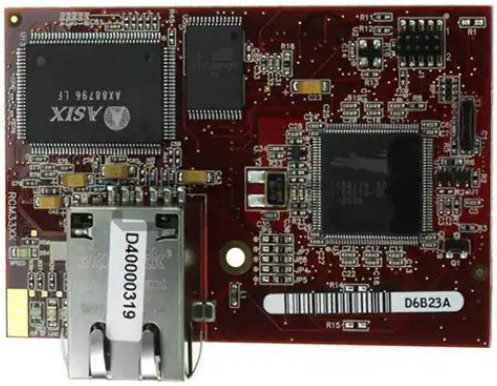

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Applications of Embedded - Microcontroller,

Details	
Product Status	Obsolete
Module/Board Type	MPU Core
Core Processor	Rabbit 3000
Co-Processor	-
Speed	44.2MHz
Flash Size	512KB (Internal), 8MB (External)
RAM Size	1MB
Connector Type	2 IDC Headers 2x17, 1 IDC Header 2x5
Size / Dimension	1.85" x 2.73" (47mm x 69mm)
Operating Temperature	-40°C ~ 70°C
Purchase URL	https://www.e-xfl.com/product-detail/digi-international/20-101-1067

RabbitCore RCM3305/RCM3315 User's Manual

Part Number 019-0151 • 080528–E • Printed in U.S.A.

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Rabbit Semiconductor Inc.

www.rabbit.com

2. GETTING STARTED

This chapter describes how to set up and use an RCM3305 series module and the Prototyping Board included in the Development Kit.

NOTE: It is assumed that you have a Development Kit. If you purchased an RCM3305 series module by itself, you will have to adapt the information in this chapter and elsewhere to your test and development setup.

2.1 Install Dynamic C

To develop and debug programs for an RCM3305 series module (and for all other Rabbit hardware), you must install and use Dynamic C.

If you have not yet installed Dynamic C version 9.25 (or a later version), do so now by inserting the Dynamic C CD from the Development Kit in your PC's CD-ROM drive. If autorun is enabled, the CD installation will begin automatically.

If autorun is disabled or the installation otherwise does not start, use the Windows **Start | Run** menu or Windows Disk Explorer to launch **`setup.exe`** from the root folder of the CD-ROM.

The installation program will guide you through the installation process. Most steps of the process are self-explanatory.

Dynamic C uses a COM (serial) port to communicate with the target development system. The installation allows you to choose the COM port that will be used. The default selection is COM1. You may select any available port for Dynamic C's use. If you are not certain which port is available, select COM1. This selection can be changed later within Dynamic C.

NOTE: The installation utility does not check the selected COM port in any way. Specifying a port in use by another device (mouse, modem, etc.) may lead to a message such as **`"could not open serial port"`** when Dynamic C is started.

Once your installation is complete, you will have up to three icons on your PC desktop. One icon is for Dynamic C, one opens the documentation menu, and the third is for the Rabbit Field Utility, a tool used to download precompiled software to a target system.

If you have purchased the optional Dynamic C Rabbit Embedded Security Pack, install it after installing Dynamic C. You must install the Rabbit Embedded Security Pack in the same directory where Dynamic C was installed.

2.2.3 Step 3 — Connect Power

When all other connections have been made, you can connect power to the Prototyping Board.

If you have the universal power supply, prepare the AC adapter for the country where it will be used by selecting the plug. The RCM3305 Series Development Kit presently includes Canada/Japan/U.S., Australia/N.Z., U.K., and European style plugs. Snap in the top of the plug assembly into the slot at the top of the AC adapter as shown in Figure 3(a), then press down on the spring-loaded clip below the plug assembly to allow the plug assembly to click into place.

Depending on the style of adapter, connect the AC adapter to 3-pin header J2 or jack J1 on the Prototyping Board as shown in Figure 3(a) or Figure 3(b).

Plug in the AC adapter. The red **CORE** LED on the Prototyping Board should light up. The RCM3305 series RabbitCore module and the Prototyping Board are now ready to be used.

NOTE: A **RESET** button is provided on the Prototyping Board to allow a hardware reset without disconnecting power.

2.2.3.1 Alternate Power-Supply Connections

All Development Kits sold up to May, 2008, included a header connector that may be used to connect your power supply to 3-pin header J2 on the Prototyping Board. The connector may be attached either way as long as it is not offset to one side—the center pin of J2 is always connected to the positive terminal, and either edge pin is negative. The power supply should deliver 8 V to 30 V DC at 8 W.

4.5 Memory

4.5.1 SRAM

RCM3305/RCM3315 boards have 512K of program-execution fast SRAM at U11. The program-execution SRAM is not battery-backed. There are 512K of battery-backed data SRAM installed at U10.

4.5.2 Flash EPROM

RCM3305/RCM3315 boards also have 512K of flash EPROM at U9.

> **NOTE:** Rabbit recommends that any customer applications should not be constrained by the sector size of the flash EPROM since it may be necessary to change the sector size in the future.

