

243-848-92 – Computer Project

Progress Report #1

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1. Objectives

The objectives of the first four weeks were to get the Ethernet controller fully functional. Which would complete the second block of the project (see figure 1 in appendix for modular block diagram).

2. Ethernet controller

The original idea of using the Realtek RTL8019AS was dropped due to the 100-pin SMT and the various different voltages. It was then changed to the ENC424J600 but was too small to solder by hand so it was settled to the ENC28J60. From now on, eth0 will denote Ethernet Controller for simplicity.

The ENC28J60 does not have a parallel interface but a SPI one which resulted that I had to simulate an SPI interface with a PPI chip. Some functions to read and write to eth0 were built using the SET/RESET of the PPI as a clocking signal.

3. Circuits Schematics

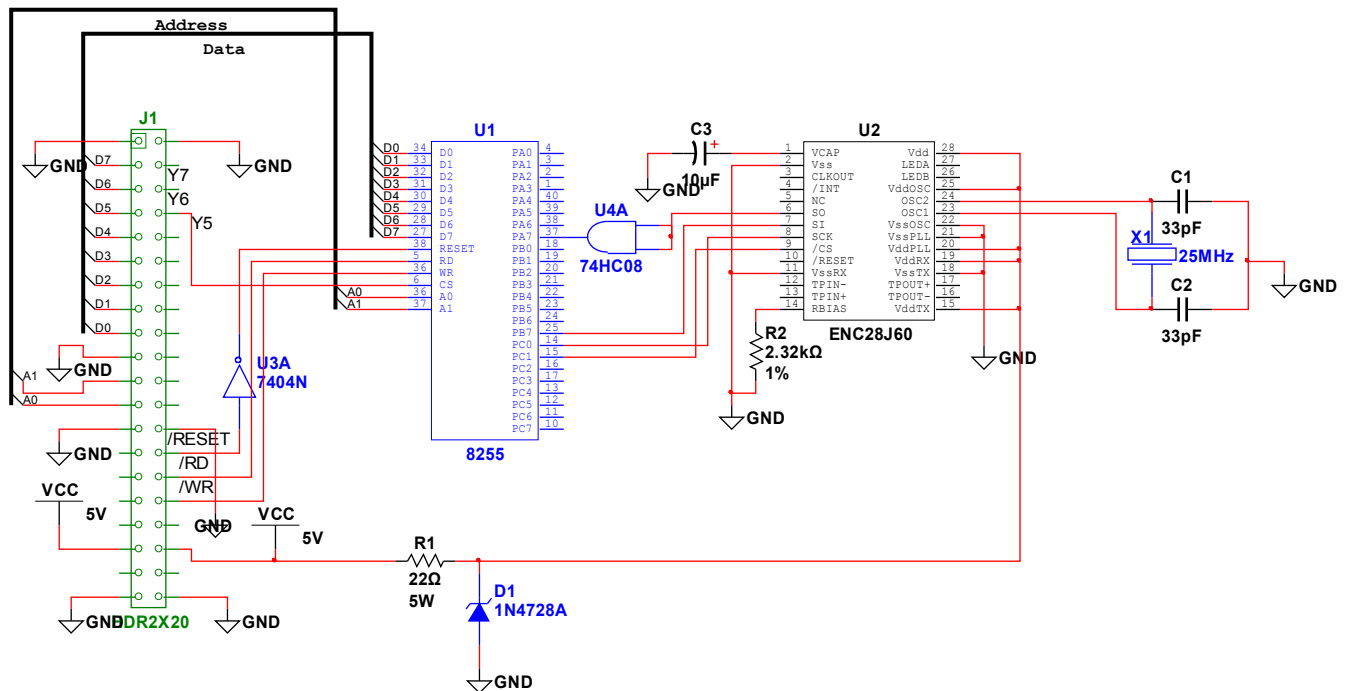


Figure 3.1 – eth0 with header

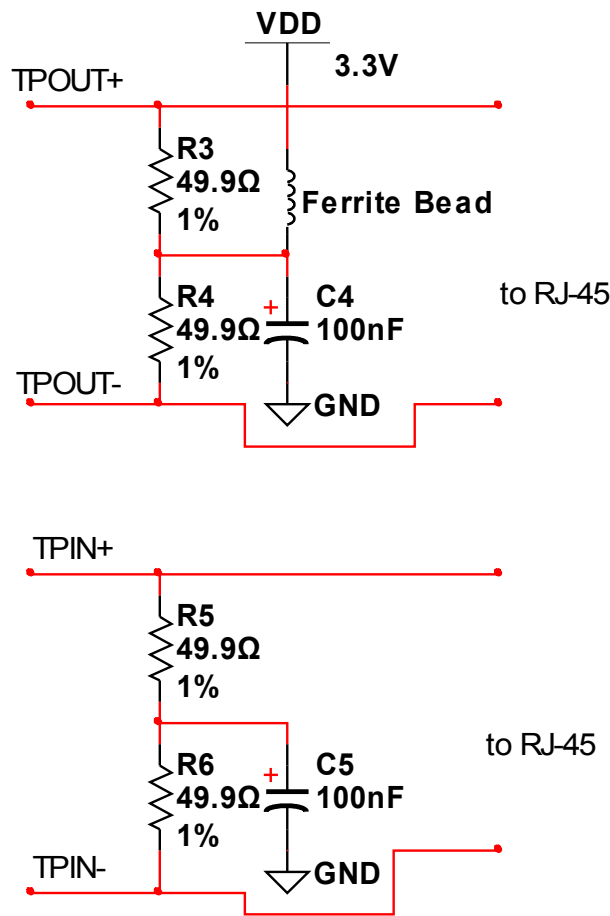
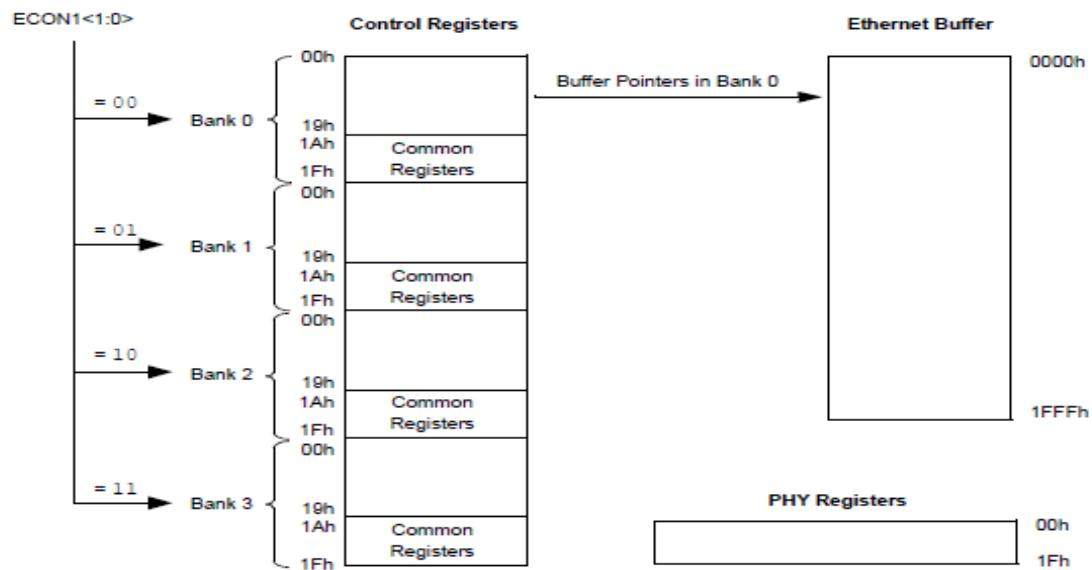


Figure 3.2 – RX/TX configuration from eth0

4. Code

To begin using eth0, first I need to initialize various registers. First the buffer size must be determined by programming the start and end of the receive buffer. In this application I split the 0x1FFF bytes of buffer into two, for 0x0FFF bytes for receive and transmission. The registers to configure are the: **ERXST** and **ERXND** for the buffer size, then to configure the RX pointer that will determine which byte in the buffer is being read with the **ERXRDPTL** and **ERXRDPTH** buffers. Finally the **ERXFCON** needs to be configured to set the receive parameters.

Next is the configuration of the MAC registers. To keep it short, you must configure the MAC address and other various parameters including if it's half or full-duplex operation. I chose full-duplex as it is simpler to use. Finally the PHY registers need to be configured. These essentially are for the physical aspects of networking (e.g. the LED on the RJ45). These registers are not accessed via the common register banks (shown below) but through some hidden registers.



