

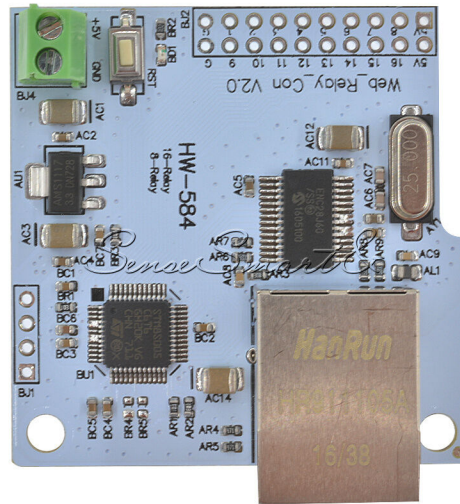
Network Module Manual

Replacement Firmware for the
Web_Relay_Con V2.0 HW-584
January 26, 2021

Major Update

Code Rev 20210123 1257 and higher
Document revised Jan 26, 2021

Introduction



Did you buy one (or more) of these Network Modules and then find disappointment in the software on the board?

- All of the modules have the same MAC address. That's a problem if you want more than one on your network. And the supplier does not give you a way to change the MAC.
- If you change the IP Address the device returns to its default IP Address when it power cycles. That makes it pretty much useless even if you only put one on your network - unless you're OK with it always having IP Address 192.168.1.4.

I was disappointed enough that I decided to reprogram the device to provide a web server interface that let's you change the IP Address, Gateway (Default Router) Address, Netmask, Port number (a REAL port number), and MAC Address. I also added the ability for the device to remember all these settings through a power cycle. Any Output

settings you make are also saved through a power cycle (Outputs typically being Relay controls).

Code Rev 20201116 0256 and higher: Added support for MQTT.

Code Rev 20201220 1321: Significantly changed the MQTT command set to comply with Home Assistant standards.

Code Rev 20201230 0411: Added Home Assistant Auto Discovery functionality.

Code Rev 20210123 1257: Major changes to the Web Browser User Interface and migration to a single code load for Browser and MQTT applications. Help is now provided via a link to the GitHub site. Network Statistics are no longer available. NOTE: When upgrading to this release from a prior release all settings are retained EXCEPT Input Output pin settings. After upgrade you will need to reconfigure the pins. You will be able to set individual pins as Input or Output, each pin has its own Invert function, and each pin can be set to be On / Off / or Retained through a power loss.

Beginning with the 20210123 1257 revision the code is supplied in a single version to provide all pin Input/Output configurations and MQTT functionality.

NOTE 1: The software provided in this project only works with the “Web_Relays_Con V2.0 HW-584” which is based on the STM8S-005 or STM8S-105 processor and ENC28J60 ethernet controller. I haven't tried it with any other version of the hardware. I think the V.1 FC-160 is based on a Nuvoton processor and this code and the tools are incompatible.

NOTE 2: I am not in any way associated with the manufacturer of this device. I only wrote code to run on it for my own hobby purposes, and I am making it available for other hobbyists.

NOTE 3: If you're looking to buy these modules the best source I've found is eBay. Best search term is “ENC28J60 Network Module”. I've also seen them on Amazon, Banggood, and Aliexpress. In some cases they show photos of both the V.1 and V2.0 versions, but don't provide a way of specifying which one you want. You may need to communicate with the seller to be sure you'll get the V2.0 device.

Thank You!

Many thanks to Carlos Ladeira for his help with user interface ideas, many hours of testing, and his patience during development of the MQTT version of this code. And many thanks to Jevdeni Kiski for his guidance and code contributions in developing the Home Assistant interface and new Configuration interface. We've ended up with a much better project as a result.

Document License

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Change Log

June 20, 2020 – Initial Release

August 2, 2020 – Added descriptions of “8 Output / 8 Input” and “16 Input” configurations.

August 6, 2020 – Added a note to make sure people know they don’t need to set up a development environment unless they need to change the code.

August 20, 2020 – Added a note on editing the .stp file

November 16, 2020 – Major change: Added MQTT support

Other changes:

- Changed the GUI to have a Configuration page in place of the former Address Settings page
- Moved the device Name input field to the new Configuration page
- Moved the Relay Invert control to the new Configuration page
- Added an Input Invert control
- Added the ability to select whether all relays retain their state, are all forced off, or are all forced on when a power cycle occurs. This is in the “Config” settings added to the Configuration page.
- Added the ability to select whether the Ethernet interface operates in Half or Full Duplex.
- Added the ability to configure settings for MQTT Broker IP Address and Port.
- Added the ability to provide options MQTT ID and Password information.
- Added MQTT connection status indicators in the Configuration page.
- Fixed several corner case bugs in the web server code that were causing anomalous behavior in browsers.

November 19, 2020 – Minor edits to this document:

- Corrected the screen shot for the MQTT IO Control page
- Changed text to indicate that Full Duplex worked with some unmanaged switches, but not all.
- Added that you can use “all” to turn all relays on or off with MQTT.

November 21, 2020 – Minor change to code and this document:

- Fix to the “short form” Input pin state information – it was not showing correctly if the Invert function was on.
- Added tables showing how the displayed pin states relate to the physical pin voltages.
- Added an error count statistics display to the MQTT version of the code.

November 26, 2020 – Document changes only:

- Rearranged some sections in the document.
- Added EEPROM bit field definitions.
- Added tables showing relationship of browser and MQTT fields to pin logic levels.

November 30, 2020

Code changes:

- o Added the /98 REST command
- o Corrected typo in the HELP pages that mis-stated the REST command numbers.

Document changes:

- o Added section describing all the REST commands.

December 2, 2020

Code changes:

- o Fixed issue regarding browsers on multiple IP addresses.
- o Fixed issue regarding browser interference on page changes.

Document changes:

- o Added section to describe functional limitations (like number of browser sessions, browser interference).
- o Added section on an alternative method for entering the initial IP Address.

December 4, 2020

Code changes:

- o Code change made to reduce or eliminate relay state changes during reboot.

Document changes:

- o Added section on alternative hardware design methods for maintaining relays states during power loss.

December 18, 2020 Code Revision 20201218 2202

Code changes:

- o Fixed bug in RXERIF diagnostic counter (MQTT builds only).
- o Significant rewrite of timing functions around the MQTT code to improve the rate at which MQTT commands can be executed.
- o Added Independent Watchdog (hardware watchdog) to restart the module should it hang.
- o Removed the Error Statistics button from the MQTT builds.
- o Added EEPROM lock-out except when intentionally making EEPROM changes.

Document changes:

- o Relocated the MQTT Error Statistic description

December 21, 2020

MAJOR CHANGE: Changed all MQTT commands to match the Home Assistant standard.

Code changes:

- Fixed timing issue in MQTT command processing
- Changed all MQTT commands to match the Home Assistant standard.
- Simplified the appearance of the browser interface to make code space available for continued MQTT development.

Document changes:

- Updated MQTT command list

December 30, 2020 Code Revision 20201230 0411

Code changes:

- Added window sizing to improve appearance on small devices (iPhone etc).
- Added Home Assistant Auto Discovery including a Config setting to enable Auto Discovery.
- Changed reset button routine to prevent hardware watchdog from firing while button is pressed.

Document changes:

- Added description of Auto Discovery and associated Config setting

January 23, 2021 Code Revision 20210123 1257

MAJOR CODE UPDATE. This code update will retain the majority of your settings from previous releases like your IP addresses, Port numbers, and MAC address.

However, you need to re-enter settings associated with the IO pins (Input/Output, Invert, after Boot State, etc). This will be readily apparent in the Browser GUI. Note that the default is for all pins to be Input pins.

Code changes:

- Updated GUI to improve the way IP Addresses and MAC numbers are entered.
- Updated GUI and code to provide a single build for Browser and MQTT configurations.
- Updated GUI and code to allow each pin to be individually configured as an input or output, and to allow each pin to be individually configured for Invert and Power On state.
- “Help” no longer fits in the Flash on the module, so a link was added to get to documentation on the GitHub site.
- Added a checkbox based “Features” field to replace the former “Config” bytes.
- Improved the Home Assistant Auto Discovery feature to better control population of the Home Assistant device management screen when Pin configurations are changed.

Document changes:

- Describe above code changes
- Changed Screen Shots

- Replaced Config Settings section with Feature Settings section
- Added section on Individual IO Settings
- Updated REST commands
- Eliminated section “Notes on Compiling Different Configurations”
- Updated section “Location of EEPROM Variables”
- Added section “Alternative Way to Force Defaults”
- Updated section “Programming the Module” to reflect use of a single release for all configurations.

January 26, 2021 Code Revision 20210126 0355

Code changes:

- Repaired Debug Statistics functionality, HOWEVER that functionality is still not enabled due to lack of space and continuing work on other features and bug fixes.

Document changes:

- None.

January 26, 2021 Code Revision 20210126 0527

Code changes:

- Fixed two bugs where a integer-to-hex conversion was being made that should have been integer-to-decimal.

Document changes:

- None.

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Screen Shots and Usage

IO Control

Name: NetworkModule-186

Input #1 ☒

Input #2 ☒

Input #3 ☒

Input #4 ☒

Input #5 ☒

Input #6 ☒

Input #7 ☒

Input #8 ☒

Input #9 ☒

Input #10 ☒

SET

Output #11 ☒ ☐ ON ☒ OFF

Output #12 ☒ ☐ ON ☒ OFF

Output #13 ☒ ☐ ON ☒ OFF

Output #14 ☒ ☐ ON ☒ OFF

Output #15 ☒ ☐ ON ☒ OFF

Output #16 ☒ ☐ ON ☒ OFF

Device name display. The name can be changed on the Configuration page.

Color coded quick reference for Input and Output states

Relays are turned on and off with radio buttons

Changes take effect when you click on Save

You can Undo your changes before you save

Page Refresh

Navigation to Configuration page

Screen Shots and Usage

Configuration

Name Enter a device name of your choosing so that you can easily tell which Network Module you are connected to

IP Address Change IP Address, Gateway Address, ~~Netmask~~, Port Number, MAC Address

Gateway

Netmask

Port

MAC Address Use caution when changing Configuration settings. If you make a mistake you may have to restore factory defaults by holding down the reset button for 10 seconds.

Features
☐ Full Duplex
☒ HA Auto
☒ MQTT
 Make sure the MAC you assign is unique to your local network. Recommended is that you just increment the lowest octet and then label your devices for future reference.

MQTT Server

MQTT Port

MQTT Username

MQTT Password

MQTT Status ■ ■ ■ ■ ■ MQTT Server settings, Username, and Password
MQTT Status indicators to show connection progress

IO	Type	Invert	Boot state
#1	<input type="text" value="input"/>	<input checked="" type="checkbox"/>	
#2	<input type="text" value="input"/>	<input type="checkbox"/>	
#3	<input type="text" value="input"/>	<input type="checkbox"/>	
#4	<input type="text" value="input"/>	<input type="checkbox"/>	
#5	<input type="text" value="input"/>	<input type="checkbox"/>	
#6	<input type="text" value="input"/>	<input type="checkbox"/>	
#7	<input type="text" value="input"/>	<input type="checkbox"/>	
#8	<input type="text" value="input"/>	<input type="checkbox"/>	
#9	<input type="text" value="input"/>	<input type="checkbox"/>	
#10	<input type="text" value="input"/>	<input type="checkbox"/>	
#11	<input type="text" value="output"/>	<input type="checkbox"/>	<input type="text" value="off"/>
#12	<input type="text" value="output"/>	<input type="checkbox"/>	<input type="text" value="on"/>
#13	<input type="text" value="output"/>	<input type="checkbox"/>	<input type="text" value="retain"/>
#14	<input type="text" value="output"/>	<input checked="" type="checkbox"/>	<input type="text" value="off"/>
#15	<input type="text" value="output"/>	<input type="checkbox"/>	<input type="text" value="off"/>
#16	<input type="text" value="disabled"/>		

Configure each IO as: Input/Output/Disabled – do this first and Save, then configure Invert and Boot State

The ~~IOControl~~ Display shows "ON" or "OFF". The Invert setting is used to invert the condition on the ~~physical~~ pin.

The Boot state setting lets you control how the Output state is handled when the device reboots.
 Off – The Output will go to the OFF state (which can be high or low depending on the Invert setting).
 On – The Output will go to the ON state.
 Retain – The Output will go to the state it was in prior to reboot.

Save **Undo All** Changes take effect when you click Save
You can Undo changes before you save them

Code Revision 20210121 1438
[Help Wiki](#) Link to the ~~GitHub~~ Wiki page for this firmware

Reboot Page Refresh
Navigation to ~~IOControl~~ page

Refresh **IO Control**

If you change the highest octet of the MAC you MUST use an even number to form a ~~unicast~~ address. 00, 02, ... ~~fc, fe~~, etc work fine. 01, 03 ... ~~fd, ff~~ are for multicast and will not work.

Screen Shots and Usage

1111110111111011

HTML output page with a short form representation of the Relay states. Useful to app writers.

Relay states are Relay 1 on the left, Relay 16 on the right.

This display will look the same with the /98 and /99 command.

Notes on Feature Settings

The Features checkboxes on the Configuration page let you modify operation of the code as follows:

	<input type="checkbox"/> F/H
Features	<input checked="" type="checkbox"/> HA
	<input checked="" type="checkbox"/> MQTT

Full Duplex Setting:

The Full Duplex checkbox determines the Half / Full Duplex Ethernet communication method. **The default setting is Half Duplex because that is the most reliable setting for the ENC28J60 Ethernet chip.** Since all the Ethernet transactions that will occur with the module are small and infrequent there is no real performance advantage to using Full Duplex.

During test it was found that Cisco business level switches exhibited Half Duplex timing that the ENC28J60 cannot handle, the symptom being a device disconnect (and automatic recovery) every few hours. This isn't the fault of the Cisco switch, rather it appears to be the fault of errata in the ENC28J60. During test it was determined that we could get around this issue when connected to the Cisco switch by enabling Full Duplex mode in the ENC28J60. While there was concern that this would not work (due to chip spec notes and online discussion over the years), it seemed to run error free. There may be other switches which show the same issue. Again, the reason Full Duplex works may be the very low messaging rate used with the Network Module which eliminates the need for flow control.

Note 1: The spec for the chip indicates that Full/Half Duplex auto-negotiation DOES NOT work. However, experimentation showed that both Full and Half Duplex worked with some unmanaged switches, but not with others. Problems were always running Half Duplex only with the Cisco 1G managed switch. No problem was seen running Half Duplex with a Cisco 10/100 managed switch.

Note 2: If you choose to use the Full Duplex setting note that the spec says the Switch port the device is connected to MUST be manually configured for Full Duplex operation ... even though our testing did not always show that to be the case. Of course we had a limited number of switches and this might be an issue on some other switch.

Note3: Feel free to experiment with this setting at your own risk to see what works best in your network configuration. I recommend you use Half Duplex and only try Full Duplex if you have issues.

HA Auto:

The Home Assistant Auto Discovery setting enables the Network Module to send MQTT Auto Discovery Publish messages to your Home Assistant server. Checking this setting will automatically enable MQTT (and the MQTT checkbox will automatically be set). Do not enable this setting unless you are operating in an MQTT environment with Home Assistant.

MQTT:

Checking this box will enable the MQTT interface. HA Auto DOES NOT need to be enabled with MQTT. This will allow you to operate with MQTT servers without using Home Assistant, OR it will enable you to use Home Assistant without Auto Discovery.

Notes on Individual IO Settings

The Individual IO Settings drop down and check boxes on the Configuration page lets you modify functionality of each IO as follows:

IO	Type	Invert	Boot state
#1	input ▾	<input checked="" type="checkbox"/>	
#2	input ▾	<input type="checkbox"/>	
#3	input ▾	<input type="checkbox"/>	
#4	input ▾	<input type="checkbox"/>	
#5	input ▾	<input type="checkbox"/>	
#6	input ▾	<input type="checkbox"/>	
#7	input ▾	<input type="checkbox"/>	
#8	input ▾	<input type="checkbox"/>	
#9	input ▾	<input type="checkbox"/>	
#10	input ▾	<input type="checkbox"/>	
#11	output ▾	<input type="checkbox"/>	off ▾
#12	output ▾	<input type="checkbox"/>	on ▾
#13	output ▾	<input type="checkbox"/>	retain ▾
#14	output ▾	<input checked="" type="checkbox"/>	off ▾
#15	output ▾	<input type="checkbox"/>	off ▾
#16	output ▾	<input type="checkbox"/>	off ▾

Type Drop Down Settings:

Each IO has a “Type” drop down box that lets you configure each IO as follows:

Input – Self explanatory. Sets the IO as an input.

Output – Self explanatory. Sets the IO as an output.

