

EasyLV-18F v6™

User manual

All MikroElektronika's development systems represent irreplaceable tools for programming and developing microcontroller-based devices. Carefully chosen components and the use of machines of the last generation for mounting and testing thereof are the best guarantee of high reliability of our devices. Due to simple design, a large number of add-on modules and ready to use examples, all our users, regardless of their experience, have the possibility to develop their project in a fast and efficient way.

Development System

 **MikroElektronika**

SOFTWARE AND HARDWARE SOLUTIONS FOR EMBEDDED WORLD ...making it simple

TO OUR VALUED CUSTOMERS

I want to express my thanks to you for being interested in our products and for having confidence in mikroElektronika.

The primary aim of our company is to design and produce high quality electronic products and to constantly improve the performance thereof in order to better suit your needs.



Nebojsa Matic
General Manager

TABLE OF CONTENTS

Introduction to EasyLV-18F v6 Development System 4

Key Features 5

1.0. Connecting the System to a PC 6

2.0. Supported Microcontrollers 7

3.0. On-board LV18PICprog Programmer 8

4.0. mikroLCD (In-Circuit Debugger) 9

5.0. ICD Connector 10

6.0. 3.3V Voltage Regulator 10

7.0. Power Supply 11

8.0. USB Communication Module 12

9.0. A/D Converter Test Inputs 13

10.0. USB UART Module 14

11.0. RS-232 Communication Module 15

12.0. Serial EEPROM Module 16

13.0. RAM Module 17

14.0. DS1820 Temperature Sensor 18

15.0. Piezo Buzzer 19

16.0. LEDs 20

17.0. 4x4 Keypad 21

18.0. MENU Keypad 22

19.0. Push Buttons 23

20.0. On-board 2x16 LCD 24

21.0. 2x16 LCD 25

22.0. 128x64 Graphic LCD 26

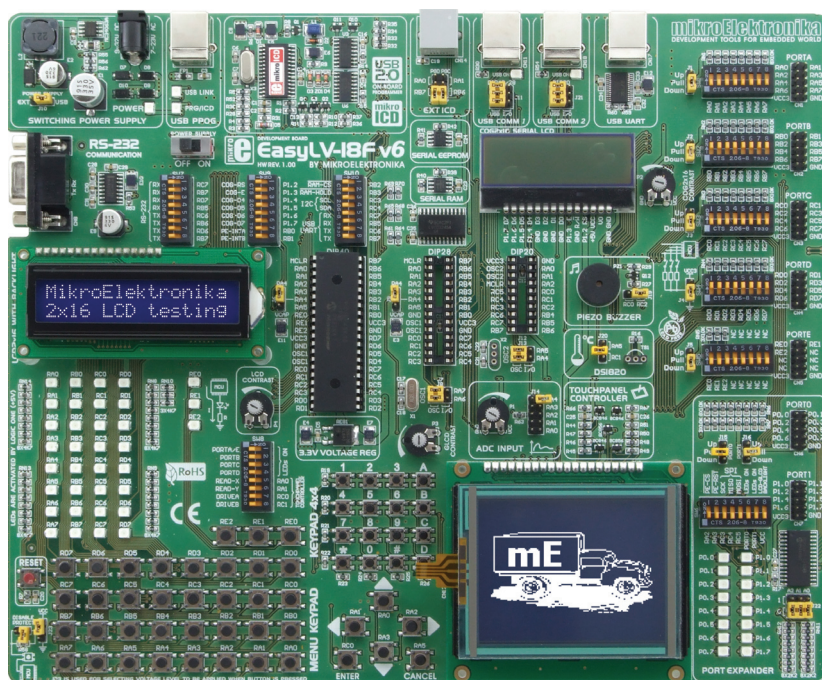
23.0. Touch Panel 27

24.0. I/O Ports 28

25.0. Port Expander (Additional I/O Ports) 30

Introduction to EasyLV-18F v6 Development System

The *EasyLV-18F v6™* development system provides a development environment for experimenting with PIC® microcontrollers from Microchip®. The system includes an on-board programmer with mikroICD providing an interface between the microcontroller and a PC. You are simply expected to write a program in one of the PIC compilers, generate a .hex file and program your microcontroller using the on-board *LV18PICprog™* programmer. Numerous modules, such as 128x64 graphic LCD, alphanumeric 2x16 LCD, port expander, on-board 2x16 LCD etc, are provided on the board and allow you to easily simulate the operation of the target device.



