

Charlieplexing library

for Raspberry Pi RP2040 PIO

Version 1.0.1

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1 Releases

This library uses **Raspberry Pi Pico/RP2040** board manager, by **Earle F. Philower, III**, see <https://github.com/earlephilhower/arduino-pico>

Version	Date	Comment
1.0.0	June 5, 2021	Initial release
1.0.1	June 10, 2021	Documentation update

2 Introduction

Charlieplexing is a technique for driving a multiplexed display in which relatively few I/O pins on a microcontroller are used e.g. to drive an array of LEDs¹. Very often, an interrupt routine is used to periodically refresh the leds. The PIOs built into the RP2040 microcontroller allow this refresh to be performed automatically, without processor intervention.

This Arduino library uses the PIO (Programmable IO) module of RP2040 microcontroller for handling 5-leds and 6-leds charlieplexing:

- the 6-leds version requires 11 PIO instructions, and 3 consecutive GPIO ports;
- the 5-leds version requires 7 PIO instructions, and 3 consecutive GPIO ports.

3 6-leds version

The 6-leds version uses three consecutive pins (for example: GP0, GP1, GP2) for driving six leds.

3.1 Connections

The [figure 1](#) shows how to connect the six leds to the RP2040. The value of the R resistors depends on the brightness you want to achieve; typically 150 Ω or 220 Ω is used.

3.2 Example: 6-leds-charlieplexing sketch

¹From <https://en.wikipedia.org/wiki/Charlieplexing>

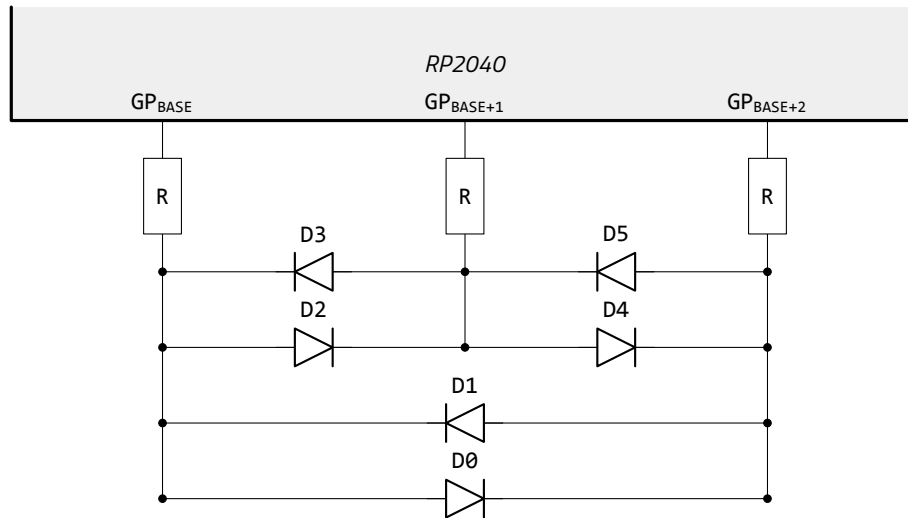


Figure 1 – 6-leds Charlieplexing, using 3 pins

```

1  #include <RP2040_PIO_Charlieplexing.h>
2
3  static const PIO pio = pio0 ; // pio0 or pio1
4  static const uint32_t stateMachine = 0 ; // 0, 1, 2 or 3
5
6  void setup () {
7      pinMode (LED_BUILTIN, OUTPUT) ;
8      const uint32_t prgmOffset = 0 ;
9      const uint32_t outputBasePin = 0 ;
10     charlieplexing6_add_program (pio, prgmOffset) ;
11     charlieplexing6_program_init (pio, stateMachine, prgmOffset, outputBasePin) ;
12     pio_sm_set_enabled (pio, stateMachine, true) ;
13 }
14
15 static uint32_t gDeadline = 0 ;
16 static uint32_t gValue = 1 ;
17
18 void loop () {
19     if (gDeadline <= millis ()) {
20         gDeadline += 1000 ;
21         digitalWrite (LED_BUILTIN, !digitalRead (LED_BUILTIN)) ;
22         charlieplexing6_set_output (pio, stateMachine, gValue) ;
23         gValue <<= 1 ;
24         gValue &= 0x3F ;
25         if (gValue == 0) {
26             gValue = 1 ;
27         }
28     }
29 }

```

Line 1. This line includes the RP2040-Charlieplexing library.

Lines 3, 4. Select the PIO (pio0 or pio1) and the state machine (0, 1, 2 or 3) you use.