Writing to arbitrary flash memory addresses at run time is also discouraged. Instead, use a portion of the "user block" area to store persistent data. The functions **`writeUserBlock()`** and **`readUserBlock()`** are provided for this. Refer to the ***Rabbit 3000 Microprocessor Designer's Handbook*** and the ***Dynamic C Function Reference Manual*** for additional information.

4.5.3 Serial Flash

A serial flash is supplied on the RCM3305 and the RCM3315 to store data and Web pages. Sample programs in the **`SAMPLES\RCM3300`** folder illustrate the use of the serial flash. These sample programs are described in Section 3.2.1, "Use of Serial Flash."

4.5.4 Dynamic C BIOS Source Files

The Dynamic C BIOS source files handle different standard RAM and flash EPROM sizes automatically.

for additional information if you are using a Dynamic C release prior to v. 9.60 under Windows Vista. Programs can be downloaded at baud rates of up to 460,800 bps after the program compiles.

Dynamic C has a number of standard features.

- Full-feature source and/or assembly-level debugger, no in-circuit emulator required.
- Royalty-free TCP/IP stack with source code and most common protocols.
- Hundreds of functions in source-code libraries and sample programs:
  - Exceptionally fast support for floating-point arithmetic and transcendental functions.
  - RS-232 and RS-485 serial communication.
  - Analog and digital I/O drivers.
  - I^2C, SPI, GPS, file system.
  - LCD display and keypad drivers.
- Powerful language extensions for cooperative or preemptive multitasking
- Loader utility program to load binary images into Rabbit targets in the absence of Dynamic C.
- Provision for customers to create their own source code libraries and augment on-line help by creating "function description" block comments using a special format for library functions.
- Standard debugging features:
  - Breakpoints—Set breakpoints that can disable interrupts.
  - Single-stepping—Step into or over functions at a source or machine code level, µC/OS-II aware.
  - Code disassembly—The disassembly window displays addresses, opcodes, mnemonics, and machine cycle times. Switch between debugging at machine-code level and source-code level by simply opening or closing the disassembly window.
  - Watch expressions—Watch expressions are compiled when defined, so complex expressions including function calls may be placed into watch expressions. Watch expressions can be updated with or without stopping program execution.
  - Register window—All processor registers and flags are displayed. The contents of general registers may be modified in the window by the user.
  - Stack window—shows the contents of the top of the stack.
  - Hex memory dump—displays the contents of memory at any address.
  - **STDIO** window—`printf` outputs to this window and keyboard input on the host PC can be detected for debugging purposes. `printf` output may also be sent to a serial port or file.

6.3 Placing Your Device on the Network

In many corporate settings, users are isolated from the Internet by a firewall and/or a proxy server. These devices attempt to secure the company from unauthorized network traffic, and usually work by disallowing traffic that did not originate from inside the network. If you want users on the Internet to communicate with your RCM3305/RCM3315, you have several options. You can either place the RCM3305/RCM3315 directly on the Internet with a real Internet address or place it behind the firewall. If you place the RCM3305/RCM3315 behind the firewall, you need to configure the firewall to translate and forward packets from the Internet to the RCM3305/RCM3315.

6.4.1 How to Set IP Addresses in the Sample Programs

With the introduction of Dynamic C 7.30 we have taken steps to make it easier to run many of our sample programs. You will see a **TCPCONFIG** macro. This macro tells Dynamic C to select your configuration from a list of default configurations. You will have three choices when you encounter a sample program with the **TCPCONFIG** macro.

1. You can replace the **TCPCONFIG** macro with individual **MY_IP_ADDRESS**, **MY_NETMASK**, **MY_GATEWAY**, and **MY_NAMESERVER** macros in each program.
2. You can leave **TCPCONFIG** at the usual default of 1, which will set the IP configurations to **10.10.6.100**, the netmask to **255.255.255.0**, and the nameserver and gateway to **10.10.6.1**. If you would like to change the default values, for example, to use an IP address of **10.1.1.2** for the RCM3305/RCM3315 board, and **10.1.1.1** for your PC, you can edit the values in the section that directly follows the "General Configuration" comment in the **TCP_CONFIG.LIB** library. You will find this library in the **LIB\TCPIP** directory.
3. You can create a **CUSTOM_CONFIG.LIB** library and use a **TCPCONFIG** value greater than 100. Instructions for doing this are at the beginning of the **TCP_CONFIG.LIB** library in the **LIB\TCPIP** directory.

There are some other "standard" configurations for **TCPCONFIG** that let you select different features such as DHCP. Their values are documented at the top of the **TCP_CONFIG.LIB** library in the **LIB\TCPIP** directory. More information is available in the ***Dynamic C TCP/IP User's Manual***.

When you refresh the page in your browser, you will see that the page has been restored. You have successfully updated and restored your application's files remotely!

When you are finished with the **INTEGRATION.C** sample program, you need to follow a special shutdown procedure before powering off to prevent any possible corruption of the FAT file system. Press and hold switch S2 on the Prototyping Board until LED DS3 blinks rapidly to indicate that it is now safe to turn the RCM3305/RCM3315 off. This procedure can be modified by the user to provide other application-specific shutdown tasks.

