



CE4920 PSOC TUTORIAL

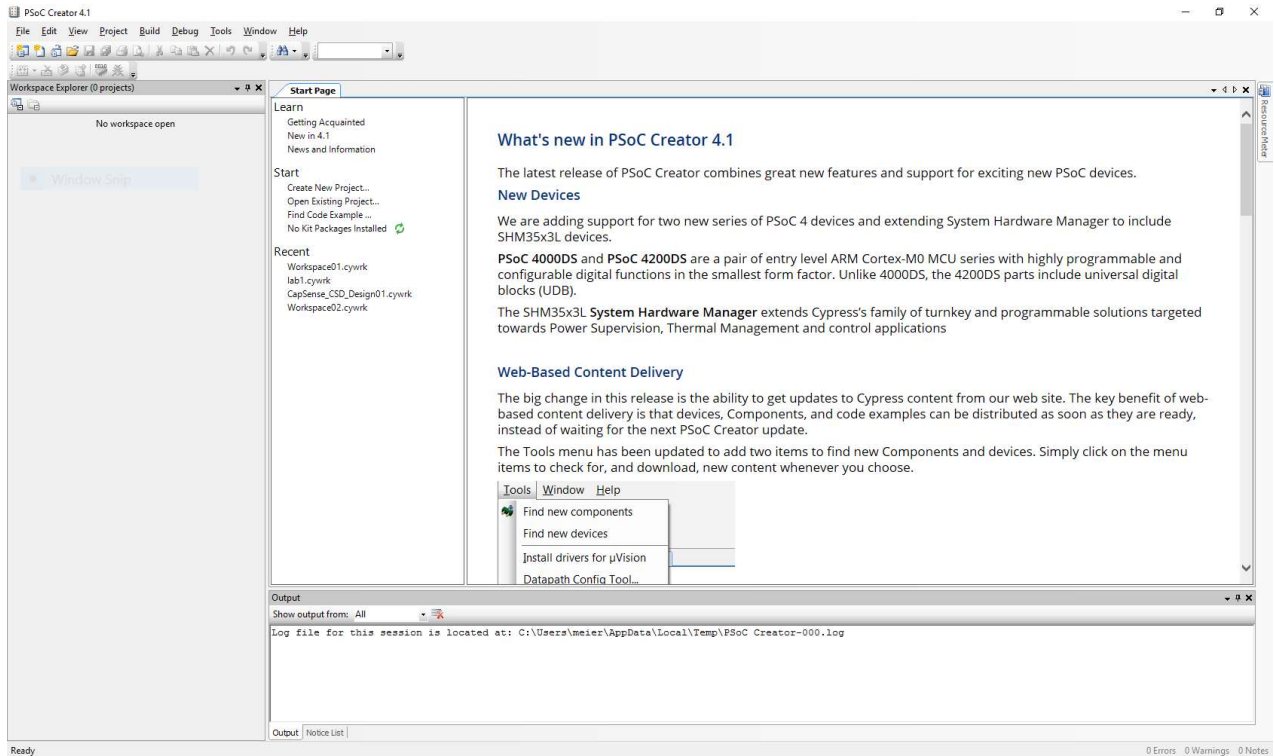
INTRODUCTION

The MSOE embedded systems sequence rigorously prepares students for design engineering jobs in industry. Over the past three years, students wrote firmware in both Assembly language as well as the high-level C programming language to control memory-mapped peripheral devices that sensed and controlled the system environment. Students also designed, simulated, and built combinational logic circuits, sequential logic circuits, as well as standard interfacing circuits such as amplifiers, filters, ADCs, DACs, resistive pull-ups and transistor drivers. CE4920 is the final course in the MSOE embedded systems sequence. This project course requires students to integrate their analog and digital circuit skills to complete the design of a treadmill used in physical therapy or recreational exercise. The project requires the use of a Cypress Semiconductor Programmable System-on-a-Chip (PSOC) technology. PSOC devices provide a reconfigurable mixed-signal fabric and a hard-core processor that together form a comprehensive single-chip solution.

Use this tutorial to learn about the design flow used in the PSOC Creator computer-aided-design software. The tutorial documents PSOC Creator 4.1.

TUTORIAL

1. **Start** the PSOC Creator 4.1 software.
 - a. A start page shows push-content from Cypress Semiconductor.
 - b. Cypress provides tutorials under the Getting Started and Examples headings.





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2. **Make** a new PSOC 5LP project in an appropriate folder.

The image shows a 'Create Project' dialog box for the CY8C5868AXI-LP035. The title bar reads 'Create Project - CY8C5868AXI-LP035'. The main heading is 'Select project type' with the instruction 'Choose the type of project - design, library, or workspace.' Below this, there are four radio button options: 'Design project:', 'Target kit:', 'Target module:', and 'Target device:'. The 'Target device:' option is selected. To the right of 'Target device:', there are two dropdown menus. The first dropdown menu is set to 'PSoC 5LP' and the second is set to 'CY8C58LP'. Below these options are two more radio button options: 'Library project' and 'Workspace'. At the bottom right of the dialog box, there are two buttons: 'Next >' and 'Cancel'.

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Create Project - CY8C5868AXI-LP035

Select project template
Choose a schematic template or start your design with a kit or example project.

☒ **Code example**
Choose from our library of code examples.

☐ **Empty schematic**
Create a full custom design by adding functionality from the component catalog.

< Back **Next >** Cancel

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Create Project - CY8C5868AXI-LP035 ? X

Create Project
Choose a name and location for your design.

Workspace: Create new workspace

Workspace name: ce4920

Location: C:\Users\meier\Documents\PSoC Creator ...