Disabled – In Browser applications a Disabled Input or Output will not appear in the IO Control page. REST commands will also not affect a Disable Output. In Home Assistant applications a Disabled Input or Output will result in a Config message with an empty payload, resulting in that IO being deleted from the Home Assistant configuration.

IMPORTANT: Set the Input/Output/Disabled setting, THEN Save, THEN make other setting changes.

VERY IMPORTANT: Be sure you understand your hardware design. You must avoid setting an IO as an Output if the associated pin is tied to VCC or Ground, as that is likely to damage the output driver on the processor. If your hardware design can provide high levels of input current on a pin make sure that pin is defined as an Input.

Invert Settings:

Each IO has an “Invert” checkbox.

Effect on Inputs:

If not checked, a low voltage on the Input pin will display as OFF in the IOControl page and will be reported as OFF to MQTT clients.

If checked, a low voltage in the Input pin will display as ON in the IOControl page and will be reported as ON to MQTT clients.

Effect on Outputs:

If not checked, an OFF indication in the IOControl page or MQTT Client will result in a low voltage on the Output pin.

If checked, an OFF indication in the IOControl page or MQTT Client will result in a high voltage on the Output pin.

Since some devices connected to Output pins may be in an ON state with a low voltage, and others may be in an OFF state with a low voltage you will need to figure out what the Invert setting should be for your specific design. It is really a simple matter of connecting your peripheral device, setting ON or OFF in the Browser, then checking the Invert box as needed so that an ON state in the Browser matches an ON condition in your peripheral.

Boot State Settings:

Each IO has a “Boot State” dropdown box. The effect of each setting is as follows:

Off: After boot the state of the Output is OFF.

On: After boot the state of the Output is ON.

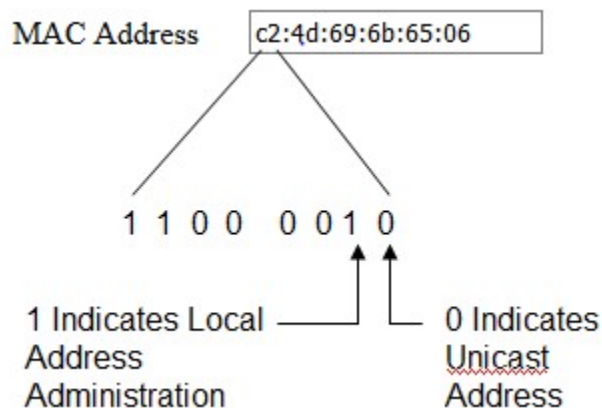
Retain: After boot the state of the Output is the same as it was before boot.

Notes on the MAC Address

When new the Network Modules all have the same MAC address. This obviously doesn't work when you try to put more than one on a network.

A MAC address is only used within your network. Your router(s) and switch(es) use the MAC address as the means of uniquely addressing all the hardware in your network. The MAC address does not appear outside your network so it only needs to be unique to YOUR network, not to the entire world. This being the case, you only need to make sure that any MAC address you put in the Network Module does not conflict with any other hardware in your local network.

The default MAC address value in the code provided is just a random value with the exception that it has the two least significant bits of the most significant octet arranged to make it a "Unicast" and "Locally Administered Address (LAA)" as illustrated here. You MUST make sure you use a LAA and Unicast address.



All other bits and octets in the MAC address (including those in the most significant octet) can be anything you want as long as you set the two bits above as shown.

Despite this being a LAA MAC address there is still some very remote possibility the MAC you pick will conflict with some other hardware you have on your network. You can search on Google to find methods of finding all MAC addresses on your network – the method you choose will depend on your level of expertise. Generally this is not required, and if you suspect a conflict you may just find it easier to try a different MAC address on the Network Module. Maybe make the middle four octets something you fancy.

A good reference for MAC address explanations is here:

https://en.wikipedia.org/wiki/MAC_address

If you are installing multiple devices on your network I suggest that you just change the values in the least significant octet and leave the others as-is. I advise you add a label to your Network Module with the MAC you programmed into it.

Notes on REST Commands

A REST (Representational State Transfer) type of interface has been implemented to enable access to Input/Output states and other functions without the use of the browser. This is to enable development of external programs to operate the Network Module without use of the full GUI. If Help pages are enabled in the build you are using some of this information is available there, but Flash memory space is limited and the Help pages are one of the first places that are reduced to make memory available for additional code. A complete list of the REST commands is provided here.

For all commands enter an http request as follows:

`http://IP:Port/xx`

where

- IP = the Network Module IP Address, for example 192.168.1.4
- Port = the Network Module Port number, for example 8080 (Port number may be omitted if the device is set to Port 80)
- xx = one of the codes below

00 = IO 1 OFF	08 = IO 5 OFF	16 = IO 9 OFF	24 = IO 13 OFF
01 = IO 1 ON	09 = IO 5 ON	17 = IO 9 ON	25 = IO 13 ON
02 = IO 2 OFF	10 = IO 6 OFF	18 = IO 10 OFF	26 = IO 14 OFF
03 = IO 2 ON	11 = IO 6 ON	19 = IO 10 ON	27 = IO 14 ON
04 = IO 3 OFF	12 = IO 7 OFF	20 = IO 11 OFF	28 = IO 15 OFF
05 = IO 3 ON	13 = IO 7 ON	21 = IO 11 ON	29 = IO 15 ON
06 = IO 4 OFF	14 = IO 8 OFF	22 = IO 12 OFF	30 = IO 16 OFF
07 = IO 4 ON	15 = IO 8 ON	23 = IO 12 ON	31 = IO 16 ON

55 = All Outputs ON

56 = All Outputs OFF

60 = Show IOControl Page

61 = Show Configuration Page

65 = Flash LED

91 = Reboot

98 = Show Short Form IO Settings (without HTML formatting)

99 = Same as /98

Note1: Output control commands (00 to 31) only work for IO defined as an Output. If the IO referenced in the command is an Input no action is taken.

Note 2: Commands 98 and 99 provide the IO states as 16 alphanumeric characters WITHOUT any HTML formatting. Both commands produce the same result for

backward compatibility. This command may be useful to some external applications that automate interaction with the Network Module using URL style commands.

Notes on MQTT

This is not a tutorial on MQTT as there are a lot of great resources online to bring you up to speed if you are just getting started with this protocol. Here I am only including notes on the tools and methods used in test of the MQTT functionality on the Network Module.

Configuration Settings:

First a discussion of the Configuration page parameters associated with MQTT

MQTT Server	<input type="text" value="192.168.1.106"/>
MQTT Port	<input type="text" value="1883"/>
MQTT Username	<input type="text"/>
MQTT Password	<input type="password"/>
MQTT Status	<div><div></div><div></div><div></div><div></div><div></div></div>

At this date the MQTT Broker Server must be specified in the form of an IP Address (as opposed to a URL). In future versions I may be able to allow use of a URL for the Broker Server.

The MQTT Port is self explanatory. The MQTT default value of 1883 automatically appears, but you can enter any port number you have assigned to MQTT on your Broker Server.

Security:

The MQTT Username and MQTT Password are optional and only required if you've set up your Broker to require them.

IMPORTANT: SSL/TSL are NOT implemented due to memory restrictions. I haven't found any implementations that are small enough to fit in the flash space available on the Network Module, so I don't expect this to ever be possible.

If security is really important due to the need to access MQTT on the device from the internet I suggest using access to your internal MQTT Broker Server in a secure way, then letting the Broker Server pass all messages on your internal network. You don't have to do it this way, but this is a suggestion for improving security rather than just exposing the device to the internet.

Tools and test methods:

Tools used in development and test of the MQTT functionality:

- The Mosquitto Broker was used on a Windows 10 laptop and worked very well with the Network Module.
- Chrome with MQTTLens was used at various points to provide a manual MQTT subscribe and publish interface.
- NodeRed was used to drive automated MQTT messages.
- Carlos Ladeira used Home Assistant in concert with NodeRed and the Mosquitto Broker in a Linux environment to perform extensive long run testing.

You aren't restricted to the above. Any tools and interfaces that are MQTT compliant should work just as well. But if you are just getting started I can recommend the above as a good place to start.

MQTT Status Indicators:

MQTT Status 

The MQTT Status indicators show connection progress with the MQTT Server and Broker:

Box 1 - Indicates that the MQTT Connection process has started.

Box 2 - Indicates a successful ARP reply from the Server.

Box 3 - Indicates a successful TCP connection with the Server.

Box 4 - Indicates the MQTT Broker has responded (Connect phase)

Box 5 - Indicates initial communication with the Broker has completed successfully (initial subscribe and publish messages completed).

Once all 5 boxes are green the Network Module is connected to the Broker and normal MQTT communications can proceed.

Reminder regarding the Output “Boot State” setting:

A reminder regarding the Output Boot State setting for the Outputs on the Configuration page: If you select ‘Retain’ the Output states are written to the EEPROM every time an Output changes state. If you anticipate a lot of Output state changes you may wear out the EEPROM with too many changes to the Output states.

Client Publish and Subscribe messaging:

The Client **Publishes** the following messages to control outputs:

NetworkModule/<devicename>/output/xx/set	Payload: "ON" or "OFF"
NetworkModule/<devicename>/output/all/set	Payload: "ON" or "OFF"
NetworkModule/<devicename>/state-req	Payload: none

Where “xx” is the IO number of the Output

The Client **Subscribes** to the following:

NetworkModule/<devicename>/availability
This Subscribe enables the Client to receive the Network Module online / offline messages.

NetworkModule/<devicename>/input/+
NetworkModule/<devicename>/output/+
These two Subscribes enable the Client to receive changes in Input and Output states. The "+" causes the broker to send the client the IO state messages without reflecting the client's own "set" commands back to the client (reduces traffic).

NetworkModule/<devicename>/state
This allows the client to receive the responses to the state-req Publish commands that the Client sends.

The Network Module **Publishes** the following when an IO state change occurs:

NetworkModule/<devicename>/input/xx	Payload: "ON" or "OFF"
NetworkModule/<devicename>/output/xx	Payload: "ON" or "OFF"

Where “xx” is the IO number of the Input or Output

The Network Module **Publishes** the following in response to receiving a state-req Publish message:

NetworkModule/<devicename>/state Payload: see below
The payload consists of two bytes with the bits organized as follows:
First byte:
 Bit 7 = IO 16 state (1 = ON, 0 = OFF)
 Bit 6 = IO 15 state
 Bit 5 = IO 14 state
 Bit 4 = IO 13 state
 Bit 3 = IO 12 state
 Bit 2 = IO 11 state
 Bit 1 = IO 10 state
 Bit 0 = IO 9 state
Second byte:
 Bit 7 = IO 8 state
 Bit 6 = IO 7 state
 Bit 5 = IO 6 state

Bit 4 = IO 5 state
Bit 3 = IO 4 state
Bit 2 = IO 3 state
Bit 1 = IO 2 state
Bit 0 = IO 1 state

Note that Disabled IO will still have either an ON or OFF state – dependent on the last state seen for that IO. The user application is responsible for knowing which IO are Enabled and Disabled when using the above response.

The Network Module **Subscribes** to the following topics when it connects to the Broker:

NetworkModule/<devicename>/output/+/set

This Subscribe enables the Network Module to receive output Publish commands from Clients. The + as used above causes the broker to send the module the "set" commands, but won't reflect the modules own IO state messages back to the module (reduces traffic).

NetworkModule/<devicename>/state-req

This Subscribe enables the Network Module to receive the state-req Publish command from Clients

When the Network Module connects to the Broker it will establish a "last will" message of "offline" with the will topic "NetworkModule/<devicename>/availability"

When the Network Module connects to the Broker it will Publish to the following topics:

NetworkModule/<devicename>/availability Payload: online

NetworkModule/<devicename>/input/xx Payload: "ON" or "OFF"

NetworkModule/<devicename>/output/xx Payload: "ON" or "OFF"

Where "xx" is the IO number for the Input or Output.

No Publish occurs for a Disabled IO.

Home Assistant Auto Discovery Publish messaging:

If the HA Auto checkbox is set to enable the Network Module **Publishes** the following messages at boot time:

For each Output:

homeassistant/switch/<macaddress>/xx/config Payload: see below

homeassistant/binary_sensor/<macaddress>/xx/config Payload: empty

The "binary_sensor" message with an empty payload makes sure that Home Assistant will delete any prior configuration on this IO where the IO was previously defined as an Input.

For each Input:

homeassistant/binary_sensor/<macaddress>/xx/config Payload: see below

homeassistant/switch/<macaddress>/xx/config Payload: empty
The “switch” message with an empty payload makes sure that Home Assistant will delete any prior configuration on this IO where the IO was previously defined as an Output.

For each Disabled IO:

homeassistant/binary_sensor/<macaddress>/xx/config Payload: empty
homeassistant/switch/<macaddress>/xx/config Payload: empty
These “empty payload” messages sure that Home Assistant will delete any prior configuration on this IO.

In the above topics <macaddress> is the MAC address of the Network Module. The “xx” is the IO number. Outputs are defined as “switch” topics, and Inputs are defined as “binary_sensor” topics.

Where a Payload is not empty it takes this form for the “switch” topics:

```
{
  "uniq_id": "<macaddress>_output_01",
  "name": "<devicename> output 01",
  "~": "NetworkModule/<devicename>",
  "avty_t": "~/availability",
  "stat_t": "~/output/01",
  "cmd_t": "~/output/01/set",
  "dev": {
    "ids": ["NetworkModule_<macaddress>"],
    "mdl": "HW-584",
    "mf": "NetworkModule",
    "name": "<devicename>",
    "sw": "<code_revision>"
  }
}
```

The above example is for an Output on IO 01.

<macaddress> is replaced with the MAC address of the Network Module as entered on the Configuration page..

<devicename> is replaced with the Name of the Network Module as entered on the Configuration page.

<code_revision> is replaced with the code revision for the firmware programmed into the Network Module.

Where a Payload is not empty it takes this form for the “binary-sensor” topics:

```
{
  "uniq_id": "<macaddress>_input_01",
  "name": "<devicename> input 01",
  "~": "NetworkModule/<devicename>",
  "avty_t": "~/availability",
  "stat_t": "~/input/01",
}
```



```
"dev": {  
  "ids": ["NetworkModule_<macaddress>"],  
  "mdl": "HW-584",  
  "mf": "NetworkModule",  
  "name": "<devicename>",  
  "sw": "<code_revision>"  
}
```

The above example is for Input on IO 01.

<macaddress> is replaced with the MAC address of the Network Module as entered on the Configuration page..

<devicename> is replaced with the Name of the Network Module as entered on the Configuration page.

<code_revision> is replaced with the code revision for the firmware programmed into the Network Module.

Notes on MQTT Error Statistics

THIS FUNCTIONALITY MAY NOT BE AVAILABLE DUE TO VERY LIMITED MEMORY RESOURCES.

MQTT Error Statistics are accessible only via the http command “http://IP:Port/66”. The statistics are only useful for developers, and in particular if using Cisco business class switches.

If you enter the command you’ll get a display similar to this:

```
Runtime 0000000003
RXERIF 0000000000
TXERIF 0000000000
TRANSMIT 0000000010
R timeouts 0000000000
Not OK 0000000000
Disconnects 0000000000
Stack error 0000000000
```

[Configuration](#)

[Refresh](#)

Runtime - # of seconds since boot

RXERIF – count of RXERIF errors (see ENC28J60 documentation)

TXERIF – count of TRXERIF errors (see ENC28J60 documentation)

TRANSMIT – count of transmission from the ENC20J60

R timeouts – count of response timeouts in the MQTT code

Not OK – count of MQTT Not OK events in the MQTT code

Disconnects – count of MQTT Broker disconnects as detected in the MQTT code

Stack error – not a counter, 1 will indicate detection of a stack overflow

The Error Statistics page is “semi-hidden” because it can be very confusing to the typical user.

The content of the Error Statistics page is likely to change as the code matures. It was added to assist with testing of MQTT performance using a variety of switches. One critical finding is that the statistics are not completely consistent, likely due to the number of variables affecting the values. Still, they can be useful for relative measurements when determining if you might have unusually high error rates on your network, and/or if you might need to experiment with the Half / Full Duplex setting. These counters are only cleared by a reboot.

The RXERIF error indicates that the ENC28J60 experienced a receive buffer overflow condition. This likely indicates extremely high network traffic. The impact is that packets received at the Network Module may be dropped.

The TXERIF error indicates that a transmit abort has occurred. This error can occur as a result of the following;

- 1) Excessive Ethernet packet collisions
- 2) Late collisions
- 3) Transmission was unable to occur because the medium was occupied for too long.