Line 7. This line configures the LED_BUILTIN as OUTPUT; optional, this sketch makes this led blink.

Line 8. Set the PIO program offset. As each PIO has a 32 instructions memory, and the code has 11 instructions, you can choose any value between 0 and 32 - 11 = 21 inclusive.

Line 9. Set the GPIO you use. Three consecutive pins are used, you set here the first one.

Line 10. The charlieplexing6_add_program function writes the program instructions (11) in the selected PIO instruction memory, from the specified offset.

Line 11. The charlieplexing6_program_init function performs all required initializations for configuring the state machine and the three output pins.

Line 12. The pio_sm_set_enabled function is defined by the SDK; it starts the state machine (last parameter is true), or it stops it (last parameter is false). From now on, the refresh is launched and is carried out without intervention of a processor. Initially, all the leds are off. To change, you have to call the charlieplexing6_set_output function, which is done in the loop function.

Lines 18 to 29. The loop function uses the gDeadline global variable for performing every 1000 ms:

- blinking the LED_BUILTIN led;
- updating the gValue global variable, the successive values are 0x1, 0x2, 0x4, 0x8, 0x10, 0x20, 0x1 again, ... So the active led is D0, D1, ..., D5, D0 again...

3.3 Reference

Four functions are provided:

- the charlieplexing6_add_program function, [section 3.3.1 page 4](#);
- the charlieplexing6_can_add_program function, [section 3.3.2 page 5](#);
- the charlieplexing6_program_init function, [section 3.3.3 page 5](#);
- the charlieplexing6_set_output function, [section 3.3.4 page 5](#).

3.3.1 The charlieplexing6_add_program function

```
uint32_t charlieplexing6_add_program (const PIO pio,
                                     const uint32_t prgmOffset) ;
```

Attempt to load the program at the specified instruction memory offset, panicking if not possible. Call the charlieplexing6_can_add_program function if you need to check whether the program can be loaded.

pio: the PIO instance; either pio0 or pio1.

prgmOffset: the instruction memory offset wanted for the start of the program, i.e. a value between 0 and 23 inclusive.

Returned value: the instruction memory offset available for loading an other program.

3.3.2 The charlieplexing6_can_add_program function

```
bool charlieplexing6_can_add_program (const PIO pio,
                                     const uint32_t prgmOffset) ;
```

Determine whether the given program can (at the time of the call) be loaded onto the PIO instance starting at a particular location.

pio: the PIO instance; either `pio0` or `pio1`.

prgmOffset: the instruction memory offset wanted for the start of the program.

Returned value: true if the program can be loaded at that location (calling the `charlieplexing6_add_program` function succeeds); false if there is not space in the instruction memory.

3.3.3 The charlieplexing6_program_init function

```
void charlieplexing6_program_init (const PIO pio,
                                  const uint32_t stateMachine,
                                  const uint32_t prgmOffset,
                                  const uint32_t basePin) ;
```

Initialize the selected state machine.

pio: the PIO instance; either `pio0` or `pio1`.

stateMachine: the state machine index, 0 to 3.

prgmOffset: the instruction memory offset used when calling the `charlieplexing6_add_program` function.

basePin: the first pin index to set as output. The two next pins are also set as output.

3.3.4 The charlieplexing6_set_output function

```
void charlieplexing6_set_output (const PIO pio,
                                const uint32_t stateMachine,
                                const uint32_t value) ;
```

Set the output configuration. As six leds are handled, a led is driven ON for one sixth of the period.

pio: the PIO instance; either `pio0` or `pio1`.

stateMachine: the state machine index, 0 to 3.

value: a bit-field value that specifies the state of the six leds:

- bit 0: if true, D0 is ON, if false, D0 is OFF;
- bit 1: if true, D1 is ON, if false, D1 is OFF;
- bit 2: if true, D2 is ON, if false, D2 is OFF;
- bit 3: if true, D3 is ON, if false, D3 is OFF;
- bit 4: if true, D4 is ON, if false, D4 is OFF;
- bit 5: if true, D5 is ON, if false, D5 is OFF;
- bits 6 to 31: any value, are ignored by the function.

4 5-leds version

The 5-leds version uses three consecutive pins (for example: GP0, GP1, GP2) for driving five leds. It is very similar to the 6-leds version, the only advantage is that it requires 7 instructions, unlike the 6-leds version which requires 11.

4.1 Connections

The [figure 2](#) shows how to connect the six leds to the RP2040. The value of the R resistors depends on the brightness you want to achieve; typically 150 Ω or 220 Ω is used.