Project name: tutorial

< Back Finish Cancel

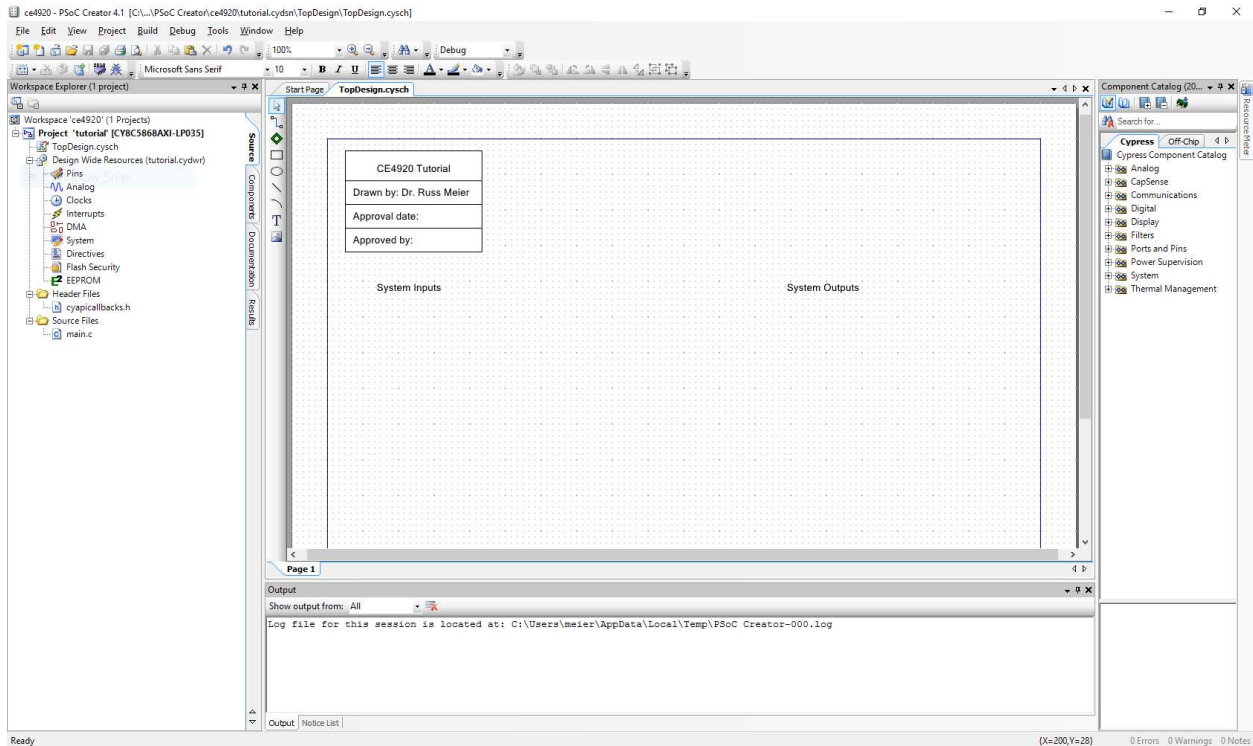
Click the Finish button.

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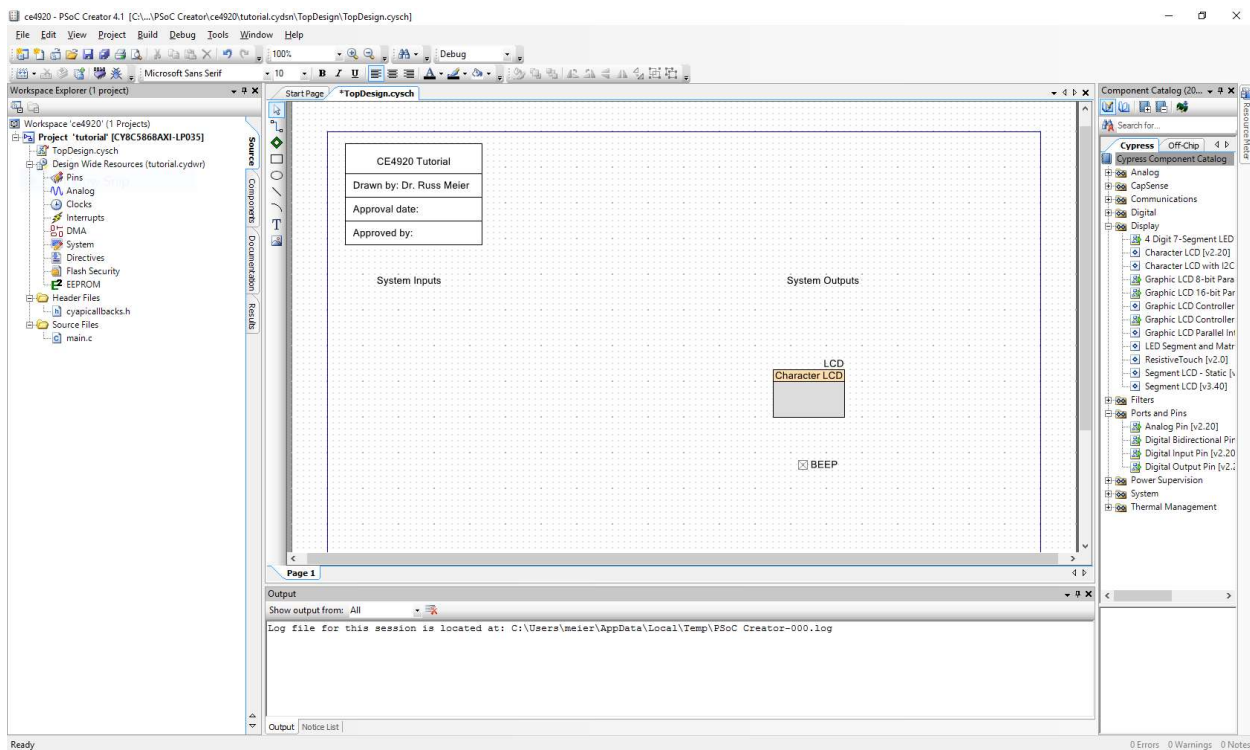
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3. **Zoom** the top-level schematic diagram to 100% and add a title block.
 - a. **Use** the rectangle, line, and text tools located along the left-hand side of the schematic to draw your title block shape and add text labels.
 - b. **Note** that this example shows the title block in the upper left hand corner.
 - c. **Note** that both system input and system output text labels also have been added.