It is normal to see transmit or receive errors, just not "too many", which is somewhat arbitrary. On a LAN with well behaving clients and good cabling you may only see one error every few months. Communication over WiFi, WAN, or Internet will see much higher error rates. And the error rate depends on how much traffic is occurring. Some users may never see an error indication, which is great. Others may see lots of errors, which may be 'normal' or may indicate a problem depending on their specific environment.

These counters are included because they were useful during development to help determine that Full Duplex worked much better than Half Duplex on the Cisco managed switches. With Half Duplex a TXERIF error was occurring several times per day, accompanied by an MQTT disconnect (and automatic reconnect). Once Full Duplex was enabled zero errors were seen for several weeks in the Cisco configuration. On the other hand, TXERIF errors were seen when Full Duplex was used with some unmanaged switches, and no errors when those same switches were used with Half Duplex.

Your specific configuration and conditions may require some experimentation to get the best result.

Note: The "Seconds since boot" counter is approximate. The Network Module does not have a highly accurate clock, and there will be an accumulating deviation from real time, particularly if the counter is run for a long period. But, it is close enough for this purpose.

Notes on Configuration Debug and pin_control Bytes

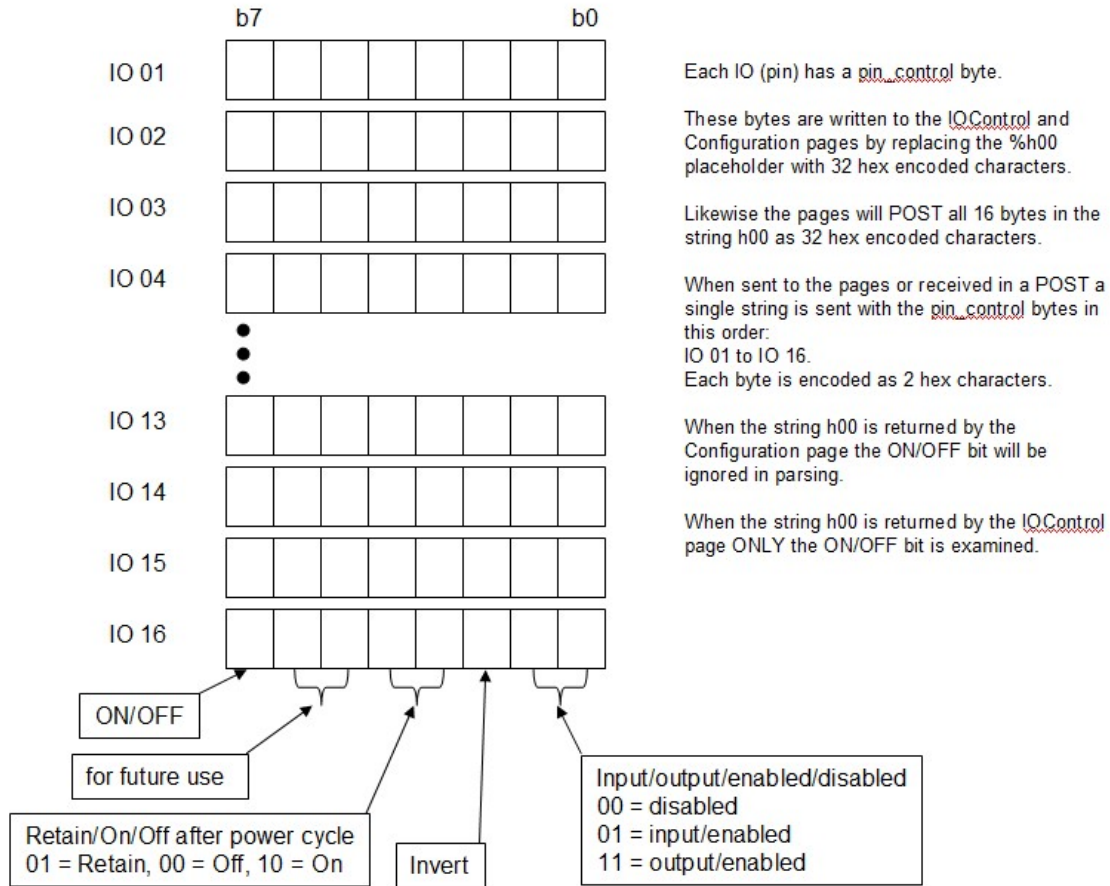
This information is only useful to developers.

The Configuration page contains a debug feature useful for development. If you go to the Configuration page, add #d to the URL, then click Refresh a column of numbers will appear to the right of the settings as illustrated here:

IO	Type	Invert	Boot state	
#1	input ▾	<input checked="" type="checkbox"/>		5
#2	input ▾	<input type="checkbox"/>		129
#3	input ▾	<input type="checkbox"/>		129
#4	input ▾	<input type="checkbox"/>		129
#5	input ▾	<input type="checkbox"/>		129
#6	input ▾	<input type="checkbox"/>		129
#7	input ▾	<input type="checkbox"/>		129
#8	input ▾	<input type="checkbox"/>		129
#9	input ▾	<input type="checkbox"/>		129
#10	input ▾	<input type="checkbox"/>		129
#11	output ▾	<input type="checkbox"/>	off ▾	3
#12	output ▾	<input type="checkbox"/>	on ▾	147
#13	output ▾	<input type="checkbox"/>	retain ▾	11
#14	output ▾	<input checked="" type="checkbox"/>	off ▾	7
#15	output ▾	<input type="checkbox"/>	off ▾	3
#16	disabled ▾			128

These values are the decimal equivalents of the content of the pin_control bytes in the code. The pin_control bytes are defined as shown here:

pin_control Bytes



Functional Limitations

The code space and RAM in the processor on the Network Module is extremely limited, so there are many functional limitations that you would not expect on a device without these constraints. Some of the limitations to be aware of:

Maximum number of TCP Connections:

Maximum number of TCP Connections: 4. Implications: Each browser session and MQTT connection requires a TCP Connection. If you are running a non-MQTT build of the code you could connect up to 4 browsers to the device at one time. If you are running an MQTT build of the code you could also have up to 3 browser sessions connected.

Multiple browsers connected at the same time:

Multiple browsers connected at the same time CAN interfere with each other. For instance, multiple browsers attempting to make configuration changes at the same time can cause unexpected results, particularly if Save is clicked on both browsers at the same time. I recommend you select ONE browser to make configuration changes, and the other browsers should be used for monitoring. Or at least make sure you only make configuration changes on one browser at a time.

REST command rate:

Using the REST commands with a high repetition rate may slow the response time of the Network Module to the point that the browser interface becomes unusable. A suggestion for high repetition rates is to use the MQTT interface instead as it is more efficient than the HTML interface used by REST commands. Even so, you can push enough MQTT commands that the browsers might be unusable.

MQTT SSL/TSL:

MQTT does not support SSL/TSL. There is insufficient code space to implement this functionality.

Overall Command rate:

Processing speed is very limited given the functions implemented, so I imagine it will be easy to over-run the Network Module with state change requests. The code is single threaded, so whatever function has been requested must be completed before the next can be addressed. More testing needs to be done to determine if packets are simply dropped (if too many received) or if there are cases where the module may stop functioning. So far I haven't seen a "stopped functioning" scenario. If that were to occur a power cycle may be the only recovery option.

Configuration Errors:

There are very few "warnings" in the code to keep the user from creating bad configurations. The most concerning is that if you enable "Retain" for the power

cycle output states AND you subject the device to rapid output state changes you run the risk of wearing out the EEPROM. Other situations likely only cause the device to lose contact with browsers or MQTT brokers (like mis-configuring IP addresses or Port numbers).

- IMPORTANT: “Retain” was ON by default in the early code releases. The default “Boot State” is now “OFF” to aid in preventing a user from inadvertently wearing out EEPROM. The original usage scenario was anticipated to be one in which output state changes would occur only via human interaction with a browser (therefore “infrequent changes”). Subsequent users have started implementing increasing automation, with some saying they may create many output changes per hour forever. In those “frequent output change’ scenarios I strongly recommend using the OFF or ON “Boot State” setting instead of “Retain” to eliminate the EEPROM wearout concern.

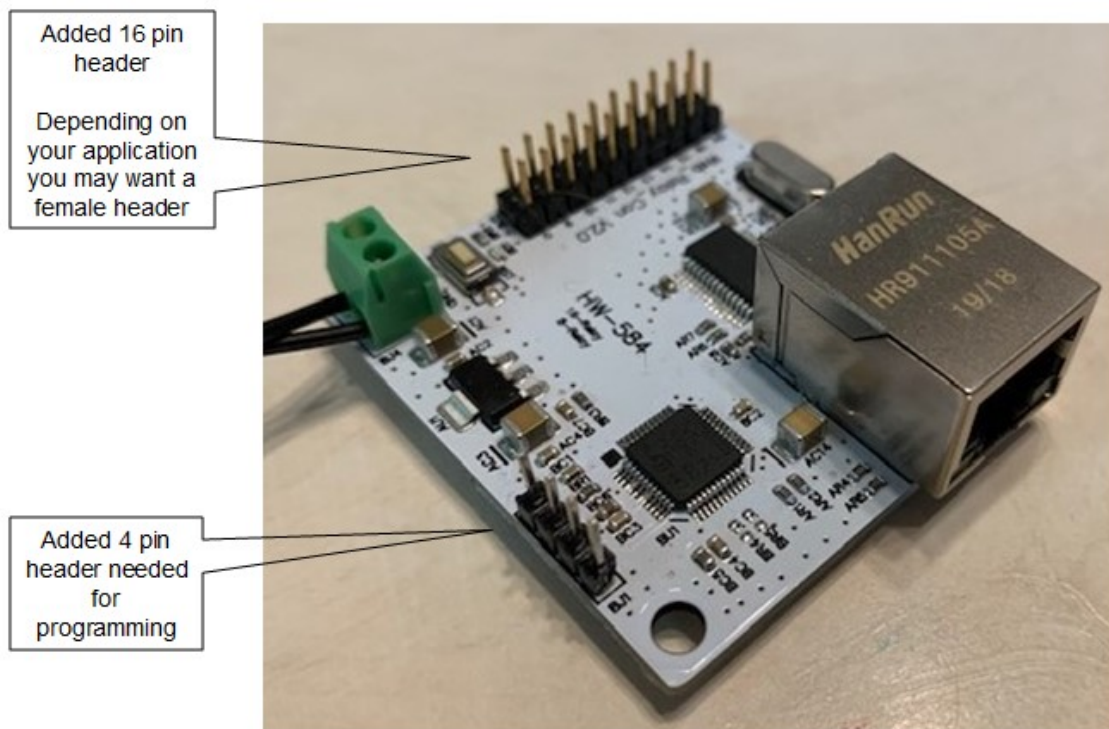
Programming the Module

Assuming you have the Web_Relays_Con V2.0 HW-584 and all you want to do is apply this firmware the following describes the process.

IMPORTANT NOTE: In the steps below you'll turn off the Read Out Protection bit on the Network Module. This will ERASE the program currently in the device. It will only work again after you successfully reprogram it. DO THIS AT YOUR OWN RISK.

Note that as of January 2021 I've gone to one release of the firmware that covers the functionality of the four previous parallel releases.

1) Prepare your Network Module: Install a 4 pin header on the board (see photo)



2) Buy the Programmer: Purchase a ST-Link V2 (see photo). If you are patient you can get one from China in about a month for about \$3.50. Or in less than a week from within the US for about \$6.00 (assuming you are in North America). Price estimates are as of June 2020. Search on Google, Amazon, eBay, etc.

The ST-Link V2 is required to reprogram the Network Module. It is a USB to SWIM interface module supported by free software from STMicroelectronics. You'll need a four wire Dupont cable if you don't already have one. Some sellers ship the module with a cable. The Dupont cable is just a simple four wire cable with female push connectors on each end (as shown in the photo below).

The ST-Link V2 modules come in several colors so pick the color you like.



3) Obtain and Install Free Software: All of my development work was on the Windows 10 OS. If you are using Linux you will have a little more homework to do on your own, but I don't think there is much difference. For Windows you'll need to download and install the following files:

en.stsw-link009.zip

You'll find the above at <https://www.st.com/en/development-tools/stsw-link009.html>

en.stvp-stm8.zip

You'll find the above at <https://www.st.com/en/development-tools/stvp-stm8.html>

You'll need to create an account at st.com to get the above software. It's free but they want an email address to contact you. When you try to download the software you'll be asked for your account credentials and given the option to create an account. By providing my email address I've gotten some invitations to online programming seminars but otherwise no spam. Not much hassle.

The stsw-link009 software is the driver to operate the ST-Link V2.

The stvp-stm8 software is a development utility and the programmer specific to the STM8 processor. When you install en.stvp-stm8 you'll get two programs:

- 1) ST Visual Develop
- 2) ST Visual Programmer (STVP)

I only used STVP even when developing the code. And if you are only reprogramming your devices STVP is the only tool you'll need.

4) Copy the Program: Now that you’ve installed the necessary software you need to copy the STVP Project file and the Binary file from GitHub that will be programmed into the Network Module.

On my Windows 10 machine the project was located in the following directory:

C:/Users/Mike/Documents/COSMIC/FSE_Compilers/CXSTM8/NetworkModule

If you locate your copy of the project files in a similar Documents file location this should minimize the tinkering you have to do. And should you decide to modify the program you’ll already have an appropriate directory set up.

The STVP programmer needs a “.stp” and “.sx” file pair to program the Network Module. Now that we have one code set to cover all the previous functionality you’ll only need to copy the following files into the Documents directory you created above:

NetworkModule.stp - The STVP project file

NetworkModule.sx - The NetworkModule binary file

These are the only files you need to copy from the GitHub project account if you only want to program your module and you are not jumping right into code modifications.

IMPORTANT1: Since the path to your “Documents” directory will be different than mine (if for no other reason than your user ID is different than “Mike), you may need to **edit the .stp file to match your directory path**. Open the .stp file with NotePad or NotePad++ and look for the following. Edit it to match the path to your .sx file.

```
30 File0=C:\Users\Mike\Documents\COSMIC\FSE_Compilers\CXSTM8\NetworkModule\NetworkModule.sxCR LF
```

IMPORTANT2: Later releases of the code have already modified the .stp file so that you should not need to edit it. If you find the following in the .stp file you only need to make sure that the .stp file and the .sx file are in the same directory:

```
30 File0=NetworkModule.sxCRLF
```

I use NotePad++ and have it set to show the CR/LF at the end of the line. If you use NotePad as your text editor you won’t see that.

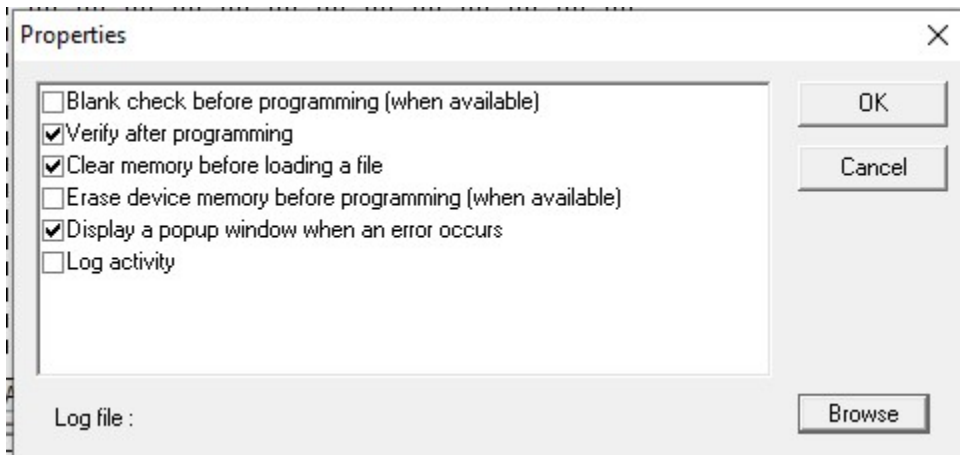
Telling STVP where your files are:

Since your User name on your Windows machine is probably not "Mike" you'll need to start STVP, click on "**Project/Open**", and browse for the .stp file that you copied to your **Documents/...** directory. Once you open the project file STVP should automatically load the .sx file from that same directory.

