

The Tutorial Book

Have fun with PIC microcontrollers, Jal v2 and Jallib

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Chapter 1

Back to basics...

Topics:

- [Blinking a LED -- TODO](#)
- [Setting up a serial link \(UART\) -- TODO](#)

This chapter is about exploring basic tutorials. As a beginner, these are the very first steps you should experiment and fully understand before going further. As an advanced user, these tutorials are also here to help you testing new chips, or... when things go wrong and you can't figure out why, going back to basics

Don't worry, everything is gonna be alright...

Blinking a LED -- TODO

Setting up a serial link (UART) -- TODO

Chapter

2

PIC peripherals

Topics:

- [Pulse Width Modulation \(PWM\)](#)
- [Analog-to-Digital Converter \(ADC\) -- TODO](#)
- [I²C](#)

This chapter covers main and widely used PIC microcontroller peripherals, like PWM, ADC, etc... For each section, you'll find some basic theory explaining how things works, then a real-life example.

Pulse Width Modulation (PWM)

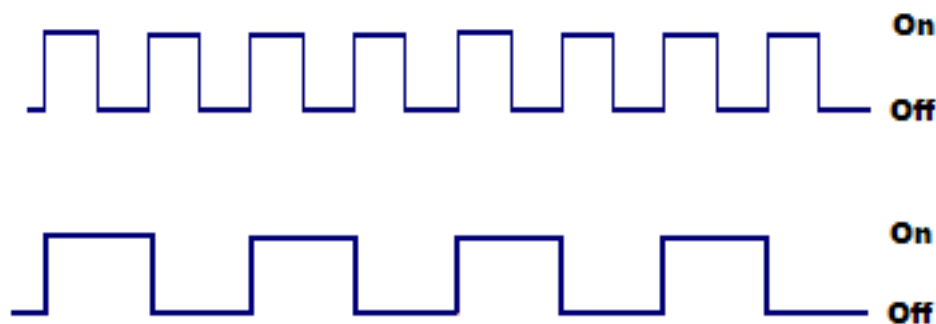
Having fun with PWM and a LED (part 1)

In this "Step-by-Step" tutorial, we're going to (try to) have some fun with PWM. PWM stands for [Pulse Width Modulation](#), and is quite weird when you first face this (this was at least my first feeling).

So, how does PWM look like ?...

PWM is about switching one pin (or more) high and low, at different frequencies and duty cycles. This is a on/off process. You can either vary:

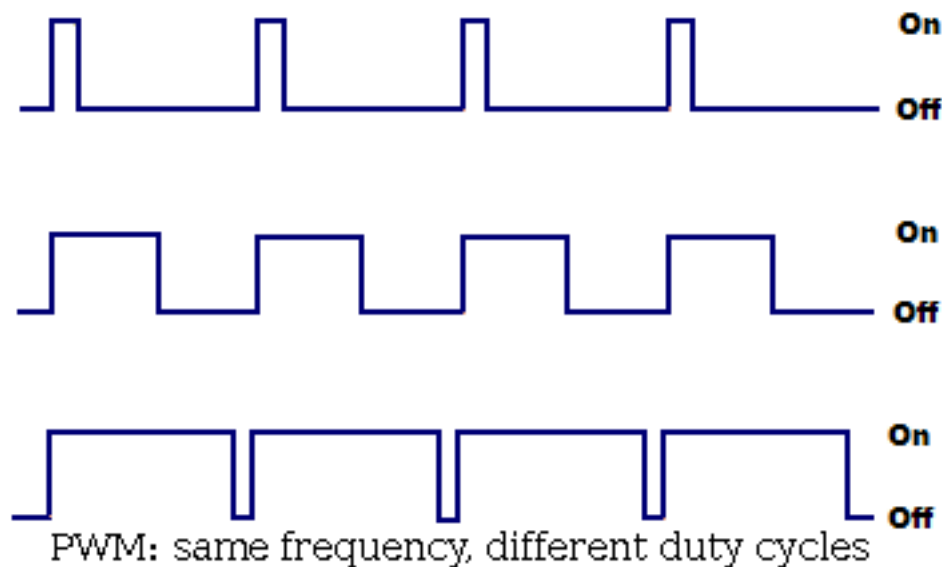
- the **frequency**,
- or the **duty cycle**, that is the proportion where the pin will be high



PWM: same duty cycle, different frequencies

Both have a 50% duty cycle (50% on, 50% off), but the upper one's frequency is twice the bottom

Figure 1: PWM: same duty cycle, different frequencies.



Three different duty cycle (10%, 50% and 90%), all at the same frequency

Figure 2: PWM: same frequency, different duty cycles

But what is PWM for ? What can we do with it ? Many things, like:

- producing variable voltage (to control DC motor speed, for instance)
- playing sounds: duty cycle is constant, frequency is variable
- playing PCM wave file (PCM is Pulse Code Modulation)
- ...

One PWM channel + one LED = fun

For now, and for this first part, we're going to see how to *control the brightness of a LED*. If simply connected to a pin, it will light at its max brightness, because the pin is "just" high (5V).

Now, if we connect this LED on a PWM pin, maybe we'll be able to control the brightness: as previously said, *PWM can be used to produce variable voltages*. If we provide half the value (2.5V), maybe the LED will be half its brightness (though I guess the relation between voltage and brightness is not linear...). Half the value of 5V. How to do this ? Simply **configure the duty cycle to be 50% high, 50% low**.

But we also said *PWM is just about switching a pin on/off*. That is, either the pin will be 0V, or 5V. So how will we be able to produce 2.5V ? Technically speaking, we won't be able to produce a real 2.5V, but if PWM frequency is high enough, then, on the average, and from the LED's context, it's as though the pin outputs 2.5V.

Building the whole

Enough theory, let's get our hands dirty. Connecting a LED to a PWM pin on a 16f88 is quite easy. This PIC has quite a nice feature about PWM, it's possible to select which pin, between RB0 and RB3, will carry the PWM signals. Since I use [tinybootloader](#) to upload my programs, and since tiny's fuses are configured to select the RB0 pin, I'll keep using this one (if you wonder why tinybootloader interferes here, [read this post](#)).