6.7 Where Do I Go From Here?

> **NOTE:** If you purchased your RCM3305/RCM3315 through a distributor or through a Rabbit partner, contact the distributor or partner first for technical support.

If there are any problems at this point:

- Use the Dynamic C **Help** menu to get further assistance with Dynamic C.
- Check the Rabbit Technical Bulletin Board and forums at www.rabbit.com/support/bb/ and at www.rabbit.com/forums/.
- Use the Technical Support e-mail form at www.rabbit.com/support/questionSubmit.shtml.

If the sample programs ran fine, you are now ready to go on.

Additional sample programs are described in the ***Dynamic C TCP/IP User's Manual***.

Please refer to the ***Dynamic C TCP/IP User's Manual*** to develop your own applications. ***An Introduction to TCP/IP*** provides background information on TCP/IP, and is available on the CD and on our Web site.

APPENDIX A. RCM3305/RCM3315 SPECIFICATIONS

Appendix A provides the specifications for the RCM3305/ RCM3315, and describes the conformal coating.

Figure A-4 shows a typical timing diagram for the Rabbit 3000 microprocessor external I/O read and write cycles.

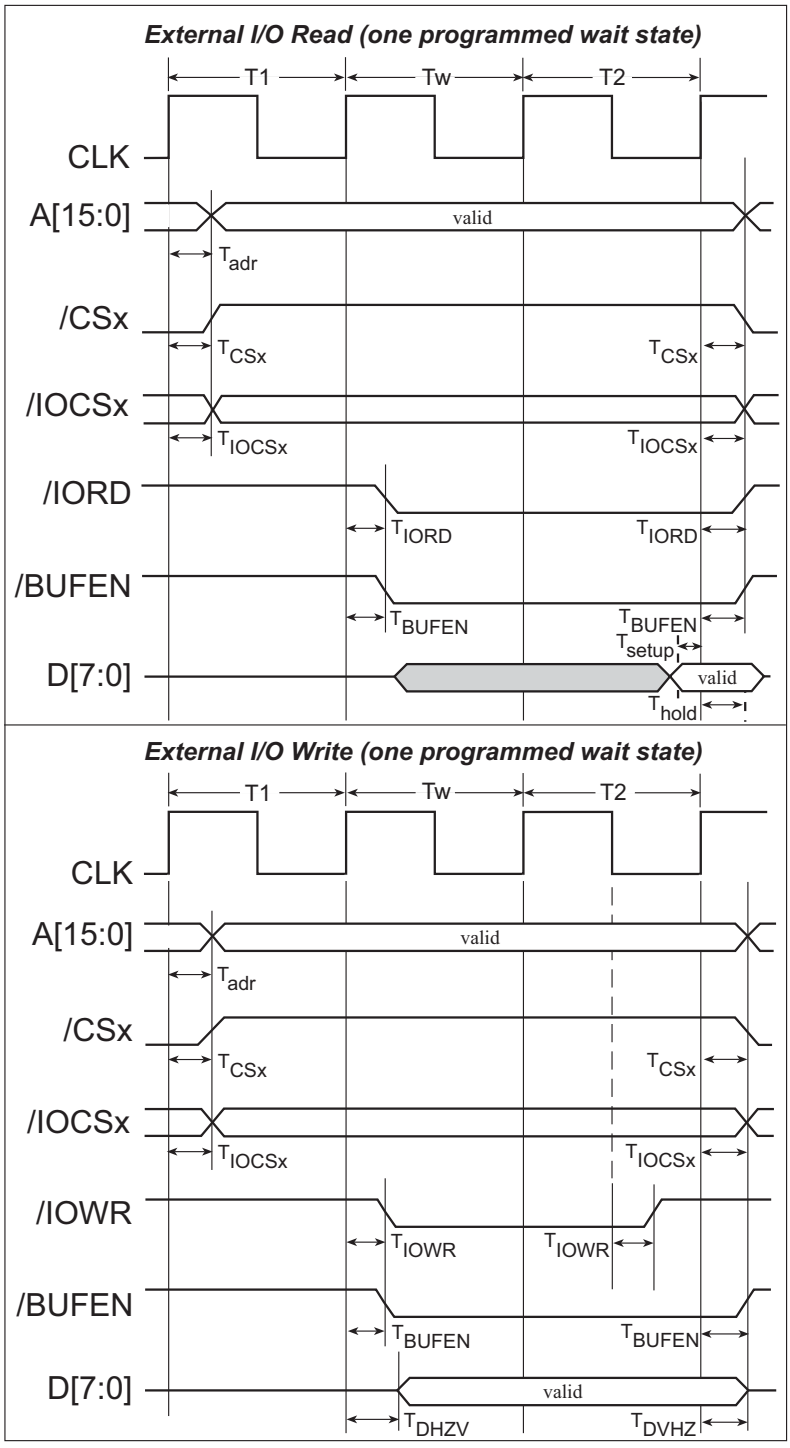

Figure A-4. I/O Read and Write Cycles—No Extra Wait States

NOTE: ***/IOCSx*** can be programmed to be active low (default) or active high.

