

DIAMOND-MM-16

PC/104 Format

16-Bit Analog I/O Module

User Manual V1.1

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Diamond Systems Corporation
450 San Antonio Rd.
Palo Alto, CA 94306
Tel (650) 813-1100
Fax (650) 813-1130
techinfo@diamondsys.com

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1. DESCRIPTION

Diamond-MM-16 is a PC/104-format multifunction data acquisition board. It offers 16 single-ended or 8 differential analog inputs with 16-bit resolution and programmable input range; 100,000 samples per second maximum sampling rate with DMA operation; 4 analog outputs with 12-bit resolution; user-adjustable analog output range; 8 bits of digital input; 8 bits of digital output; one 32-bit counter/timer for A/D conversion timing; and one 16-bit counter/timer for general purpose use.

1.1 Features

Analog Inputs

- 16 single-ended / 8 differential analog input channels with 16-bit resolution
- Programmable gain, range, and polarity on inputs
- 100,000 samples per second maximum sampling rate on A/D
- Software, interrupt, and DMA A/D sampling control

Analog Outputs

- 4 analog output channels with 12-bit resolution, 5mA max output current
- +/-15V @ +/-10mA output power for user circuitry
- +5V up to +10V @ up to 10mA precision reference output for sensors or user circuitry
- Note: total output current limited to 30mA

Digital I/O

- 8 digital outputs
- 8 digital inputs

Counter/Timers

- 1 32-bit counter/timer for A/D pacer clock
- 1 16-bit general purpose counter/timer

2. I/O HEADER PINOUT AND PIN DESCRIPTION

Diamond-MM-6 provides a 50-pin header labeled J3 for all user I/O.

Vin 15 / 7-	1	2	Vin 7 / 7+
Vin 14 / 6-	3	4	Vin 6 / 6+
Vin 13 / 5-	5	6	Vin 5 / 5+
Vin 12 / 4-	7	8	Vin 4 / 4+
Vin 11 / 3-	9	10	Vin 3 / 3+
Vin 10 / 2-	11	12	Vin 2 / 2+
Vin 9 / 1-	13	14	Vin 1 / 1+
Vin 8 / 0-	15	16	Vin 0 / 0+
Agnd	17	18	Vref Out
Agnd	19	20	Vout 0
Agnd	21	22	Vout 1
Agnd	23	24	+15V
-15V	25	26	Vout 2
Agnd	27	28	Vout 3
In 0-	29	30	Dgnd
Out 0	31	32	Out 2
Dout 7	33	34	Dout 6
Dout 5	35	36	Dout 4
Dout 3	37	38	Dout 2
Dout 1	39	40	Dout 0
Din 7	41	42	Din 6
Din 5	43	44	Din 4
Din 3	45	46	Din 2 / Gate 0
Din 1	47	48	Din 0 / Gate 1/2
+5V	49	50	Dgnd

Signal Name	Definition
Vin 7/7+ ~ Vin 0/0+	Analog input channels 7 - 0 in single-ended mode; High side of input channels 7 - 0 in differential mode
Vin 15/7- ~ Vin 8/0-	Analog input channels 15 - 8 in both single-ended mode; Low side of input channels 7 - 0 in differential mode
Vout 0 - 3	12-bit analog outputs
Vref Out	+5V precision reference voltage output (user adjustable)
Dout7 - Dout0	Digital output port, TTL / CMOS compatible
Din7 - Din0	Digital input port, TTL / CMOS compatible
Din2 / Gate 0	Digital input line 2 doubles as the gate control for counter 0; Counter 0 counts when this line is high and holds when it is low
Din0 / Gate 1/2	Digital input line 0 can be used as a gate signal for counters 1 and 2 or as an external A/D trigger as determined by the control register at base + 11
In0-	Counter 0 input, negative polarity (negative edge trigger), also used as an external gate if external A/D triggering is used
Out0, Out2	Counter 0 and Counter 2 output signals
±15V	Analog power supply; maximum current draw 10mA per line
+5V	Connected to PC/104 bus power supply
Agnd	Analog ground; connected to digital ground at a single point at device PS1
Dgnd	Digital ground; connected to PC/104 bus ground

3. BOARD CONFIGURATION

Refer to the Drawing of Diamond-MM-16 in chapter 4 for locations of the configuration items mentioned here.

3.1 J8: Base Address

Each board in the system must have a different base address. Diamond-MM-16's base address is set with pin header **J8**, located at the lower left corner of the board. Each of the four pairs of pins on J8 corresponds to a different address bit, as indicated underneath the header. An open location is equal to a 1, and an installed location is equal to a 0. The dipswitch is used to select address bits 9 - 6, resulting in an address decode on 64-byte boundaries. However, the board only occupies the lowermost 16 bytes of the selected address block. The table below lists the possible base address settings. The default setting is 300 Hex. Note that addresses below 100 Hex are not available for I/O devices.

Base Address		Pin Header J8 Configuration			
Hex	Decimal	9	8	7	6
100	256	Installed	Open	Installed	Installed
140	320	Installed	Open	Installed	Open
180	384	Installed	Open	Open	Installed
1C0	448	Installed	Open	Open	Open
200	512	Open	Installed	Installed	Installed
240	576	Open	Installed	Installed	Open
280	640	Open	Installed	Open	Installed
2C0	704	Open	Installed	Open	Open
300	768 (Default)	Open	Open	Installed	Installed
340	832	Open	Open	Installed	Open
380	896	Open	Open	Open	Installed
3C0	960	Open	Open	Open	Open

3.2 J4: Single-Ended / Differential A/D Mode

Single-ended mode: Both jumpers VERTICAL in upper position (over top & middle pins)
Differential mode: Both jumpers VERTICAL in lower position (over middle & bottom pins)

In Single-ended mode, Diamond-MM-16 has 16 input channels numbered 0 - 15.

In Differential mode, Diamond-MM-16 has 8 input channels numbered 0 - 7. The high sides of the inputs are on pins 2 through 16 even, and the low sides of the inputs are on pins 1 through 15 odd.

The default setting is Single-ended mode.

3.3 J5: Output Reference Voltage

+5.000V: Jumper in left position
-5.000V: Jumper in right position

The default setting is +5.000V.

3.4 J6: Counter/Timer Input Clock Frequency

10MHz: Jumper in lower position
1MHz: Jumper in upper position

The default is 1MHz. The selected frequency feeds the inputs of 82C54 counters 1 and 2.

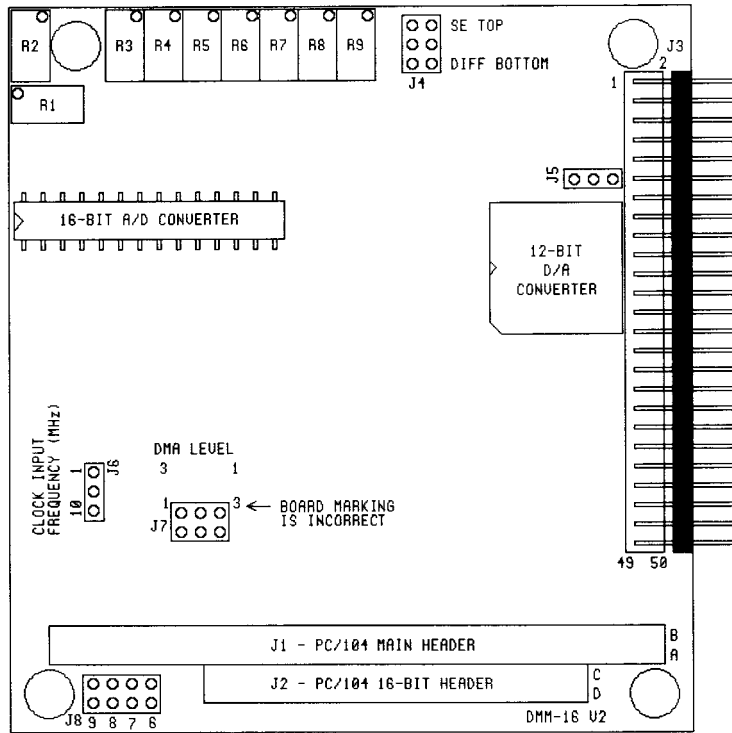
3.5 J7: DMA Level

Level 1: Both jumpers installed HORIZONTALLY in RIGHT position
Level 3: Both jumpers installed HORIZONTALLY in LEFT position

These jumpers are horizontal with respect to the board (parallel to the PC/104 connector).
The default setting is Level 3.