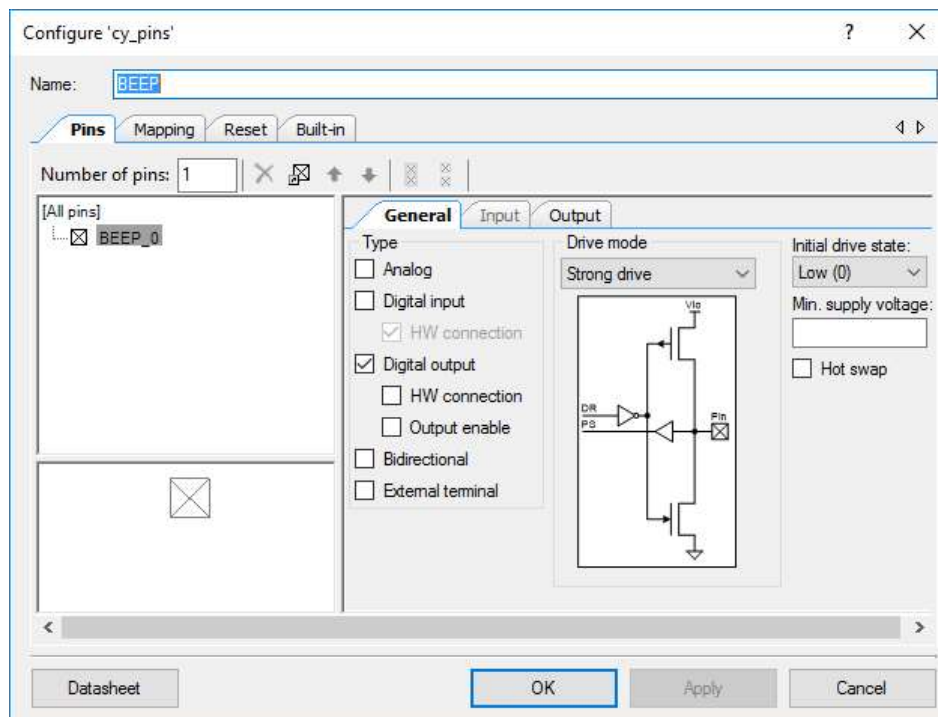
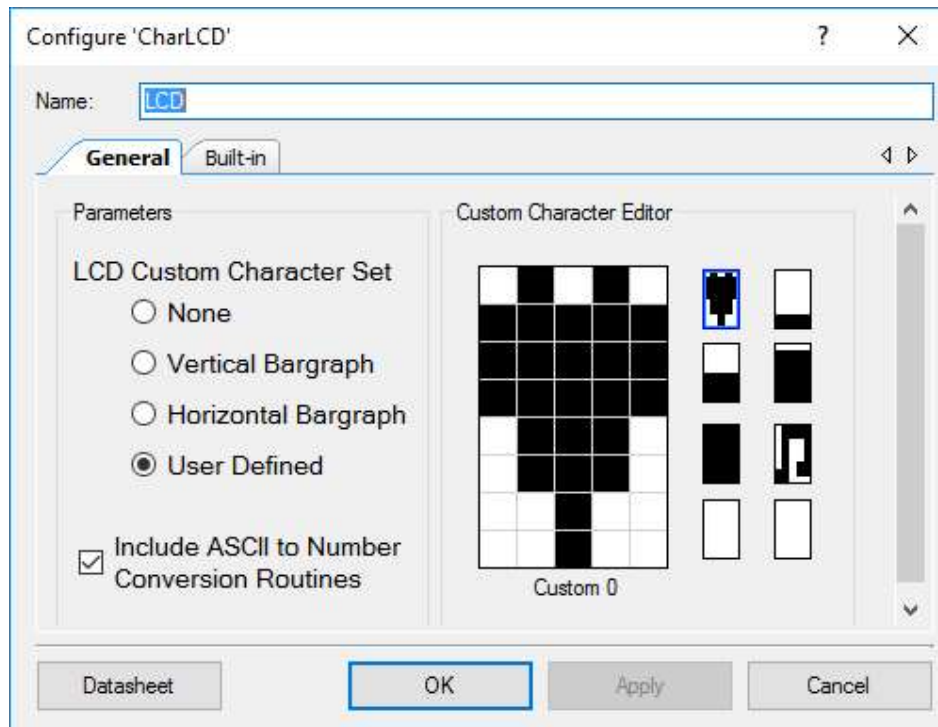
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4. **Add** a character LCD and a digital output pin to drive a piezo-speaker.
 - a. **Expand** the Display group in the Cypress Component Catalog panel.
 - b. **Expand** the Ports and Pins group in the Cypress Component Catalog panel.
 - c. **Drag** the character LCD panel and a digital output pin onto the schematic.
 - d. **Double-click** the component to configure and rename.
 - e. **Note** that the name of the component becomes the object name in software.
 - f. **Note** that LCD panels allow custom character sets. This example shows one.
 - g. **Double-click** the digital output pin and enable firmware control by turning off hardware connection.