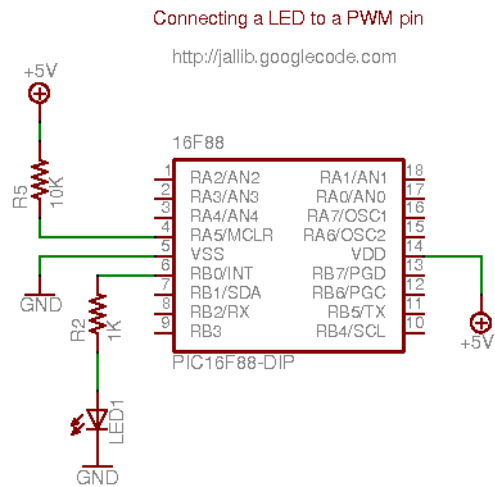
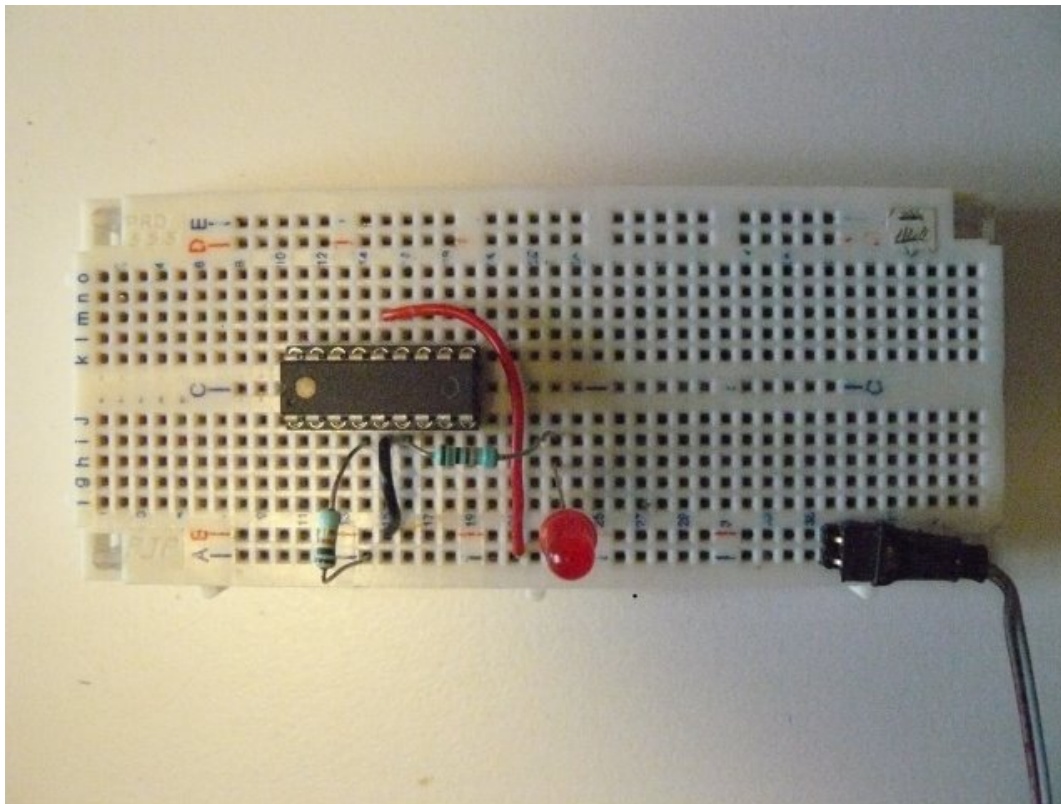
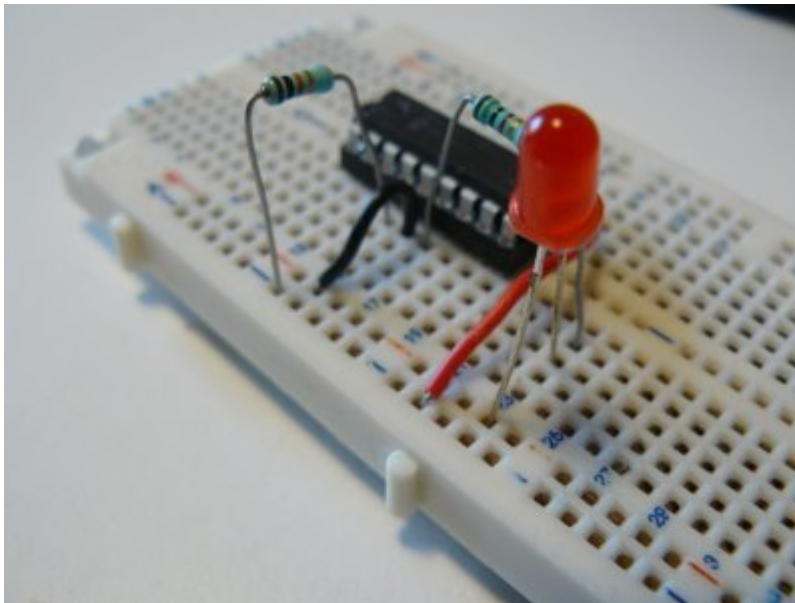


Figure 3: Connecting a LED to a PWM pin

On a breadboard, this looks like this:



The connector brings +5V on the two bottom lines (+5V on line A, ground on line B).



LED is connected to RB0

Writing the software

For this example, I took one of the 16f88's sample included in jallib distribution ([16f88_pwm_led.jal](#)), and just adapt it so it runs at 8MHz, using internal clock. It also select RB0 as the PWM pin.

So, step by step... First, as we said, we must select which pin will carry the PWM signals...

```
pragma target CCP1MUX      RB0      -- ccpl pin on B0
```

and configure it as output

```
var volatile bit pin_ccpl_direction is pin_b0_direction
pin_ccpl_direction = output
-- (simply "pin_b0_direction = output" would do the trick too)
```

Then we include the PWM library.

```
include pwm_hardware
```

Few words here... This library is able to handle **up to 10 PWM channels** (PIC using CCP1, CCP2, CCP3, CCP4, ... CCP10 registers). Using conditional compilation, it **automatically selects the appropriate underlying PWM libraries**, for the selected target PIC.

Since 16f88 has only one PWM channel, it just includes "pwm_ccp1" library. If we'd used a 16f877, which has two PWM channels, it would include "pwm_ccp1" *and* "pwm_ccp2" libraries. What is important is it's transparent to users (you).

OK, let's continue. We now need to configure the **resolution**. What's the resolution ? Given a frequency, the **number of values you can have for the duty cycle** can vary (you could have, say, 100 different values at one frequency, and 255 at another frequency). Have a look at the datasheet for more.

What we want here is to have the **max number of values we can for the duty cycle**, so we can select the exact brightness we want. We also want to **have the max frequency** we can have (ie. no pre-scaler).

```
pwm_max_resolution(1)
```

If you read the [jalapi documentation](#) for this, you'll see that the frequency will be 7.81kHz (we run at 8MHz).