Setting up ST-Link Communication:

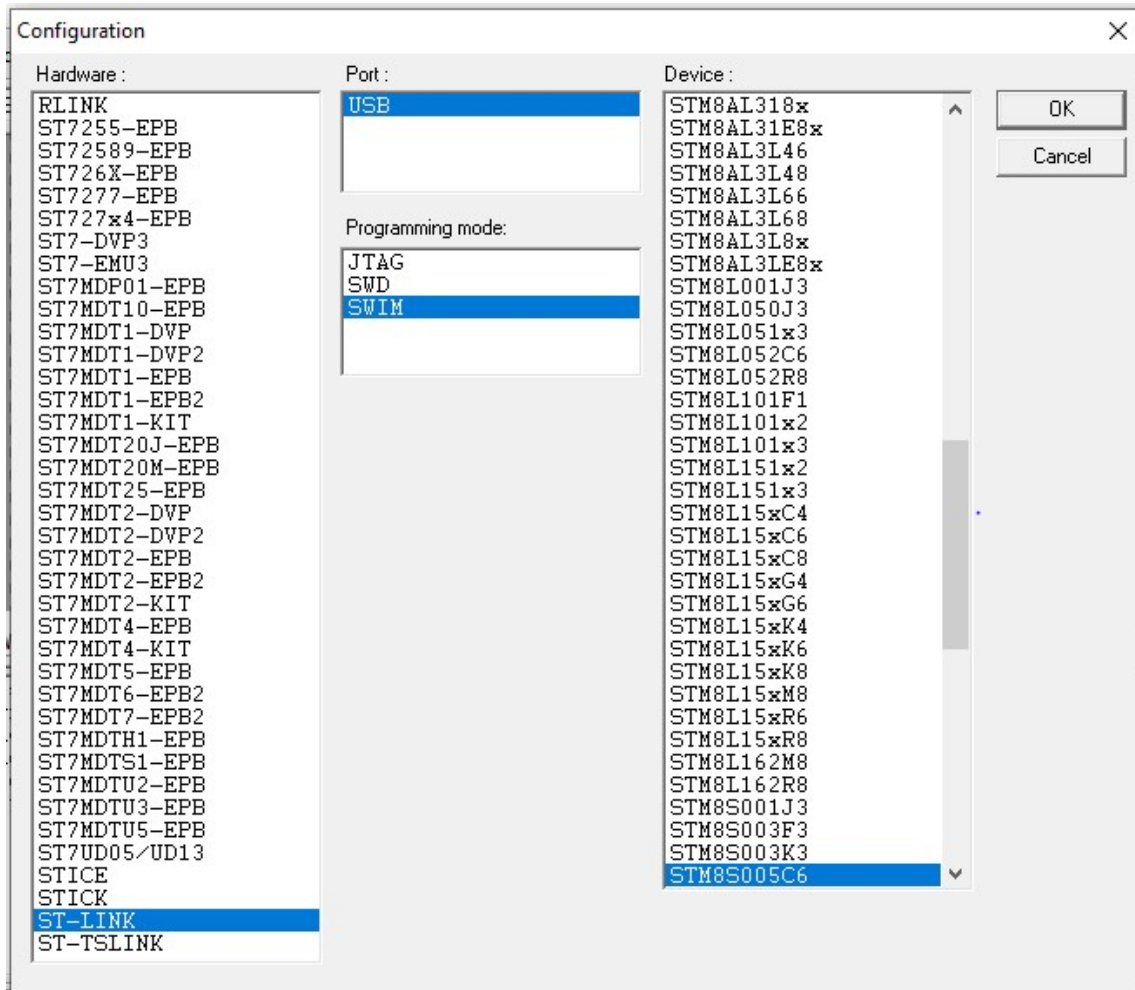
The project file contains various settings that enable the ST-Link V2 to communicate with your target board. They should already be set for you, but just in case the following is how I had them set:

Under "**Edit/Preferences**":



(Continued)

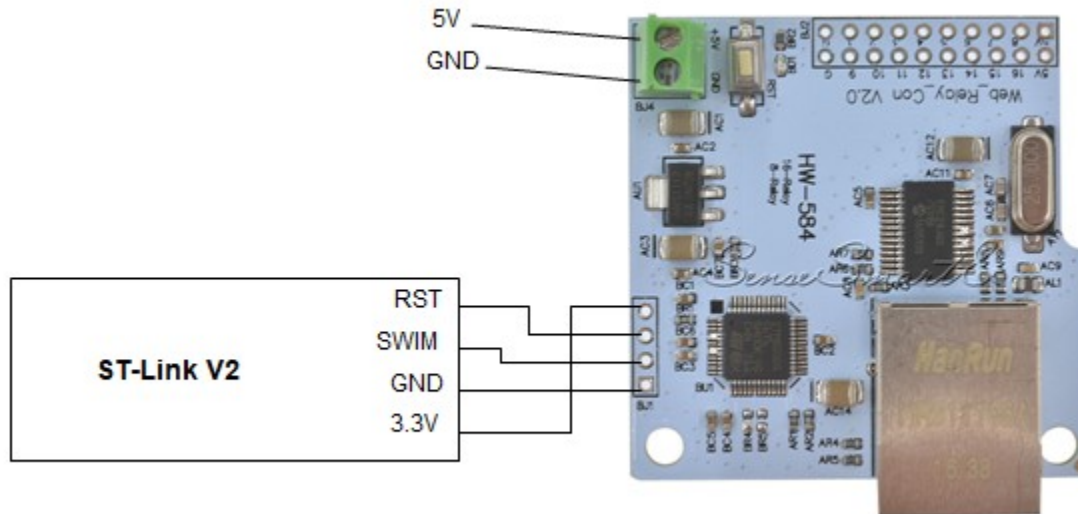
Under “Configure/Configure ST Visual Programmer”



If the above looks OK you are ready to program the Network Module.

Setting up the Hardware to allow programming:

First, attach the ST-Link V2 to your Network Module as follows:



Apply power to your Network Module. You should be using a 5V power supply connected to the power pins on the Network Module.

Plug the ST-Link V2 into your PC USB port.

If STVP is not already running, start it now.

If the NetworkModule.stp project is not already loaded, load it now (click on **"Project/Open"**, and browse for the .stp file that you copied to your **Documents/...** directory). Give it 10 or 20 seconds to load the .sx file.

If you see “out of range” messages like the following this is NOT an error. It would have been nice if the messages were more informative, but they are just telling you that the indicated addresses are in non-programmable areas of the chip during program load. The addresses shown are typically in EEPROM and RAM.

```
> Loading file C:\Users\Mike\Documents\COSMIC\FSE_Compilers\CXSTM8\MQTT-Network
FILE : line 961: Address 0x4000 is out of range and is ignored!
FILE : line 961: Address 0x4001 is out of range and is ignored!
FILE : line 961: Address 0x4002 is out of range and is ignored!
FILE : line 961: Address 0x4003 is out of range and is ignored!
FILE : line 961: Address 0x4004 is out of range and is ignored!
FILE : line 961: Address 0x4005 is out of range and is ignored!
FILE : line 961: Address 0x4006 is out of range and is ignored!
```

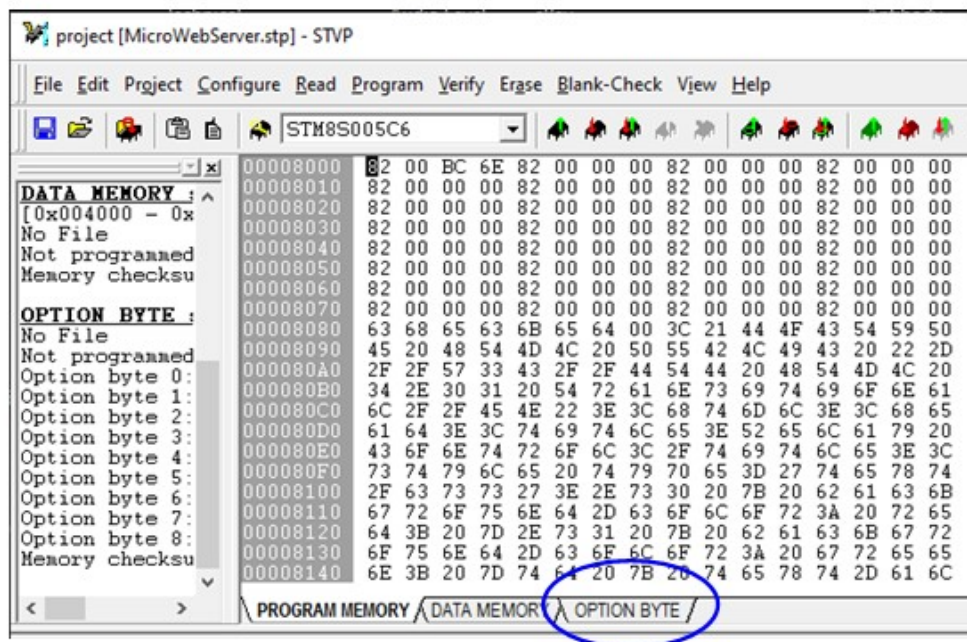
Once the program is successfully loaded in the programmer you will see a message like this (although the checksum will likely be different than what you see here).

```
FILE : line 964: Address 0xD is out of range and is ignored!
FILE : line 964: Address 0xE is out of range and is ignored!
FILE : line 964: Address 0xF is out of range and is ignored!
< File successfully loaded. File Checksum 0x297EE9
```

Clear the ROP Bit:

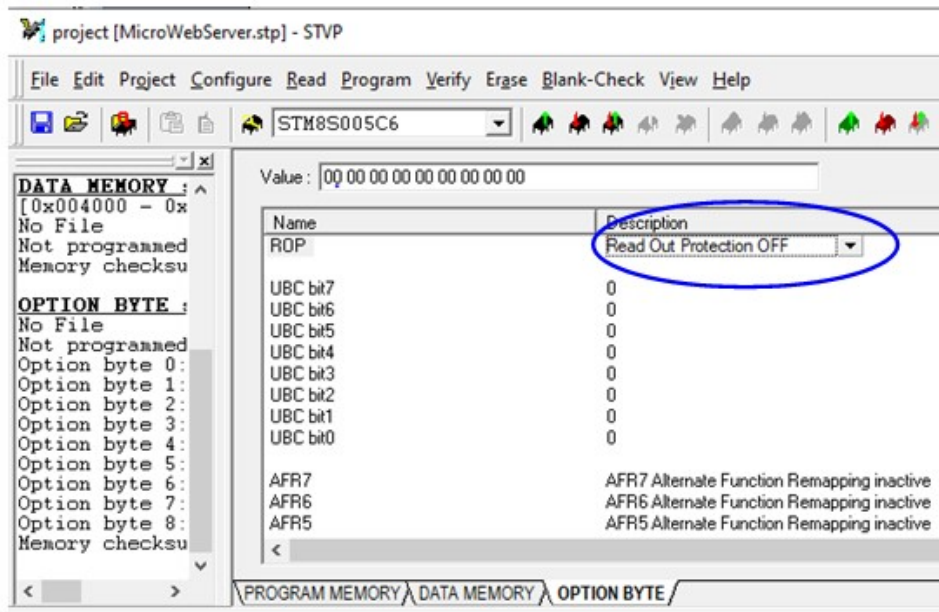
If this is the first time you are programming your Network Module you will need to clear the Read Out Protection (ROP) bit. If you don't clear the ROP any attempt to program the Network Module will give you a "This device is protected" message. How to clear the ROP bit:

In the STVP main window click on the "Option Byte" tab



(Continued)

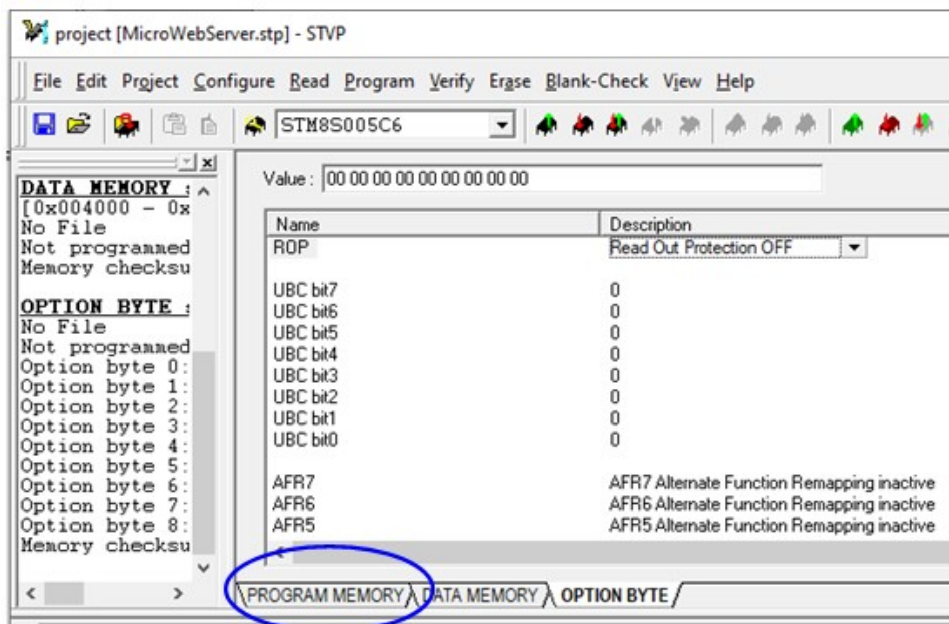
Make sure “Read Out Protection OFF” is selected in this drop down.



Next click on “Program / Current Tab”. This will clear the ROP bit and allow you to reprogram the device. **IMPORTANT: CLEARING THE ROP BIT ERASES THE CODE IN THE NETWORK MODULE.** After you clear the ROP bit you **MUST** reprogram the Network Module to make it useful again.

Programming the Device:

Select the Program Memory tab



Next select “**Program / Current Tab**”

If you got an error message while attempting to program the Network Module:

- Make sure the RST connection is in place.
- Make sure the power supply connected to the Network Module is providing 5V.
- Make sure you have good connections from the ST-Link V2 to the Network Module.
- You might have to unplug the ST-Link V2 from the USB port on your PC and plug it back in again.
- You might have to stop the STVP program, unplug and replug the ST-Link V2, then restart the STVP program.
- If you have 16 relays connected to your Network Module I suggest disconnecting them while reprogramming. If you have a very robust power supply it may be possible to leave them connected. The Network Module will be reset a couple of times during programming, and this may cause the relays to simultaneously turn on and off. Whether this interferes with programming depends on whether your power supply can handle the surge caused by the relay coils.

Generally I haven't had to do any of the above as I seldom saw an error. But on occasion I saw an error message that the link was not working, and the above tinkering got it working again.

(Continued)

If you see a message indicating programming success you are ready to attempt to connect to the Network Module via the Ethernet connector.

- a) Disconnect the RST wire between the ST-Link V2 and the Network Module. You can also disconnect the other wires, or leave them connected for the time being.
- b) Connect the Ethernet cable. I suggest you do this the first time without using your network. Make a direct Ethernet cable connection from the Network Module to your PC and attempt to access it at 192.168.1.4:8080. If the connection does not work check your IPV4 Ethernet settings on the PC and set it to use IP address 192.168.1.100 (not DHCP). If you don't know how to do this Google it. Here's a helpful link:

<https://stevessmarthomeguide.com/setting-up-static-ip-address-windows-10/>

While the device is directly connected to your PC you can use your browser to make address setting changes on the Network Module that are appropriate to your network. Then you can connect the device to your network, return your PC to its original Ethernet settings, and attempt to access the device.

Note: See the section “Alternative Way to Set Initial IP Address”.

Setting Up a Development Environment

NOTE: You don't need to do this if you are going to use the binaries (.stp and .sx files) I already created.

If you want to change the code for your own use I assume you have some experience with coding and the tools typically involved. I used the tools described in the previous sections for actual programming of the device, and used the Cosmic tools for the development environment. To duplicate this you'll want the following:

- 1) **Download and install the Cosmic Compiler:** Use the one that is specifically for the STM8 devices. Start at this website
<https://www.st.com/en/development-tools/cxstm8.html#product-details>
Click on Product Details and follow the link to the "partner website". From there you can download the compiler. The compiler is free. They will send you a 1-year license, but I think you can renew over and over. Note that the license is specific to the machine you install it on.
As an FYI, even though my PC is x64, the tools installed in this directory:
C:/Program Files (x86)/COSMIC/FSE_Compilers/
- 2) **Download and install the following library from st.com:**
en.stsw-stm8069.zip You'll find it at
<https://www.st.com/en/embedded-software/stsw-stm8069.html>
NOTE: I included this library in the files included with the project so you may not need this step if you copy all the files from GitHub. This is the STM8S_StdPeriph_Driver directory.
- 3) **Copy the Program:** With the above installed the next step is to copy the entire project from GitHub into your Documents directory. On my Windows 10 machine the project was located in the following directory:
C:/Users/Mike/Documents/COSMIC/FSE_Compilers/CXSTM8/NetworkModule
Of course you will likely have a different user ID.