See additional images for step 4 on the next page

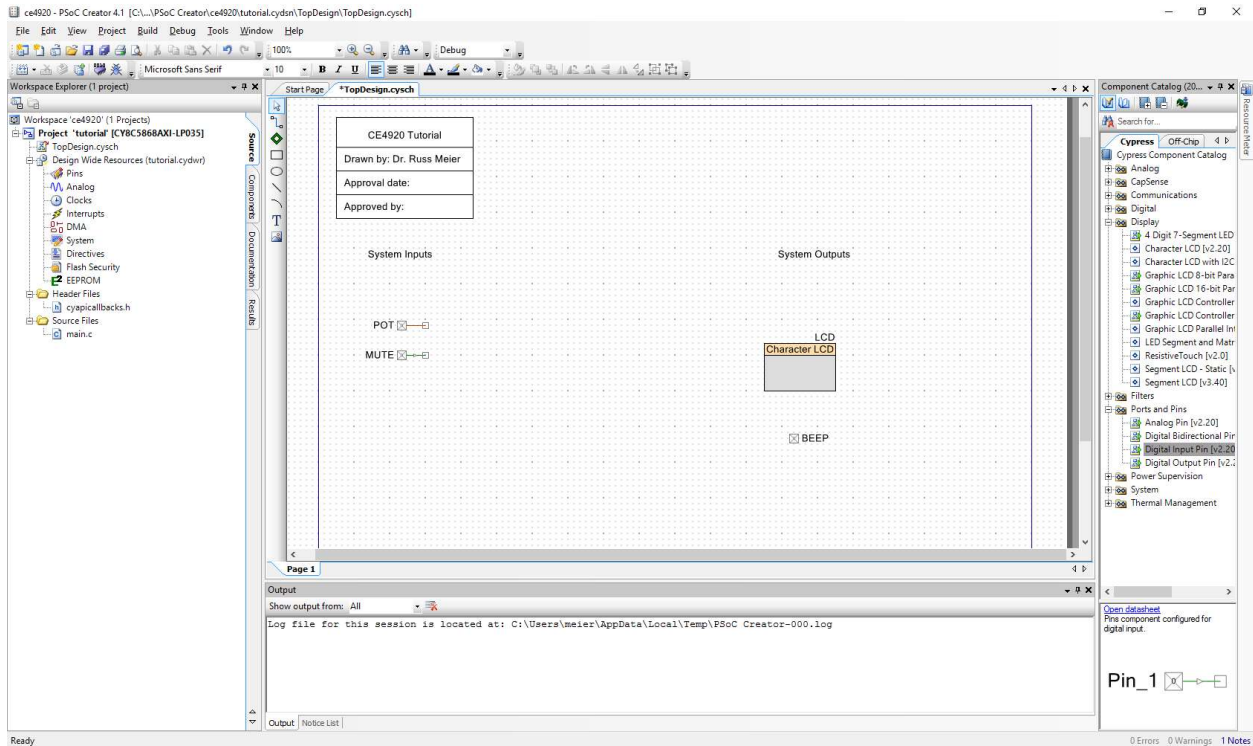
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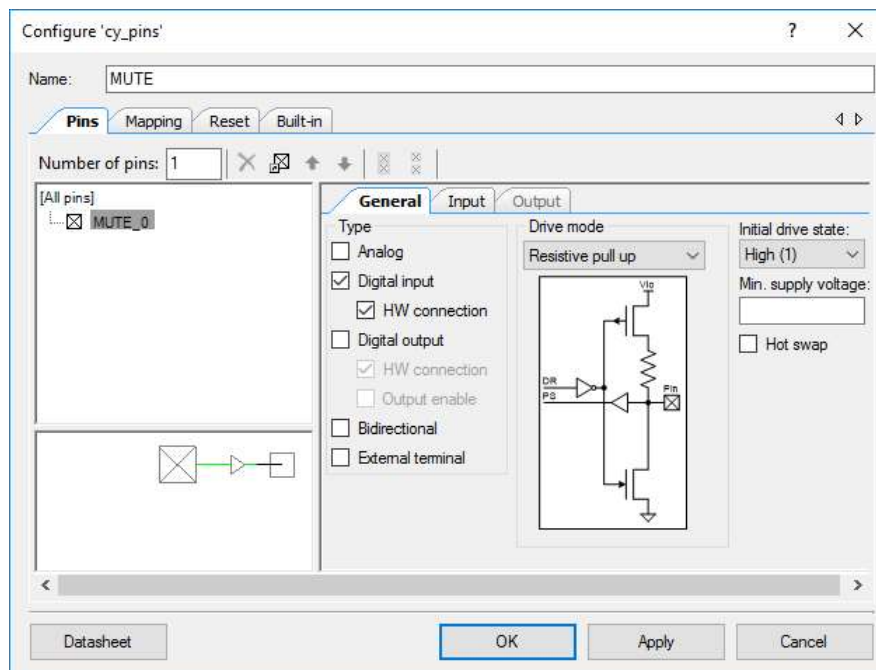
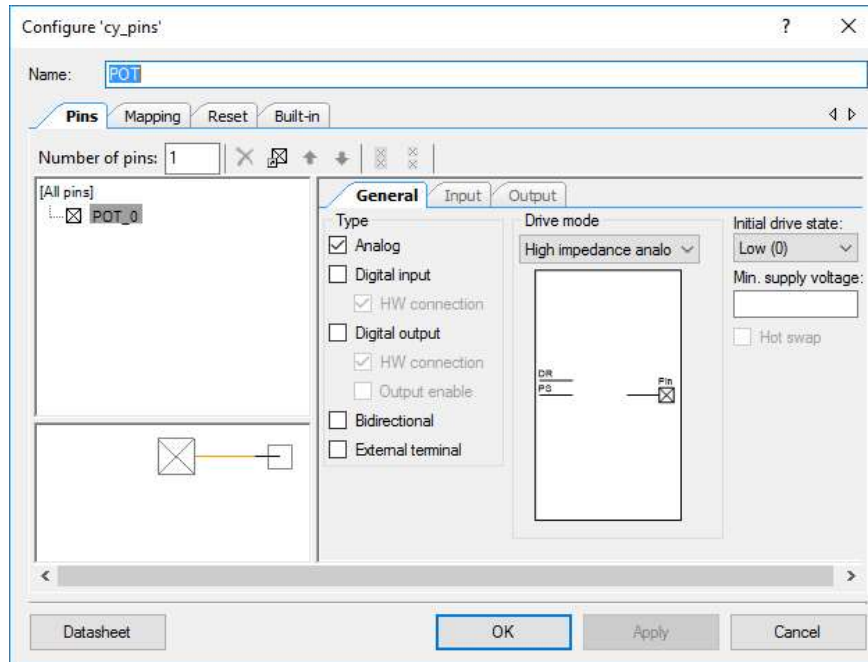
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5. **Add** an analog input pin and a digital input pin.
 - a. Analog-to-digital conversion of a potentiometer will vary tone frequency.
 - b. **Rename** the analog input POT.
 - c. A pushbutton switch will mute and unmute tones.
 - d. **Configure** the digital input with resistive pull-up on switch release.
 - e. **Note** that “hardware connection” is checked for this input pin as the values are driven from hardware and not from firmware.

