



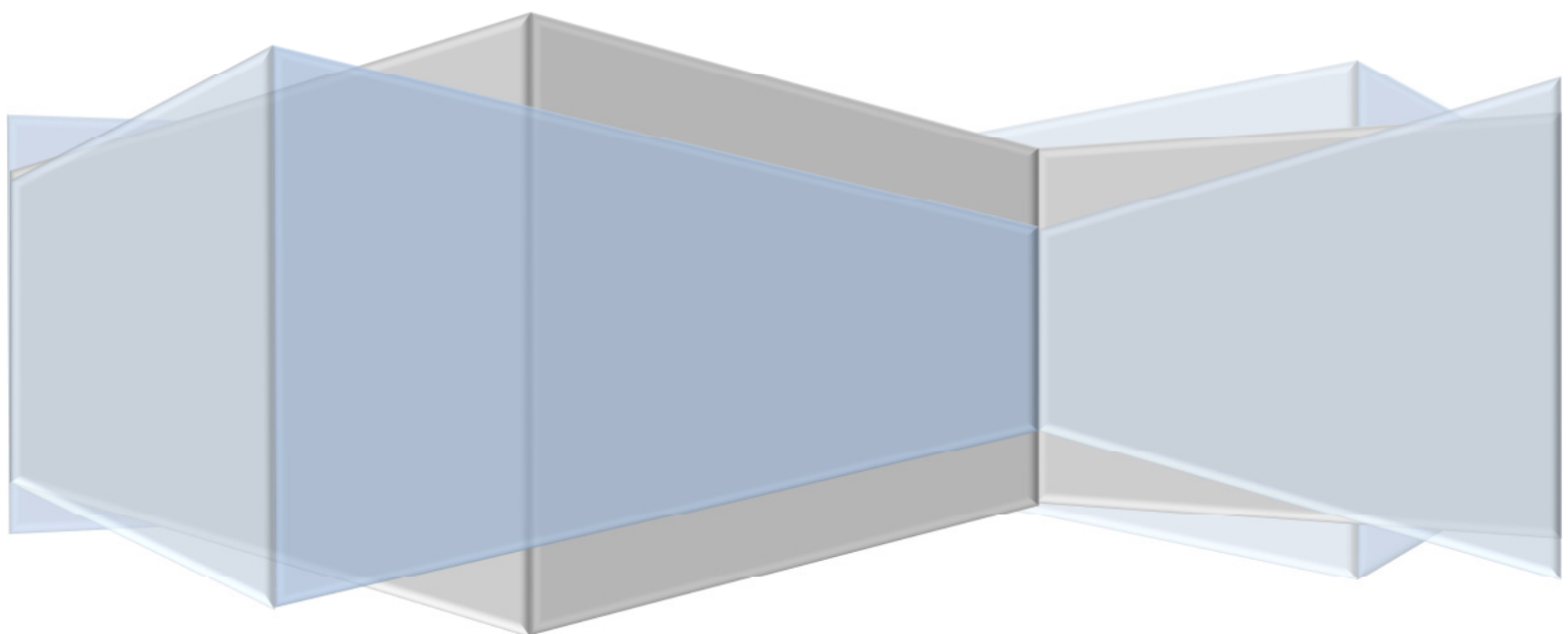
#### DANGER

All connections are NOT hot plug capable. Please turn off power before removing or plugging in ANY plug!!!

# PSPU

## Documentation A.1

**IB Ostendorff**



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## Abbreviations

BBU.....	Base Board Unit
GOLDI .....	Grid of Online Lab Devices Ilmenau
JTAG .....	Joint Test Action Group
PSPU .....	Physical System Protection Unit
PSXU.....	Physical System eXpansion Unit
BCU.....	Bus Control Unit

## Explanations

Symbols mark especially important information.



### DANGER

Please read these sections with extreme attention, to avoid any danger for human beings and the machine.



### ATTENTION

Read these sections carefully to avoid problems while using the device.