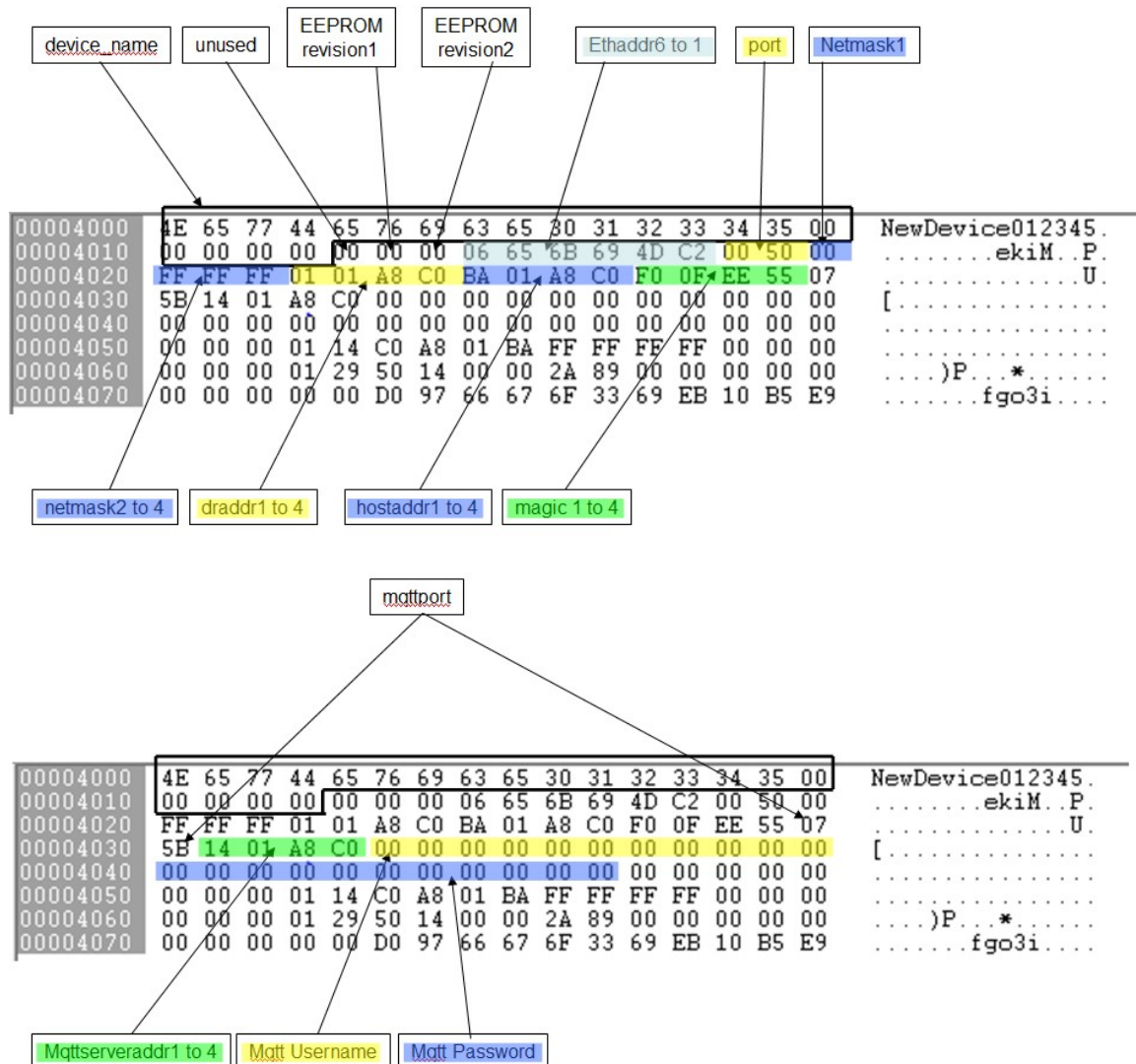
Start the Cosmic tools by double clicking on the NetworkModule.prjsm8 file. You should be on your way.

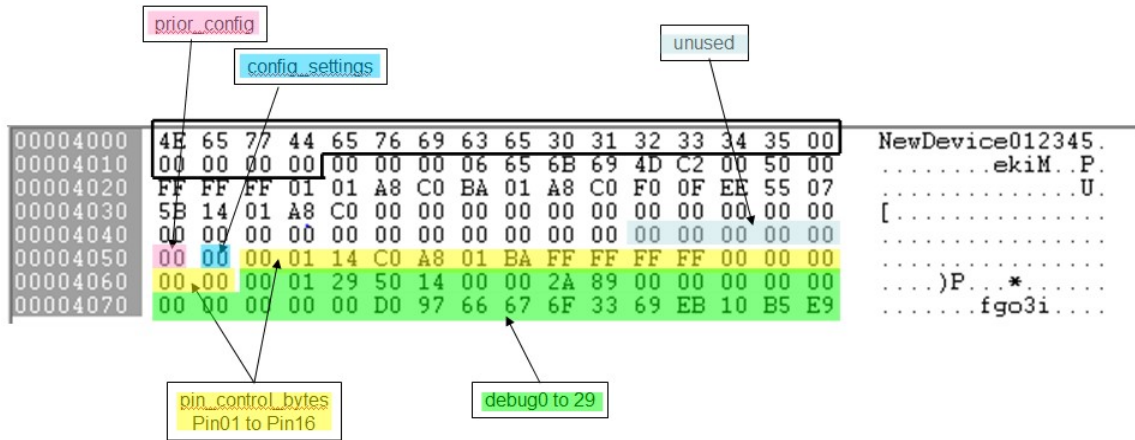
A note about my coding style: My coding is not particularly esoteric or convoluted. I try to keep it simple to read and understand even if that is less efficient. And I put a lot of comments in, particularly if I had to do things to make the code work that didn't fully make sense to me. Sometimes that stuff happens and my intention is to come back and look at it again later. So, feel free to modify and "do it your way". I'm not proud as long as it works.

Location of EEPROM Variables

This information is only useful if you are going to do your own development from this code. You can view the contents of the EEPROM with the STVP programmer by selecting the “Data Memory” tab and using the “Read / Current Tab” function. The displayed information has the following definitions.

Note that the data in some fields is “left to right”, a more human readable direction. For instance the device_name field. Some fields are “right to left”, for instance the hostaddr field.





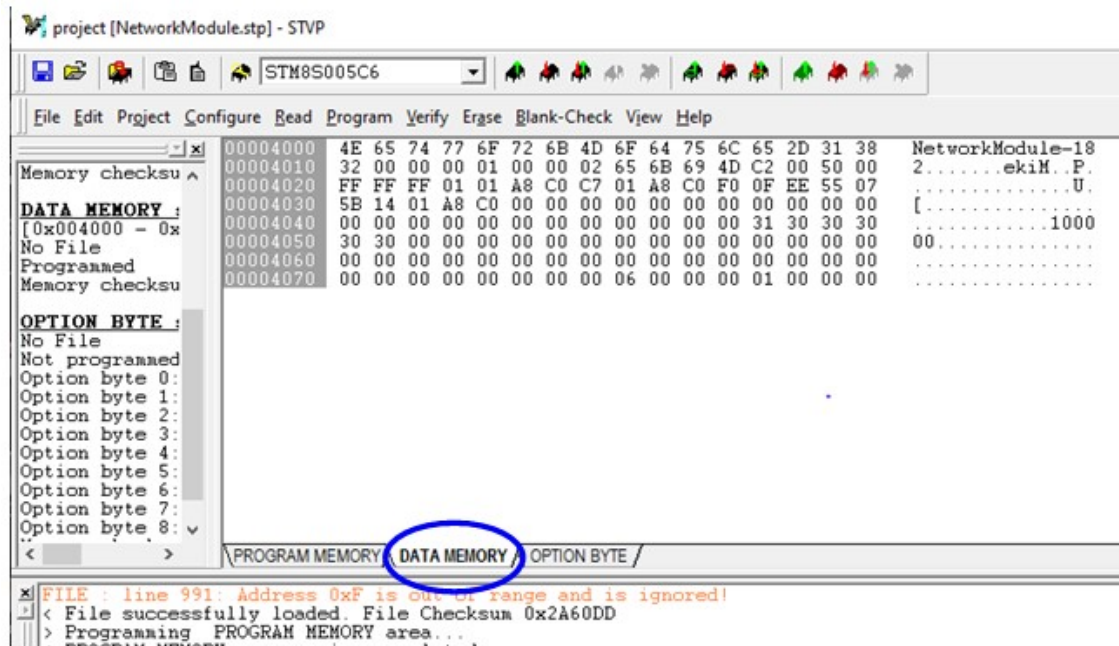
The debug bytes are defined by the developer to provide non-volatile storage of any information the developer needs to debug code function. Some routines are already present in the source files to help with capture of debug information.

Alternative Way to Force Defaults or Downgrade Firmware

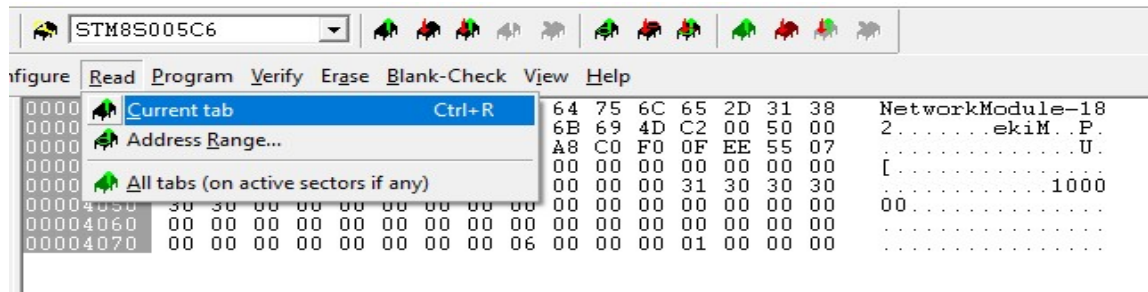
Normally all you have to do to return to “factory defaults” is press the Reset button on the Network Module board for 10 seconds. However, during development there were a couple of times where pressing the Reset button did not revive the Network Module to a point that it would operate. Admittedly this was due to “in development” code errors and may not be needed, but I’m providing it just in case.

This information is only useful if you are going to do your own development from this code. I DO NOT RECOMMEND THIS METHOD UNLESS ALL ELSE HAS FAILED TO REVIVE THE DEVICE.

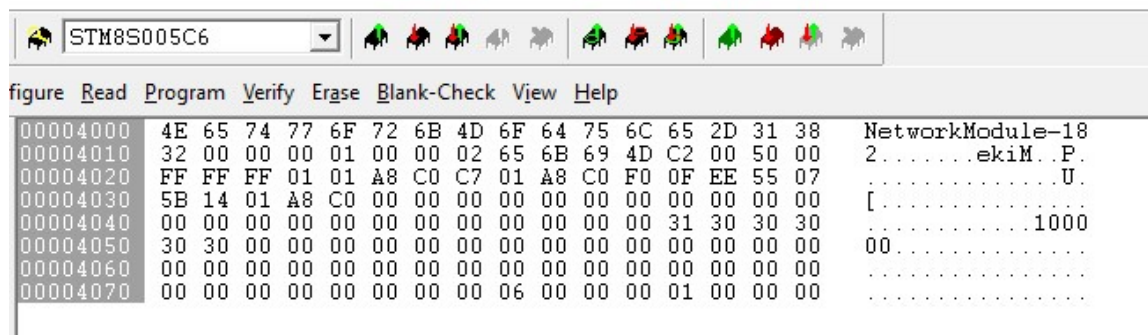
- 1) When the Network Module is connected to the STLink (including the Reset wire) you can access the EEPROM content with the “Data Memory” tab.



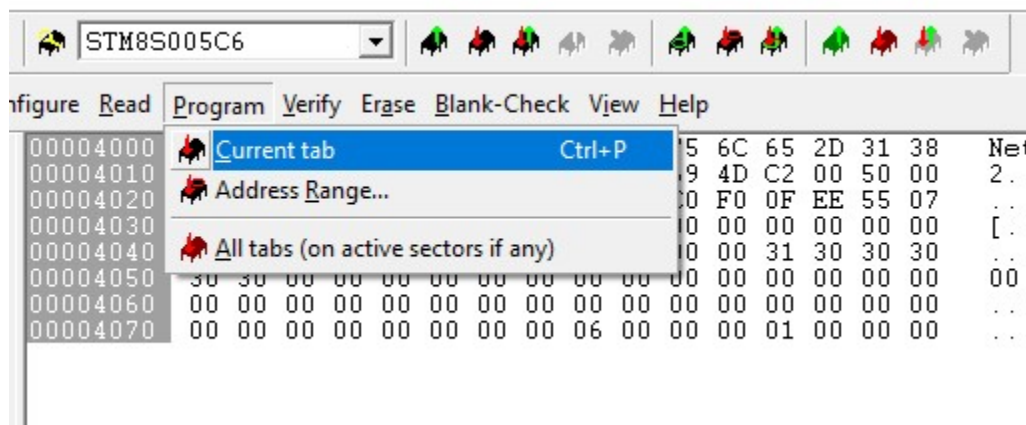
2a) After clicking on the Data Memory tab click on Read / Current tab to read the EEPROM contents.



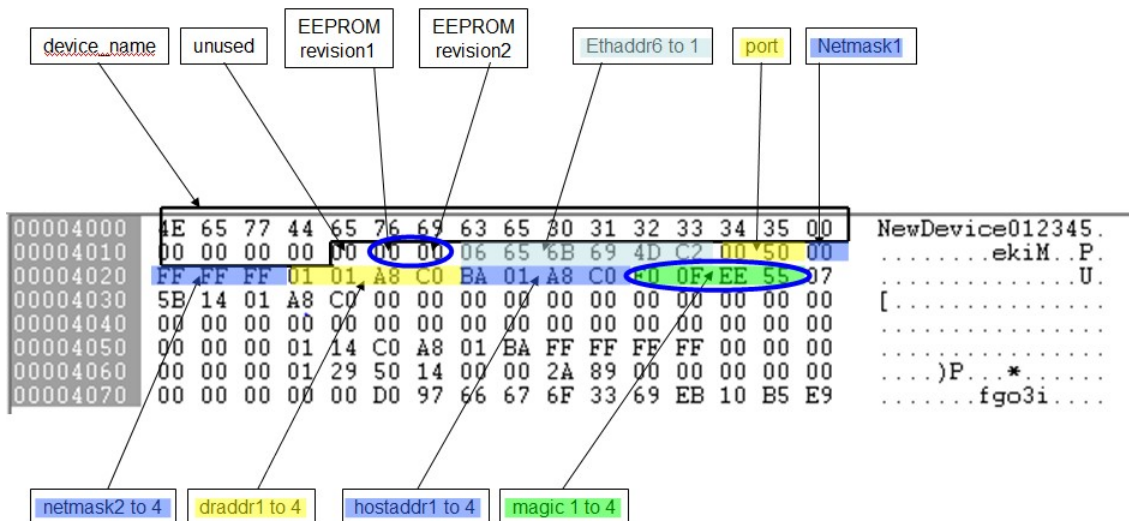
You'll get a display that looks something like this:



2b) You can change any value in the Data Memory one character at a time, then you can write the result to the EEPROM with the Program / Current tab selection.



2c) To force the EEPROM to a state where firmware must start over again set the bytes circled in blue to 0.



After committing to EEPROM reboot the device (power cycle or reconnect the reset wire, wait 2 seconds, and disconnect the reset wire).

- 2) You can now disconnect the STLink and connect the Network Module to your network. Once connected you should be able to use a browser to connect to the Network Module via the factory default address 192.168.1.4:8080.

FIRMWARE DOWNGRADE

Once you've cleared the EEPROM content as shown above you should be able to load a prior release of the firmware should you need to do so.