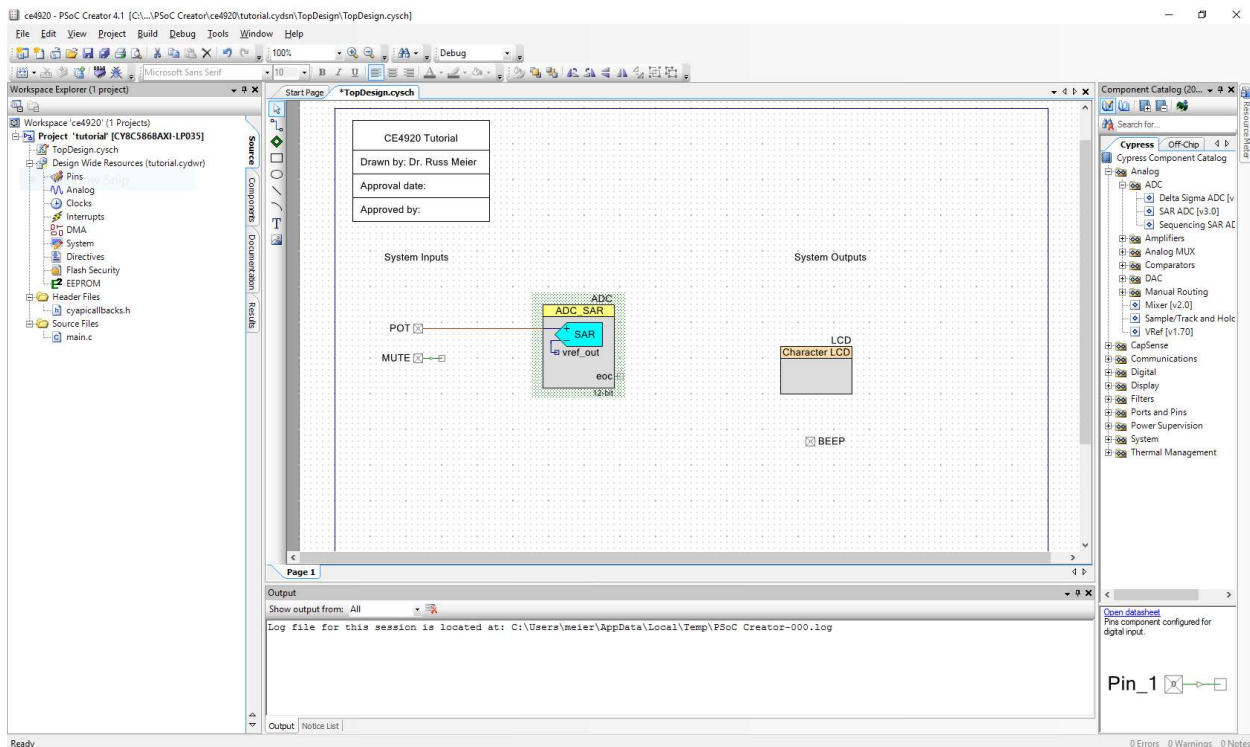


See additional images for step 5 on the next page

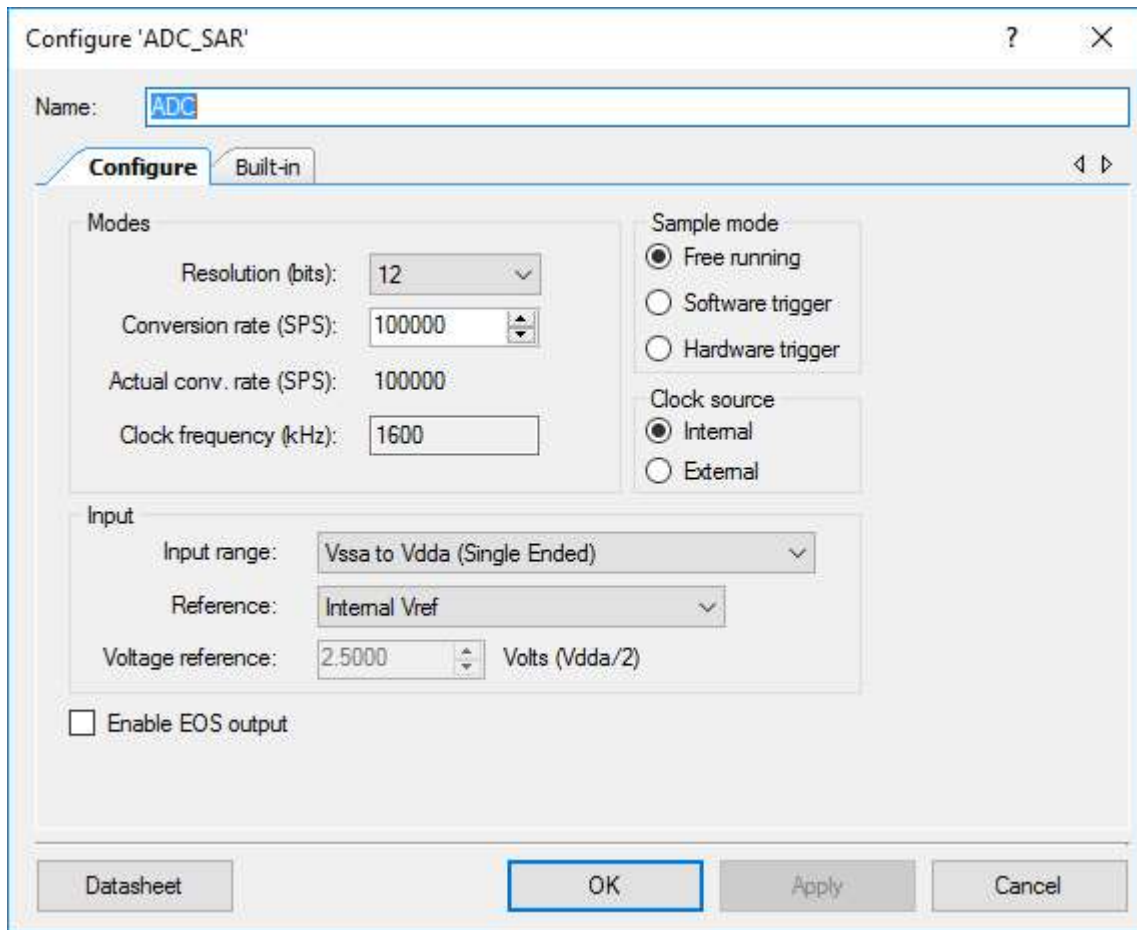


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6. **Add** an SAR ADC and configure it as shown.
 - a. **Consult** the component data sheet for information about settings.
 - b. **Access** the data sheet by double-clicking on the component.
 - c. **Use** the wire tool from the left icon set to connect the potentiometer input to the ADC.