⇒ **NOTE:** The circuit board markings are incorrect on V2 of this board. The left position is marked 1 but is actually level 3, and the right position is marked 3 but is actually level 1.

4. DIAMOND-MM-16 BOARD DRAWING



5. I/O MAP

Diamond-MM-16 occupies 16 bytes in I/O space. These registers are described in detail in the next chapter.

Base +	Write Function	Read Function
0	Start A/D conversion	A/D LSB (bits 7 - 0)
1	D/A LSB (all channels)	A/D MSB (bits 15 - 8)
2	A/D channel register	A/D channel register
3	Digital output port	Digital input port
4	D/A 0 MSB	Update all D/A channels
5	D/A 1 MSB	Update all D/A channels
6	D/A 2 MSB	Update all D/A channels
7	D/A 3 MSB	Update all D/A channels
8	Clear interrupt flip flop	Status register
9	Control register	Control register readback
10	Counter/timer enable/select	Not used
11	Analog range configuration	Analog range readback
12	Counter/timer 0 data register	Counter/timer 0 data register
13	Counter/timer 1 data register	Counter/timer 1 data register
14	Counter/timer 2 data register	Counter/timer 2 data register
15	Counter/timer control register	Counter/timer control register

6. REGISTER DEFINITIONS

Base + 0 Read A/D LSB + Channel Tag

Bit No.	7	6	5	4	3	2	1	0
Name	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0

Definitions:

AD7 - 0 A/D data bits 7 - 0; AD0 is the LSB

Base + 1 Read A/D MSB

Bit No.	7	6	5	4	3	2	1	0
Name	AD11	AD10	AD9	AD8	AD7	AD6	AD5	AD4

Definitions:

AD15 - 8 A/D data bits 15 - 8; AD15 is the MSB

The A/D value is a twos complement 16-bit signed integer ranging from -32768 to +32767. The value is constructed from the two bytes at Base + 0 and Base + 1 by using the formula

$$\text{A/D value} = (\text{Base} + 1) * 256 + (\text{Base} + 0)$$

A reading of -32768 represents a negative full scale input (or below), and a reading of 32767 represents an input of positive full scale minus 1 LSB (or above). See Chapter 7 for formulas to convert the 16-bit A/D reading into the corresponding voltage.

Base + 0 Write Start A/D Conversion

Writing to Base + 0 starts an A/D conversion, unless a conversion is already in progress. The value written does not matter. Writing to Base + 0 will start an A/D conversion even if the board is set up for interrupt, DMA, or external trigger mode.

Base + 1 Write D/A LSB (All Channels)

Bit No.	7	6	5	4	3	2	1	0
Name	DA7	DA6	DA5	DA4	DA3	DA2	DA1	DA0

Definitions:

DA7 - 0 D/A data bits 7 - 0 for the channel currently being accessed. This register is a holding register. Writing to it does not affect any D/A channel until the MSB is written. When the MSB is written (see below, Base + 4 through Base + 7), the value written to that register, along with the value written to this register, are simultaneously written to the D/A chip's load register for the selected channel. A final read operation from Base + 7 is required to update the D/A with the new 12-bit value. This final read operation is provided in order to enable simultaneous update of all 4 channels at once.

Base + 2 Read/Write A/D Channel Register

Bit No.	7	6	5	4	3	2	1	0
Name	HIGH3	HIGH2	HIGH1	HIGH0	LOW3	LOW2	LOW1	LOW0

Definitions:

HIGH3 - 0 High channel of channel scan range; ranges from 0 to 15 in single-ended mode, 0 - 7 in differential mode.

LOW3 - 0 Low channel of channel scan range; ranges from 0 to 15 in single-ended mode, 0 - 7 in differential mode.

Note: the high channel does not need to be higher than the low channel; for example, LOW = 8 and HIGH = 2 are valid settings.

Base + 3 Write Digital Output Port

Bit No.	7	6	5	4	3	2	1	0
Name	DO7	DO6	DO5	DO4	DO3	DO2	DO1	DO0

These pins correspond directly to the same-named pins on I/O connector J3 (pins 33 - 40).

On power-up or system reset, the digital output port is set to all zeroes.

Base + 3 Read Digital Input Port

Bit No.	7	6	5	4	3	2	1	0
Name	DI7	DI6	DI5	DI4	DI3	DI2	DI1	DI0

These pins correspond directly to the same-named pins on I/O connector J3 (pins 41 - 48).

Base + 4 Write DAC 0 MSB
Base + 5 Write DAC 1 MSB
Base + 6 Write DAC 2 MSB
Base + 7 Write DAC 3 MSB

Bit No.	7	6	5	4	3	2	1	0
Name	X	X	X	X	DA11	DA10	DA9	DA8

Definitions:

X Don't Care; these bits are ignored

DA11 - 8 D/A bits 11 - 8 for the selected output; DA11 is the MSB; D/A data is an unsigned 12-bit value.

Base + 4 Read Update All D/A Channels
Base + 5 Read “
Base + 6 Read “
Base + 7 Read “

Bit No.	7	6	5	4	3	2	1	0
Name	X	X	X	X	X	X	X	X

Definitions:

X Don't Care; these bits have no meaning

Reading from any of these addresses causes all 4 D/A channels to update simultaneously with the values loaded into their load registers. Any channel which has had a new value written to it since the last update command will settle on its new value. Any channel which has not had a new value written will maintain its present value without glitching.

Writing to a D/A requires three steps:

1. Write the LSB to base + 1.
2. Write the MSB to base + 4 to base + 7 depending on the channel you are controlling.
3. Read from the same address to which you wrote the MSB (actually any address from base + 4 to base + 7 will work, but this technique is a bit simpler).

Base + 8 Write Clear Interrupt Flip Flop

Writing to this register clears the on-board interrupt flip flop. The value written does not matter.

The interrupt flip flop is set whenever an interrupt is generated on Diamond-MM-16 (i.e. during A/D conversions), and it must be cleared by software before another interrupt can be generated. Diamond-MM-16's software driver includes an interrupt handler that performs this task automatically.

Base + 8 Read Status Register

Bit No.	7	6	5	4	3	2	1	0
Name	STS	U/B	S/D	INT	ADCH3	ADCH2	ADCH1	ADCH0

- STS A/D chip status:
 1 A/D conversion in progress
 0 A/D idle
- U/B Unipolar / Bipolar A/D input mode setting:
 1 unipolar: A/D can measure only positive input voltages.
 0 bipolar (default): A/D can measure both negative and positive input voltages.
- S/D Single-ended / Differential A/D input mode setting:
 1 Single-ended (default)
 0 Differential
- INT Interrupt request status:
 1 Interrupt is pending; A/D has generated a new value
 0 No interrupt is pending

Note: A/D conversions continue to occur on schedule regardless of whether this bit is cleared. If a new conversion occurs before this bit is cleared, an overrun condition will occur, and the unread A/D value will be lost. There is no way to tell if an overrun condition has occurred. Therefore the programmer must ensure that the interrupt rate is not faster than the capability of the system and program to respond.

ADCH3 - 0 Current A/D channel; this is the channel currently selected on board and is the channel that will be used for the next A/D conversion (unless a new value is written to the channel register).

Base + 9 Read/Write Control Register

Bit No.	7	6	5	4	3	2	1	0
Name	INTE	INT2	INT1	INT0	X	DMAEN	TRIGE	INTTRIG

- INTE Interrupt enable:
 1 Enable interrupts
 0 Disable interrupts
- INT2 - 0 Interrupt level select: 011 = level 3, 100 = level 4, etc. INT2 is the MSB. Only levels 2 - 7 are valid; levels 0 and 1 are not connected on the board.
- X Don't Care; the value of this bit is ignored.
- DMAEN DMA enable (DMA operation is explained later in this manual):
 1 Enable DMA operation
 0 Disable DMA operation
- TRIGE Enable hardware A/D trigger:
 1 Enable hardware trigger (source is selected with INTTRIG bit)
 0 Disable hardware trigger
- INTTRIG A/D trigger select:
 1 Internal trigger: **Rising** edges on the output of counter/timer 2 (82C54) generate A/D conversions
 0 External trigger: **Falling** edges on DI0 / Trigger, pin 48 on I/O connector J3, generate A/D conversions.