PWM channels can be turned on/off independently, now we want to activate our channel:

```
pwm1_on( )
```

Before we dive into the forever loop, I forgot to mention PWM can be used in **low or high resolution**. On *low resolution*, duty cycles values range from 0 to 255 (8 bits). On *high resolution*, values range from 0 to 1024 (10 bits). In this example, we'll use low resolution PWM. For high resolution, you can have a look at the other sample, [16f88_pwm_led_highres.jal](#). As you'll see, there are very few differences.

Now let's dive into the loop...

```

forever loop
  var byte i
  i = 0
  -- loop up and down, to produce different duty cycle
  while i < 250 loop
    pwml_set_dutycycle(i)
    _usec_delay(10000)
    i = i + 1
  end loop
  while i > 0 loop
    pwml_set_dutycycle(i)
    _usec_delay(10000)
    i = i - 1
  end loop
  -- turning off, the LED lights at max.
  _usec_delay(500000)
  pwml_off()
  _usec_delay(500000)
  pwml_on()
end loop

```

Quite easy right ? There are *two main waves*: one will light up the LED progressively (0 to 250), another will turn it off progressively (250 to 0). On each value, we set the duty cycle with `pwml_set_dutycycle(i)` and wait a little so we, humans, can see the result.

About the result, how does this look like ? See this video: http://www.youtube.com/watch?v=r9_TfEmUSf0

"I wanna try, where are the files ?"

To run this sample, you'll need the [last jallib pack](#) (at least 0.2 version). You'll also find the exact code we used [here](#).

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Having fun with PWM and a piezo buzzer (or a speaker) (part 2)

In [Having fun with PWM and a LED \(part 1\)](#) on page 7, we had fun by controlling the brightness of a LED, using PWM. This time, we're going to have even more fun with a *piezo buzzer*, or a small *speaker*.

If you remember, with PWM, you can either vary the **duty cycle** or the **frequency**. Controlling the brightness of a LED, ie. produce a variable voltage on the average, can be done by having a *constant frequency* (high enough) and *vary the duty cycle*. This time, this will be the opposite: we'll have a constant duty cycle, and vary the frequency.

What is a piezo buzzer ?

It's a "component" with a material having *piezoelectric* ability. *Piezoelectricity* is the ability for a material to produce voltage when it get distorted. The reverse is also true: *when you produce a voltage, the material gets distorted*. When you stop producing a voltage, it gets back to its original shape. If you're fast enough with this on/off voltage setting, then *the piezo will start to oscillate*, and will **produce sound**. How sweet...

Constant duty cycle ? Why ?

So we now know why we need to vary the frequency. This will make the piezo oscillates more and less, and produces sounds at different levels. If you produce a 440Hz frequency, you'll get a nice [A3](#).

But why having a *constant duty cycle* ? What is the role of the duty cycle in this case ? Remember: when making a piezo oscillate, it's not the amount of volts which is important, it's how you turn the voltage on/off¹:

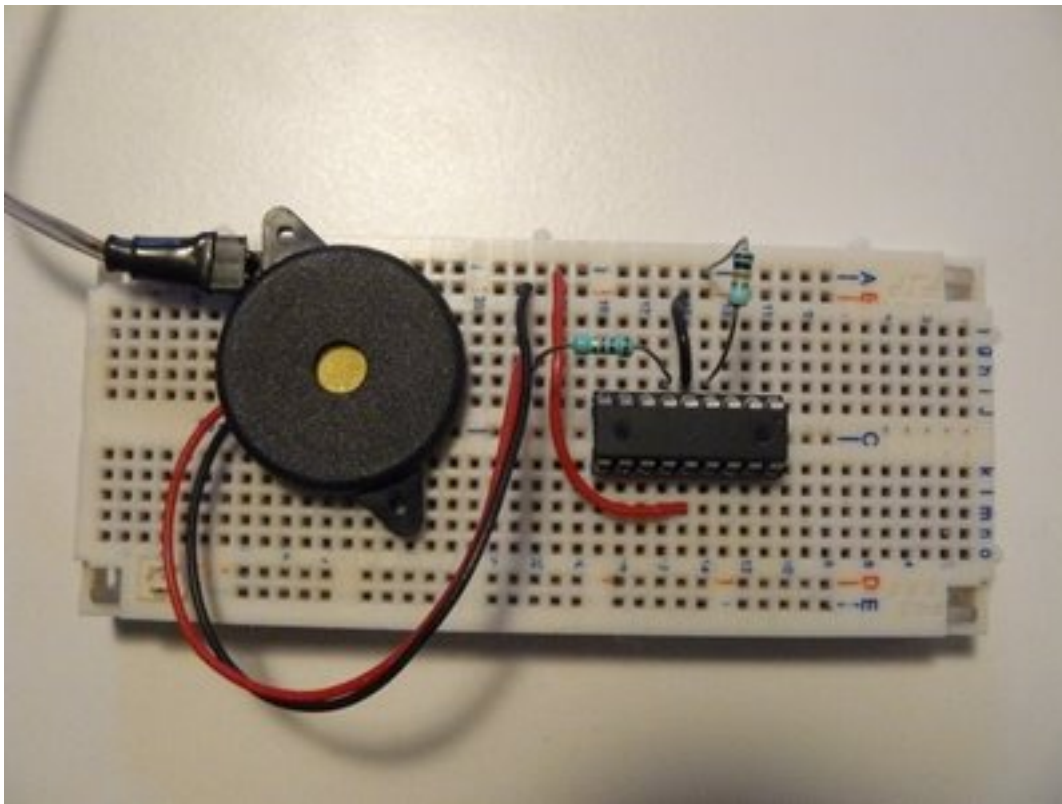
¹ I guess this is about energy or something like that. One guru could explain the maths here...