Note: Memory areas are not shown to scale. The size of the control memory space has been scaled to show detail.

Figure 4.1 – ENC28J60 Memory Map

Above is the memory map of the Ethernet controller. The Common Registers are separated in four banks which are selectable through the ECON1 register. The Ethernet Buffer has a total of 2000 bytes of space available to it which I separated into two. Ranges from 0x0000 to 0x0FFF is for the receive buffer while range 0x1000 to 0x1FFF is for the transmit buffer. I'll probably never need more than that in both.

Bank 0 Address	Name	Bank 1 Address	Name	Bank 2 Address	Name	Bank 3 Address	Name
00h	ERDPTL	00h	EHT0	00h	MACON1	00h	MAADR5
01h	ERDPTH	01h	EHT1	01h	Reserved	01h	MAADR6
02h	EWRPTL	02h	EHT2	02h	MACON3	02h	MAADR3
03h	EWRPTH	03h	EHT3	03h	MACON4	03h	MAADR4
04h	ETXSTL	04h	EHT4	04h	MABBIPG	04h	MAADR1
05h	ETXSTH	05h	EHT5	05h	—	05h	MAADR2
06h	ETXNDL	06h	EHT6	06h	MAIPGL	06h	EBSTSD
07h	ETXNDH	07h	EHT7	07h	MAIPGH	07h	EBSTCON
08h	ERXSTL	08h	EPMM0	08h	MACLCON1	08h	EBSTCSL
09h	ERXSTH	09h	EPMM1	09h	MACLCON2	09h	EBSTCSH
0Ah	ERXNDL	0Ah	EPMM2	0Ah	MAMXFLL	0Ah	MISTAT
0Bh	ERXNDH	0Bh	EPMM3	0Bh	MAMXFLH	0Bh	—
0Ch	ERXRPTL	0Ch	EPMM4	0Ch	Reserved	0Ch	—
0Dh	ERXRPTH	0Dh	EPMM5	0Dh	Reserved	0Dh	—
0Eh	ERXWRPTL	0Eh	EPMM6	0Eh	Reserved	0Eh	—
0Fh	ERXWRPTH	0Fh	EPMM7	0Fh	—	0Fh	—
10h	EDMASTL	10h	EPMCSL	10h	Reserved	10h	—
11h	EDMASTH	11h	EPMCSH	11h	Reserved	11h	—
12h	EDMANDL	12h	—	12h	MICMD	12h	EREVID
13h	EDMANDH	13h	—	13h	—	13h	—
14h	EDMADSTL	14h	EPMOL	14h	MIREGADR	14h	—
15h	EDMADSTH	15h	EPMOH	15h	Reserved	15h	ECOCON
16h	EDMACSL	16h	Reserved	16h	MIWRL	16h	Reserved
17h	EDMACSH	17h	Reserved	17h	MIWRH	17h	EFLOCON
18h	—	18h	ERXFCON	18h	MIRDL	18h	EPAUSL
19h	—	19h	EPKTCNT	19h	MIRDH	19h	EPAUSH
1Ah	Reserved	1Ah	Reserved	1Ah	Reserved	1Ah	Reserved
1Bh	EIE	1Bh	EIE	1Bh	EIE	1Bh	EIE
1Ch	EIR	1Ch	EIR	1Ch	EIR	1Ch	EIR
1Dh	ESTAT	1Dh	ESTAT	1Dh	ESTAT	1Dh	ESTAT
1Eh	ECON2	1Eh	ECON2	1Eh	ECON2	1Eh	ECON2
1Fh	ECON1	1Fh	ECON1	1Fh	ECON1	1Fh	ECON1

Figure 4.2 – Common Registers

Above we can see the four banks and all the common registers, this is much more for a reference to the source code than anything relevant to the this report.

