



Tsic™ Temperature Sensors IC

Application Notes

ZACwire™ Digital Output

IST TSic™ Temperature Sensor IC

Application Notes – ZACwire™ Digital Output

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1 TSicTM ZACwireTM Communication Protocol

ZACwireTM is a single wire bi-directional communication protocol. The bit encoding is similar to Manchester in that clocking information is embedded into the signal (falling edges of the signal happen at regular periods). This allows the protocol to be largely insensitive to baud rate differences between the two ICs communicating.

In end-user applications, the TSicTM will be transmitting temperature information, and another IC in the system (most likely a μ Controller) will be reading the temperature data over the ZACwireTM.

1.1 Temperature Transmission Packet from a TSicTM

The TSicTM transmits 1-byte packets. These packets consist of a start bit, 8 data bits, and a parity bit. The nominal baud rate is 8kHz (125microsec bit window). The signal is normally high. When a transmission occurs, the start bit occurs first followed by the data bits (MSB first, LSB last). The packet ends with an even parity bit.

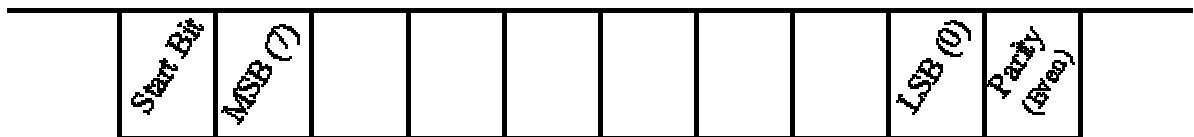


Figure 1.1 – ZACwireTM Transmission Packet

The TSicTM provides temperature data with 11-bit resolution, and obviously these 11-bits of information cannot be conveyed in a single packet. A complete temperature transmission from the TSicTM consists of two packets. The first packet contains the most significant 3-bits of temperature information, and the second packet contains the least significant 8-bits of temperature information. There is a single bit window of high signal (stop bit) between the end of the first transmission and the start of the second transmission.

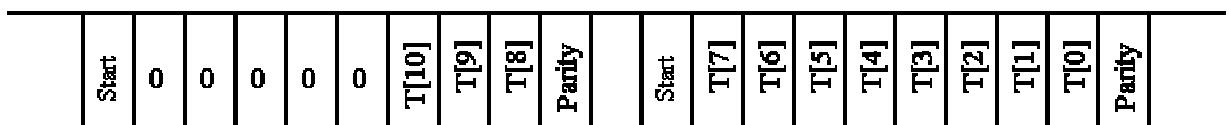


Figure 1.2 – Full ZACwireTM Temperature Transmission from TSicTM



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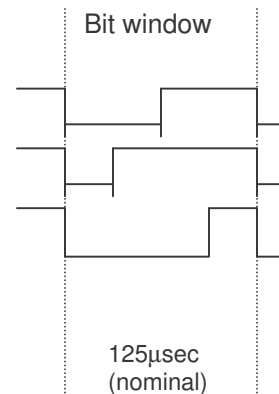
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1.2 Bit Encoding

The bit format is duty cycle encoded:

Start bit => 50% duty cycle used to set up strobe time
Logic 1 => 75% duty cycle
Logic 0 => 25% duty cycle



Perhaps the best way to show the bit encoding is with an oscilloscope trace of a ZACwire™ transmission. The following shows a single packet of 96Hex being transmitted. Because 96Hex is already even parity, the parity bit is zero.