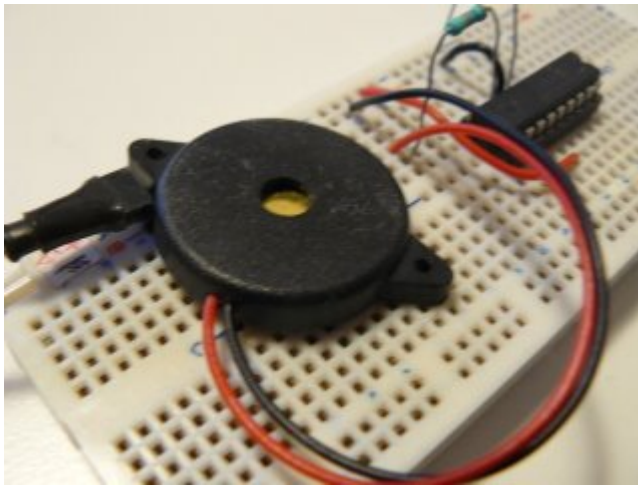
- **when setting the duty cycle to 10%:** during a period, piezo will get distorted 10% on the time, and remain inactive 90% on the time. *The oscillation proportion is low.*
- **when setting the duty cycle to 50%:** the piezo is half distorted, half inactive. *The oscillation proportion is high,* because the piezo oscillates at its maximal amplitude, it's half and equally distorted and inactive.
- **when setting the duty cycle to 90%:** the piezo will get distorted during 90% of a period, then nothing. *The oscillation proportion is low again,* because the proportion between distortion and inactivity is not equal.

So, to summary, what is the purpose of the duty cycle in our case ? The **volume** ! You can vary the volume of the sound by modifying the duty cycle. 0% will produce no sounds, 50% will be the max volume. Between 50% and 100% is the same as between 0% and 50%. So, when I say when need a constant duty cycle, it's not that true, it's just that we'll set it at 50%, so the chances we hear something are high :)

Let's produce sounds !

The schematics will use is exactly the same as on the previous post with the LED, except the LED is replaced with a piezo buzzer, like this:





By the way, how to observe the "duty cycle effect" on the volume ? Just program your PIC with the previous experiment one, which control the brightness of a LED, and power on the circuit. I wanted to show a video with sounds, but the frequency is too high, my camera can't record it...

Anyway, that's a little bit boring, we do want sounds...

Writing the software

The software part has a lot of similarities with the [Having fun with PWM and a LED \(part 1\)](#) on page 7. The initialization is the same, I let you have a look. Only the `forever loop` has changed:

```
var dword counter = 0
forever loop

  for 100_000 using counter loop
    pwm_set_frequency(counter)
    -- Setting @50% gives max volume
    -- must be re-computed each time the frequency
    -- changes, because it depends on PR2 value
    pwml_set_percent_dutycycle(50)
  end loop
end loop
```

Quite straightforward:

- we "explore" frequencies between 0 and 100 000 Hz, using a `counter`
- we use `pwm_set_frequency(counter)` to set the frequency, in Hertz. It takes a `dword` as parameter (ie. you can explore a lot of frequencies...)
- finally, as we want a 50% duty cycle, and since its value is different for each frequency setting, we need to re-compute it on each loop.



Note: jallib's PWM libraries are coming from a "heavy refactoring" of Guru Stef Mientki's PWM library. While integrating it to jallib, we've modified the library so frequencies can be set and changed during program execution. This wasn't the case before, because the frequency was set as a constant.

So, how does this look like ? Hope you'll like the sweet melody :)

<http://www.youtube.com/watch?v=xZ9OhQUKGtQ>

"Where can I download the files ?"

As usual, you'll need the [last jallib pack](#) (at least 0.2 version). You'll also find the exact code we used [here](#).

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Analog-to-Digital Converter (ADC) -- TODO

I²C

Building an i2c slave with jallib (part 1)

i2c is a nice protocol: it is quite fast, reliable, and most importantly, it's addressable. This means that on a single 2-wire bus, you'll be able to plug up to 128 devices using 7bits addresses, and even 1024 using 10bits address. Far enough for most usage... I won't cover i2c in depth, as there are [plenty resources](#) on the Web (and I personally like [this page](#)).

A few words before getting our hands dirty...

i2c is found in many chips and many modules. Most of the time, you create a master, like when accessing an EEPROM chip. This time, in this three parts tutorial, we're going to build a slave, which will thus respond to master's requests.

The *slave* side is somewhat more difficult (as you may have guess from the name...) because, as it does not initiate the talk, it has to listen to "events", and be as responsive as possible. You've guessed, we'll use *interrupts*. I'll only cover i2c hardware slave, that is using *SSP peripheral*². Implementing an i2c software slave may be very difficult (and I even wonder if it's reasonable...).

There are different way implementing an i2c slave, but one seems to be quite common: defining a *finite state machine*. This implementation is well described in Microchip AppNote [AN734](#). It is highly recommended that you read this appnote, and the i2c sections of your favorite PIC datasheet as well (I swear it's quite easy to read, and well explained).

Basically, during an i2c communication, there can be **5 distinct states**:

1. **Master writes, and last byte was an address**: to sum up, master wants to talk to a specific slave, identified by the address, it wants to send data (write)
2. **Master writes, and last byte was data**: this time, master sends data to the slave
3. **Master read, and last byte was an address**: almost the same as 1., but this time, master wants to read something from the slave
4. **Master read, and last byte was data**: just the continuation of state 3., master has started to read data, and still wants to read more data
5. **Master sends a NACK**: basically, master doesn't want to talk to the slave anymore, it hangs up...



Note: in the i2c protocol, one slave has actually two distinct addresses. One is for read operations, and it ends with bit 1. Another is for write operations, and it ends with bit 0.

Example: consider the following address (8-bits long, last bit is for operation type)

0x5C => 0b_0101_1100 => write operation

The same address for read operation will be:

0x93 => 0b_0101_1101 => read operation



Note: jallib currently supports up to 128 devices on a i2c bus, using 7-bits long addresses (without the 8th R/W bits). There's currently no support for 10-bits addresses, which would give 1024 devices on the same bus. If you

² some PICs have MSSP, this means they can also be used as i2c hardware Master

need it, please let us know, we'll modify libraries as needed !

OK, enough for today. Next time, we'll see how two PICs must be connected for i2c communication, and we'll check the i2c bus is fully working, before diving into the implementation.

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Chapter 3

Experimenting external parts

Topics:

- [Interfacing a Sharp GP2D02 IR ranger](#)

You now have learned enough and can start to interface your PIC with externals parts. Without being exhaustive, this chapter explains how to use a PIC with several widely used parts, like LCD screen.

Interfacing a Sharp GP2D02 IR ranger

Sharp IR rangers are widely used out there. There are many different references, depending on the beam pattern, the minimal and maximal distance you want to be able to get, etc... The way you got results also make a difference: either **analog** (you'll get a voltage proportional to the distance), or **digital** (you'll directly get a digital value). This nice article will explain these details (and now I know GP2D02 seems to be discontinued...)

