?"
9 #define SM_CLOCK_STRING "Set clock:"
```

Listing 2: clock body file

```
1 // SDCC specific defines.
2 #define __18F97J60
3 #define __SDCC__
4 #define THIS_INCLUDES_THE_MAIN_FUNCTION
5
6 #define OVERFLOW_CYCLES 93
7 #define CONFIG_MODE_QUIT -1
8 #define CONFIG_MODE_ALARM 0
9 #define CONFIG_MODE_CLOCK 1
10
11 #include <stdlib.h>
12 #include <stdio.h>
13
14 #include "../Include/HardwareProfile.h"
15 #include "../Include/LCDBlocking.h"
16
17 #include "strings.h"
```

```

18 #include "time.h"
19 #include "clockio.h"
20
21 void init(void);
22 void init_config(void);
23 void init_time(time t, char *);
24
25 void toggle_second_led(void);
26 void toggle_alarm_led(void);
27
28 // Clock time
29 time _time;
30
31 // Alarm time
32 time _alarm;
33
34 // State indicators
35 int alarm_going_off;
36
37 // Counters
38 int alarm_counter;
39 int overflow_counter;
40
41 // Dummy button registers
42 int but1_pressed;
43 int but2_pressed;
44
45 // Flags for marking mode.
46 int config_called;
47 int config_mode_on;
48 int time_update_needed;
49
50 /**
51  * Initializes the program and main loop for checking
52  * for configuration input and updating the LCD.
53  */
54 int main(void) {
55     // Initialize variables.
56     init();
57     // Initialize configuration mode.

```

```

58  init_config();
59  // Do first display update.
60  display_update(_time);
61  while(1) {
62      if(time_update_needed) {
63          time_update_needed = 0;
64          display_update(_time);
65      }
66      if(config_called) {
67          config_called = 0;
68          init_config();
69      }
70  }
71 }
72
73 /**
74  * Start the configuration mode.
75  * This mode is only for setting the alarm or clock.
76  */
77 void init_config(void) {
78     // -1 is quit, 0 is alarm , 1 is clock.
79     int choice = CONFIG_MODE_ALARM;
80     static char *choice_string = CM_ALARM_STRING;
81     config_mode_on = 1;
82     display_line(CM_STRING, choice_string);
83     while(1) {
84         if(read_and_clear(&but2_pressed)) {
85             //Configure the selected config mode.
86             switch(choice) {
87                 case CONFIG_MODE_ALARM:
88                     LCDErase();
89                     init_time(_alarm, SM_ALARM_STRING);
90                     display_line(CM_STRING, choice_string);
91                     break;
92                 case CONFIG_MODE_CLOCK:
93                     LCDErase();
94                     init_time(_time, SM_CLOCK_STRING);
95                     TOCONbits.TMR0ON = 1;
96                     display_line(CM_STRING, choice_string);
97                     break;

```



```

98         default:
99             LCDErase();
100             config_mode_on = 0;
101             return;
102     }
103 }
104 if(read_and_clear(&but1_pressed)){
105     //Cycle trough the config modes.
106     switch(choice){
107         //For the alarm.
108         case CONFIG_MODE_QUIT:
109             LCDErase();
110             choice = CONFIG_MODE_ALARM;
111             choice_string = CM_ALARM_STRING;
112             display_line(CM_STRING,choice_string);
113             break;
114         //For the clock.
115         case CONFIG_MODE_ALARM:
116             LCDErase();
117             choice = CONFIG_MODE_CLOCK;
118             choice_string = CM_CLOCK_STRING;
119             display_line(CM_STRING,choice_string);
120             break;
121         //For quitting.
122         case CONFIG_MODE_CLOCK:
123             LCDErase();
124             choice =CONFIG_MODE_QUIT;
125             choice_string = CM_QUIT_STRING;
126             display_line(CM_STRING,choice_string);
127             break;
128     }
129 }
130 }
131 }
132
133 /**
134  * Sets the given timer with what the user inputs.
135  */
136 void init_time(time t, char *mode){
137     int h, m, s;

```

