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MODEL PCI-DIO-72/96/120

USER MANUAL

FILE: MPCI-DIO-120.D1i

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Chapter 1: Introduction

Features

- Up to 120 Channels of Digital Input/Output.
- All I/O Lines are Buffered on the Card.
- Four and Eight Bit Ports are Independently Selectable for I/O on Each 24-Bit Group.
- Hysteresis on Inputs and Pull-Up Resistors on I/O Lines. (Optional Pull-Downs.)
- Interrupt and Interrupt-Disable Capability.
- Tri-stateable I/O Ports Under Software Control.
- +5V Supply Available to User.
- Compatible with Industry Standard I/O Racks.

Applications

- Automatic Test Systems.
- Security Systems, Energy Management.
- Robotics.
- Relay Monitoring and Control.
- Parallel Data Transfer to PC.
- Sensing switch closures or TTL, DTL, CMOS Logic.
- Driving Indicator Lights or Recorders.

This manual applies to Models 120, 96, and 72. The same printed circuit board is used for all three models. The board is populated for 120 bits, 96 bits, and 72 bits respectively.

Each I/O line is buffered and capable of sourcing 32mA, or sinking 64mA. The board contains Programmable Peripheral Interface chips type 8255-5 (PPI) to provide a computer interface to digital I/O lines. Each PPI supports two 8-bit ports (A, B) and two 4-bit ports (C_{hi}, C_{low}). Each port can be configured to function as either input or output latches. The I/O line buffers (type 74ABT245) are configured automatically by hardware logic for input or output according to the PPI 8255-5 Control Register direction software assignment.

Outputs of the I/O buffers are pulled up through 10KΩ resistors to +5VDC. Optionally, your card may have been ordered with the outputs pulled down to ground via 680Ω resistors. There is a description in the Option Selection section of this manual that describes how to determine whether there are pull-ups or pull-downs on your card.

The I/O buffers may be tristated under program control. If the BEN/TST jumper on the card is installed in the BEN position, the I/O buffers are permanently enabled allowing transparent backwards compatibility. However, if the jumper is placed in the TST position, enable/disable of the buffers is under software control.

One I/O line of each group can be used to generate an interrupt. Interrupts are enabled by jumper installation (IEN jumper) or by a combination of jumper installation and a digital input line for Bit C3 at each 24-bit group.

I/O wiring connections are via 50-pin headers on the board. This provides compatibility with OPTO-22, Gordos, Potter & Brumfield, Western Reserve Controls, etc. module mounting racks. Every second conductor of the flat cables is grounded to minimize crosstalk between signals. If needed for external circuits, +5VDC power is available on each I/O connector at pin 49. If you use this power, we recommend that you include a 1A fast blow fuse in your circuits in order to avoid possible damage to the host computer.

The cards occupy 32 addresses within the PCI I/O space. The base address is assigned by the system. Refer to the Option Selection Section of this manual for a detailed description.

Specifications

Digital Input

- Logic High: 2.0 to 5.0 VDC
- Logic Low: -0.5 to +0.8 VDC
- Load: ±20 µA

Digital Output

- Logic High: 2.0 VDC min., source 32 mA
- Logic Low: 0.55 VDC max., sink 64 mA

- Power Output: +5 VDC from computer bus (ext. 1A fast blow fuse recommended)
- Power Requirements: +5 VDC at 200 mA typical
- Size: 12.2" long (310 mm)

Environmental

- Operating Temperature Range: 0 °C. to 60 °C
- Storage Temperature Range: -50 °C. to +120 °C
- Humidity: 0 to 90% RH, non-condensing

Utility software provided on diskette with these cards is an illustrated setup program, SETUP.EXE. Interactive displays show locations and proper settings of jumpers to set up tristate control of the buffers and the interrupt enable function. Another utility program on the diskette, PCIFind.EXE, can be used to locate resources used by installed PCI-bus cards. Additionally, two sample programs and a utility driver for use with VisualBASIC for Windows are provided. See the Software section of this manual for a detailed description of the latter.