Overview of GP2D02 IR ranger

GP2D02 IR ranger is able to measure distances between approx. 10cm and 1m. Results are available as digital values you can access through a dedicated protocol. One pin, Vin, will be used to act on the ranger. Another pin, Vout, will be read to determine the distance. Basically, getting a distance involves the following:

1. First you wake up the ranger and tell it to perform a distance measure
2. Then, for each bit, you read Vout in order to reconstitute the whole byte, that is, the distance
3. finally, you switch off the ranger

The following timing chart taken from the datasheet will explain this better.

GP2D02 IR ranger : timing chart

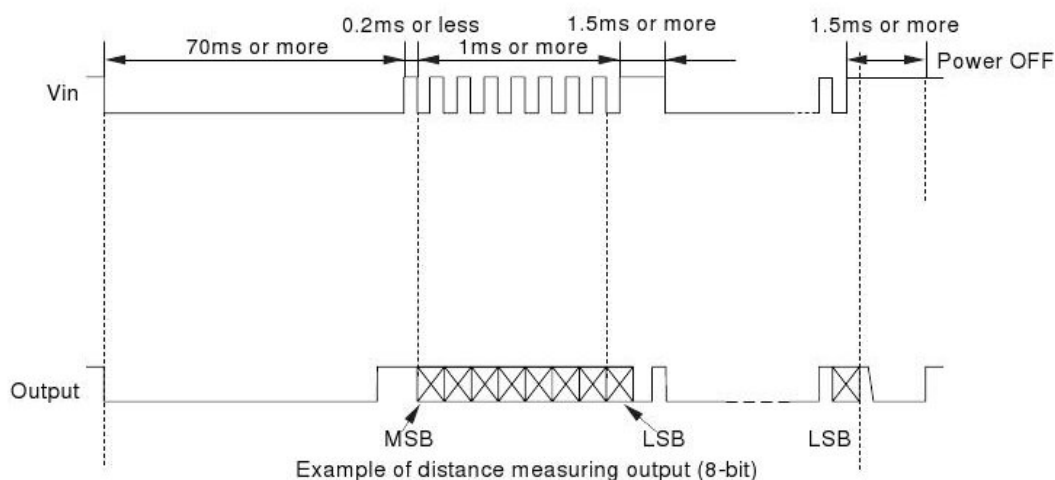
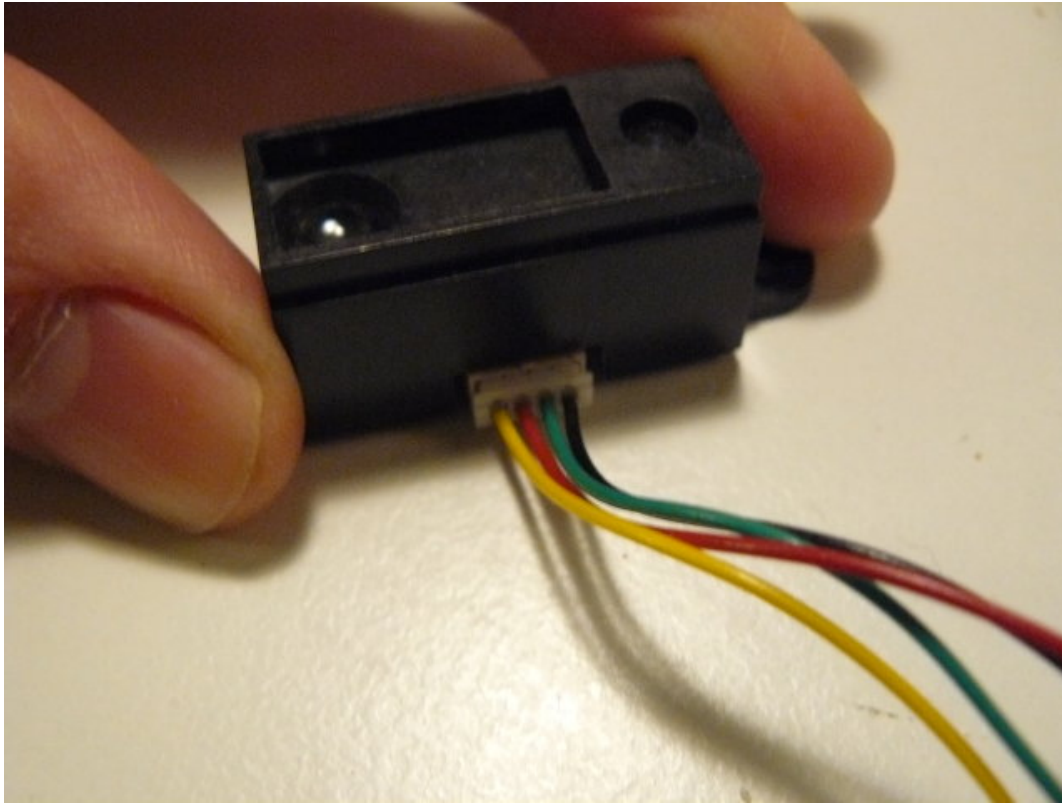


Figure 4: GD2D02 IR ranger : timing chart



Note: the distances obtained from the ranger aren't linear, you'll need some computation to make them so.

Sharp GP2D02 IR ranger looks like this:



- *Red* wire is for +5V
- *Black* wire ground
- *Green* wire is for Vin pin, used to control the sensor
- *Yellow* wire is for Vout pin, from which 8-bits results read

(make a mental note of this...)

Interfacing the Sharp GP2D02 IR ranger

Interfacing such a sensor is quite straight forward. The only critical point is **Vin** ranger pin can't handle high logic level of the PIC's output, *this level mustn't exceed 3.3 volts*. A **zener diode** can be used to limit this level.



Note: be careful while connecting this diode. Don't forget it, and don't put it in the wrong side. You may damage your sensor. And I'm not responsible for ! You've been warned... That's said, I already forgot it, put it in the wrong side, and thought I'd killed my GP2D02, but this one always got back to life. Anyway, be cautious !

Here's the whole schematic. The goal here is to collect data from the sensor, and light up a LED, more or less according to the read distance. That's why we'll use a LED driven by PWM.

