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/*
Monday, 19 May 2014
ATS Program - Button Controlled.
uC: PIC16F628A
Fosc: 4MHz
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NOTE: use COFF file for debugging in Proteus ISIS
Software Rev: 0.2.2f (ATS)
Button Software Version: 0.1

Software Revisions:
0.0.1 : ATS. Auto only
0.0.2 : ATS. With Cooldown Timer
0.0.3 : ATS with key-override control
0.1.0 : software v0.0.3 for board version 0.1 (Split board design)
0.2.0 : software v0.1.0 for board version 0.2T(Split-board - Cable connected)
0.2.1 : software v0.2.0 for board version 0.2U (ULN driver version)
0.2.2 : ATS Software Cleaned up. for Documentation Purposes.
0.2.2f : v0.2.2 implementing Feedback

Hardware Version: v0.2U (With ULN)
Hardware Revisions:
0.0 : ATS Board - Debug Version Prototype. uni-Board, Transistor Driven
0.1 : Split version. dual-board, joined by headers. Transistor Driven
0.2 : Split version dual board, joined by ribbon cable/UTP
0.2U : dual, ULN-driven, Changeover Relay on board 1 with gen feedback

*NOTE: There's need to Edit the CoolDown Routine!! introduce a cooldown Poll
routine to fix this problem: to be looked into
*NOTE: there is need for a pre-changeover poll to verify the absence of ZESA for
one more time, before switching GENENRATOR power to LOAD
*/

// ALL Important Functions defined and/or declared in "Initializers.c"

unsigned int ProgTimer, RealTimer, RunTimer, CoolDownTimer;
bit Auto_Flag, Run_Flag, CoolDown_Flag;
bit GenFeedFlag; //feedback indirect register
unsigned int RunTime, CoolDownTime;
unsigned short RBValue, CrankTrials;

/*Input-Output Table:
* PIN | I/O | Assign | Notes
*-----|-----|-----|-----
* RA0 |Output| SQOUT/ N/A | Clock Count
* RA1 |Input | N/A |
* RA2 |Input | ZESA Sense |
* RA3 |Output| N/A |
* RA4 |Input | Gen Feedback |Sense that Gen is ON
* RB0 |Input | OFF Button |Manual GenSTOP interrupt en.
* RB1 |Input | Start |Manual GenStart
* RB2 |Input | Auto |GenAuto
* RB3 |Input | ON |GenON
* RB4 |Output| GenSTOP Control (NC!!!) |
* RB5 |Output| ChangeOver Control (NO) |
* RB6 |Output| GenStart Control (NO) | crank.
* RB7 |Output| GenOn Control (N.O) |
*-----|-----|-----|-----
*/

sbit SQOUT at RA0_Bit;
sbit ZESA at RA2_Bit;
sbit feedback at RA4_bit;
sbit GenStop at RB4_Bit;

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sbit ChangeOver at RB5_Bit;
sbit GenStart at RB6_Bit;
sbit GenOn at RB7_Bit;

// ///////////////////Declare Functions ///////////////////
void crank();
void Poll();
////////////////////////////////////

void interrupt() {           //TMR0 Interrupt Handler
    GIE_Bit = 0;
    if (T0IF_Bit) {

        T0IF_Bit = 0;
        TMR0 = 0;
        ProgTimer++;
        if (progTimer == 1953)
        {
            RealTimer++;

            //Check Run and CoolDown Status
            if (RunTimer == RunTime) {
                RunTimer = 0;
                Run_flag = 0;
                CoolDown_Flag = 1;
            }

            if (CoolDownTimer == CoolDownTime) {
                CoolDownTimer = 0;
                //Run_flag = 1;    //The Run Flag Should Be Started Elsewhere
                CoolDown_Flag = 0;
            }

            if (Run_Flag && Feedback) RunTimer++;
            if (CoolDown_Flag) CoolDownTimer++;
            SQOUT=~SQOUT;
            progTimer = 0;
        }
    }
    if (INTF_Bit) {           //Pressing "Stop" forced Stop, Turn Off all
        INTF_Bit = 0;
        PORTB = 0;
        CrankTrials = 6;      //just to kick it out of the crank...
        RBValue = 19;         //so that it falls into "Default"
        Auto_Flag = 0;
        Run_Flag = 0;
    }
    GIE_Bit = 1;
}

void main() {

    //set the runtime (4 hours) and cooldown time (1 hour)

    //RunTime = 20;           //Testing Purposes
    RunTime = 14388;          //4 hours - 12 seconds run time
    //CoolDownTime = 20;      //Testing Puroses
    CoolDownTime = 3599;      //1 hour (- 1 second) cooldown time

    PORTA = 0;
    TRISA = 0b10110;          //following the Table Above
    PORTB = 0;