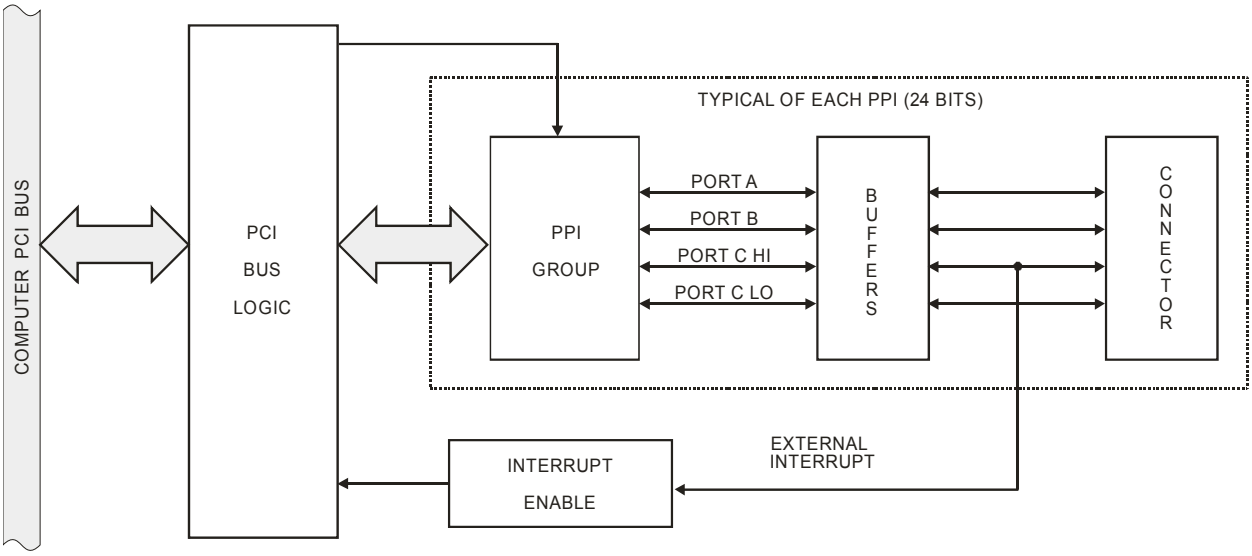


Figure 1-1: Block Diagram

Chapter 2: Installation

A printed Quick-Start Guide (QSG) is packed with the card for your convenience. If you've already performed the steps from the QSG, you may find this chapter to be redundant and may skip forward to begin developing your application.

The software provided with this card is on CD and must be installed onto your hard disk prior to use. To do this, perform the following steps as appropriate for your operating system.

Configure Card Options via Jumper Selection

Before installing the card into your computer, carefully read Chapter 3: Option Selection of this manual, then configure the card according to your requirements. Our Windows based setup program can be used in conjunction with Chapter 3 to assist in configuring jumpers on the card, as well as provide additional descriptions for usage of the various card options.

CD Software Installation

The following instructions assume the CD-ROM drive is drive "D". Please substitute the appropriate drive letter for your system as necessary.

DOS

1. Place the CD into your CD-ROM drive.
2. Type D : Enter to change the active drive to the CD-ROM drive.
3. Type I N S T A L L Enter to run the install program.
4. Follow the on-screen prompts to install the software for this board.

WINDOWS

1. Place the CD into your CD-ROM drive.
2. The system should automatically run the install program. If the install program does not run promptly, click START | RUN and type D : I N S T A L L, click OK or press Enter.
3. Follow the on-screen prompts to install the software for this board.

LINUX

1. Please refer to linux.htm on the CD-ROM for information on installing under linux.

Caution! * ESD A single static discharge can damage your card and cause premature failure! Please follow all reasonable precautions to prevent a static discharge such as grounding yourself by touching any grounded surface prior to touching the card.