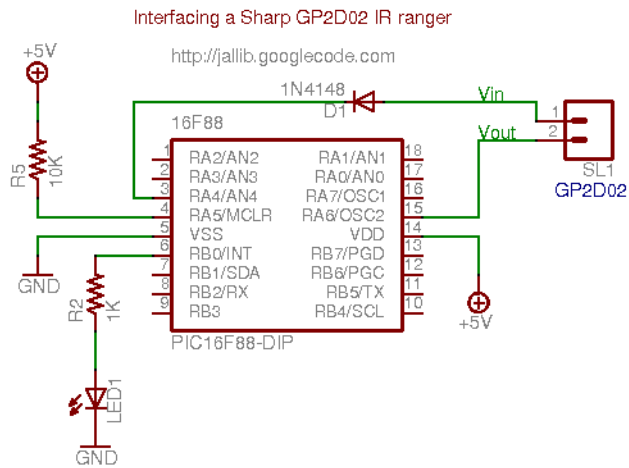
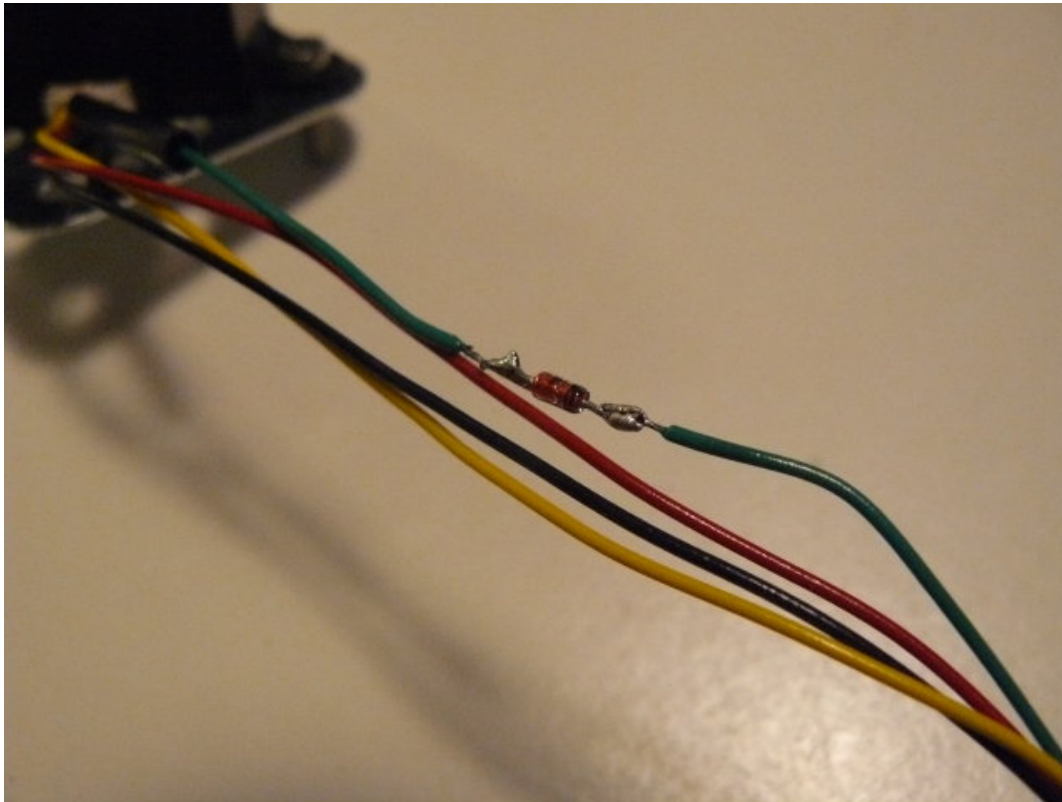
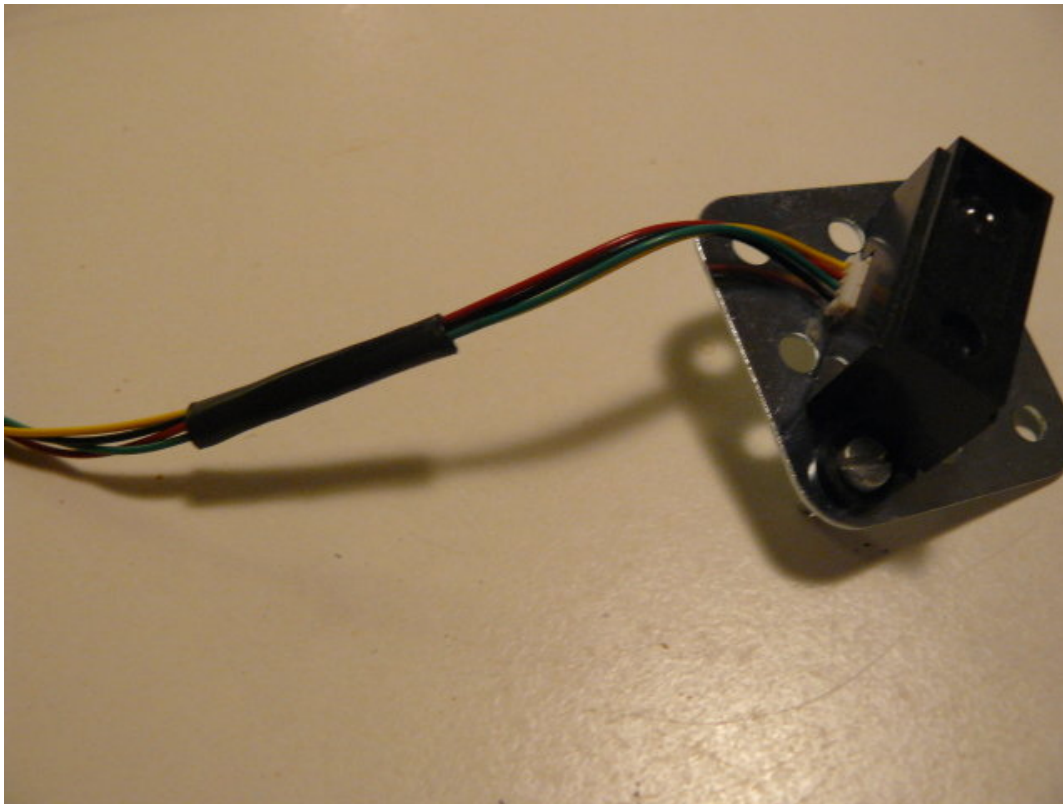