 - d. **Note** the throughout this tutorial, components are renamed by double-clicking and typing a simple one-word name. **Remember** that these names become the object names when writing code. In this case, the ADC has been renamed “ADC”.



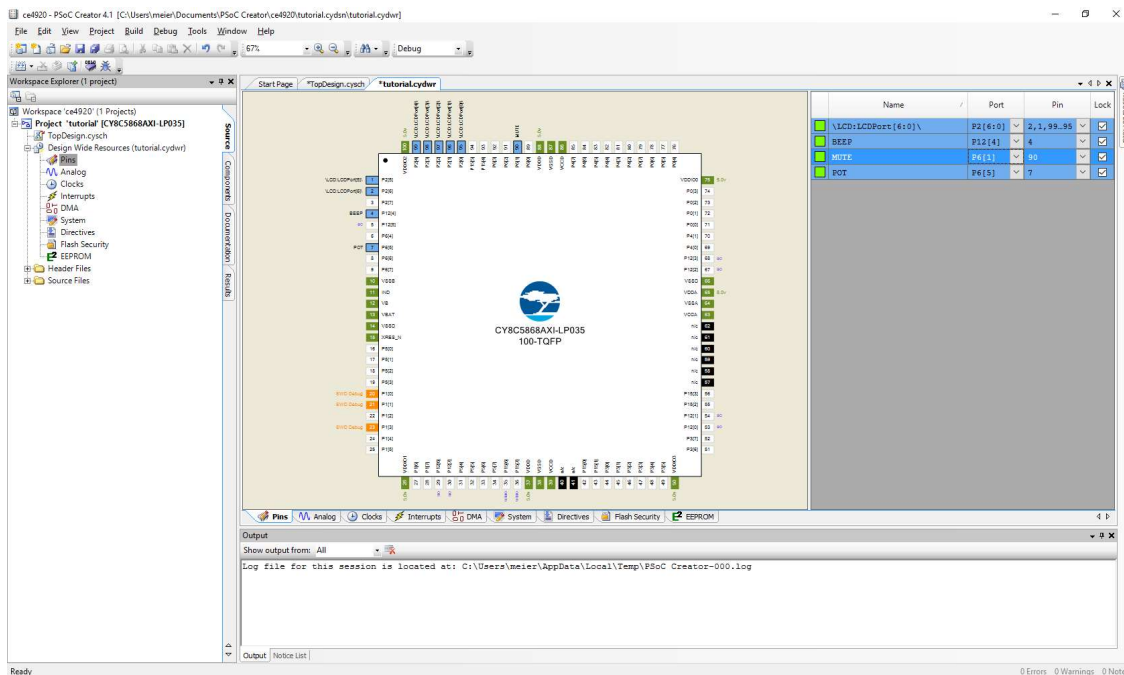
See additional images for step 5 on the next page



- This completes selection and configuration of the system inputs and outputs. These are the first two steps in the Cypress PSOC design flow. The next step is pin assignment.