- **Module Extension Headers**—The complete pin set of the RCM3305/RCM3315 module is duplicated at headers J8 and J9. Developers can solder wires directly into the appropriate holes, or, for more flexible development, 2 × 17 header strips with a 0.1" pitch can be soldered into place. See Figure B-4 for the header pinouts.
- **Digital I/O**—Four digital inputs are available on screw-terminal header J6. See Figure B-4 for the header pinouts.
- **RS-232**—Two 3-wire serial ports or one 5-wire RS-232 serial port are available on the Prototyping Board at screw-terminal header J14.
- **RS-485**—One RS-485 serial port is available on the Prototyping Board at screw-terminal header J14.
- **Quadrature Decoder**—Four quadrature decoder inputs (PF0–PF3) from the Rabbit 3000 chip are available on screw-terminal header J5. See Figure B-4 for the header pinouts.
- **H-Bridge Motor Driver**—Two pairs of H-bridge motor drivers are supported using screw-terminal headers J3 and J4 on the Prototyping Board for stepper-motor control. See Figure B-4 for the header pinouts.
- **RabbitNet Port**—One RS-422 RabbitNet port (shared with the serial flash interface) is available to allow RabbitNet peripheral cards to be used with the Prototyping Board.
- **Serial Flash Interface**—One serial flash interface (shared with the RabbitNet port) is available to allow Rabbit's SF1000 series serial flash to be used on the Prototyping Board.

B.4 Using the Prototyping Board

The Prototyping Board is actually both a demonstration board and a prototyping board. As a demonstration board, it can be used with the sample programs to demonstrate the functionality of the RCM3305/RCM3315 right out of the box without any modifications.

The Prototyping Board pinouts are shown in Figure B-4.

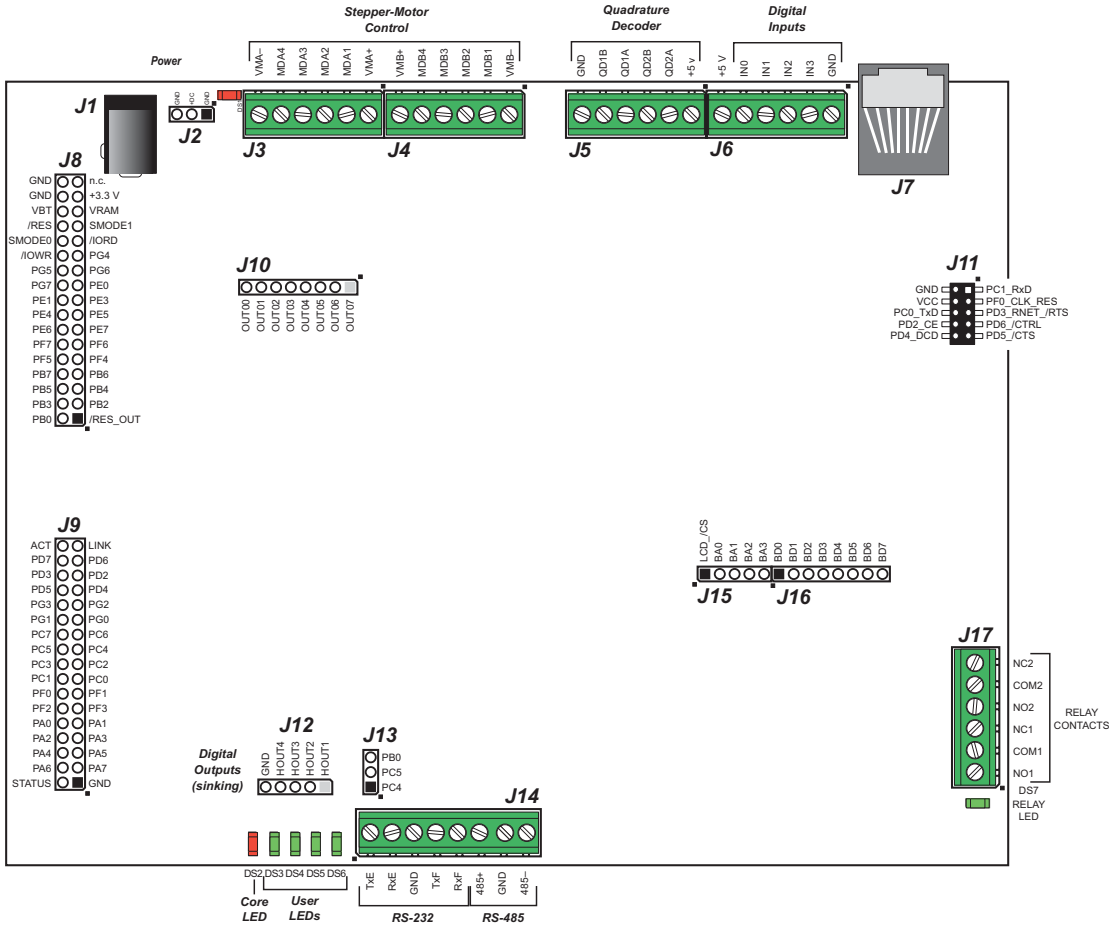

Figure B-4. Prototyping Board Pinout

The Prototyping Board comes with a 220 Ω termination resistor and two 681 Ω bias resistors installed and enabled with jumpers across pins 1–2 and 5–6 on header JP5, as shown in Figure B-9.