```

138     h = get_input(24, HOURS, mode, &but1_pressed, &
        but2_pressed);
139     m = get_input(60, MINUTES, mode, &but1_pressed, &
        but2_pressed);
140     s = get_input(60, SECONDS, mode, &but1_pressed, &
        but2_pressed);
141     time_set(t,h,m,s);
142 }
143
144 /**
145  * Toggle the first (red) LED.
146  */
147 void toggle_second_led(void) {
148     LED0_IO^=1;
149 }
150
151 /**
152  * Toggle the second and third (orange) LEDs.
153  */
154 void toggle_alarm_led(void) {
155     LED1_IO^=1;
156     LED2_IO^=1;
157 }
158
159 /**
160  * Handles the high priority interrupts.
161  * Currently both buttons and ticks have high
    priority.
162  */
163 void highPriorityInterruptHandler (void) __interrupt
    (1){
164     // Button 2 causes an interrupt
165     if(INTCON3bits.INT1F == 1){
166         if(!config_mode_on){
167             config_called = 1;
168         } else {
169             but2_pressed = 1;
170         }
171         if(BUTTON0_IO);
172         INTCON3bits.INT1F = 0;

```

```

173     }
174
175     // Button 1 causes an interrupt
176     if(INTCON3bits.INT3F == 1){
177         but1_pressed = 1;
178         if(BUTTON1_IO);
179         INTCON3bits.INT3F = 0;
180     }
181
182     // Timer 0 causes an interrupt
183     if(INTCONbits.TMR0IF == 1) {
184         overflow_counter++;
185         if(overflow_counter == OVERFLOW_CYCLES/2){
186             toggle_second_led();
187         } else if (overflow_counter == OVERFLOW_CYCLES){
188             if(time_equals(_alarm,_time)){
189                 alarm_going_off = 1;
190             }
191             if(alarm_going_off){
192                 alarm_counter++;
193                 toggle_alarm_led();
194                 if(alarm_counter==30){
195                     alarm_going_off =0;
196                     alarm_counter = 0;
197                 }
198             }
199             overflow_counter = 0;
200             toggle_second_led();
201             add_second(_time);
202             if(!config_called && !config_mode_on){
203                 time_update_needed = 1;
204             }
205         }
206         INTCONbits.TMR0IF = 0;
207     }
208 }
209
210 /**
211  * Inintializes all kinds of settings.
212  */

```

```

213 void init(void){
214     // Initialize LCD
215     LCDInit();
216
217     // Initialize time
218     _time = time_create();
219     _alarm = time_create();
220
221     // Enable buttons
222     BUTTON0_TRIS = 1;
223     BUTTON1_TRIS = 1;
224
225     // Enable interrupts
226     INTCONbits.GIE = 1;
227     INTCONbits.PEIE = 1;
228     RCONbits.IPEN = 1;
229
230     // Disable timer
231     T0CONbits.TMR0ON = 0;
232
233     // Empty timer: high before low (!)
234     TMR0H = 0x00000000;
235     TMR0L = 0x00000000;
236
237     // Enable 16-bit operation
238     T0CONbits.T08BIT = 0;
239
240     // Use clock as clock source
241     T0CONbits.T0CS = 0;
242
243     // Unassign prescaler
244     T0CONbits.PSA = 1;
245
246     // Enable timer and interrupts
247     INTCONbits.TMR0IE = 1;
248
249     // Enable button interrupts
250     INTCON3bits.INT1IE = 1;
251     INTCON3bits.INT3IE = 1;
252

```

```

253 // Enable leds
254 LED0_TRIS = 0;
255 LED1_TRIS = 0;
256 LED2_TRIS = 0;
257 LED3_TRIS = 0;
258
259 // Disable all LED but backlight
260 LED0_IO = 0;
261 LED1_IO = 0;
262 LED2_IO = 0;
263 LED3_IO = 1;
264
265 // INITIALIZE OUR OWN VARIABLES.
266 // State indicators
267 alarm_going_off = 0;
268
269 // Counters
270 alarm_counter = 0;
271 overflow_counter = 0;
272
273 // Dummy button registers
274 but1_pressed = 0;
275 but2_pressed = 0;
276
277 // FLAGS FOR MARKING MODE.
278 config_called = 0;
279 config_mode_on = 0;
280 time_update_needed = 0;
281 }

```

Listing 3: clockio header file

```

1 #ifndef __CLOCKIO_H_
2 #define __CLOCKIO_H_
3
4 #define __18F97J60
5 #define __SDCC__
6
7 // Defines for easy use of the LCD.
8 #define START_FIRST_LINE 0

```

```

9  #define START_SECOND_LINE 16
10
11  // INCLUDES
12  #include <stdlib.h>
13  #include <stdio.h>
14
15  #include "../Include/HardwareProfile.h"
16  #include "../Include/LCDBlocking.h"
17
18  #include "time.h"
19
20  void display_string(BYTE pos, char* text);
21  void display_update(time t);
22  void display_line(char *top, char *bottom);
23  int get_input(int maxvalue, char *text, char *mode,
24              int * btn_next, int *btn_confirm);
25  char* to_double_digits(int value);
26  int read_and_clear(int *variable);
27
#endif

```

Listing 4: clockio body file