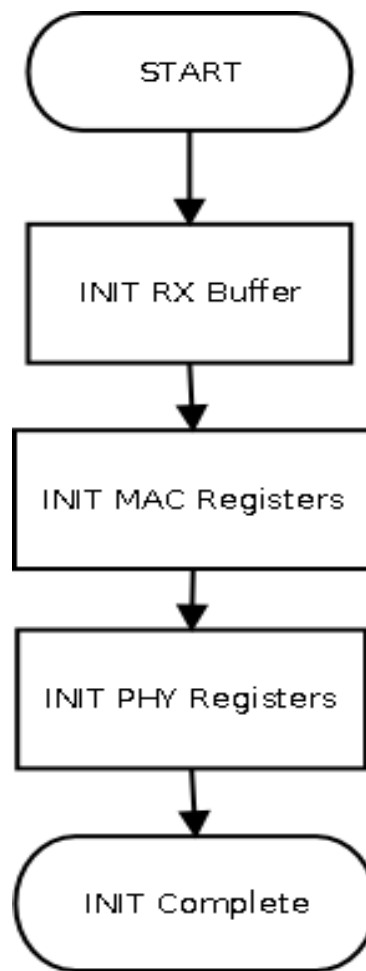


Figure 4.3 – Initialization Flow Chart

Above is a simple flow chart showing the steps in which the initialization is being done, below is the source:

```

.model tiny
.code
EXTRN      newline:NEAR, outbyte:NEAR, outword:NEAR, getc:NEAR, outstr:NEAR
; Eth0 preprocessor
ETH0 equ 0A00h ;PPI2 + Eth_Controller
PORTA equ ETH0+0
PORTB equ ETH0+1
PORTC equ ETH0+2
PPICTL equ ETH0+3
SET equ 00000001b
RESET equ 00000000b
BANK0 equ 00010000b ; eth0 Memory bank 0
BANK1 equ 00010001b
BANK2 equ 00010010b
BANK3 equ 00010011b ; to 3
RDCR equ 00000000b ; Read control register (Req, Arg.)
RDBMequ 00111010b ; Read buffer register
  
```

WCR	equ	01000000b	; write control register (Req, Arg + Data Byte)
WBR	equ	01111010b	; write buffer register (Req, Data Byte)
BFS	equ	10000000b	; Bit field set (Req, Arg + Data Byte)
BFC	equ	10100000b	; Bit field clear (Req, Arg + Data Byte)
SRC	equ	11111111b	; Soft Reset

; To program any register, first the bank must be selected via ECON1

```

    org 0800h
main proc
init:
    mov al,10010000b ;configuration word for the 8255
                        ;both group A and B = mode 0
                        ;port A = input
                        ;port B = output
                        ;port C = output
    mov dx,PPICTL
    out dx,al ;send the configuration word
init_RX_Buffer:
; init_RX_Buffer requires to init: ERXSDT and ERXND first to determine the size of the Rx/Tx buffer.
    mov ah,00000000b ; selects ECON1 and sets Bank 0 as active
    mov al,1fh
    or al,WCR ; adds the opcode
    call outdata
; programming the start of Rx
    mov al,08h ; ERXSTL
    or al,WCR
    mov ah,00h
    call outdata
    mov al,09h ; ERXSTH
    or al,WCR
    mov ah,00h
    call outdata
; programming the end of Rx
    mov al,0Ah ; ERXNDL
    or al,WCR
    mov ah,0ffh
    call outdata
    mov al,0Bh ; ERXNDH
    or al,WCR
    mov ah,0Fh
    call outdata
; Now to program ERXRDPT
    mov al,0Ch ;ERXRDPTL
    or al,WCR
    mov ah,00h
    call outdata
    mov al,0Dh
    or al,WCR

```

```

        mov     ah,00h
        call    outdata
; [Completed] INIT_RX_BUFFER
init_MAC:
; to init_MAC, first init MARXEN in MAXCON1
        mov     ah,00010010b ; selects ECON1 and sets Bank 2 as active
        mov     al,1fh
        or      al,WCR
        call    outdata
        mov     al,00h        ; MACON1 (Stands for MAc CONtrol 1)
        or      al,WCR
        mov     ah,0Dh
        call    outdata
        mov     al,02h        ; MACON3
        or      al,WCR
        mov     ah,0F5h
        call    outdata
        mov     al,03h        ; MACON3
        or      al,WCR
        mov     ah,40h
        call    outdata
        mov     al,04h        ; MABBIPG
        or      al,WCR
        mov     ah,15h
        call    outdata
        mov     al,06h        ; MAIPGL
        or      al,WCR
        mov     ah,12h
        call    outdata
; Now to prgoram the MAC Address with the following: 43:6F:66:66:65:65
        mov     ah,00010011b ; selects ECON1 and sets Bank 3 as active
        mov     al,1fh
        or      al,WCR
        call    outdata
        mov     al,04h        ; MAADR1 (MAc ADdRess 1)
        or      al,WCR
        mov     ah,43h
        call    outdata
        mov     al,05h        ; MAADR2
        or      al,WCR
        mov     ah,6Fh
        call    outdata
        mov     al,02h        ; MAADR3
        or      al,WCR
        mov     ah,66h
        call    outdata
        mov     al,03h        ; MAADR4
        or      al,WCR
        mov     ah,66h

