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USER MANUAL

Accessory 54E

UMAC Ethernet/USB Communications

3Ax-603467-xUx2

November 25, 2003



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INTRODUCTION

The UMAC Accessory 54E is a USB (universal serial bus) or Ethernet communications board designed exclusively for the UMAC-Turbo. Simultaneous use of Ethernet and USB communications is not possible; the card must be firmware configured for either USB or Ethernet. An Acc-54E Ethernet card may be reconfigured to be a USB card by just downloading a different set of firmware, since the hardware necessary for USB communications is always on the board. However, the converse is not true. An Acc-54E USB card cannot be reconfigured to an Ethernet card without installation of additional parts by the factory.

Acc-54E provides a version 1.1 specification-compliant USB connection between a personal computer and a UMAC. In the future the card may be capable of USB 2.0 with a factory hardware change.

The actual communication with the UMAC is performed via the built-in host port of the UMAC Turbo PMAC2 CPU. This port is accessed via the PC104 connector pins J1A, J1B, J2C and J2D on the UMAC Turbo PMAC2 CPU. This means under normal circumstances a PC104 computer cannot be used with the UMAC and a PC104 host PC at the same time. In addition, this implies that the Turbo PMAC2 CPU and Acc-54E should be always next to one another and mated via their respective PC104 connectors.

In addition to providing communications, the board also contains its own DPRAM. Therefore, it is not necessary to purchase the DPRAM Option 2 on the Turbo CPU board. In fact, doing so will make it more cumbersome to use the on-board DPRAM of Acc-54E. Therefore, the Option 2 of the Turbo CPU board should not be ordered unless the customer needs to do so for very special circumstances.

All of the UMAC's automatic DPRAM reporting features can be used with this board, including:

- DPR Control Panel
- Motor Data Reporting Buffer
- Background Reporting Buffer
- Data Gathering Buffers
- Background Variable Copying Buffers
- The Binary Rotary Buffer Program Download Buffer.

HARDWARE SETUP

E1 – On Board DPRAM Enable

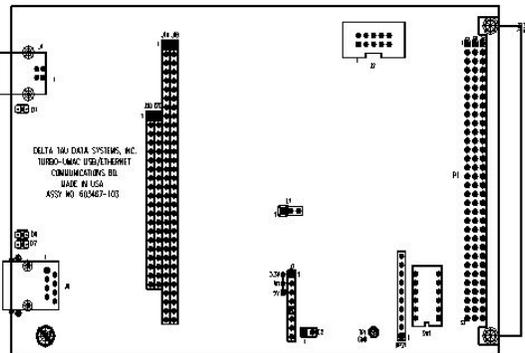
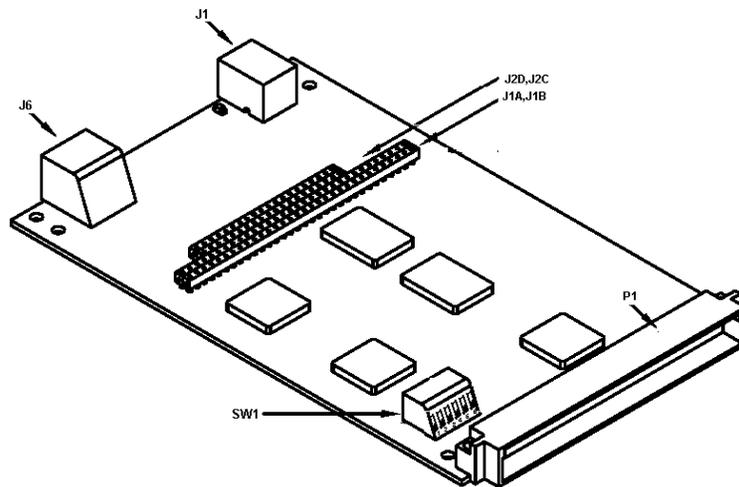
Install a jumper on 2-3 to hardware enable the Acc-54E on board DPRAM. (Default 2-3.)

E2 – Ethernet Option Indicator

Install a jumper here to indicate that the board is being used in Ethernet mode. Do not install a jumper here if the board is being used in USB mode. This jumper has no critical hardware and its only purpose is to serve as an indicator that the Ethernet option is present for software that may be written in the future.

SW1: DPRAM Address

Under no circumstances should the SW1 ever be changed from the default settings of all the switches CLOSED unless more than one Acc-54E are being used with the same UMAC. If more than one Acc-54E is in the rack, SW1 must be set differently for each.

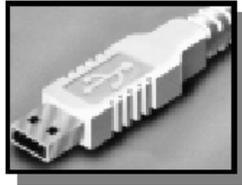


SW-1	SW-2	SW-3	SW-4	SW-5	SW-6	PMAC DPR Address Range
Closed	Closed	Closed	Closed	Closed	Closed	\$6C000-\$6CFFF (default)
Closed	Open	Closed	Closed	Closed	Closed	\$74000-\$74FFF
Closed	Closed	Open	Closed	Closed	Closed	\$6D000-\$6DFFF
Closed	Open	Open	Closed	Closed	Closed	\$75000-\$75FFF
Closed	Closed	Closed	Open	Closed	Closed	\$6E000-\$6EFFF
Closed	Open	Closed	Open	Closed	Closed	\$76000-\$76FFF
Closed	Closed	Open	Open	Closed	Closed	\$6F000-\$6FFFF
Closed	Open	Open	Open	Closed	Closed	\$77000-\$77FFF

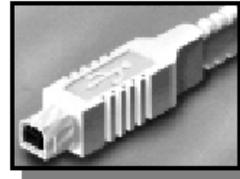
J1: USB Type B Receptacle

This connector is to be used in conjunction with USB A-B cable, which can be purchased from any local computer store. The A connector is connected to a PC or Hub device; the B connector plugs into the UMAC USB card. The figure below displays what the two ends on the cable should look like.

- ◆ Series "A" plugs are always oriented **upstream** towards the PC or Hub



- ◆ Series "B" plugs are always oriented **downstream** towards the USB Device (the UMAC)



When the Acc-54E is purchased with the USB option, this connector is used to communicate with the host PC. When the Acc-54E is purchased with the Ethernet option, this connector is used to install and upgrade microcontroller Ethernet firmware for the Acc-54E communication card and to program the static Internet Protocol (IP) address into an EEPROM that reads on startup. No cable should be attached to this connector when communicating to this accessory via Ethernet.

The maximum cable length according to the USB Specification 1.1 for a full speed cable is 5m (~15ft). According to the USB specification, you can connect up to five USB cables together with a hub, to create a maximum length of 30m(~98ft). In addition, to extend the length of the USB connection there are USB active extension cables available. Use a USB cable of high quality. Using higher quality USB cables, some people have managed to operate up to 10m (30ft) cables without the use of an active extension cable or hub. However, violating the specification by running a cable more than 5m is not recommended or guaranteed.

J6: Ethernet RJ45 Connector

This connector is used for Ethernet communications from the UMAC to a PC. The PC must have a card dedicated solely to the UMAC network when using the UDP protocol. The appropriate Category 5 10/100-Base T network cable that mates to this connector can be readily purchased from any local computer store. The type of network cable to purchase depends on the configuration to the host PC.

When making a direct connection to a Host communication Ethernet card in a PC a cat 5 networking crossover cable must be used. A standard cat 5 straight through networking cable cannot be used in this scenario. See left section of the figure below.

When using a connection to a network Hub or switch, the standard cat 5 straight through networking cable must be used, and not a crossover cable. See right section of the figure below.

