



PICSimLab 0.8.9

Luis Claudio Gambôa Lopes <lcgamboa@yahoo.com>

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Chapter 1

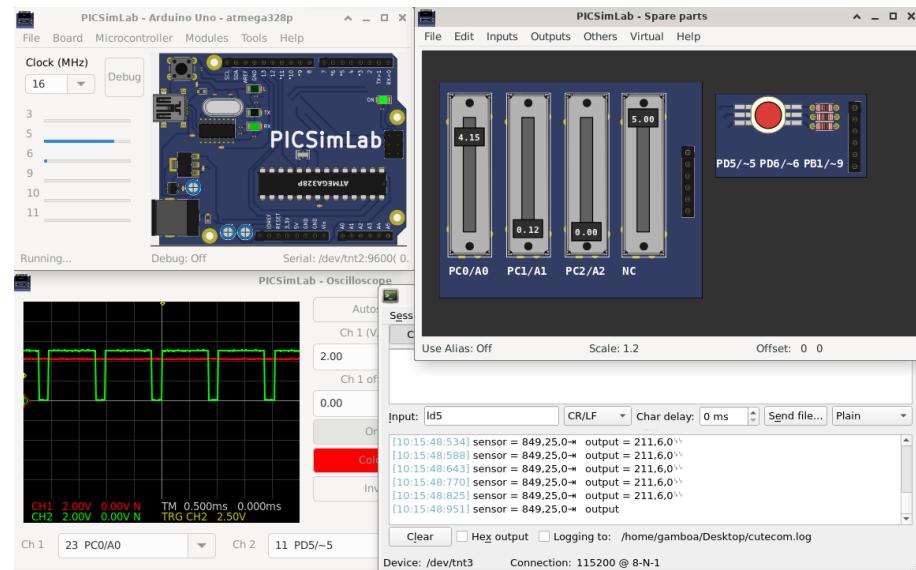
Introduction

PICSimLab means Programmable IC Simulator Laboratory

PICSimLab is a realtime emulator of [development boards](#) with integrated MPLABX/avr-gdb debugger. PICSimLab supports some [picsim](#) microcontrollers and some [simavr](#) microcontrollers. PICSimLab have integration with MPLABX/Arduino IDE for programming the boards microcontrollers. As the purpose of PICSimLab is to emulate real hardware it does not have any source code editing support. For code editing and debugging the same tools used for a real board should be used with PICSimLab, such as MPLABX or Arduino IDE.

PICSimLab supports several devices (spare parts) that can be connected to the boards for simulation. As for example LEDs and push buttons for simple outputs and inputs and some more complex ones like the ethernet shield w5500 for internet connection or the color graphic display ili9340 with touchscreen. The the complete list of parts can be accessed in the chapter [Spare Parts](#).

The [experimental version boards](#) supports [uCsim](#), [gpsim](#) and [qemu-stm32](#) simulators in addition to the stable ones.



Chapter 2

Install

2.1 Stable version executables download

If you are on Linux or Windows you can download the last version at:

<https://github.com/lcgamboa/picsimlab/releases>

If you are on macOS you can run PICSimLab using Wine:

1. Download and install ['xquartz'](https://www.xquartz.org)
2. Download and install [Wine](https://dl.winehq.org/wine-builds/macosx/download.html)
3. Download the executable and double-click it to run the installer

2.2 Unstable version executables download

The binaries of last code available on github can be downloaded at: [Sourceforge.net](https://sourceforge.net/projects/picsimlab/files/)

The unstable test version have the unreleased features of [Changelog_auto.md](#)

If you need a specific binary that is not available please contact me.

2.3 Install from source

2.3.1 Linux

In Debian Linux and derivatives Linux native:

Using a user with permission to run the sudo command:

In first time build:

```
git clone --depth=1 https://github.com/lcgamboa/picsimlab.git
cd picsimlab
./picsimlab_build_all_and_install.sh
```

To recompile use:

```
make -j4
```

2.3.2 Windows

Cross-compiling for Windows (from Linux or [WSL](#) on win10)

In first time build in Debian Linux and derivatives target Windows 64 bits:

```
git clone https://github.com/lcgamboa/picsimlab.git
cd picsimlab
./picsimlab_build_w64.sh
```

To recompile use:

```
make FILE=Makefile.cross -j4
```

For target Windows 32 bits:

```
git clone https://github.com/lcgamboa/picsimlab.git
cd picsimlab
./picsimlab_build_w32.sh
```

To recompile use:

```
make FILE=Makefile.cross_32 -j4
```

2.3.3 macOS

Theoretically it is possible to compile PICSimLab natively on macOS. But I do not have access to any computer with macOS to try to compile and until today nobody has communicated that they managed to do it. (help wanted)

2.3.4 Experimental version

Experimental version can be built using the parameter "exp" on scripts:

```
./picsimlab_build_all_and_install.sh exp
./picsimlab_build_w64.sh exp
./picsimlab_build_w32.sh exp
```

And recompiled using the parameter "exp" on Makefiles:

```
make -j4 exp
make FILE=Makefile.cross -j4 exp
make FILE=Makefile.cross_32 -j4 exp
```

Chapter 3

Simulator Interface

3.1 Main Window

The main window consists of a menu, a status bar, a frequency selection combobox, an on/off button to trigger debugging, some board-specific controls and the part of the board interface itself.

In the title of the window is shown the name of the simulator PICSimLab, followed by the board and the microcontroller in use.



The frequency selection combobox directly changes the working speed of the mi-

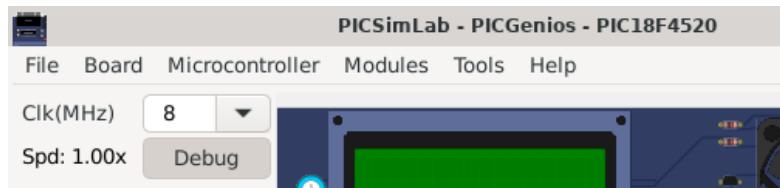
crocontroller. The “Spd” label show the ratio between simulation speed and real time. when the “Spd” label goes red indicates that the computer is not being able to run the program in real time for the selected clock. In this case the simulation may present some difference than expected and the CPU load will be increased.

The on/off button to enable debugging is used to enable debugging support, when active simulation load is increased.

The menus and their functions are listed below:

- File
 - Load Hex - Load .hex files
 - Reload Last - Reload the last used .hex file
 - Save Hex - Save memory in a .hex file
 - Configure - Open the configuration windows
 - Save Workspace - Saves all current workspace settings to a .pzw file
 - Load Workspace - Loads saved settings from a .pzw file
 - Exit
- Board
 - Arduino Uno - Choose board Arduino Uno
 - Breadboard - Choose board Breadboard
 - Franzininho - Choose board Franzininho
 - K16F - Choose board K16F
 - McLab1 - Choose board McLab1
 - McLab2 - Choose board McLab2
 - PICGenios - Choose board PICGenios
 - PQDB - Choose board PQDB
- Microcontroller
 - xxxx - Selects the microcontroller to be used (depends on the selected board)
- Modules
 - Oscilloscope - Open the oscilloscope window
 - Spare parts - Open the spare parts window
- Tools
 - Serial Terminal - Open the serial terminal **CuteCom**
 - Serial Remote Tank - Open the **remote tank simulator**
 - Esp8266 Modem Simulator - Open the **Esp8266 Modem Simulator**

- Arduino Bootloader - Load microcontroller with [Arduino serial bootloader](#)
- MPLABX Debugger Plugin - Open the web page to download the [MPLABX Debugger Plugin](#)
- Pin Viewer - Open the [Pin Viewer](#)
- Help
 - Contents - Open the Help window
 - Board - Open the Board Help window
 - Examples - Load the examples
 - About Board - Show message about author and version of board
 - About PICSimLab - Show message about author and version of PICSimLab



The first part of the status bar shows the state of the simulation, in the middle part the status of the debug support and in the last part the name of the serial port used, its default speed and the error in relation to the real speed configured in the microcontroller.

Running... Debug: Off Serial Port: /dev/tnt2:4800(0.2%)

3.2 Interaction with the Board

On the interface area of the board it is possible to interact in some ways:

- Click in ICSP connector to load an .hex file.
- Click in PWR button to ON/OFF the emulator..
- The buttons can be activated through mouse or keys 1, 2, 3 e 4.
- Click and drag in potentiometers to change their values.
- Click on EEPROM memory to view its contents.

3.3 Command Line

PICSimLab supports two command lines format:

One for load a PICSimLab Workspace file (.pzw)

```
picsimlab file.pzw
```

And other for load .hex files

```
picsimlab boardname microcontroller [file.hex] [file.pcf]
```

3.4 Remote Control Interface

The remote control interface allows other programs to control the PICSimLab simulation through a TCP/IP socket using text formatted commands.

The PICSimLab remote control interface supports TCP connections using telnet or nc (netcat).

The default port is 5000 and can be changed in configuration windows.

The 'rlwrap' command can be used for best command edition support in telnet or nc:

```
rlwrap nc 127.0.0.1 5000
```

The supported commands can be shown using the "help" command:

```
help
List of supported commands:
dumpe [a] [s]- dump internal EEPROM memory
dumpf [a] [s]- dump Flash memory
dumpr [a] [s]- dump RAM memory
exit      - shutdown PICSimLab
get ob    - get object value
help      - show this message
info      - show actual setup info and objects
loadhex file - load hex file (use full path)
pins      - show pins directions and values
pinsl     - show pins formated info
quit      - exit remote control interface
reset     - reset the board
set ob vl - set object with value
sync      - wait to syncronize with timer event
version   - show PICSimLab version
Ok
```

The "info" command show all available "objects" and values:

```

info
Board:      Arduino Uno
Processor:  atmega328p
Frequency:  16000000 Hz
Use Spare:  1
    board.out[00] LD_L= 254
    part[00]: LEDs
        part[00].out[08] LD_1= 254
        part[00].out[09] LD_2= 30
        part[00].out[10] LD_3= 254
        part[00].out[11] LD_4= 254
        part[00].out[12] LD_5 254
        part[00].out[13] LD_6= 254
        part[00].out[14] LD_7= 254
    part[01]: Buzzer
        part[01].out[02] LD_1= 140
    part[02]: Push buttons
        part[02].in[00] PB_1= 1
        part[02].in[01] PB_2= 0
        part[02].in[02] PB_3= 1
        part[02].in[03] PB_4= 1
        part[02].in[04] PB_5= 1
        part[02].in[05] PB_6= 1
        part[02].in[06] PB_7= 1
        part[02].in[07] PB_8= 1
Ok

```

The “pins” command show all pins directions and digital values:

```

pins
pin[01] ( PC6/RST) < 0          pin[15] ( PB1/~9) > 0
pin[02] (   PD0/0) < 1          pin[16] ( PB2/~10) > 0
pin[03] (   PD1/1) < 1          pin[17] ( PB3/~11) > 0
pin[04] (   PD2/2) < 1          pin[18] ( PB4/12) < 0
pin[05] ( PD3/~3) > 0          pin[19] ( PB5/13) > 0
pin[06] (   PD4/4) < 1          pin[20] (      +5V) < 1
pin[07] (      +5V) < 1          pin[21] (     AREF) < 0
pin[08] (      GND) < 0          pin[22] (      GND) < 0
pin[09] (   PB6/X1) < 0          pin[23] (   PC0/A0) < 0
pin[10] (   PB7/X2) < 0          pin[24] (   PC1/A1) < 0
pin[11] ( PD5/~5) < 1          pin[25] (   PC2/A2) < 0
pin[12] ( PD6/~6) < 1          pin[26] (   PC3/A3) < 0
pin[13] (   PD7/7) < 1          pin[27] (   PC4/A4) > 0
pin[14] (   PB0/8) > 0          pin[28] (   PC5/A5) > 0
Ok

```

The “pinsl” command show all pins info in text formatted output:

```

pinsl
28 pins [atmega328p]:
pin[01] D I 0 000 0.000 "PC6/RST "
pin[02] D I 1 200 0.000 "PD0/0 "
pin[03] D I 1 200 0.000 "PD1/1 "
pin[04] D I 1 200 0.000 "PD2/2 "
pin[05] D O 0 007 0.000 "PD3/~3 "
pin[06] D I 1 200 0.000 "PD4/4 "
pin[07] P I 1 200 0.000 "+5V "
pin[08] P I 0 000 0.000 "GND "
pin[09] D I 0 000 0.000 "PB6/X1 "
pin[10] D I 0 000 0.000 "PB7/X2 "
pin[11] D I 1 200 0.000 "PD5/~5 "
pin[12] D I 1 200 0.000 "PD6/~6 "
pin[13] D I 1 200 0.000 "PD7/7 "
pin[14] D O 0 000 0.000 "PB0/8 "
pin[15] D O 0 000 0.000 "PB1/~9 "
pin[16] D O 0 000 0.000 "PB2/~10 "
pin[17] D O 0 006 0.000 "PB3/~11 "
pin[18] D I 0 000 0.000 "PB4/12 "
pin[19] D O 0 000 0.000 "PB5/13 "
pin[20] P I 1 200 0.000 "+5V "
pin[21] R I 0 000 0.000 "AREF "
pin[22] P I 0 000 0.000 "GND "
pin[23] A I 0 000 0.875 "PC0/A0 "
pin[24] A I 0 000 1.925 "PC1/A1 "
pin[25] A I 0 000 2.700 "PC2/A2 "
pin[26] A I 0 000 4.275 "PC3/A3 "
pin[27] D O 1 179 0.000 "PC4/A4 "
pin[28] D O 1 186 0.000 "PC5/A5 "
Ok

```

You can view one input/output state using the “get” command:

```

get board.out[00]
get part[02].in[01]

```

Its possible use the “get” command to view individual pins state:

```

#digital state
get pin[19]
pin[19]= 0
Ok

#digital mean value (0-200)
get pinm[19]
pin[18]= 100

```

```
Ok

#analog state
get apin[25]
apin[25]= 2.700
Ok

#all info
get pinl[13]
pin[13] D I 1 200 0.000 "PD7/7"
Ok
```

And set value of one input using the “set” command:

```
set part[02].in[01] 0
set part[02].in[01] 1
```

Or set value of one pin using the “set” command:

```
#digital
set pin[10] 2

#analog
set apin[20] 2.345
```

For windows users [putty telnet client](#) is a good option to access the remote control interface.

3.5 Picture Map Reference

Names used in .map files for boards and parts are standardized and used by the remote control interface.

The names must start with **I**_ if it is an input, **O**_ if it is an output or **B**_ if it is bidirectional. And be followed by one of the two-letter types in the table below before the area name.

Function	Type	Description	RControl In	RControl Out
I	MD	Memory Dump	-	-
I	KB	Keyboard Key	0 or 1	0 or 1
I	PG	Program	-	-
I	CN	Connector	-	-
B	PO	Potentiometer	0 to 200	0 to 200
B	JP	Jumper	0 or 1	0 or 1
B	VS	Value short	-32768 to 32767	-32768 to 32767
B	PB	Push button	0 or 1	0 or 1
B	DP	Dip switch	0 or 1	0 or 1
B	SW	Switch	0 or 1	0 or 1
B	RT	Rotary encoder	0 to 200	0 to 200
B	AJ	Dip switch	-	-
O	MC	Motor Cooler	-	0 to 200
O	PN	Pin name	-	-
O	ST	Status	-	-
O	IC	IC name	-	-
O	LR	LED RGB	-	-
O	LM	LED Matrix	-	-
O	DI	Display Info	-	-
O	LD	LED	-	0 to 200
O	DS	Display	-	if alphanumeric show text
O	MT	DC motor	-	dir 0 or 1, spd. 0 to 200, pos. 0 to 200
O	DG	Degree	-	float angle
O	SS	seven segment	-	decoded number

For example area named **B_PB_Start**, which describes the position of a push button named "Start". The **B_** bidirectional indicates that the mapped area serves as user action input and drawing output.

Chapter 4

Boards

PICSimLab currently supports five backend simulators. The stable version supports [picsim](#) and [simavr](#). The experimental version supports [uCsim](#), [gpsim](#) and [qemu-stm32](#) in addition to the stable ones.

The Figure 4.1 shows which cards are based on which backend simulator:



Figure 4.1: Boards backend simulators

The below table show the supported debug interface of each simulator:

Backend	Debug Support
picsim	MPLABX Integrated Debug (see section 7.1)
simavr	MPLABX Integrated Debug (see section 7.1) and remote avr-gdb (see section 7.3)
qemu-stm32	remote arm-gdb (see Chapter 7.4)
uCsim	uCsim remote console (telnet) (see section 7.5)
gpsim	none yet

4.1 Breadboard

It is a generic board only with reset, serial and crystal circuits and support to multiple microcontrollers of [picsim](#) and [simavr](#).



[Examples](#)

4.2 McLab1

It emulates the Labtools development board McLab1 that uses one PIC16F84, PIC16F628 or PIC16F648 of [picsim](#).





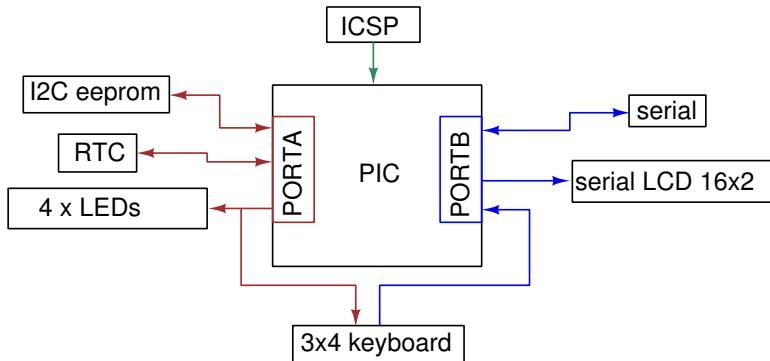
Board McLab1 schematics.

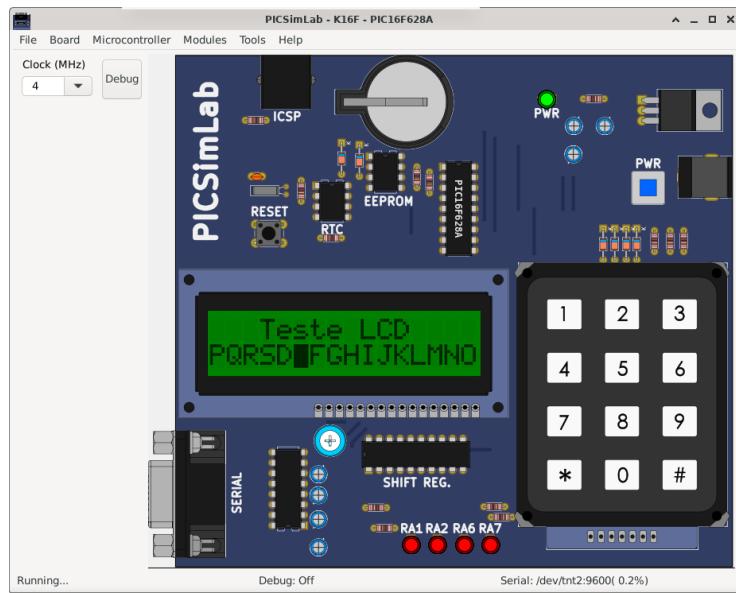
The code examples can be loaded in PICSimLab menu **Help->Examples**.

The source code of board McLab1 examples using [MPLABX](#) and [XC8](#) compiler are in the link: [board_McLab1](#).

4.3 K16F

It emulates an didactic board developed by author that uses one PIC16F84, PIC16F628 or PIC16F648 of [picsim](#).





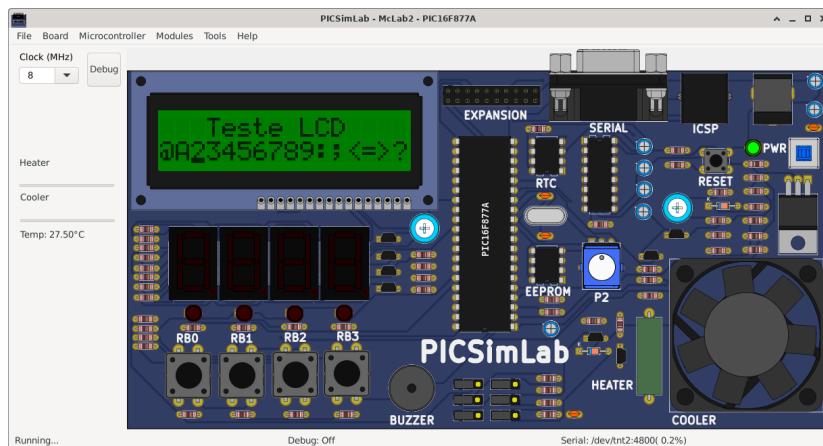
Board K16F schematics.

The code examples can be loaded in PICSimLab menu **Help->Examples**.

The source code of board K16F examples using **MPLABX** and **XC8** compiler are in the link: [board_K16F](#).

4.4 McLab2

It emulates the Labtools development board McLab2 that uses one PIC16F777, PIC16F877A, PIC18F452, PIC18F4520, PIC18F4550 or PIC18F4620 of [picsim](#).



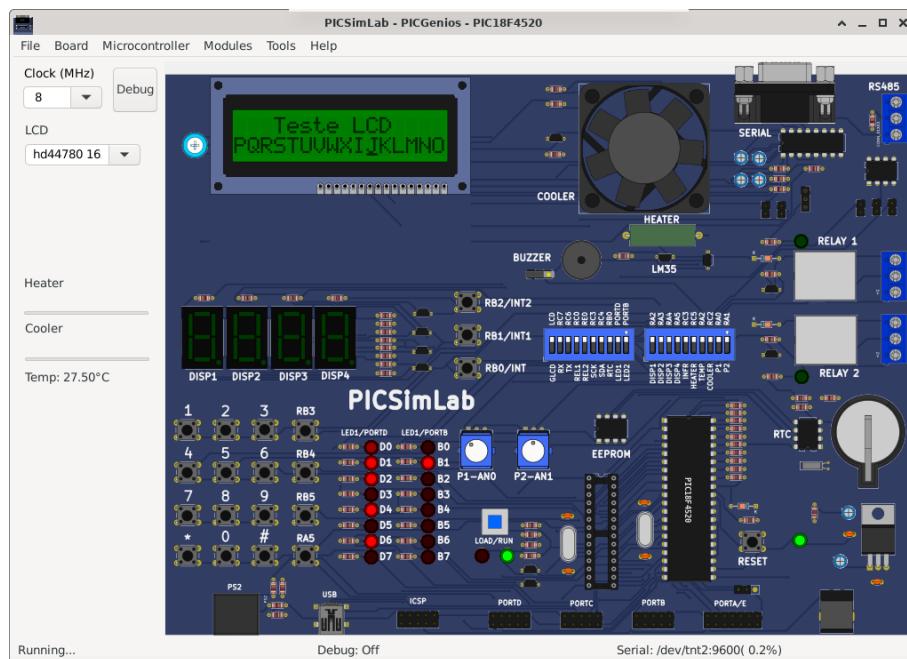
Board McLab2 schematics.

The code examples can be loaded in PICSimLab menu **Help->Examples**.

The source code of board McLab2 examples using **MPLABX** and **XC8** compiler are in the link: [board_McLab2](#).

4.5 PICGenios

It emulates the microgenius development board PICGenios PIC18F e PIC16F Microchip that uses one PIC16F777, PIC16F877A, PIC18F452, PIC18F4520, PIC18F4550 or PIC18F4620 of [picsim](#).



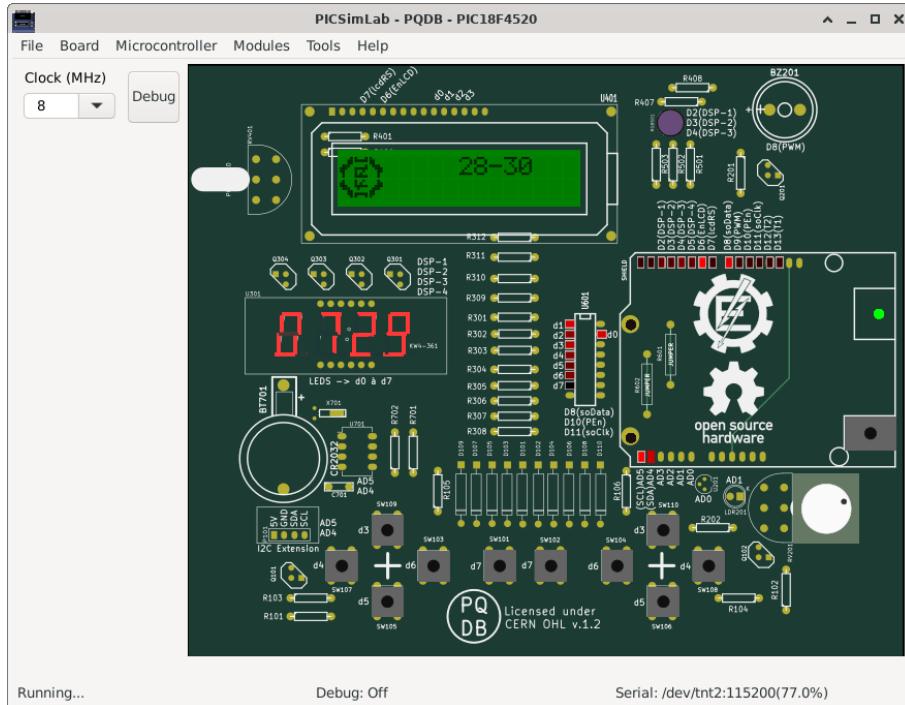
Board PICGenios schematics.