### INFORMATION

Read this section for additional information and hints.

## 1. Overview

This documentation describes the PSPU.

PSPU stands for “Physical System Protection Unit” and protects the electro-mechanical model within the *Grid of Online Lab Devices Ilmenau (GOLDi)* against misuse and damage. It consists of the following parts:

- Base Board Unit (BBU) with a CAN Bus Interface (CBI),
- as well as two Physical System eXpansion Units (PSXU).



All boards are designed for academic and research use as part of the *GOLDi* infrastructure and NOT for any industrial usage.



For feedback, as well as ideas and comments please send an email to [goldi@ib-ostendorff.de](mailto:goldi@ib-ostendorff.de).

### 1.1. How to read

This document is for administrators only. Administrators should be familiar with the complete document. Users may read it as well to get a better understanding of the architecture of the lab, but it is not necessary when working with the lab.

### 1.2. BBU

The BBU is used to interface the PSXUs to the *GOLDi* infrastructure. It connects the plugged in eXpansion boards, PSXUs in this case, via CAN to *GOLDi*. The PSXUs has to be plugged in the top and bottom eXpansion ports of the BBU. See Figure 1 for details.

### 1.3. PSPU

The PSPU consists of a series of circuit boards. For PSPU\_v1\_01 this includes a BBU\_v1\_11, a CBI\_v1\_01 and two PSXU\_v1\_01. You can see a complete assembly in Figure 1.