Performance can be degraded seriously by the use of a hub or switch. Network hubs or the more intelligent network switches have processors inside them which can add delays of at least 15msec to the UMAC communications.



P1: UBUS Backplane Connector

This connector is to be plugged into the UBUS backplane after the card is mated to the UMAC Turbo PMAC2 CPU card. Therefore, the Acc-54E is always adjacent to the Turbo PMAC2 CPU card. Through this connector is how DPRAM is accessed from the Acc-54E card.

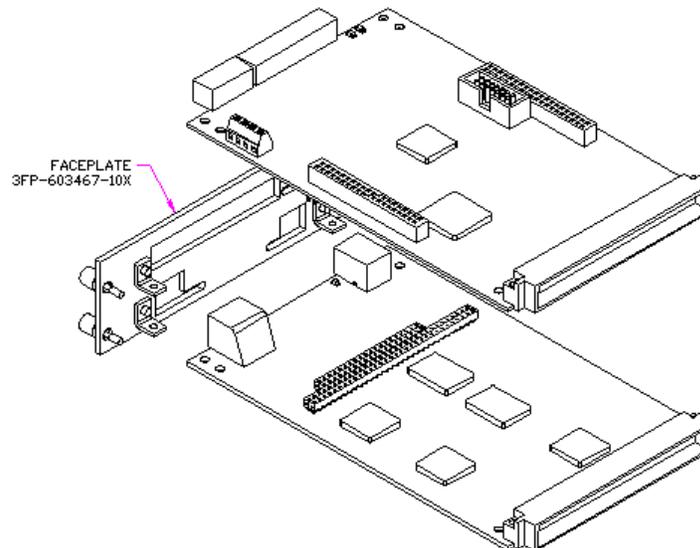
J1A, J1B, J2A, J2B: PC-104 Master Connector

This combination of connectors comprises the Acc-54E's master PC104 Bus. It is used to mate directly to the UMAC Turbo PMAC 2 CPU. See the figure below regarding how to mate the two connectors.

Because the Acc-54E acts as a PC104 master, a PC104 host computer and the Acc-54E cannot be used simultaneously. The PC104 connector is used because backplane communications can be performed only through DPRAM ASCII. With DPRAM ASCII, several software issues make it an inferior communication medium as opposed to the host port which is attached to the CPU.

Note:

The UMAC Turbo PMAC 2 CPU must have its address set to 0x210, which is the default. The drawing below shows how the two cards mate to one another.



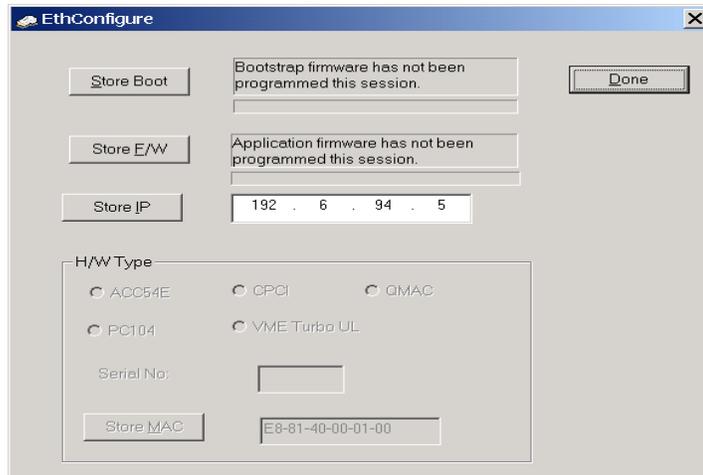
ETHERNET SOFTWARE SETUP

Accessory 54E IP Setup

Using the Acc-54E Ethernet option requires Pwin Pro with at least Service Pack 3. Earlier revisions of software are not capable of communicating with the Ethernet option. Ethernet devices are configured by launching the application EthConfigure.EXE, provided by Delta Tau as a part of the Pwin32PRO Suite or any other Delta Tau standard installation. Installation and configuration of Ethernet devices is independent of the operating system. Therefore, Ethernet devices are compatible with Windows NT 4.0 in addition to Windows 98/ME/2000 and Windows XP.

To configure the Acc-54E side, run the application EthConfigure.EXE from the Programs\Pwin32PRO\ program group. This application is provided as part of the standard installation and is placed in c:\Program files\Delta Tau\Common\ folder. The Acc-54E card comes preprogrammed with a default IP (internet protocol) address of 192.6.94.5 stored in an on-board EEPROM. To change the IP address stored in the EEPROM, plug in the USB cable to reconfigure the card after powering on the UMAC.

When launching the EthConfigure.exe program with the USB cable not plugged into the Ethernet card, you will see the following message. If the default IP address of the Acc 54E card does not need to be altered, click **OK** to the run the EthConfigure program.



By default, the address 192.6.94.5 should appear in the Store IP edit box. If it does not, enter it there. If trying to alter the address from the default, enter an IP in the Store IP edit box. Press the **Store IP** button. If plugged in via USB, the address will be stored into Acc-54E EEPROM; otherwise, the following message will display.



Press **Yes** to store the IP address in the registry so that software from the PEWIN Pro Suite can recognize the Ethernet accessory as an available PMAC Device. Afterwards a dialog box appears requesting that the instance of the card that the setting of the IP address for will appear. This number is changed from 0 to another number only when talking to multiple Acc-54Es simultaneously from a single host. When doing so, the additional Acc-54E must be programmed with a unique IP address.

Accessory 54E Protocol Setup

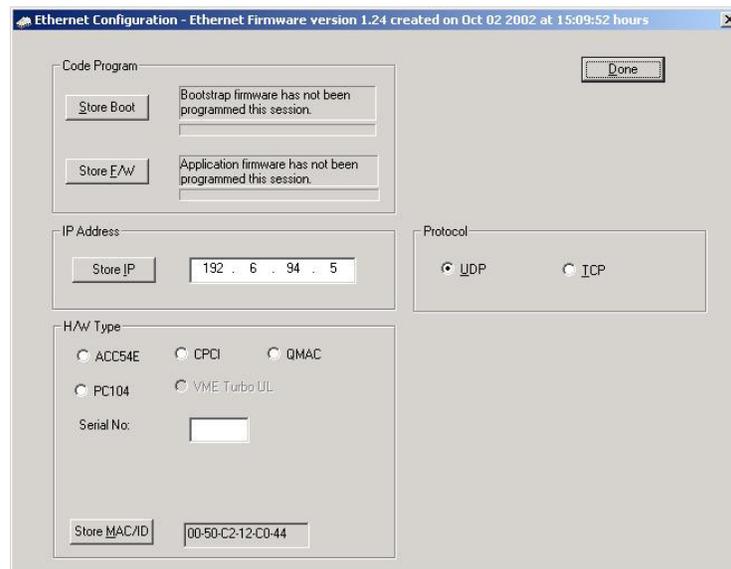
The Acc-54E cards default protocol is UDP. UDP has a little less overhead than TCP but should be restricted to point-to-point applications and not be used on a LAN. UDP does not provide automatic re-transmittal of dropped packets due to network collisions, hubs, noise etc.

Using TCP (transmission control protocol) is recommended, TCP is a more robust protocol that can be used on a network. TCP handles issues such as lost packets with automatic re-transmittal. To use the UMAC on a LAN, the use of TCP is mandatory.