Base + 10 Write Counter/Timer Control Register

Bit No.	7	6	5	4	3	2	1	0
Name	X	X	X	X	X	C2	C1	C0

- C2 External gate enable:
 1 IN0- (pin 29 on the I/O header) acts as a gate for A/D sample control when external A/D clock is enabled (INTTRIG = 0 above). When IN0- is high, falling edges on DI0 (pin 48 on the I/O header) will initiate A/D conversions. When IN0- is low, the DI0 signal is inhibited. IN0- is connected to a 10K Ω pullup resistor.
 0 IN0- does not act as a gate for external A/D clocking.
- C1 Counter 0 input source:
 1 Input to Counter 0 is a 100kHz on-board reference frequency derived from the 10MHz oscillator. IN0- (pin 29 on the I/O header) gates this signal. When it is high (default), the 100kHz signal runs. When it is low, the 100kHz signal is stopped.
 0 Input to Counter 0 is an inverted polarity copy of IN0-. IN0- is connected to a 10K Ω pull-up resistor.
- C0 Counters 1 and 2 gate control:
 1 Counters 1 and 2 are gated by DI0 (pin 48 on the I/O header). When DI0 is low PRIOR TO THE START OF DMA CONVERSIONS, A/D conversions will not occur until it is brought high. DI0 is connected to a 10K Ω pullup resistor.
 0 Counters 1 and 2 run freely with no gating.

Base + 11 Write Analog Configuration Register

Bit No.	7	6	5	4	3	2	1	0
Name	X	X	X	DABU	RANGE	ADBU	G1	G0

DABU D/A bipolar / unipolar setting; 0 = bipolar, 1 = unipolar

RANGE 5V or 10V A/D positive full-scale voltage

ADBU A/D bipolar / unipolar setting; 0 = bipolar, 1 = unipolar

The table below lists the effects of the various combinations of ADBU and RANGE:

RANGE	ADBU	A/D full-scale range
0	0	±5V
0	1	Invalid setting
1	0	±10V
1	1	0 - 10V

G1 - 0 A/D gain setting:

G1	G0	Gain
0	0	1
0	1	2
1	0	4
1	1	8

The gain setting is the ratio between the A/D full-scale range and the effective input signal range. For example, if the A/D full-scale range is 0 - 10V, a gain setting of 2 creates an input signal range of 0 - 5V, and a gain setting of 4 creates an input signal range of 0 - 2.5V.

⇒: On power up or system reset, the board is configured for D/A bipolar mode, A/D bipolar mode, input range ±5V, gain of 1.

Base + 11 Read Test Readback Register

Bit No.	7	6	5	4	3	2	1	0
Name	EQUAL	C1	C0	DABU	RANGE	ADBU	G1	G0

This address provides a means of reading back the values written to the registers at Base + 10 and Base + 11.

Base + 12 ~ Base + 15 Read/Write 82C54 Counter/Timer Registers

These registers map directly to the 82C54. The definitions of these registers can be found in the 82C54 datasheet appended to the back of this manual.

7. ANALOG INPUT RANGES AND RESOLUTION

7.1 Resolution

Diamond-MM-16 uses a 16-bit A/D converter. This means that the analog input voltage can be measured to the precision of a 16-bit binary number. The maximum value of a 16-bit binary number is $2^{16} - 1$, or 65535, so the full range of numerical values that you can get from a Diamond-MM-16 analog input channel is 0 - 65535.

The smallest change in input voltage that can be detected is $1/(2^{16})$, or 1/65536, of the full-scale input range. This smallest change results in an increase or decrease of 1 in the A/D code, and so this change is referred to as 1 LSB, or 1 least significant bit.

7.2 Unipolar and Bipolar Inputs

Diamond-MM-16 can measure both unipolar (positive only) and bipolar (positive and negative) analog voltages. The full-scale input voltage range depends on the Gain, Range, and Polarity bit settings in the Analog Configuration Register at base + 11. In front of the A/D converter is a programmable gain amplifier that multiplies the input signal before it reaches the A/D. This gain circuit has the effect of scaling the input voltage range to match the A/D converter for better resolution. In general you should select the highest gain you can that will allow the A/D converter to read the full range of voltages over which your input signals will vary. However, if you pick too high a gain, then the A/D converter will clip at either the high end or low end, and you will not be able to read the full range of voltages on your input signals.

7.3 Single Ended and Differential Inputs

Diamond-MM-16 can handle both single-ended and differential inputs. A single-ended input is a single-wire input that is referenced to analog ground on the board. This means that the input voltage will be measured with respect to the board's analog ground. A differential input is a two-wire input, and the board will measure the difference between the voltages of the two inputs. Polarity is important for a differential input. Diamond-MM-16 will subtract the voltage on the low (-) input from the voltage of the high (+) input. Differential inputs are frequently used when the grounds of the input device and the measurement device (Diamond-MM-16) are at different voltages, or when a low-level signal is being measured that has its own ground wire.

A 16-bit A/D converter is extremely sensitive to noise and ground currents, so differential measurements are recommended whenever possible.

Jumper block J4 is used to select single-ended or differential mode. To select single-ended mode, insert the two jumpers vertically over the top and middle pins, and to select differential mode, insert the two jumpers vertically over the bottom and middle pins.

7.4 Input Ranges and Resolution

Here is a table describing the full-scale input range for each possible analog input configuration. The parameters Polarity, Range, and Gain are combined to create the value "Code", which is the value that you must write to the analog configuration register at Base + 11 to get the input range shown. A total of 9 different input ranges are possible. Note that the range programming codes 4, 5, 6, and 7 are invalid.

Table 7.1

Polarity	Range	Gain	Code	Full-Scale Range	Resolution (1 LSB)
Bipolar	5V	1	0	±5V	153 µV
Bipolar	5V	2	1	±2.5V	76 µV
Bipolar	5V	4	2	±1.25V	38 µV
Bipolar	5V	8	3	±0.625V	19 µV
Unipolar	5V	1	4	Invalid setting	
Unipolar	5V	2	5	Invalid setting	
Unipolar	5V	4	6	Invalid setting	
Unipolar	5V	8	7	Invalid setting	
Bipolar	10V	1	8	±10V	305 µV
Bipolar	10V	2	9	±5V	153 µV
Bipolar	10V	4	10	±2.5V	76 µV
Bipolar	10V	8	11	±1.25V	38 µV
Unipolar	10V	1	12	0 - 10V	153 µV
Unipolar	10V	2	13	0 - 5V	76 µV
Unipolar	10V	4	14	0 - 2.5V	38 µV
Unipolar	10V	8	15	0 - 1.25V	19 µV

7.5 A/D Conversion Formulas

The 16-bit value returned by the A/D converter is always a twos complement number ranging from -32768 to 32767, regardless of the input range.

This is because the input range of the A/D is fixed at $\pm 10V$. The input signal is actually magnified and shifted to match this range before it reaches the A/D. For example, for an input range of 0-10V, the signal is first shifted down by 5V to $\pm 5V$ and then amplified by 2 to become $\pm 10V$.

Therefore, two different formulas are needed to convert the A/D value back to a voltage, one for bipolar ranges, and one for unipolar ranges. Tables showing the correlation between A/D code and input voltage are shown on the following page.

For bipolar input ranges:

FS = full-scale voltage (e.g. 5V for $\pm 5V$ range)

If using a 16-bit signed integer in C:

$$\text{Input voltage} = (\text{A/D code} / 32768) \times \text{FS}$$

Example: $\pm 5V$ range selected, A/D code = **17762** (Hex 4560)

$$\text{Input voltage} = (17762 / 32768) \times 5V = \mathbf{+2.7103V}$$

Example: $\pm 5V$ range selected, A/D code = **-15008** (Hex C560)

$$\text{Input voltage} = (-15008 / 32768) \times 5V = \mathbf{-2.2900V}$$

If using a 32-bit signed integer in C, or unsigned or floating value in C or Basic:

$$\text{Input voltage} = (\text{A/D code} / 32768) \times \text{FS}$$

$$\text{If input voltage} \geq \text{FS then input voltage} = \text{input voltage} - 2 \times \text{FS}$$

Example: $\pm 5V$ range selected, A/D code = **17762** (Hex 4560)

$$\text{Input voltage} = (17762 / 32768) \times 5V = \mathbf{+2.7103V}$$

Example: $\pm 5V$ range selected, A/D code = **50528** (Hex C560)

$$\text{Input voltage} = (50528 / 32768) \times 5V = \mathbf{+7.7100V}$$

Since $7.7100V \geq 5V$, we must subtract:

$$\text{Input voltage} = 7.7100V - 2 \times 5V = \mathbf{-2.2900V}$$

For unipolar input ranges:

FS = full-scale voltage (e.g. 10 for 0 - 10V range)

$$\text{Input voltage} = (\text{A/D code} + 32768 / 65536) \times \text{FS}$$

Example: 0 - 10V range selected, A/D code = **17762** (Hex 4560)

$$\text{Input voltage} = ((17762 + 32768) / 65536) \times 10V = \mathbf{+7.7103V}$$

Note that this is simply the result for the $\pm 5V$ range shifted up by 5V.