Figure 1: PSPU v1\_01



## 1.4. PSXU

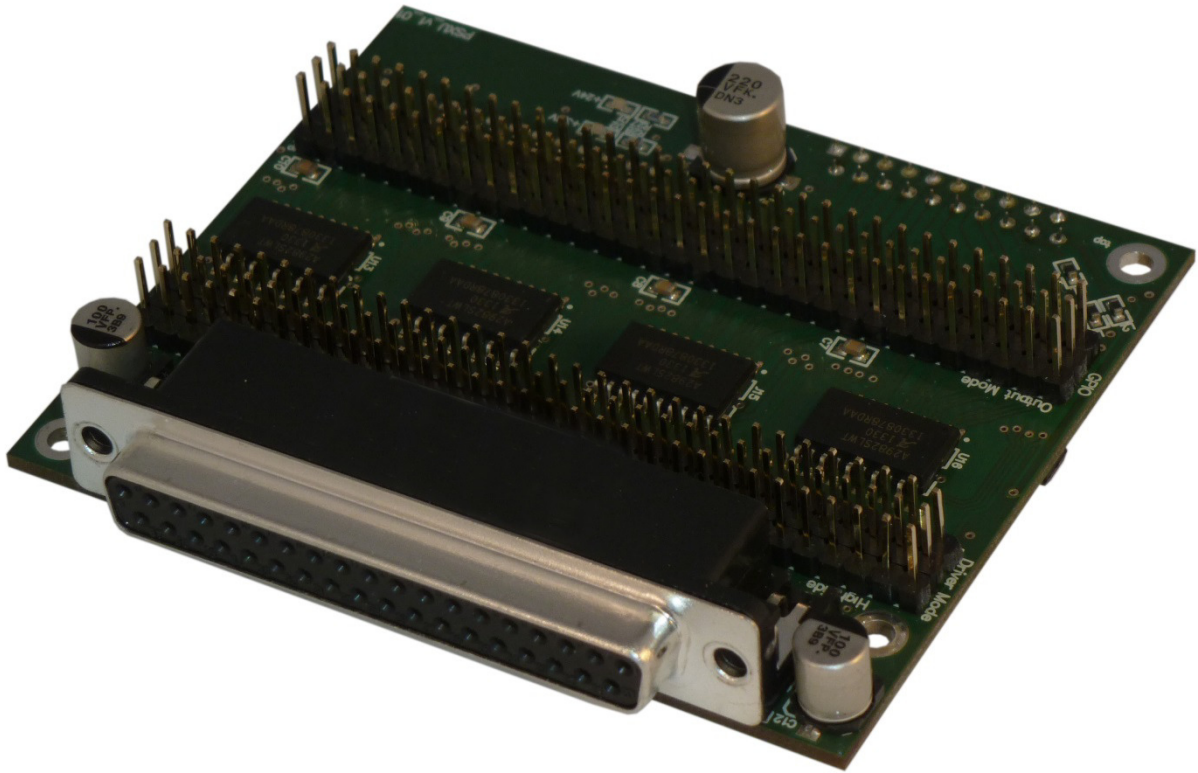


Figure 2: PSXU v1\_01 top side

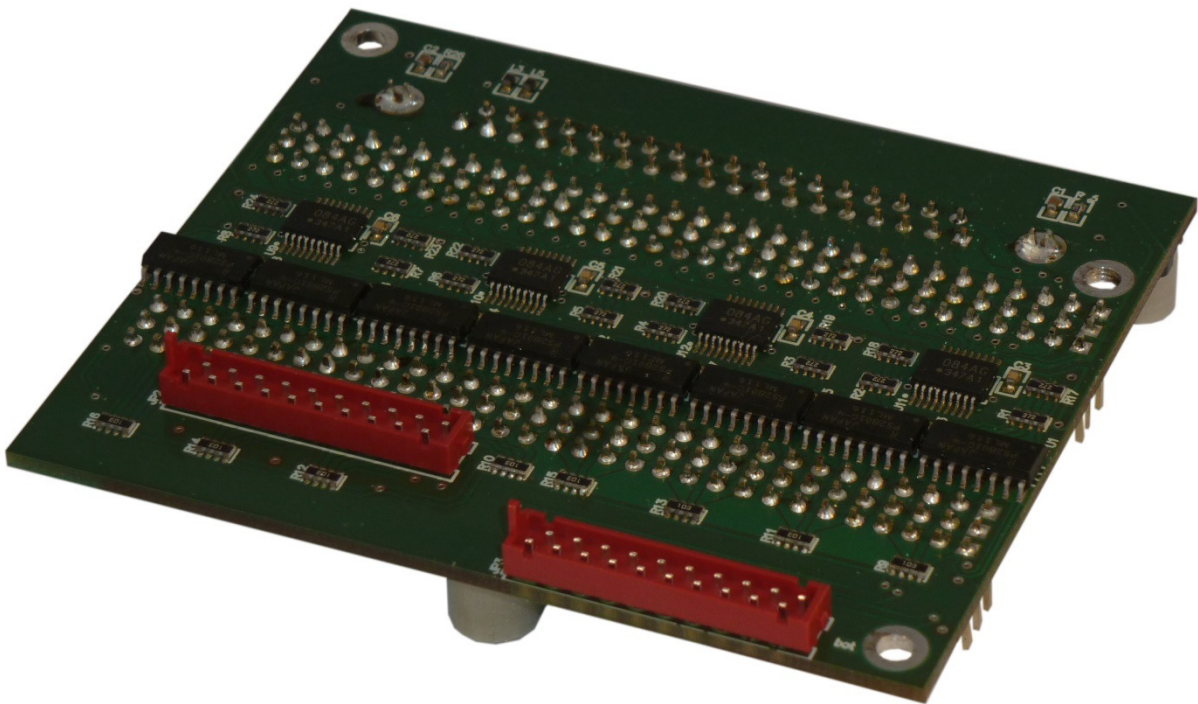


Figure 3: PSXU v1\_01 bottom side

## 2. Operation

The functions described in this section only relate to the version 1.01 of the PSPU.



Please make sure to use the correct firmware for the PSPU.

The newest firmware can be found at [www.ib-ostendorff.de/GOLDI\\_firmware](http://www.ib-ostendorff.de/GOLDI_firmware) or at [www.tu-ilmenau.de/GOLDI](http://www.tu-ilmenau.de/GOLDI).