The code examples can be loaded in PICSimLab menu **Help->Examples**.

The source code of board PICGenios examples using **MPLABX** and **XC8** compiler are in the link: [board_PICGenios](#).

4.6 PQDB

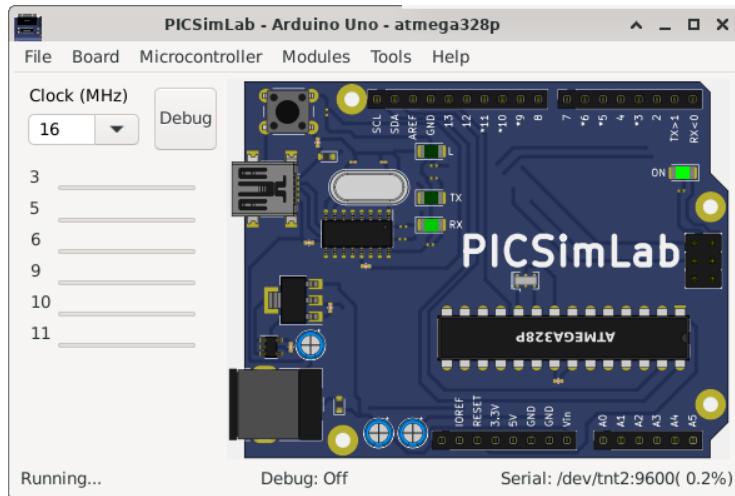
The PQDB board is an opensource/openhardware project, more info at <https://github.com/projetopqdb/>. It was developed to be used with arduino/freedom boards, but adapted to use the microcontroller PIC18F4520 of [picsim](#) on PICSImLab.



[Examples](#)

4.7 Arduino Uno

It emulates the Arduino Uno development board that uses one ATMEGA328P microcontroller of [simavr](#).



Board Arduino Uno schematics.

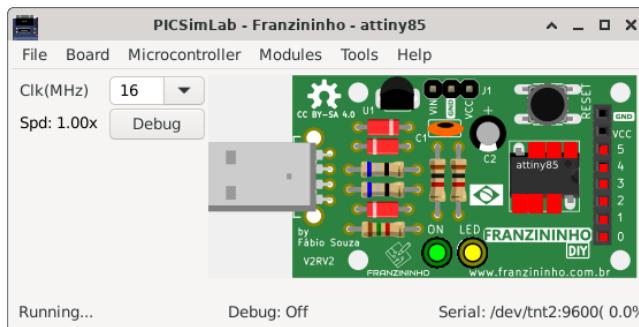
The code examples can be loaded in PICSimLab menu **Help->Examples**.

The source code of board Arduino Uno examples using the [Arduino IDE with avr-gcc](#) are in the link: [board_Arduino_Uno](#).

More information about the Arduino in [www.arduino.cc](#)

4.8 Franzininho

The Franzininho DIY board is an openhardware project, more info at <https://franzininho.com.br/>. It was developed to be used with the microcontroller ATtiny85 of of [simavr](#).



Examples

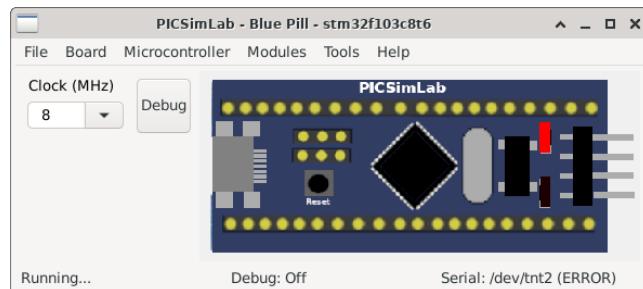
Chapter 5

Experimental Boards

Boards in the experimental phase. Probably with some bugs and missing features.

5.1 Blue Pill

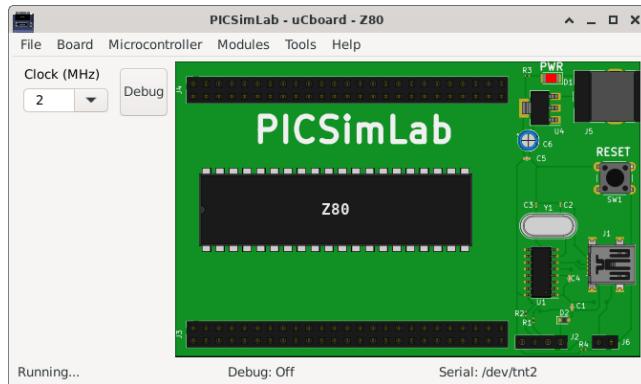
It is a generic board only with reset, serial and crystal circuits and support to stm32f103c8t6 microcontroller of [qemu-stm32](#).



[Examples](#)

5.2 uCboard

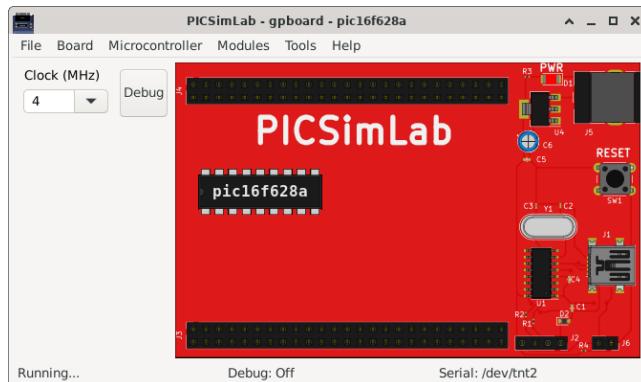
It is a generic board only with reset, serial and crystal circuits and support to multiple microcontrollers (initially C51, Z80 and STM8S103)of [uCsim](#).



[Examples](#)

5.3 gpboard

It is a generic board only with reset, serial and crystal circuits and support to multiple microcontrollers of [gpsim](#).



[Examples](#)

5.4 STM32 H103

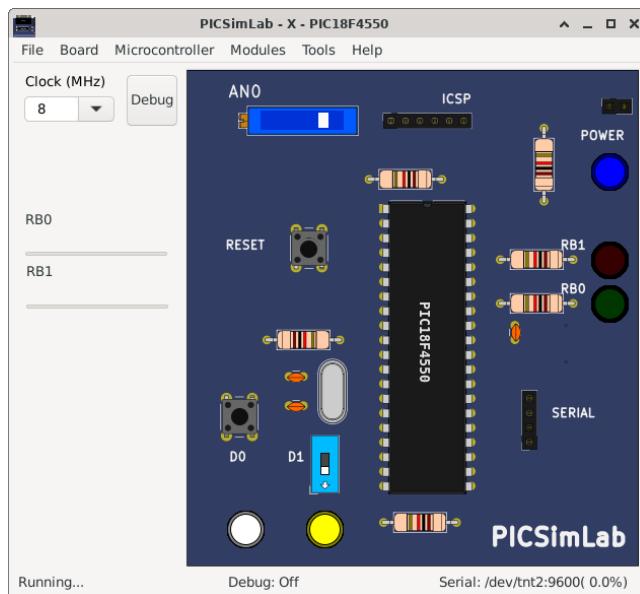
It is a generic board only with reset, one push button, serial and crystal circuits and support to stm32f103rbt6 microcontroller of [qemu-stm32](#).



Examples

5.5 X

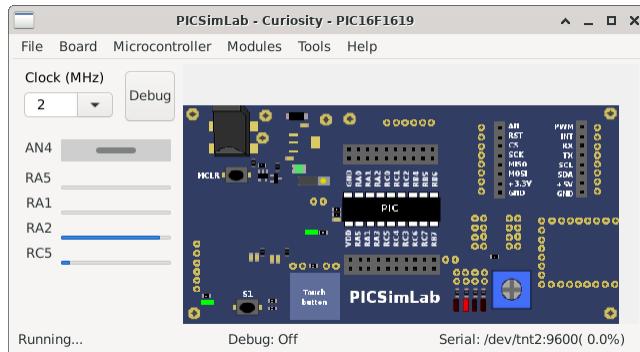
It is a generic board, used as example in [How to Compile PICsimLab and Create New Boards](#).



Examples

5.6 Curiosity

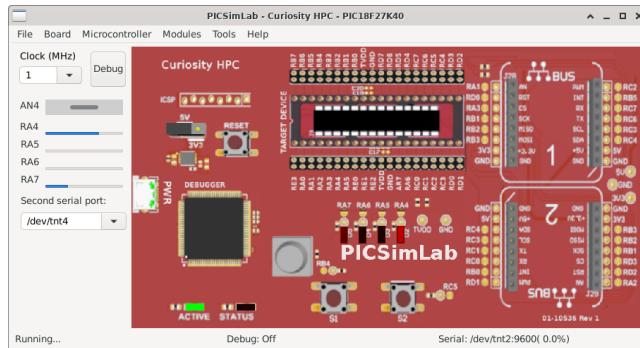
This is a simple PIC microcontroller development board that uses [picsim](#).



[Examples](#)

5.7 Curiosity HPC

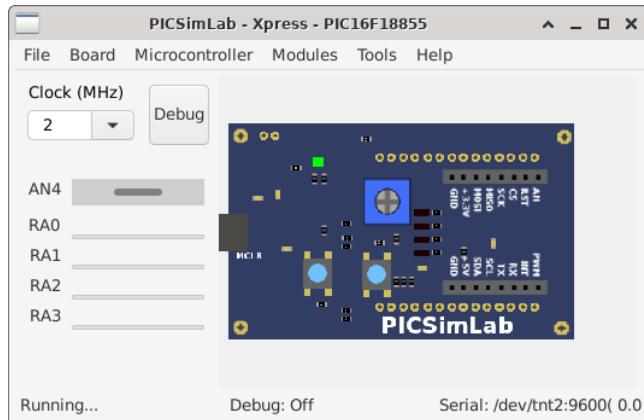
This is a simple PIC microcontroller development board that uses [picsim](#).



[Examples](#)

5.8 Xpress

This is a simple PIC microcontroller development board that uses [picsim](#).



[Examples](#)

Chapter 6

Serial Communication

To use the simulator serial port, install a NULL-MODEM emulator:

- Windows: com0com <http://sourceforge.net/projects/com0com/>
- Linux: tty0tty <https://github.com/lcgamboa/tty0tty>

For communication the PICSimLab should be connected in one port of the NULL-MODEM emulator and the other application connected in the other port. Configuration examples linking PICSimLab to [CuteCom](#) for serial communication:

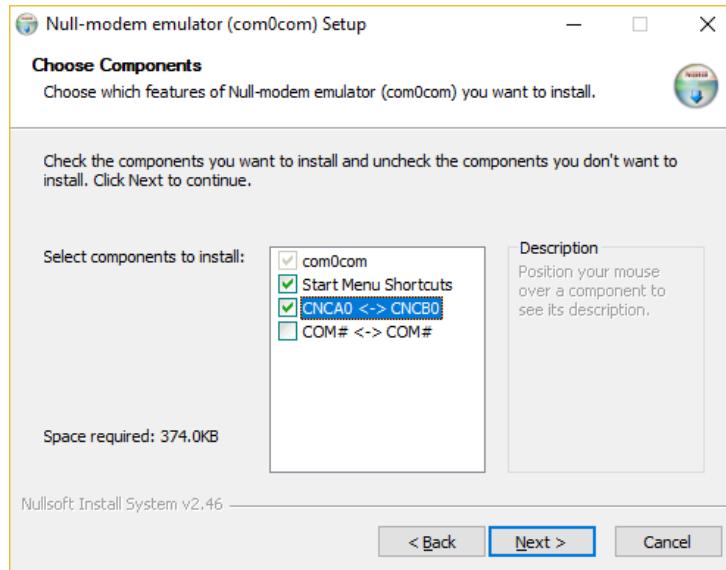
OS	PicsimLab port	CuteCom port	NULL-Modem prog.	Connection
Windows	com1	com2	com0com	com1<=>com2
Linux	/dev/tnt2	/dev/tnt3	tty0tty	/dev/tnt2<=>/dev/tnt3

6.1 Com0com Installation and Configuration(Windows)

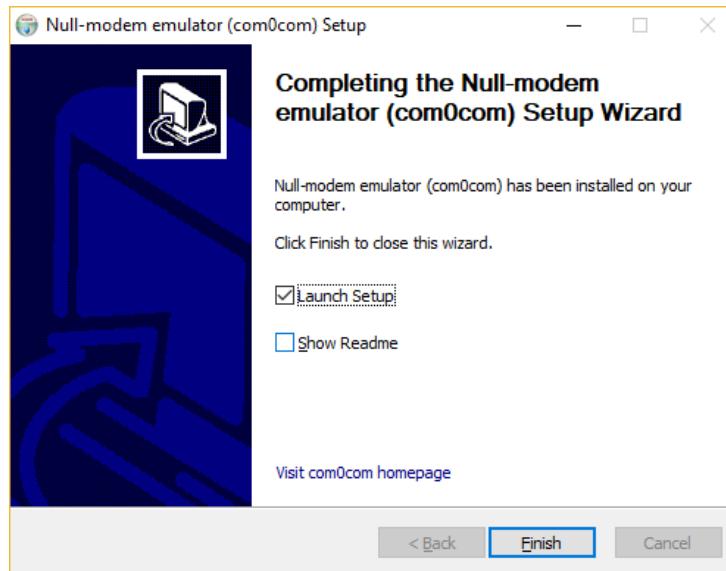
Download the signed version of [com0com](#).

Unzip the downloaded .zip file and run the specific installer of your operating system, x86 for windows 32-bit or x64 for windows 64-bit.

Configure the “choose components” window as the figure below:



In the last configuration window, check the “Launch setup” option:



In the setup window, change the port names to COM1, COM2, COM3 Just check the “enable buffer overrun” option on the two ports, click in the “Apply” button and close the setup. In the configuration shown in the figure below, the COM1 and COM2 ports form a NULL-MODEM connection, where one port must be used by the PICSimLab and another by the application with serial communication.



6.2 tty0tty Installation and Configuration (Linux)

Download the [tty0tty](#). Unzip the downloaded folder.

Open a terminal and enter in the `tty0tty/module/` folder and enter the following commands:

```
sudo apt-get update
sudo apt-get -y upgrade
sudo apt-get -y install gcc make linux-headers-`uname -r`
sudo ./dkms-install.sh
sudo modprobe tty0tty
```

The user must be in the **dialout** group to access the ports. To add your user to **dialout** group use the command:

```
sudo usermod -a -G dialout your_user_name
```

after this is necessary logout and login to group permissions take effect.

Once installed, the module creates 8 interconnected ports as follows:

```
/dev/tnt0  <=>  /dev/tnt1
/dev/tnt2  <=>  /dev/tnt3
/dev/tnt4  <=>  /dev/tnt5
/dev/tnt6  <=>  /dev/tnt7
```

the connection between each pair is of the form:

TX	->	RX
RX	<-	TX
RTS	->	CTS
CTS	<-	RTS
DSR	<-	DTR
CD	<-	DTR
DTR	->	DSR
DTR	->	CD

Any pair of ports form a NULL-MODEM connection, where one port must be used by the PICSimLab and another by the application with serial communication.

Chapter 7

Debug Support

The type of debug interface depends on the backend simulator utilized.

7.1 MPLABX Integrated Debug (picsim and simavr)

To use the [MPLABX](#) IDE for debug and program the PicsimLab, install the plugin [com-picsim-picsimlab.nbm](#) in MPLABX.

The plugin connect to Picsimlab through a TCP socket using port 1234 (or other defined in configuration window), and you have to allow the access in the firewall.

[Tutorial: how to use MPLABX to program and debug PICsimLab.](#)

It's possible import and debug a Arduino sketch into MPLABX using the [Arduino import plugin](#).

7.2 Arduino IDE Integration (simavr)

For integrated use with the Arduino IDE, simply configure the serial port as explained in the section [6](#) and load the Arduino bootloader. The bootloader can be loaded from the “Tools->Arduino bootloader” menu.

In Windows, considering com0com making a NULL-MODEM connection between COM1 and COM2, simply connect the PICSimLab on the COM1 port (defined in configuration window) and the Arduino IDE on the COM2 port or vice versa.

On Linux the operation is the same, but using for example the ports /dev/tnt2 and /dev/tnt3.

In Linux for the virtual ports to be detected in Arduino it is necessary to replace the library lib/liblistSerialsj.so of the Arduino with a version which support the detection of tty0tty ports, that can be downloaded in the link [listSerialC with tty0tty support](#).

7.3 avr-gdb Debug (simavr)

With debug support enabled you can use avr-gdb to debug the code used in the simulator. Use the configuration window to choose between MDB (MPLABX) or GDB to debug AVR microcontrollers.

Use avr-gdb with the .elf file as the parameter:

```
avr-gdb compiled_file.elf
```

and the command below to connect (1234 is the default port):

```
target remote localhost:1234
```

Graphic debug mode can be made using [eclipse IDE](#) with Sloeber Arduino plugin.

7.4 arm-gdb Debug (qemu-stm32)

With debug support enabled you can use arm-none-eabi-gdb (or gdb-multiarch) to debug the code used in the simulator.

Use arm-none-eabi-gdb with the .elf file as the parameter:

```
arm-none-eabi-gdb compiled_file.elf
```

and the command below to connect (1234 is the default port):

```
target remote localhost:1234
```

Graphic debug mode can be made using [eclipse IDE](#) with Eclipse Embedded CDT.

7.5 uCsim Debug

The uCsim debug console can be accessed with the telnet (1234 is the default port):

```
telnet localhost 1234
```

All [uCsim commands](#) are supported.

For windows users [putty telnet client](#) is a good option to access the uCsim console.

Chapter 8

Tools

8.1 Serial Terminal

Open the serial terminal [CuteCom](#).



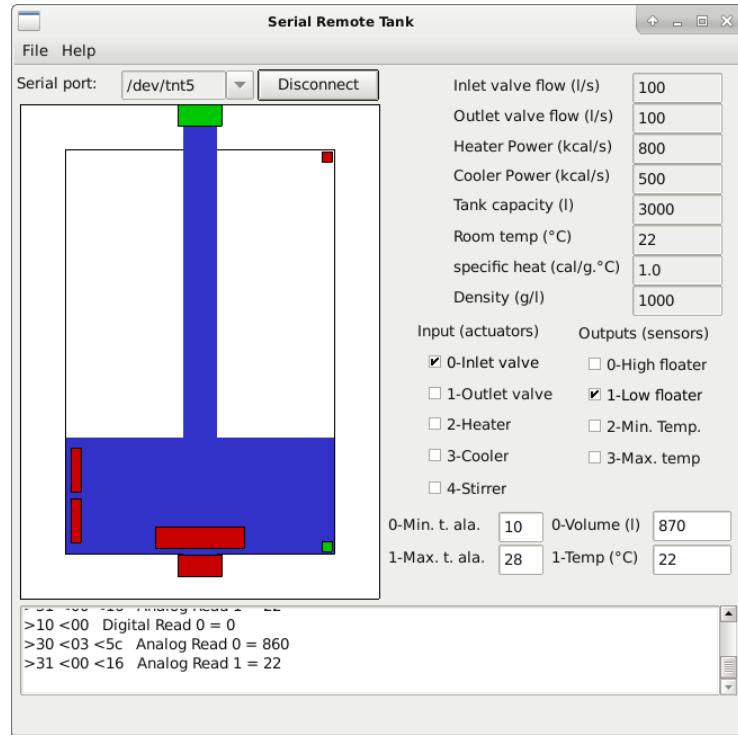
A serial terminal is used to send and receive data over a serial communication channel. The use of this terminal can be replaced by others like the Arduino IDE serial monitor.

To use this tool with PICSimLab you first need to configure a virtual serial port as described in Chapter: [Serial Communication](#). It is possible to use this tool with a real serial port connected to a real device.

8.2 Serial Remote Tank

The serial remote tank is a tank simulator controlled by a serial communication protocol. The tank has several sensors and actuators that can be read and controlled using

the communication protocol. The parameters of the serial communication port must be 19200 8N1.



To use this tool with PICSimLab you first need to configure a virtual serial port as described in Chapter: [Serial Communication](#). It is possible to use this tool with a real serial port connected to a real device.

8.2.1 Actuators

Digital inputs:

1. Inlet valve
2. Outlet valve
3. Heater
4. Cooler
5. Stirrer

Analog inputs:

1. Minimal temperature alarm trigger level
2. Maximal temperature alarm trigger level

8.2.2 Sensors

Digital outputs:

1. High floater
2. Low floater
3. Minimal temperature
4. Maximal temperature

Analog outputs:

1. Volume
2. Temperature

8.2.3 Communication Protocol

Writing on Digital Input

Sent one byte in 0x0N hexadecimal format where N is the number of input followed by a second byte with value 0x00 for disable or 0x01 for enable.

Example to turn on the input 2:

```
Serial_write(0x02);
Serial_write(0x01);
```

Reading Digital Output

Sent one byte in 0x1N hexadecimal format where N is the number of output and read one byte. The byte readed have value 0x00 for disable or 0x01 for enable.

Example to read output 3:

```
Serial_write(0x13);
valor=Serial_read();
```

Writing on Analog Input

Sent one byte in 0x2N hexadecimal format where N is the number of input followed by two bytes with the 16 bits value.

Example to write the value 230 on analog input 1:

```
Serial_write(0x21);
valor=230;
Serial_write((valor&0xFF00)>>8);
Serial_write(valor&0x00FF);
```

Reading Analog Output

Sent one byte in 0x3N hexadecimal format where N is the number of output and read two bytes to form the 16 bits value.

Example to read analog output 2:

```
Serial_write(0x32);
valorh=Serial_read(0);
valorl=Serial_read(0);
valor=(valorh<<8)|valorl;
```

8.3 Esp8266 Modem Simulator

The ESP8266 modem simulator emulates the operation of an esp8266 with wifi modem firmware. Communication is done using a serial channel via AT modem commands. The parameters of the serial communication port must be 115200 8N1.



To use this tool with PICSimLab you first need to configure a virtual serial port as described in Chapter: [Serial Communication](#). It is possible to use this tool with a real

serial port connected to a real device.

8.3.1 Supported Commands

- AT
- AT+RST
- AT+GMR
- AT+CWMODE=1
- AT+CWDHCP=1,1
- AT+CWLAP
- AT+CWJAP="rede1","123456"
- AT+CIFSR
- AT+CIPMUX=1
- AT+CIPSERVER=1,2000
- AT+CIPSEND=0,10
- AT+CIPCLOSE=0

8.4 Arduino Bootloader

This menu option load PICSimLab microcontroller with Arduino serial bootloader. The microcontroller with the bootloader loaded can be programmed directly by the Arduino IDE or using the avrdude program.

To use this tool with PICSimLab you first need to configure a virtual serial port as described in Chapter: [Serial Communication](#).

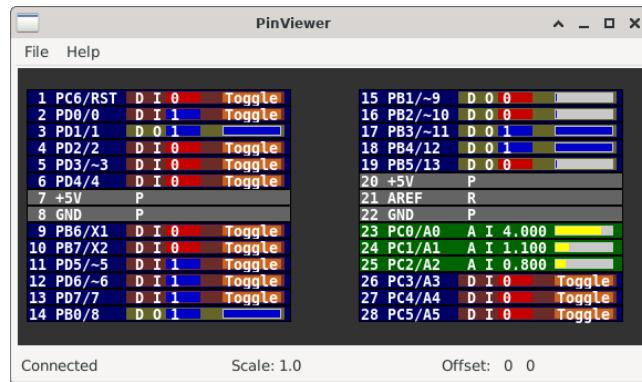
8.5 MPLABX Debugger Plugin

This menu option open the web page to download the MPLABX Debugger Plugin.

The plugin must be installed on MPLABX to allow debugging and programming PICSimLab (PICs and AVRs) from the IDE, like a real tool for debugging and programming.