7.6 Correlation between A/D Code and Input Voltage

The two tables below illustrate the correlation between the A/D code and the corresponding input voltage. Use these tables as guides to help think about how to convert between the voltage domain and the A/D code domain.

Bipolar Input Ranges:

<u>A/D Code</u>	<u>Input voltage formula</u>	<u>Input voltage ($\pm 5V$ range)</u>
-32768	$-V_{FS}$	-5.0000V
-32767	$-V_{FS} + 1 \text{ LSB}$	-4.9998V
-1	-1 LSB	-0.153mV
0	0V	0.0000V
1	+1 LSB	0.153mV
32767	$V_{FS} - 1 \text{ LSB}$	4.9998V

Unipolar Input Ranges:

<u>A/D Code</u>	<u>Input voltage formula</u>	<u>Input voltage (0 - 10V range)</u>
-32768	0V	0.0000V
-32767	1 LSB ($V_{FS} / 65536$)	0.153mV
-1	$V_{FS} / 2 - 1 \text{ LSB}$	4.99985V
0	$V_{FS} / 2$	5.0000V
1	$V_{FS} / 2 + 1 \text{ LSB}$	5.00015V
32767	$V_{FS} - 1 \text{ LSB}$	9.9998V

8. PERFORMING AN A/D CONVERSION

This chapter describes the steps involved in performing an A/D conversion on a selected input channel using direct programming (not with the driver software).

There are six steps involved in performing an A/D conversion:

1. **Select the input channel**
2. **Select the input range (Range, Polarity, and Gain codes)**
3. **Start an A/D conversion on the current channel**
4. **Wait for the conversion to finish**
5. **Read the data**
6. **Convert the numerical data to a meaningful value**

8.1 Select the input channel

To select the input channel to read, write a low-channel/high-channel pair to the channel register at base + 2. (See Chapter 7). The low 4 bits select the low channel, and the high 4 bits select the high channel. When you write to this register, the current channel is set to the low channel.

⇒ **Note:** When you perform an A/D conversion, the current channel register on the board is automatically incremented to the next channel in the selected range. Therefore, to perform A/D conversions on a group of consecutively-numbered channels, you do not need to write the input channel prior to each conversion. For example, to read from channels 0 - 2, write Hex 20 to base + 2. The first conversion is on channel 0, the second will be on channel 1, and the third will be on channel 2. Then the channel counter wraps around to the beginning again, so the fourth conversion will be on channel 0 again, and so on. This happens automatically without any further channel setting required.

8.2 Select the input range

Select the code from Table 7.1 corresponding to the desired input range and write it to the analog I/O control register at Base + 11. You only need to write to this register if you want to select a different input range from the one used for the previous conversion.

⇒ **Note:** You can read the current value of this register by reading from Base + 11. There is one more bit in this register that corresponds to the D/A mode, so you should be careful not to erase this bit accidentally if it has been previously set.

8.3 Start an A/D conversion on the current channel

After selecting the channel register and/or the input range, about 10 microseconds is required as a settling time for the analog front end circuitry. You can implement this delay as a short software loop.

After waiting for the analog circuitry to settle, you can perform an A/D conversion on the selected channel. To do this, simply write to base + 0 to start the conversion. The value you write does not matter and is ignored.

8.4 Wait for the conversion to finish

The A/D converter takes up to 10 microseconds to complete a conversion. Most processors and software can operate fast enough so that if you try to read the A/D converter immediately after writing to base + 0, you will beat the A/D converter and get invalid data. Therefore the A/D converter provides a status signal to indicate whether it is busy or idle. This bit can be read back as bit 7 in the status register at base + 8. When the A/D converter is busy (performing an A/D conversion), this bit is 1, and when the A/D converter is idle (conversion is done and data is available), this bit is 0. Here is a pseudocode explanation:

```
Status = read(base+8) AND 128 ;or Status = read(base+8) AND 80 Hex
If Status = 0 then conversion is complete, else A/D converter is busy
```

Keep repeating this procedure until Status = 0.

8.5 Read the data

Once the conversion is complete, you can read the data back from the A/D converter. The data is 16 bits wide and is read back in two 8-bit bytes. Refer to the register definitions on p. 8 for the format of the A/D data. The following pseudocode illustrates how to construct the 16-bit A/D value from these two bytes:

```
LSB = read(base)           ;Get low 8 bits
MSB = read(base+1)        ;Get high 8 bits
Data = MSB * 256 + LSB    ;Combine the 2 bytes into a 16-bit value
```

The final data ranges from 0 to 65535 (0 to $2^{16} - 1$) as an unsigned integer. This value must be interpreted as a signed integer ranging from -32768 to +32767.

8.6 Convert the numerical data to a meaningful value

Once you have the A/D value, you need to convert it to a meaningful value. The first step is to convert it back to the actual measured voltage. Afterwards you may need to convert the voltage to some other engineering units (for example, the voltage may come from a temperature sensor, and then you would need to convert the voltage to the corresponding temperature according to the temperature sensor's characteristics). Both of these conversions can be done simultaneously by combining them into a single conversion formula.

See Section 7.5 on Page 17 for an explanation on converting A/D codes to input voltage and the required formulas. Although the A/D data range always includes both negative and positive values, the input voltage may be unipolar, requiring an offset to be added in during the conversion calculation.

9. ANALOG OUTPUT RANGES AND RESOLUTION

9.1 Description

Diamond-MM-16 uses a four-channel 12-bit D/A converter (DAC) to provide four analog outputs. A 12-bit DAC can generate output voltages with the precision of a 12-bit binary number. The maximum value of a 12-bit binary number is $2^{12} - 1$, or 4095, so the full range of numerical values that you can write to the analog outputs on Diamond-MM-16 is 0 - 4095.

⇒ **Note:** In this manual, the terms analog output, D/A, and DAC are all used interchangeably to mean the same thing.

9.2 Resolution

The *resolution* is the smallest possible change in output voltage. For a 12-bit DAC the resolution is $1/(2^{12})$, or $1/4096$, of the full-scale output range. This smallest change results from an increase or decrease of 1 in the D/A code, and so this change is referred to as 1 LSB, or 1 least significant bit. The value of this LSB is calculated as follows:

$$1 \text{ LSB} = \text{Full-scale output voltage} / 4096$$

Example: Full-scale output voltage = 5V
 $1 \text{ LSB} = 5\text{V} / 4096 = 1.22\text{mV}$

9.3 Full-ScaleRange Selection

The D/A converter chip on Diamond-MM-16 requires two references, one for the low end and one for the high end of the range. The high end can be set to any value between 5V and 10V, and the low end can be either 0V (for unipolar output ranges) or minus the high end voltage. Potentiometer R8 is used to select the high end reference voltage. It is preset to 5V. To select a different value, first move the jumper in J5 (above the D/A converter IC and near the I/O header) so that it is over the middle and right pins. Then connect a voltmeter to pin 18 on the I/O header and adjust R8 until the desired full-scale voltage is achieved.

The low end voltage is selected in software with bit 4 in the analog configuration register at base + 11. When this bit is 0, the D/A is set for bipolar mode (low reference = - high reference), and when this bit is 1, the D/A is set for unipolar mode (low reference = 0V).

On power up, this entire register is cleared, so the power-up mode is always bipolar mode. In addition, on power up, the D/A automatically resets to mid-scale, which is 0V in bipolar mode, so on power up all D/A channels are set to 0V.