The PSPU supplies the following functions relevant for the users. Some functions are only accessible for administrators on-site.

### 2.1. Operation of BBU

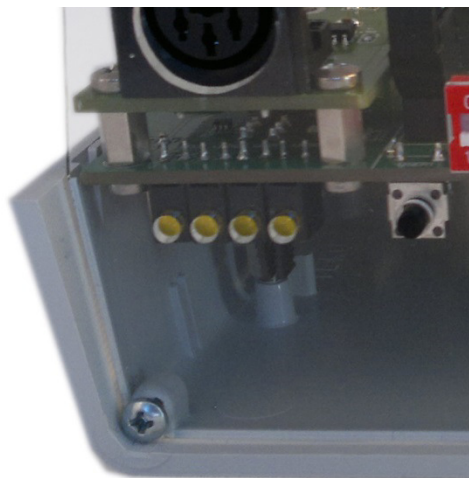
The BBU supplies the following functions relevant for the user.

#### 2.1.1. LEDs

The four yellow LEDs on the front side of the BBU have the following functions:

LED	mode	
1	off	no connection to <i>GOLDi</i>
	flashing	firmware running
2	off	MCXU is powered off
	on	MCXU is powered on
3		<i>GOLDi</i> bus data traffic
4		<i>GOLDi</i> bus control message traffic

**Table 1: Function of BBU LEDs**



**Figure 1: BBU LEDs**

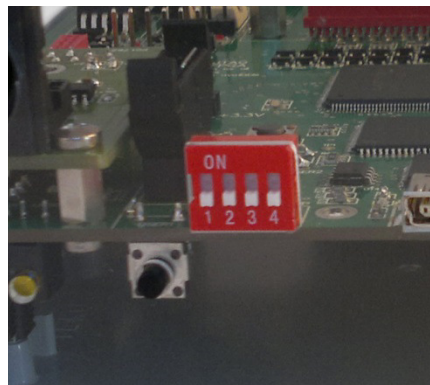
The LEDs 1..4 are numbered from left to right.

## 2.1.2. DIP

The four DIP switches on the front side of the BBU have the following functions:

DIP	mode	
1..4	0000	normal running mode
1..4	1111	firmware update mode
1..4	else	no function defined yet

**Table 2: Function of BBU DIP switches**



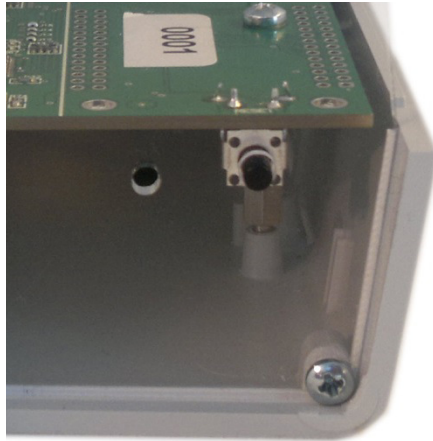
**Figure 2: BBU DIP and user button**

## 2.1.3. User Button

The user button currently has no functionality. For the location see Figure 2.

## 2.1.4. Reset

The reset button resets the complete PSPU. Press at least 1 second to reset device. It takes at least 3 seconds after releasing the button, until PSPU has been completely reset and is in a safe state again.



**Figure 3:** Reset button and power LED (not fitted on this board)

## **2.2. Operation of PSXU**

The PSXU boards can be configured to be input or output. When configured as output, the active driving direction (high / low) can also be configured. The configuration is done via jumpers. The used settings depend on the electro mechanical model connected and is explained in section 4.

### 3. Connections

#### 3.1. *GOLDi* bus connector

The *GOLDi* connector is a 6-pin DIN connector that interfaces the PSPU to the *GOLDi* infrastructure.