To use TCP, it is necessary that the Acc54E be configured into TCP mode. The active protocol mode is stored in EEPROM in the Acc54E using the EthConfigure.exe program supplied with PewinPro. To configure the Acc54,

1. Plug a USB cable to Acc54E
2. Launch EthConfigure.exe.
3. Click the radio button labeled TCP in the Protocol Group Box (see picture below). This will change the protocol mode of the Acc54E to TCP, and set up the Windows registry of the PC so that the Pcomm32 library of Delta Tau opens a TCP connection when a program using the Library executes.

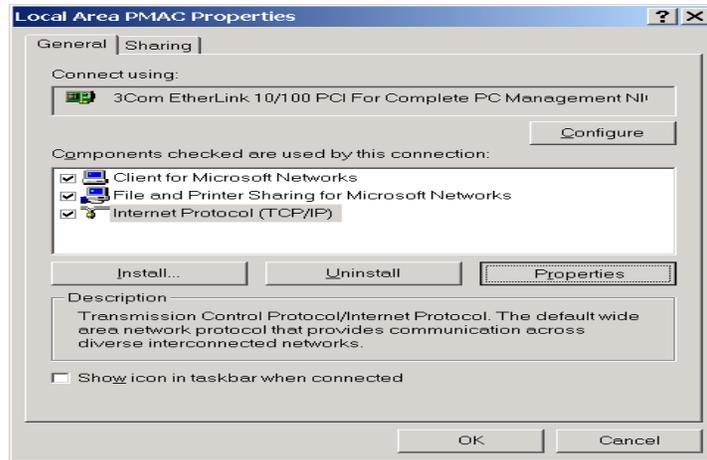
After the protocol is configured, remove the USB cable and power cycle the UMAC card.



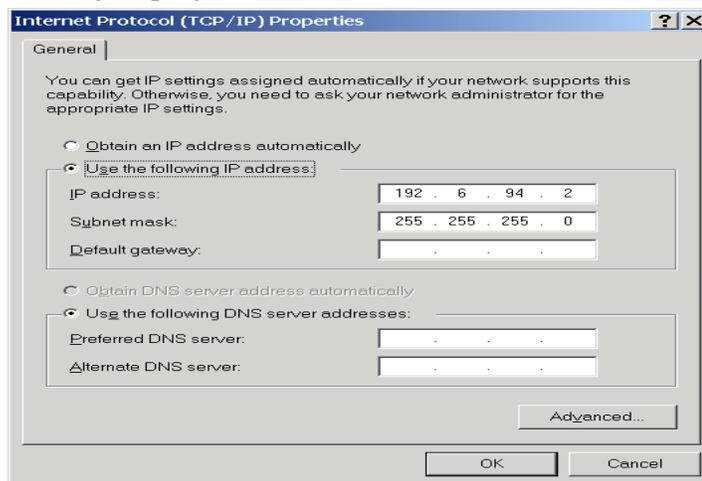
Windows OS TCP/IP Setup

Ethernet mode of communication is supported by dedicated network only. A network card must be configured on the computer to which the PMAC connection is desired before going to the following steps. Further, a crossover Ethernet cable or a private hub along with two straight cables is required for this setup as outlined in the RJ45 section of the Hardware Setup manual.

1. From the control panel, select properties of the network card you wish to communicate to PMAC via Ethernet.



2. Highlight the Internet Protocol (TCPIP) and select properties.
3. Write the private area IP address (say 192.6.94.2) for this card and enter the subnet mask (255.255.255.0) in the provided spaces.
4. Close the Properties page and restart the computer. The Ethernet card configuration on the computer is complete. Note that the last digit in the IP address field must be a different value from any IP addresses set via the EthConfigure program.



USB SOFTWARE SETUP

Device Driver Installation

Starting with Pewin Pro with Service Pack 3, the USB driver support for this revision of the card is bundled with the Pewin Pro installation program. The UMAC USB card will work only with Windows 98, Windows ME, Windows 2000 and in the future Windows XP. It will not function with Windows NT 4.0; this version of Windows does not support plug and play, which is required by all USB devices.

Note:

Log in as Administrator to load drivers correctly.

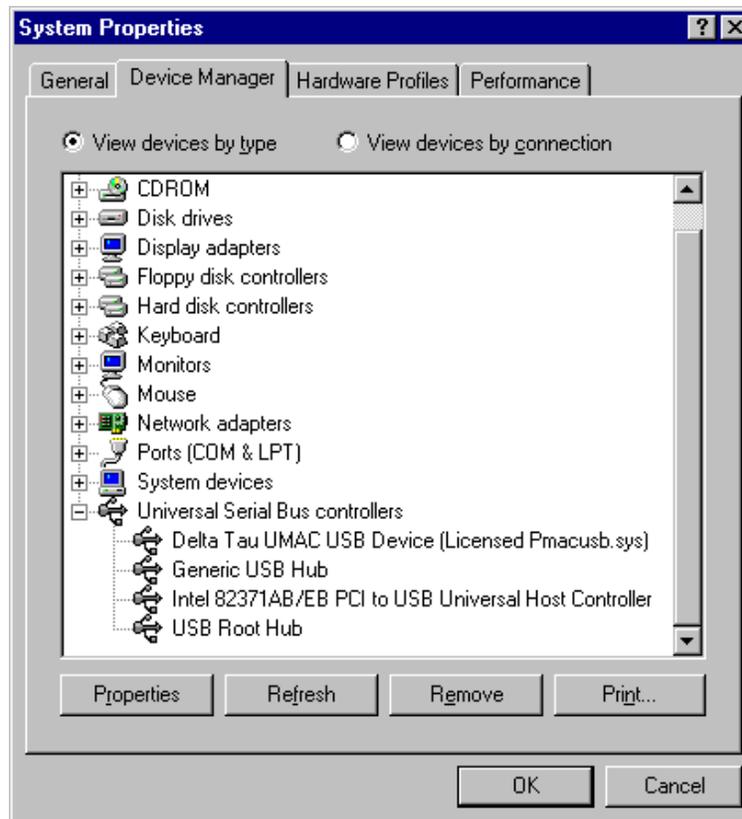
One file is placed on the PC to achieve USB connectivity – device driver PMACUSB.SYS in the WINDOWS\SYSTEM32\DRIVERS directory and the plug and play information file PMACUSB.INF in the WINDOWS\INF directory. When the UMAC is plugged into the PC, a New Hardware Found message displays. A series of dialog boxes will appear, indicating that Windows is installing the device drivers for the system.

Note:

Plug in the USB cable from the UMAC to the PC after the software Pewin Pro and its Service Pack 3 have been installed. If the USB cable is plugged in before the software has been installed, restart Windows.