Hardware Installation

1. Make sure to set switches and jumpers from either the Option Selection section of this manual or from the suggestions of SETUP.EXE.
2. Do not install card into the computer until the software has been fully installed.
3. Turn OFF computer power AND unplug AC power from the system.
4. Remove the computer cover.
5. Carefully install the card in an available 5V or 3.3V PCI expansion slot (you may need to remove a backplate first).
6. Inspect for proper fit of the card and tighten screws. Make sure that the card mounting bracket is properly screwed into place and that there is a positive chassis ground.
7. Install an I/O cable onto the card's bracket mounted connector.
8. Replace the computer cover and turn ON the computer which should auto-detect the card (depending on the operating system) and automatically finish installing the drivers.
9. Run PCIfind.exe to complete installing the card into the registry (for Windows only) and to determine the assigned resources.
10. Run one of the provided sample programs that was copied to the newly created card directory (from the CD) to test and validate your installation.

The base address assigned by BIOS or the operating system can change each time new hardware is installed into or removed from the computer. Please recheck PCIFind or Device Manager if the hardware configuration is changed. Software you write can automatically determine the base address of the card using a variety of methods depending on the operating system. In DOS, the PCI\SOURCE directory shows the BIOS calls used to determine the address and IRQ assigned to installed PCI devices. In Windows, the Windows sample programs demonstrate querying the registry entries (created by PCIFind and NTIOPCI.SYS during boot-up) to determine this same information.

Chapter 3: Option Selection

Refer to the illustrated setup programs on the diskette provided with the card when reading this section of the manual. Also, refer to Figure 3-1, Option Selection Map on the following page.

External interrupts are accepted on pin 9 (Bit C3) of each I/O connector and gated (if the jumper is in the INP position) by bit C7 at pin 1. The interrupt signal should be a rising edge and is latched. An interrupt can also be generated by software by toggling bit 3 (low then high) of port C of any group. External (or internal) interrupts may be gated 'off' by software if the jumper is in the INP position by setting bit C7 high.

Your program must enable/disable interrupts, interrupts are disabled at 'power up'. You enable interrupts globally by writing any value to Base Address +1F hex. Also, you can clear and disable interrupts by writing any value to Base Address +1E hex. Interrupts are enabled if the IEN jumper (one for each 24-bit port) is installed, or enabled by program if the corresponding INP jumper is installed and I/O connector pin 1 (Bit C7) is low. Interrupts are disabled at each 24-bit group if (a) neither the IEN or INP jumper is installed, or (b) if the INP jumper is installed but I/O connector pin 1 (Bit C7) is held high.

These cards provide a means to enable/disable the tristate I/O buffers under program control. If the BEN/TST jumper on the card is installed in the BEN (buffer enable) position, the I/O buffers are enabled. However, if the jumper is placed in the TST (tristate) position, enable/disable of the buffers is under software control as described in the Software Programming section of this manual.

As pointed out in Chapter 1 of this manual, outputs of the I/O buffers may be either pulled-up to +5VDC or pulled down to ground. You can determine how your card is configured by inspecting positions labeled VCC and GND. You will see three solder pads at each of those. (Those positions are shown on the Option Selection map for location purposes only. The pads/jumpers are actually on the wiring side of the board.) If your card is configured for pull-down, the etch between the top two pads will have been cut and a wire jumper installed between the middle and the bottom pad.

The foregoing are the only manual setups necessary to use these cards. Input/Output selection is done, via software, by writing to the PPI Control Registers as described in the Programming section of this manual.