Alternative Way to Set Initial IP Address

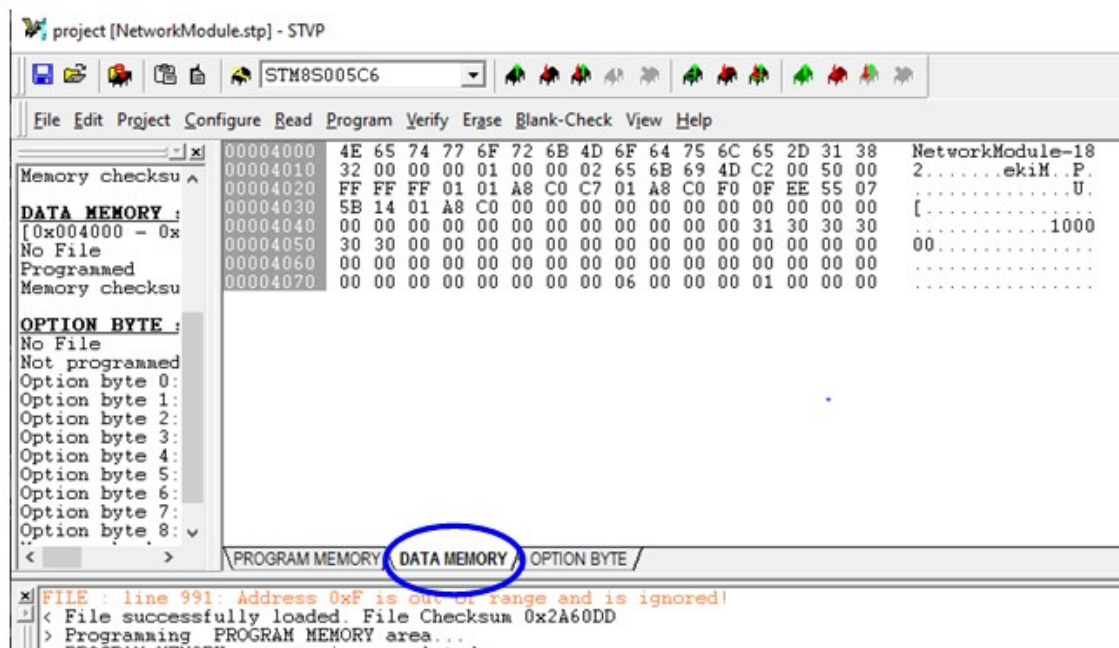
A user commented that it was cumbersome to have to set up a laptop with a fixed IP Address to program the Network Module with its first “network compatible address”. Here’s an alternative that may be useful to you.

Let’s say your network already uses 192.168.1.4, so you can’t attach the device directly to your network. Or perhaps your network uses some other variant of the 192.168.xxx.xxx address range, or even the 10.0.0.x address range. A way to work around this without needing to set up a laptop or PC for the initial Ethernet connection to the Network module as follows;

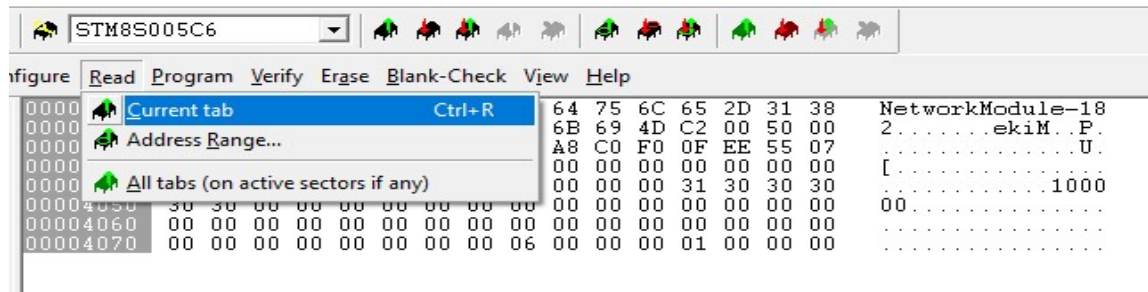
- 1) Assumption is that you successfully programmed the flash with the Network Module code. Reboot the Network Module (usually just by releasing the reset wire). Then reconnect the reset wire.
- 2) Using the STLink change the IP address in the EEPROM. Reboot the Network Module.
- 3) Attach the Network Module to your network, access the Network Module with a browser, and finish changing any settings via the Configuration menu.

Here’s an illustrated version of the above with greater detail;

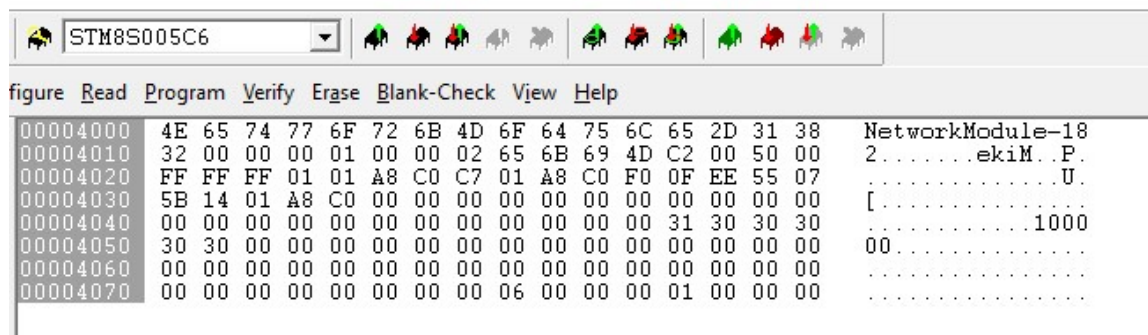
- 3) Step 1 is covered in the section “Programming the Module”
- 4) When the Network Module is connected to the STLink (including the Reset wire) you can access the EEPROM content with the “Data Memory” tab.



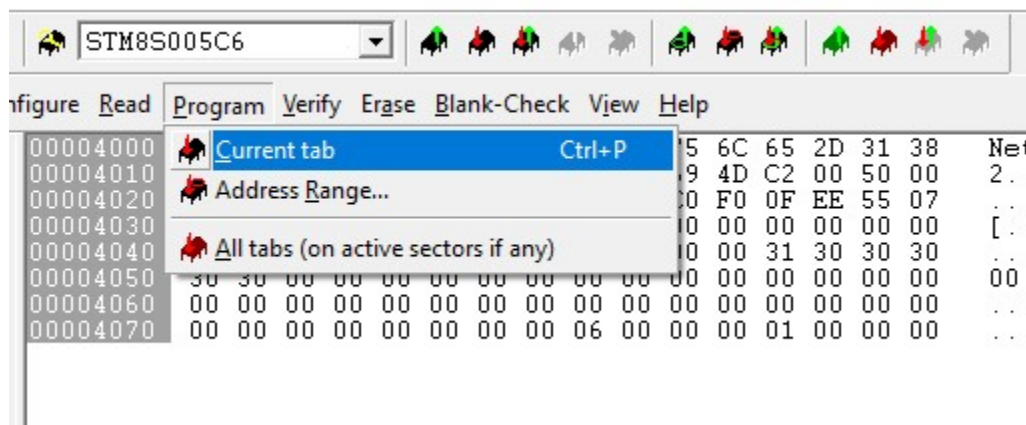
2a) After clicking on the Data Memory tab click on Read / Current tab to read the EEPROM contents.



You'll get a display that looks something like this:



2b) You can change any value in the Data Memory one character at a time, then you can write the result to the EEPROM with the Program / Current tab selection.



2c) SO Which value do you want to change? You can change any of the values, but typically you only need to change the IP Address of the module to get it to appear on

your network. Looking at the EEPROM map the below shows where the IP Address is located.

The diagram illustrates the mapping of memory addresses to configuration fields. The memory dump on the left shows the following data:

Address	Data
00004000	4E 65 77 44 65 76 69 63 65 30 31 32 33 34 35 00
00004010	00 00 00 00 00 00 00 06 65 6B 69 4D C2 00 50 00
00004020	FF FF FF 01 01 A8 C0 BA 01 A8 C0 F0 0F EE 55 07
00004030	5B 14 01 A8 C0 00 00 00 00 00 00 00 00 00 00
00004040	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00004050	00 00 00 01 14 C0 A8 01 BA FF FF FF FF 00 00
00004060	00 00 00 01 29 50 14 00 00 2A 89 00 00 00 00
00004070	00 00 00 00 00 D0 97 66 67 6F 33 69 EB 10 B5 E9

The configuration structure on the right has the following fields:

- device_name (points to 00004000-00004003)
- unused (points to 00004004-00004007)
- EEPROM revision1 (points to 00004008-0000400B)
- EEPROM revision2 (points to 0000400C-0000400F)
- Ethaddr6 to 1 (points to 00004010-00004013)
- port (points to 00004014-00004017)
- Netmask1 (points to 00004018-0000401B)
- netmask2 to 4 (points to 0000401C-0000401F)
- draddr1 to 4 (points to 00004020-00004023)
- hostaddr1 to 4 (points to 00004024-00004027)
- magic 1 to 4 (points to 00004028-00004031)

“hostaddr1 to 4” is the Network Module IP Address. Note that it is in hex, and it is in reverse order (MSB on the right, LSB on the left). In decimal format the address shown is 192.168.1.186. Click on any character to change it, then be sure to use Program / Current tab to commit the changes to EEPROM.

After committing to EEPROM reboot the device (power cycle or reconnect the reset wire, wait 2 seconds, and disconnect the reset wire).

- 5) You can now disconnect the STLink and connect the Network Module to your network. Once connected you should be able to use a browser to connect to the Network Module and make any further changes you need in the Configuration page.

IMPORTANT NOTES:

- a) You should not use the “direct access to the EEPROM” method for anything other than the minimum needed to gain access via a browser. Usually you only need to change the Network Module IP Address (hostaddr). It’s too easy to make a mistake ... so don’t forget about the reset button if you mess it up.
- b) If you press the reset button on the Network Module it will return to the hard-coded defaults, NOT to the changes you manually put in the EEPROM. You’ll have to go through this process again to get back to a network compatible IP address.
- c) If you change the “Magic Number” it will cause a return to factory defaults on reboot.

Display Values vs Pin Logic Levels

This information may be useful to you for understanding how the values displayed in the browser or contained in the MQTT fields correspond to output and input pin voltage levels.

16 Outputs				State Values Reported in Browser	State Values reported in Short Form (/99)	Pin numbers as marked on board															
			Invert Setting			Outputs								Outputs							
						Pin16	Pin15	Pin14	Pin13	Pin12	Pin11	Pin10	Pin9	Pin8	Pin7	Pin6	Pin5	Pin4	Pin3	Pin2	Pin1
Outputs	All On	All high (H)	No Inv	All Green	1111111111111111	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	
	All Off	All low (L)	No Inv	All Red	0000000000000000	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	
	1 On	Out1 high (H)	No Inv	#1 Green	1000000000000000	L	L	L	L	L	L	L	L	L	L	L	L	L	L	H	
	8 On	Out8 high (H)	No Inv	#8 Green	0000000100000000	L	L	L	L	L	L	L	L	L	H	L	L	L	L	L	
	All Off	All high (H)	Inv	All Red	0000000000000000	H	H	H	H	H	H	H	H	H	H	H	H	H	H	H	
	All On	All low (L)	Inv	All Green	1111111100000000	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	
	1 On	Out1 low (L)	Inv	#1 Green	1000000000000000	H	H	H	H	H	H	H	H	H	H	H	H	H	H	L	
	8 On	Out8 low (L)	Inv	#8 Green	0000000100000000	H	H	H	H	H	H	H	H	H	L	H	H	H	H	H	
		H = +3V logic level L = 0V logic level		Note that Pin 1 is the								H = +3V logic level L = 0V logic level									

8 Out / 8 In				State Values Reported in Browser	State Values reported in Short Form (/99)	Pin numbers as marked on board															
			Invert Setting			Inputs								Outputs							
						Pin16	Pin15	Pin14	Pin13	Pin12	Pin11	Pin10	Pin9	Pin8	Pin7	Pin6	Pin5	Pin4	Pin3	Pin2	Pin1
Inputs	All On	All high (H)	No Inv	All Green	xxxxxxxx11111111	H	H	H	H	H	H	H	H								
	All Off	All low (L)	No Inv	All Red	xxxxxxxx00000000	L	L	L	L	L	L	L	L								
	1 On	In1 high (H)	No Inv	#1 Green	xxxxxxxx10000000	L	L	L	L	L	L	L	L	H							
	8 On	In8 high (H)	No Inv	#8 Green	xxxxxxxx00000001	H	L	L	L	L	L	L	L	L							
	All Off	All high (H)	Inv	All Red	xxxxxxxx00000000	H	H	H	H	H	H	H	H	H							
	All On	All low (L)	Inv	All Green	xxxxxxxx11111111	L	L	L	L	L	L	L	L	L							
	1 On	In1 low (L)	Inv	#1 Green	xxxxxxxx10000000	H	H	H	H	H	H	H	H	L							
	8 On	In8 low (L)	Inv	#8 Green	xxxxxxxx00000001	L	H	H	H	H	H	H	H	H							
Outputs	All On	All high (H)	No Inv	All Green	11111111xxxxxxxx										H	H	H	H	H	H	H
	All Off	All low (L)	No Inv	All Red	00000000xxxxxxxx										L	L	L	L	L	L	L
	1 On	Out1 high (H)	No Inv	#1 Green	10000000xxxxxxxx										L	L	L	L	L	L	H
	8 On	Out8 high (H)	No Inv	#8 Green	00000001xxxxxxxx										H	L	L	L	L	L	L
	All Off	All high (H)	Inv	All Red	00000000xxxxxxxx										H	H	H	H	H	H	H
	All On	All low (L)	Inv	All Green	11111111xxxxxxxx										L	L	L	L	L	L	L
	1 On	Out1 low (L)	Inv	#1 Green	10000000xxxxxxxx										H	H	H	H	H	H	L
	8 On	Out8 low (L)	Inv	#8 Green	00000001xxxxxxxx										L	H	H	H	H	H	H
H = +3V logic level L = 0V logic level				Note that Pin 1 is the left most bit, Pin 16 is the right most bit								H = +3V logic level L = 0V logic level									

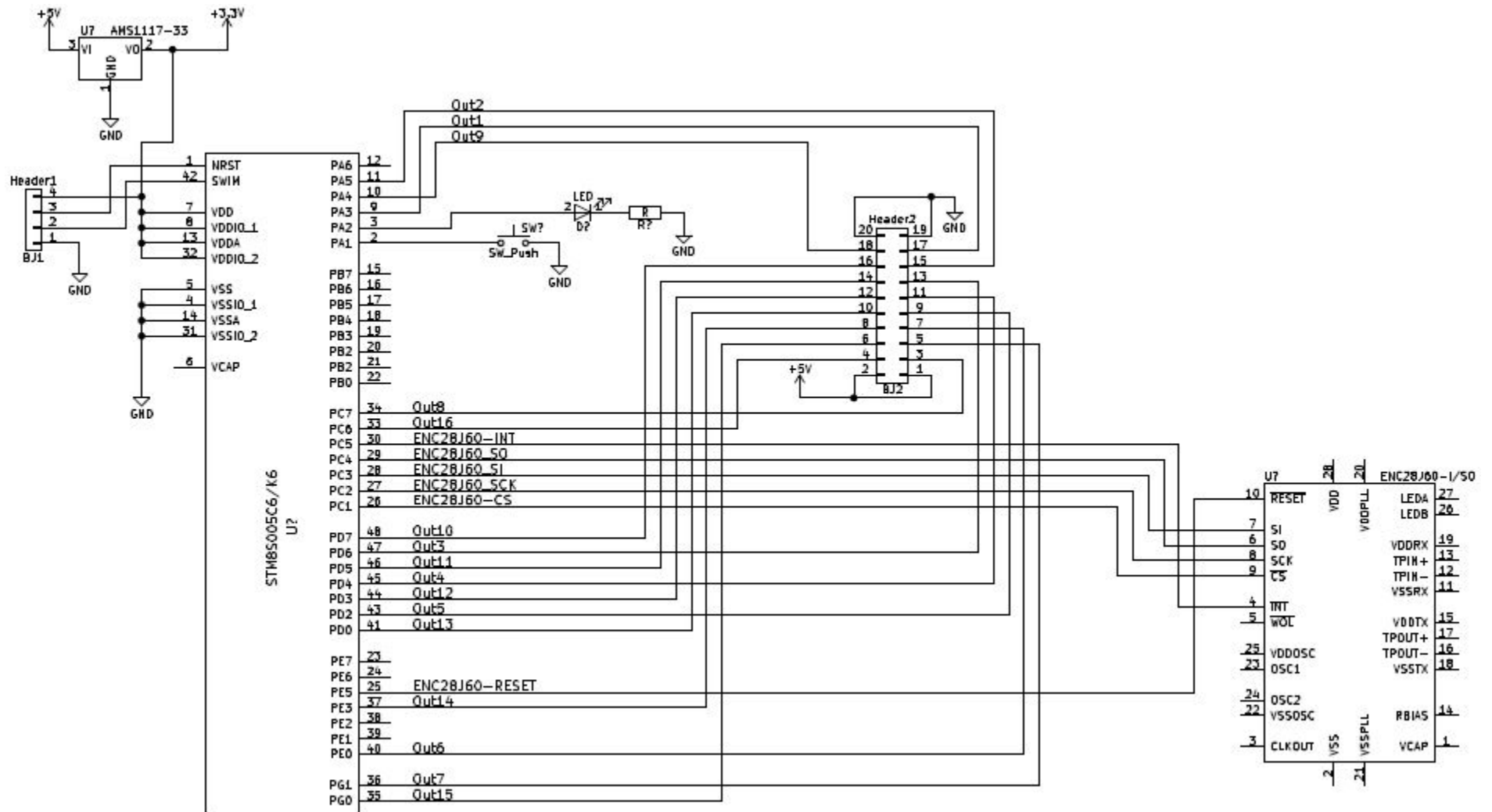
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Network Module Schematic