To verify that the software device drivers have been installed properly, right click on the My Computer icon on the desktop. Select Properties from the drop down menu that appears. The Windows tabbed dialog titled System Properties appears. Click the tab titled Device Manager. At this point a list of device categories appears. Click the + and a list of USB devices appears. Provided the device driver for Acc-54E has been installed properly, there will be a dialog box similar to the following:

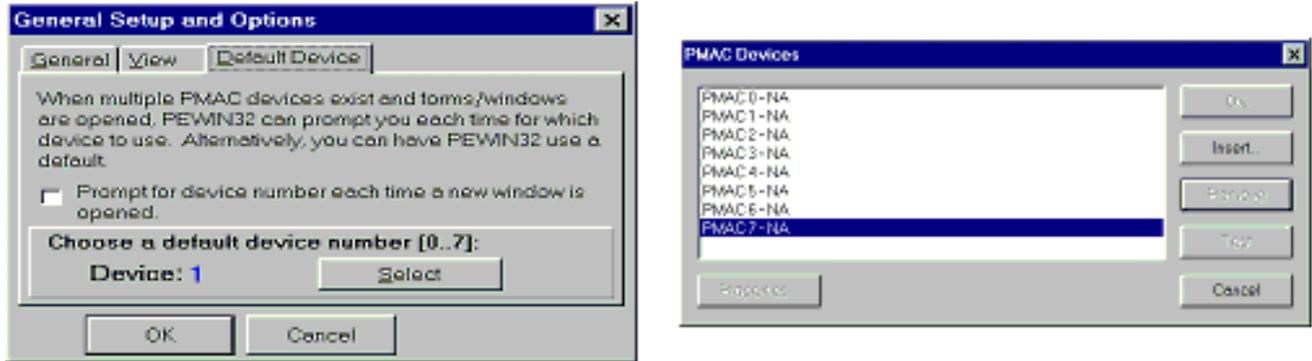


If Delta Tau UMAC USB Device (Licensed Pmacusb.sys) is not listed, the device driver has not been installed; if there is a red x through that line or a yellow exclamation point through that line, then Windows had a problem installing the device. The appropriate trouble shooting steps are to first reboot the computer and examine this list again. If that does not work, ensure that pmacusb.sys is in the Windows\system32\Drivers directory. If this is true, when using an older computer check with the manufacturer to make sure that there is not an update to the BIOS to enable USB on the PC. Also if the Universal Serial Bus Controllers does not appear in the device manager dialog box, make sure that it is enabled in the BIOS of the computer.

PEWINPRO SOFTWARE SETUP

First Time User (Register the Newly Installed Devices)

- Once the driver is installed, it needs additional configuration by using the PmacSelect dialog. The PmacSelect dialog is accessible by all programs created with PComm32Pro (via the PmacSelect() function call). Launch the supplied Delta Tau application (Pewin32Pro, PMACTestPro, or any application) from the program menu and display the PmacSelect dialog.

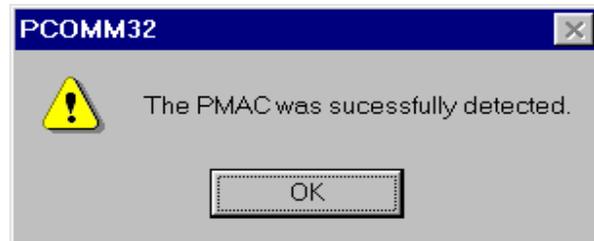


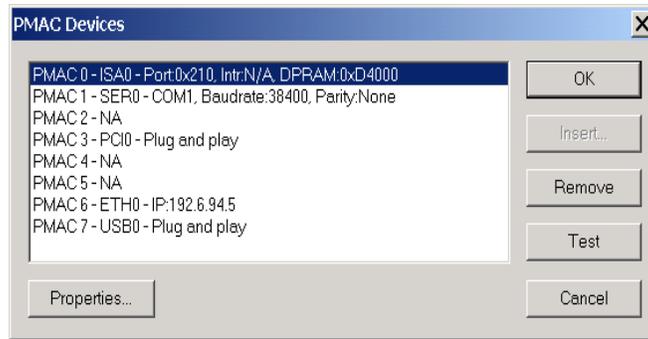
Product	To Display the PmacSelect Dialog
Pewin32Pro	From the main menu item setup go to Setup\General Setup and Options select the Default Device tab. Press the Select button.
Pcomm32Pro	Run the supplied PmacTest application. From the main menu select Configure\Communications. Also, call the PmacSelect() function from any application that has been coded.
PtalkDTPPro	Call the SelectDevice() method of Ptalk from the supplied or self created programs.

- From the device selection screen, select the device number where to insert a device and click insert. Another window listing all configured devices will appear.



- Select the device to configure and click **OK**.
- Once a PMAC is listed in the PMACSELECT window, it is registered and can be communicated with. It is highly recommended to test a device upon registering. At this time there should be a familiar screen displaying and this device can be used in any application.





USING DPRAM

The Acc-54E contains its own on board DPRAM. This DPRAM can be used for automatic reporting features or as general-purpose scratch pad area for the users own custom data.

DPRAM for General-Purpose Scratch Pad Data

The UMAC-Turbo can write to any DPRAM memory location on the Acc-54E. This can be done by using M-Variables that point to an area in the address range defined in the SW1:DPRAM Address table (p. 2) (usually \$6C000 - \$6CFFF). However, unpredictable results will occur if you write to the areas that are used for the DPRAM automatic reporting features. The automatic reporting features memory area can be determined from the Turbo Software Reference Manual by examining the address in the \$60000-\$60FFF; however, when using Acc-54E, this range is from \$6C000-\$6CFFF. It is recommended you start your own variables at the \$6CD60; this address is well outside the range of the automatic reporting features. Below is an example of pointing to a series of DPRAM locations on the USB card and the count:

```
M1000->DP:$6CD60          PmacDprGetMem(0,0x3580,4,&dwData)
M1001->Y:$6CD61          PmacDprGetMem(0,0x3584,2,&wData1)
M1002->X:$6CD61          PmacDprGetMem(0,0x3586,2,&wData2)
M1003->F:$6CD62          PmacDprGetMem(0,0x3586,4,&fData)
```

The parameters passed to the function PmacDPRGetMem are:

- The device number for the case of multiple devices.
- The DPRAM offset.
- The number of bytes to retrieve.
- The location to place the retrieved bytes.

The DPRAM offset is the number of bytes from the base DPRAM location. To compute this value, take the UMAC-Turbo DPRAM address and multiply its offset by 4. The offset is always the last three digits of the DPRAM address. For example, for the address \$6CD60 multiply \$D60 by 4 to compute the offset; the offset for PMAC address \$6CD60 is 0x3580. For X memory address, the same applies, except that 2 must be added to the offset calculation.

In practice it is not wise to call PmacDprGetMem for each item of data, due to the structure of USB. The reason is that each call can take 1 msec, but so would a single call getting all the data. More efficient coding would be as follows:

```
typedef      struct {
WORD        dwData;
WORD        wData1;
WORD        wData2;
Float       fData;
} Data;
PmacDprGetMem(0,0x3580,12,&Data);
```

Response to a request for 1KB of data with a PmacDprGetMem call can take a minimum of ~1 msec; however, if PmacDprGetMem was called for each byte it would have taken at least ~1024msec.

Setting DPRAM for Automatic Reporting Features for Acc-54E

The dipswitch SW1 should always be configured with all of the switches set to the CLOSED position. However, in the rare case that SW1 has been changed, the DPRAM address I24 must be changed to match the address. This variable gives the ability to use the automatic reporting features for the DPRAM. If using a UMAC Turbo that has on-board DPRAM, I24 will get reset to a value that does not match the address determined by the switch SW1 when a card re-initialization is performed via the \$\$\$*** command or by installing the E3 jumper on the Turbo PMAC2 CPU.