10. GENERATING AN ANALOG OUTPUT

This chapter describes the steps involved in generating an analog output (also called performing a D/A conversion) on a selected output channel using direct programming (not with the driver software).

There are two steps involved in performing a D/A conversion:

1. Compute the D/A output value for the desired output voltage
2. Compute the LSB and MSB values
3. Write the value to the selected output channel

10.1 Compute the D/A code for the desired output voltage

A different formula is required for bipolar and unipolar output ranges.

Use the following formula to compute the D/A code in **unipolar** mode:

$$\text{Output value} = \text{Output voltage} / \text{Full-scale voltage} * 4096$$

Example: Desired output voltage = 2.168V, full-scale voltage = 5V, unipolar mode (0-5V)
Output code = 2.168V / 5V * 4096 = 1776

Use the following formula to compute the D/A code in **bipolar** mode:

$$\text{Output value} = \text{Output voltage} / \text{Full-scale voltage} * 2048 + 2048$$

Example: Desired output voltage = -2.168V, full-scale voltage = 5V, bipolar mode ($\pm 5V$)
Output code = -2.168V / 5V * 2048 + 2048 = 1160

⇒ **Note:** The DAC cannot generate the actual full-scale reference voltage; to do so would require an output code of 4096, which is not possible with a 12-bit number. The maximum output value is 4095. Therefore the maximum possible output voltage is 1 LSB less than the full-scale reference voltage.

10.2 Compute the LSB and MSB values

Use the following formulas to compute the LSB and MSB values:

$$\text{LSB} = \text{D/A Code AND } 255 \quad ;\text{keep only the low 8 bits}$$

$$\text{MSB} = \text{int}(\text{D/A code} / 256) \quad ;\text{strip off low 8 bits, keep 4 high bits}$$

Example: Output code = 1776
LSB = 1776 AND 255 = 240 (F0 Hex)
MSB = int(1776 / 256) = int(6.9375) = 6

(In other words, 1776 = 6*256 + 240)

10.3 Write the value to the selected output channel

The LSB for all channels is written to base + 1, while the MSB is written to address base + 4 through base + 7 for channel 0 through 3, respectively. Here are the relevant portions of the I/O map:

Base +	Write Function	Read Function
...
1	D/A LSB (all channels)	A/D MSB (bits 15 - 8)
...
4	D/A 0 MSB	Update all D/A channels
5	D/A 1 MSB	Update all D/A channels
6	D/A 2 MSB	Update all D/A channels
7	D/A 3 MSB	Update all D/A channels
...

The register at base + 1 is actually a holding register, and the value in it does not reach the DAC until the MSB is written. When the MSB is written, all 12 bits are loaded simultaneously into the selected DAC channel. Therefore, you must write the LSB first.

At this point the DAC will still remain at its current output voltage. To update the DAC to its new output voltage, you must perform a read operation from any address in the range base + 4 through base + 7. The value read is not meaningful. This read operation actually updates all 4 channels simultaneously, allowing synchronization of the update time for multiple channels. Any channel that does not have a new value loaded into it will remain stable at its current value, and any channel that has new data loaded into it will update to its new value.

Example: Write a value of 1776 to channel 1

From above, LSB = 240, MSB = 6

1. Write 240 to base + 1
2. Then write 6 to base + 5
3. Then read from base + 5 to update the DAC

11. DIGITAL I/O OPERATION

Diamond-MM-16 contains an 8-bit digital output port and an 8-bit digital input port. Both ports are located at base + 3. To access the output lines, simply write an 8-bit value to base + 3. Similarly, to read the input lines, read from base + 3.

The output lines are located at pins 33 through 40 on the I/O header J3 (see Chapter 2, p. 4). They are CMOS/TTL compatible and can drive up to $\pm 6\text{mA}$ max per line. They do not have a readback feature, so your program must keep track of the latest output value.

The inputs are located at pins 41 through 48 on the I/O header J3. They are also CMOS/TTL compatible. There is no latch signal provided. However, the values are latched when being read to prevent transitions during the CPU read operation.

Input line 2 doubles as the gate control for counter 0. When it is high, counter 0 can count, and when it is low, counter 0 holds its present value. This line has a $10\text{K}\Omega$ pull-up resistor on board to force it to a default high state to enable counter 0 when there is no input signal connected.

Input line 0 doubles as a programmable gate control for counters 1 and 2. These counters are combined together and used as the A/D pacer clock. Bit 0 of the counter/timer control register at base + 10 determines whether these counters run freely or whether Input line 0 is the gate (see Chapter 6, page 13). This line also has a $10\text{K}\Omega$ pull-up resistor.

12. CALIBRATION PROCEDURE

All boards are calibrated at the factory prior to shipment for $\pm 10V$ input range with a gain of 1 and $\pm 5V$ output range. Minor offsets and gain errors will occur when using different ranges. However these errors may not be significant enough to require recalibration, since most adjustments can be performed in software. Recalibration is needed primarily if you want to change the D/A range or if you want to achieve higher precision for a different A/D range.

To calibrate the board, you will need a voltmeter with a precision of at least 5 1/2 digits and a precision voltage source. In place of the voltage source you can use the analog outputs on Diamond-MM-16 after they have been calibrated, but you may have to make adjustments to the target A/D readings since the D/A only has 12 bits of resolution.

Note that there are three test points on the board near the top edge. These are marked with squares on the silkscreen and are labeled 1, 2, 3. These test points are used in the calibration procedure.

Refer to the board diagram on page 7 for the location of the potentiometers mentioned here.

For all analog input measurements, single-ended inputs are assumed (jumpers in J4 are in the top position).

12.1 Gain Amplifier Output Offset Adjust

Connect channel 0 to analog ground (wire J3 pin 17 to J3 pin 16).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 (write 0 to base + 11).

Connect the voltmeter to test point 1 and adjust **R6** until the meter reads 0.000V.

12.2 Gain Amplifier Input Offset Adjust

Connect channel 0 to analog ground (wire J3 pin 17 to J3 pin 16).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 8 (write 3 to base + 11).

Connect the voltmeter to test point 1 and adjust **R7** until the meter reads 0.000V.

⇒ **Note:** Steps 12.1 and 12.2 affect each other, so several iterations may be necessary to converge on a 0V measurement for both adjustments.

12.3 A/D $\pm 5V$ Range Gain Adjust

Jumper on J5 needs to be installed over the middle and left pins.

Connect the voltmeter to the reference output pin on the I/O header (J3 pin 18) and measure the voltage. It will be in the range $5.000V \pm 2.5mV$.

Connect channel 0 to the output reference (wire J3 pin 18 to J3 pin 16).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 and $\pm 5V$ range (write 0 to base + 11).

Connect the voltmeter to test point 2 and adjust **R5** until the meter reads 2 times the reference voltage measured above (approximately 10.000V).

12.4 A/D Unipolar Range Offset Adjust

Connect channel 0 to analog ground (wire J3 pin 16 to J3 pin 17).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 and 0-10V range (write 12 to base + 11).

Connect the voltmeter to test point **3** and adjust **R4** until the meter reads -10.000V.

12.5 A/D Unipolar Range Gain Adjust

Connect channel 0 to the output reference (wire J3 pin 16 to J3 pin 18).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 and 0-10V range (write 12 to base + 11).

Connect the voltmeter to test point **3** and adjust **R3** until the meter reads 2 times the reference voltage measured above minus 10V (or approximately 0V).

12.6 A/D Offset Adjust

Connect channel 0 to analog ground (wire J3 pin 17 to J3 pin 16).

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 and ± 10 V range (write 8 to base + 11).

Perform A/D conversions and adjust **R1** until the A/D readings are centered around 0.

12.7 A/D Gain Adjust

Connect channel 0 to 9.999V.

Select channel 0 as the current input channel (write 0 to base + 2).

Select a gain of 1 and ± 10 V range (write 8 to base + 11).

Perform multiple A/D conversions and adjust **R2** until the A/D readings average 32765.

12.8 D/A Positive Full-Scale Reference

Jumper on J5 needs to be installed over the middle and right pins.

Connect the voltmeter to J3 pin 18 and adjust **R8** until the meter reads +5.000V. If you are setting the analog output full scale range to a voltage other than +5V, then adjust R8 to obtain that voltage now.