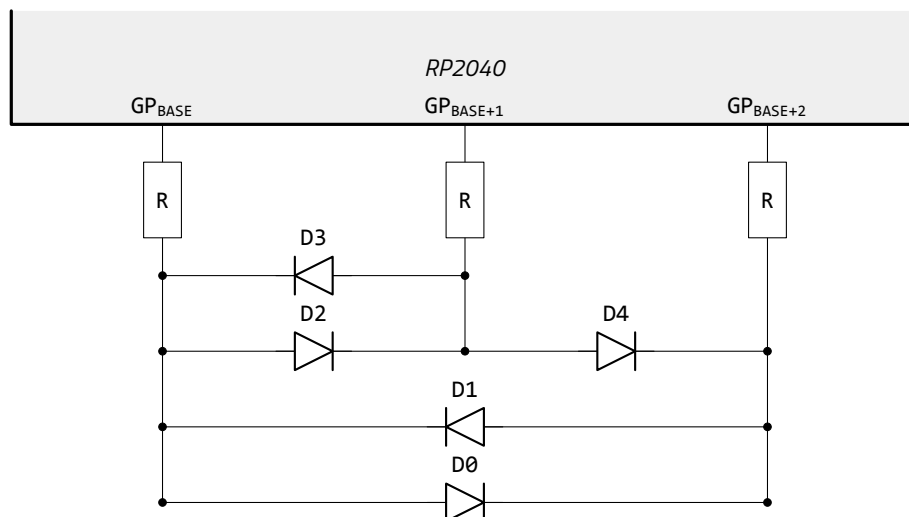


Figure 2 – 5-leds Charlieplexing, using 3 pins

4.2 Example: 5-leds-charlieplexing sketch

```

1  #include <RP2040_PIO_Charlieplexing.h>
2
3  static const PIO pio = pio0 ; // pio0 or pio1
4  static const uint32_t stateMachine = 0 ; // 0, 1, 2 or 3
5
6  void setup () {
7      pinMode (LED_BUILTIN, OUTPUT) ;
8      const uint32_t prgmOffset = 0 ;
9      const uint32_t outputBasePin = 0 ;
10     charlieplexing5_add_program (pio, prgmOffset) ;
11     charlieplexing5_program_init (pio, stateMachine, prgmOffset, outputBasePin) ;
12     pio_sm_set_enabled (pio, stateMachine, true) ;
13 }
14
15 static uint32_t gDeadline = 0 ;
16 static uint32_t gValue = 1 ;
17
18 void loop () {
19     if (gDeadline <= millis ()) {
20         gDeadline += 1000 ;
21         digitalWrite (LED_BUILTIN, !digitalRead (LED_BUILTIN)) ;
22         charlieplexing5_set_output (pio, stateMachine, gValue) ;
23         gValue <= 1 ;
24         gValue &= 0x1F ;
25         if (gValue == 0) {
26             gValue = 1 ;
27         }
28     }
29 }

```

Line 1. This line includes the RP2040-Charlieplexing library.

Lines 3, 4. Select the PIO (pio0 or pio1) and the state machine (0, 1, 2 or 3) you use.

Line 7. This line configures the LED_BUILTIN as OUTPUT; optional, this sketch makes this led blink.

Line 8. Set the PIO program offset. As each PIO has a 32 instructions memory, and the code has 7 instructions, you can choose any value between 0 and 32 - 7 = 25 inclusive.

Line 9. Set the GPIO you use. Three consecutive pins are used, you set here the first one.

Line 10. The charlieplexing5_add_program function writes the 11 instructions in the selected PIO instruction memory, from the specified offset.

Line 11. The charlieplexing5_program_int function performs all required initializations for configuring the state machine and the three output pins.

Line 12. The pio_sm_set_enabled function is defined by the SDK; it starts the state machine (last parameter is true), or it stops it (last parameter is false). From now on, the refresh is launched and is carried out without intervention of a processor. Initially, all the leds are off. To change, you have to call the

charlieplexing5_set_output function, which is done in the loop function.

Lines 18 to 29. The loop function uses the gDeadline global variable for performing every 1000 ms:

- blinking the LED_BUILTIN led;
- updating the gValue global variable, the successive values are 0x1, 0x2, 0x4, 0x8, 0x10, 0x1 again, ...
So the active led is D0, D1, ..., D4, D0 again...