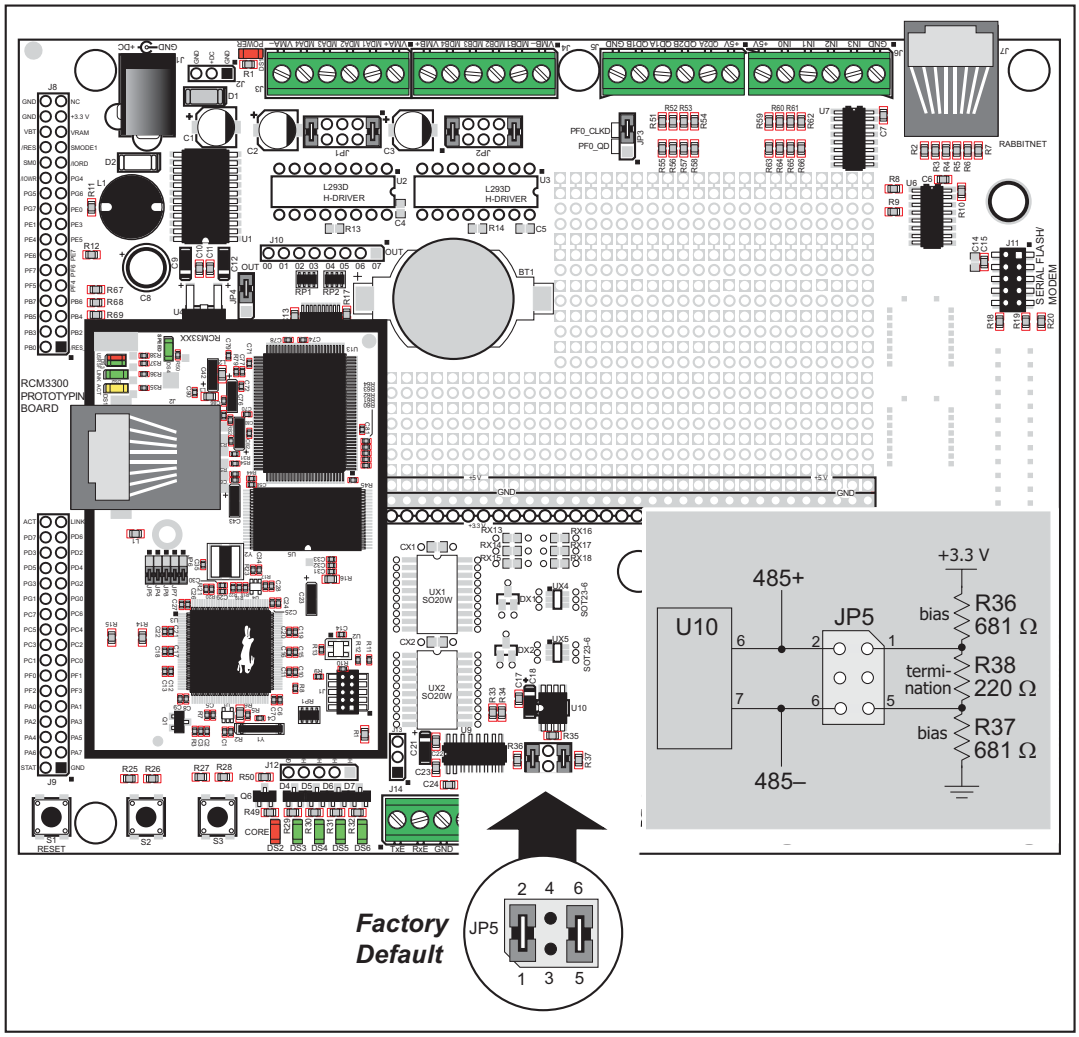

Figure B-9. RS-485 Termination and Bias Resistors

For best performance, the termination resistors in a multidrop network should be enabled only on the end nodes of the network, but ***not*** on the intervening nodes. Jumpers on boards whose termination resistors are not enabled may be stored across pins 1–3 and 4–6 of header JP5.

B.4.7 RabbitNet Ports

The RJ-45 jack labeled ***RabbitNet*** is a clocked SPI RS-422 serial I/O expansion port for use with RabbitNet peripheral boards. The ***RabbitNet*** jack does ***not*** support Ethernet connections. Header JP3 must have pins 2–3 jumpered when using the RabbitNet port.

The RabbitNet port is enabled in software by setting PD2 = 1. Note that the RabbitNet port and the J11 interface cannot be used simultaneously.

B.4.8 Other Prototyping Board Modules

An optional LCD/keypad module is available that can be mounted on the Prototyping Board. The signals on headers LCD1JB and LCD1JC will be available only if the LCD/keypad module is installed. Refer to Appendix C, "LCD/Keypad Module," for complete information.