Full-featured development system for PIC microcontroller based devices



On-board USB 2.0 programmer



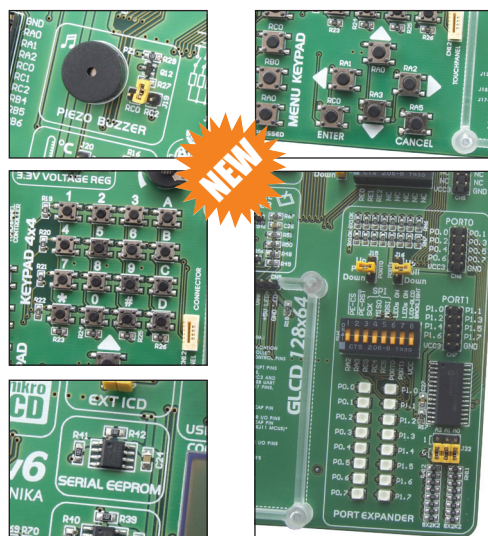
On-board alphanumeric 2x16 LCD



Port expander provides an easy I/O expansion by 2 additional ports



Graphic LCD with backlight



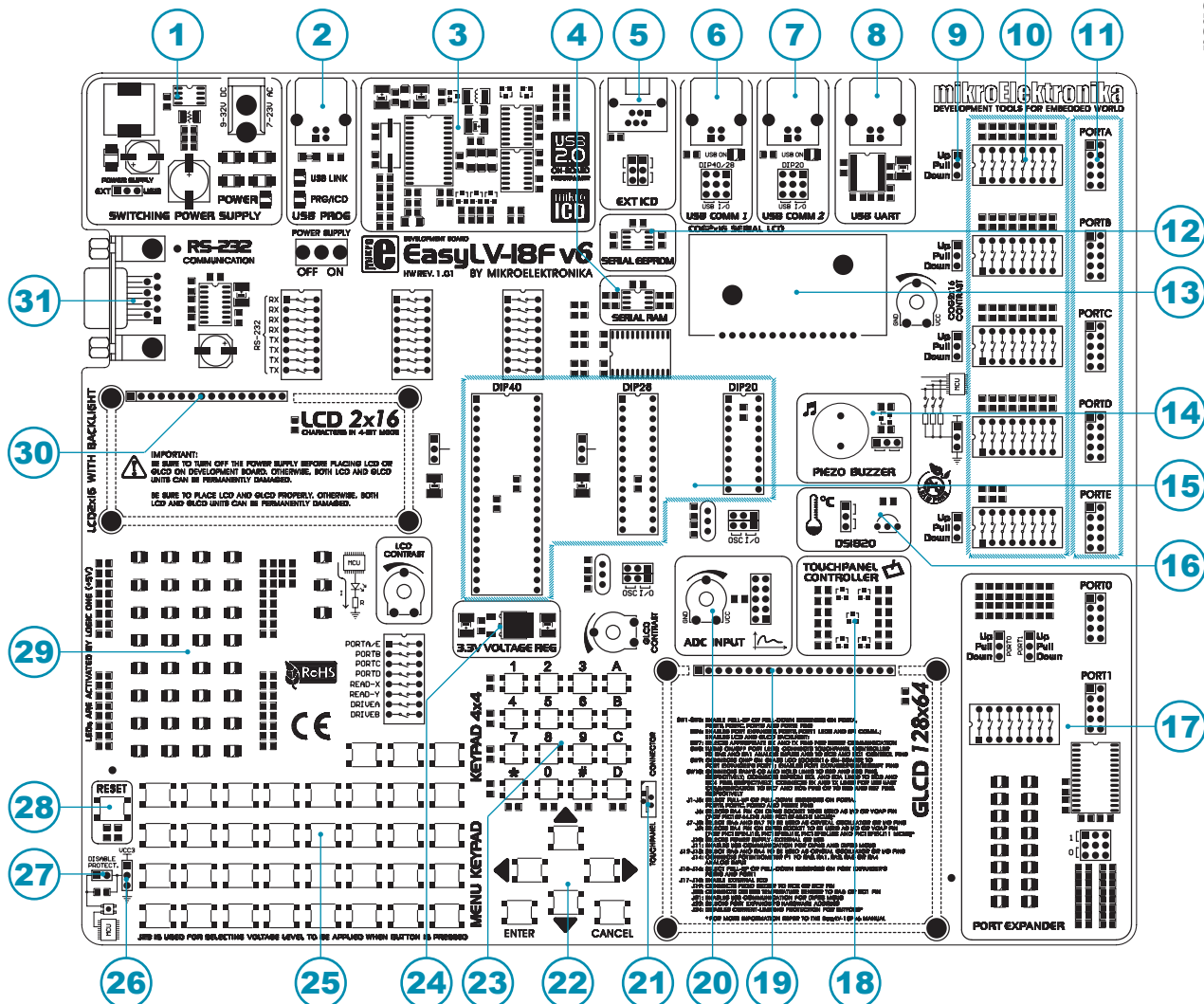
The *Lv18PicFLASH™* program for programming provides a complete list of all supported microcontrollers. The latest version of this program with updated list of supported microcontrollers can be downloaded from our website at www.mikroe.com