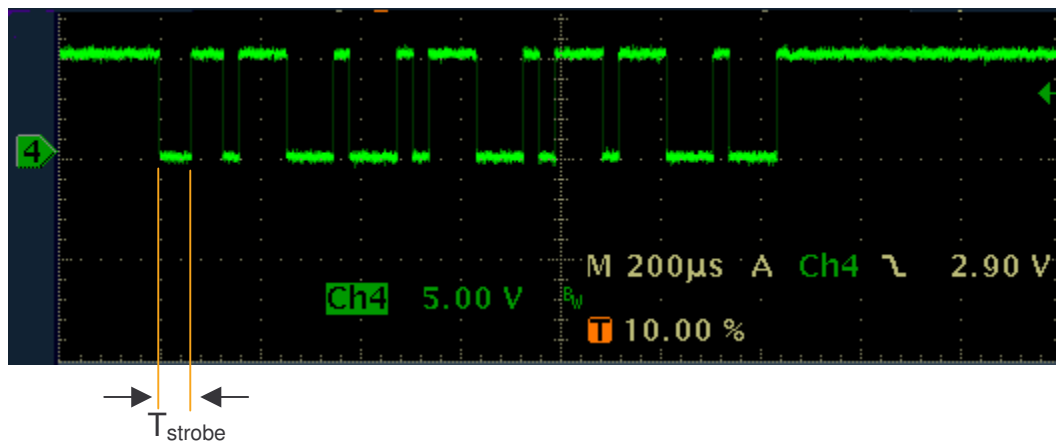


Figure 1.3 – ZACwire™ Transmission

1.3 How to Read a Packet

When the falling edge of the start bit occurs, measure the time until the rising edge of the start bit. This time (T_{strobe}) is the strobe time. When the next falling edge occurs, wait for a time period equal to T_{strobe} , and then sample the ZACwire™ signal. The data present on the signal at this time is the bit being transmitted. Because every bit starts with a falling edge, the sampling window is reset with every bit transmission. This means errors will not accrue for bits downstream from the start bit, as it would with a protocol such as RS232. It is recommended, however, that the sampling rate of the ZACwire™ signal when acquiring the start bit be at least 16x the nominal baud rate. Because the nominal baud rate is 8kHz, a 128kHz sampling rate is recommended when acquiring T_{strobe} .



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1.4 How to Read a Packet using a μ Controller

It is best to connect the ZACwireTM signal to a pin of the μ Controller that is capable of causing an interrupt on a falling edge. When the falling edge of the start bit occurs, it causes the μ Controller to branch to its ISR. The ISR enters a counting loop incrementing a memory location (Tstrobe) until it sees a rise on the ZACwireTM signal. When Tstrobe has been acquired, the ISR can simply wait for the next 9 falling edges (8-data, 1-parity). After each falling edge, it waits for Tstrobe to expire and then sample the next bit.

The ZACwireTM line is driven by a strong CMOS push/pull driver. The parity bit is intended for use when the ZACwireTM is driving long (>2m) interconnects to the μ Controller in a noisy environment. For systems in which the "noise environment is more friendly," the user can choose to have the μ Controller ignore the parity bit.

In the appendix of this document is sample code for reading a TSicTM ZACwireTM transmission using a PIC16F627 μ Controller.

1.4.1 How Often Does the TSicTM Transmit?

If the TSicTM is being read via an ISR, how often is it interrupting the μ Controller with data? The update rate of the TSicTM can be programmed to one of 4 different settings: 250Hz, 10Hz, 1Hz, and 0.1Hz. Servicing a temperature-read ISR requires about 2.7ms. If the update rate of the TSicTM is programmed to 250Hz, then the μ Controller spends about 66% of its time reading the temperature transmissions. If, however, the update rate is programmed to something more reasonable like 1Hz, then the μ Controller spends about 0.27% of its time reading the temperature transmissions.

1.4.2 Solutions if Real Time System Cannot Tolerate the TSicTM Interrupting the μ Controller

Some real time systems cannot tolerate the TSicTM interrupting the μ Controller. The μ Controller must initiate the temperature read. This can be accomplished by using another pin of the μ Controller to supply VDD to the TSicTM. The TSicTM will transmit its first temperature reading approximately 65-85ms after power up. When the μ Controller wants to read the temperature, it first powers the TSicTM using one of its port pins. It will receive a temperature transmission approximately 65 to 85ms later. If during that 85ms, a higher priority interrupt occurs, the μ Controller can simply power down the TSicTM to ensure it will not cause an interrupt or be in the middle of a transmission when the high priority ISR finishes. This method of powering the TSicTM has the additional benefit of acting like a power down mode and reducing the quiescent current from a nominal 45 μ A to zero. The TSicTM is a mixed signal IC and provides best performance with a clean VDD supply. Powering through a μ Controller pin does subject it to the digital noise present on the μ Controller's power supply. Therefore it is best to use a simple RC filter when powering the TSicTM with a μ Controller port pin. See the diagram below.