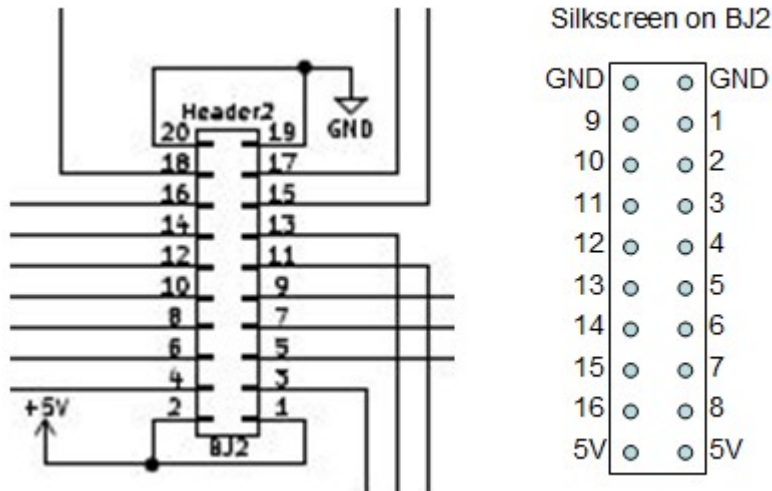
I traced out the parts of the Network Module that are pertinent to developing the new software. I did not trace ALL connections as my intention was not to reverse engineer the hardware design. My intention was only to fix the inadequate function of the software. The schematic may be useful should you decide to improve on the software I've provided. Some notes:

- There are a number of capacitors connecting power and ground. These are left out of the schematic.
- The VCAP pin on the processor was not traced.
- Unused pins or pins that did not appear to be a necessary part of the functionality were programmed to be inputs with pull-ups. These are shown as disconnected on the schematic even if there was a component attached.
 - o There are some components connected to the Port B pins. I suspect the original code used these to identify if the board was "8 port" or "16 port".
- I didn't trace out most of the pins on the ENC28J60, as I knew the design worked and did not need to do any modifications. Some notes:
 - o The SPI interface on the ENC28J60 is not connected to the SPI interface on the STM8S005. Ordinary port pins on the STM8S005 are used to "bit bang" the SPI interface. Not very fast, but this is not an Ethernet performance design so it works just fine.
 - o The -WOL pin does not appear to be connected.
 - o The CLKOUT pin is not connected.
- If you dig into the STM8S005 specification you'll find that most pins that I show simply as "port pins" can be defined for other uses. I didn't include all that information in the component drawing as it just creates confusion in this context. The Network Module uses all the pins as "port pins", so that is all I show.
- The STM8S005 operates on its internal 16MHz clock. It does not have an external crystal or clock source.

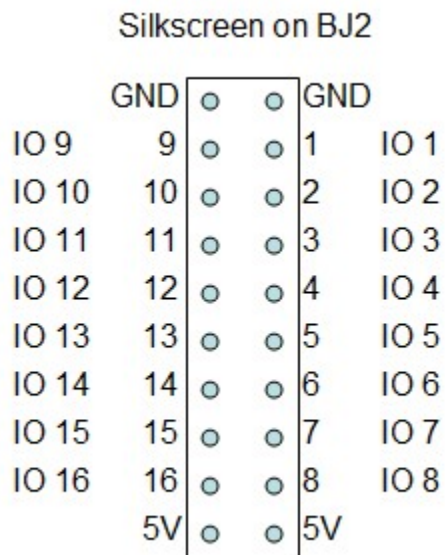


Pinouts

Schematic representation of the connection header vs silkscreen on the board;



Following are the pin definitions for the firmware configurations.

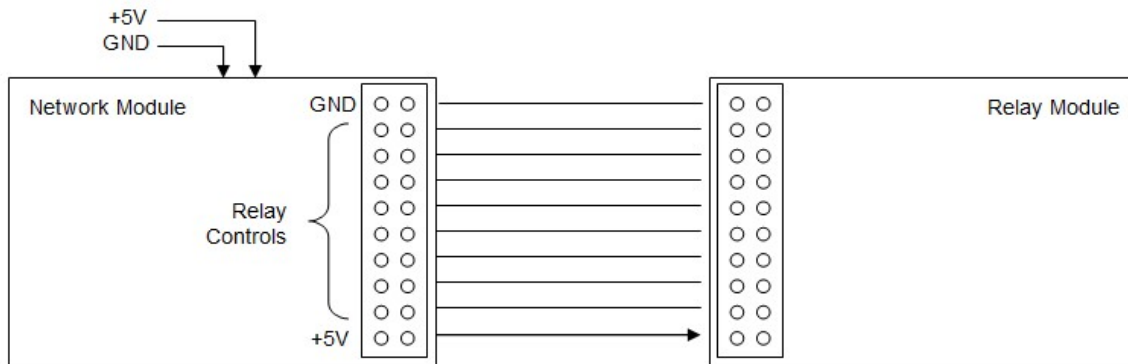


Notes on Interfacing to Relay Modules

There are two things to be cautious of when attaching relay modules to the Network Module.

Power Distribution

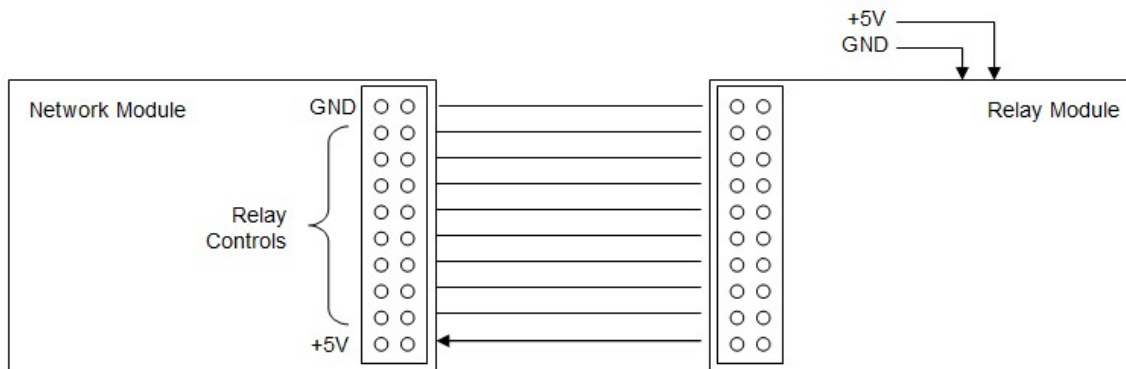
The first thing to consider is supplying power to the relay modules. The basic design of the Network Module is intended to provide +5V power to the relay modules via the pin header that also provides the relay control signals. This works well for just a few relays (up to 3 or 4). This connection method is illustrated here:



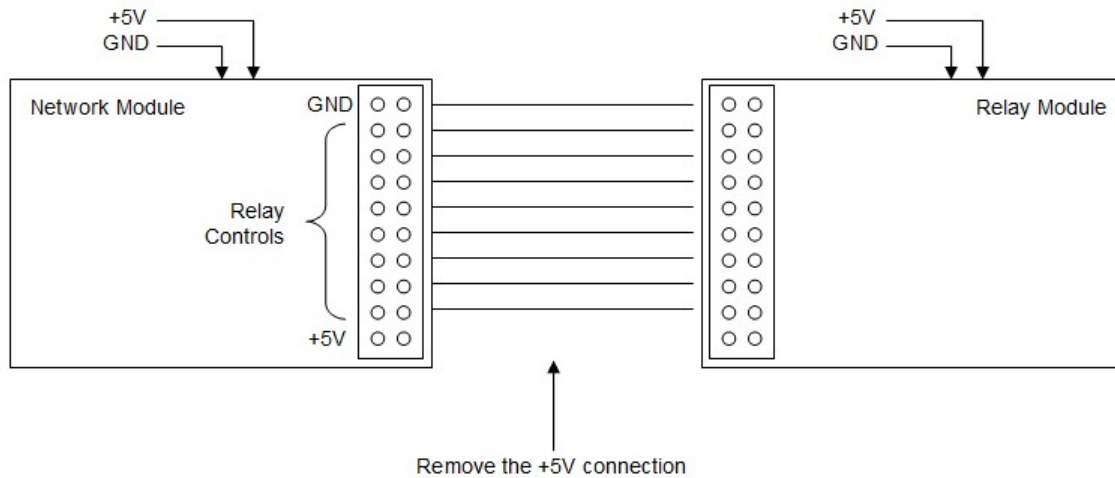
If you attach more relays you need to make sure that there is sufficient current supplied by your +5V power supply attached to the Network Module AND you need to make sure the method used to send power to the relay modules is adequate. This is particularly important if you are transferring power via a ribbon cable.

If you don't think you can provide adequate power to the relay modules via the Network Module relay header you can consider a couple of options:

- 1) Connect +5V power only at the Relays, and let the power/signal header send +5V back to the Network module.

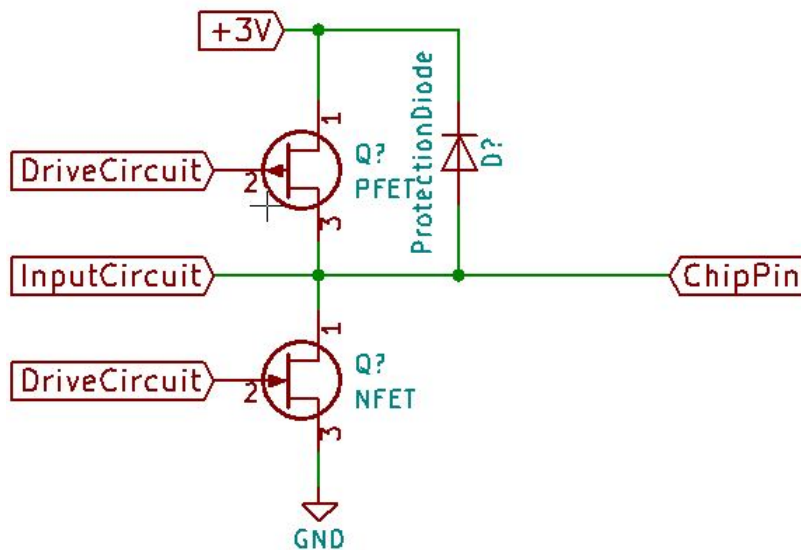


- 2) Use separate +5V power supplies on the Network Module and Relay Modules. If you do this you'll need to disconnect the +5V power connection between the headers.



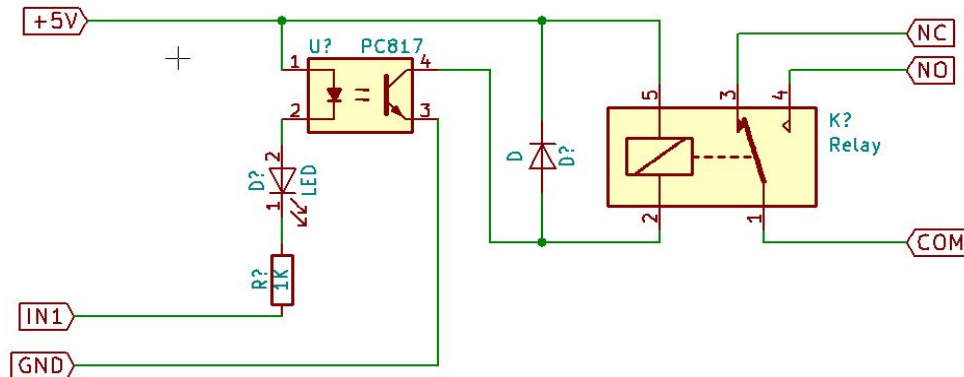
Type of Relay Module

The second consideration is the type of relay modules you attach. The SM8S processor on the Network Module operates at 3V and its outputs are connected directly to the relay control header. So, you need to avoid inadvertently causing +5V feedback from the relay modules to the 3V output pins of the processor that exceed the processor specifications (check the spec, but the short version is: Max 3.3V and/or limit to 4mA per pin, AND limit to 20mA across all pins). The reason this is a concern is because the SM8S output pins have overvoltage protection diodes that can provide a current path if a voltage higher than 3.3V appears on the pin when it is not in an active pull-down state. To visualize this here is a drawing illustrating the output pin:



Focus on the Protection Diode. There is also a protection diode to ground, but it is not a concern in this discussion so I left it out. If any of the relay modules can provide a current path from a higher voltage through the chip pin (when the pin is not pulling down) then there is the potential for damage. Knowing this let's look at typical relay module designs.

- a) **Opto-isolated relay boards:** If you use opto-isolated relay boards there should not be a concern as long as the relay boards are designed to operate at a voltage no higher than 5V. The typical design of these relay modules looks like this:

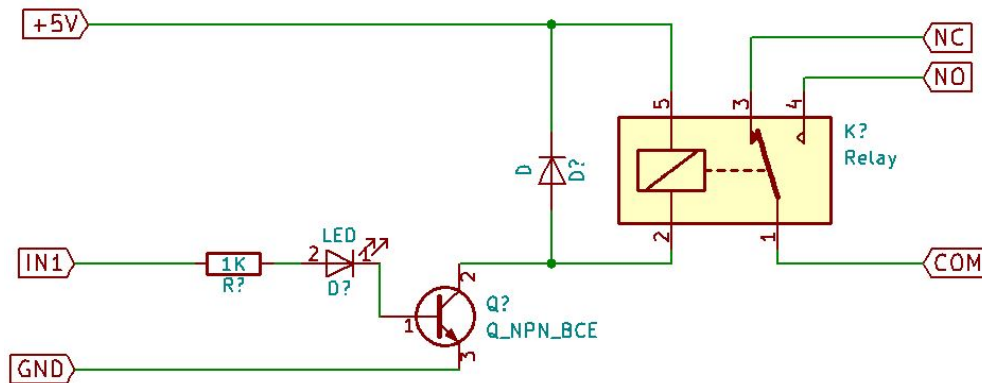


Note that in fact this relay module can provide a current path from +5V, through the photo emitter diode of the opto-isolator, through the visible LED, through the 1K resistor, then to the SM8S output pin via the “IN1” connection. But this will still work and here is why:

- The difference in voltage from the 5V supply to the SM8S output pin is $5V - 3V$. But about 0.7V is dropped across the photo emitter diode. Then another 0.7V is dropped across the LED. And about 0.3V is dropped across the protection diode in the SM8S. The result is that there is only $5 - 3 - 0.7 - 0.7 - 0.3 = 0.3V$ potential across the 1K resistor. This will result in about 300 uA of current flowing through the path. This is not enough current to damage the SM8S and not enough current to cause the relay module to operate. So while not ideal it works.
- If your relay module does not have the LED in the trigger signal path as shown in the drawing above it might still work, but you’ll have to test it to verify. The difference is that the 0.7 volt drop across the LED is missing from the equation so about 1mA will flow into the output pin of the SM8S. That won’t hurt the SM8S, but it might cause the opto-isolator to operate in turn preventing the relay from releasing or causing the relay to release intermittently.

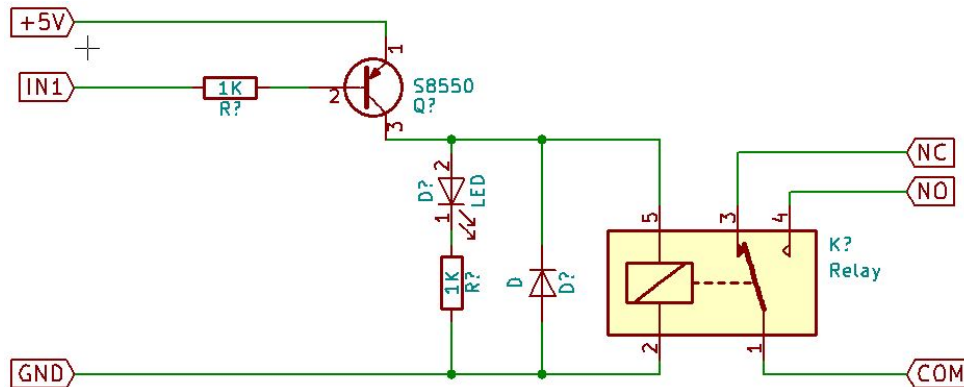
- b) **Non-isolated relay module, Active HIGH trigger signal:** Some relay modules do not have opto-isolators. If they are of a design that has an active high trigger signal then the typical design has a 1K ohm resistor feeding the base of a NPN transistor. This type of relay module should operate just fine when connected directly to the Network Module, although you'll find that the logic seems reversed and you may have to set or clear the "Invert" function in the Relay Control page of the GUI.

A typical active-high relay module circuit design:



The reason this module works with the Network Module is because it has no path from +5V back to the SM8S output pin..