Package contains:

Development system: EasyLV-18F v6
 CD: product CD with relevant software
 Cables: USB cable
 Documentation: Manuals for EasyLV-18F v6 and mikroICD, quick guide for installing USB drivers, electrical schematic of the system

System specification:

Power Supply: over an AC/DC connector (7-23V AC or 9-32V DC); or over a USB cable for programming (5V DC)
 Power consumption: ~40mA in idle state when all on-board modules are off
 Dimension: 26,5 x 22cm (10,4 x 8,6inch)
 Weight: 416g (0.91lbs)



Key Features

1. Power supply voltage regulator
2. On-board programmer's USB connector
3. USB 2.0 programmer with mikroICD support
4. Serial RAM module
5. Microchip's programmer connector (ICD2 or ICD3)
6. USB communication connector 1
7. USB communication connector 2
8. USB UART Module
9. Jumper for pull-up/pull-down resistor selection
10. DIP switches enable pull-up/pull-down resistors
11. I/O port connectors
12. Serial EEPROM module
13. On-board 2x16 LCD
14. Piezo buzzer
15. Microcontroller sockets
16. DS1820 temperature sensor
17. Port expander
18. Touch panel controller
19. Graphic LCD connector
20. A/D converter test inputs
21. Touch panel connector
22. MENU keypad
23. 4x4 keypad
24. 3.3V voltage regulator
25. Push buttons simulate microcontroller digital inputs
26. Jumper for selecting pins' logic state via push buttons
27. Jumper for shortening protective resistor
28. Reset button
29. 35 LEDs indicate pins' logic state
30. Alphanumeric LCD connector
31. RS-232 communication module

1.0. Connecting the System to a PC

Step 1:

Follow the instructions provided in the relevant manuals and install the *Lv18PicFLASH* program and the USB driver from the product CD. USB drivers are essential for the proper operation of the on-board programmer.

In case you already have one of the Mikroelektronika's compilers installed on your PC, there is no need to reinstall USB drivers as they are already installed along with the compiler.

Step 2:

Use the USB cable to connect the *EasyLV-18F v6* development system to a PC. One end of the USB cable, with a USB connector of B type, should be connected to the development system, as shown in Figure 1-2, whereas the other end of the cable with a USB connector of A type should be connected to a PC. When establishing a connection, make sure that jumper J10 is placed in the USB position as shown in Figure 1-1.

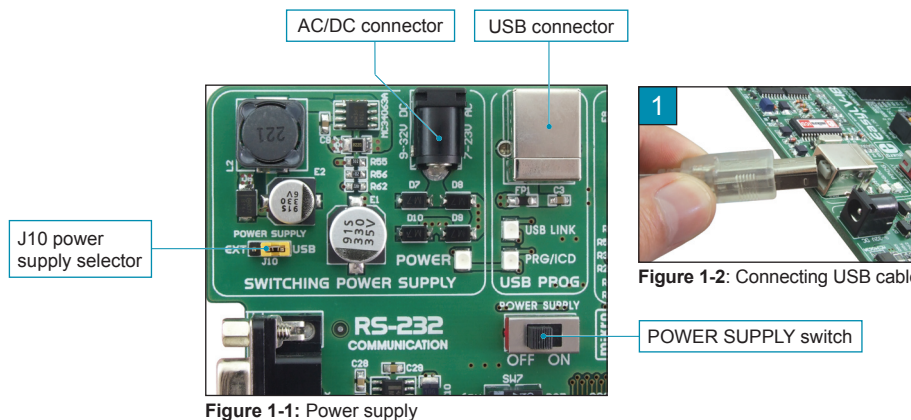


Figure 1-1: Power supply

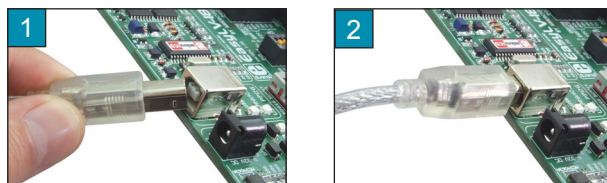


Figure 1-2: Connecting USB cable

Step 3:

Turn on your development system by setting the POWER SUPPLY switch to ON position. Two LEDs marked as POWER and USB LINK will be automatically turned on indicating that your development system is ready to use. Use the on-board programmer *LV18PICprog* and *Lv18PicFLASH* program to dump a hex code into the microcontroller and employ the system to test and develop your projects.