8.6 Pin Viewer

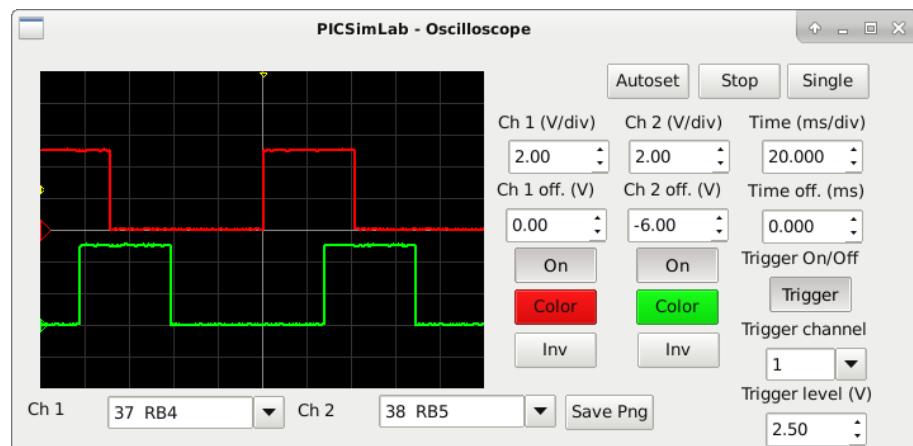
The PinViewer connects to PICSimLab through the **rcontrol interface** and allows viewing the status and direction of all microcontroller pins. It is also possible to change the state of the digital pins and adjust the voltage value on the analog pins configured as input. Pins configured as outputs also show the average value, useful for evaluating the functioning of PWM outputs.



Chapter 9

Oscilloscope

The PICSimLab has a basic two-channel oscilloscope that can be used to view the signal on any pin of the microcontroller. The oscilloscope can be accessed through the “Modules->Oscilloscope” menu.



Chapter 10

Spare Parts

The PICSimLab has a window that allows the connection of spare parts to the microcontroller, it can be accessed through the menu “ Modules-> Spare parts ”.

The main window has the menu with the following functions:

- File
 - New configuration - Clear the spare parts window
 - Save configuration - Saves the current settings of the spare parts into .pcf file
 - Load configuration - Loads the settings from .pcf file
 - Save pin alias - Saves the current pin alias to .ppa text file
 - Load pin alias - Loads the pin alias from .ppa file
- Edit
 - Clear pin alias - Clear the pin alias
 - Toggle pin alias - Enable/Disable pin alias use
 - Edit pin alias - Open current pin alias .ppa file in text editor
 - Reload pin alias - Reload the current .ppa pin alias file (need after edit .ppa file)
 - Zoom in - Increase draw scale
 - Zoom out - Decrease draw scale
- Inputs
 - Encoder - Adds a rotary quadrature encoder with push button
 - FM50 (Temperature) - Adds a analog temperature sensor
 - Fixed Voltage - Adds a analog fixed voltage reference
 - Gamepad - Adds a gamepad

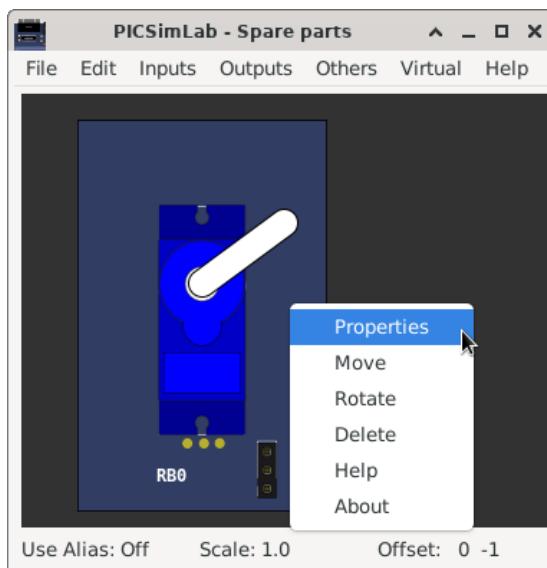
- Gamepad (Analogic) - Adds a gamepad with one analogic output
- Keypad - Adds one matrix keypad
- LM35 (Temperature) - Adds a analog temperature sensor
- MPU6050 - Adds a accelerometer and gyroscope (only raw values)
- Potentiometers - Adds 4 potentiometers
- Potentiometers (Rotary) - Adds 4 rotary potentiometers
- Push Buttons - Adds 8 push buttons
- Push Buttons (Analogic) - Adds 8 push buttons with analog output
- SHT3X - Adds a analog temperature and humidity sensor
- Switchs - Adds eight switchs
- Ultrasonic HC-SR04 - Adds a ultrasonic range sensor
- Outputs
 - 7 Segments Display - Adds four multiplexed 7 segments displays
 - 7 Segments Display (w/dec) - Adds four multiplexed 7 segments displays with decoder
 - Buzzer - Adds a active/passive buzzer
 - DC Motor - Adds a DC motor with H-bridge and quadrature encoder
 - LCD hd44780 - Adds a text display hd44780
 - LCD ili9340 - Adds a color graphic display ili9340 with touchscreen
 - LCD pcd8544 - Adds a monochrome graphic display pcd8544 (Nokia 5110)
 - LCD pcf8833 - Adds a color graphic display pcf8833
 - LCD ssd1306 - Adds a monochrome graphic display ssd1306
 - LED Matrix - Adds a 8x8 LED matrix with MAX72xx controller
 - LEDs - Adds 8 red LEDs
 - RGB LED - Adds one RGB LED
 - Servo Motor - Adds a servo motor
 - Step Motor - Adds a step motor
- Others
 - ETH w5500 - Adds a ethernet shield w5500
 - IO 74xx595 - Adds a 74xx595 SIPO 8 bit shift register
 - IO MCP23S17 - Adds a MCP23S17 serial SPI IO expander
 - IO PCF8574 - Adds a PCF8574 serial I2C IO expander
 - IO UART - Adds a UART serial port
 - Jumper Wires - Adds sixteen jumper wires

- MEM 24CXXX - Adds a 24CXXX serial I2C EEPROM memory
- RTC ds1307 - Adds a ds1307 real time clock
- RTC pfc8563 - Adds a pfc8563 real time clock
- SD Card - Adds a SD card shield
- Temperature System - Adds a temperature control system
- Virtual
 - D. Transfer Function - Adds a discrete transfer function mathematical model
 - IO Virtual term - Adds a virtual serial terminal
 - Signal Generator - Adds a virtual signal generator
 - VCD Dump - Adds a digital value file dump recorder
 - VCD Dump (Analogic) - Adds a analog value file dump recorder
 - VCD Play - Adds a digital value file dump player
- Help
 - Contents - Open Help window
 - About - Show message about author and version



After adding the part, with a right click of the mouse you can access the options menu of the part with the options:

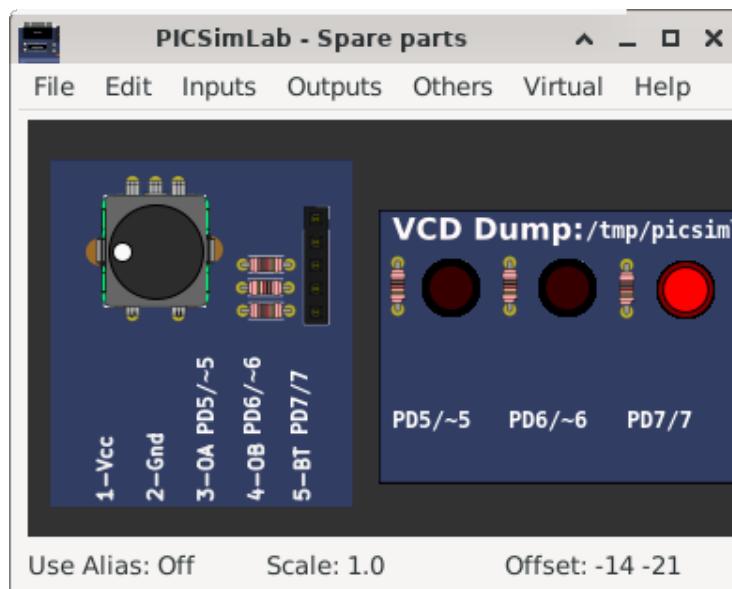
- Properties - Opens the connection settings window
- Move - Unlocks the part to move
- Rotate - Change the orientation of part
- Delete - Remove part
- Help - Open Help window of part
- About - Show message about author and version of part



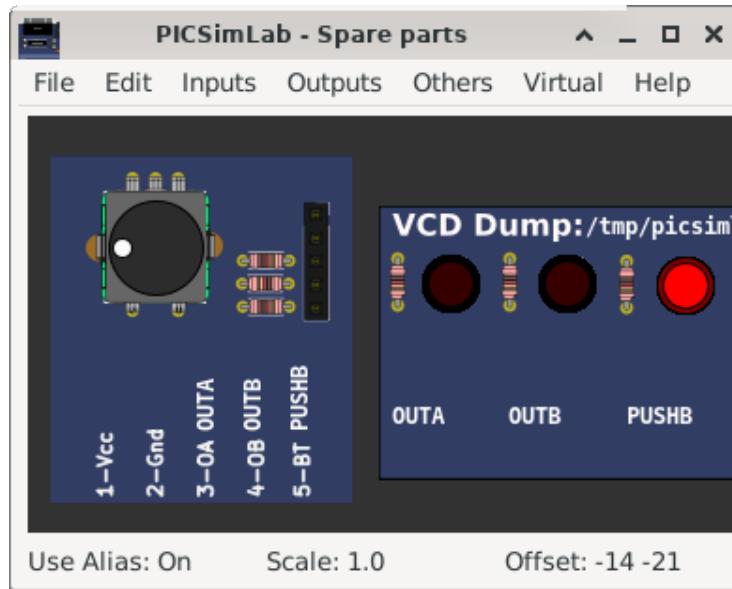
10.1 Pin Alias

The pin alias support allows the user to place custom names on the pins making it easy to identify according to the project.

When off the normal names are shown:



When on the alias names are shown:



To use:

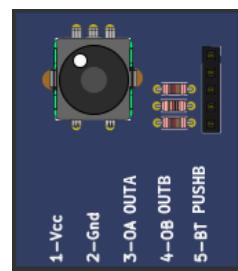
1. active the menu “Edit->Clear pin alias” to reset the pin alias file
2. active the menu “Edit->Edit pin alias” to open pin alias file, change the names, save and close.

3. active the menu “Edit->Reload pin alias” to load new alias
4. active the menu “Edit->Toggle pin alias” to show new alias

10.2 Inputs

10.2.1 Encoder

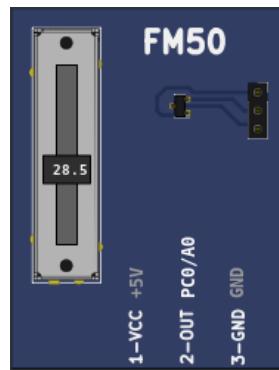
This part is a rotary quadrature encoder with push button. The output is twenty pulses per revolution.



[Examples](#)

10.2.2 FM50 (Temperature)

This part is FM50 analog temperature sensor. The measurement range is -40 to 125 °C and voltage output is 10mV/°C + 500mV.



[Examples](#)

10.2.3 Fixed Voltage

This part is analog fixed voltage reference. The value range is 0 to 5V.

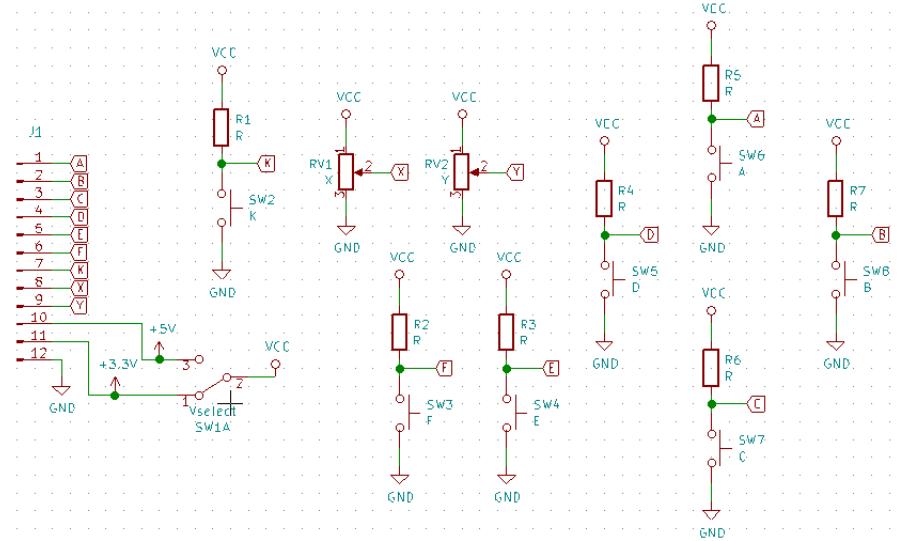


Examples

10.2.4 Gamepad

This part is a gamepad with two analog axis and 7 push buttons.





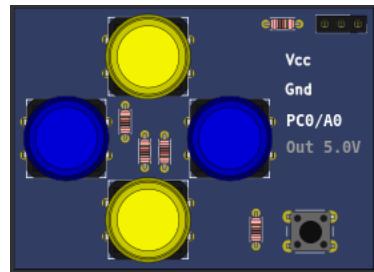
The gamepad can be controlled by keyboards keys:

- X axis - keys 'A' and 'D'
- Y axis - keys 'W' and 'S'
- Button A - key 'I'
- Button B - key 'L'
- Button C - key 'K'
- Button D - key 'J'
- Button E - key 'E'
- Button F - key 'O'
- Button K - key 'R'

Examples

10.2.5 Gamepad Analogic

This part is a gamepad with 5 push buttons and one analog output.



The gamepad can be controlled by keyboards keys:

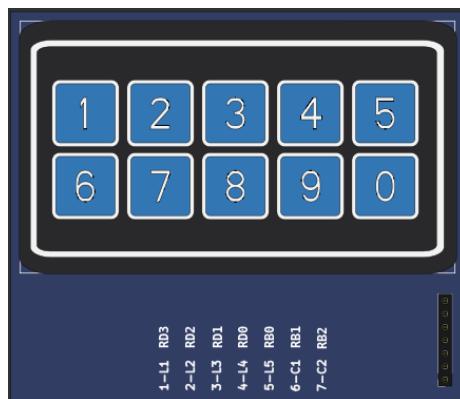
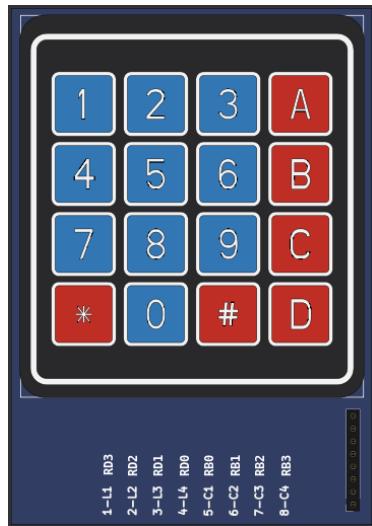
- Button A - key 'L'
- Button B - key 'I'
- Button C - key 'K'
- Button D - key 'J'
- Button E - key 'O'

[Examples](#)

10.2.6 Keypad

It is a matrix keyboard configurable to 4x3 , 4x4 or 2x5 rows/columns.

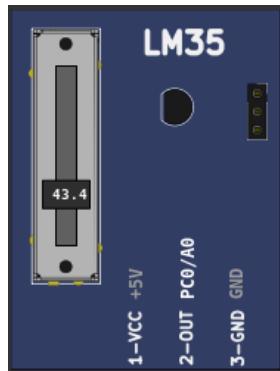




Examples

10.2.7 LM35 (Temperature)

This part is LM35 analog temperature sensor. The measurement range is 2 to 150 °C and voltage output is 10mV/°C.



[Examples](#)

10.2.8 MPU6050

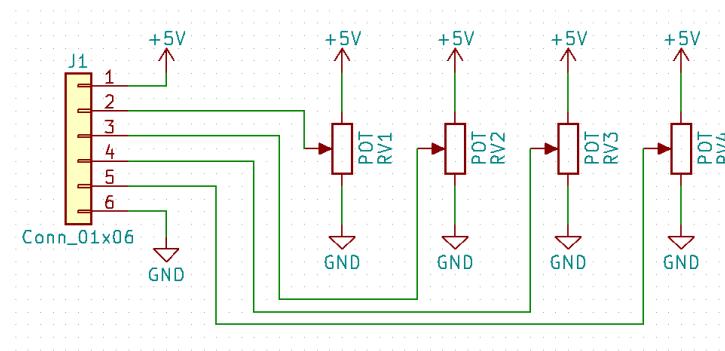
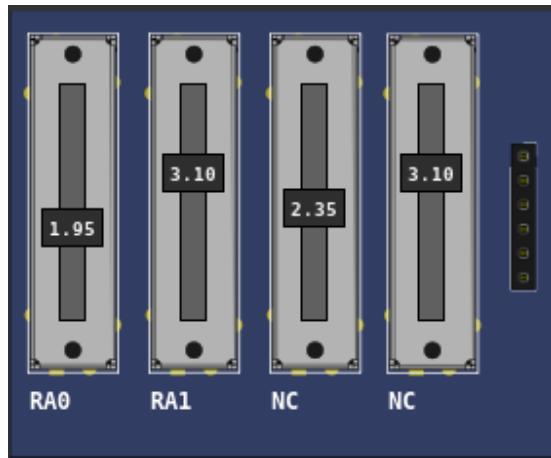
This part is MPU6050 accelerometer and gyroscope with I2C interface. Only raw values are available, DMP is not supported.



[Examples](#)

10.2.9 Potentiometers

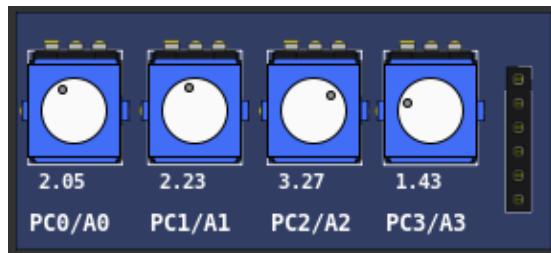
This part is formed by 4 potentiometers connected between 0 and 5 volts, the output is connected to the cursor and varies within this voltage range.

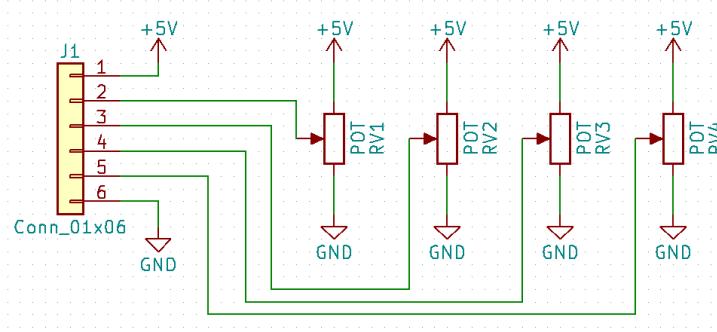


Examples

10.2.10 Potentiometers (Rotary)

This part is formed by 4 rotary potentiometers connected between 0 and 5 volts, the output is connected to the cursor and varies within this voltage range.

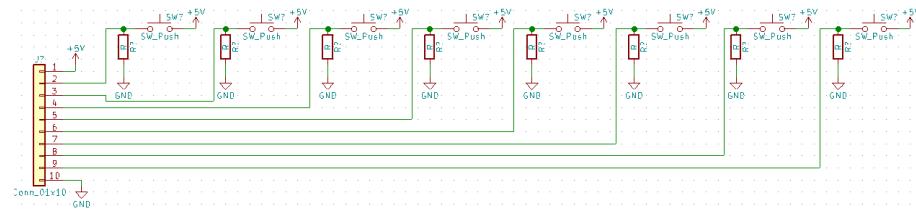




Examples

10.2.11 Push Buttons

This part consists of 8 push buttons. The output active state can be configurable.



Examples

10.2.12 Push Buttons (Analogic)

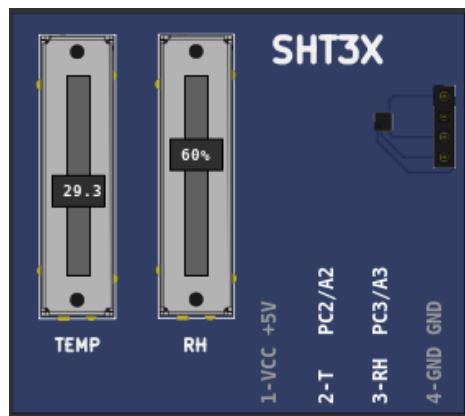
This part consists of 8 push buttons connected in a resistive ladder.



Examples

10.2.13 SHT3X (Temp. Hum.)

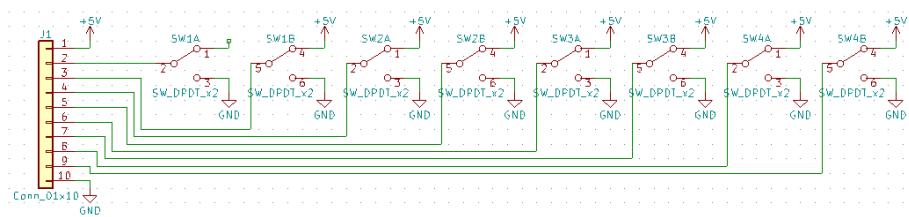
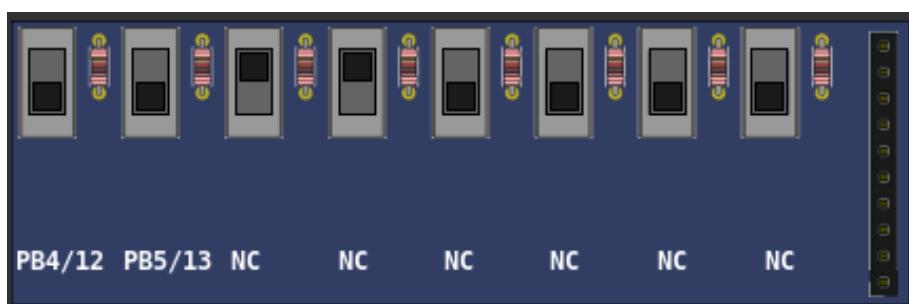
This part is SHT3X analog temperature and humidity sensor. The temperature range is -40 to 125 °C and voltage output is 22.85mV/°C + 1.53V . The relative humidity range is 0 to 100 % and voltage output is 40mV/% + 500mV.



Examples

10.2.14 Switches

This part consists of 8 keys with on or off position (0 or 1).



[Examples](#)

10.2.15 Ultrasonic HC-SR04

This part is ultrasonic range meter sensor.



[Examples](#)

10.3 Outputs

10.3.1 7 Segments Display

This is a four multiplexed 7 segments displays.



[Examples](#)

10.3.2 7 Segments Display (Decoder)

This is a four multiplexed 7 segments displays with BCD to 7 segments decoder (CD4511).



[Examples](#)

10.3.3 Buzzer

This is a active/passive buzzer.



[Examples](#)

10.3.4 DC Motor

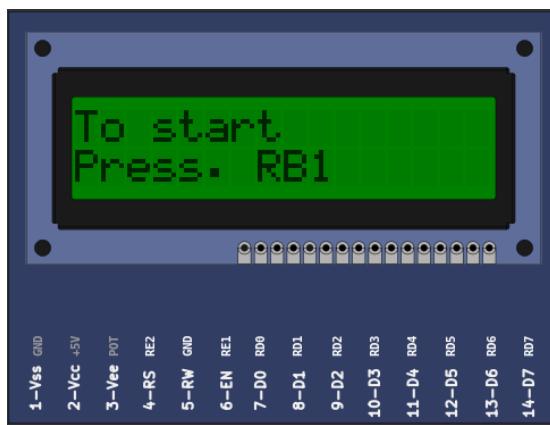
This part is DC motor with H-bridge driver and quadrature encoder.



Examples

10.3.5 LCD hd44780

This part is a text display with 2 (or 4) lines by 16 (or 20) columns.