- c) **Non-isolated relay module, Active LOW trigger signal:** This is another relay module design that does not have opto-isolators. This design typically has an active low trigger signal, and the typical design has a 1K ohm resistor feeding the base of a PNP transistor. A typical relay module design looks like this:



This design is problematic in that the PNP transistor is connected to 5V, and when the Network Module control signal goes to a high state a reverse current flow (also known as an injected current flow) will travel from +5V through the PNP transistor, through the 1K resistor, and into the SM8S output pin. Analyzing this path:

- The difference in voltage from the 5V power supply to the SM8S output pin is $5V - 3V$. About 0.7V is dropped across the PNP transistor, and about 0.3V is dropped across the protection diode in the SM8S. The result is that there is $5 - 3 - 0.7 - 0.3 = 1V$ potential across the 1K resistor. This will result in about 1mA of current flowing through the path. This is not enough current to damage the SM8S, but it is in the active region of the PNP transistor. This may not allow the relay to turn off – or the relay may operate intermittently. If this is the case and you are unable to get a more compatible relay module you will need to provide a voltage shifting buffer between the Network Module and the Relay Module.
- If the relay module you have places the LED in series with the PNP transistor the module may work better due to the voltage drop across the LED. However, there may still be enough current to cause the PNP transistor and the relay to operate intermittently. All you can do is give it a try.

Notes on Inputs

If you use the code configurations that provide digital inputs you'll need to be careful about the voltage you put on the input pin. The pins are directly connected to the SM8S processor. The processor operates at 3V, so you'll need to limit the high level voltage applied to the pin to 3V, or limit the current to no more than 1 mA.

Each input pin has a weak pull-up applied internal to the SM8S processor. The pull-up has a typical resistance equivalent of 60Kohm, but can range from 30Kohm to 80Kohm.

Some recommendations:

- 1) If you are using 3V logic to drive the input pin you should be able to directly connect it.
- 2) If your driver circuitry might place more than 3V on the input pin you can do one of the following:
 - a) Use open collector devices or level translators to prevent putting more than 3V on the input pin.
 - b) Use relay contacts to ground the input pin, relying on the SM8S pull-up to take the pin high. This might not be adequate if the wiring to the input pin is long or is subject to electrical interference.
 - c) Put a 1Kohm resistor between the driver logic and the input pin, but be sure the driver cannot exceed 5V. This isn't ideal, but should limit any current driven into the SM8S to an acceptable level and still achieve adequate logic levels at the SM8S input.

Hardware Design to Maintain Relay States Through a Power Loss or Reboot

A user wanted to know how to prevent relays from changing state during a power loss on the Network Module. This question is very dependent on whether the relays remain powered up during the power loss on the Network Module, AND it is dependent on whether the control input to the relay is active low or active high. So let's explore why things happen and what you can do about it.

First of all, be aware that when the Network Module loses power its outputs go to a low level signal. I'm sure this makes sense to you: no power, no signal output. But there is the additional consideration that the overvoltage protection on the device pins (effectively a diode to VCC) will look like a pull-down when VCC on the STM8S processor goes to zero. Also be aware that when the STM8S processor powers on it default all IO pins to a "floating input" state. This is a function of the chip design, so it can't be changed.

Regardless of what you define as ON or OFF, this discussion here is purely from the perspective of the output signal levels on the Network Module and the input type of the relay being driven.

Scenarios and what happens:

Scenario 1:

- a) Assume relays remain powered up while the Network Module is powered down.
- b) Relays are active high inputs (a high level signal activates the relay).

What will happen:

- When the Network Module loses power and then reboots any relay that is inactive will remain inactive if Retain was enabled in Configuration.
- When the Network Module loses power and then reboots any relay that is active will go to an inactive state during Network Module power loss, then the relay will return to an active state if Retain was enabled in Configuration.
- Note: If the relays also lose power they will of course go inactive during power loss.

Scenario 2:

- a) Assume relays remain powered up while the Network Module is powered down.
- b) Relays are active low inputs (a low level signal activates the relay).

What will happen:

- When the Network Module loses power and then reboots any relay that is inactive will go to an active state because the Network Module outputs go to a low state

during power loss, then the relay will return to an inactive state if Retain was enabled in Configuration.

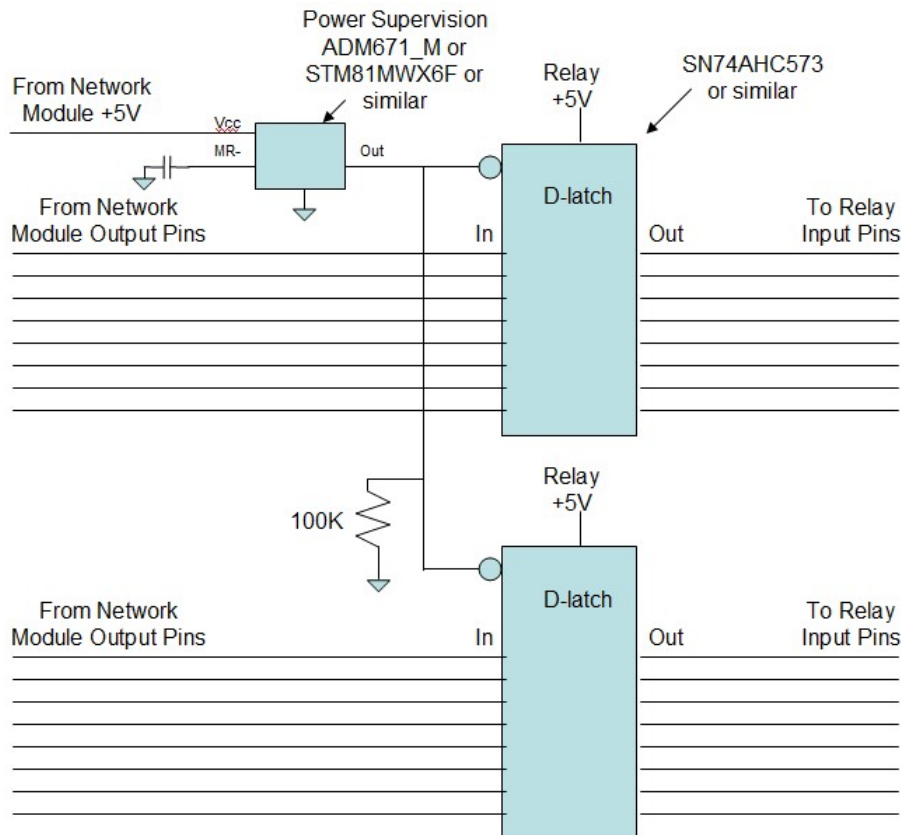
- When the Network Module loses power and then reboots any relay that is active will remain in an active state if Retain was enabled in Configuration.
- Note: If the relays also lose power they will of course go inactive during power loss.

So let's say you don't like the above scenarios and you want the relays to stay just the way you set them through a power loss, regardless of whether they were active or not. Well, this can only be done with hardware external to the Network Module. Here are some suggested solutions:

Option A:

- Assume the relays remain powered up while only the Network Module loses power.
- The relays can be either active low or active high inputs.

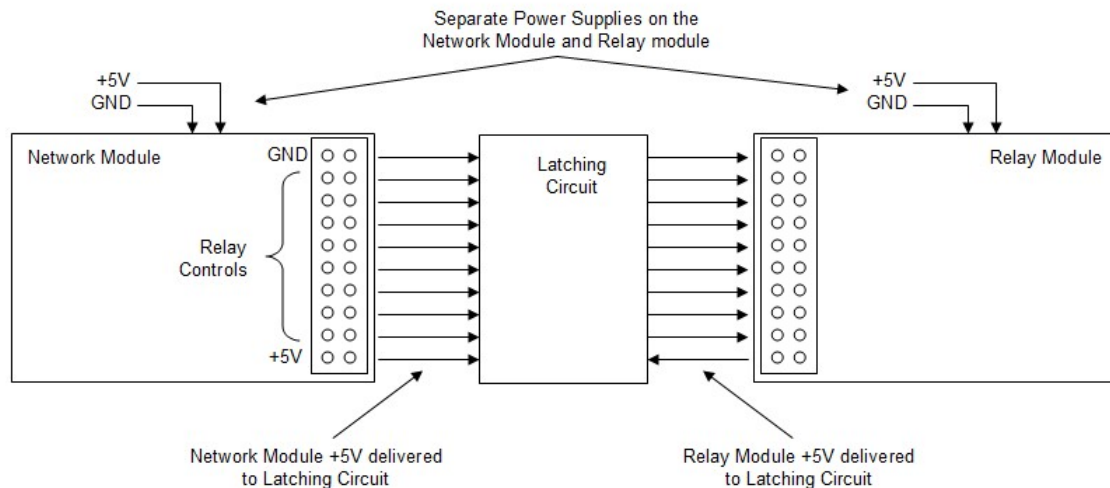
Since we know the Network Module outputs will go low during power loss we need to build hardware that will maintain the state of the relay control input during the outage. An example circuit is shown here for 16 Relays:



In the above circuit the Power Supervision device will detect when power is falling on the Network Module and will cause the D-latch devices to capture the output states of the Network Module. As long as power is maintained on the Relays and the D-latches the relays will maintain their state.

Once power returns on the Network Module the Power Supervision device will continue to keep the D-latch devices in a hold state until the STM8 processor is operating. If additional time is needed a capacitor can be added to the MR- input.

The latching circuit described above is placed between the Network Module and the Relay Module as shown here:



The downside to the above: The devices in the Latching Circuit may not all be available in DIP form – some may be surface mount. This implies that you may have to design a circuit board for this solution. That is not as onerous as you might think. There are cheap manufacturing sources in China that will make up to 10 circuit boards for almost nothing (less than \$10 USD). But you must design the board and generate gerber files.

Option B:

- Use “Latching Relays”

This option almost sounds like nirvana until you look at the details.

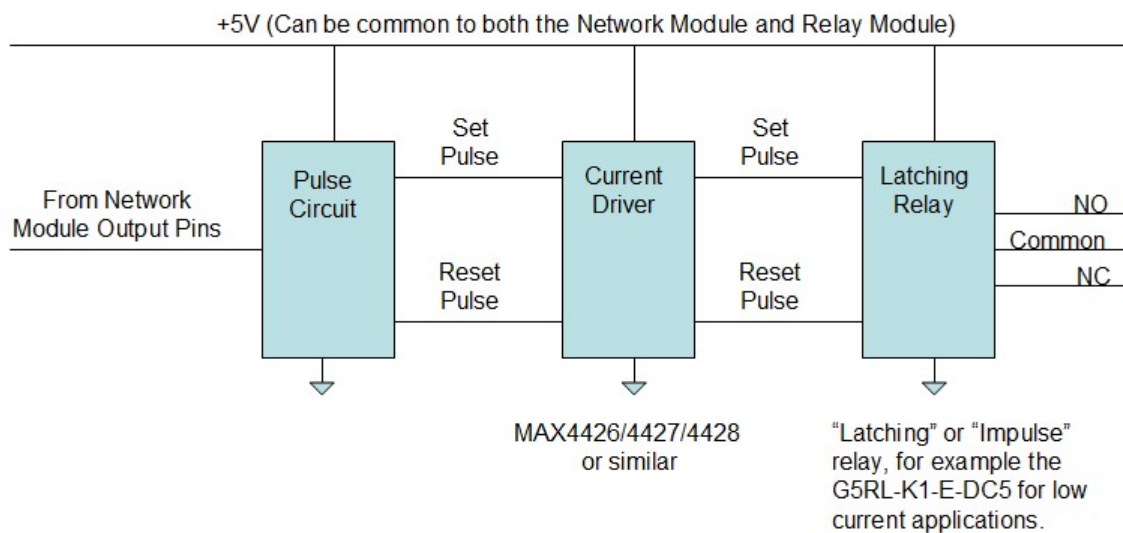
First let me caution you about “bi-stable self latching” relays that you may find on eBay. Those are meant to be provided with a pulse and they will switch and hold their state. BUT, you can’t tell what state they are in remotely, so not very useful for remote

applications. It might be possible to tap into their circuitry and find a sense point that could be fed back to one of the Network Module sense inputs. But remember these bi-stable relays are not actual latching relays as they require that power be maintained to the relay for it to retain it's state (just like Option A above)..

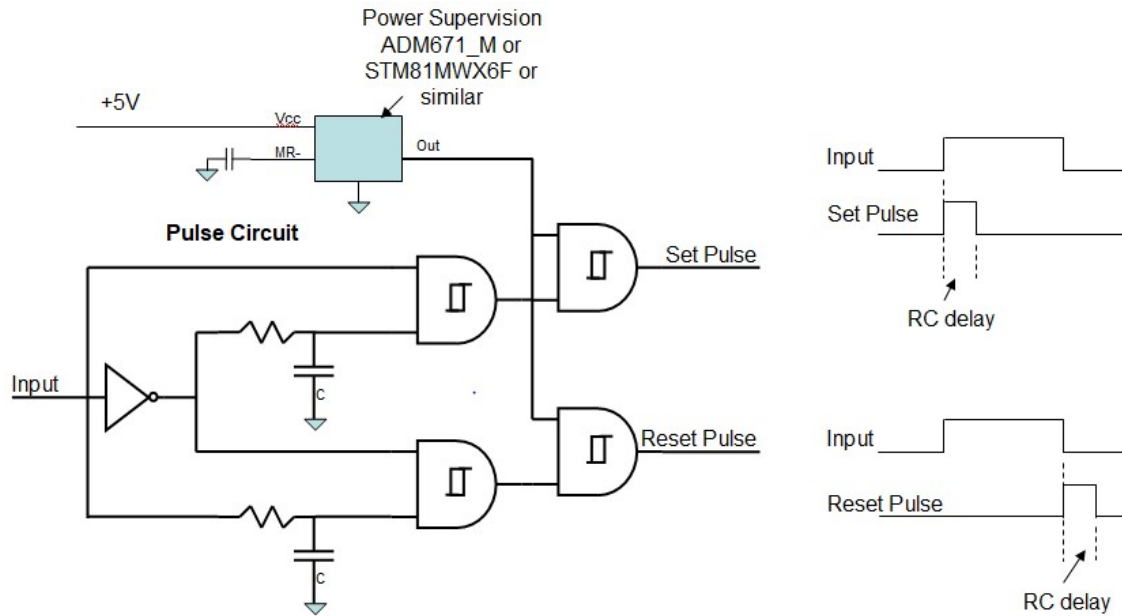
So, what about REAL latching relays? They will maintain their state even if ALL power is lost to the Network Module and the Relay Module. These relays are sometimes called "Impulse" relays because they require a pulse on a Set pin to put them in one state, and a pulse on a Reset pin to go to the other state. An example of this type of relay is the G5RL-K1-E-DC5 for low current applications.

Since the Network module only has a single state output a circuit is required to convert that signal to the pulses needed by the latching relays. And a driver is needed to supply the necessary pulse current to the relays. AND the circuit still needs to detect power loss to prevent inadvertent pulse generation when power is lost and restored.

A block diagram looks like this:



The pulse circuit looks like this:



The above needs to be repeated for each relay (except the Power Supervision can be common).

The resistor and capacitor values are determined as follows:

Need minimum pulse width of 30ms

When input is rising the output will switch at about 2.6v

When input is falling the output will switch at about 1.8v

Need about 60K and 1uF for rising signal. This will give an RC of about 60ms, with a pulse width of about 40ms.

Using 60K and 1uF for the falling signal will have a pulse width of about 60ms.

As in Option A a capacitor can be applied to the MR- input of the Power Supervision if a longer delay time is needed for the STM8 to stabilize.

Suggested part number for the Schmitt NAND gate is the SN74HC7001 and for the Inverter is the SN74LVC1G04.

After considering the Pulse Circuit, Power Supervision, and Current Drivers once again the circuit is complicated enough to require a circuit board.

Option C:

You may want to consider using a UPS to prevent power loss. That will solve most of the problems discussed here. If power loss is nearly non-existent, then the only concern is brief relay chatter in event of a reboot, which should also be nearly non-existent once the Network Module is set up.

IMPORTANT: I have not implemented any of the above power loss circuits, so there may be errors in what I've described. If you plan to go this route analyze the design carefully.

Summary:

In the end you need to consider carefully if fully retaining the relay states all the way through a power loss is really necessary. You can use the Retain setting in the Network Module to be sure the relays return to their pre-power loss state, but they may still “chatter” once or twice during reboot or power loss and recovery.

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This project borrows heavily from the work of Simon Kueppers “MicroWebServer” project available on GitHub. Extract of Simon Kueppers’ code sharing statement:

- * Author: Simon Kueppers
- * Email: simon.kueppers@web.de
- * Homepage: <http://klinkerstein.m-faq.de>
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