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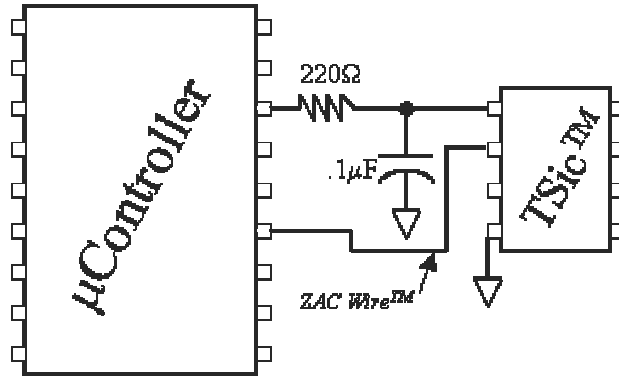
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µController powers TSic™ with a port pin through a simple RC filter.



2 Appendix A: An Example of PIC1 Assembly Code for Reading the ZACwire™

In the following code example, it is assumed that the ZACwire™ pin is connected to the interrupt pin (PORTB, 0) of the PIC and that the interrupt is configured for falling edge interruption. This code should work for a PIC running between 2-12MHz.

```
TEMP_HIGH    EQU    0X24    ;; MEMORY LOCATION RESERVED FOR TEMP HIGH BYTE
TEMP_LOW     EQU    0X25    ;; MEMORY LOCATION RESERVED FOR TEMP LOW BYTE
                ;; THIS BYTE MUST BE CONSECUTIVE FROM TEMP_HIGH

LAST_LOC     EQU    0X26    ;; THIS BYTE MUST BE CONSECUTIVE FROM TEMP_LOW
TSTROBE      EQU    0X26    ;; LOCATION TO STORE START BIT STROBE TIME.
ORG          0X004        ;; ISR LOCATION

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;; CODE TO SAVE ANY NEEDED STATE AND TO DETERMINE THE SOURCE OF THE ISR ;;
;; GOES HERE.  ONCE YOU HAVE DETERMINED THE SOURCE IF THE INTERRUPT WAS ;;
;; A ZAC WIRE TRANSMISSION THEN YOU BRANCH TO ZAC_TX                      ;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

ZAC_TX:       MOVLW  TEMP_HIGH    ;; MOVE ADDRESS OF TEMP_HIGH (0X24) TO W REG
                MOVWF  FSR        ;; FSR = INDIRECT POINTER, NOW POINTING TO TEMP_HIGH

GET_TLOW:     MOVLW  0X02        ;; START TSTROBE COUNTER AT 02 TO ACCOUNT FOR
                MOVWF  TSTROBE    ;; OVERHEAD IN GETTING TO THIS POINT OF ISR
                CLRF   INDF       ;; CLEAR THE MEMORY LOCATION POINTED TO BY FSR
```



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```

STRB:      INCF    TSTROBE,1      ;; INCREMENT TSTROBE

          BTFSC   STATUS,Z       ;; IF TSTROBE OVERFLOWED TO ZERO THEN
          GOTO    RTI            ;; SOMETHING WRONG AND RETURN FROM INTERRUPT
          BTFSS   PORTB,0        ;; LOOK FOR RISE ON ZAC WIRE
          GOTO    STRB          ;; IF RISE HAS NOT YET HAPPENED INCREMENT TSTROBE


          CLRF    BIT_CNT        ;; MEMORY LOCATION USED AS BIT COUNTER
BIT_LOOP:  CLRF    STRB_CNT       ;; MEMORY LOCATION USED AS STROBE COUNTER
          CLRF    TIME_OUT       ;; MEMORY LOCATION USED FOR EDGE TIME OUT
WAIT_FALL: BTFSS   PORTB,0        ;; WAIT FOR FALL OF ZAC WIRE
          GOTO    PAUSE_STRB     ;; NEXT FALLING EDGE OCCURRED
          INCFSZ  TIME_OUT,1      ;; CHECK IF EDGE TIME OUT COUNTER OVERFLOWED
          GOTO    RTI            ;; EDGE TIME OUT OCCURRED.
          GOTO    WAIT_FALL