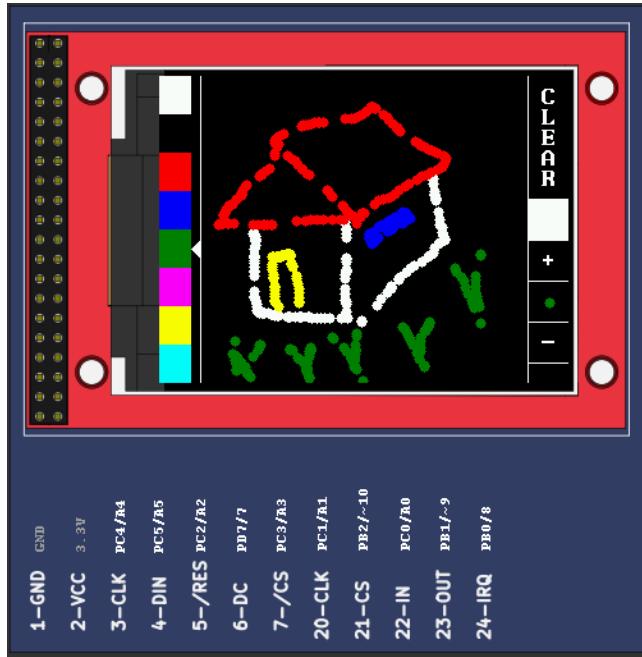




Examples

10.3.6 LCD ili9341

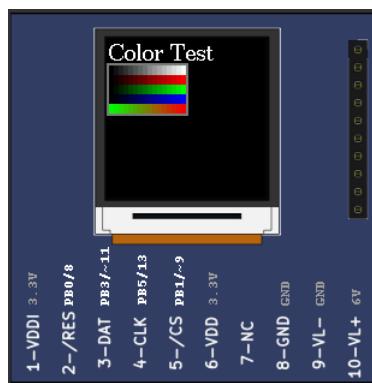
This part is a color graphic display with 240x320 pixels with touchscreen (xpt2046 controller). Only 4 SPI mode and 8 bits parallel mode is available.



[Examples](#)

10.3.7 LCD pcf8833

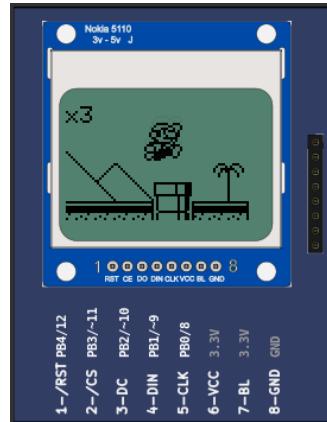
This part is a color graphic display with 132x132 pixels.



[Examples](#)

10.3.8 LCD pcd8544

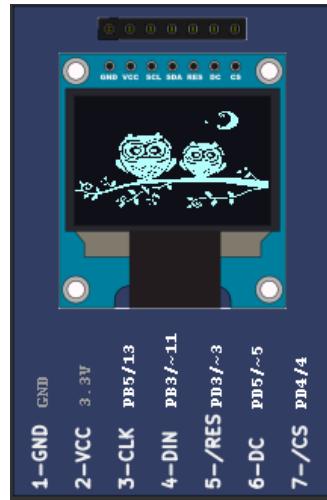
This part is a monochrome graphic display with 48x84 pixels. (Nokia 5110)



[Examples](#)

10.3.9 LCD ssd1306

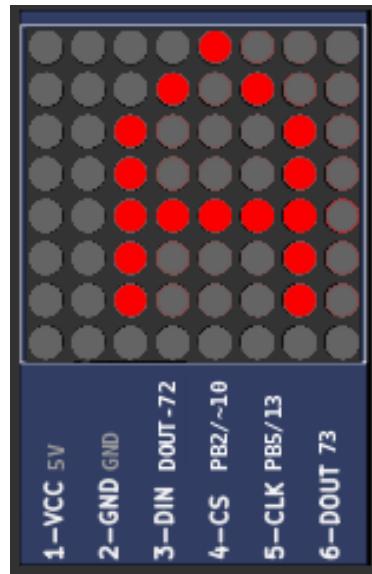
This part is a monochrome oled graphic display with 128x64 pixels. The part support I2C and 4 SPI serial mode.



[Examples](#)

10.3.10 LED Matrix

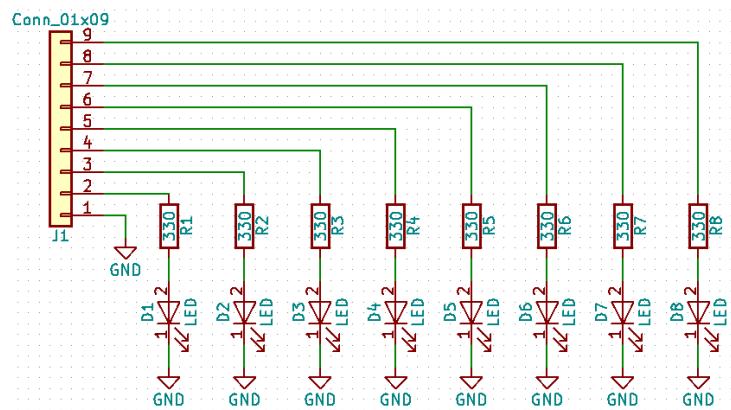
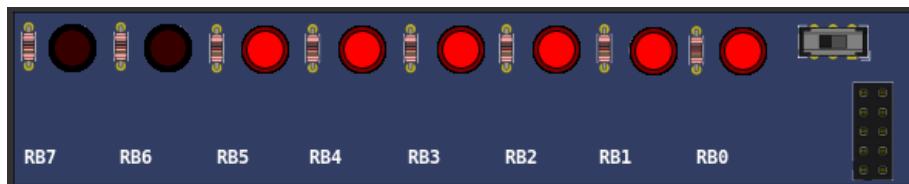
It is a 8x8 LED matrix with MAX72xx controller.



Examples

10.3.11 LEDs

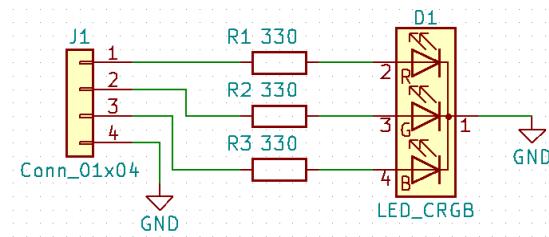
This part is a bar of 8 independent red LEDs.



Examples

10.3.12 RGB LED

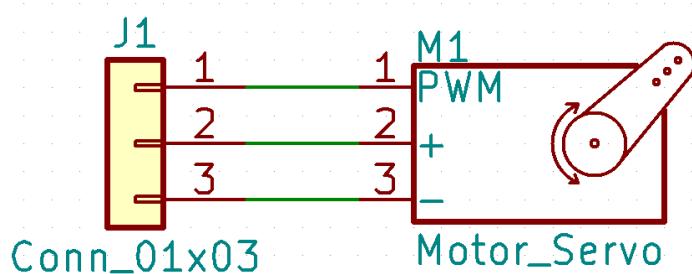
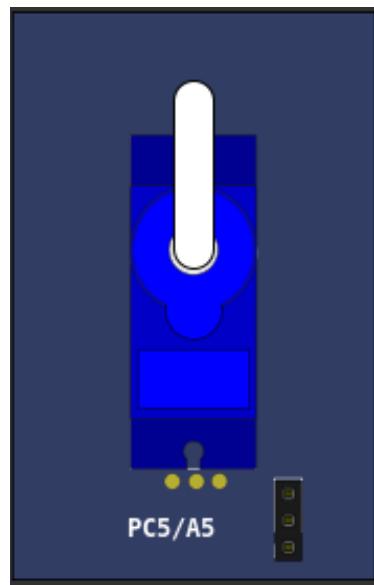
This part consists of a 4-pin RGB LED. Each color can be triggered independently. Using PWM it is possible to generate several colors by combining the 3 primary colors.



Examples

10.3.13 Servo Motor

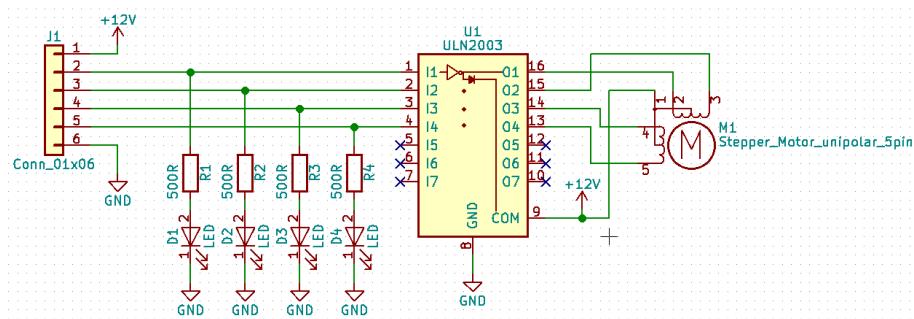
The servo motor is a component that must be activated with a pulse of variable width from 1ms to 2ms every 20 ms. A pulse of 1ms positions the servo at -90°, one from 1.5ms to 0° and one from 2ms to 90°.



Examples

10.3.14 Step Motor

The stepper motor is a component with 4 coils that must be driven in the correct order to rotate the rotor. Each step of the motor is 1.8° .



Examples

10.4 Others

10.4.1 ETH w5500

This part is a ethernet shield w5500 with support to 8 sockets simultaneously.

Only TCP/UDP unicast address sockets is supported. DHCP is emulated and return a fake ipv4 address.

All listening ports below 2000 are increased by 2000 to avoid operational system services ports. For example listening on port 80 becomes 2080.

w5500 Status Legend:

1º Letter - Type	2º Letter - Status	3º Letter - Error
C - Closed	C - Closed	B - Bind
T - TCP	I - Initialized	S - Send
U - UDP	L - Listen	R - Receive
M - MACRAW (don't supported)	S - Syn sent	L - Listen
	E - Established	U - Reuse
	W - Close wait	C - Connecting
	U - UDP	D - Shutdown
	M - MACRAW (don't supported)	

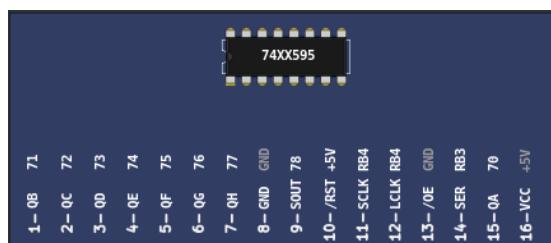
Click on connector to toggle link status.



Examples

10.4.2 IO 74xx595

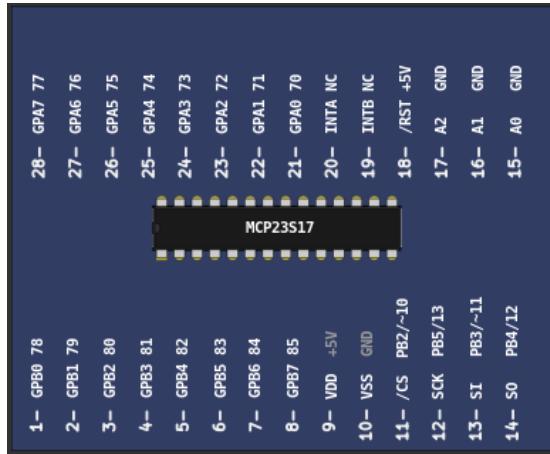
This is one 74xx595 serial input and parallel output 8 bit shift register.



Examples

10.4.3 IO MCP23S17

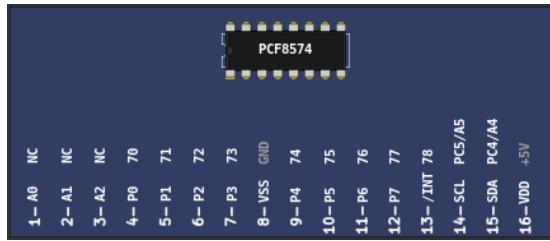
It is a MCP23S17 serial SPI IO expander part.



[Examples](#)

10.4.4 IO PCF8574

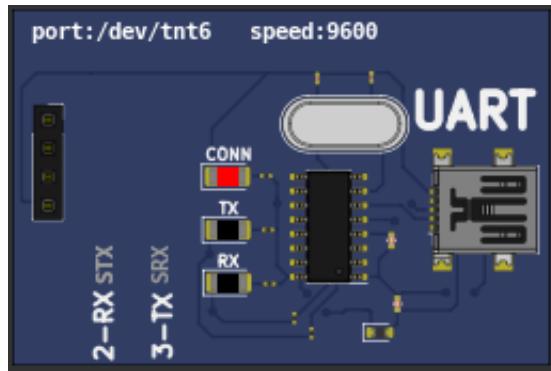
It is a PCF8574 serial I2C IO expander.



[Examples](#)

10.4.5 IO UART

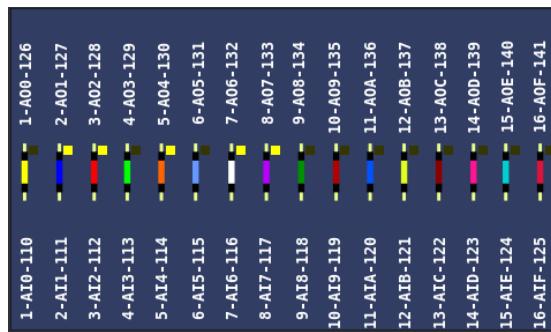
This part is a UART serial port. This part connects the hardware/software UART IO pins of microcontroller to one real/virtual PC serial port. To use virtual port is need to install a virtual port software, as described in [6](#).



[Examples](#)

10.4.6 Jumper Wires

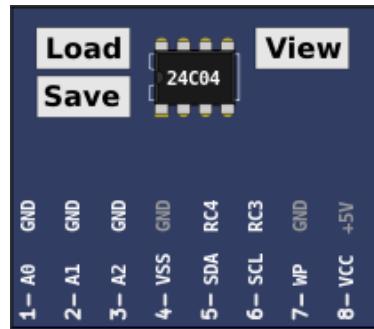
This part are formed by sixteen jumper wires. Each jumper has one input and one output. The jumper input must be connected to one pin output, the jumper output can be connected to multiple pin inputs. The jumper can be used to connect microcontroller pins or make connection between spare parts pins.



[Examples](#)

10.4.7 MEM 24CXXX

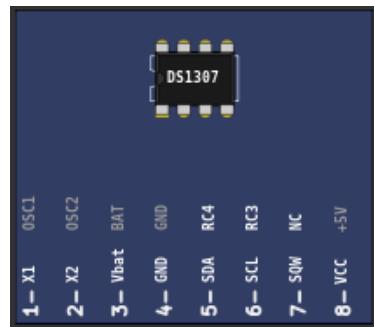
It is a 24CXXX serial I2C EEPROM part. There are support to the models 24C04 and 24C512.



[Examples](#)

10.4.8 RTC ds1307

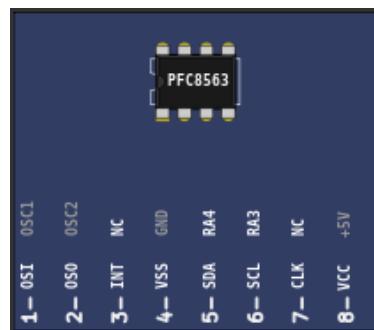
This part is a ds1307 real time clock with serial I2C interface.



[Examples](#)

10.4.9 RTC pfc8563

This part is a pfc8563 real time clock with serial I2C interface.



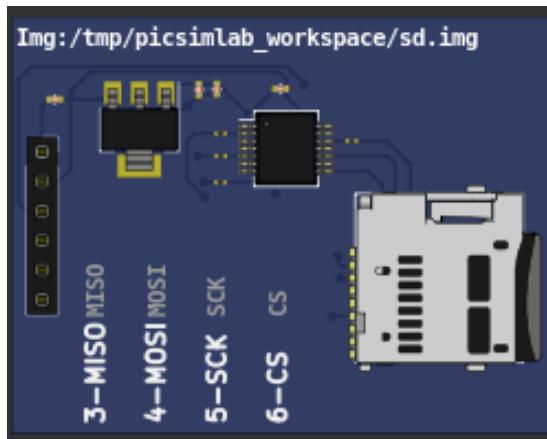
[Examples](#)**10.4.10 SD Card**

This part is a SD Card shield. It's necessary set one sd card file image before use it.
(Click on SD card connector to open file dialog)

On Linux one empty image can be created with this command:

```
dd if=/dev/zero of=sd.img bs=1M count=32
```

This empty image can be used with raw sd card access, to work with FAT file system
the image need to be formatted before the use. (using [SdFormatter.ino](#) for example)

[Examples](#)**10.4.11 Temperature System**

This part is a temperature control system. The temperature control system consists of a heating resistor, an LM35 temperature sensor, a cooler and an infrared tachometer.

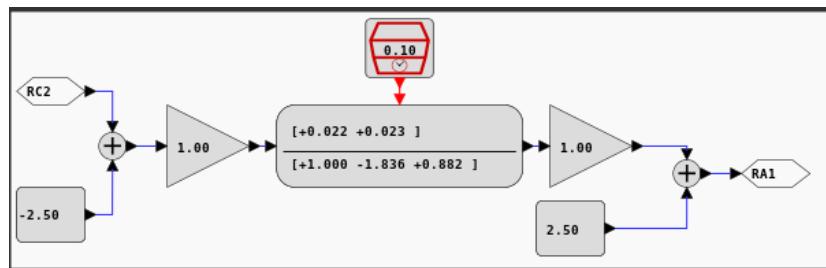


[Examples](#)

10.5 Virtual

10.5.1 D. Transfer Function

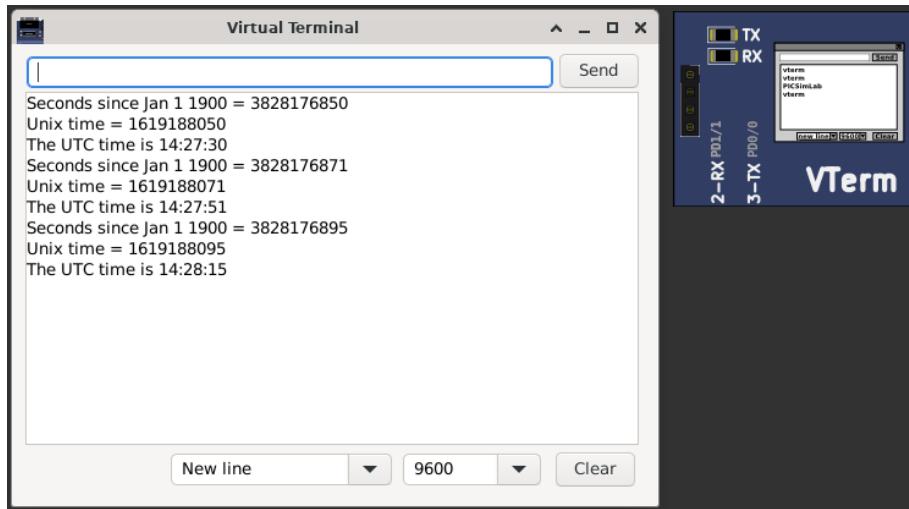
This is a discrete transfer function mathematical model.



[Examples](#)

10.5.2 IO Virtual Term

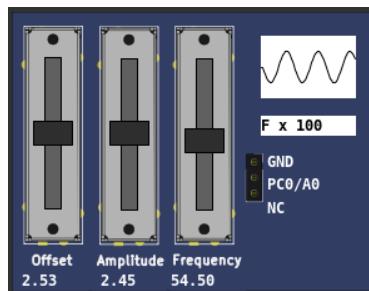
This part is a virtual serial terminal. This part can be used to read and write RX/TX pins UART signals. This part don't need the use or install of virtual serial ports on computer. Clik on terminal picture to open the terminal window.



Examples

10.5.3 Signal Generator

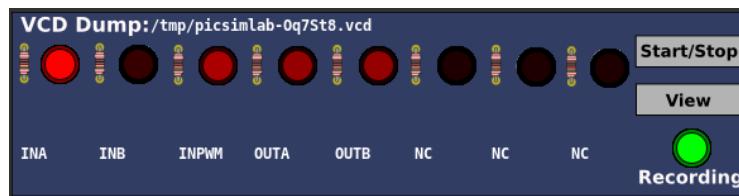
This part is a virtual signal generator with support for sine, square and triangular waves generation with amplitude and frequency adjustment.

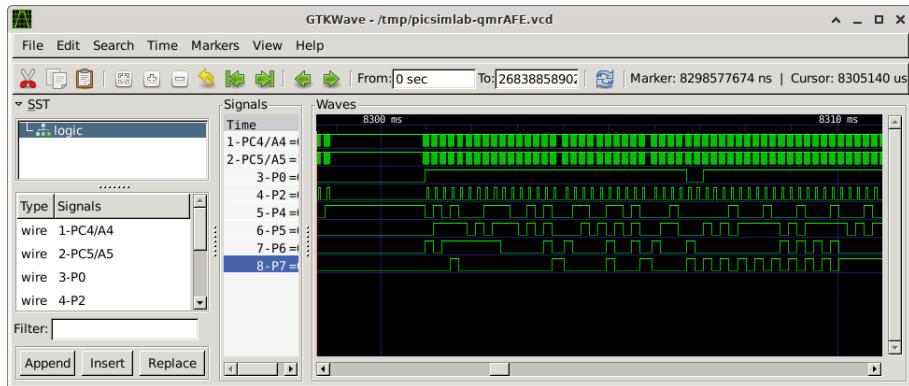


Examples

10.5.4 VCD Dump

This part is a digital value file dump recorder. The file can be visualized with gtkwave.

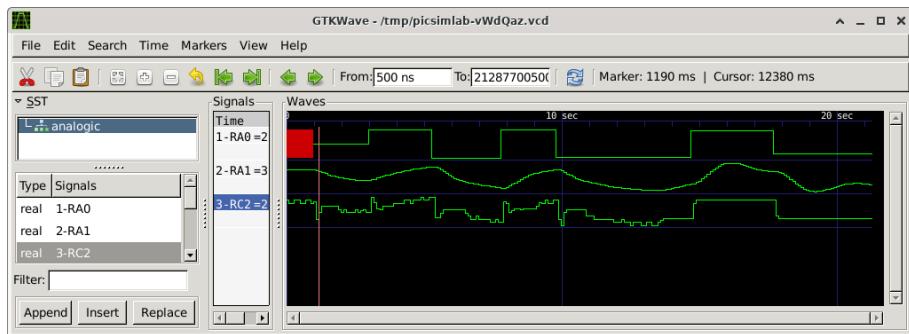
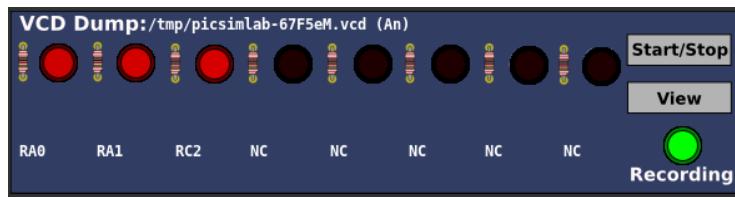




Examples

10.5.5 VCD Dump (Analogic)

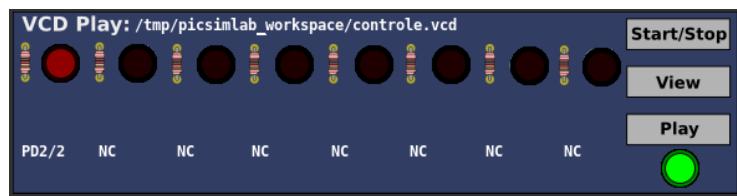
This part is a analog value file dump recorder. The file can be visualized with gtkwave.



Examples

10.5.6 VCD Play

This part play a VCD file saved from VCD Dump part.



Examples

Chapter 11

Troubleshooting

The simulation in PICSimLab consists of 3 parts:

- The microcontroller program
- Microcontroller simulation (made by [picsim](#) and [simavr](#))
- Simulation of boards and parts

When a problem occurs it is important to detect where it is occurring.

One of the most common problems is the error in the microcontroller program. Before creating an issue, test your code on a real circuit (even partially) to make sure the problem is not there.

Errors in the microcontroller simulation can be detected using code debugging. Any instruction execution or peripheral behavior outside the expected should be reported in the project of simulator used ([picsim](#) or [simavr](#)).

If the problem is not in either of the previous two options, the problem is probably in PICSimLab. A good practice is to send a source code together with a PICSimLab workspace (.pzw file) to open the issue about the problem.