NOTE: If some additional modules are used, such as LCD, GLCD etc, it is necessary to place them properly on the development system while it is turned off. Otherwise, either can be permanently damaged. Refer to figure below for the proper placing of the additional modules.

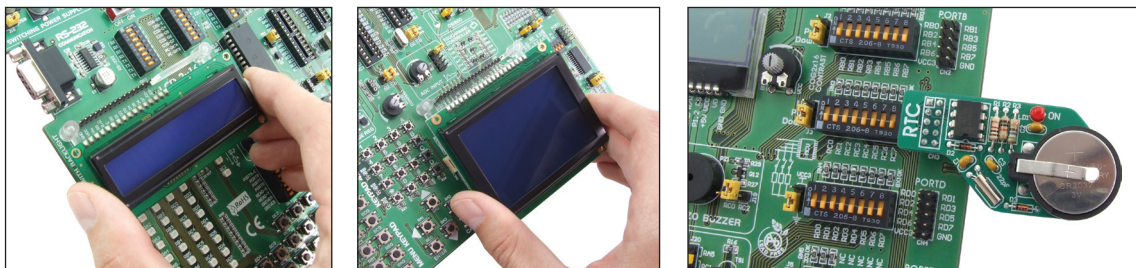


Figure 1-3: Placing additional modules on the board

2.0. Supported Microcontrollers

The *EasyLV-18F v6* development system provides three separate sockets for PIC microcontrollers in DIP40, DIP28 and DIP20 packages. These sockets allow supported microcontrollers in DIP packages to be plugged directly into the development board. Next to each socket are jumpers whose purpose is to select the function of the microcontroller pins. Table below specifies the functions of these jumpers.

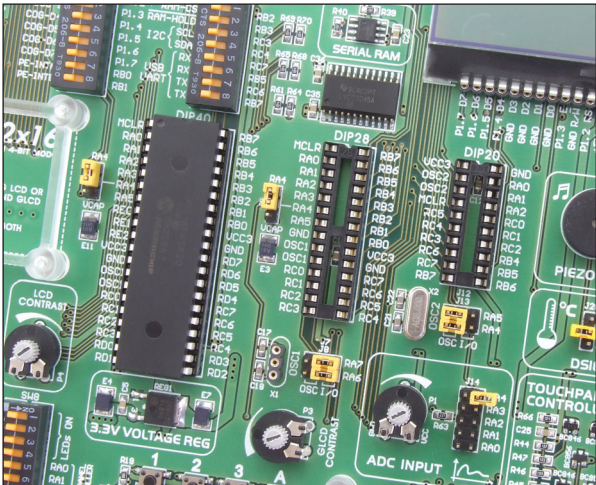


Figure 2-1: Microcontroller sockets

Jumper	Position	Fncion
J6	RA4	RA4 is configured as an I/O pin
	VCAP	Pin RA4 is connected to a filter capacitor
J9	RA4	RA4 is configured as an I/O pin
	VCAP	Pin RA4 is connected to a filter capacitor
J7	I/O	RA7 is configured as an I/O pin
	OSC	Pin RA7 is provided with clock frequency
J8	I/O	RA6 is configured as an I/O pin
	OSC	Pin RA6 is provided with clock frequency
J12	I/O	RA5 is configured as an I/O pin
	OSC	Pin RA5 is provided with clock frequency
J13	I/O	RA4 is configured as an I/O pin
	OSC	Pin RA4 is provided with clock frequency

PIC microcontrollers normally use a quartz crystal for stabilizing clock frequency. The *EasyLV-18F v6* provides two sockets for quartz crystal. Microcontrollers in DIP40 and DIP28 packages use socket X1 (OSC1) for quartz crystal. If microcontrollers in DIP20 package are used, it is necessary to move quartz crystal from socket X1 to socket X2 (OSC2). Besides, it is possible to replace the existing quartz crystal with another one. The value of the quartz crystal depends on the maximum clock frequency allowed.