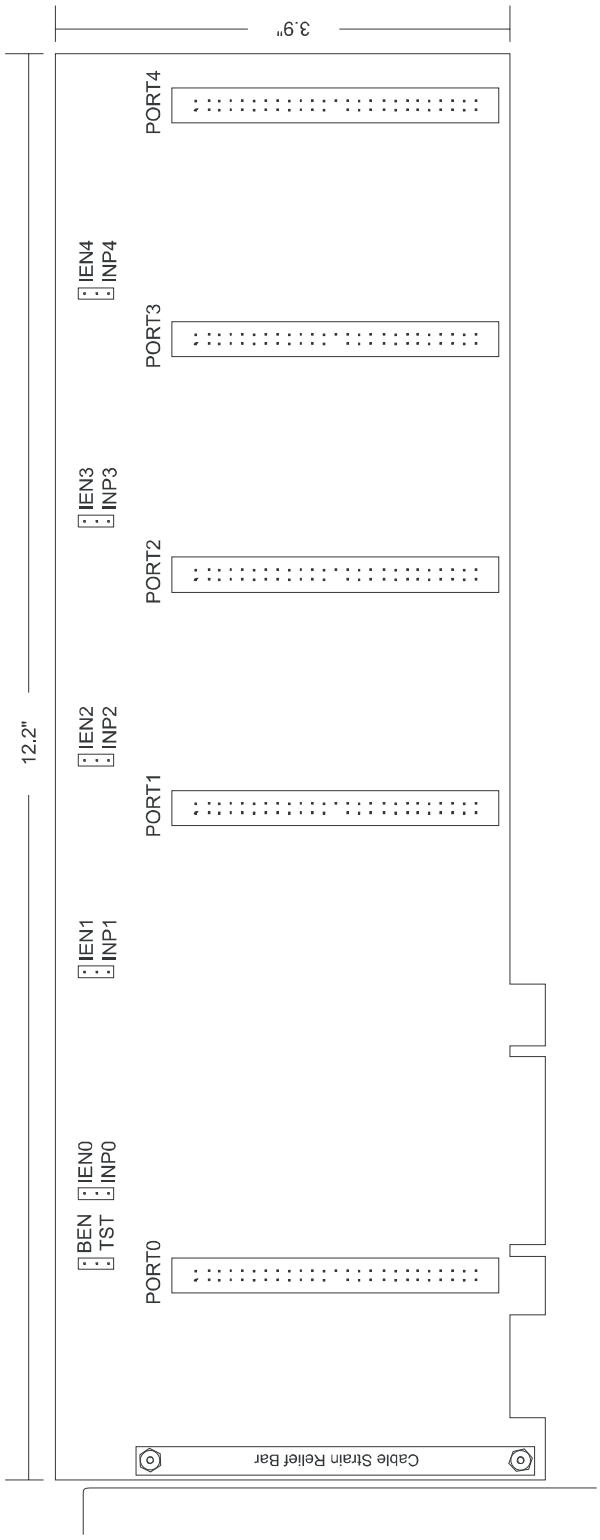


Figure 3-1: Option Selection Map

Chapter 4: Address Selection

These cards use one address space, and occupy 32 register locations. The 120-bit model requires 20 locations for I/O, the 96-bit model uses 16, and the 72-bit model uses 12 locations. These are defined in the Port Address Selection Table in the Programming section of this manual.

PCI architecture is inherently plug-and-play. This means that the BIOS or Operating System determines the resources assigned to PCI cards rather than you selecting those resources with switches or jumpers. As a result, you cannot set or change the card's base address or IRQ level. You can only determine what the system has assigned.

To determine the base address that has been assigned, run the PCIFind.EXE utility program provided. This utility will display a list of all of the cards detected on the PCI bus, the addresses assigned to each function on each of the cards, and the respective IRQs.

Alternatively, some operating systems can be queried to determine which resources were assigned. In these operating systems, you can use either PCIFind or the Device Manager utility from the System Properties Applet of the control panel. The card is installed in the Data Acquisition class of the Device Manager list. Selecting the card, clicking Properties, and then selecting the Resources Tab will display a list of the resources allocated to the card.

The PCI bus supports 64K of I/O address space, so your card's addresses may be located anywhere in the 0000 to FFFF hex range.

