



# EMBEDDED C

Mechatronics 2

# MPLAB X

- Integrated development environment for embedded devices i.e. an all in one toolset for programming PIC microcontrollers
- Can be used with different compilers and languages (such as MPASM assembly or XC8)
- Can compile and write HEX files directly to embedded devices and even perform debugging with the correct hardware (such as a PICKit3)
- Available for free from: <http://www.microchip.com/mplab/mplab-x-ide>

MPLAB X IDE v3.45 - MXK\_Skeleton\_V1 : BOOTLOADER

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

BOOTLOADER PC: 0x0 n ov z dc c : W:0x0 : bank 0 How do I? Keyword(s)

**Projects** **Files** **Services** **Classes**

MXK\_Skeleton\_V1

- Config.h
- Header Files
- Important Files
- Library
- Linker Files
- main.c
- Object Files
- Source Files
- User Code
- Libraries
- Loadables

**main.c** x **Motor.h** x **Motor.c** x **Functions.c** x **Config.h** x **ISR.c** x **HMI.c** x **HMI.h** x **Button.h** x

Source History

104  
105  
106  
107  
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134

**MXK\_Skeleton\_V1 - Dashboard** x **main() - Navigator**

MXK\_Skeleton\_V1

- Project Type: Application - Configuration: BOOTLOADER
- Device
  - PIC18F67J50
  - Checksum: 0xCAC5
- Compiler Toolchain
  - XC8 (v1.38) [C:\Program Files (x86)\Microchip\xc8\v1.38\bin]
  - Production Image: Optimization: +speed +asm
- Memory
  - Usage Symbols disabled. Click to enable Load Symbols.
  - Data 3904 (0xF40) bytes
    - 32%
  - Data Used: 1254 (0x4E6) Free: 2650 (0xA5A)
  - Program 125944 (0x1EBF8) bytes
    - 16%
  - Program Used: 19841 (0x4D81) Free: 106103 (0x19E77)
- Debug Tool
  - PICkit3: BUR160611918
- Debug Resources
  - Program BP Used: 0 Free: 3
  - Data BP Used: 0 Free: 3
  - Data Capture BP: No Support
  - Unlimited BP (S/W): No Support

**Search Results** **Output**

Project Loading Warning x MXK\_Skeleton\_V1 (Clean, Build, ...) x

You have compiled in FREE mode.  
Using Omniclient Code Generation that is available in PRO mode,  
you could have produced up to 60% smaller and 400% faster code.  
See <http://www.microchip.com/MPLABXCcompilers> for more information.

"Creating unified hex file"  
make[2]: Leaving directory 'D:/gdrive/UTS/Teaching/Mechatronics 2/Code/MXK\_Skeleton\_V1'  
make[1]: Leaving directory 'D:/gdrive/UTS/Teaching/Mechatronics 2/Code/MXK\_Skeleton\_V1'

BUILD SUCCESSFUL (total time: 8s)  
Loading code from D:\gdrive\UTS\Teaching\Mechatronics 2\Code\MXK\_Skeleton\_V1\dist\BOOTLOADER\production\MXK\_Skeleton\_V1.production.unified.hex...  
Loading completed

114:1 INS

**Build Project**      **Download/Upload to Device**      **Source Editor**

MPLAB X IDE v3.45 - MXK\_Skeleton\_V1 : BOOTLOADER

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

PC: 0x0    n ov z dc c : W:0x0 : bank 0    How do I? Keyword(s)

**Build Configuration (Must be BOOTLOADER)**

**Project Files**

**Device**

**Compiler**

**Compiler Output**

**Device Memory Usage**

**Source Editor**

**Compiler Output**

**Search Results**    **Output**

Project Loading Warning    MXK\_Skeleton\_V1 (Clean, Build, ...)   

You have compiled in FREE mode.  
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"Creating unified hex file"  
make[2]: Leaving directory 'D:/gdrive/UTS/Teaching/Mechatronics 2/Code/MXK\_Skeleton\_V1'  
make[1]: Leaving directory 'D:/gdrive/UTS/Teaching/Mechatronics 2/Code/MXK\_Skeleton\_V1'

**BUILD SUCCESSFUL (total time: 8s)**  
Loading code from D:/gdrive/UTS/Teaching/Mechatronics 2/Code/MXK\_Skeleton\_V1/dist/BOOTLOADER/production/MXK\_Skeleton\_V1.production.unified.hex...  
Loading completed

The screenshot displays the MPLAB X IDE interface. At the top, the title bar reads 'MPLAB X IDE v3.45 - MXK\_Skeleton\_V1 : BOOTLOADER'. The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Team, Tools, Window, and Help. The toolbar contains icons for file operations, project management, and execution. The 'Projects' pane on the left shows a tree view of the project files, including Config.h, Header Files, Important Files, Library, Linker Files, main.c, Object Files, Source Files, User Code, Libraries, and Loadables. The 'Device' pane shows the selected device as PIC18F67J50. The 'Compiler' pane shows the XC8 (v1.38) compiler toolchain. The 'Device Memory Usage' pane shows the memory usage for the PIC18F67J50, with Data used at 32% (1254 bytes) and Program used at 16% (19841 bytes). The 'Source Editor' pane shows the main.c file with line numbers 104 to 134. The 'Compiler Output' pane shows the build process, including the message 'BUILD SUCCESSFUL (total time: 8s)' and the location of the unified hex file.

# Task Preparation

- Download task skeleton file from:  
UTSOnline > Subject Documents > Week 3 > **MX2\_W3\_Skeleton.zip**
- Download the HMI User Guide from:  
UTSOnline > Subject Documents > Week 3 > **HMI\_User\_Guide.pdf**
- Unzip folder and open project in MPLAB X
- Open **main.c** and read through the commented code
- Go to page **11** of the **HMI User Guide** and read through each of the function descriptions

# Programming

- Click **Clean & Build Project** from the top menu in MPLAB X
- Open the **HIDBootloader.exe** program (available from MXK Online) and load the file:  
`[YourProject].X\dist\BOOTLOADER\production\[YourProject].X.production.hex`
- Hold down the **TST1** button on the microcontroller module then press the **RST1** to place the board into bootloader mode
- Click “Erase/Program/Verify”
- Click “Reset Device” to exit bootloader mode and start your program
- **Note: Do NOT use [YourProject].X.production.UNIFIED.hex**

# Task 1

- (Simple): Write your name to the LCD screen
- (Advanced): Write your name to the LCD screen with each letter a different colour
- Note:
  - *Choose the functions you think you will need to use from the user guide*
  - *Make sure your input parameters are the correct data type for each function*
  - *Break the problem down into smaller problems and test your code frequently*

# Task 2

- (Simple): Print your birth year to the seven segment display
- (Advanced): Display a counter that counts up by 1 every second on the seven segment display
- Note
  - *The seven segment display must be ‘rendered’ every loop iteration*



# Task 3

- (Simple): Display the current button states on the LCD screen
- (Advanced): Change the colour of the LCD screen depending which button is pressed
- (Boss): Left and Right buttons change background colour while Up and Down buttons change text colour

# Week 4 Preparation

- Ensure you have the following equipment for class:
  - *Stepper Motor*
  - *Stepper Motor Module*
  - *9V battery + clip-on battery leads **OR** alternative 9-12V DC source to power stepper motor*
- Ensure you are comfortable with all of the tasks covered this week
- Read through the week 4 content when it is released

# See you next week!



# Image References

- <https://digitalsynopsis.com/wp-content/uploads/2015/03/web-designer-developer-jokes-humour-funny-41.jpg>