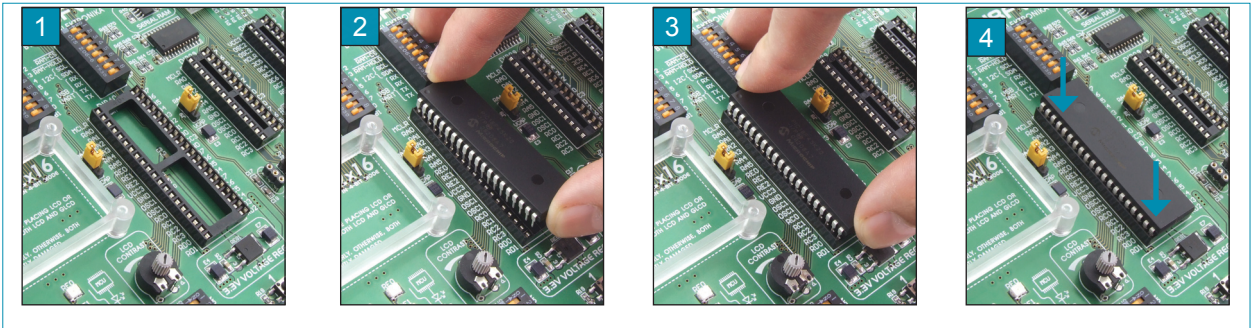


Figure 2-2: Plugging microcontroller into appropriate socket

Prior to plugging the microcontroller into the appropriate socket, make sure that the power supply is turned off. Figure 2-2 shows how to correctly plug a microcontroller. Figure 1 shows an unoccupied DIP40 socket. Place one end of the microcontroller into the socket as shown in Figure 2. Then put the microcontroller slowly down until all the pins thereof match the socket, as shown in Figure 3. Check again that everything is placed correctly and press the microcontroller easily down until it is completely plugged into the socket, as shown in Figure 4.

NOTE: Only one microcontroller may be plugged into the development board at one time.

3.0. On-board LV18PICprog Programmer

A programmer is a necessary tool when working with microcontrollers. It is used to load a hex code into the microcontroller and provides an interface between the microcontroller and a PC. The *EasyLV-18F v6* has an on-board *LV18PICprog* programmer. All you need is a .hex file to be loaded into the microcontroller using the *Lv18PicFLASH* program. Figure 3-3 shows connection between the compiler, the *Lv18PicFLASH* program and the microcontroller.

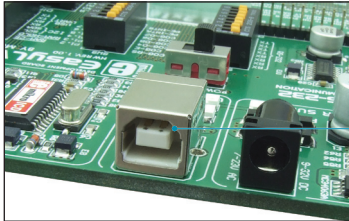


Figure 3-1: USB connector's front side

Programmer's USB connector

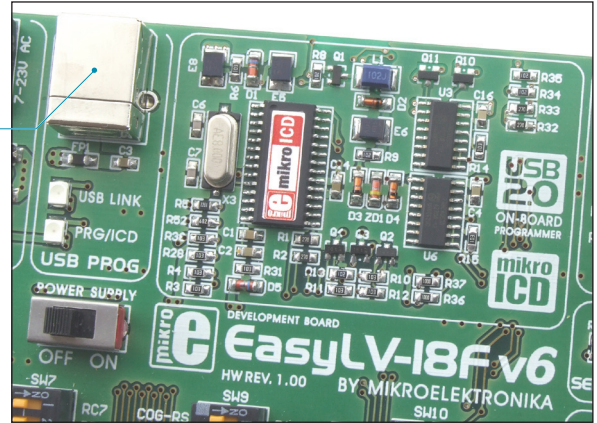
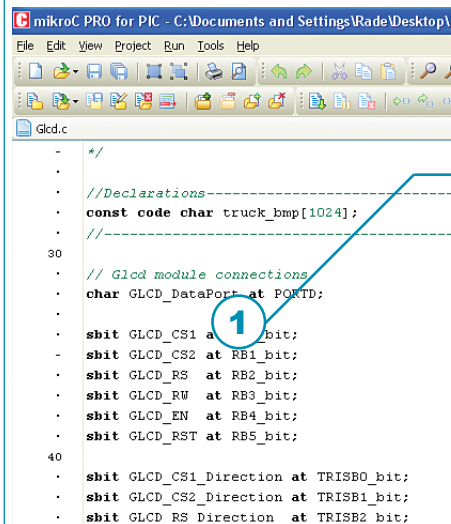


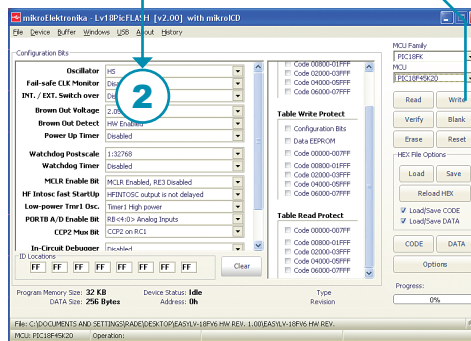
Figure 3-2: On-board programmer



Compiling program

1110001001 Bin.
0110100011
0111 2FC23AA7
1011 F43E0021A
Hex. DA67F0541

hex code loading



Write a code in one of the PIC compilers, generate a .hex file, and employ the on-board programmer to load the code into the microcontroller.