PCIFind uses the Vendor ID and Device ID to search for your card, then reads the base address and IRQ.

If you want to determine the base address and IRQ yourself, use the following information.

The Vendor ID for these cards is 494F. (ASCII for "IO")

The Device ID for the 72 is 0C68.
The Device ID for the 96 is 0C70.
The Device ID for the 120 is 0C78.

Chapter 5: Software

Several programs are supplied to support these cards and to help you develop your application's software. These programs are on the CD or diskette that comes with your card and are briefly described in other portions of this manual. The following paragraphs contain additional information about the setup program.

SETUP.EXE

This program is supplied as a tool for you to use in configuring jumpers on the card. It is menu-driven and provides pictures of the card on the computer monitor. You make simple keystrokes to select the functions. In turn, the pictures then change to show how the jumpers should be placed to effect your choices.

The setup program is a stand-alone program that can be run at any time. It does not require the card to be plugged into the computer for any part of the setup. The program is self-explanatory with operation instructions and on-line help. (Of course, the card has to be installed to check the PCIFind utility.)

To run this program, at the DOS prompt, enter SETUP.EXE followed by the Enter key.

Chapter 6: Programming

The 120/96/72 cards are I/O mapped devices that are easily configured from any language and any language can easily perform digital I/O through the card's ports. This is especially true if the form of the data is byte or word wide. All references to the I/O ports would be in absolute port addressing. However, a table could be used to convert the byte or word data ports to a logical reference.

Developing Your Own Software

If you wish to gain a better understanding of the programs listed in the previous section, then the information in the following paragraphs will be of interest to you. Follow the 8255-5 Specification in Appendix A to program the PPIs.

Four register locations are required per 24-bit group. Thus, a total of 20 register locations are used by the 120 for addressing groups 0 through 4. The 96 uses a total of 16 registers for groups 0 through 3, and the 72 uses 12 registers for groups 0 through 2.

Address	Assignment	Operation
Base Address	PA Group 0	Read/Write
Base Address +1	PB Group 0	Read/Write
Base Address +2	PC Group 0	Read/Write
Base Address +3	Control Port 0	Write Only
Base Address +4	PA Group 1	Read/Write
Base Address +5	PB Group 1	Read/Write
Base Address +6	PC Group 1	Read/Write
Base Address +7	Control Port 1	Write Only
Base Address +8	PA Group 2	Read/Write
Base Address +9	PB Group 2	Read/Write
Base Address +A	PC Group 2	Read/Write
Base Address +B	Control Port 2	Write Only
Base Address +C	PA Group 3	Read/Write
Base Address +D	PB Group 3	Read/Write
Base Address +E	PC Group 3	Read/Write
Base Address +F	Control Port 3	Write Only
Base Address +10	PA Group 4	Read/Write
Base Address +11	PB Group 4	Read/Write
Base Address +12	PC Group 4	Read/Write
Base Address +13	Control Port 4	Write Only
Base Address +1E	Clear/Disable Interrupts	Write Only
Base Address +1F	Clear/Enable Interrupts	Write Only

Table 6-1: Address Registry Table

The cards are designed to use each of these PPI's in mode 0 wherein:

a. There are two 8-bit ports (A and B) and two 4-bit ports (C Hi and C Lo).
b. Any port can be configured as an input or an output.
c. Outputs are latched.
d. Inputs are not latched.