4.3 Reference

Five functions are provided:

- the charlieplexing5_add_program function, [section 4.3.1 page 8](#);
- the charlieplexing5_can_add_program function, [section 4.3.2 page 8](#);
- the charlieplexing5_program_init function, [section 4.3.3 page 9](#);
- the charlieplexing5_set_output function, [section 4.3.4 page 9](#);
- the charlieplexing5_set_output_2 function, [section 4.3.5 page 9](#).

4.3.1 The charlieplexing5_add_program function

```
uint32_t charlieplexing5_add_program (const PIO pio,
                                     const uint32_t prgmOffset) ;
```

Attempt to load the program at the specified instruction memory offset, panicking if not possible. Call the charlieplexing5_can_add_program function if you need to check whether the program can be loaded.

pio: the PIO instance; either pio0 or pio1.

prgmOffset: the instruction memory offset wanted for the start of the program, i.e. a value between 0 and 25 inclusive.

Returned value: the instruction memory offset available for loading an other program.

4.3.2 The charlieplexing5_can_add_program function

```
bool charlieplexing5_can_add_program (const PIO pio,
                                      const uint32_t prgmOffset) ;
```

Determine whether the given program can (at the time of the call) be loaded onto the PIO instance starting at a particular location.

pio: the PIO instance; either pio0 or pio1.

prgmOffset: the instruction memory offset wanted for the start of the program.

Returned value: true if the program can be loaded at that location (calling the charlieplexing5_add_program function succeeds); false if there is not space in the instruction memory.

4.3.3 The charlieplexing5_program_init function

```
void charlieplexing5_program_init (const PIO pio,
                                   const uint32_t stateMachine,
                                   const uint32_t prgmOffset,
                                   const uint32_t basePin) ;
```

Initialize the selected state machine.

pio: the PIO instance; either `pio0` or `pio1`.

stateMachine: the state machine index, 0 to 3.

prgmOffset: the instruction memory offset used when calling the `charlieplexing5_add_program` function.

basePin: the first pin index to set as output. The two next pins are also set as output.

4.3.4 The charlieplexing5_set_output function

```
void charlieplexing5_set_output (const PIO pio,
                                 const uint32_t stateMachine,
                                 const uint32_t value) ;
```

Set the output configuration. As five leds are handled, a led is driven ON for one fifth of the period.

pio: the PIO instance; either `pio0` or `pio1`.

stateMachine: the state machine index, 0 to 3.

value: a bit-field value that specifies the state of the five leds:

- bit 0: if true, D0 is ON, if false, D0 is OFF;
- bit 1: if true, D1 is ON, if false, D1 is OFF;
- bit 2: if true, D2 is ON, if false, D2 is OFF;
- bit 3: if true, D3 is ON, if false, D3 is OFF;
- bit 4: if true, D4 is ON, if false, D4 is OFF;
- bits 5 to 31: any value, are ignored by the function.

4.3.5 The charlieplexing5_set_output_2 function

```
void charlieplexing5_set_output_2 (const PIO pio,
                                    const uint32_t stateMachine,
                                    const uint32_t value) ;
```

Set the output configuration. The only difference with the `charlieplexing5_set_output` function is that each led is driven for one sixth of the period.

5 Running several state machines

The **6-leds-charlieplexing** and **5-leds-charlieplexing** demo sketches show how to run one state machine. The PIO is versatile, allowing many combinations: several state machines can run the same program, and several programs can be loaded and executed in a PIO.

The **2-6-leds-charlieplexing** sketch shows how a same PIO program can be ran by two state machines. The reader can easily extend the demo code to run the same program on the 4 state machines of a single PIO, allowing to control 24 leds via 12 pins. Using the 4 state machines of the 2 PIOs, you can drive 48 leds with 24 GPIOs.

The **5-leds-6-leds-charlieplexing** sketch shows how a two state machines of a same PIO can run their own program. Note this demo sketch has no practical interest: it requires 18 PIO instructions and drives 11 leds, while the **2-6leds-charlieplexing** demo sketch requires 11 PIO instructions and drives 12 leds. The only purpose is to illustrate the way to deploy and run different program in a PIO. The reader can easily adapt this demo code to its own purpose.

6 How it works

6.1 The charlieplexing5_set_output function

This function is the easiest to understand. It sends to the TX FIFO a 32-bit number with the following composition:

Bits	31-30	29-27	26-24	23-21	20-18	17-15	14-12	11-9	8-6	5-3	2-0
Value	00	d4	110	d3	011	d2	011	d1	101	d0	101

Where:

- d0 is 000 when D0 is OFF, and 001 if it is ON;
- d1 is 000 when D1 is OFF, and 100 if it is ON;
- d2 is 000 when D2 is OFF, and 001 if it is ON;
- d3 is 000 when D3 is OFF, and 010 if it is ON;
- d4 is 000 when D4 is OFF, and 010 if it is ON.