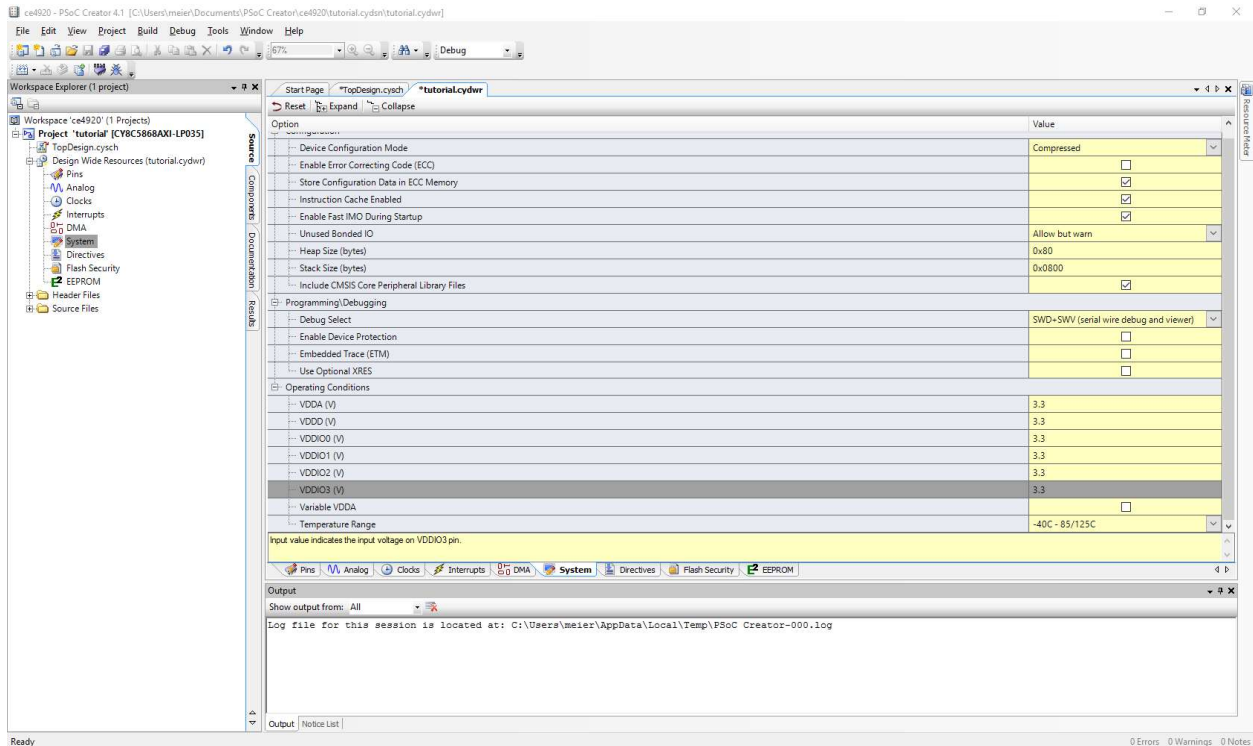
7. **Assign** the pins of the design using the **Pins** section under Design Wide Resources.
 - a. Development board silkscreen shows assigned pins for most components.
 - b. **Note** that the potentiometer pin is not silkscreened.
 - c. **Consult** the development board user-manual for pin assignments.
 - d. The LCD header is connected to pins P2[6:0].
 - e. A female header at pin P12[4] is selected to host the piezo-speaker BEEP signal.
 - f. Pushbutton SW2 connected to pin P6[1] is selected to host the MUTE signal.
 - g. The user-manual documents potentiometer connection at pin P6[5].





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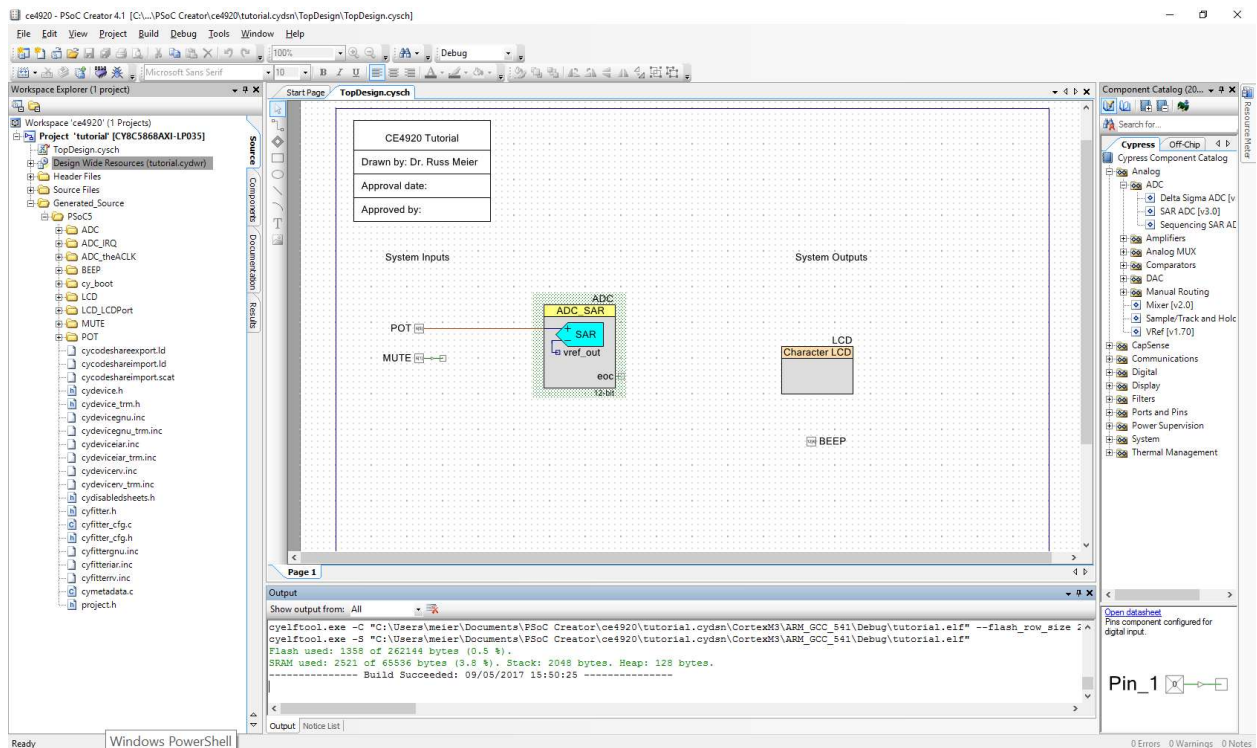
8. **Configure** the power supplies of the design using the **System** section under Design Wide Resources.
 - a. **Locate** supply-voltage settings in the system section.
 - b. **Set** the supply-voltages to 3.3V.