Figure 4: *GOLDi* connector

#### 3.2. Secondary power connector

Generally the PSPU is powered via the *GOLDi* connector. In special cases, where the electro mechanical model connected to the PSXU boards needs more power than the BCU can supply over the *GOLDi* bus, a separate power supply can be connected to the PSPU.

In these cases use a 24V supply with at least 2A. The PSPU is fused at 2A to reduce the risk of damage. If the PSPU is self-powered, it CANNOT be switched on and off by the BCU anymore. This does not count for the electro mechanical model connected, which can still be controlled by the PSPU.



Figure 5: Power connector

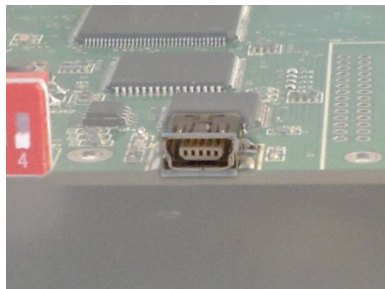


**Figure 6: Adapter polarity**

### 3.3. USB

The BBU has a mini USB connector for firmware updates. A FTDI 2232HL is used to enable the reprogramming of the BBU.

The mini USB connector can be found in the top left corner of the board next to the DIP switch and the reset connector.



**Figure 7: Mini USB connector**



Only use the BBU programming tool supplied for any reprogramming to avoid damage to the hardware.

### 3.4. Expansion port

The BBU supplies one expansion connectors.

JP24 has the following pin out:

Connection	Pin number	Pin number	Connection
+5V (max. 1A)	1	2	GND
i2c SDA (@5V)	3	4	i2c SCL (@5V)
GND	5	6	GND
-5V (max 50mA)	7	8	i2c A IRQ
+24V (max. 1A)	9	10	+24V (max. 1A)

**Table 3: Expansion port**

## Connections



**Figure 8:** BCU expansion ports



### 3.5. PSXU connectors

Each PSXU board contains one 37-pin connector to connect electro mechanical physical systems. These boards supply +24V to the connected electro mechanical physical systems as well as 32 I/Os. Each of these I/Os can be configured via Jumpers to be either input or output. Please refer to section 4 for more details about the configuration.



**Figure 9:** PSXU connectors



## 4. Electro mechanical model connection

The PSPU needs to be adapted to each electro mechanical model connected.



If you use a different electro mechanical model that is not mentioned in this document, please contact [goldi@ib-ostendorff.de](mailto:goldi@ib-ostendorff.de) for support if needed.



### DANGER

A wrong setting of the input / output direction or driving direction (high / low) may damage the PSPU and / or the electro mechanical model.

**Be sure you know what you are doing!!!**

The BBU can be fitted with two boards. The top PSXU board has the number 1, the bottom board the number 2. Most models will use two boards. One of them will be completely configured as input and the other one as output.



Please make sure to use the correct firmware for the PSPU. Each electro mechanical model requires a certain firmware.

The newest firmware can be found at [www.ib-ostendorff.de/GOLDI\\_firmware](http://www.ib-ostendorff.de/GOLDI_firmware) or at [www.tu-ilmenau.de/GOLDI](http://www.tu-ilmenau.de/GOLDI).

#### **4.1. Elevator (type A – 3 floors)**

The top PSXU board should be completely configured as input.

The bottom PSXU board should be completely configured as output with the driving direction active high.

#### **4.2. Elevator (type C – 4 floors)**

The top PSXU board should be completely configured as input.

The bottom PSXU board should be completely configured as output with the driving direction active high.

#### **4.3. Production Cell**

The top PSXU board should be completely configured as input.

The bottom PSXU board should be completely configured as output with the driving direction active high.

#### **4.4. 3-axis portal**

The 3-axis portal only uses the top PSXU board. This has to be configured to be input and output. Use the following configuration. Table 5 shows how to place the jumpers (X means to place a jumper at this location), when the 37-pin header is pointing upwards.