Note:

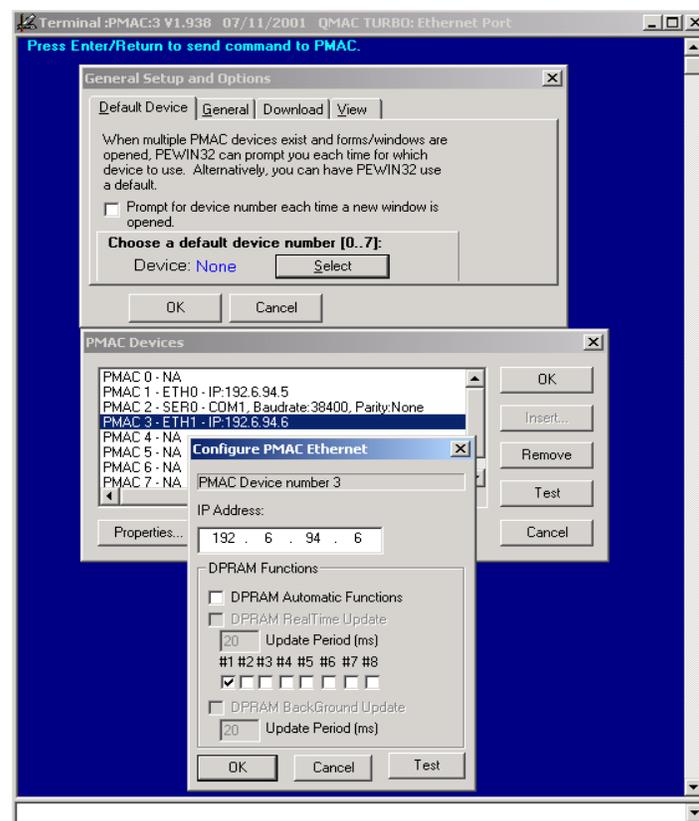
To determine whether or not the UMAC Turbo has DPRAM, check for the presence of U45 in the middle of the UMAC CPU board. If U45 is present, the UMAC Turbo has DPRAM. If not, it does not.

To enable the DPRAM Automatic reporting features requires that the user turn on the DPRAM automatic features for the device. To do this from Pewin Pro, go to the Setup Menu Item AND select the General Setup and Options Menu Item. Then Click the **Select** button from the Default Device tab of the General Setup and Options dialog box.

The PMAC Devices dialog will then appear from the list box highlight the appropriate device by clicking it with the mouse. Then click the **Properties** button to open a dialog box to be used to enable the DPRAM features.

Now the ability to Enable/Disable DPRAM automatic real time/background function from the SelectDevice menu is activated. Also, set the update period and motor mask.

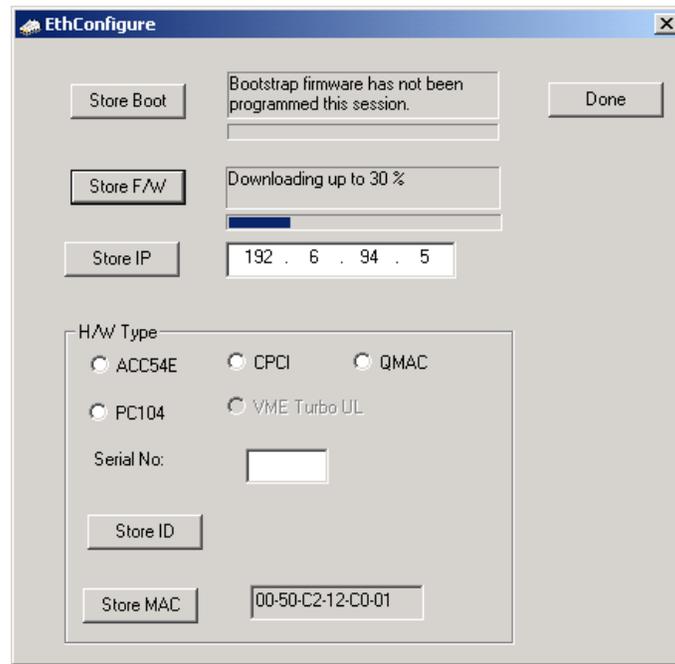
After turning on DPRAM automatic features, exit Pewin Pro and then restart it before the automatic features will turn on. After doing this, the speed of response when running the executive, probably will slow down slightly since the PC is now continually reading the automatic data from DPRAM and placing it in PC memory.



UPGRADING ACC-54E FIRMWARE

The Acc-54E can have its firmware upgraded via its USB port. This is useful for getting the latest firmware to take advantage of bug fixes and new features.

Upgrading Bootloader



The bootloader contains the code necessary to load the application firmware from the local serial EEPROM to the Acc-54E static RAM. This code rarely if ever will need to be upgraded or changed. However, in the rare instance that this firmware needs to be upgraded, click the Store Boot button; you will then be presented with an Open File dialog box. Select the boot loader firmware file with an .iic extension supplied by Delta Tau to upgrade this firmware.

Upgrading Ethernet or USB Firmware

CAUTION:

Be especially careful not to stop the firmware upgrade in the middle of its loading and not to load application firmware into the boot loader and not to load boot loader firmware in the application firmware. Doing so will result in having to return the card to the factory for repair.

Upgrading the application firmware can be done with the Store F/W button in the same fashion as the boot loader firmware. Probably at some time, you will need to upgrade this firmware. This firmware contains all of the code that performs USB and Ethernet communications. To upgrade the firmware, click the Store F/W button. An Open File dialog box displays to select the version of firmware that will be loaded into the Acc-54E.

It is possible to change a card that was purchased for Ethernet communications into one for USB communications by downloading the USB version of firmware into the card. However, it is not possible to change a USB card into an Ethernet communication card, since additional ICs are needed for Ethernet communications.

UMAC-Turbo Memory Mapping for Acc-54E

Official support for the USB card is not in PMAC.DLL; however, the USB card uses the same technique for communicating with the PMAC, as does an ISA card. To establish communication with the card, go to the MotionExe program included with PEWin32. Using the Add menu button for device zero, set up the card as if it has a Port Address of 0x210, an Interrupt Address of None and a DPRAM Address of None. (When using PEWin 2.38, click the USB Mode check box instead). After doing this, PEWin 32 can be used as if the card was a PMAC on an ISA bus.

When using the UMAC USB card, all of the BUS communication functions are available. In addition there are a couple of DPRAM commands available. Using either PTALK DT or PCOMM 32, write a program to interface to the UMAC through the following functions:

```
PVOID CALLBACK PmacDPRGetMem(DWORD dwDevice, DWORD offset, size_t count, PVOID val)
PVOID CALLBACK PmacDPRSetMem( DWORD dwDevice, DWORD offset, size_t count,
PVOID val )
```

Using PMAC with the USB DPRAM

The UMAC-Turbo can write to any DPRAM memory location on the Acc-54E. This can be done by using M-Variables that point to an area in the address range defined in the SW1:DPRAM Address table (page 4) (usually \$6C000 - \$6CFFF). However, unpredictable results will occur if you write to the areas that are used for the DPRAM automatic reporting features (i.e., the ASCII communications buffer ranging from \$6C3A7-\$6C410). The automatic reporting features memory area can be determined from the Turbo Software Reference Manual by examining the address in the \$60000-\$60FFF; however, when using Acc-54E, this range is from \$6C000-\$6CFFF. Start your own variables at the \$6CD60; this address is well outside the range of the automatic reporting features. Below is an example of pointing to a series of DPRAM locations on the USB card and the count:

```
M1000->DP:$6CD60      PmacDprGetMem(0,0x3580,4,&dwData)
M1001->Y:$6CD61      PmacDprGetMem(0,0x3584,2,&wData1)
M1002->X:$6CD61      PmacDprGetMem(0,0x3586,2,&wData2)
M1003->F:$6CD62      PmacDprGetMem(0,0x3586,4,&fData)
```

The parameters passed to the function PmacDPRGetMem are:

- The device number for the case of multiple devices.
- The DPRAM offset.
- The number of bytes to retrieve.
- The location to place the retrieved bytes.

The DPRAM offset is the number of bytes from the base DPRAM location. To compute this value, take the UMAC-Turbo DPRAM address and multiply its offset by 4. The offset is always the last three digits of the DPRAM address. For example, for the address \$6CD60 multiply \$D60 by 4 to compute the offset; the offset for PMAC address \$6CD60 is 0x3580. For X memory address, the same applies, except that 2 must be added to the offset calculation.