```



```

call    outdata
mov     al,00h        ; MAADR5
or      al,WCR
mov     ah,65h
call    outdata
mov     al,01h        ; MAADR6
or      al,WCR
mov     ah,65h
call    outdata

```

; [COMPLETED] init_MAC

init_PHY:

; Okay... here it gets complicated. I need to program the PHCON1 register... which is not part of the common registers

; to access the PHY registers, one must pass by the MII register in Bank 2. To program the PHY register, one must also

; Read from it first then Write to it... i wonder sometimes about these engineers...

```

mov     ah,00010010b ; selects ECON1 and sets Bank 2 as active
mov     ah,1fh
or      al,WCR
call    outdata
mov     al,14h        ; MIREGADR
or      al,WCR
mov     ah,00h
call    outdata
mov     al,12h        ; MICMD
or      al,WCR
mov     ah,01h        ; enables read
call    outdata
mov     ah,00010011b ; selects ECON1 and sets Bank 3 as active
mov     al,1fh
or      al,WCR
call    outdata
;call    debug

```

poll_init_phy:

```

mov     al,0Ah
or      al,RDCR
call    indata
and     al,01h
cmp     al,01h
je      poll_init_phy
mov     al,12h        ; MICMD
or      al,WCR
mov     ah,00h
call    outdata        ; set the read bit back to 0
mov     al,1fh
mov     ah,00010010b ; selects ECON1 and sets Bank 2 as active
or      al,WCR
call    outdata
mov     al,19h        ; MIRDH

```

```

        or            al,RDCR
        call    indata
        mov      tmp,al
        mov      al,18h        ; MIRD L
        or            al,RDCR
        call    indata
        mov      tmp,ah
; Alright! Read completed!
        or            ah,00000001b
        mov      tmp,ah
        mov      ah,al
        mov      al,18h        ; MIRD L
        or            al,WCR
        call    outdata
        mov      ah,tmp
        mov      al,19h        ; MIRD H
        or            al,WCR
        call    outdata
        mov      ah,00010011b ; ECON1, Bank3
        mov      al,1fh
        or            al,WCR
        call    outdata
        ;
        call    debug
poll_init_phy_2:
        mov      al,0Ah        ;MISTAT
        or            al,RDCR
        call    indata
        and      al,01h
        cmp      al,01h
        je       poll_init_phy_2
;[COMPLETED] INIT_PHY
        mov      ah,00010100b        ; selects ECON1 and sets Bank 0 as active
and Rx as Active
        mov      al,1fh
        or            al,WCR        ; adds the opcode
        call    outdata
        ;call    debug
        ;call    txtst
here:    jmp here                ;standby

tmp      db 0
main     endp

udp_hdr db 26h, 17h, 26h, 17h, 1Ch, 00h, 00h
;source port(16)      : 0x2617
;dest. port (16)      : 0x2617
;length (16)          : 0x001C
;checksum (16)         : 0x0000 (Default)

```

tcp_hdr db 26h, 17h, 26h, 17h, 00h, 00h, 00h, 00h

;source port (16) : 0x2617

;dest. port(16) : 0x2617

;sequence # (32) : 0x0000 0x0000 (?)

;Ack # (32) :

;Data Offset (4) :

;Reserve (12) :

;Window (16) :

;Checksum (16) :

;Urgent ptr (16) :

;Options (24) :

;Padding (8) :

ip_hdr db 45h, 00h, 00h, 14h, 01h, 40h, 00h, 06h, 00h, 00h, 0C0h, 0A8h, 00h, 0E1h, 0C0h, 0A8h, 00h,
0E1h, 0B0h, 00h ;last one is my data codes

;version (4) : 0100 (4h)

;IHL (4) : 0101 (?) (5h)

;Type of Service (8): 0000 0000 (00h)

;Total Length (16): 0000 0000 (00h), 0001 0100 (14h) (20d) don't need more, i'm sending single byte
codes... bad overhead

;ID (8) : 0000 0001 (01h) (?)