- ① Write a program in one of PIC compilers and generate a .hex file;
- ② Use the *Lv18PicFLASH* program to select desired microcontroller to be programmed;
- ③ Click the *Write* button to dump the code into the microcontroller.

On the left side of the *Lv18PicFLASH* program's main window, there are a number of options for setting the operation of the microcontroller to be used. A number of options which enable the programming process are provided on the right side of the window. Positioned in the bottom right corner of the window, the *Progress* bar enables you to monitor the programming progress.

Figure 3-3: Programming process

4.0. mikroICD (In-Circuit Debugger)

The mikroICD (In-Circuit Debugger) is an integral part of the on-board programmer. It is used for testing and debugging programs in real time. The process of testing and debugging is performed by monitoring the state of all registers within the microcontroller while operating in real environment. The mikroICD software is integrated in all PIC compilers designed by Mikroelektronika (mikroBASIC PRO, mikroC PRO, mikroPASCAL PRO etc). As soon as the mikroICD debugger starts up, a window called *Watch Values*, appears on the screen, Figure 4-1. The *mikroICD* debugger communicates to the microcontroller through the microcontroller's pins used for programming.

Icon commands

A complete list of registers within the microcontroller being programmed

A list of selected registers to be monitored. The state of these registers changes during the program execution, which can be viewed in this window

Double click on the *Value* field enables you to change data format

Watch Values

+

 Add

✖

 Remove

⚙

 Properties

+

 Add

Select variable from list:
PORTE

Search for variable by assembly name:

Name	Value	Address
ANSEL	0XFF	0x0188
ANSELH	0X3F	0x0189
PORTB	0X00	0x0006
ANSEL	0XFF	0x0188
ANSELH	0X3F	0x0189
PORTE	0X00	0x0009

mikroICD debugger options:

Start Debugger

[F9]

Run/Pause Debugger

[F6]

Stop Debugger

[Ctrl+F2]

Step Into

[F7]

Step Over

[F8]

Step Out

[Ctrl+F8]

Toggle Breakpoint

[F5]

Show/Hide Breakpoints

[Shift+F4]

Clear Breakpoints

[Ctrl+Shift+F5]

Each of these commands is activated via keyboard shortcuts or by clicking appropriate icon within the *Watch Values* window.

Figure 4-1: Watch Values window

The mikroICD debugger also offers functions such as running a program step by step (single stepping), pausing the program execution to examine the state of currently active registers using breakpoints, tracking the values of some variables etc. The following example illustrates a step-by-step program execution using the *Step Over* command.

Step 1:

In this example the 41st program line is highlighted in blue, which means that it will be executed next. The current state of all registers within the microcontroller can be viewed in the mikroICD *Watch Values* window.

Name	Value
PORTB	35
PORTC	53
PORTD	0b0100 010

41

PORTB = 0x00;

PORTC = 0x00; //

PORTD = 0x00; //

while (1) {

for (counter = 0;

During operation, the program line to be executed next is highlighted in blue, while the breakpoints are highlighted in red. The *Run* command executes the program in real time until it encounters a breakpoint.

Step 2:

After the *Step Over* command is executed, the microcontroller will execute the 41st program line. The next line to be executed is highlighted in blue. The state of registers being changed by executing this instruction may be viewed in the *Watch Values* window.

Name	Value
PORTB	0
PORTC	53
PORTD	0b0100 010

42

PORTB = 0x00;

PORTC = 0x00; //

PORTD = 0x00; //

while (1) {

for (counter = 0;

Watch Values

+

 Add

✖

 Remove

⚙

 Properties

+

 Add

Select variable from list:
CCP1CON

Search for variable by assembly name:
ANSELH

Name	Value	Address
PORTB	35	0x0006
PORTC	33	0x0007
PORTD	0	0x0008
ANSEL	0	0x0188
ANSELH	0	0x0189

NOTE: For more information on the mikroICD debugger refer to the *mikroICD Debugger* manual.

page

page



page



page

page

page

page



page



page

7.0. Power supply

The EasyLV-18F v6 development system may use one of two power supply sources:

1. +5V PC power supply through the USB programming cable; and
2. External power supply source connected to an AC/DC connector provided on the development board.