Chapter 12

License

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Appendix A

Use with MPLABX

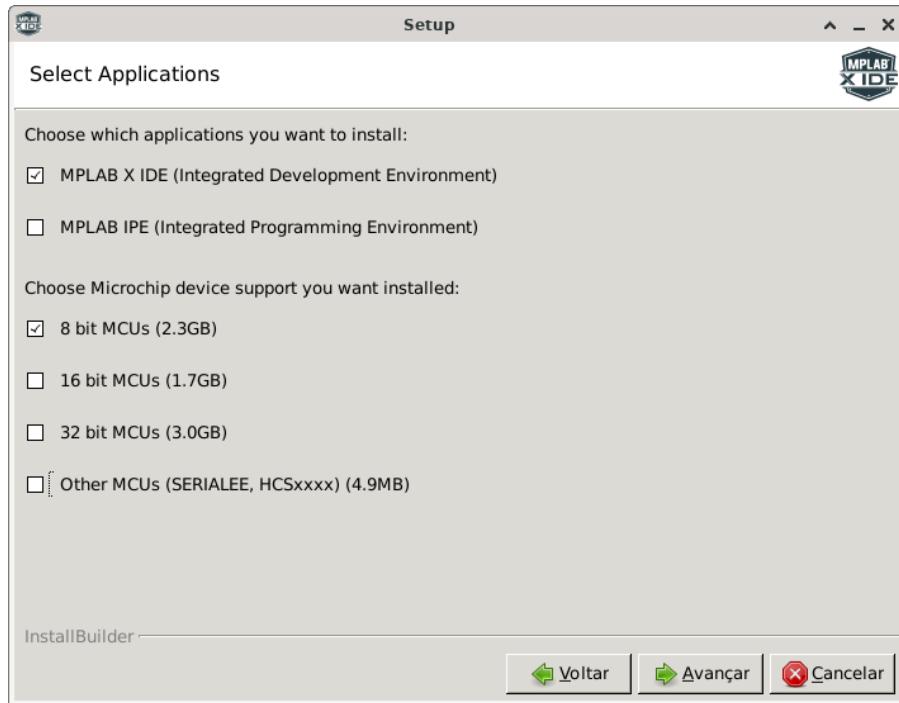
Use with MPLABX to program and Debug

A.1 Installing the Necessary Tools

A.1.1 Install MPLABX IDE and XC8 Compiler

Links for download [MPLABX IDE](#) and [XC8 Compiler](#) installers. Download and install.

For PICSimLab only MPLAB X IDE and 8 bit MCU support needs to be installed.

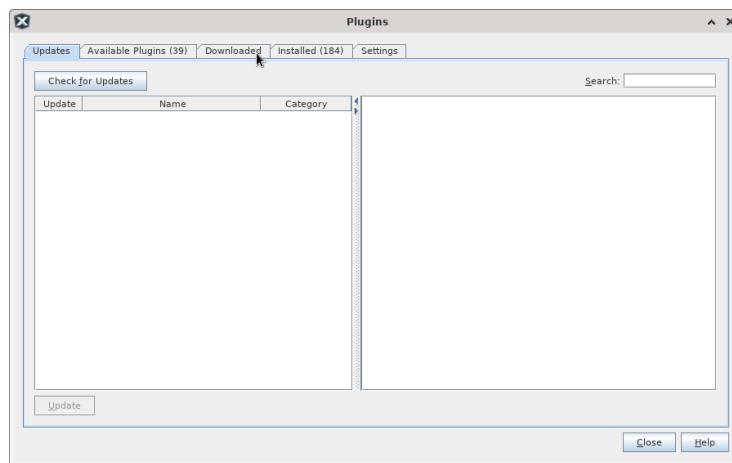
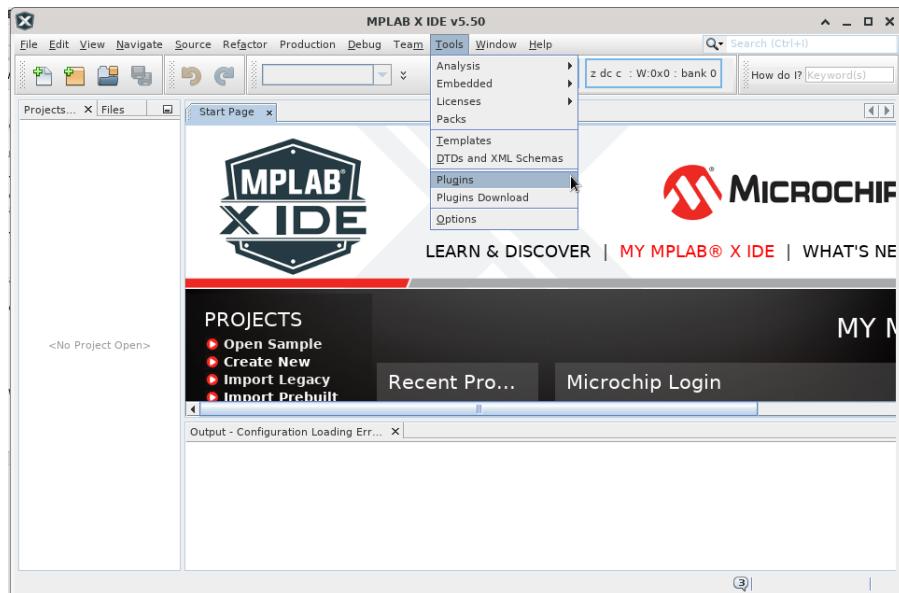


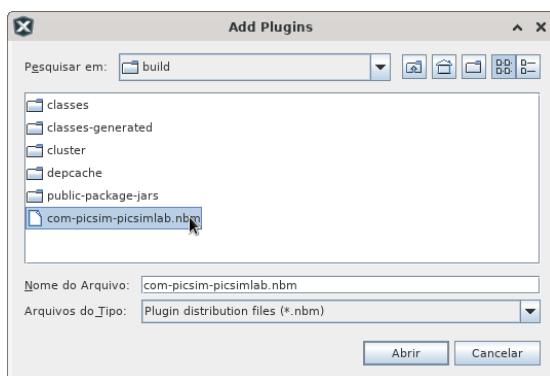
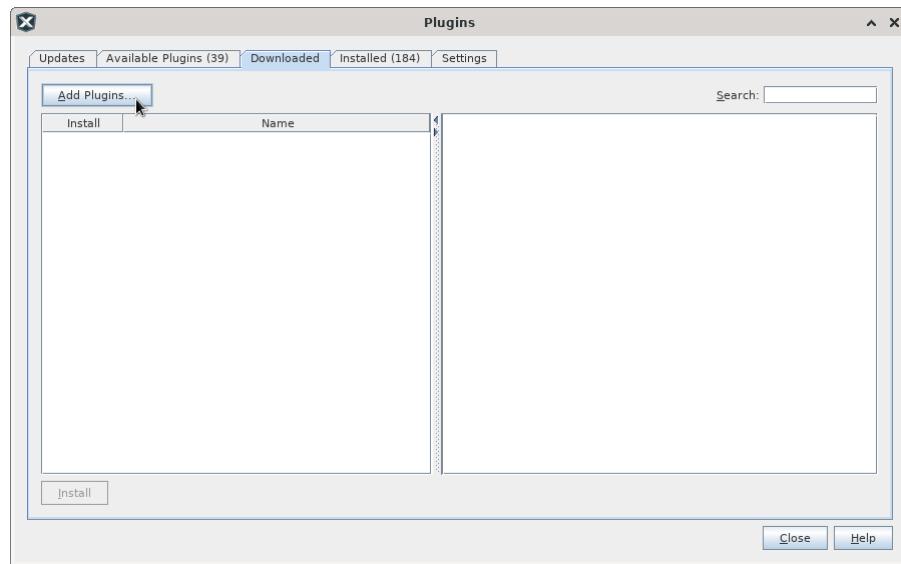
A.1.2 Install PICsimLab

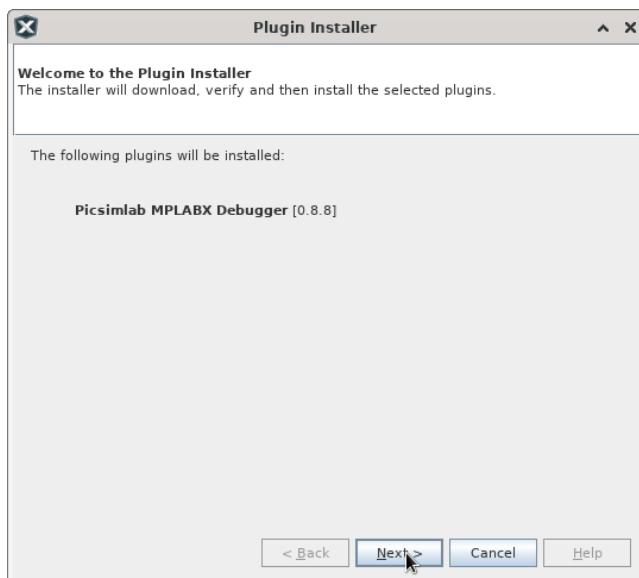
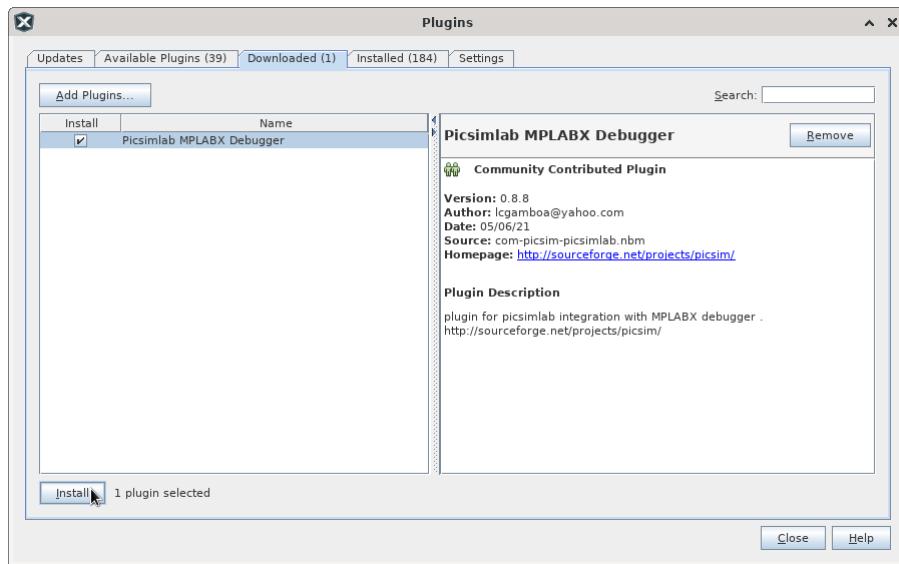
Link for download [PICSimLab](#) installer. Download and install

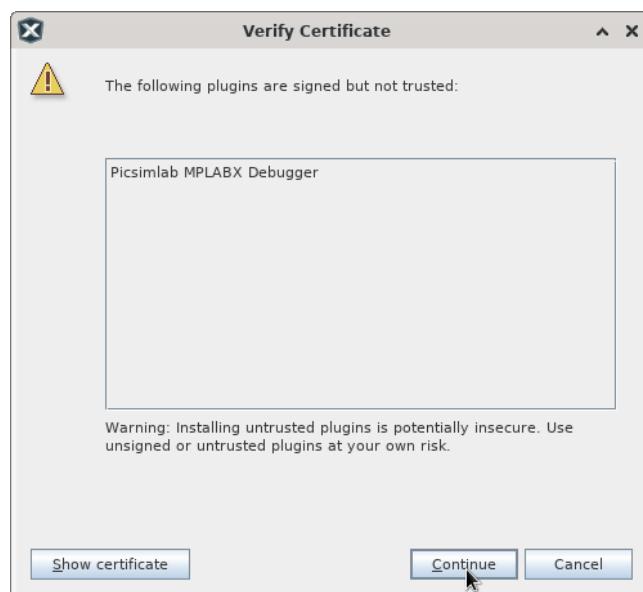
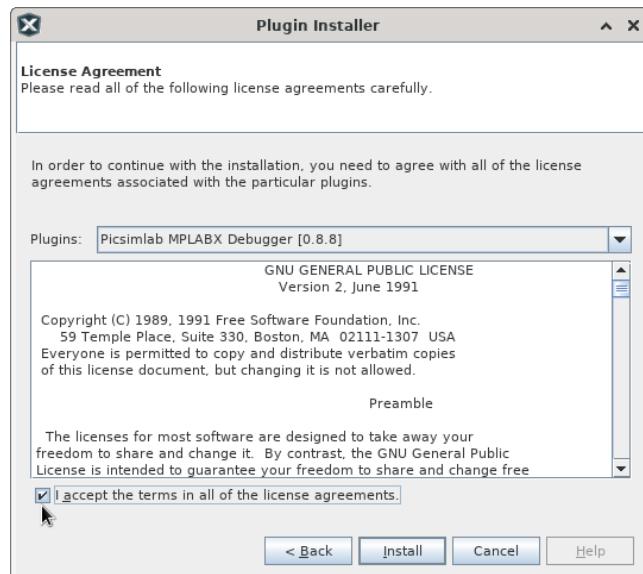
A.1.3 How to Install PICSimLab MPLABX Debugger plugin

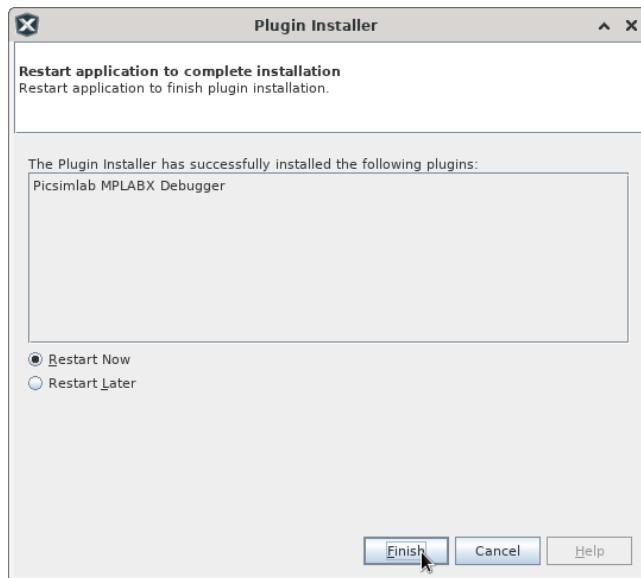
Link for download [PicSimLab MPLABX Debugger plugin \(com-picsim-picsimlab.nbm\)](#)





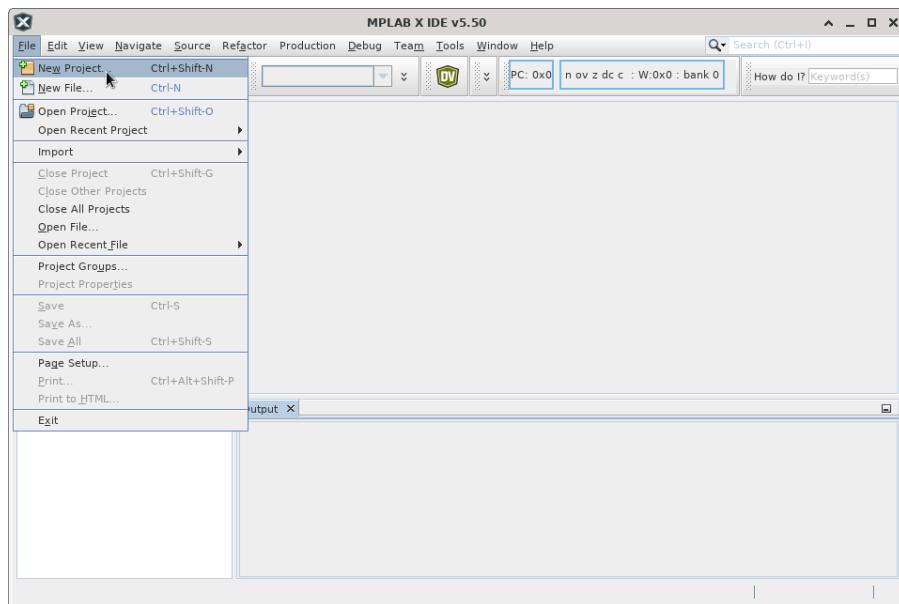


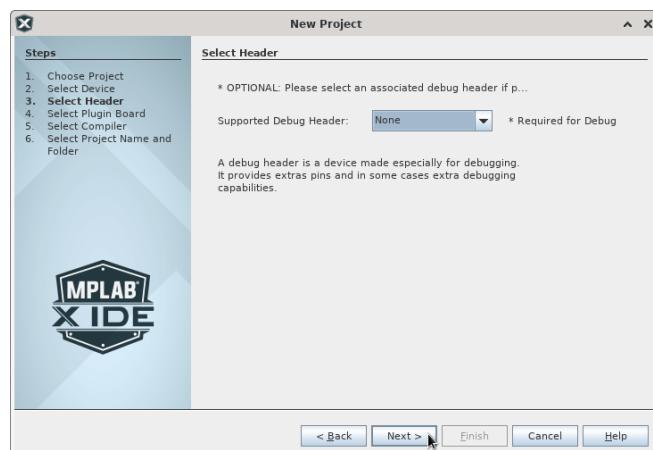
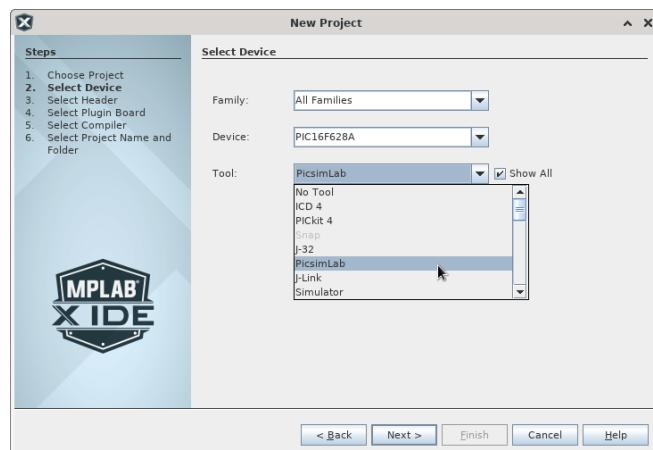
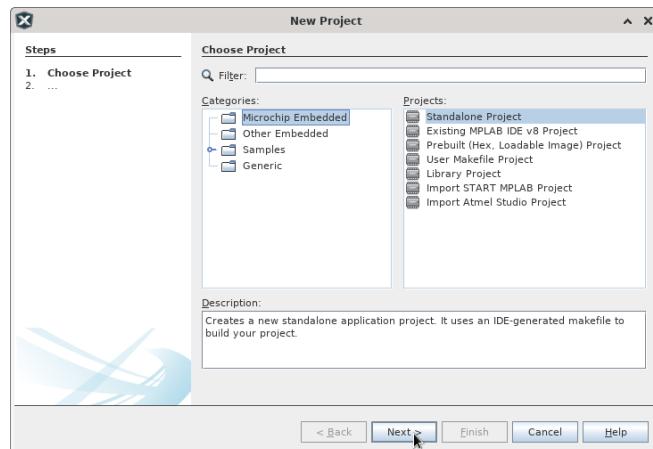


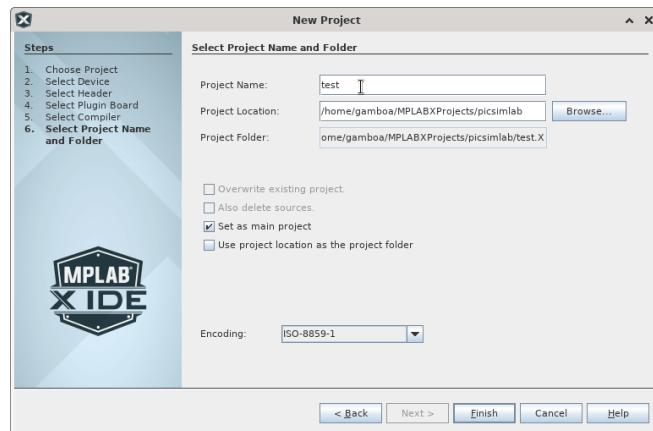
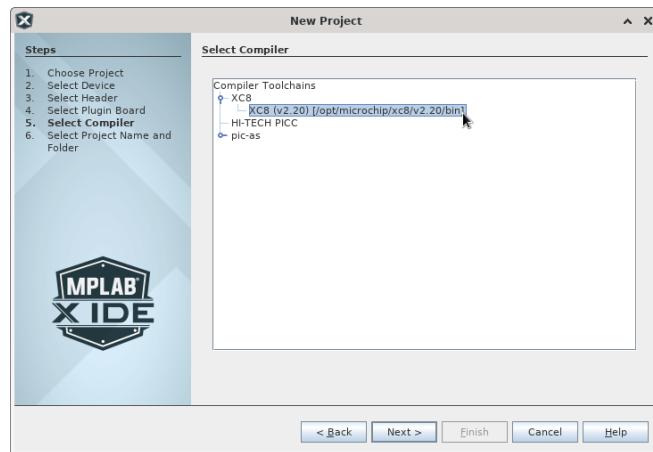


A.2 Configuring a New Project in MPLABX

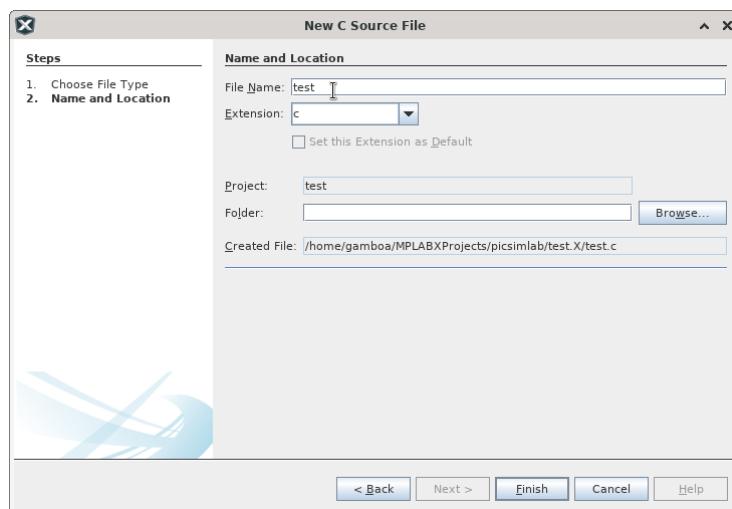
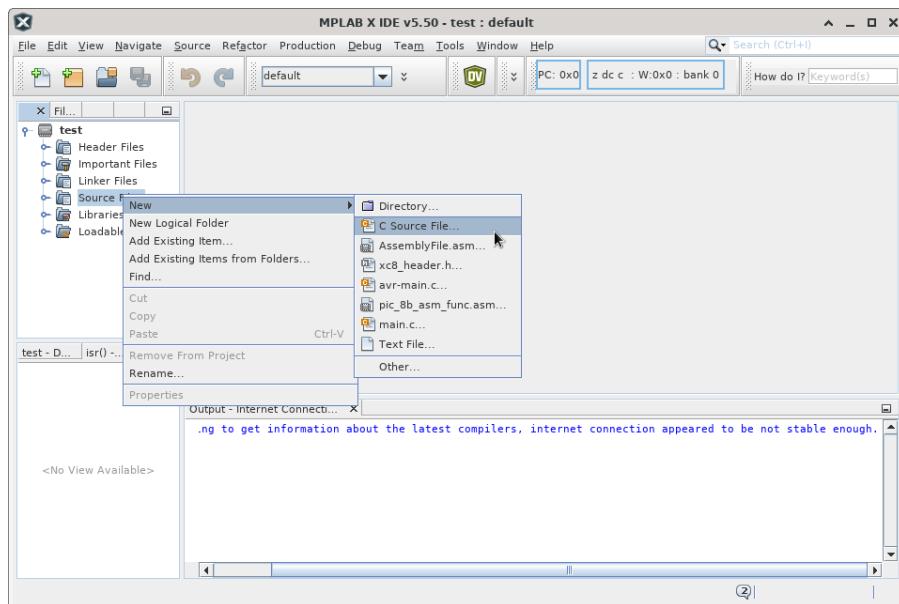
A.2.1 Project Creation