```

1  #include "clockio.h"
2
3  /**
4   * Displays the given string at the given position on
5   * the LCD.
6   */
7  void display_string(BYTE pos, char* text){
8      BYTE          l = strlen(text);
9      BYTE          max = 32-pos;
10     char          *d = (char*)&LCDText[pos];
11     const char *s = text;
12     size_t         n = (l<max)?l:max;
13     if (n != 0)
14         while (n-- != 0)*d++ = *s++;
15     LCDUpdate();
16 }

```

```

17  /**
18   * Updates the display and prints the current time.
19   */
20  void display_update(time t){
21      char display_line[32];
22      time_print(t, display_line);
23      display_string(0, display_line);
24  }
25
26  /**
27   * Display strings on first and second line of LCD
      display.
28   */
29  void display_line(char *top, char *bottom){
30      display_string(START_FIRST_LINE, top);
31      display_string(START_SECOND_LINE, bottom);
32  }
33
34  /**
35   * Gets the desired value for the given setting.
36   */
37  int get_input(int maxvalue, char *text, char *mode,
      int * btn_next, int *btn_confirm){
38      BYTE length = strlen(text);
39      int value = 0;
40      display_line(mode, text);
41      while(1){
42          if(read_and_clear(btn_confirm)){
43              LCDErase();
44              return value;
45          }
46          if(read_and_clear(btn_next)){
47              value = (++value)%maxvalue;
48          }
49          display_string(START_SECOND_LINE + length + 1,
              to_double_digits(value));
50      }
51  }
52
53  /**

```

```

54  * Returns a pointer to a string of the double digit
    representation of the given value.
55  */
56  char* to_double_digits(int value){
57      static char buffer[3];
58      sprintf(buffer, "%02d", value);
59      return buffer;
60  }
61
62  /**
63   * Returns whether the given int represents true and
    sets it to false.
64   */
65  int read_and_clear(int *variable){
66      if(*variable){
67          *variable = 0;
68          return 1;
69      }
70      return 0;
71  }

```

Listing 5: time header file

```

1  #ifndef __NTIME_H_
2  #define __NTIME_H_
3
4  struct time_struct;
5  typedef struct time_struct *time;
6
7  time time_create();
8  void time_set(time t, int hours, int minutes, int
    seconds);
9
10 int set_hours(time t, int value);
11 int set_minutes(time t, int value);
12 int set_seconds(time t, int value);
13
14 void add_second(time t);
15 void add_minute(time t);
16 void add_hour(time t);

```



```

17
18 void time_print(time t, char* str);
19 int time_equals(time t1, time t2);
20
21 #endif

```

Listing 6: time body file

```

1 #include "time.h"
2
3 #include <stdio.h>
4 #include <stdlib.h>
5 #include <malloc.h>
6
7 unsigned char _MALLOC_SPEC heap[56];
8
9 struct time_struct {
10     int hours;
11     int minutes;
12     int seconds;
13 };
14
15 time time_create(){
16     time t = (time)malloc(sizeof (struct time_struct))
17     ;
18     time_set(t,0,0,0);
19     return t;
20 }
21 void time_set(time t, int hours, int minutes, int
22     seconds){
23     set_hours(t,hours);
24     set_minutes(t,minutes);
25     set_seconds(t,seconds);
26 }
27
28 int set_hours(time t, int value){
29     int overflow = value/24;
30     t->hours = value%24;
31     return overflow;

```

```

31 }
32
33 int set_minutes(time t, int value){
34     int overflow = value/60;
35     t->minutes = value%60;
36     return overflow;
37 }
38
39 int set_seconds(time t, int value){
40     int overflow = value/60;
41     t->seconds = value % 60;
42     return overflow;
43 }
44
45 void add_second(time t){
46     if(set_seconds(t,t->seconds + 1) != 0)
47         add_minute(t);
48 }
49
50 void add_minute(time t){
51     if(set_minutes(t,t->minutes + 1) != 0)
52         add_hour(t);
53 }
54
55 void add_hour(time t){
56     set_hours(t,t->hours + 1);
57 }
58
59 void time_print(time t, char* str){
60     sprintf(str, "%02d:%02d:%02d", t->hours, t->minutes,
61         t->seconds);
62 }
63
64 int time_equals(time t1, time t2){
65     if(t1->seconds != t2->seconds)
66         return 0;
67     if(t1->minutes != t2->minutes)
68         return 0;
69     if(t1->hours != t2->hours)
70         return 0;

```

```
70  return 1;  
71  }
```