PAUSE_STRB: INCF    STRB_CNT,1    ;; INCREMENT THE STROBE COUNTER
          MOVF    TSTROBE,0       ;; MOVE TSTROBE TO W REG
          SUBWF   STRB_CNT,0      ;; COMPARE STRB_CNT TO TSTROBE
          BTFSS   STATUS,Z       ;; IF EQUAL THEN IT IS TIME TO STROBE
          GOTO    PAUSE_STRB     ;; ZAC WIRE FOR DATA, OTHERWISE KEEP COUNTING
          ;; LENGTH OF THIS LOOP IS 6-STATES. THIS HAS TO
          ;; MATCH THE LENGTH OF THE LOOP THAT ACQUIRED TSTROBE

          BCF     STATUS,C        ;; CLEAR THE CARRY
          BTFSC   PORTB,0        ;; SAMPLE THE ZAC WIRE INPUT
          BSF     STATUS,C        ;; IF ZAC WIRE WAS HIGH THEN SET THE CARRY
          RLF     INDF,1          ;; ROTATE CARRY=ZAC WIRE INTO LSB OF REGISTER
          ;; THAT FSR CURRENTLY POINTS TO
          CLRF    TIME_OUT       ;; CLEAR THE EDGE TIMEOUT COUNTER

```



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```

WAIT_RISE:    BTFSC  PORTB,0          ;; IF RISE HAS OCCURRED THEN WE ARE DONE
              GOTO   NEXT_BIT
              INCFSZ  TIME_OUT,1      ;; INCREMENT THE EDGE TIME OUT COUNTER
              GOTO   WAIT_RISE
              GOTO   RTI              ;; EDGE TIME OUT OCCURRED.

NEXT_BIT:     INCF    BIT_CNT,1       ;; INCREMENT BIT COUNTER
              MOVLW   0X08            ;; THERE ARE 8-BITS OF DATA
              SUBWF   BIT_CNT,0       ;; TEST IF BIT COUNTER AT LIMIT
              BTFSS   STATUS,Z        ;; IF NOT ZERO THEN GET NEXT BIT
              GOTO   BIT_LOOP

              CLRF    TIME_OUT        ;; CLEAR THE EDGE TIME OUT COUNTER
WAIT_PF:     BTFSS   PORTB,0          ;; WAIT FOR FALL OF PARITY
              GOTO   P_RISE
              INCFSZ  TIME_OUT,1      ;; INCREMENT TIME_OUT COUNTER
              GOTO   WAIT_PF
              GOTO   RTI              ;; EDGE TIMEOUT OCCURRED

P_RISE:       CLRF    TIME_OUT        ;; CLEAR THE EDGE TIME OUT COUNTER
WAIT_PR:     BTFSC   PORTB,0          ;; WAIT FOR RISE OF PARITY
              GOTO   NEXT_BYTE
              INCFSZ  TIME_OUT,1      ;; INCREMENT EDGE TIME OUT COUNTER
              GOTO   WAIT_PR
              GOTO   RTI              ;; EDGE TIME OUT OCCURRED

```



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```

NEXT_BYTE:    INCF    FSR,1            ;; INCREMENT THE INDF POINTER

              MOVLW   LAST_LOC

              SUBWF   FSR,0            ;; COMPARE FSR TO LAST_LOC

              BTFSS   STATUS,Z         ;; IF EQUAL THEN DONE

              GOTO    WAIT_TLOW

              ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
              ;; IF HERE YOU ARE DONE READING THE ZAC WIRE AND HAVE THE DATA ;;
              ;; IN TEMP_HIGH & TEMP_LOW                                     ;;
              ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

WAIT_TLOW:    CLRF    TIME_OUT

WAIT_TLF:     BTFSS   PORTB,0          ; WAIT FOR FALL OF PORTB,0 INDICATING
              GOTO    GET_TLOW         ; START OF TEMP LOW BYTE

              INCFSZ   TIME_OUT

              GOTO     WAIT_TLF

              GOTO     RTI              ; EDGE TIMEOUT OCCURRED

RTI:          ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
              ;; RESTORE ANY STATE SAVED OFF AT BEGINNING OF ISR ;;
              ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

              BCF      INTCON,INTF     ;; CLEAR INTERRUPT FLAG

              BSF      INTCON,INTE     ;; ENSURE INTERRUPT RE-ENABLED

              RETFIE                    ;; RETURN FROM INTERRUPT

              ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

```



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