Rabbit's SF1000 series serial flash may be installed in the socket labeled J11. The J11 interface is enabled in software by setting PD2 = 0. Header JP3 must have pins 2–3 jumpered when using the J11 interface. Note that the RabbitNet port and the J11 interface cannot be used simultaneously.

B.4.9 Quadrature Decoder

Four quadrature decoder inputs are available on screw-terminal header J5. To use the PF0 input from the Rabbit microprocessor, which goes to the QD1B input, remember to reconfigure the jumper on header JP3 to jumper pins 1–2.

Additional information on the use of the quadrature decoders on Parallel Port F is provided in the ***Rabbit 3000 Microprocessor User's Manual***.

B.4.10 Stepper-Motor Control

The Prototyping Board can be used to demonstrate the use of the RCM3305/RCM3315 to control a stepper motor. Stepper motor control typically directs moves in two orthogonal directions, and so two sets of stepper-motor control circuits are provided for via screw-terminal headers J3 and J4.

In order to use the stepper-motor control, install two Texas Instruments L293DN chips at locations U2 and U3 (shown in Figure B-10). These chips are readily available from your favorite electronics parts source, and may be purchased through Rabbit's Web store as part number 660-0205.

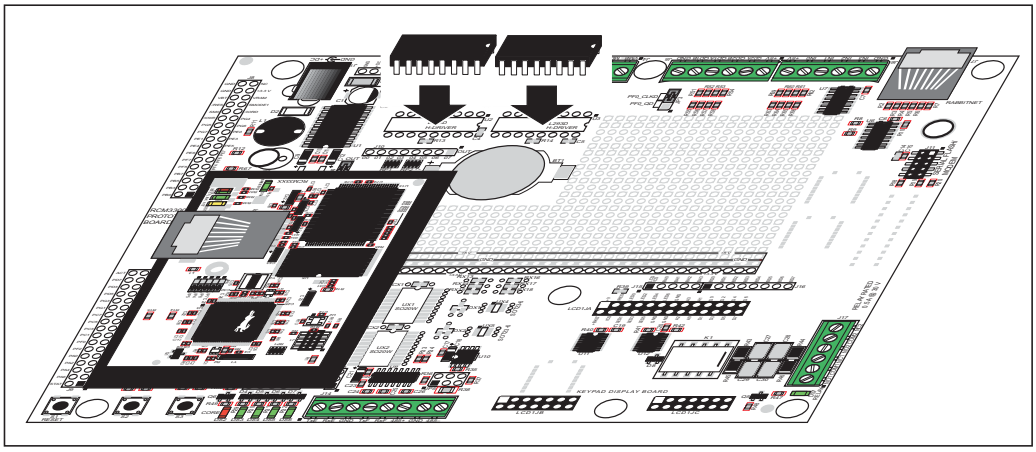

Figure B-10. Install Four-Channel Push-Pull Driver Chips

Figure B-11 shows the stepper-motor driver circuit.