12.9 D/A Bipolar Mode Negative Full-Scale Reference

Write 0 to all four D/A channels to set them at their negative full scale value.

Set the DACs for bipolar mode (write 0 to base + 11).

Adjust **R9** until the four outputs are as close as possible to minus the full-scale reference adjusted in step 12.8. For example, if you are calibrating for a 5V full-scale D/A range, then adjust R9 until the four outputs are as close as possible to -5.000V. Note that there are small offsets in each output, so each output will deviate somewhat (not more than 2LSB) from the exact value.

13. PROGRAMMING

Two methods of programming are possible: either direct access using port read and write statements, or using the driver software. Diamond-MM-16 is a relatively simple board to program, so you may prefer to avoid the driver and just use port commands. However, if you are planning to use interrupts, you will most likely find it far simpler to use the driver's built-in interrupt support than to write your own interrupt routine and handle the interrupt vectors.

To program Diamond-MM-16 directly in C, use the following code:

```
Input:    a = inp(addr);
Output:   outp(addr, a);
```

To program Diamond-MM-16 directly in Basic, use the following code:

```
Input:    A = INP(ADDR)
Output:   OUT ADDR, A
```

In both examples, "a" is the data and "addr" is the address of the port (base address plus offset).

The control register must be programmed to set the direction of the ports being used. Upon power-up or system reset, all ports are set to input, and all output registers are set to 0. The output registers can be written to regardless of the direction of the ports. If you are using some ports as outputs, you may want to write initial values into the output registers before you set those ports to output mode; this way, when you set the direction to output, the signal lines go from high-impedance (tri-state) directly to the correct initial value. If you set a port to output without first loading its output register, whatever is in the register will appear on the output pins. This could cause problems depending on your external circuit.

14. USING THE DRIVER SOFTWARE

Driver software is included to enable interfacing Diamond-MM-16 to user programs. Four versions are available for the Small, Compact, Medium, and Large models of Microsoft C 5.0 and later and QuickC version 2.0 and later. The respective file names are DMM16CS.OBJ, DMM16CC.OBJ, DMM16CM.OBJ, and DMM16CL.OBJ. The function is declared in file DMM16.H. Basic drivers are also included: for GW-BASIC, the file is DMM16.BIN, and for QuickBASIC, the file is DMM16.OBJ.

The driver contains a function call to simplify programming Diamond-MM-16. The interface is as follows:

```
In C:      dmm16(f, d);
In Basic:  CALL DMM16(F%, D%(0))
```

where dmm16() is the function name, f or f% is an integer containing the function number, and d[] or D%(0) is an integer array (size 17 elements) containing parameters and return data specific to the function number.

For GW-BASIC programs, you must load the driver into free memory at the start of your program, as follows:

```
10 DEF SEG = &H4000          example of free area, can be changed
20 BLOAD "DMM16.BIN",0      load driver at address 40000 hex
                             (segment 4000, offset 0)
```

15. DRIVER FUNCTION LIST

In the descriptions below, Input means data passed to the function and Output means data returned from the function. Function 0 is an initializing function and must be the first DMM16 call in any program. The functions are grouped by type: 0 is initialization, 1 - 19 are analog input, 20 - 39 are analog output, 40 - 59 are digital, and 80 - 99 are auxiliary. Not all function numbers are assigned. The current DMM16 functions are:

No.	Function Description	Page
0	Initialize board and driver	29
1	Perform single A/D conversion	30
2	Perform A/D scan, up to 16 channels	30
3	Perform interrupt-driven A/D conversions	31
4	Perform interrupt-driven A/D scans	31
5	Perform DMA-driven A/D conversions (fastest possible rates)	31
9	Return current analog I/O settings	33
20	Perform D/A conversion on one channel	33
21	Perform D/A conversion on all four channels	33
41	Digital byte input	34
42	Digital byte output	34
45	Bit input	34
46	Bit set/reset	34
47	Interrupt-driven digital input	35
48	Interrupt-driven digital output	35
61	Program counter/timer	36
62	Counter/timer readback	37
63	Direct counter/timer access	37
80	Data transfer between array and memory buffer for digital I/O operations	38
81	Interrupt/DMA operation statistics	39
82	Halt/resume interrupt/DMA operation	39

16. ERROR CODE LIST

An Error code is returned in d[0] after each function call. Generally, all arguments are checked for validity before the function executes. However, certain arguments, such as pointer values, are not checked, so caution is advised when using pointers, since an invalid pointer can corrupt memory or crash the system when the program attempts to write data to the referenced memory location.

Code	Error
0	No error, function executed properly
1-12	Value n in array d[] has an invalid value; check specifications
20	Invalid function number
21	Driver not initialized; must use Function 0 first
22	Hardware error; possible incorrect base address setting
23	Background operation cannot start because another one is already running
24	Cannot resume background operation because none was running/suspended

17. DRIVER FUNCTION DESCRIPTIONS

Function 0: Initialize Board

Inputs

- d[1] Base address (see list below)
- d[2] Interrupt level, 2 - 7 (default is 5)
- d[3] DMA level, 1 or 3 (default is 3)
- d[4] D/A polarity setting: 0 = bipolar, 1 = unipolar

Function 0 must be the first dmm16() function call in any program using the driver. It gives the driver information about Diamond-MM-16 for use in subsequent function calls.

Base Address		Pin Header J8 Configuration			
Hex	Decimal	9	8	7	6
100	256	Installed	Open	Installed	Installed
140	320	Installed	Open	Installed	Open
180	384	Installed	Open	Open	Installed
1C0	448	Installed	Open	Open	Open
200	512	Open	Installed	Installed	Installed
240	576	Open	Installed	Installed	Open
280	640	Open	Installed	Open	Installed
2C0	704	Open	Installed	Open	Open
300	768 (Default)	Open	Open	Installed	Installed
340	832	Open	Open	Installed	Open
380	896	Open	Open	Open	Installed
3C0	960	Open	Open	Open	Open

Function 1: Single A/D conversion

Inputs

d[2] Channel no., 0 - 15

d[3] Gain code:

Code	Gain
0	1
1	2
2	4
3	8

d[4] Full scale range code:

Code	Range
0	$\pm 5V$
1	$\pm 10V$
2	0-10V

Output

d[1] A/D code, -32768 - 32767

Function 1 performs a single A/D conversion on the selected channel. The result is returned in d[1]. Note that the value is always twos complement, even though the input range may be set for unipolar voltages.

See Section 7.5 on page 17 for conversion formulas to compute the input voltage from the A/D code.

Function 2: Single A/D scan across channel range

Inputs

d[1] Low channel in scan range, 0 - 15

d[2] High channel in scan range, 0 - 15

d[3] Gain code (see table above)

d[4] Full scale range code (see table above)

Outputs

d[1] A/D code for first channel in scan range

...

d[n] A/D code for last channel in scan range; $n \leq 16$

This function performs a single A/D conversion on the selected range of input channels. Up to 16 channels can be selected in the scan range, and the high channel must be higher than the low channel.

Function 3: Interrupt-driven single A/D conversions

Function 4: Interrupt-driven A/D scans

Function 5: DMA-driven single A/D conversions

Inputs

d[1]	Number of conversions, 1 - 32767
d[2]	Segment of memory buffer address or array (see text)
d[3]	Offset of memory buffer address or array (see text)
d[4]	Operation type: single-pass (0) or recycle (1)
d[5]	A/D clock source: 0: External A/D clock; falling edges on an external signal connected to DI0, pin 48 on the I/O header generate A/D conversions 1: Internal A/D clock; rising edges on the output of counter/timer no. 2 on the board generate A/D conversions
d[6]	Low channel in scan range, 0 - 15
d[7]	High channel in scan range, 0 - 15
d[8]	External A/D clock gate enable (used only when d[5] = 0): 0: No external gate on external A/D clock 1: External gate enabled on external A/D clock
d[9]	Gain code (see table on previous page)
d[10]	Full scale range code (see table on previous page)

Functions 3 and 4 install an interrupt routine to acquire data in background mode and store it in a memory buffer. Function 5 uses the PC's DMA controller for high-speed transfers from the A/D to PC memory. In C, the buffer can be an integer array using the DSC functions `get_segment(array)` and `get_offset(array)` for d[2] and d[3] (see below, Miscellaneous Functions).