Each PPI contains a control register. This Write-only, 8-bit register is used to set the mode and direction of the ports. At Power-Up or Reset, all I/O lines are set as inputs. Each PPI should be configured during initialization by writing to the control registers even if the ports are going to be used as inputs. Output buffers are automatically set by hardware logic according to the control register states. Control registers are located at base addresses +3, +7, +B, +F, and +13. Bit assignments in each of these control registers are as follows:

Bit	Assignment	Function
D0	Port C Lo (C0-C3)	1 = Input, 0 = Output
D1	Port B	1 = Input, 0 = Output
D2	Mode Selection	1 = Mode 1, 0 = Mode 0
D3	Port C Hi (C4-C7)	1 = Input, 0 = Output
D4	Port A	1 = Input, 0 = Output
D5,D6	Mode Selection	01 = Mode 1, 00 = Mode 0
D7	Mode Set Flag & Tristate	1X = Mode 2 1 = Active & Tristate

Table 6-2: Control Register Bit Assignments

Note
PPI Mode 1 cannot be used with these cards without modification. Thus, bits D2, D5, and D6 should always be set to "0". If your card has been modified to operate in Mode 1, then there is an Addendum sheet in the front of this manual describing that modification. These cards cannot be modified to operate in PPI Mode 2.

Note
In Mode 0, do not use the control register byte for the individual bit control feature. The hardware uses the I/O bits to control buffer direction on this card. The control register should only be used for setting up input and output of the ports and enabling the buffer.

These cards provide a means to enable/disable the tristate I/O buffers under program control. If the BEN/TST jumper on the card is installed in the BEN (buffer enable) position, the I/O buffers are permanently enabled. However, if the jumper is placed in the TST (tristate) position, enable/disable of the buffers is possible under software control via the Control Register as follows:

a. The card is initialized in the receive mode by the computer Reset command.
b. When bit D7 of the Control Register is set high, the direction of the three groups of the associated PPI chip as well as the mode can be set. For example, a write to Base Address+3 with data bit D7 high programs port direction of group 0 ports A, B, and C. If, for example, hex 80 is sent to Base Address+3, the group 0 PPI will be configured in mode 0 with ports A, B, and C as outputs.
c. At the same time, data bit D7 is also latched in a buffer controller for the associated PPI chip. A high state disables the buffers and, thus, all associated buffers will be put in the tristate mode; i.e., disabled.

d. Now, if any of the ports are to be set as outputs, you may set the values of the respective port with the outputs still in tristate condition. (If all ports are to be set as inputs, this step is not necessary.) If data bit D7 is low when the control byte is written, only the associated buffer controller is addressed. For, example, if a control byte of hex 80 had been sent as previously described, and the data to be output are correct, and it is now desired to open the three ports, you can send a control byte of hex 00 to Base Address+3 to enable the group 0 buffers.

Note
All data bits except D7 must be the same for the two control bytes. Those buffers will now remain enabled until another control byte with data bit D7 high is sent to Base Address+3.

Similarly, the group 1 ports can be enabled/disabled via the control register at base address+7. The following program fragment in C language illustrates the foregoing:

```
const BASE_ADDRESS 0x300;
outportb(BASE_ADDRESS+3, 0x89);     /*This instruction sets the mode to Mode 0,
                                    portss A and B as output and port C as input.
                                    Since bit D7 is high, the output buffers are set to
                                    tristate condition. See item b above.*/
outportb(BASE_ADDRESS,0);
outportb(BASE_ADDRESS+1,0);         /*These instructions set the initial state of ports
                                    A and B to all zeroes. Port C is not set because
                                    it is configured as an input. See item c above.*/
outportb(BASE_ADDRESS+3,0x09);      /*Enable the tristate output buffers by using the
                                    same controlbyte used to configure the PPI, but
                                    now set bit D7 low.
```

Programming Example

The following programming example is provided as a guide to assist you in developing your working software. In this example, the card base address is 2D0 hex and I/O lines of Port 0 are to be setup as follows:

port A	=	Input
port B	=	Output
port C hi	=	Input
port C lo	=	Output

Configure bits of the Control Register as:

D7	1	Active Mode Set
D6	0	Mode 0
D5	0	Mode 0
D4	1	Port A = input
D3	1	Port C Hi = input
D2	0	Mode 0
D1	0	Port B = output
D0	0	Port C Lo = output