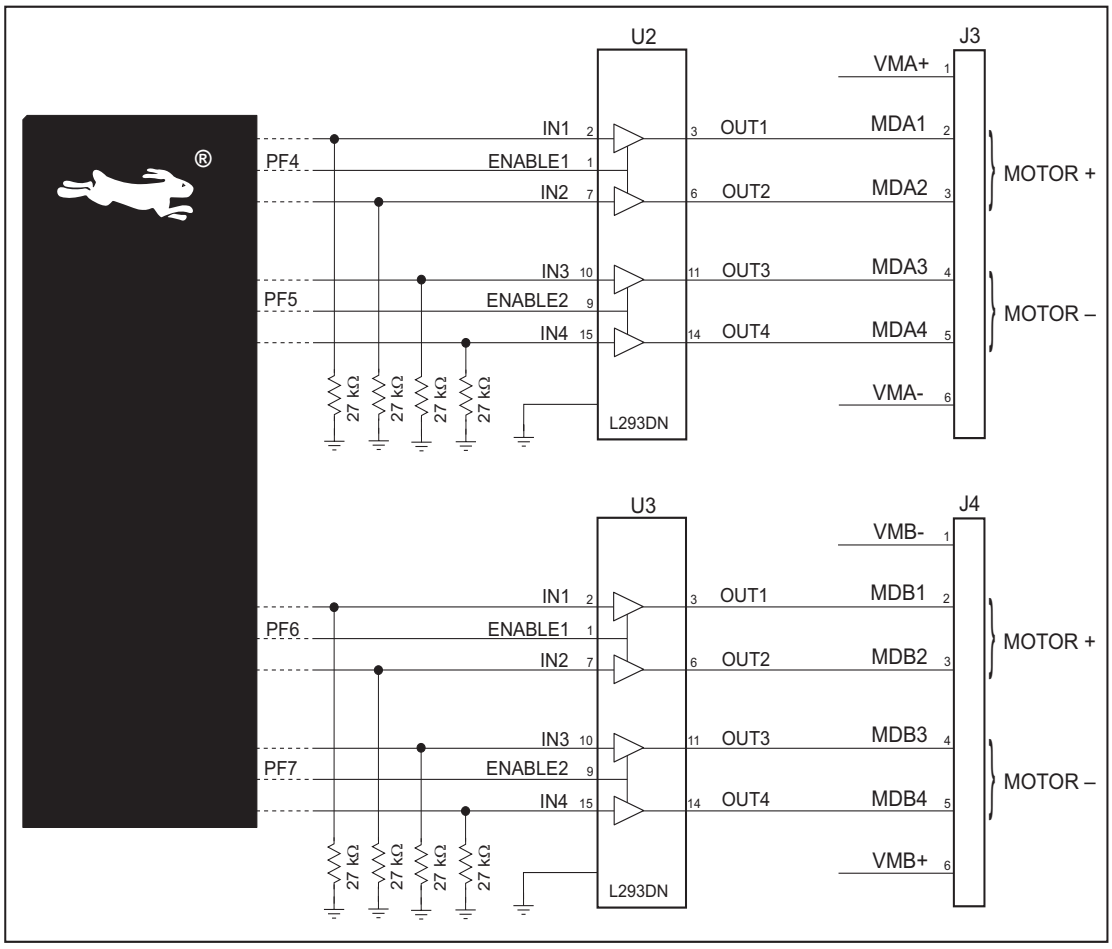

Figure B-11. Stepper-Motor Driver Circuit

The stepper motor(s) can be powered either from the onboard power supply or from an external power based on the jumper settings on headers JP1 and JP2.

Table B-3. Stepper Motor Power-Supply Options

Header	Pins Connected		Factory Default
JP1	1–2 9–10	Onboard power supply to U2	✕
	3–4 7–8	External power supply to U2	
JP2	1–2 9–10	Onboard power supply to U3	✕
	3–4 7–8	External power supply to U3	

void glSetContrast(unsigned level);

Sets display contrast.

> **NOTE:** This function is not used with the LCD/keypad module since the support circuits are not available on the LCD/keypad module.

void glFillScreen(int pattern);

Fills the LCD display screen with a pattern.

PARAMETER

The screen will be set to all black if **pattern** is 0xFF, all white if **pattern** is 0x00, and vertical stripes for any other pattern.

RETURN VALUE

None.

SEE ALSO

glBlock, glBlankScreen, glPlotPolygon, glPlotCircle

void glBlankScreen(void);

Blanks the LCD display screen (sets LCD display screen to white).

RETURN VALUE

None.

SEE ALSO

glFillScreen, glBlock, glPlotPolygon, glPlotCircle

void glFillRegion(int left, int top, int width, int height, char pattern);

Fills a rectangular block in the LCD buffer with the pattern specified. Any portion of the block that is outside the LCD display area will be clipped.

PARAMETERS

left is the *x* coordinate of the top left corner of the block.

top is the *y* coordinate of the top left corner of the block.

width is the width of the block.

height is the height of the block.

pattern is the bit pattern to display (all black if **pattern** is 0xFF, all white if **pattern** is 0x00, and vertical stripes for any other pattern).

RETURN VALUE

None.

SEE ALSO

glFillScreen, glBlankScreen, glBlock, glBlankRegion

void glPutFont(int x, int y, fontInfo *pInfo, char code);

Puts an entry from the font table to the page buffer and on the LCD if the buffer is unlocked. Each font character's bitmap is column major and byte-aligned. Any portion of the bitmap character that is outside the LCD display area will be clipped.

PARAMETERS

x is the *x* coordinate (column) of the top left corner of the text.

y is the *y* coordinate (row) of the top left corner of the text.

pInfo is a pointer to the font descriptor.

code is the ASCII character to display.

RETURN VALUE

None.

SEE ALSO

glFontCharAddr, glPrintf

void glSetPfStep(int stepX, int stepY);

Sets the **glPrintf()** printing step direction. The *x* and *y* step directions are independent signed values. The actual step increments depend on the height and width of the font being displayed, which are multiplied by the step values.

PARAMETERS

stepX is the **glPrintf** *x* step value

stepY is the **glPrintf** *y* step value

RETURN VALUE

None.

SEE ALSO

Use **glGetPfStep()** to examine the current *x* and *y* printing step direction.

int glGetPfStep(void);

Gets the current **glPrintf()** printing step direction. Each step direction is independent of the other, and is treated as an 8-bit signed value. The actual step increments depends on the height and width of the font being displayed, which are multiplied by the step values.

RETURN VALUE

The *x* step is returned in the MSB, and the *y* step is returned in the LSB of the integer result.

SEE ALSO

Use **glGetPfStep()** to control the *x* and *y* printing step direction.

void glVScroll(int left, int top, int cols, int rows, int nPix);

Scrolls up or down, within the defined window by *x* number of pixels. The opposite edge of the scrolled window will be filled in with white pixels. The window must be byte-aligned.

Parameters will be verified for the following:

1. The **left** and **cols** parameters will be verified that they are evenly divisible by 8. If not, they will be truncated to a value that is a multiple of 8.
2. Parameters will be checked to verify that the scrolling area is valid. The minimum scrolling area is a width of 8 pixels and a height of one row.