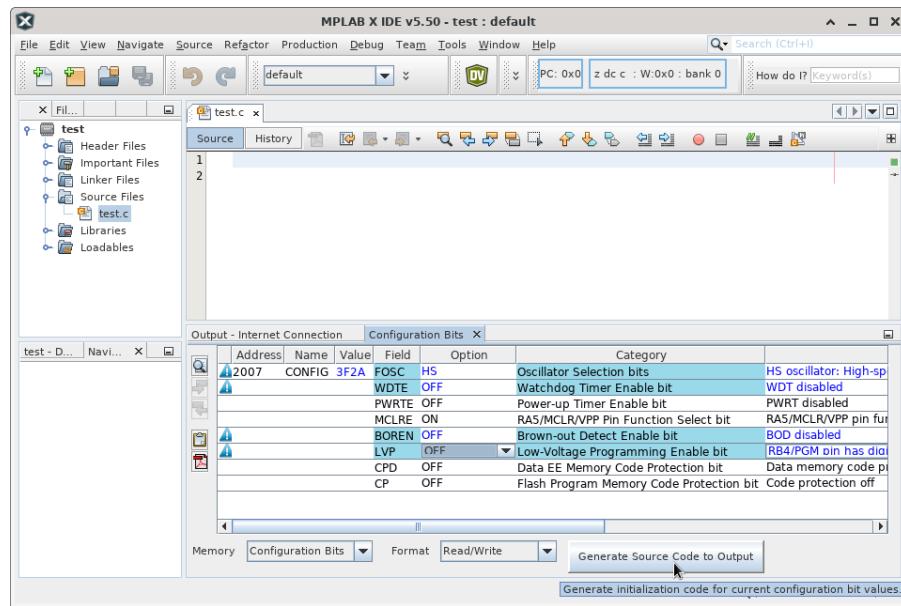
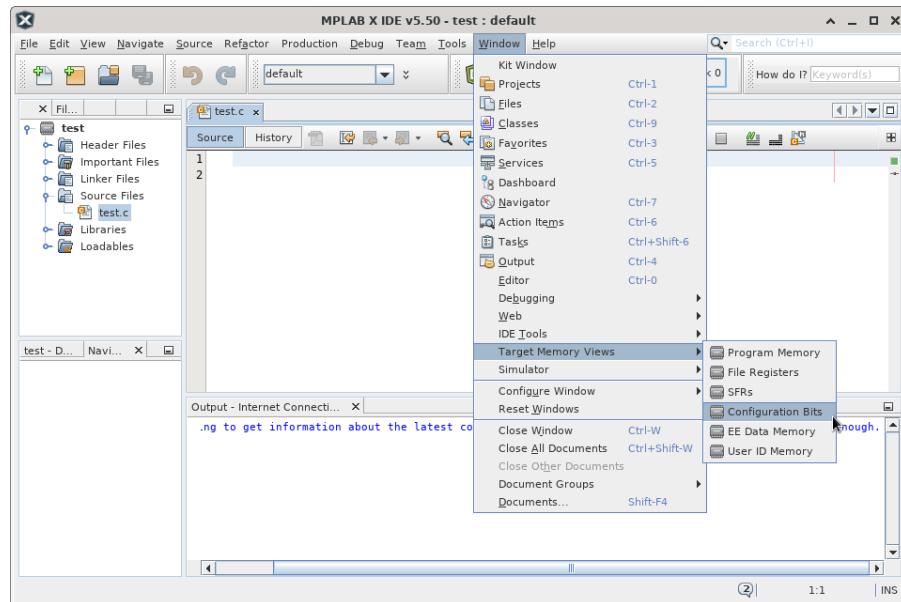


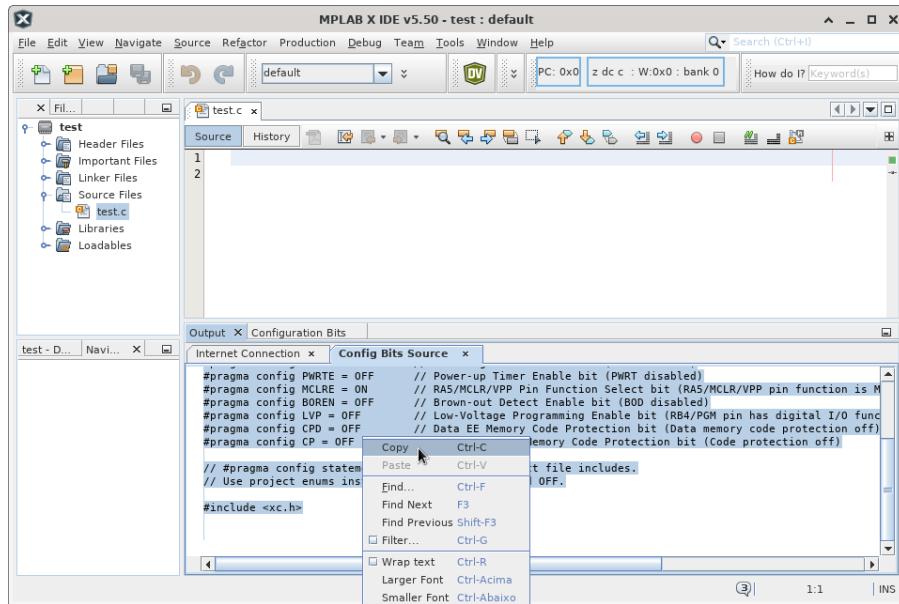


A.2.2 File Creation



A.2.3 PIC Configuration Bits





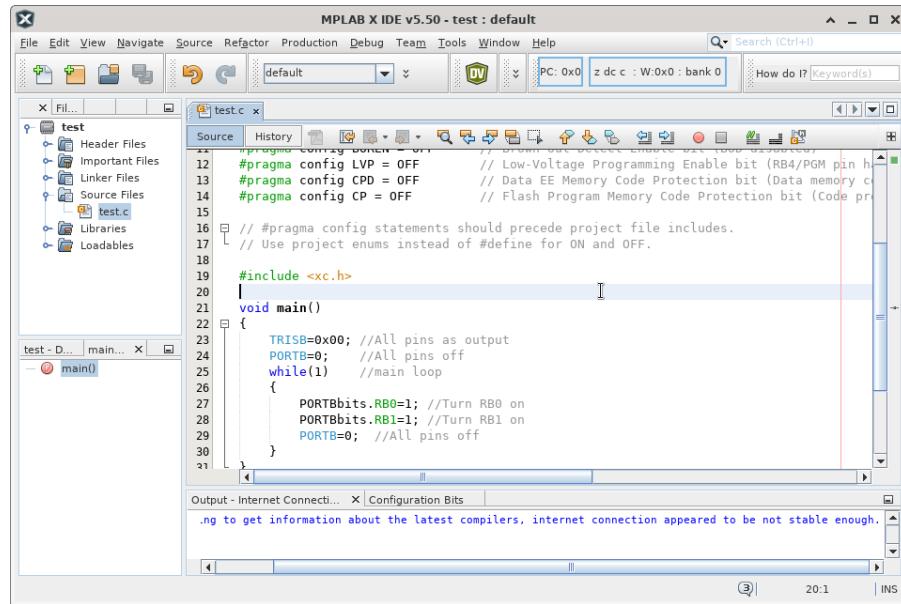
A.2.4 Code Example

Paste the configuration and this simple code example in test.c:

```

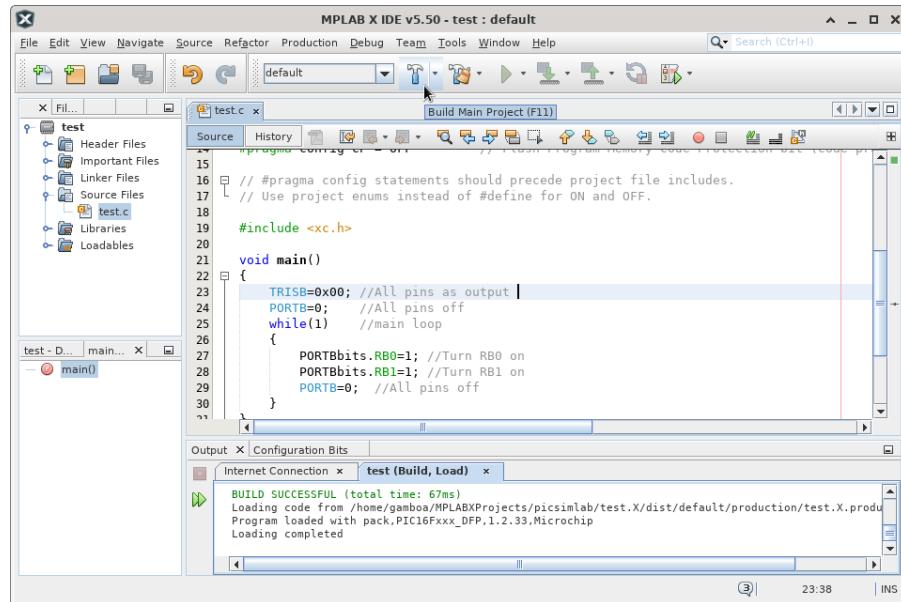
void main()
{
    TRISB=0x00; //All pins as output
    PORTB=0;     //All pins off
    while(1)      //main loop
    {
        PORTBbits.RB0=1; //Turn RB0 on
        PORTBbits.RB1=1; //Turn RB1 on
        PORTB=0; //All pins off
    }
}

```



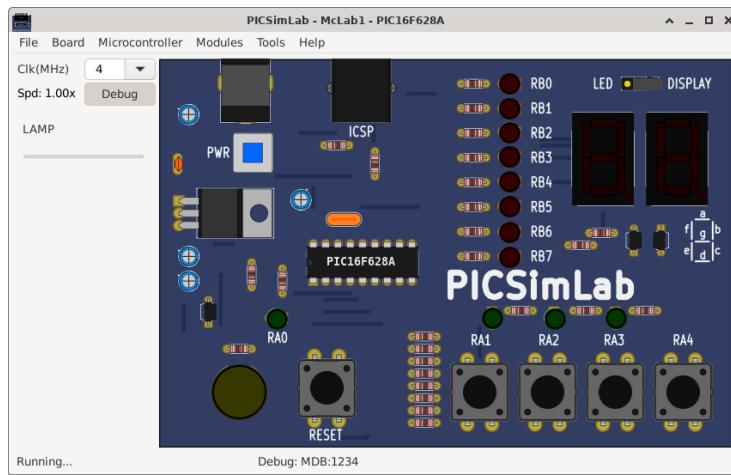
A.2.5 Building the Project

Use the **Build** button and wait for the message “**BUILD SUCCESSFUL**”.



A.3 Program and Debug PICsimLab With MPLABX

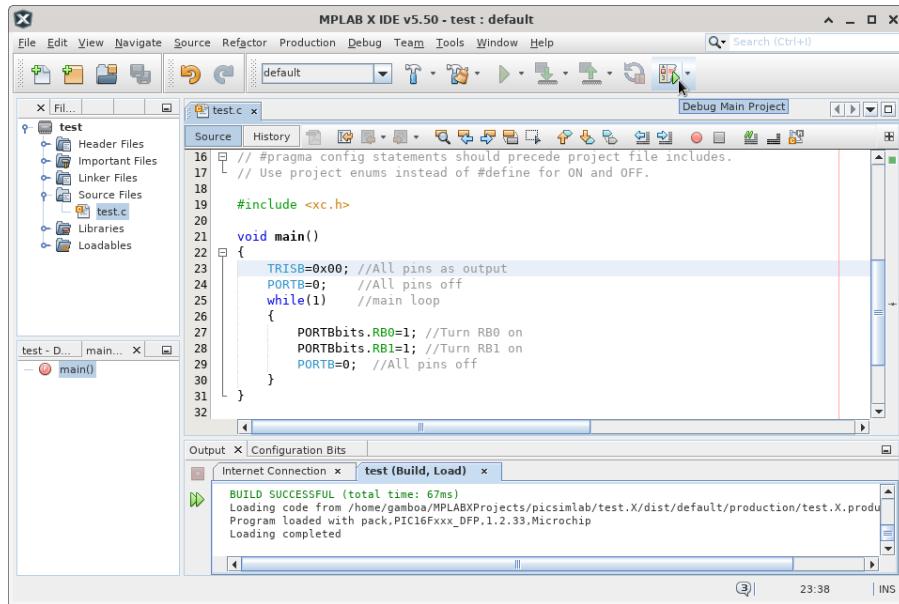
A.3.1 Starting PICsimLab



The plugin connect to PicSimLab through a TCP socket using port 1234, and you have to allow the access in the firewall. Verify in the PICsimLab statusbar the message "MplabxD: Ok". It's show debugger server state.

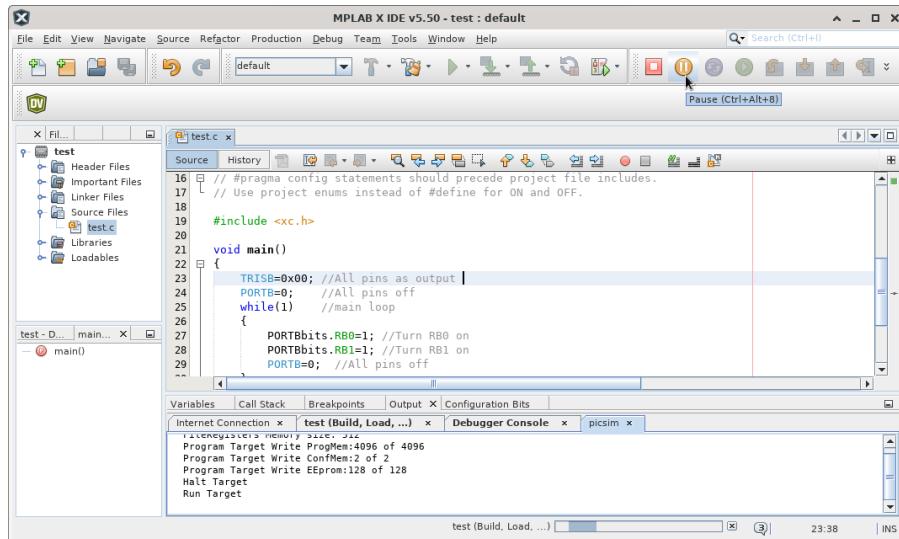
A.3.2 Programming PICsimLab

Use the **Debug** button to programming PICsimLab.



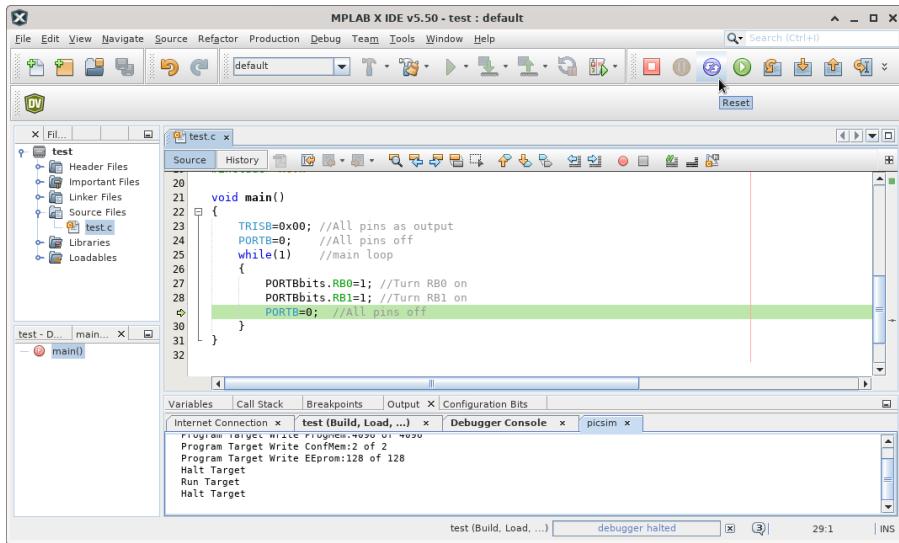
A.3.3 Pausing the Program

Use the **Pause** button to stop the program and inspect the code and memory.



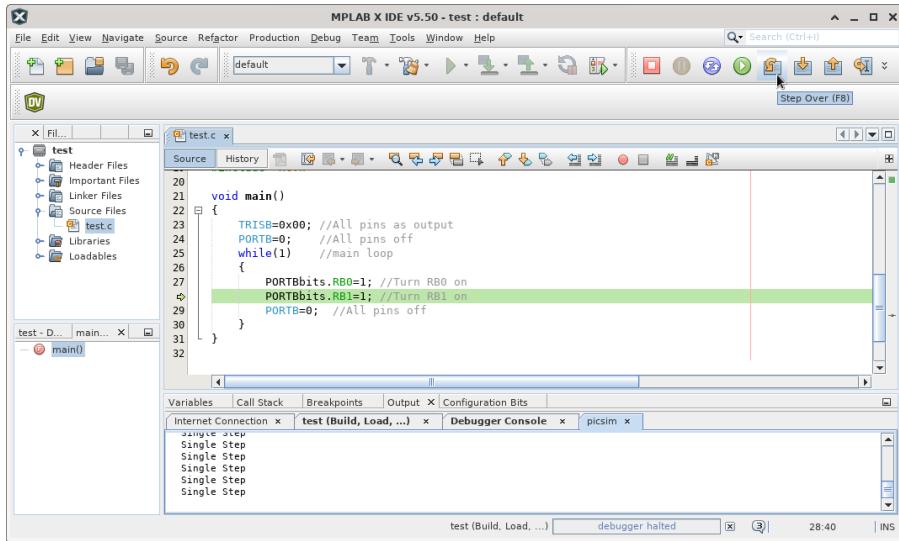
A.3.4 Restarting the Program

Use the **Restart** button to restart the program.

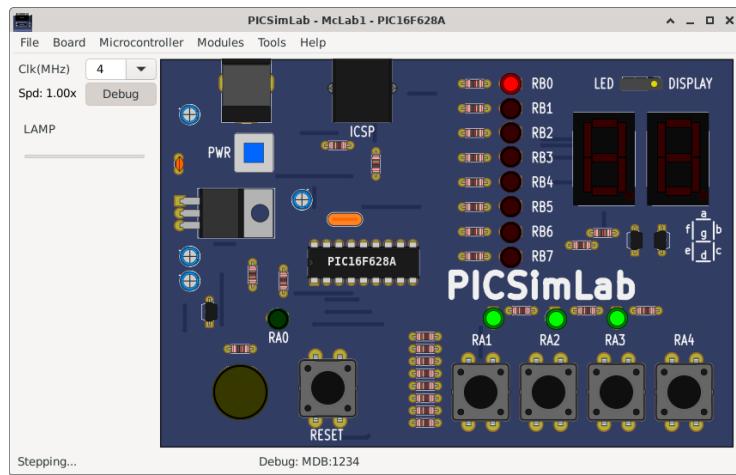


A.3.5 Running Step by Step

Use the **Step** or **Step Over** button to run the program step by step.

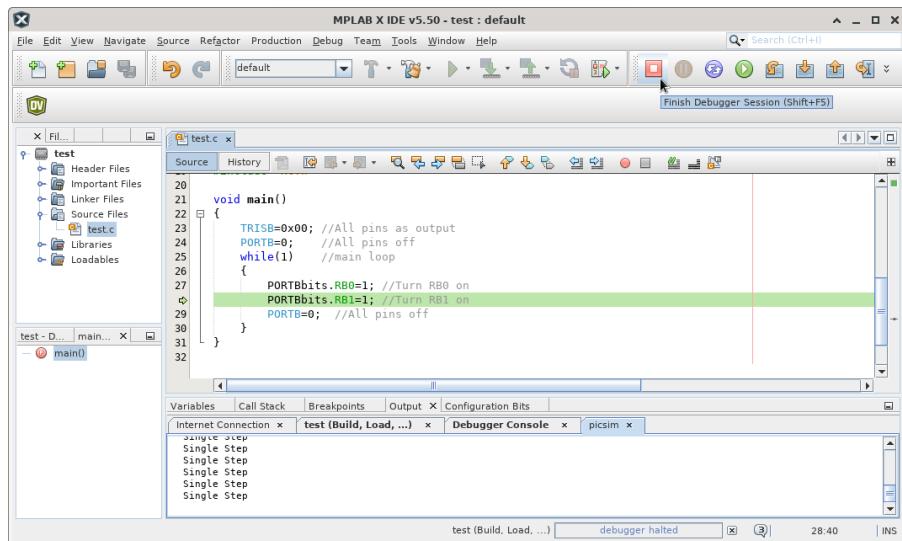


See in the PICsimLab the changes of each step.



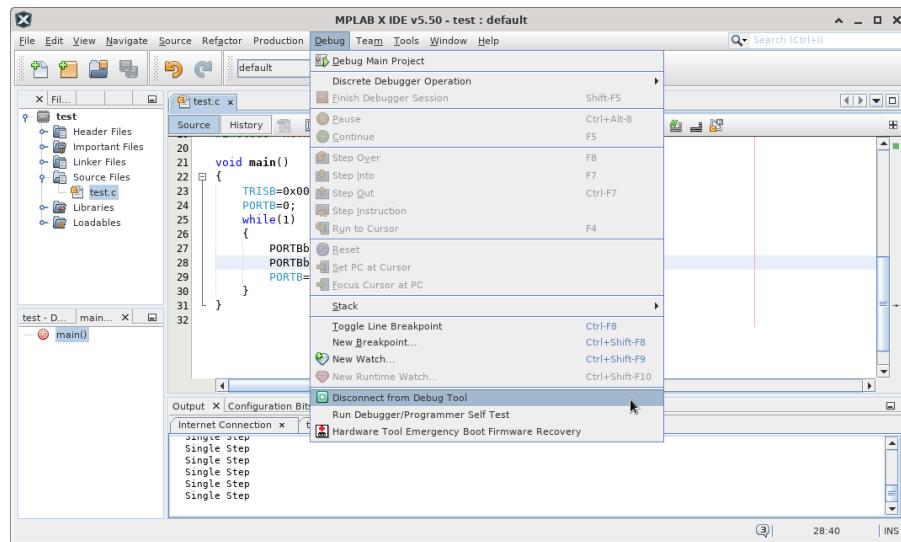
A.3.6 Stopping Debugger

Use the **Stop** button to turn off the MPLABX debugger.



A.3.7 Disconnect Debugger

Use the menu **Debug->Disconnect From Debug Tool** to disconnect the MPLABX debugger. The program continues running in PICsimLab after MPLABX debugger is disconnected.



A.4 This Tutorial in Video

Link for Youtube video version of this tutorial: [How to use MPLABX to program and debug PicsimLab 0.6](#)

Appendix B

Creating New Boards

First get the source code and compile as described in [Install from source](#).

B.1 Creating a New Board

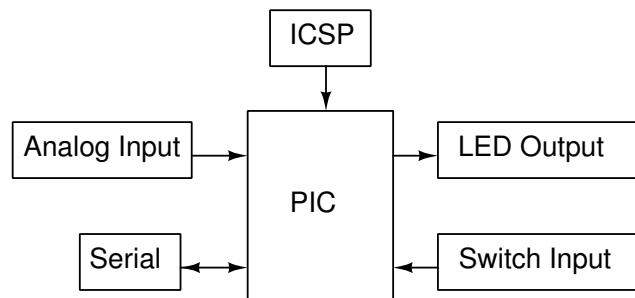
The first step is get the schematic and all information about the board hardware. The second step is the creation of four files in PICSimLab dir (consider replace the 'x' of board_x for a name of your board in your case):

- Board Picture (share/boards/x/board.svg) or (share/boards/x/board.png);
- Board map (share/boards/x/board.map);
- Board header (src/boards/board_x.h);
- Board C++ code (src/boards/board_x.cc);

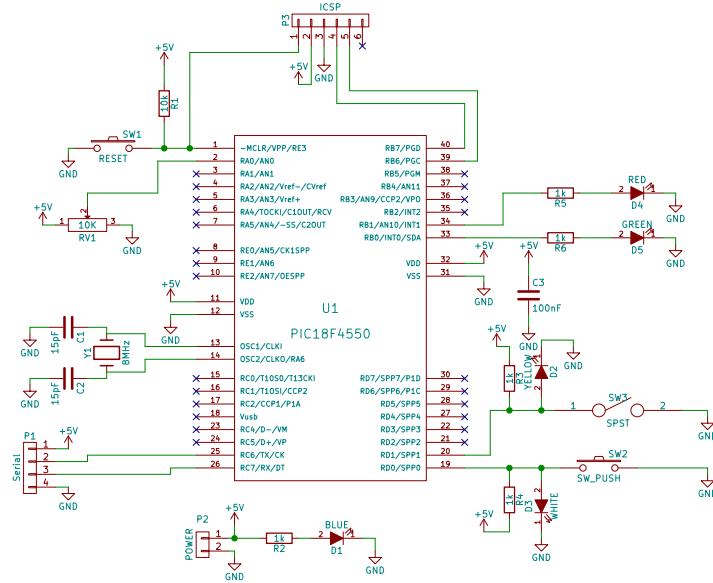
The third and last step is recompiling PICSimLab with new board support.

B.1.1 Board Hardware and Schematic

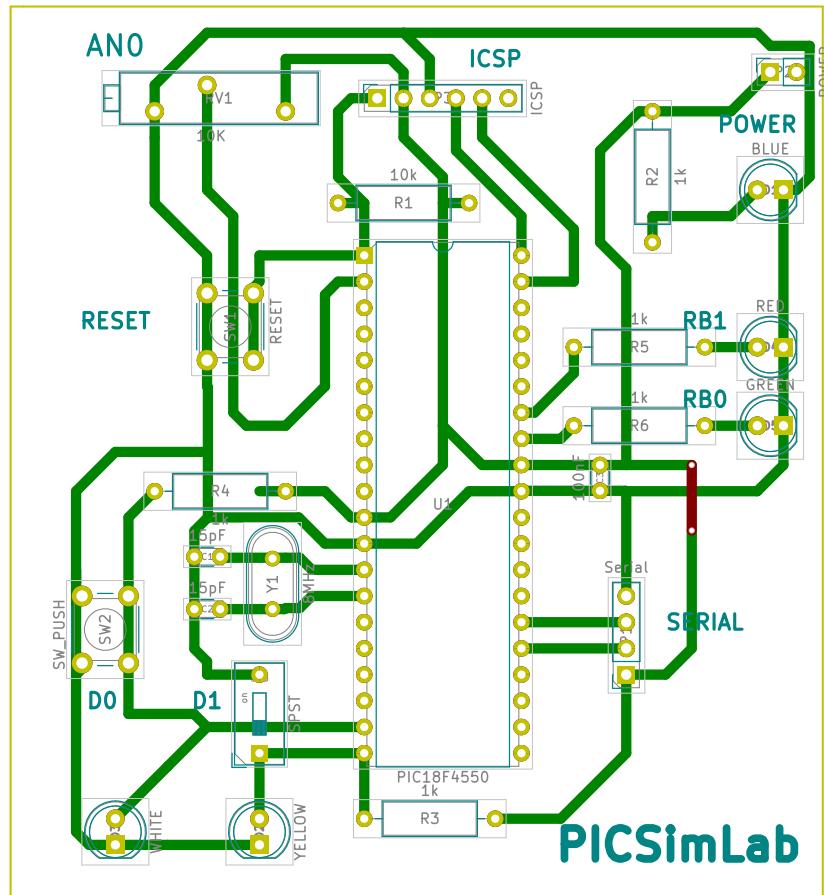
For this tutorial, the board created have the hardware shown in diagram below:



The schematic for the tutorial board made in Kicad.