In practice it is not wise to call PmacDprGetMem for each item of data, due to the structure of USB. The reason is that each call can take 1 msec, but so would a single call getting all the data. More efficient coding would be as follows

```
typedef struct {
    DWORD      dwData;
    WORD       wData1;
    WORD       wData2;
    Float      fData;
} Data;

PmacDprGetMem(0,0x3580,12,&Data);
```

Response to a request for 1KB of data with a PmacDprGetMem call would take ~1 msec; however, if PmacDprGetMem was called for each byte it would have taken ~1024msec.

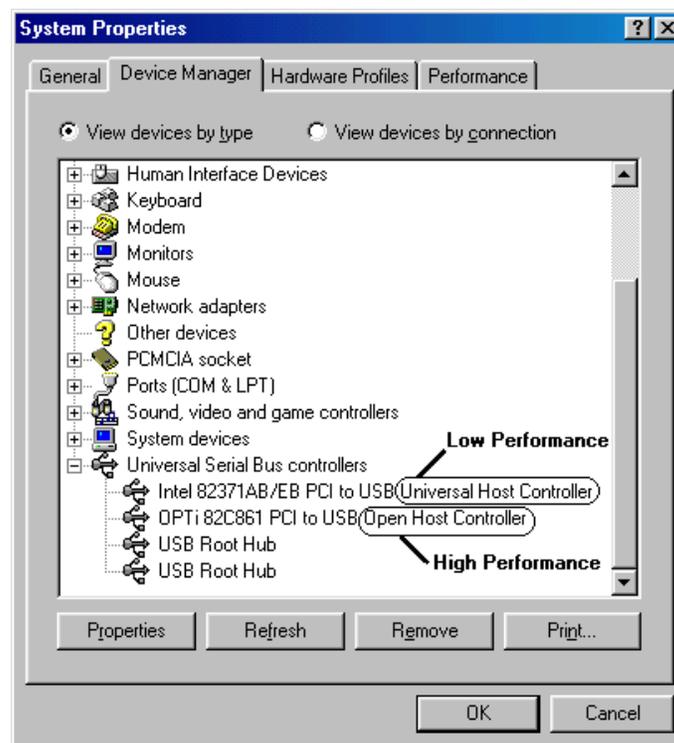
Getting the Best Performance from USB

To be assured of the best possible performance when using USB communications, use a USB Host controller that is made according to the Open Host Controller Interface (OHCI) standard. The USB Host controller built into Intel and VIA Chipsets is made according to the Universal Host Controller Interface (UHCI) standard. All other chipsets (i.e., ALi, SiS etc.) use USB Host Controllers that conform to the OHCI standard.

Typically, the UHCI systems operate 25% slower in practice than their OHCI counterparts. The reasons for this are many and complex, but to summarize, UHCI systems have more of their functionality implemented in software while OHCI have more of their functionality implemented in hardware. In addition, a typical restriction of UHCI systems is that they only allow one USB request per millisecond, while OHCI systems allow multiple requests per millisecond. This restriction of UHCI systems leads to it being 25% slower than an OHCI system in practice.

To determine what type of Host Controller your computer has, right-click on the My Computer icon on the desktop; then select Properties from the drop down menu that appears. Click on the Device Manager Tab, and select the + on Universal Serial Bus Controllers. The phrase Universal Host Controller or Open Host Controller will appear. If the computer has a Universal Host Controller, purchase a USB PCI card which has an Open Host Controller from a local computer store.

Most USB PCI cards use the OHCI system; only if the chipset used on the USB PCI card is VIA is the card not an OHCI card. To be certain that the USB PCI card is an OHCI, get a card that is Macintosh compatible; this will assure that the card is OHCI compatible.



PMAC ETHERNET PROTOCOL

This section is intended for application programmers who have a fundamental understanding of Berkley sockets used in the TCP/IP protocol suite. Before any attempt to read or understand the contents of this manual one should review basic sockets and understand them before proceeding. The fundamental socket functions that must be understood are `recv`, `send` and `socket`.

The examples in this manual are for demonstration purposes only and are to there to convey the concepts of how to communicate to the Delta Tau card. Therefore, the examples do not include error checking and timeouts. Delta Tau's actual production code does, however, and application programmers are strongly encouraged to include error checking and timeouts in their code to prevent hang-ups and unresponsive behavior.

The PMAC embedded Ethernet communications card talks using either the UDP or TCP protocol of the TCP/IP suite of protocols on port 1025. (See the section on protocol setup.) Therefore the programmer should open a datagram socket on the port 1025, the PMACPORT.

```
sock = socket(PF_INET,SOCK_DGRAM,0);//      change SOCK_DGRAM to
                SOCK_STREAM for TCP
// Embedded Ethernet's IP address
// The port that the embedded program is listening on.
sin.sin_port = htons(PMACPORT);
connect(*sock,(struct sockaddr*)&sin,sizeof(sin));
```

PMAC Ethernet Protocol Command Packet Description

Command Packets. All commands are sent over the socket in the form of the following structure:

```
/ Ethernet command structure
typedef struct tagEthernetCmd
{
    BYTE   RequestType;
    BYTE   Request;
    WORD   wValue;
    WORD   wIndex;
    WORD   wLength;
    BYTE   bData[1492];
}   ETHERNETCMD,*PETHERNETCMD;
```

The following is a description of the fields in the ETHERNETCMD structure.

RequestType is used in certain commands to indicate whether the request is an input with respect to the PC or an output command with respect to the PC.

Delta makes the following defines `VR_UPLOAD = 0xC0` for a command sent to host and `VR_DOWNLOAD = 0x40` for a command sent to the device.

Request indicates what type of command you are requesting from the PMAC Ethernet connection. Below is a list of defines for the currently supported command set.

```
#define VR_PMAC_SENDLINE      0xB0
#define VR_PMAC_GETLINE      0xB1
#define VR_PMAC_FLUSH        0xB3
#define VR_PMAC_GETMEM        0xB4
#define VR_PMAC_SETMEM        0xB5
#define VR_PMAC_SETBIT        0xBA
#define VR_PMAC_SETBITS       0xBB
#define VR_PMAC_PORT          0xBE
#define VR_PMAC_GETRESPONSE   0xBF
#define VR_PMAC_READREADY     0xC2
#define VR_CTRL_RESPONSE      0xC4
#define VR_PMAC_GETBUFFER     0xC5
#define VR_PMAC_WRITEBUFFER   0xC6
```

```
#define VR_PMAC_WRITEERROR    0xC7
#define VR_FWDOWNLOAD        0xCB
#define VR_IPADDRESS         0xE0
```

wValue is Request specific, and its use is indicated in under the description of each command.

wLength indicates the length of the bData field below.

bData is the meaningful data that is sent to the PMAC.