PARAMETERS

left is the top left corner of bitmap, must be evenly divisible by 8.

top is the top left corner of the bitmap.

cols is the number of columns in the window, must be evenly divisible by 8.

rows is the number of rows in the window.

nPix is the number of pixels to scroll within the defined window (a negative value will produce a scroll up).

RETURN VALUE

None.

SEE ALSO

glHScroll

void glXPutBitmap(int left, int top, int width, int height, unsigned long bitmap);

Draws bitmap in the specified space. The data for the bitmap are stored in **xmem**. This function calls **glXPutFastmap** automatically if the bitmap is byte-aligned (the left edge and the width are each evenly divisible by 8).

Any portion of a bitmap image or character that is outside the LCD display area will be clipped.

PARAMETERS

left is the top left corner of the bitmap.

top is the top left corner of the bitmap.

width is the width of the bitmap.

height is the height of the bitmap.

bitmap is the address of the bitmap in **xmem**.

RETURN VALUE

None.

SEE ALSO

glXPutFastmap, glPrintf

void TextPutChar(struct windowFrame *window, char ch);

Displays a character on the display where the cursor is currently pointing. Once a character is displayed, the cursor will be incremented to the next character position. If any portion of a bitmap character is outside the LCD display area, the character will not be displayed.

NOTE: Execute the **TextWindowFrame** function before using this function.

PARAMETERS

***window** is a pointer to a font descriptor.

ch is a character to be displayed on the LCD.

RETURN VALUE

None.

SEE ALSO

TextGotoXY, TextPrintf, TextWindowFrame, TextCursorLocation

void TextPrintf(struct windowFrame *window, char *fmt, ...);

Prints a formatted string (much like **printf**) on the LCD screen. Only printable characters in the font set are printed; escape sequences '\r' and '\n' are also recognized. All other escape sequences will be skipped over; for example, '\b' and \'t' will cause nothing to be displayed.

The text window feature provides end-of-line wrapping and clipping after the character in the last column and row is displayed. The cursor then remains at the end of the string.

NOTE: Execute the **TextWindowFrame** function before using this function.

PARAMETERS

window is a pointer to a font descriptor.

***fmt** is a formatted string.

... are formatted string conversion parameter(s).

EXAMPLE

```
TextPrintf(&TextWindow, "Test %d\n", count);
```

RETURN VALUE

None.

SEE ALSO

TextGotoXY, TextPutChar, TextWindowFrame, TextCursorLocation

APPENDIX E. RABBITNET

E.1 General RabbitNet Description

RabbitNet is a high-speed synchronous protocol developed by Rabbit to connect peripheral cards to a master and to allow them to communicate with each other.

E.1.1 RabbitNet Connections

All RabbitNet connections are made point to point. A RabbitNet master port can only be connected directly to a peripheral card, and the number of peripheral cards is limited by the number of available RabbitNet ports on the master.

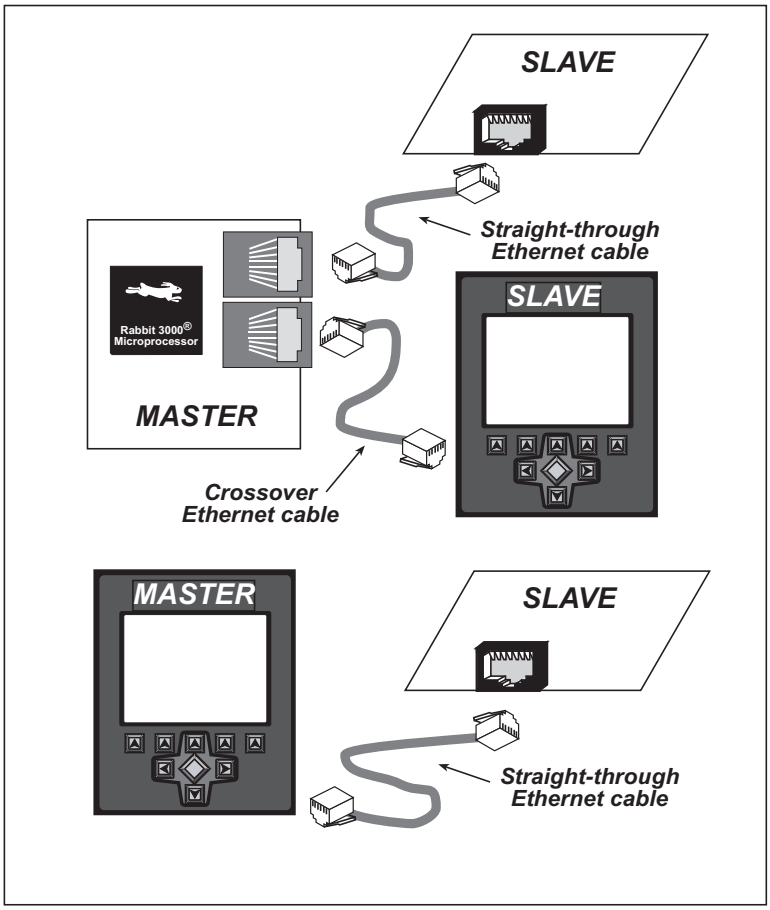

Figure E-1. Connecting Peripheral Cards to a Master