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9. **Build** the initial design. There are three ways to start a build.
 - a. **Use** the build icon in the toolbar.
 - b. **Use** the keyboard shortcut Shift+F6.
 - c. **Use** the build option in the build menu.
 - d. PSOC Creator generates significant C source code during the initial design build.
 - e. PSOC Creator leaves a main control function in the file **main.c**.
 - f. **Write** your firmware in the **main.c** file.
 - g. **Add** and **use** additional header and C files when appropriate.



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```
/* =====
 * FILENAME: subroutines.h
 * AUTHOR:   meier@msoe.edu <Dr. Meier>
 * PROVIDES:
 * - header file for PSOC tutorial
 * =====
 */

#ifndef CE4920_SUBROUTINES
#define CE4920_SUBROUTINES

void initializeSystem(void);
void printWelcomeMessage(void);
void printUserInstructions(void);
int calculatePeriodDelay(int frequency);

#endif
```




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```
/* =====
 * FILENAME: subroutines.c
 * AUTHOR:   meier@msoe.edu <Dr. Meier>
 * PROVIDES:
 * - support subroutines for PSOC tutorial
 * =====
 */

#include "subroutines.h"
#include <project.h>

void initializeSystem(void)
{
    LCD_Start();
    ADC_Start();
    ADC_StartConvert();
}

void printWelcomeMessage(void)
{
    // artifacts:
    // - clears display
    // - leaves message on top row
    LCD_ClearDisplay();
    LCD_Position(0,1);
    LCD_PrintString("TONE GENERATOR");
    CyDelay(1000);
}

void printUserInstructions(void)
{
    // position on 16x2 LCD
    // delay values in ms
    // artifacts:
    // - overwrites screen row 1
    // - locks for multiple seconds
    LCD_Position(1,0);
    LCD_PrintString(" Potentiometer");
    CyDelay(1000);
    LCD_Position(1,0);
    LCD_PrintString(" Adjusts the ");
    CyDelay(1000);
    LCD_Position(1,0);
    LCD_PrintString("Tone Frequency!");
    CyDelay(1000);
    LCD_Position(1,0);
    LCD_PrintString("Push switch SW2");
    CyDelay(1000);
    LCD_Position(1,0);
    LCD_PrintString("To Mute Sounds!");
    CyDelay(1000);
}
```

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```
LCD_Position(1,0);
LCD_PrintString("                ");
LCD_Position(1,0);
LCD_PrintString("Freq = ");
}

int calculatePeriodDelay(int frequency)
{
    // put a boundary on the frequency
    if(frequency < 300) frequency = 300;
    if(frequency > 3000) frequency = 3000;
    return (int) (1000000.0/(2.0*frequency)); // type cast to int
}

/* [] END OF FILE */
```



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```
/* =====
 * FILENAME: main.c
 * AUTHOR:   meier@msoe.edu
 * DATE:    14 Sep 2015
 * PROVIDES:
 * - simple firmware to help CE4920
 *   students learn to use PSOC 5LP
 *
 * - main is a three state FSM
 * - state advancement
 * - software pushbutton debouncing
 * - LCD panel updates
 * - user subroutines
 * =====
 */

#include <project.h>
#include "subroutines.h"

enum state { reset, playTone, mute } systemState;

// WARNING: This code was quickly sketched.
//          It may still contain bugs.

int main()
{
    //  CyGlobalIntEnable; /* Enable global interrupts. */
    int toneFrequency = 0;
    int toneHalfPeriod = 0;

    /* Place your initialization/startup code here (e.g. MyInst_Start()) */

    for(;;)
    {
        switch(systemState)
        {
            case reset:
                initializeSystem();
                printWelcomeMessage();
                printUserInstructions();
                // turn on music note icon
                LCD_Position(1,14);
                LCD_PutChar(LCD_CUSTOM_5);

                systemState = playTone;
                break;
            case playTone:
                toneFrequency = ADC_GetResult16();
```

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```
);  
  
LCD_Position(1,7);  
LCD_PrintString(" ");  
LCD_Position(1,7);  
LCD_PrintNumber(toneFrequency);  
toneHalfPeriod = calculatePeriodDelay( toneFrequency  
  
do  
{  
    BEEP_Write(1);  
    CyDelayUs(toneHalfPeriod);  
    BEEP_Write(0);  
    CyDelayUs(toneHalfPeriod);  
    toneFrequency--; // make this many per second  
}while(toneFrequency > 0);  
  
if(MUTE_Read()==0) // check for pushbutton  
{  
    int count=0;  
    do  
    {  
        if(MUTE_Read()==0) count=0; // reset to 0 if  
bounces back down  
  
        count++;  
    }while(count < 100); // good software debounce.  
  
    systemState=mute;  
    LCD_Position(1,14);  
    LCD_PrintString(" "); // turn off music note  
}  
  
break;  
  
case mute:  
    if(MUTE_Read()==0)  
    {  
        int count=0;  
        do  
        {  
            // reset to 0 if bounces back down  
            if(MUTE_Read()==0) count=0;  
            count++;  
        }while(count < 100); // good software debounce.  
  
        // turn on music note icon  
        LCD_Position(1,14);  
        LCD_PutChar(LCD_CUSTOM_5);  
  
        systemState=playTone;  
    }  
    break;
```

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```
}  
  
    /* Place your application code here. */  
}  
  
/* [] END OF FILE */
```