The operation type indicator in d[4] determines how the memory buffer is used. If d[4] = 0, then d[1] conversions are performed and then interrupts/DMA transfers stop. If d[4] = 1, then after d[1] conversions, the internal buffer pointer is reset to the start, and future interrupts/DMA requests overwrite the buffer with new data. Thus the most recent d[1] conversions are always in memory, and the current position in the buffer can be acquired by using Function 81 below.

The sequence of operations is as follows: The A/D clock source selected with d[5] (internal or external) generates an A/D conversion on the current channel and simultaneously increments the channel register to the next channel in the range selected by d[6] and d[7]. When the A/D conversion is complete, the data is transferred to the PC via either interrupt routine (Functions 3 and 4) or DMA cycle (Function 5).

Note that there is no restriction on the selection of the low and high channels. Any combination of two channel numbers is valid. For example, 0 and 3 means that channels 0 - 3 will be read in sequence (4 channels), and 12 and 2 means that 7 channels will be read in sequence (12 - 15, then 0 - 2).

If d[6] and d[7] are different, then the following applies: For function 3, each interrupt results in one new conversion on the current channel, and then the board switches to the next channel in the sequence for the next conversion. For function 4, each interrupt results in a reading of each channel in the scan range d[6] through d[7]. For function 5, each DMA cycle results in one new conversion on the current channel as in Function 3.

If d[6] = d[7], then each interrupt or DMA operation results in a single conversion on the same channel. Function 4 with d[6] = d[7] is identical to Function 3 in operation.

Trigger source:

Functions 3, 4, and 5 (as well as Functions 47 and 48 below) can be triggered either from the on-board counter/timer or from an external digital signal on pin 48 of the I/O header (signal DI0). If the counter/timer is used, then it must be programmed for the correct sample rate **before** Functions 3, 4, or 5 are called. See Function 61 for counter/timer programming. Note that the output of counter 2 is used to drive the interrupt or DMA operation, counter 2 is in turn driven by counter 1, and counter 1 is driven by either a 1MHz or 10MHz signal derived from the on-board clock oscillator. (J9 is used to select the frequency source.) Thus both counters 1 and 2 must be programmed to generate a time base for A/D conversions. The sample rate becomes:

$$\text{Rate} = 1\text{MHz (or 10MHz)} / (\text{counter 1 divider value} \times \text{counter 2 divider value})$$

If an external trigger is used, connect it to pin 48 (DI0) on the I/O header. This pin requires an active-low TTL signal to generate conversions. It is wired to a 10K ohm pull-up resistor, so just a pull-down to ground is required if the signal is being driven externally. The trigger is edge-sensitive; one A/D conversion (or scan) is performed for each low-going edge. Both Functions 3 and 4 can be used to acquire data at rates of up to about 20,000-30,000 samples per second. The actual upper limit is platform-dependent and can only be determined through experiment. For Function 5, the upper limit is approximately 100,000 samples per second, since the software overhead of the interrupt routine is eliminated. Again the actual limit is platform-dependent.

External A/D clock gate:

When $d[7] = 1$ and external A/D clock is enabled ($d[5] = 0$), signal IN0- (pin 29 on the I/O header) acts as a gate on the external A/D clock signal connected to DI0 (pin 48 on the I/O header). When IN0- is low, the external A/D clock is inhibited, and when IN0- is high, falling edges on the external signal generate A/D conversions.

Function 9: Return Current Analog Settings

Outputs

- d[1] Current low channel no. setting, 0 - 15
d[2] Current high channel setting, 0 - 15
d[3] Current A/D gain code:

<u>Code</u>	<u>Gain</u>
0	1
1	2
2	4
3	8

d[4] Current A/D range code:

<u>Code</u>	<u>Range</u>
0	±5V
1	±10V
2	0-10V

d[5] Current D/A polarity setting: 0 - bipolar, 1 = unipolar

Function 9 returns the current settings programmed into the board.

Function 20: Single D/A conversion

Inputs

- d[1] D/A code, 0 - 4095
d[2] Channel, 0 - 3

Function 20 programs the selected D/A channel with the indicated code. See the formulas in Section 10.1 on page 22 for calculating the D/A code needed to produce the desired output voltage.

Note that the unipolar/bipolar setting is not provided here, since if it is changed, then all four channels are affected. Therefore the D/A unipolar/bipolar setting should be done only once at program startup during the board initialization function (Function 0).

Function 21: Simultaneous D/A output on 4 channels

Inputs

- d[1] D/A code for channel 0, 0 - 4095
d[2] D/A code for channel 1, 0 - 4095
d[3] D/A code for channel 2, 0 - 4095
d[4] D/A code for channel 3, 0 - 4095

This function updates all four D/A channels simultaneously with the selected codes.

See the formulas in Section 10.1 on page 22 for calculating the D/A code needed to produce the desired output voltage.

Function 41: Digital Byte Input

Output

d[1] Data from input port, range 0 - 255

Function 41 returns the 8-bit data appearing on the I/O header pins 41 - 48. Pin 41 contains the MSB (DI7), and pin 48 contains the LSB (DI0).

Function 42: Digital Byte Output

Input

d[1] Output data, range 0 - 255

Function 42 writes the specified 8-bit data to the digital output port on I/O header pins 33 - 40. Pin 33 is the MSB (DO7), and pin 40 is the LSB (DO0). Only the lower 8 bits of the 16-bit integer variable d[1] are used for output; the remaining bits are ignored.

Function 45: Bit Input

Inputs

d[2] Bit number, 0 - 7, corresponding to digital input lines DI0 - DI7

Output

d[1] Bit value, 0 or 1

Function 45 returns the value of the selected bit in d[1].

Function 46: Bit Set/Reset

Inputs

d[1] Bit value, 0 or 1

d[2] Bit number, 0 - 7, corresponding to digital output lines DO0 - DO7

This function sets the selected output bit to the same value as the least significant bit of the value in d[1], i.e. if d[1] is even, the bit is set to 0, and if d[1] is odd, the bit is set to 1. The contents of the remaining bits on the output port are not disturbed.

The driver software maintains copies of the contents of all the output registers on Diamond-MM-16, but these copies are valid only as long as all access to the board is through the driver. As long as this condition is met, Function 46 will work correctly; however, if direct I/O commands to the output registers are mixed with function calls to those registers, Function 46 will have unpredictable results on the unselected bits.

Function 47: Interrupt-Driven Digital Input

Function 48: Interrupt-Driven Digital Output

Inputs

d[1]	Number of transfers, 1 - 32767
d[2]	Size / bit number for I/O operation: 0 - 7 selects bit I/O on DI0-DI7 or DO0 - DO7 8 selects byte I/O, using entire DI or DO port
d[3]	Operation type: single-pass (0) or recycle (1)
d[4]	Trigger source (see page 19): 0 = external signal connected to DI0, pin 48 on the I/O header 1 = internal signal from the output of the counter/timer
d[5]	Segment of memory buffer address or array (see text)
d[6]	Offset of memory buffer address or array (see text)

These functions install an interrupt routine to input or output digital data in background mode. Each falling edge on the selected trigger source will generate an interrupt request, resulting in one transfer of the specified type to/from the memory buffer or array.

Interrupt operation takes over the A/D converter, so A/D conversions cannot be performed when digital I/O interrupts are in process.

In C, the buffer can be an integer array using the DSC functions `get_segment(array)` and `get_offset(array)` for d[5] and d[6] (see below, Miscellaneous Functions).

In Basic, the values for segment and offset must be specified as an address somewhere in free memory. A typical example is `segment = &H4000` and `offset = 0`. For an input operation, typically the data is transferred to an integer array using Function 80 after Function 47 has been called and the interrupt operation is complete (or during the operation if recycle mode is selected). For an output operation, typically the data is placed in memory from an array by using Function 80 prior to using Function 48.

The operation type indicator determines the use of this buffer. If d[4] = 0, then d[1] conversions are performed and then interrupts stop. If d[4] = 1, then after d[1] transfers, the internal buffer pointer is reset to the start, and future interrupts recommence from that position. Thus in input mode, the most recent d[1] input values are always in memory or the array, and in output mode, a periodic digital waveform with d[1] values will be output. The current position in the buffer can be acquired by using Function 81 (see below).