## Electro mechanical model connection

number from left <sup>1</sup>	GPIO number	direction (jumper for JP4/JP5/JP6)	driver (jumper for JP7/JP8/JP9)	37-pin connect. number	function
1	GPIO_0	input (JP4/JP5)	none	1	X-axis at pos. X-
2	GPIO_1	output (JP5/JP6)	high (JP8/JP9)	20	X-axis to X-
3	GPIO_2	input (JP4/JP5)	none	2	X-axis at pos. X+
4	GPIO_3	output (JP5/JP6)	high (JP8/JP9)	21	X-axis to X+
5	GPIO_4	input (JP4/JP5)	none	3	X-axis ref. pos.
6	GPIO_5	output (JP5/JP6)	high (JP8/JP9)	22	Y-axis to Y-
7	GPIO_6	input (JP4/JP5)	none	4	X-axis channel A
8	GPIO_7	output (JP5/JP6)	high (JP8/JP9)	23	Y-axis to Y+
9	GPIO_8	input (JP4/JP5)	none	5	X-axis channel B
10	GPIO_9	output (JP5/JP6)	high (JP8/JP9)	24	Z-axis to Z+
11	GPIO_10	input (JP4/JP5)	none	6	X-axis channel Z
12	GPIO_11	output (JP5/JP6)	high (JP8/JP9)	25	Z-axis to Z-
13	GPIO_12	input (JP4/JP5)	none	7	X-axis at pos. Y-
14	GPIO_13	output (JP5/JP6)	high (JP8/JP9)	26	Z-axis to Z+
15	GPIO_14	input (JP4/JP5)	none	8	X-axis at pos. Y+
16	GPIO_15	none	none	27	reserved / spare
17	GPIO_16	input (JP4/JP5)	none	9	Y-axis ref. pos.
18	GPIO_17	none	none	28	reserved / spare
19	GPIO_18	input (JP4/JP5)	none	10	Y-axis channel A
20	GPIO_19	none	none	29	reserved / spare
21	GPIO_20	input (JP4/JP5)	none	11	Y-axis channel B
22	GPIO_21	none	none	30	reserved / spare
23	GPIO_22	input (JP4/JP5)	none	12	Y-axis channel Z
24	GPIO_23	none	none	31	reserved / spare
25	GPIO_24	input (JP4/JP5)	none	13	Z-axis at pos. Z+
26	GPIO_25	none	none	32	reserved / spare
27	GPIO_26	input (JP4/JP5)	none	14	Z-axis at pos. Z-
28	GPIO_27	none	none	33	reserved / spare
29	GPIO_28	input (JP4/JP5)	none	15	proximity switch
30	GPIO_29	output (JP5/JP6)	low (JP7/JP8)	34	reserved / spare
31	GPIO_30	none	none	16	reserved / spare
32	GPIO_31	output (JP5/JP6)	high (JP8/JP9)	35	reserved / spare

**Table 4: 3-axis portal PSXU configuration (sorted)**

<sup>1</sup> Number counted, when starting from the left side of the PCB and the 37-pin connector is pointing up.  
ATTENTION: Number starts counting at 1. GPIO counting starts at 0. DON'T mix up these two counting schemes.

### 37-pin connector

GPIO	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
JP8/JP9	X		X		X		X		X		X		X																			X
JP7/JP8																														X		
JP5/JP6		X		X		X		X		X		X		X																X		X
JP4/JP5	X		X		X		X		X		X		X		X		X		X		X		X		X		X		X			

### Rest of the BBU

**Table 5: 3-axis portal PSXU configuration (as top view)**



Counting in Table 5 is a GPIO-based counting and therefore starts to count at 0.

## 4.5. Storage warehouse

The top PSXU board should be completely configured as input.

The bottom PSXU board should be completely configured as output with the driving direction active high.

## 5. Revisions

A.0	15.07.2014	First version of documentation.
A.1	23.01.2015	Minor corrections. Added pictures and more model descriptions.