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TRISB = 0b00001111;           //Following the Table Above
CMCON = 0x0F;                  //PORTA all digital

TOIE_Bit = 1;                  //Enable TMR0 Interrupt
INTE_Bit = 1;                  //Enable RB0 Interrupt...
INTEDG_Bit = 1;                //...on rising edge of RB0
GIE_bit = 1;

// ////////////Timer Configuration ////////////

T0CS_Bit = 0;                  //Select Timer Mode. Timer Starts Now
TMR0 = 0;                      //reset the TMR0 Register
PSA_Bit = 0;                   //Assign Prescaler from WDT to Timer0 when value = 0
OPTION_REG &= 248;              //Clear Previous Prescaler Values
OPTION_REG |= 0;               //set Prescaler to TimeSet (1:2)

////////////////////////////////////

while(1) {                      //Main Endless Loop

    delay_ms(100);              //delay for latency (To allow system
                                //to tolerate key debounces)

    //collect the last three values input from the ignition switch:
    if (RBValue != 19) RBValue = PORTB & 0x07; //19 is the fallback value

    if (!Run_flag && CoolDown_flag) RBValue = 19; //it's time to cool down

    /* NOTE: When the Gen Cools down, you have to Start
       it manually after cooldown.
    */

    /* RBValue Mode Coding Table
       |Auto |Start |Off |
       |----|-----|----|-----|
       * Condition |RB2 |RB1 |RB0 | Hex | Dec |
       *-----|-----|-----|----|-----|-----|
       * Auto      | 1  | x  | 0  | 0x04| 4,6 |
       * Start      | 0  | 1  | 0  | 0x02| 2   |
       * OFF         | x  | x  | 1  | 0x01| 1,3,5,7 |
       * Maintain    | 0  | 0  | 0  | 0x00| 0   |
       *-----|-----|-----|----|-----|-----|
    */

    switch(RBValue) {

        // ////////////Auto Mode ////////////
        case 4:                      //Gen Auto Mode Selected
            Auto_Flag = 1;           // Gen is in Auto Mode
            RBValue = 0;
            if (Auto_Flag) Poll();
            break;

        case 6:                      //Gen Auto Mode Selected
            Auto_Flag = 1;           // Gen is in Auto Mode
            RBValue = 0;
            if (Auto_Flag) Poll();
            break;

        // ////////////System Start/Crank ////////////

        case 2:                      //Start Button Pressed

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        Auto_Flag = 0;                                //Gen is in Manual Mode
        GenStop = 1;                                   //Turn Off GEN_OFF signal
        GenOn = 1;
        crank();                                       //crank till there's feedback
        RBValue = 0;
        break;

// /////////////////////////////////// Maintain Scenario ///////////////////////////////////

case 0:
    Auto_Flag = 0;
    RBValue = 0;
    break;

// /////////////////////////////////// Off and Default Scenario ///////////////////////////////////

default:
    Auto_Flag = 0;
    PORTB = 0;    //Turn the Gen Off if none of the conditions are met
    delay_ms(5000);
    if (!feedback) Run_Flag = 0; //Ensure Gen is off
    RBValue = 0;
    break;    //We need an ERROR Condition Here
} //switch

} //While

}

// ///Crank Part is Working!!! ///////////////////////////////////

void crank() { //Crank till there's feedback. 5X2 seconds before failing.
    GenFeedFlag = feedback;
    CrankTrials = 0;
    while (!GenFeedFlag && CrankTrials < 5) {
        GenStart = 1;
        delay_ms(2000);
        CrankTrials++;
        GenFeedFlag = feedback;
        if (CrankTrials == 5) {
            CrankTrials = 0;
            GenFeedFlag = 1;
            PORTB = 0;
            Run_Flag = 0;
            RBValue = 19; //Falls to "Default
            //break;
        }
        else Run_Flag = 1;
    }
    GenStart = 0;    //Stop Cranking
} //while
} //crank

// /////////////////////////////////// Polling Function ///////////////////////////////////
void Poll() {
    if (Auto_Flag && ZESA) {
        ChangeOver = 0;    // make sure you revert to ZESA Supply
        delay_ms(2000);
        RBValue = 19;    //Fall to Default
    }
    else {
        //If ZESA is not there,
        delay_ms(1000);    //Just wait...
        if (!Run_Flag) { //if the Gen is running, leave and Poll
            if (!CoolDown_Flag) {

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    GenStop = 1;
    GenOn = 1;
    crank();    //...and run the Generator Start Routine.
    Delay_ms(5000);    //Stabilize
    if (RBValue == 4 || RBValue == 6 && !ZESA) {
        ChangeOver = 1;
        Run_Flag = 1;
        }//if AutoMode
    }//if !CoolDown_Flag
    } // if !Run_Flag
} //else ZESA is not there
} //Poll

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