Each led requires 6 bits, 3 fixed bits for setting the GPIO direction, 3 d_i bits for the current output level.

So for 5 leds 30 bits are used. Bits 31 - 30 are unused and set to 0.

The PIO program is in the `charlieplexing5.pioasm` file:

```

1 | .wrap_target
2 |     pull noblock          ; Pull from FIFO to OSR if available, else copy X to OSR
3 |     mov x, osr            ; Copy most-recently-pulled value back to scratch X

```

```

4  mainloop:
5      out pindirs, 3      ; Set pin directions
6      out pins, 3        [31] ; Set pin output values
7      set y, 31          [31] ; Load Y register for wait loop
8  wait1:
9      jmp y-- wait1 [31] ; Wait loop : 31 * 32 cycles
10     set pins, 0          ; Switch off any led
11     jmp !osre mainloop ; if OSRE not null, handle next led
12     .wrap                ; Implicit jump to the first instruction

```

Adapted from rp2040 datasheet, section 3.6.8 page 384: *Often, leds activation can be left unchanged for thousands of cycles, rather than supplying a new configuration each time. The two first instructions highlight how a nonblocking PULL (Section 3.4.7) can achieve this: if the TX FIFO is empty, a nonblocking PULL will copy X to the OSR. After pulling, the program copies the OSR into X. The net effect is that, if a new configuration has not been supplied through the TX FIFO at the start of this period, the configuration from the previous period (which has been copied from X to OSR via the failed PULL, and then back to X via the MOV) is reused, for as many periods as necessary.*

Then, at every mainloop iteration, the OUT instructions right shift the OSR value, inserting 0 bits at MSB. At the end of the fifth iteration, OSR is null, and the execution wraps to the first instruction.

6.2 The charlieplexing5_set_output_2 function

The value sent to the TX FIFO differs from the previous one by the two most significant bits :

Bits	31-30	29-27	26-24	23-21	20-18	17-15	14-12	11-9	8-6	5-3	2-0
Value	11	d4	110	d3	011	d2	011	d1	101	d0	101

So, at the end of the of the fifth iteration, OSR is not null, its value is 0b11. A sixth iteration is performed, where no led is ON, as the output value set by the out pins, 3 instruction is 0.

6.3 The charlieplexing6_set_output function

The previous function uses 6 bits for every led. For 6 leds we would need 36 bits, but a TX FIFO input has 32 bits. As two consecutive leds require the same pin direction, we use 9 bits for 2 consecutive leds, so the 6 leds are handled with 27 bits; the five MSBs are set to 0.

The charlieplexing6_set_output function sends to the TX FIFO a 32-bit number with the following composition:

Bits	31-27	26-24	23-21	20-18	17-15	14-12	11-9	8-6	5-3	2-0
Value	00000	d5	d4	110	d3	d2	011	d1	d0	101

Where:

- d0 is 000 when D0 is OFF, and 001 if it is ON;

- d1 is 000 when D1 is OFF, and 100 if it is ON;
- d2 is 000 when D2 is OFF, and 001 if it is ON;
- d3 is 000 when D3 is OFF, and 010 if it is ON;
- d4 is 000 when D4 is OFF, and 010 if it is ON;
- d5 is 000 when D5 is OFF, and 100 if it is ON.

The corresponding PIO program is in the *charlieplexing6.pioasm* file:

```

1  .wrap_target
2      pull noblock          ; Pull from FIFO to OSR if available, else copy X to OSR
3      mov x, osr            ; Copy most-recently-pulled value back to scratch X
4  mainloop:
5      out pindirs, 3        ; Set pin directions
6      out pins, 3 [31]      ; Set pin output values
7      set y, 31 [31]       ; Load Y register for first wait loop
8  wait1:
9      jmp y-- wait1 [31]    ; First wait loop : 31 * 32 cycles
10     out pins, 3 [31]      ; Set pin output values
11     set y, 31 [31]       ; Load Y register for second wait loop
12  wait2:
13     jmp y-- wait2 [31]    ; Second wait loop : 31 * 32 cycles
14     set pins, 0           ; Switch off any led
15     jmp !osre mainloop    ; if OSRE not null, handle next led
16  .wrap                   ; Implicit jump to the first instruction

```

Now, two pin output values setting and two wait loops are needed at each iteration, increasing the program by 4 instructions.