Function 61: Program Counter/Timer

Inputs

d[1]	Counter no., 0 - 2
d[2]	Counter mode, 0 - 5
d[3]	Counter data, 16-bit integer

This function programs the counter/timer for rate generator or counting functions. See the 8254 datasheet for counter mode definitions. The most common mode is 2, which implements a rate generator with a negative-going pulse one clock wide every n clocks, where n is the data in d[3].

The input to counter 2 is jumper-selected via J9 to either 1MHz or 10MHz, and the output of counter 2 is connected to the input of counter 1. Thus the counter 2 / counter 1 combination provides a 32-bit divider for the 10MHz clock for interrupt and DMA operation timing. Counter 1's output can be selected as the trigger source for any interrupt or DMA operation, or an external signal can be used. If the counter/timer is used as the trigger source, remember that both counters 1 and 2 must be programmed. Normally Mode 2 is selected for these counters. The final operation rate is determined by the formula:

$$\text{Rate} = 1\text{MHz (or } 10\text{MHz)} / (\text{counter 1 divider value} \times \text{counter 2 divider value})$$

A complete 82C54 datasheet is provided at the back of this manual to assist in using the counter/timer circuit.

Function 62: Counter/Timer Readback Command

Inputs

d[1] Nonzero to read back Counter 0 data/status
d[2] Nonzero to read back Counter 1 data/status
d[3] Nonzero to read back Counter 2 data/status

Outputs

d[4] Current count value of counter 0 if selected, else 0
d[5] Current count value of counter 1 if selected, else 0
d[6] Current count value of counter 2 if selected, else 0
d[7] Current status of counter 0 if selected, else 0
d[8] Current status of counter 1 if selected, else 0
d[9] Current status of counter 2 if selected, else 0

This function implements the 8254 readback command. It will return the current contents of each counter's count register and the current state of each counter's output line.

Function 63: Direct Counter Access

Inputs

d[1] Counter mode register value
d[2] Counter data

This function is provided for programming the counter/timer for modes not supported directly by Function 62.

Function 80: Data Transfer Between Memory and Program Array

Inputs for C

- d[1] No. of transfers, 0 - 32767
- d[2] Source data size: must be set to 1 for Diamond-MM-16
- d[3] Segment portion of source address
- d[4] Offset portion of source address
- d[5] Destination data size: must be set to 1 for Diamond-MM-16
- d[6] Segment portion of destination address
- d[7] Offset portion of destination address

Inputs for Basic

- d%(1) No. of transfers, 0 - 32767
- d%(2) Source data size: must be set to 1 for Diamond-MM-16
- d%(3) Segment portion of source address; for an array, this is 0
- d%(4) Offset portion of source address; for an array, this is varptr(array)
- d%(5) Segment portion of destination address; for an array, this is 0
- d%(6) Offset portion of destination address; for an array, this is varptr(array)

Function 80 is used to transfer data between arrays and memory, typically before, during, or after using Functions 3, 4, or 5 for analog input, or Functions 47 and 48 for digital interrupt I/O.

Since in C an integer array can be used directly as a buffer for interrupt operation, this function is not normally necessary for C programs.

Function 81: Interrupt/DMA Operation Statistics

Outputs

- d[1] Status: 0 = inactive, 1 = active
d[2] No. of transfers completed or position in buffer
d[3] Operation type:
 0 = no operation in progress
 1 = interrupt operation in progress or halted
 2 = DMA operation in progress or halted
d[4] Direction: 0 = input, 1 = output

This function returns information on any interrupt operation in progress. Note that only one interrupt operation may be in progress at any time for a given board. Valid return combinations of d[1] and d[3] are:

- d[1] = 0, d[3] = 0 No operation is in progress, or any prior operation has completed successfully
d[1] = 0, d[3] = 1 An single-pass interrupt or DMA operation was terminated prematurely with Function 82, causing less than the requested number of interrupts to be completed
d[1] = 1, d[3] = 1 An interrupt or DMA operation is in progress

The value in d[2] is the one of primary interest. In single-pass mode, it indicates the number of data values which have been input or output, and in recycle mode, it indicates the current buffer or array position at which the next interrupt or DMA operation will store or retrieve data. This can be used to synchronize a program to the interrupt routine or DMA operation, with the program extracting data from the buffer or array as soon as it is inserted, or vice versa.

Function 82: Halt/Resume Interrupt or DMA Operation

Input

- d[1] 0 = halt operation, 1 = resume operation

An interrupt or DMA operation can be halted and resumed as often as desired, unless it terminates automatically in one-shot mode. A single-pass operation will automatically halt after the requested number of interrupts is completed. A one-shot operation which terminates automatically cannot be restarted with Function 82 but must be reinstated with the original function.

18. MISCELLANEOUS FUNCTIONS

Three auxiliary functions are provided to facilitate buffer pointer handling in C. These are `get_buffer(x)`, `get_segment(x)`, and `get_offset(x)`.

`int FAR *get_buffer(x)` returns a 4-byte pointer to a buffer in memory containing at least `x` integers of free space (`2x` bytes) within a single segment. Generally, this function is not necessary for small buffers (around 1000 points), but for large buffers, it is a good way to guarantee that memory will not be corrupted, since the DSC driver increments only the offset portion of the buffer pointer and leaves the segment portion alone.

`unsigned get_segment(x)` returns the segment portion of the buffer pointer `x`, which can be an array or a pointer from `get_buffer()`.

`unsigned get_offset(x)` returns the offset portion of the buffer pointer `x`.

These functions are provided in the files `CNFUNS.OBJ` and `CFFUNS.OBJ`. Use the former file for the Small and Compact models of C, and use the latter for the Medium and Large models. The functions must be declared inside the C program; they will not link properly if defined in a `.H` file. Use the following:

```
extern int far *get_buffer();
extern unsigned get_segment();
extern unsigned get_offset();
```

19. TECHNICAL SUPPORT

For technical support, please call Diamond Systems at (415) 813-1100 during the hours 9am - 5pm Pacific Time or send email.

Diamond Systems Corporation
450 San Antonio Rd.
Palo Alto, CA 94306
Tel: (415) 813-1100
Fax: (415) 813-1130
techinfo@diamondsys.com

20. SPECIFICATIONS

Analog Inputs

No. of inputs	8 differential or 16 single-ended (user selectable)
A/D resolution	16 bits (1/65536 of full scale)
Input ranges	Bipolar: $\pm 10V$, $\pm 5V$, $\pm 2.5V$, $\pm 1.25V$, $\pm 0.625V$ Unipolar: 0 - 10V, 0 - 5V, 0 - 2.5V, 0 - 1.25V
Input bias current	50nA max
Maximum input voltage	$\pm 10V$ for linear operation
Overvoltage protection	$\pm 35V$ on any analog input without damage
Nonlinearity	± 1 LSB, no missing codes
Conversion rate	100,000 samples per second max (with DMA), single channel
Conversion trigger	software trigger, internal pacer clock, or external TTL signal

Analog Outputs

No. of outputs	4
D/A resolution	12 bits (1/4096 of full scale)
Output ranges	Unipolar: 0 - 5V, adjustable to 0 - 10V Bipolar: $\pm 5V$, adjustable to $\pm 10V$
Output current	± 5 mA max per channel
Settling time	6 μ S max to $\pm 1/2$ LSB
Relative accuracy	± 1 LSB
Nonlinearity	± 1 LSB, monotonic

Digital I/O

No. of inputs	8, HCT/TTL compatible
Input voltage	Logic 0: 0.0V min, 0.8V max; Logic 1: 2.0V min, 5.0V max
Input current	± 1 μ A max
No. of outputs	8, HCT/TTL compatible; reset to 0 on power-up
Output voltage	Logic 0: 0.0V min, 0.33V max; Logic 1: 3.8V min, 5.0V max
Output current	± 4 mA max per line

Counter/Timers

A/D Pacer clock	32-bit down counter (2 82C54 counters cascaded)
Clock source	10MHz on-board clock source or external signal
General purpose	16-bit down counter (1 82C54 counter)
Interrupt/DMA trigger	End of A/D conversion

General

Power supply	+5VDC $\pm 10\%$
Current consumption	200mA typical
I/O header	
$\pm 15V$ output current	± 10 mA max with DACs unloaded; not short-circuit protected
Operating temperature	-25 to +85°C
Operating humidity	5% to 95% noncondensing
PC/104 bus	8 bits