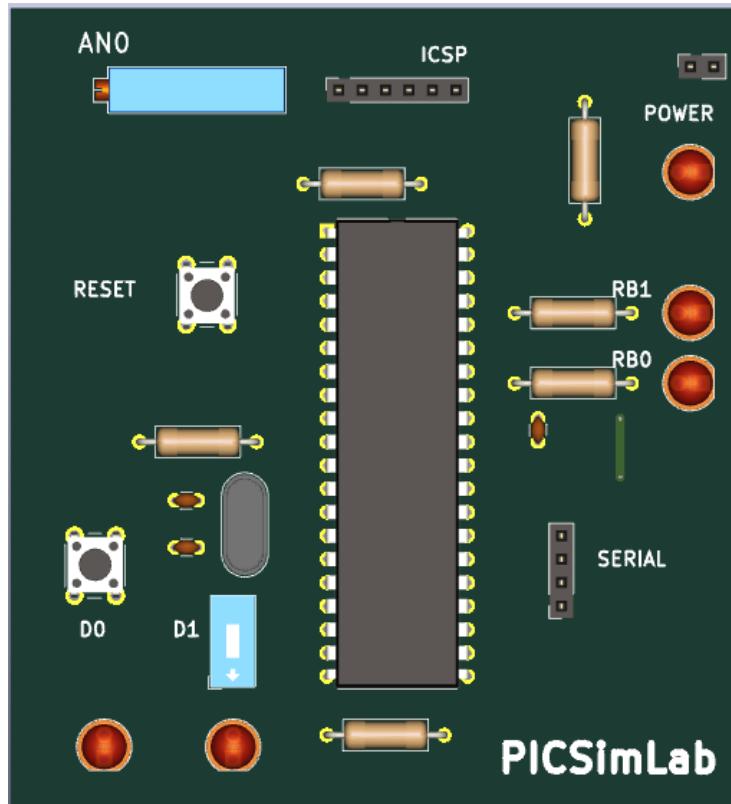


And the PCB layout was made in [Kicad](#) too. The PCB is not necessary if you have a real board.

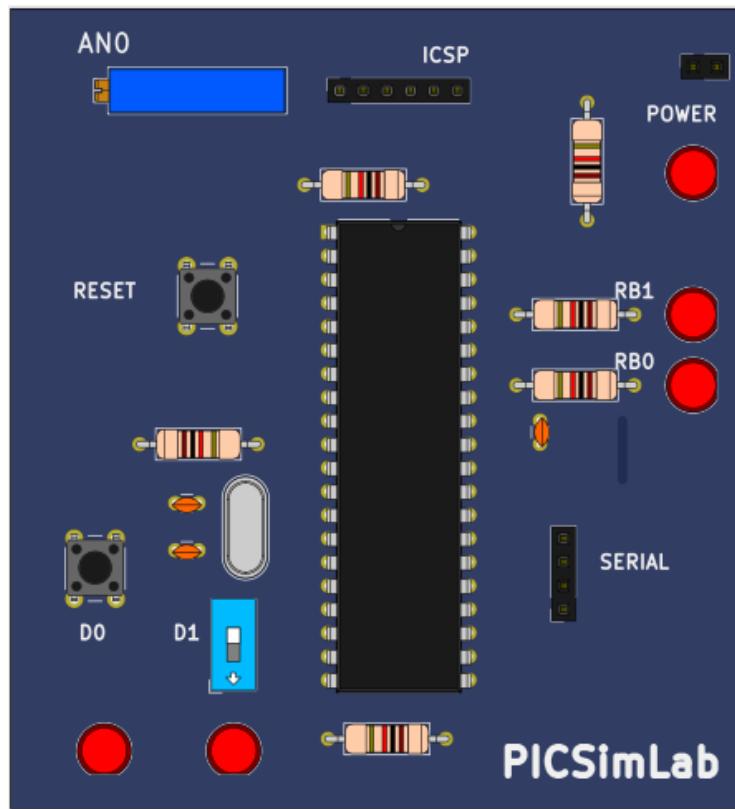


B.1.2 Board Picture

The PNG board picture was taken from [Kicad](#) 3D viewer. The picture image is saved as “share/board/x/board.png”.



It is also possible to use images in SVG format for better viewing quality. [PCBDraw](#) can be used to convert a Kicad PCB project to an SVG image.



B.1.3 Picture map

The PICSimLab use one picture image map for inputs and outputs.

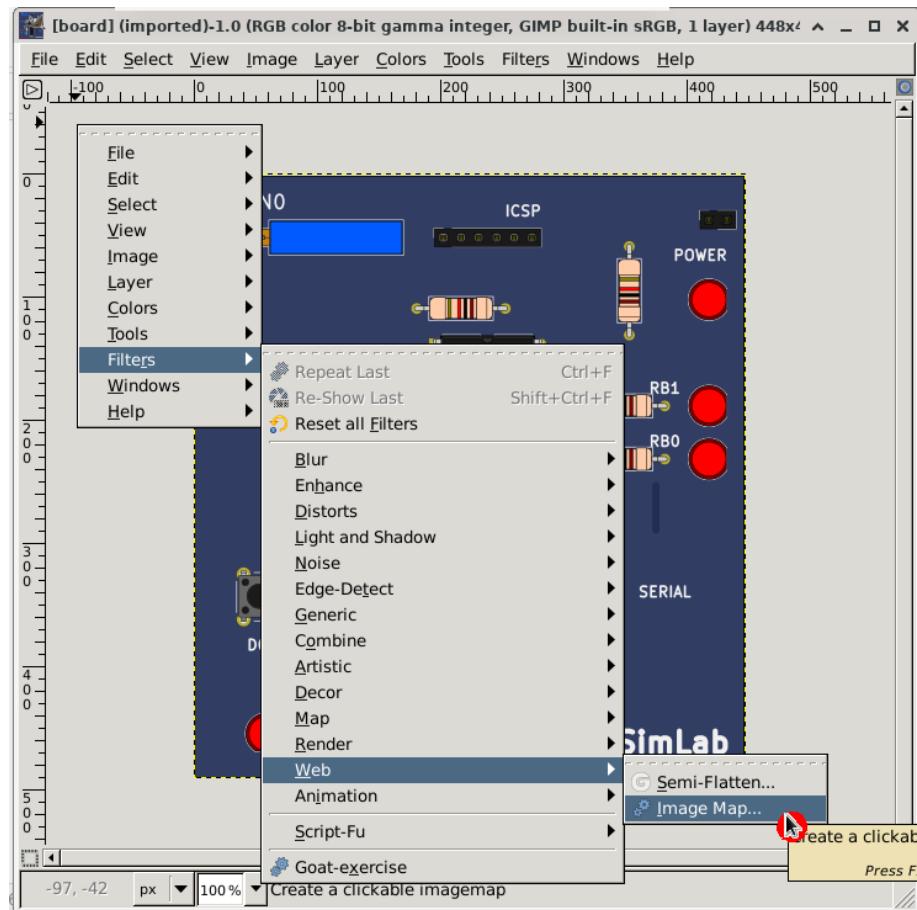
The inputs are the areas in board picture which user can interact (by mouse click) and start with letters “I_”.

The output are the areas in board picture to be redraw according simulator status and start with letters “O_”.

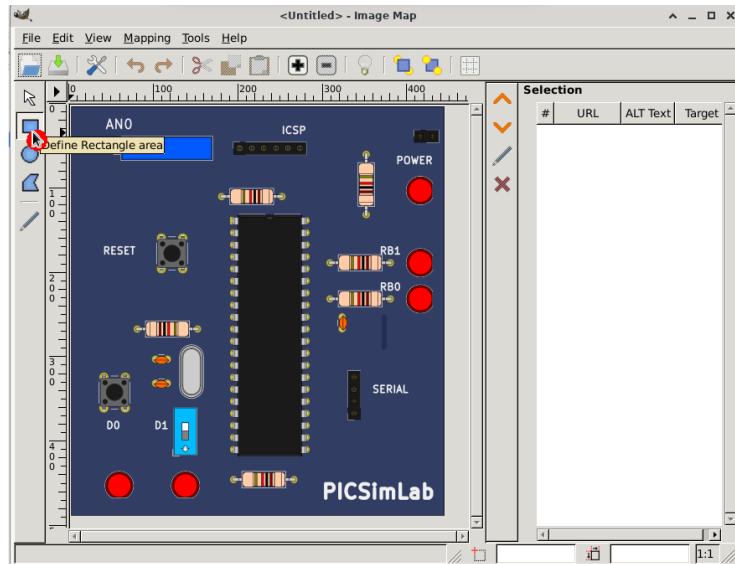
The bidirectional areas in board picture which user can interact and need to be redraw according simulator status are started with letter “B_”.

The picture map used for PICSimLab are normal HTML image-map. They can be made by hand or using any software which can handle image maps. The original PICSimLab maps are made using [Gimp image editor](#).

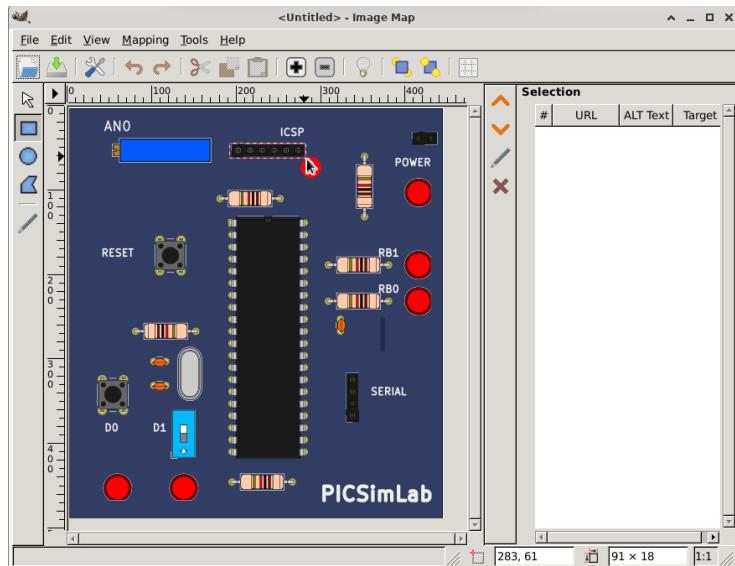
To start, in the GIMP, use the Filters->Web->Image Map to open image map editor window.



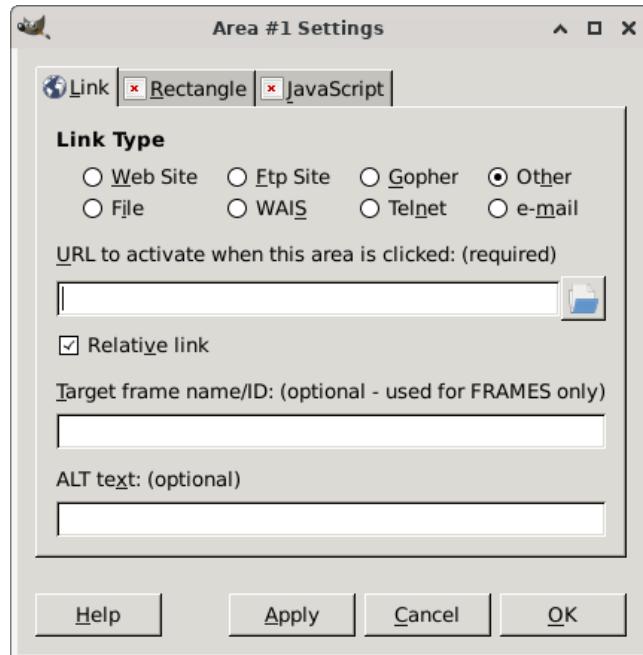
Then select rectangle or circle map on toolbar.



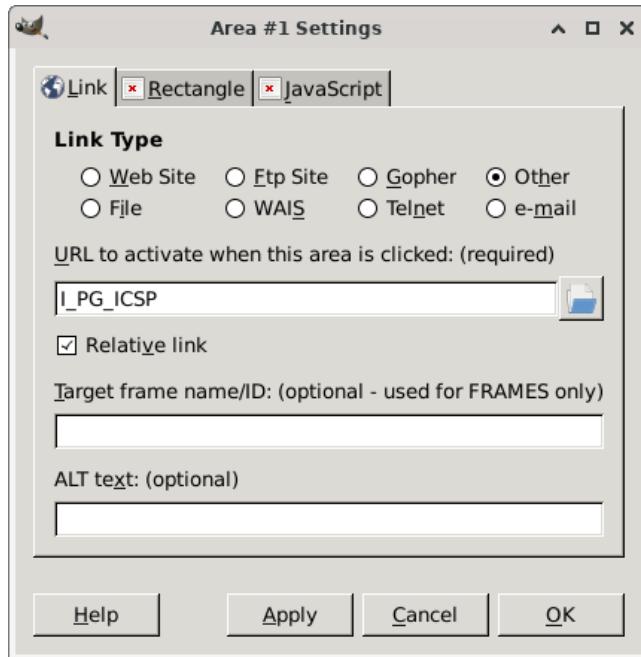
And mark the area in picture.



After area is select, in the settings windows select the link type for “Other”.



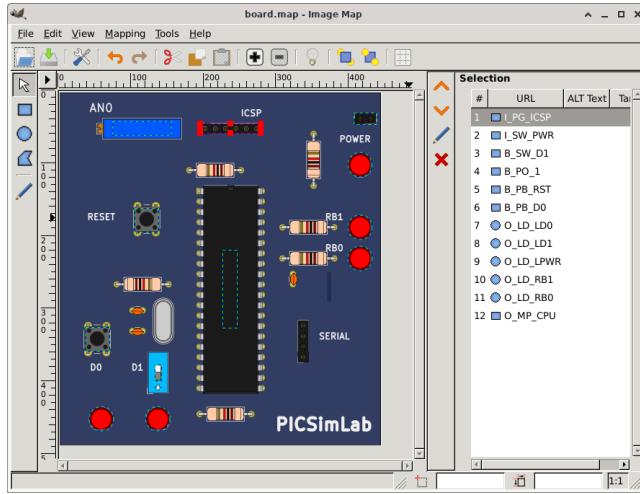
And write the name of area. The name must describe the area function on the board and follow the [Picture Map Reference](#).



Board map

For this tutorial board, twelve areas are marked:

- I_PG_ICSP - where user click to load hexfile.
- I_SW_PWR - where user click to turn on/off the board.
- B_SW_D1 - Switch connected in RD1.
- B_PO_1 - Potentiometer connected to RA0.
- B_PB_RST - Button to reset board.
- B_PB_D0 - Button connected in RD0.
- O_LD_LD0 - draw LED connected in push button D0.
- O_LD_LD1 - draw LED connected in switch D1.
- O_LD_LPWR - draw power LED indicator.
- O_LD_RB1 - draw LED connected in RB1.
- O_LD_RB0 - draw LED connected in RB0.
- O_IC_CPU - draw microcontroller name.



Board map generated by Gimp image map editor and saved as “share/boards/X/board.map”.

```

1 
2
3 <map name="map">
4 <!-- #$-:Image map file created by GIMP Image Map plug-in -->
5 <!-- #$-:GIMP Image Map plug-in by Maurits Rijk -->
6 <!-- #$-:Please do not edit lines starting with "#$" -->
7 <!-- #$VERSION:2.3 -->
8 <!-- #$AUTHOR:lcgamboa@yahoo.com -->
9 <area shape="rect" coords="196,45,280,58" href="I_PG_ICSP" />
10 <area shape="rect" coords="409,30,441,46" href="I_SW_PWR" />
11 <area shape="rect" coords="133,379,142,401" href="B_SW_D1" />
12 <area shape="rect" coords="74,42,156,61" href="B_PO_1" />
13 <area shape="rect" coords="105,162,138,195" href="B_PB_RST" />
14 <area shape="rect" coords="37,327,70,360" href="B_PB_D0" />
15 <area shape="circle" coords="59,454,17" href="O_LD_LDO" />
16 <area shape="circle" coords="137,454,17" href="O_LD_LD1" />
17 <area shape="circle" coords="418,102,17" href="O_LD_LPWR" />
18 <area shape="circle" coords="418,189,17" href="O_LD_RB1" />
19 <area shape="circle" coords="418,232,17" href="O_LD_RBO" />
20 <area shape="rect" coords="227,220,247,328" href="O_IC_CPU" />
21 </map>
```

The kicad project files can be download from github [PICSimLab](#) repository.

B.1.4 Board code

The header file and c++ code file with comments are listed in the next two subsections. This files control the behavior of board in simulator.

board_x.h**board_x.h online file.****board_x.h online doxygen version.**

```

1  /* ##### */
2
3  PICsimLab - PIC laboratory simulator
4
5  #####
6
7  Copyright (c) : 2015-2021 Luis Claudio Gambôa Lopes
8
9  This program is free software; you can redistribute it and/or modify
10 it under the terms of the GNU General Public License as published by
11 the Free Software Foundation; either version 2, or (at your option)
12 any later version.
13
14 This program is distributed in the hope that it will be useful,
15 but WITHOUT ANY WARRANTY; without even the implied warranty of
16 MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
17 GNU General Public License for more details.
18
19 You should have received a copy of the GNU General Public License
20 along with this program; if not, write to the Free Software
21 Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
22
23 For e-mail suggestions : lcgamboa@yahoo.com
24 ##### */
25
26 #ifndef BOARD_X_H
27 #define      BOARD_X_H
28
29 #include<lxradi.h>
30
31 #include "bsim_picsim.h"
32
33 #define      BOARD_X_Name "X"
34
35 //new board class must be derived from board class defined in board.h
36 class cboard_x:public bsim_picsim
37 {
38     private:
39         unsigned char p_BT1;           //first board push button in RD0
40         unsigned char p_BT2;           //second board switch in RD1
41
42         //value of potentiometer
43         unsigned char pot1;
44         //flag to control if potentiometer is active

```

```

45     unsigned char active;
46
47     //controls to be added in simulator window
48     CGauge *gauge1;    //gauge to show mean value of RB0
49     CGauge *gauge2;    //gauge to show mean value of RB1
50     CLabel *label1;   //label of gauge RB0
51     CLabel *label2;   //label of gauge RB1
52
53     //Register controls for remote interface called once on board creation
54     void RegisterRemoteControl(void);
55
56     lxColor color1;//LEDs color 1
57     lxColor color2;//LEDs color 2
58     lxFont font;
59
60     public:
61         //Constructor called once on board creation
62         cboard_x(void);
63         //Destructor called once on board destruction
64         ~cboard_x(void);
65         //Return the board name
66         lxString GetName(void) {return lxT(BOARD_x_Name); };
67         //Return the about info of board
68         lxString GetAboutInfo(void) {return lxT("L.C. Gamboa \n <lcgamboa@yahoo.com>");};
69         //Called ever 100ms to draw board
70         void Draw(CDraw *draw);
71         void Run_CPU(void);
72         //Return a list of board supported microcontrollers
73         lxString GetSupportedDevices(void) {return lxT("PIC16F877A,PIC18F4550,PIC18F4620,");};
74         //Reset board status
75         void Reset(void);
76         //Event on the board
77         void EvMouseButtonPress(uint button, uint x, uint y,uint state);
78         //Event on the board
79         void EvMouseButtonRelease(uint button, uint x, uint y,uint state);
80         //Event on the board
81         void EvMouseMove(uint button, uint x, uint y, uint state);
82         //Event on the board
83         void EvKeyPress(uint key,uint mask);
84         //Event on the board
85         void EvKeyRelease(uint key,uint mask);
86         //Called ever 1s to refresh status
87         void RefreshStatus(void);
88         //Called to save board preferences in configuration file
89         void WritePreferences(void);
90         //Called whe configuration file load preferences
91         void ReadPreferences(char *name,char *value);
92         //return the input ids numbers of names used in input map
93         unsigned short get_in_id(char * name);

```

```
93     //return the output ids numbers of names used in output map
94     unsigned short get_out_id(char * name);
95 };
96
97 #endif           /* BOARD_x_H */
```

board_x.cc

[board_x.cc online file.](#)

[board_x.cc online doxygen version.](#)

```

1  /* ##### */
2
3  PICsimLab - PIC laboratory simulator
4
5  #####
6
7  Copyright (c) : 2015-2021 Luis Claudio Gambôa Lopes
8
9  This program is free software; you can redistribute it and/or modify
10 it under the terms of the GNU General Public License as published by
11 the Free Software Foundation; either version 2, or (at your option)
12 any later version.
13
14 This program is distributed in the hope that it will be useful,
15 but WITHOUT ANY WARRANTY; without even the implied warranty of
16 MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
17 GNU General Public License for more details.
18
19 You should have received a copy of the GNU General Public License
20 along with this program; if not, write to the Free Software
21 Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
22
23 For e-mail suggestions : lcgamboa@yahoo.com
24 ##### */
25
26 //include files
27 #include "../picsimlab1.h"
28 #include "../picsimlab4.h" //Oscilloscope
29 #include "../picsimlab5.h" //Spare Parts
30 #include "board_x.h"
31
32 /* ids of inputs of input map*/
33 enum
34 {
35     I_POT1, //potentiometer
36     I_ICSP, //ICSP connector
37     I_PWR, //Power button
38     I_RST, //Reset button
39     I_BD0, //RDO push button
40     I_SD1 //RD1 switch
41 };
42
43 /* ids of outputs of output map*/
44 enum

```

```

45  {
46    O_POT1, //potentiometer
47    O_RST, //Reset button
48    O_SD1, //switch position (On/Off)
49    O_LD0, //LED on RD0 push button
50    O_LD1, //LED on RD1 switch
51    O_LPWR, //Power LED
52    O_RB0, //LED on RB0 output
53    O_RB1, //LED on RB1 output
54    O_BD0, //RD1 switch
55    O_CPU //CPU name
56  };
57
58 //return the input ids numbers of names used in input map
59
60 unsigned short
61 cboard_x::get_in_id(char * name)
62 {
63   if (strcmp (name, "PG_ICSP") == 0) return I_ICSP;
64   if (strcmp (name, "SW_PWR") == 0) return I_PWR;
65   if (strcmp (name, "PB_RST") == 0) return I_RST;
66   if (strcmp (name, "PB_D0") == 0) return I_BD0;
67   if (strcmp (name, "SW_D1") == 0) return I_SD1;
68   if (strcmp (name, "PO_1") == 0) return I_POT1;
69
70   printf ("Error input '%s' don't have a valid id! \n", name);
71   return -1;
72 }
73
74 //return the output ids numbers of names used in output map
75
76 unsigned short
77 cboard_x::get_out_id(char * name)
78 {
79
80   if (strcmp (name, "SW_D1") == 0) return O_SD1;
81   if (strcmp (name, "LD_LD0") == 0) return O_LD0;
82   if (strcmp (name, "LD_LD1") == 0) return O_LD1;
83   if (strcmp (name, "LD_LPWR") == 0) return O_LPWR;
84   if (strcmp (name, "LD_RB1") == 0) return O_RB1;
85   if (strcmp (name, "LD_RB0") == 0) return O_RB0;
86   if (strcmp (name, "PB_D0") == 0) return O_BD0;
87   if (strcmp (name, "PO_1") == 0) return O_POT1;
88   if (strcmp (name, "PB_RST") == 0) return O_RST;
89   if (strcmp (name, "IC_CPU") == 0) return O_CPU;
90
91   printf ("Error output '%s' don't have a valid id! \n", name);
92   return 1;