;Flags (3) : 010 (2h) ; Don't fragment and Last fragment }

;Fragment offset(13): 0 0000 0000 0000 (00h) } 0100 0000 0000
0000

;TTL (8) : 1000 0000 (80h)

;Protocol (8) : 0000 0110 (06h) (TCP=0x06 UDP=0x11)

;Header Checksum(16): 0000 0000, 0000 0000 (variable)

;Source address (32): 1100 0000, 1010 1000, 0000 0000, 1110 0001 (192.168.0.225)

;Destination AD(32) : 1100 0000, 1010 1000, 0000 0000, 1011 0000 (192.168.0.176)

;Options (24) : No Need

;Padding (8) : Most likely need some padding

debug proc ; this is a debugging subroutine so that I can determine where the program is at

push ax ; need to find a way so it tells me where the present debug output is in the

push di ; program without having to count them

lea di,dbg

call outstr

call newline

pop di

pop ax

ret

dbg db "[DEBUG]",04

debug endp

The following are the subroutines for the PPI to simulate an SPI interface.

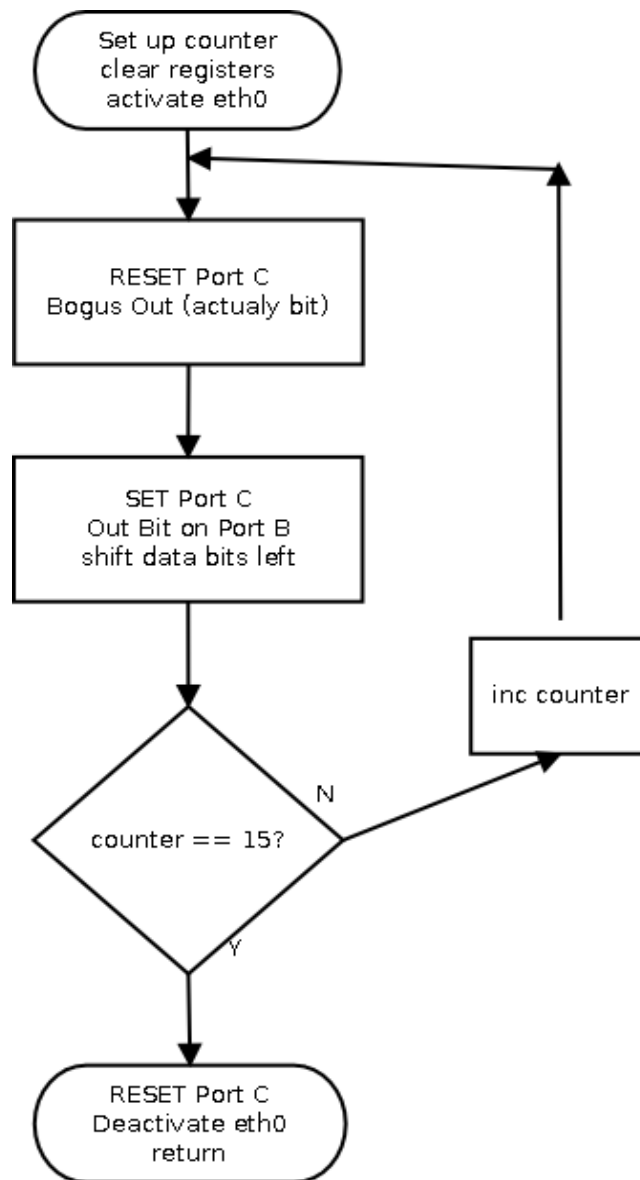


Figure 4.4 – outdata subroutine

```

outdata proc    ;[WORKING] also used for writing to registers
; A1.b7 Must have the first bit to send and ah must have the data to send
    push    bx                ; need this for bogus
    mov     bx,0
    mov     cl,0              ; the bit counter
    mov     dx,PORTC
    push    ax
    mov     al,00h
    out     dx,al
  