Every command that is sent to the Acc 54E uses the ETHERNETCMD packet structure. Every command then must issue a Recv command to either receive an acknowledgement character back via the Recv command or receive meaningful data.

```
#define ETHERNETCMD_SIZE 8
send(sock, (char *)&EthCmd, ETHERNETCMD_SIZE, 0);
recv(sock, (char *)&EthCmd, 1, 0);
```

PMAC Ethernet Protocol Command Set

VR_PMAC_FLUSH

This packet causes a ^X to be issued to the PMAC and will wait up to 10 msec for PMAC to respond with a ^X. command with respect to the PC. The packet that is sent should be set up as follows. One byte will be returned upon successful completion of the command.

```
EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request      = VR_PMAC_FLUSH;
EthCmd.wValue       = 0;
EthCmd.wIndex       = 0;
EthCmd.wLength      = 0;
EthCmd.bData - not used for this command
```

Example:

```
int CALLBACK PmacSockFlush()
{
    ETHERNETCMD EthCmd;
    int          rc, iTimeout;
    EthCmd.RequestType = VR_DOWNLOAD;
    EthCmd.Request      = VR_PMAC_FLUSH;
    EthCmd.wValue       = htons(FLUSH_TIMEOUT);
    EthCmd.wIndex       = 0;
    EthCmd.wLength      = 0;

    send(sock,
          (char *)&EthCmd,
          ETHERNETCMD_SIZE,
          0);
    recv(sock,
          (char *)&EthCmd,
          1,
          0);
}
```

The above example and all of the examples in this document do not perform error checking and timeout checking. It is the application developer's responsibility to perform error checking and timeout checks to insure that his/her application does not hang.

VR_PMAC_SENDLINE

This packet causes the string NULL terminated in EthCmd.bData to be sent to the PMAC. The string should not be terminated with a carriage return as this is done by the firmware. One byte will be returned upon successful completion of the command.

```
EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request      = VR_PMAC_SENDLINE;
```

```

EthCmd.wValue      = 0;
EthCmd.wIndex      = 0;
EthCmd.wLength     = htons( (WORD)strlen(outstr));
strncpy((char *)&EthCmd.bData[0],
        outstr
        ,(WORD)strlen(outstr));

```

Example:

```

int CALLBACK PmacSockSendLine(char *outstr)
{
    EthCmd.RequestType = VR_DOWNLOAD;
    EthCmd.Request     = VR_PMAC_SENDFLINE;
    EthCmd.wValue      = 0;
    EthCmd.wIndex      = 0;
    EthCmd.wLength     = htons( (WORD)strlen(outstr));
    strncpy((char *)&EthCmd.bData[0],outstr,(WORD)strlen(outstr));

    send(sock,
        (char *)&EthCmd,
        ETHERNETCMD_SIZE + strlen(outstr),
        0);
    recv(sock,(char *)&EthCmd,1 ,0);
}

```

VR_PMAC_GETLINE

This packet causes the Ethernet connection to return any available string that may be residing in the PMAC. All characters up to a <CR>,<ACK> or <LF> are returned. The available string in PMAC is returned and is captured via an Ethernet **Recv** command. It is recommended that this function not be used. Use VR_PMAC_GETBUFFER instead, as this function will retrieve multiple lines and will greatly enhance performance as opposed to using multiple calls of VR_PMAC_GETLINE

```

EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request     = VR_PMAC_GETLINE;
EthCmd.wValue      = 0;
EthCmd.wIndex      = 0;
EthCmd.wLength     Not used

```

Example:

```

int CALLBACK PmacSockGetLine(char *instr)
{
    EthCmd.RequestType = VR_DOWNLOAD;
    EthCmd.Request     = VR_PMAC_GETLINE;
    EthCmd.wValue      = 0;
    EthCmd.wIndex      = 0;
    EthCmd.wLength     = htons( (WORD)strlen(outstr));
    strncpy((char *)&EthCmd.bData[0],outstr,(WORD)strlen(outstr));

    send(sock,(char *)&EthCmd,ETHERNETCMD_SIZE,0);
    recv(sock,(char *)&instr,255 ,0);
}

```

VR_PMAC_GETBUFFER

This packet causes the Ethernet connection to return any available string that may be residing in the PMAC. All characters up to an <ACK> or <LF> are returned. If a <BEL> or <STX>character is detected only the data up to the next <CR> is returned. The maximum amount of data that will ever be returned is 1400 Bytes. It is the callers responsibility to logically determine if there is more data to follow and if VR_PMAC_GETBUFFER must be called again to retrieve all of the data available.

```

EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request     = VR_PMAC_GETBUFFER;
EthCmd.wValue      = 0;

```

```

EthCmd.wIndex      = 0;
EthCmd.wLength     = htons( (WORD)strlen(outstr));
EthCmd.bData       - Not Used

```

Example:

```

int CALLBACK PmacSockGetBuffer(char *instr)
{
    EthCmd.RequestType = VR_DOWNLOAD;
    EthCmd.Request     = VR_PMAC_GETBUFFER;
    EthCmd.wValue      = 0;
    EthCmd.wIndex      = 0;
    EthCmd.wLength     = htons( (WORD)strlen(outstr));

    send(sock, (char *)&EthCmd, ETHERNETCMD_SIZE, 0);
    recv(sock, (char *)&instr, 1400, 0);
}

```

VR_IPADDRESS

This packet permits either setting or retrieval of the current IP address in the Acc 54E.

When setting the IP address to a new value it is required that the Acc 54E be powered down for the new address to take effect.

EthCmd.RequestType = VR_UPLOAD to retrieve the IP address
or
EthCmd.RequestType = VR_DOWNLOAD to set the IP address

```

EthCmd.Request = VR_IPADDRESS;
EthCmd.wValue  = 0;
EthCmd.wIndex  = 0;
EthCmd.wLength = htons(4);
EthCmd.bData   = contains 4 bytes of data indicating the IP
                address set on the send command.

```

For the receive command, four bytes of data are returned indicating the IP address.

VR_PMAC_SENDCTRLCHAR

This packet permits sending of a single character or control character to the Acc-54E. The packet below is what is to be sent. The data received is irrelevant; its purpose is to insure the sender's command was received.

```

EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request     = VR_PMAC_SENDCTRLCHAR;
EthCmd.wValue      = htons(outch); // the character to write
EthCmd.wIndex      = 0;
EthCmd.bData       - Not Used

```

VR_PMAC_PORT

This packet permits sending of a single byte or receiving of single byte from the Acc-54E via the Turbo PMAC2 CPU host port.

To send data to the host port set the packet as follows. After sending the packet, the programmer must wait to receive one byte via the Recv function before continuing. The data received is irrelevant; its purpose is to insure the sender's command was received.

```

EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request     = VR_PMAC_PORT;
EthCmd.wValue      = htons( (WORD)offset);
EthCmd.wIndex      = htons( (WORD)outch);
EthCmd.wLength     = 0;

```

To receive data from the host port, set the packet as follows. After sending the packet, the programmer will receive one byte which is the value the Acc-54E read from the Turbo PMAC2 CPU host port.

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_PORT;
EthCmd.wValue       = htons(offset);
EthCmd.wIndex       = 0;
EthCmd.wLength      = 0;
```

VR_PMAC_READREADY

This packet permits determining if there is data on the Turbo PMAC2 CPU ready to be read.

Two bytes will be returned. The first byte if non-zero indicates there is data to be read; if zero, there is no data to be read. The packet will be set up as follows.

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_READREADY;
EthCmd.wValue       = 0;
EthCmd.wIndex       = 0;
EthCmd.wLength      = htons(2);
```

Example:

```
ETHERNETCMD EthCmd;
char         data[2];
int          rc;

EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_READREADY;
EthCmd.wValue       = 0;
EthCmd.wIndex       = 0;
EthCmd.wLength      = htons(2);

rc = send(sock, ((char *)&EthCmd), ETHERNETCMDSIZE, 0);
rc = recv(*(SOCKET *)vh[dwDevice].hDriver), data, 2, 0);
return data[0];
```

VR_CTRL_REPONSE

This packet permits obtaining the response after sending a control character. The packet is set up as follows. The received data is the response to the sent control character. Meaningful data is returned for the following control characters ^B, ^C, ^F, ^G, ^P and ^V. All other data control characters do not return meaningful data.