This corresponds to 98 hex. If the card base address is 2D0 hex, use the BASIC OUT command to write to the control register as follows:

```
10      BASEADDR=&H2D0
20      OUT BASEADDR+3,&H98
```

To read the inputs at Port A and the upper nybble of Port C, use the BASIC INPUT command:

```
30      X=INP(BASEADDR)'Read Port A
40      Y=INP(BASEADDR+2)/16'Read Port C Hi
```

To set outputs high ("1") at Port B and the lower nybble of Port C:

```
50      OUT BASEADDR+1,&HFF'Turn on all Port B bits
60      OUT BASEADDR+2,&HF'Turn on all bits of Port C Lo
```

Interrupt Examples

Example 1: External interrupt gated by software
The interrupt option jumper for the group must be in the INP position. To enable interrupts, first write 1XXX to port C High where the Xs are 'don't care' (bit C7 must be high). Then configure port C High as output. Enable interrupts globally by writing any value to Base Address+1Fh. Connect the interrupting signal to pin 9 (bit C3) and write 0XXX to port C High (set bit C7 low) to gate the interrupts 'on'. The low going pulse at pin 9 (bit C3) must be at least 1 µs wide. The interrupt is generated on the rising edge, PCI bus interrupts are latched. An interrupt service routine may clear and disable all interrupts from the board by writing any value to Base Address+1Eh.

Example 2: External interrupt gated by an external signal
The interrupt option jumper for the group must be in the INP position and port C High must be configured as an input. Connect the interrupting signal to pin 9 (bit C3) and the gating signal to pin 1 (bit C7). Enable interrupts globally by writing any value to Base Address+1Fh.

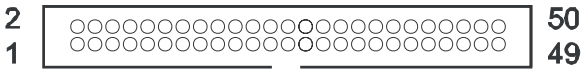
Example 3: Internal interrupt (generated by software)
The interrupt option jumper for the group must be in the IEN position. Configure port C Low as an output and set bit C3 high. Enable interrupts globally by writing any value to Base Address+1Fh. Toggle bit C3 low for at least 1 µs then high. An interrupt service routine may clear and disable all interrupts from the board by writing any value to Base Address+1Eh.

Example 4: External interrupt without gating
The interrupt option jumper for the group must be in the IEN position. Configure port C Low as an input and enable interrupts globally by writing any value to Base Address+1Fh. The pulse at pin 9 (bit C3) must go low for at least 1 µs then high. An interrupt service routine may clear and disable all interrupts from the board by writing any value to Base Address+1Eh.

Chapter 7: Connector Pin Assignments

For I/O connections, 50-pin headers are provided on the cards; one for each group of 24 I/O lines. Mating connectors are AMP type 1-746285-0 or equivalent.

IDC 50-Pin Header Male



Assignment	Pin		Assignment	Pin
Port C Hi PC7*	1		All Even numbered pins are Ground	2
Port C Hi PC6	3			4
Port C Hi PC5	5			6
Port C Hi PC4	7			8
Port C Lo PC3**	9			10
Port C Lo PC2	11			12
Port C Lo PC1	13			14
Port C Lo PC0	15			16
Port B PB7	17			18
Port B PB6	19			20
Port B PB5	21			22
Port B PB4	23			24
Port B PB3	25			26
Port B PB2	27			28
Port B PB1	29			30
Port B PB0	31			32
Port A PA7	33			34
Port A PA6	35			36
Port A PA5	37			38
Port A PA4	39			40
Port A PA3	41			42
Port A PA2	43			44
Port A PA1	45			46
Port A PA0	47			48
+5 VDC	49			50

Table 7-1: Connector Pin Assignments

* This line is an I/O port and also an Interrupt Enable.

** This line is an I/O port and also a User Interrupt.

Customer Comments

If you experience any problems with this manual or just want to give us some feedback, please email us at: ***manuals@accesio.com.*** Please detail any errors you find and include your mailing address so that we can send you any manual updates.

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