```

```

        pop        ax
bogus:
        push ax           ; this is all bogus
        mov        dx,PPICTL ; it is used to keep
        mov        al,RESET  ; a 50% duty cycle
        out        dx,al     ; on the SET/RESET
        pop        ax
        mov        dx,PORTB
        out        dx,al
        rol        bx,1
        cmp        bl,45
        je         outbit
        inc        bl
        jmp        outbit
outbit:
        push ax
        mov        dx,PPICTL
        mov        al,SET
        out        dx,al     ; bit is set
        pop        ax
        mov        dx,PORTB
        out        dx,al     ; Out MSB (present)
        rol        ax,1      ; next bit to out
        cmp        cl,15
        je         shi
        inc        cl
        jmp        bogus     ; Not quite, but good for now
shi:
        mov        dx,PORTC
        mov        al,0f0h
        out        dx,al
        push ax
        mov        al,RESET
        mov        dx,PPICTL
        out        dx,al
        pop        ax
        pop        bx
        ret
outdata endp

```

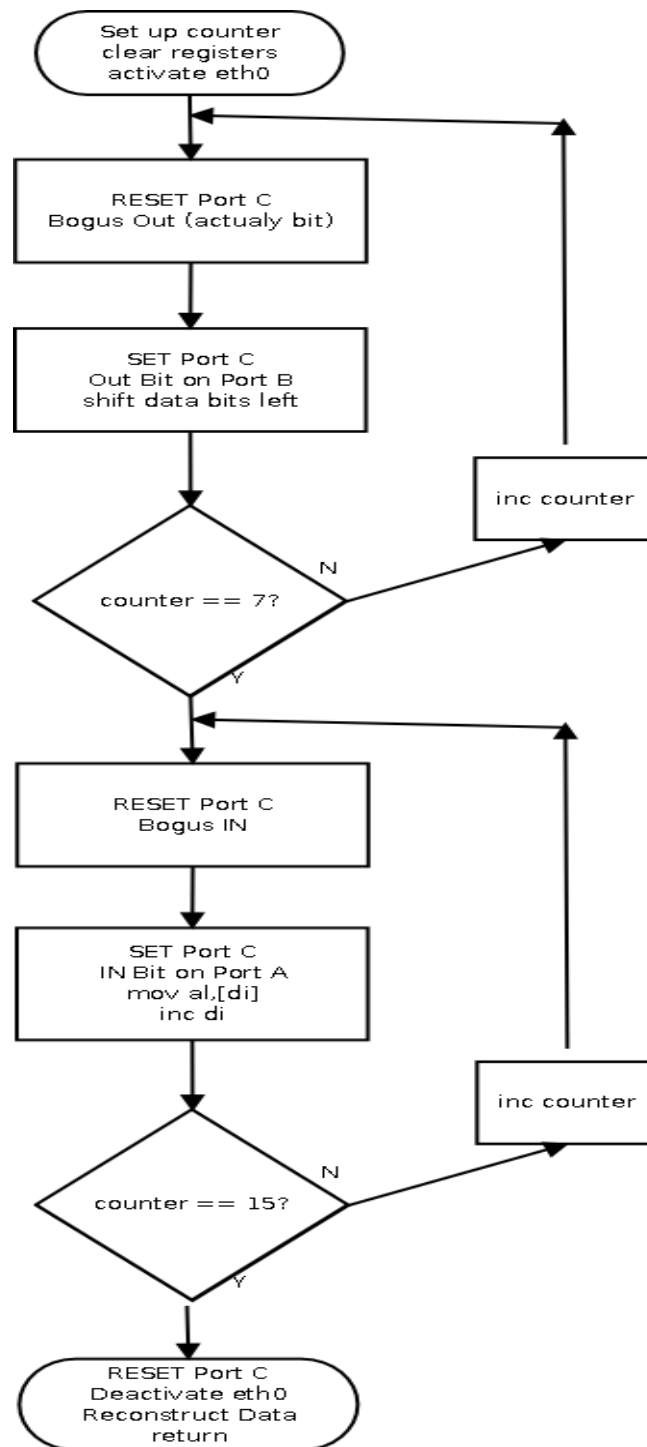


Figure 4.5 – indata subroutine

```

indata proc    ;[WORKING]
; Al.b7 Must have the first bit to send and ah must have the data to send
    push    bx                ; need this for bogus
    mov     bx,0
    mov     cl,0              ; the bit counter
    lea     di,vals
    mov     dx,PORTC
    push    ax
    mov     al,00h
    out     dx,al
    pop     ax
bogus:
    push    ax                ; this is all bogus
    mov     dx,PPICTL        ; it is used to keep
    mov     al,RESET         ; a 50% duty cycle
    out     dx,al            ; on the SET/RESET
    pop     ax
    mov     dx,PORTB
    out     dx,al
    rol     bx,1
    cmp     bl,45
    je      outbit
    inc     bl
    jmp     outbit
outbit:
    push    ax
    mov     dx,PPICTL
    mov     al,SET
    out     dx,al            ; bit is set
    pop     ax
    mov     dx,PORTB
    out     dx,al            ; Out MSB (present)
    rol     ax,1             ; next bit to out
    cmp     cl,7
    je      bogus2
    inc     cl
    jmp     bogus            ; Not quite, but good for now
bogus2:
    push    ax
    mov     dx,PPICTL
    mov     al,RESET
    out     dx,al
    pop     ax
    mov     dx,PORTA
    in      al,dx
    mov     [di],al
    inc     bx
    cmp     cl,45

```

```

        je          inbit
        inc         bl
        jmp         inbit
inbit:
        push       ax
        mov        dx,PPICTL
        mov        al,SET
        out        dx,al
        pop        ax
        mov        dx,PORTA
        in         al,dx
        mov        [di],al
        inc        di
        cmp        cl,15
        je         shi
        inc        cl
        jmp        bogus2
shi:
        mov        al,RESET