The MC34063A voltage regulator and Gretz rectifier are used to enable external power supply voltage to be either AC (in the range of 7V to 23V) or DC (in the range of 9V to 32V). Jumper J10 is used as a selector for a power supply source. To make advantage of the USB power supply, jumper J10 should be placed in the USB position. When using the external power supply, jumper J10 should be placed in the EXT position. The development system is turned on/off by switching the position of the POWER SUPPLY switch.

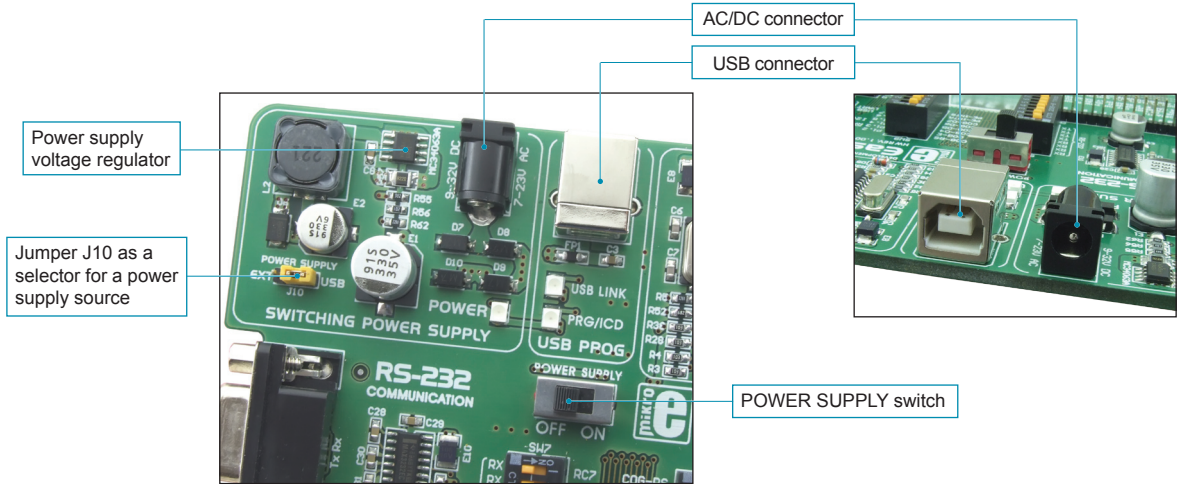


Figure 7-1: Power supply

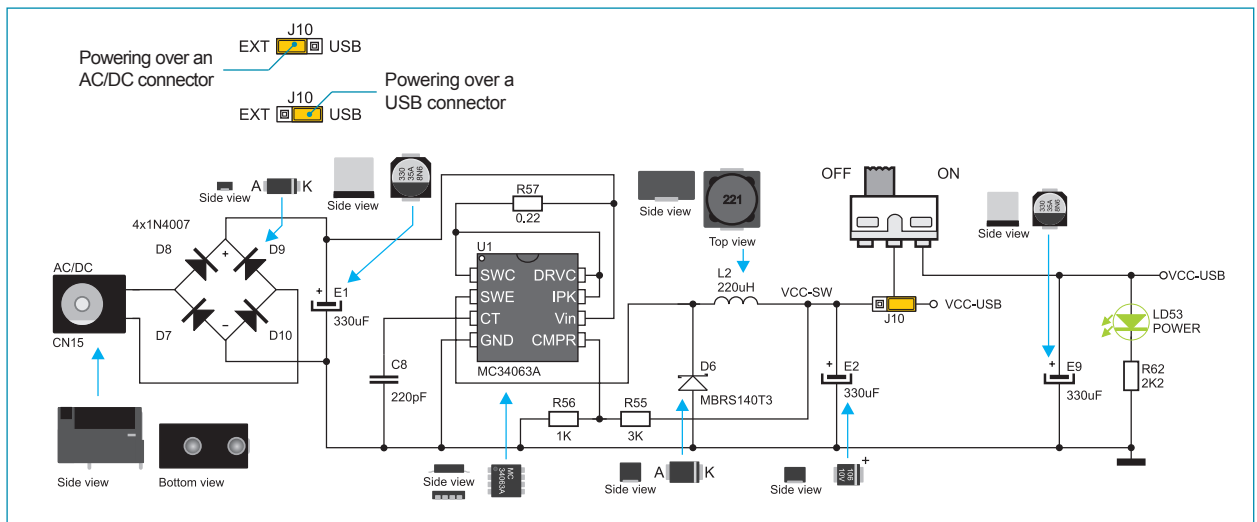


Figure 7-2: Power supply source schematic

8.0. USB Communication Module

The *EasyLV-18F v6* development system can communicate with external devices through USB connectors CN11 and CN18. Only microcontrollers with the built-in USB communication module are capable of using USB communication. Which of these two connectors is to be used for USB communication depends on the microcontroller in use. The CN11 USB connector along with jumpers J11 are used for the PIC18F2xJ50 microcontroller family. The CN18 USB connector with jumpers J21 is used for the PIC18F1xK50 and PIC18LF1xK50 microcontroller families. Jumpers J11 and J21 are used to determine the function of microcontroller pins: RC3, RC4 and RC5 