```

```
93    }
94
95 //Constructor called once on board creation
96
97 cboard_x::cboard_x(void):
98     font(10, lxFONTFAMILY_TELETYPE, lxFONTSTYLE_NORMAL, lxFONTWEIGHT_BOLD)
99 {
100     Proc = "PIC18F4550"; //default microcontroller if none defined in preferences
101     ReadMaps (); //Read input and output board maps
102
103     pot1 = 100;
104
105     active = 0;
106
107     //controls properties and creation
108     //gauge1
109     gauge1 = new CGauge ();
110     gauge1->SetFOwner (&Window1);
111     gauge1->SetName (lxT ("gauge1_px"));
112     gauge1->SetX (13);
113     gauge1->SetY (382 - 160);
114     gauge1->SetWidth (140);
115     gauge1->SetHeight (20);
116     gauge1->SetEnable (1);
117     gauge1->SetVisible (1);
118     gauge1->SetRange (100);
119     gauge1->SetValue (0);
120     gauge1->SetType (4);
121     Window1.CreateChild (gauge1);
122     //gauge2
123     gauge2 = new CGauge ();
124     gauge2->SetFOwner (&Window1);
125     gauge2->SetName (lxT ("gauge2_px"));
126     gauge2->SetX (12);
127     gauge2->SetY (330 - 160);
128     gauge2->SetWidth (140);
129     gauge2->SetHeight (20);
130     gauge2->SetEnable (1);
131     gauge2->SetVisible (1);
132     gauge2->SetRange (100);
133     gauge2->SetValue (0);
134     gauge2->SetType (4);
135     Window1.CreateChild (gauge2);
136     //label2
137     label2 = new CLabel ();
138     label2->SetFOwner (&Window1);
139     label2->SetName (lxT ("label2_px"));
140     label2->SetX (12);
```

```
141    label2->SetY (306 - 160);
142    label2->SetWidth (60);
143    label2->SetHeight (20);
144    label2->SetEnable (1);
145    label2->SetVisible (1);
146    label2->SetText (lxT ("RB0"));
147    label2->SetAlign (1);
148    Window1.CreateChild (label2);
149    //label3
150    label3 = new CLabel ();
151    label3->SetFOwner (&Window1);
152    label3->SetName (lxT ("label3_px"));
153    label3->SetX (13);
154    label3->SetY (357 - 160);
155    label3->SetWidth (60);
156    label3->SetHeight (20);
157    label3->SetEnable (1);
158    label3->SetVisible (1);
159    label3->SetText (lxT ("RB1"));
160    label3->SetAlign (1);
161    Window1.CreateChild (label3);
162 }
163
164 //Destructor called once on board destruction
165
166 cboard_x::~cboard_x (void)
167 {
168     //controls destruction
169     Window1.DestroyChild (gauge1);
170     Window1.DestroyChild (gauge2);
171     Window1.DestroyChild (label2);
172     Window1.DestroyChild (label3);
173 }
174
175 //Reset board status
176
177 void
178 cboard_x::Reset (void)
179 {
180     pic_reset (1);
181
182     p_BT1 = 1; //set push button in default state (high)
183
184     //write button state to pic pin 19 (RD0)
185     pic_set_pin (19, p_BT1);
186     //write switch state to pic pin 20 (RD1)
187     pic_set_pin (20, p_BT2);
188 }
```

```

189 //verify serial port state and refresh status bar
190 #ifndef _WIN_
191     if (pic.serial[0].serialfd > 0)
192     #else
193     if (pic.serial[0].serialfd != INVALID_HANDLE_VALUE)
194     #endif
195         Window1.statusbar1.SetField (2, lxT ("Serial: ") +
196                                     lxString::FromAscii (SERIALDEVICE) + lxT (":") + itoa (pic.serial[0].
197                                     lxString () .Format ("%4.1f", fabs ((100.0 * pic.serial[0].serialexbau
198                                     pic.serial[0].serialbaud) / pic.s
199
200     else
201         Window1.statusbar1.SetField (2, lxT ("Serial: ") +
202                                     lxString::FromAscii (SERIALDEVICE) + lxT (" (ERROR)"));
203
204     if (use_spare)Window5.Reset ();
205
206     RegisterRemoteControl ();
207 }
208
209 //Register variables to be controled by remote control
210
211 void
212 cboard_x::RegisterRemoteControl (void)
213 {
214     //register inputa
215     input_ids[I_BD0]->status = &p_BT1;
216     input_ids[I_SD1]->status = &p_BT2;
217     input_ids[I_POT1]->status = &pot1;
218
219     //register output to be updated on input change
220     input_ids[I_BD0]->update = &output_ids[O_BD0]->update;
221     input_ids[I_SD1]->update = &output_ids[O_SD1]->update;
222     input_ids[I_POT1]->update = &output_ids[O_POT1]->update;
223
224     //register outputa
225     output_ids[O_RB0]->status = &pic.pins[32].oavalue;
226     output_ids[O_RB1]->status = &pic.pins[33].oavalue;
227     output_ids[O_LD0]->status = &pic.pins[18].oavalue;
228     output_ids[O_LD1]->status = &pic.pins[19].oavalue;
229 }
230
231 //Called ever 1s to refresh status
232
233 void
234 cboard_x::RefreshStatus (void)
235 {
236     //verify serial port state and refresh status bar

```

```

237 #ifndef _WIN_
238   if (pic.serial[0].serialfd > 0)
239 #else
240   if (pic.serial[0].serialfd != INVALID_HANDLE_VALUE)
241 #endif
242     Window1.statusbar1.SetField (2, lxT ("Serial: ") +
243                               lxString::FromAscii (SERIALDEVICE) + lxT (":") + itoa (pic.serial[0].
244                               lxString ().Format ("%4.1f", fabs ((100.0 * pic.serial[0].serialxbau-
245                                         pic.serial[0].serialbaud) / pic.s
246   else
247     Window1.statusbar1.SetField (2, lxT ("Serial: ") +
248                               lxString::FromAscii (SERIALDEVICE) + lxT (" (ERROR)"));
249
250 }
251
252 //Called to save board preferences in configuration file
253
254 void
255 cboard_x::WritePreferences(void)
256 {
257   //write selected microcontroller of board_x to preferences
258   Window1.saveprefs (lxT ("X_proc"), Proc);
259   //write switch state of board_x to preferences
260   Window1.saveprefs (lxT ("X_bt2"), lxString ().Format ("%i", p_BT2));
261   //write microcontroller clock to preferences
262   Window1.saveprefs (lxT ("X_clock"), lxString ().Format ("%2.1f", Window1.GetClock ()));
263   //write potentiometer position to preferences
264   Window1.saveprefs (lxT ("X_pot1"), lxString ().Format ("%i", pot1));
265 }
266
267 //Called whe configuration file load preferences
268
269 void
270 cboard_x::ReadPreferences(char *name, char *value)
271 {
272   //read switch state of board_x of preferences
273   if (!strcmp (name, "X_bt2"))
274   {
275     if (value[0] == '0')
276       p_BT2 = 0;
277     else
278       p_BT2 = 1;
279   }
280   //read microcontroller of preferences
281   if (!strcmp (name, "X_proc"))
282   {
283     Proc = value;
284   }

```

```
285 //read microcontroller clock
286 if (!strcmp (name, "X_clock"))
287 {
288     Window1.SetClock (atof (value));
289 }
290
291 //read potentiometer position
292 if (!strcmp (name, "X_pot1"))
293 {
294     pot1 = atoi (value);
295 }
296 }
297
298
299 //Event on the board
300
301 void
302 cboard_x::EvKeyPress(uint key, uint mask)
303 {
304     //if keyboard key 1 is pressed then activate button (state=0)
305     if (key == '1')
306     {
307         p_BT1 = 0;
308         output_ids[O_BD0]->update = 1;
309     }
310
311     //if keyboard key 2 is pressed then toggle switch state
312     if (key == '2')
313     {
314         p_BT2 ^= 1;
315         output_ids[O_SD1]->update = 1;
316     }
317
318 }
319
320 //Event on the board
321
322 void
323 cboard_x::EvKeyRelease(uint key, uint mask)
324 {
325     //if keyboard key 1 is pressed then deactivate button (state=1)
326     if (key == '1')
327     {
328         p_BT1 = 1;
329         output_ids[O_BD0]->update = 1;
330     }
331
332 }
```

```

333
334 //Event on the board
335
336 void
337 cboard_x::EvMouseButtonPress(uint button, uint x, uint y, uint state)
338 {
339
340     int i;
341
342     //search for the input area which owner the event
343     for (i = 0; i < inputc; i++)
344     {
345         if (((input[i].x1 <= x)&&(input[i].x2 >= x))&&((input[i].y1 <= y)&&
346                                         (input[i].y2 >= y)))
347     {
348
349         switch (input[i].id)
350         {
351             //if event is over I_ISCP area then load hex file
352             case I_ISCP:
353                 Window1.menu1_File_LoadHex_EvMenuActive (NULL);
354                 break;
355             //if event is over I_PWR area then toggle board on/off
356             case I_PWR:
357                 if (Window1.Get_mcupwr ()) //if on turn off
358                 {
359                     Window1.Set_mcurred (0);
360                     Window1.Set_mcupwr (0);
361                     Reset ();
362                     p_BT1 = 1;
363                     Window1.statusbar1.SetField (0, lxt ("Stoped"));
364                 }
365             else //if off turn on
366             {
367                 Window1.Set_mcupwr (1);
368                 Window1.Set_mcurred (1);
369                 Reset ();
370                 Window1.statusbar1.SetField (0, lxt ("Running..."));
371             }
372             output_ids[O_LPWR]->update = 1;
373             break;
374             //if event is over I_RST area then turn off and reset
375             case I_RST:
376                 if (Window1.Get_mcupwr () && pic_reset (-1))//if powered
377                 {
378                     Window1.Set_mcupwr (0);
379                     Window1.Set_mcurred (1);
380                 }

```

```

381     p_RST = 0;
382     output_ids[O_RST]->update = 1;
383     break;
384     //if event is over I_D0 area then activate button (state=0)
385     case I_BD0:
386     p_BT1 = 0;
387     output_ids[O_BD0]->update = 1;
388     break;
389     //if event is over I_D1 area then toggle switch state
390     case I_SD1:
391     p_BT2 ^= 1;
392     output_ids[O_SD1]->update = 1;
393     break;
394     case I_POT1:
395     {
396     active = 1;
397     pot1 = (x - input[i].x1)*2.77;
398     if (pot1 > 199) pot1 = 199;
399     output_ids[O_POT1]->update = 1;
400     }
401     break;
402     }
403   }
404 }
405
406 }
407
408 //Event on the board
409
410 void
411 cboard_x::EvMouseMove(uint button, uint x, uint y, uint state)
412 {
413   int i;
414
415   for (i = 0; i < inputc; i++)
416   {
417     switch (input[i].id)
418     {
419     case I_POT1:
420       if (((input[i].x1 <= x)&&(input[i].x2 >= x))&&((input[i].y1 <= y)&&(input[i].y2 >= y)))
421       {
422         if (active)
423         {
424           pot1 = (x - input[i].x1)*2.77;
425           if (pot1 > 199) pot1 = 199;
426           output_ids[O_POT1]->update = 1;
427         }
428       }

```

```

429         break;
430     }
431   }
432 }
433
434 //Event on the board
435
436 void
437 cboard_x::EvMouseButtonRelease(uint button, uint x, uint y, uint state)
438 {
439   int i;
440
441 //search for the input area which owner the event
442 for (i = 0; i < inputc; i++)
443 {
444   if (((input[i].x1 <= x)&&(input[i].x2 >= x))&&((input[i].y1 <= y)&&
445                               (input[i].y2 >= y)))
446   {
447     switch (input[i].id)
448     {
449       //if event is over I_RST area then turn on
450       case I_RST:
451         if (Window1.Get_mcurst ())//if powered
452         {
453           Window1.Set_mcupwr (1);
454           Window1.Set_mcurst (0);
455
456           if (pic_reset (-1))
457           {
458             Reset ();
459           }
460         }
461         p_RST = 1;
462         output_ids[O_RST]->update = 1;
463         break;
464       //if event is over I_D0 area then deactivate button (state=1)
465       case I_BD0:
466         p_BT1 = 1;
467         output_ids[O_BD0]->update = 1;
468         break;
469       case I_POT1:
470       {
471         active = 0;
472         output_ids[O_POT1]->update = 1;
473       }
474       break;
475     }
476   }

```

```

477     }
478
479 }
480
481
482 //Called ever 100ms to draw board
483 //This is the critical code for simulator running speed
484
485 void
486 cboard_x::Draw(CDraw *draw)
487 {
488     int update = 0; //verifiy if updated is needed
489     int i;
490
491
492 //board_x draw
493 for (i = 0; i < outputc; i++) //run over all outputs
494 {
495     if (output[i].update)//only if need update
496     {
497         output[i].update = 0;
498
499         if (!update)
500         {
501             draw->Canvas.Init (Scale, Scale);
502         }
503         update++; //set to update buffer
504
505         if (!output[i].r)//if output shape is a rectangle
506         {
507             if (output[i].id == O_SD1)//if output is switch
508             {
509                 //draw a background white rectangle
510                 draw->Canvas.SetBgColor (255, 255, 255);
511                 draw->Canvas.Rectangle (1, output[i].x1, output[i].y1,
512                                         output[i].x2 - output[i].x1, output[i].y2 - output[i].y1);
513
514             if (!p_BT2) //draw switch off
515             {
516                 //draw a grey rectangle
517                 draw->Canvas.SetBgColor (70, 70, 70);
518                 draw->Canvas.Rectangle (1, output[i].x1, output[i].y1 +
519                                         ((int) ((output[i].y2 - output[i].y1)*0.35)), output[i].x2 - outp
520                                         ((int) ((output[i].y2 - output[i].y1)*0.65)));
521             }
522         else //draw switch on
523         {
524             //draw a grey rectangle

```

```

525     draw->Canvas.SetBgColor (70, 70, 70);
526     draw->Canvas.Rectangle (1, output[i].x1,
527                             output[i].y1, output[i].x2 - output[i].x1,
528                             (int) ((output[i].y2 - output[i].y1)*0.65));
529     }
530   }
531   else if (output[i].id == O_BD0)
532   {
533     draw->CanvasSetColor (102, 102, 102);
534     draw->Canvas.Circle (1, output[i].cx, output[i].cy, 10);
535     if (p_BT1)
536     {
537       draw->CanvasSetColor (15, 15, 15);
538     }
539   else
540   {
541     draw->CanvasSetColor (55, 55, 55);
542   }
543   draw->Canvas.Circle (1, output[i].cx, output[i].cy, 8);
544 }
545   else if (output[i].id == O_RST)
546   {
547     draw->CanvasSetColor (102, 102, 102);
548     draw->Canvas.Circle (1, output[i].cx, output[i].cy, 10);
549
550     if (p_RST)
551     {
552       draw->CanvasSetColor (15, 15, 15);
553     }
554   else
555   {
556     draw->CanvasSetColor (55, 55, 55);
557   }
558   draw->Canvas.Circle (1, output[i].cx, output[i].cy, 8);
559 }
560   else if (output[i].id == O_POT1)
561   {
562     draw->CanvasSetColor (0, 50, 215);
563     draw->Canvas.Rectangle (1, output[i].x1, output[i].y1, output[i].x2 - output[i].x1, output[i].y2);
564     draw->CanvasSetColor (250, 250, 250);
565     draw->Canvas.Rectangle (1, output[i].x1 + pot1 / 2.77, output[i].y1 + 2, 10, 15);
566   }
567   else if (output[i].id == O_CPU)
568   {
569     draw->CanvasSetFont (font);
570     int x, y, w, h;
571     draw->CanvasSetColor (26, 26, 26);
572     draw->Canvas.Rectangle (1, output[i].x1, output[i].y1, output[i].x2 - output[i].x1, output[i].y2);

```

```

573
574     draw->Canvas.SetColor (230, 230, 230);
575     w = output[i].x2 - output[i].x1;
576     h = output[i].y2 - output[i].y1;
577     x = output[i].x1 + (w / 2) + 7;
578     y = output[i].y1 + (h / 2) + (Proc.length ());
579     draw->Canvas.RotatedText (Proc, x, y, 270);
580 }
581 }
582 else //if output shape is a circle
583 {
584     draw->Canvas.SetFgColor (0, 0, 0); //black
585
586     switch (output[i].id)//search for color of output
587     {
588         case O_LD0: //White using pin 19 mean value (RD0)
589             draw->Canvas.SetBgColor (pic.pins[18].oavalue, pic.pins[18].oavalue, pic.pins[18].oavalue);
590             break;
591         case O_LD1: //Yellow using pin 20 mean value (RD1)
592             draw->Canvas.SetBgColor (pic.pins[19].oavalue, pic.pins[19].oavalue, 0);
593             break;
594         case O_LPWR: //Blue using mcupwr value
595             draw->Canvas.SetBgColor (0, 0, 200 * Window1.Get_mcupwr () + 55);
596             break;
597         case O_RB0: //Green using pin 33 mean value (RB0)
598             draw->Canvas.SetBgColor (0, pic.pins[32].oavalue, 0);
599             break;
600         case O_RB1: //Red using pin 34 mean value (RB1)
601             draw->Canvas.SetBgColor (pic.pins[33].oavalue, 0, 0);
602             break;
603     }
604
605     //draw a LED
606     color1 = draw->Canvas.GetBgColor ();
607     int r = color1.Red () - 120;
608     int g = color1.Green () - 120;
609     int b = color1.Blue () - 120;
610     if (r < 0)r = 0;
611     if (g < 0)g = 0;
612     if (b < 0)b = 0;
613     color2.Set (r, g, b);
614     draw->Canvas.SetBgColor (color2);
615     draw->Canvas.Circle (1, output[i].x1, output[i].y1, output[i].r + 1);
616     draw->Canvas.SetBgColor (color1);
617     draw->Canvas.Circle (1, output[i].x1, output[i].y1, output[i].r - 2);
618 }
619 }
620 }
```

```

621 //end draw
622
623 if (update)
624 {
625     draw->Canvas.End ();
626     draw->Update ();
627 }
628
629 //RB0 mean value to gauge1
630 gauge1->SetValue ((pic.pins[33].oavalue - 55) / 2);
631 //RB1 mean value to gauge2
632 gauge2->SetValue ((pic.pins[32].oavalue - 55) / 2);
633
634 }
635
636 void
637 cboard_x::Run_CPU(void)
638 {
639     int i;
640     int j;
641     unsigned char pi;
642     const picpin * pins;
643     unsigned int alm[40];
644
645     int JUMPSTEPS = Window1.GetJUMPSTEPS (); //number of steps skipped
646     long int NSTEP = Window1.GetNSTEP () / MGetPinCount (); //number of steps in 100ms
647
648
649 //reset pins mean value
650 memset (alm, 0, 40 * sizeof (unsigned int));
651
652 //read pic.pins to a local variable to speed up
653 pins = pic.pins;
654
655 //Spare parts window pre process
656 if (use_spare)Window5.PreProcess ();
657
658 j = JUMPSTEPS; //step counter
659 if (Window1.Get_mcupwr ()) //if powered
660     for (i = 0; i < Window1.GetNSTEP (); i++) //repeat for number of steps in 100ms
661     {
662
663     if (j >= JUMPSTEPS)//if number of step is bigger than steps to skip
664     {
665         pic_set_pin (pic.mclr, p_RST);
666         pic_set_pin (19, p_BT1); //Set pin 19 (RD0) with button state
667         pic_set_pin (20, p_BT2); //Set pin 20 (RD1) with switch state
668     }

```

```

669
670    //verify if a breakpoint is reached if not run one instruction
671    if (!mplabxd_testbp ())pic_step ();
672    //Oscilloscope window process
673    if (use_oscope)Window4.SetSample ();
674    //Spare parts window process
675    if (use_spare)Window5.Process ();
676
677    //increment mean value counter if pin is high
678    alm[i % pic.PINCOUNT] += pins[i % pic.PINCOUNT].value;
679
680    if (j >= JUMPSTEPS) //if number of step is bigger than steps to skip
681    {
682
683        //set analog pin 2 (AN0) with value from scroll
684        pic_set_apin (2, (5.0 * pot1 / 199));
685
686        j = -1; //reset counter
687    }
688    j++; //counter increment
689}
690
691 //calculate mean value
692 for (pi = 0; pi < pic.PINCOUNT; pi++)
693 {
694     pic.pins[pi].oavalue = (int) (((200.0 * alm[pi]) / NSTEP) + 55);
695 }
696
697 //Spare parts window pre post process
698 if (use_spare)Window5.PostProcess ();
699
700 //verifiy if LEDS need update
701 if (output_ids[O_LD0]->value != pic.pins[18].oavalue)
702 {
703     output_ids[O_LD0]->value = pic.pins[18].oavalue;
704     output_ids[O_LD0]->update = 1;
705 }
706 if (output_ids[O_LD1]->value != pic.pins[19].oavalue)
707 {
708     output_ids[O_LD1]->value = pic.pins[19].oavalue;
709     output_ids[O_LD1]->update = 1;
710 }
711 if (output_ids[O_RB0]->value != pic.pins[32].oavalue)
712 {
713     output_ids[O_RB0]->value = pic.pins[32].oavalue;
714     output_ids[O_RB0]->update = 1;
715 }
716 if (output_ids[O_RB1]->value != pic.pins[33].oavalue)

```

```

717     {
718         output_ids[0_RB1]->value = pic.pins[33].oavalue;
719         output_ids[0_RB1]->update = 1;
720     }
721
722 }
723
724
725 //Register the board in PICSimLab
726 board_init(BOARD_x_Name, cboard_x);

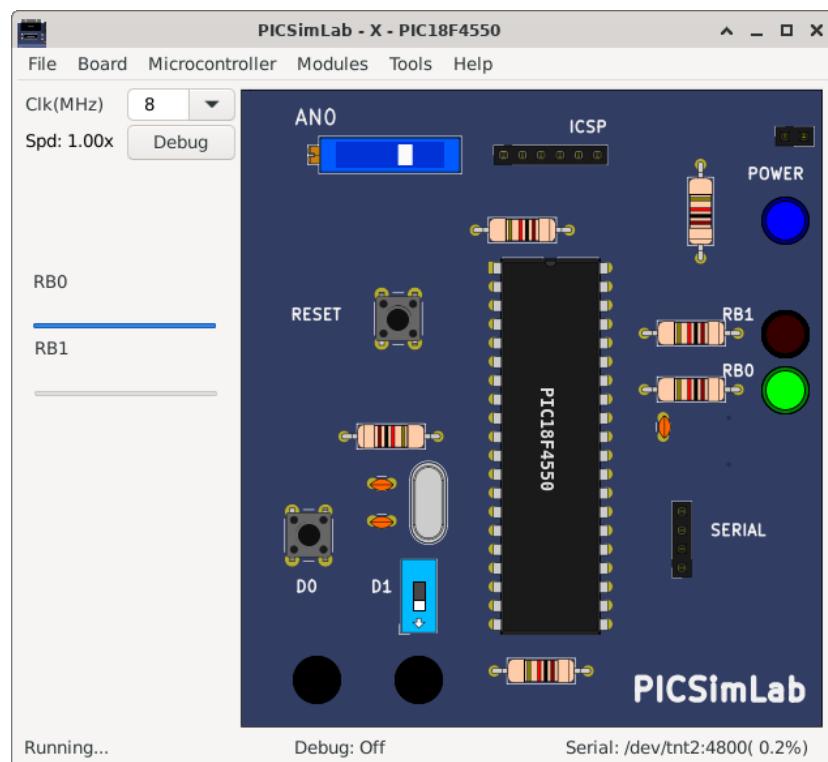
```

B.1.5 Integration with PICsimLab

After include the four files created for new board, the PICSimLab can be recompiled, as described in [Install from source](#).

B.1.6 Final Result

The PICSimLab board created for this tutorial are shown in the figure below.



The sample program below can be used to test new board, this code is write for XC8 compiler:

```
1 #include <xc.h>;
2
3 #include "config_4550.h"
4 #include "adc.h"
5 #include "serial.h"
6 #include "itoa.h"
7
8 void main()
9 {
10     unsigned int val;
11     char buffer[10];
12
13     ADCON1=0x02;
14     TRISA=0xFF;
15     TRISB=0xFC;
16     TRISC=0xBF;
17     TRISD=0xFF;
18     TRISE=0x0F;
19
20     adc_init();
21     serial_init();
22
23
24     while(1)
25     {
26         val=adc_amosta(0);
27
28         if(PORTDbits.RD1)
29         {
30             if(val > 340)
31                 PORTBbits.RB0=1;
32             else
33                 PORTBbits.RB0=0;
34
35             if(val > 680)
36                 PORTBbits.RB1=1;
37             else
38                 PORTBbits.RB1=0;
39         }
40         else
41         {
42             if(PORTDbits.RD0)
43             {
44                 PORTBbits.RB0=1;
45                 PORTBbits.RB1=0;
46             }
47             else
48             {
```

```
49         PORTBbits.RB0=0;
50         PORTBbits.RB1=1;
51     }
52 }
53 }
54
55     serial_tx_str(itoa(val,buffer));
56     serial_tx_str("\r\n");
57 }
58 }
```