        mov        dx,PPICTL
        out        dx,al
        mov        dx,PORTC
        mov        al,0f0h
        out        dx,al
        lea        di,vals
        mov        cl,1

        mov        al,[di]
        and        al,80h
        mov        dl,al
        inc        di
        mov        al,[di]
        and        al,80h
        ror        al,cl
        inc        cl
        add        dl,al
        inc        di
        mov        al,[di]
        and        al,80h
        ror        al,cl
        inc        cl
        add        dl,al
        inc        di
        mov        al,[di]
        and        al,80h
        ror        al,cl
        inc        cl
        add        dl,al
        inc        di

```



```

mov     al,[di]
and     al,80h
ror     al,cl
inc     cl
add     dl,al
inc     di
mov     al,[di]
and     al,80h
ror     al,cl
inc     cl
add     dl,al
inc     di
mov     al,[di]
and     al,80h
ror     al,cl
inc     cl
add     dl,al
inc     di
mov     al,[di]
and     al,80h
ror     al,cl
add     dl,al
mov     al,dl
pop     bx
ret

```

;debug:

```

;      mov     al,[di]
;      call    outbyte
;      inc     cl
;      cmp     cl,8
;      jb      debug
;      pop     ax
;      pop     bx
;      ret

```

vals db 0,0,0,0,0,0,0,0

indata endp

5. Conclusion

As far as the Ethernet controller side of the project goes, it is almost complete. Due to the milling machine and the acid bath being non-operational, I couldn't set up my RJ45 port due to it being non-standard footprint and will not fit in a socket. Once the PCB is built, testing for communication on the network will begin and the protocols will be written in the minimal system. The headers for IP and UDP were set up in the minimal system in the data section. Some early designs of the handshaking process have been designed (more or less) and will use the three-way handshake using UDP and not TCP. Because TCP is more complicated and is a connection oriented protocol. Some analysis of the ARP protocol was done and some strong considerations are being taken into implementing it into the minimal system as it appears not too complicated. Finally, some design changes on the sockets API were done due to the Windows API being utterly confusing and headache prone. I changed to the BSD API and will program under the latest version of PC-BSD.

Some ideas for determining water level in the coffee machine have been taken into consideration. Using a sliding potentiometer with an object which floats attached, using a pair of electrodes to determine water resistance or even a pressure transducer are being looked at. Also, a simple SPST relay will be used to start the coffee machine on and off which will be bought very soon.

Appendix

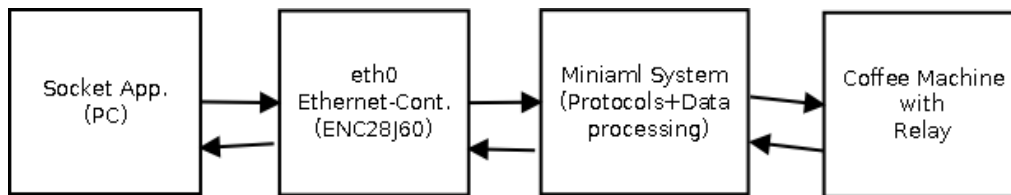


Figure 1