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_CTRL_RESPONSE;
EthCmd.wValue       = htons(outchar); //outchar=ctrl char to send out
EthCmd.wIndex       = 0;
EthCmd.wLength      = htons(len);

rc = send(sock, ((char *)&EthCmd), ETHERNETCMDSIZE, 0);
rc = recv(sock, outstr, len, 0); // returned data appears
```

VR_PMAC_WRITEBUFFER

This packet permits writing multiple lines to the PMAC with just one packet. The packet is set up as follows. The received data is the response to the sent control character. Usually, it is used for downloading a file. Data should be of the form each line separated by null byte.

For example, OPEN PLC 1 CLEAR<00>P1=P1+1<00>CLOSE<00> where <00> indicates a null byte. The maximum data length is 1024; anything bigger must be separated into multiple calls of VR_PMAC_WRITEBUFFER. Upon receiving this packet the Acc-54E sends back 4 bytes of data. Byte 3 indicates if there was an error downloading. If the value of this byte is 0x80, there was an error during the download. If it is 0, there was no error during download. Byte 2 indicates the PMAC Error type if there was a download error. Consult the PMAC Software Reference under I6. Bytes 0 and Byte 1 together form a Word that indicates the line number which caused the error to occur. Byte 1 is the MSB and Byte 0 is the LSB of that word.

Example:

```
char errcode[4];
EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request     = VR_PMAC_WRITEBUFFER;
EthCmd.wValue      = 0;
EthCmd.wIndex      = 0;
EthCmd.wLength     = htons(len) ;
memcpy(EthCmd.bData,data, len);
send(sock, (char *)&EthCmd,ETHERNETCMD_SIZE + len,0);
recv(sock, (char *)errcode,4 ,0);
```

VR_FWDOWNLOAD

This packet permits writing raw data to the PMAC host port for firmware download. The firmware takes the stream of data, and then writes to the Turbo PMAC 2 CPU host port at address 5,6 and 7. The packet includes in the wValue parameter to command to start the download at host port address 5. This packet permits writing multiple lines to the PMAC with just one packet. The packet is set up as follows. The received data is the response to the sent control character. Usually, it is used for downloading a file. Data should be of the form each line separated by null byte. After sending the packet, the programmer must wait to receive one byte via the Recv function before continuing. The data received is irrelevant; its purpose is to insure the sender's command was received.

```
EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request     = VR_FWDOWNLOAD;
EthCmd.wValue      = htons((WORD)bRestart); //bRestart = 1 on start
EthCmd.wIndex      = 0;
EthCmd.wLength     = htons((WORD)len) ;
memcpy(EthCmd.bData,data, len);
send(sock, (char *)&EthCmd,ETHERNETCMD_SIZE + len,0);
recv(sock, (char *)&errcode,1 ,0);
```

VR_PMAC_GETRESPONSE

This packet causes the Ethernet connection to send a string to PMAC, then to return any available strings that may be residing in the PMAC. All characters up to an <ACK> or <LF> are returned. If a <BEL> or <STX> character is detected, only the data up to the next <CR> is returned. The maximum amount of data that will ever be returned is 1400 Bytes. It is the caller's responsibility to logically determine if there is more data to follow and if VR_PMAC_GETBUFFER needs to be called again to retrieve all of the data available.

```
EthCmd.RequestType = VR_DOWNLOAD;
EthCmd.Request     = VR_PMAC_GETRESPONSE;
EthCmd.wValue      = 0;
EthCmd.wIndex      = 0;
EthCmd.wLength     = htons( (WORD)strlen(outstr));
```

```
strncpy((char *)&EthCmd.bData[0],outstr,(WORD)strlen(outstr));
send(sock,(char*)&EthCmd,ETHERNETCMD_SIZE + strlen(outstr),0);
recv(sock, szPmacData,1400,0);
```

VR_PMAC_GETMEM

This packet causes the Ethernet connection to retrieve DPRAM data from the PMAC. Up to 1400 bytes may be received in a single packet. The wValue field contains the byte offset to retrieve the data from, while the wLength parameter indicates how many bytes to receive.

Example:

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_GETMEM;
EthCmd.wValue       = htons(offset); //
EthCmd.wIndex       = 0;
EthCmd.wLength      = htons(length);
send(sock,(char *)&EthCmd,ETHERNETCMD_SIZE ,0);
recv(sock,(char *)data,1400,0);
```

VR_PMAC_SETMEM

This packet causes the Ethernet connection to write data to the DPRAM shared between the PMAC and the Acc-54E. Up to 1400 bytes may be written in a single packet. The wValue field contains the byte offset to write the data to while the wLength parameter indicates how many bytes to write. After sending the packet, the programmer must wait to receive one byte via the Recv function before continuing. The data received is irrelevant; its purpose is to insure the sender's command was received.

Example Packet Setup:

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_SETMEM;
EthCmd.wValue       = htons(offset);
EthCmd.wIndex       = 0;
EthCmd.wLength      = htons(length);
```

VR_PMAC_SETBIT

This packet causes the Ethernet connection to perform a write to DPRAM shared between the PMAC and the Acc-54E that either sets bits in a 32-bit word or clears bits in a 32-bit word. If the wIndex parameter is supplied with a 1, a logical OR is performed that sets bits. If it is 0, a logical AND is performed, which clears bits. It is the programmer's responsibility to use the appropriate mask for setting or clearing bits. The wValue field contains the byte offset to retrieve the data from. After sending the packet, the programmer must wait to receive one byte via the Recv function before continuing. The data received is irrelevant; its purpose is to insure the sender's command was received.

Example:

```
DWORD mask = 0x00000001;
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request      = VR_PMAC_SETBIT;
EthCmd.wValue       = htons((WORD)offset);
EthCmd.wIndex       = htons((WORD)on);
EthCmd.wLength      = htons(len);

// generate the mask
mask <= bitno; // zero based
// If clearing a bit compliment mask to prepare the firmware for AND
if(!on)
    mask = ~mask;
memcpy(EthCmd.bData,&mask,len);
// Send command request
send(sock,(char *)&EthCmd,ETHERNETCMD_SIZE+len,0);
recv(sock,(char *)&errcode,1,0);
```

VR_PMAC_SETBITS

This packet causes the Ethernet connection to perform a write to DPRAM shared between the PMAC and the Acc-54E that sets bits in a 32-bit word to a new value. The wValue field contains the byte offset to retrieve the data from. The bData field of the Ethernet command packet must be stuffed with a mask indicating which bits to set in four bytes followed by four bytes that indicate the bits to clear in a 32-bit word. After sending the packet, the programmer must wait to receive one byte via the Recv function before continuing. The data received is irrelevant; its purpose is to insure the sender's command was received.

Example:

```
EthCmd.RequestType = VR_UPLOAD;
EthCmd.Request     = VR_PMAC_SETBITS;
EthCmd.wValue      = htons((WORD)offset);
EthCmd.wIndex      = 0;
EthCmd.wLength     = htons(2*sizeof(DWORD));

temp = 0xFF03FFFF ;
memcpy(EthCmd.bData,&temp,sizeof(DWORD));
temp = 0x00030000 ;
memcpy(EthCmd.bData + 4,&temp,sizeof(DWORD));
// Send command request
send(sock,(char *)&EthCmd,ETHERNETCMD_SIZE + 2*sizeof(DWORD),0);
recv(sock,(char *)&errcode,1,0);
```



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