Figure 5: Interfacing Sharp GP2D02 IR range : schematic

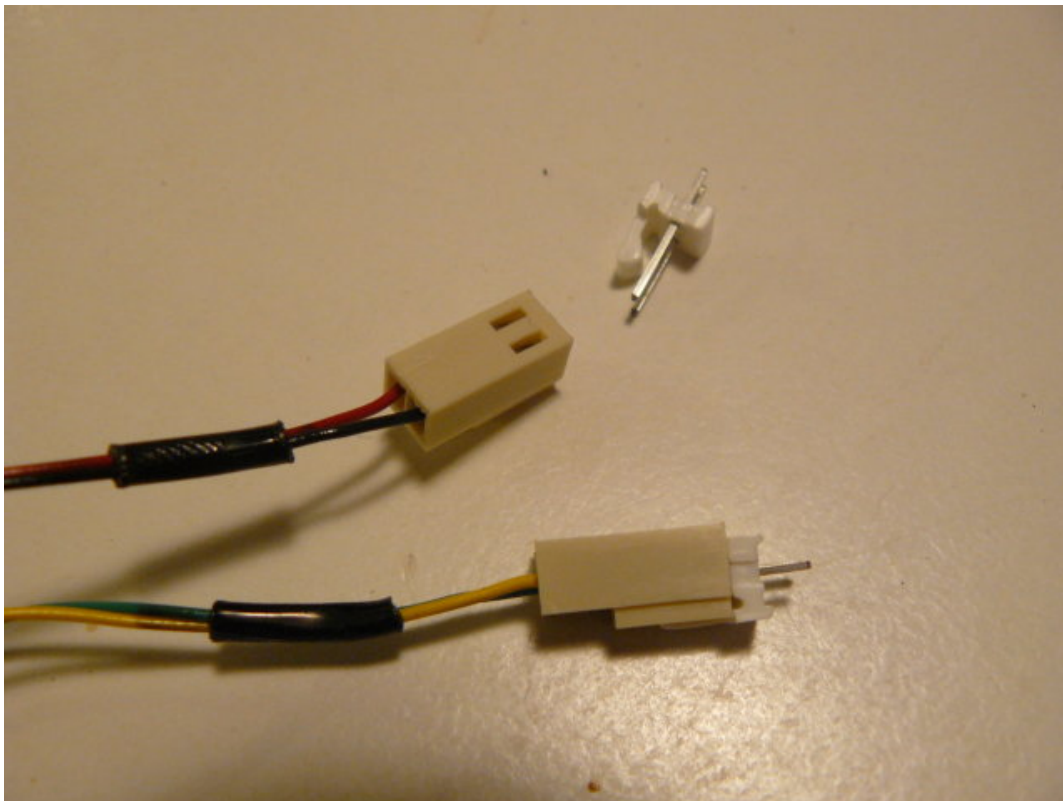
Here's the ranger with the diode soldered on the green wire (which is Vin pin, using your previously created mental note...):



I've also added thermoplastic rubber tubes, to cleanly join all the wires:



Finally, in order to easily plug/unplug the sensor, I've soldered nice polarized connectors:



Writing the program

jallib >=0.3 contains a library, [ir_ranger_gp2d02.jal](#), used to handle this kind of rangers. The setup is quite straight forward: just declare your Vin and Vout pins, and pass them to the `gp2d02_read_pins()`. This function returns the distance as a raw value. Directly passing pins allows you to have multiple rangers of this type (many robots have many of them arranged in the front and back sides, to detect and avoid obstacles).

Using PWM libs, we can easily make our LED more or less bright. In the mean time, we'll also transmit the results through a serial link.

```
var volatile bit gp2d02_vin is pin_a4
var volatile bit gp2d02_vout is pin_a6
var bit gp2d02_vin_direction is pin_a4_direction
var bit gp2d02_vout_direction is pin_a6_direction
include ir_ranger_gp2d02
-- set pin direction (careful: "vin" is the GP2D02 pin's name,
-- it's an input for GP2D02, but an output for PIC !)
gp2d02_vin_direction = output
gp2d02_vout_direction = input

var byte measure
forever loop
  -- read distance from ranger num. 0
  measure = gp2d02_read_pins(gp2d02_vin, gp2d02_vout)
  -- results via serial
  serial_hw_write(measure)
  -- now blink more or less
  pwm1_set_dutycycle(measure)
end loop
```

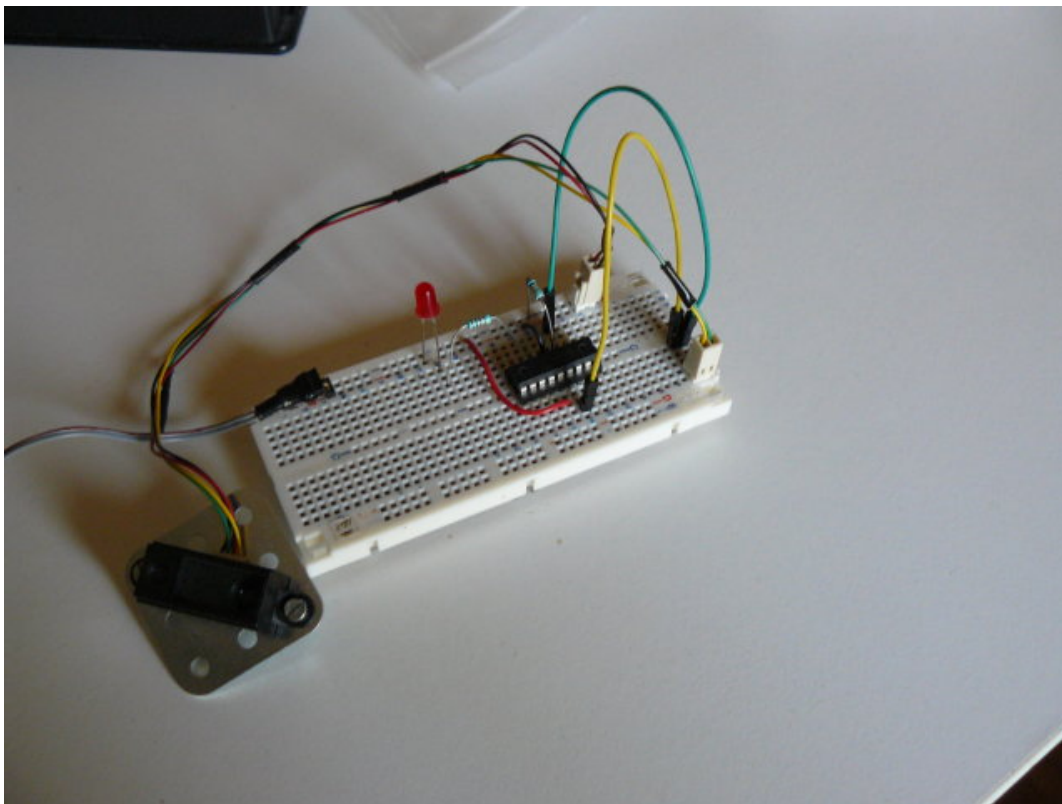


Note: I could directly pass `pin_A4` and `pin_A6`, but to avoid confusion, I prefer using *aliases*.

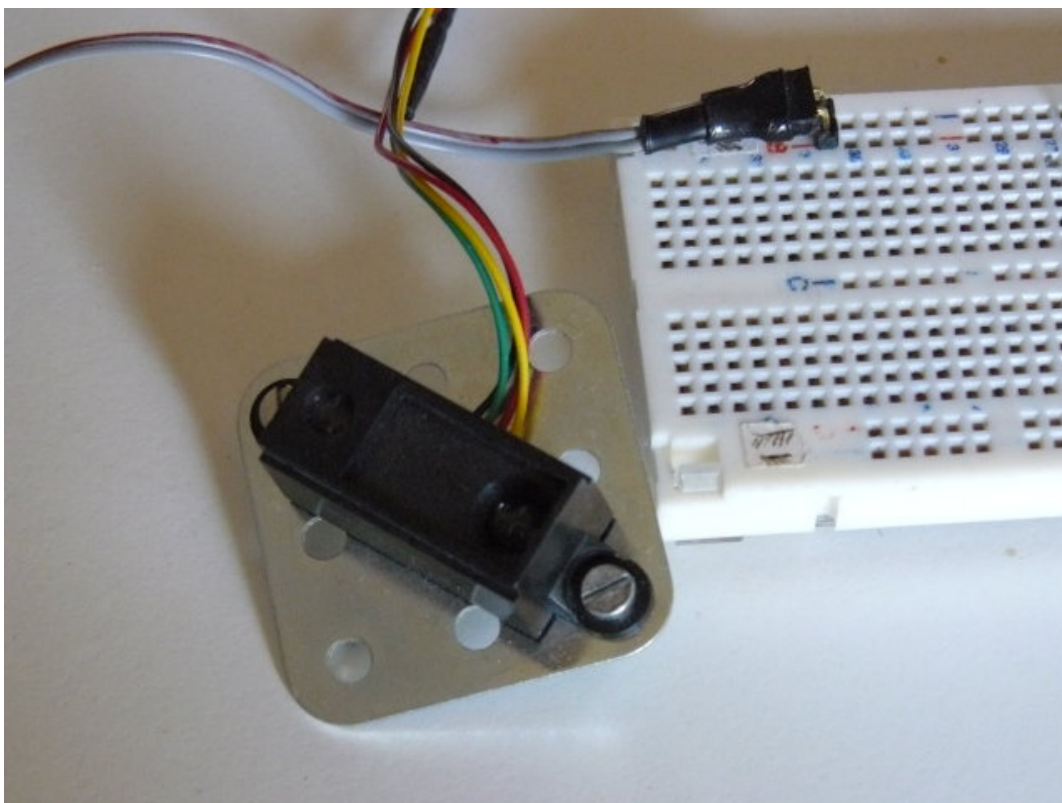
A sample, [16f88_ir_ranger_gp2d02.jal](#), is available in [jallib SVN repository](#), [jallib released packages](#), and also in , starting from version 0.3. You can access downloads [here](#).

Building the whole on a breadboard

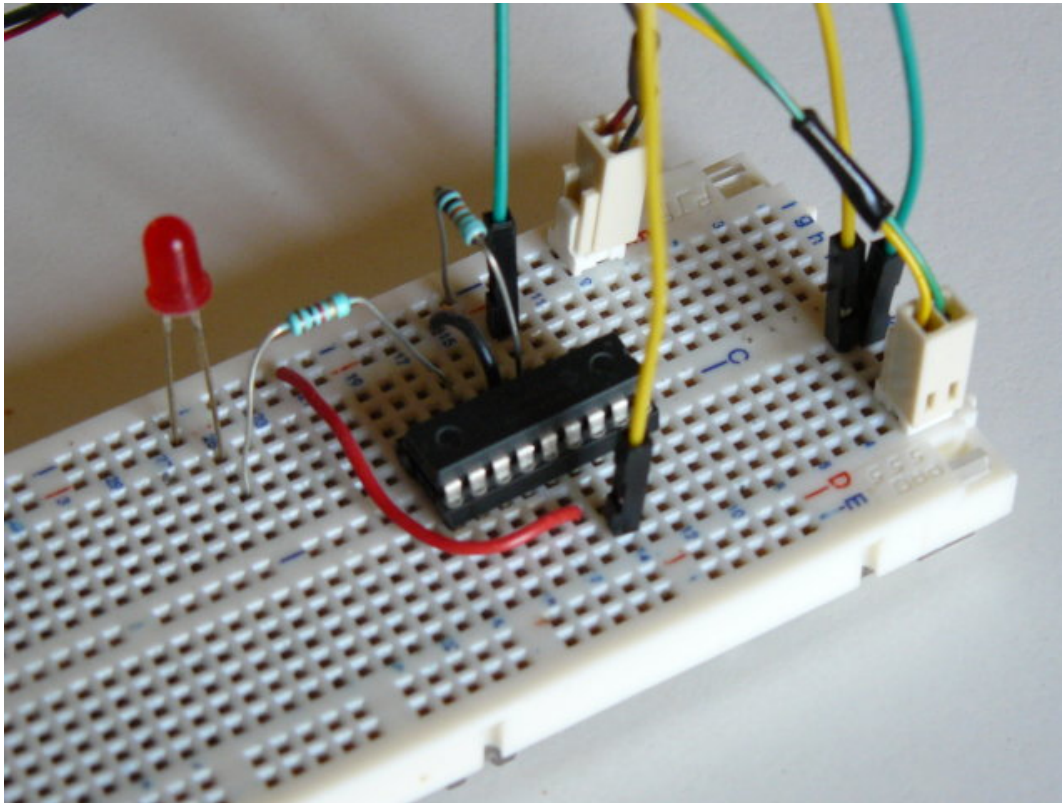
Building the whole on a breadboard



I usually power two tracks on the side, used for the PIC and for the ranger:



Using the same previously created mental note, I connected the yellow Vout pin using a yellow wire, and the green Vin pin using a green wire...



Testing (and the video)

Time to test this nice circuit ! Power the whole, and check no smoke is coming from the PIC or (and) the ranger. Now get an object, like you hand, more or less closed to the ranger and observe the LED, or the serial output... Sweet !

<http://www.youtube.com/watch?v=l5AZwv7LzyM>

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