are connected to CN11, whereas RA0, RA1 and RA2 are connected to CN18. When jumpers are in the USB position (Figure 8-1), microcontroller pins are used for USB communication. When they are in the I/O position (Figures 8-2 and 8-3), microcontroller pins are used as I/O pins.

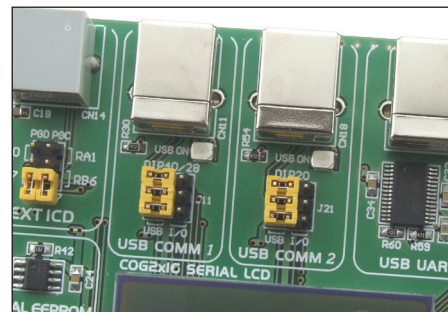


Figure 8-1: USB connector

Pins RC3, RC4 and RC5 are configured as I/O pins

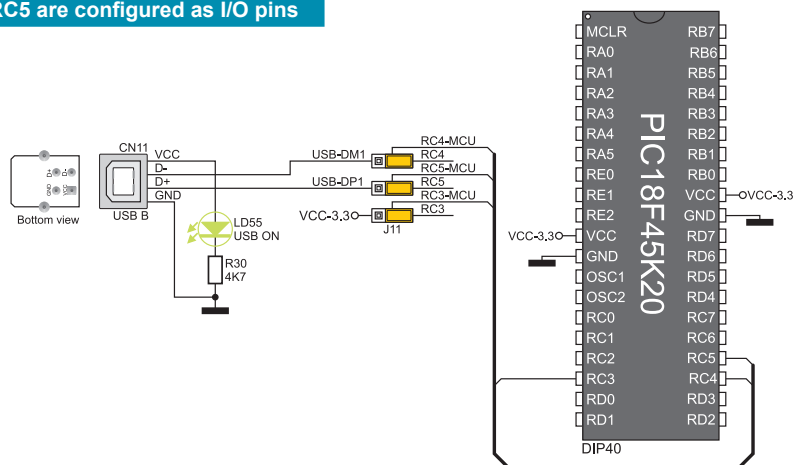


Figure 8-2: CN11 USB connector and microcontroller schematic

Pins RA0, RA1 and RA2 are configured as I/O pins

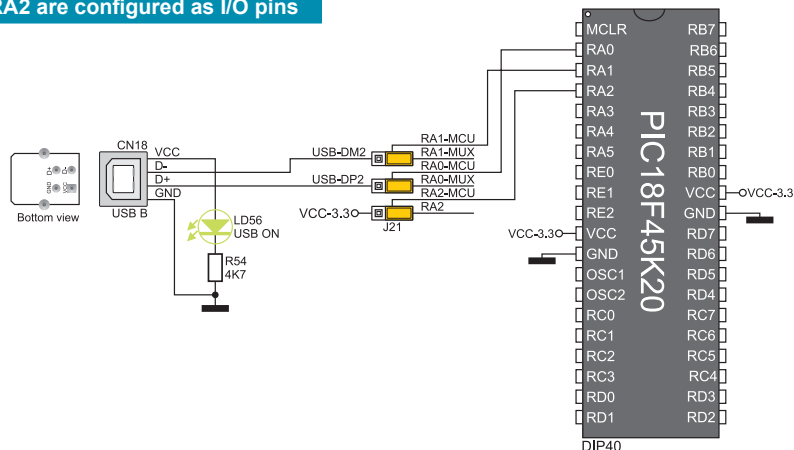


Figure 8-3: CN18 USB connector and microcontroller schematic

9.0. A/D Converter Test Inputs

An A/D converter is used for converting an analog voltage into the appropriate digital value. The A/D converter is linear, which means that converted number is linearly dependent on the input voltage value. The A/D converter built into the microcontroller converts an analog voltage value into a digital number. Potentiometer P1 enables voltage to vary between 0 and 3.3V. The microcontroller with a built-in A/D converter is supplied with this voltage via test inputs. Jumpers J14 are used for selecting one of the following microcontroller pins (RA0 - RA4) to be supplied with A/D conversion voltage. Resistor R63 has a protective function and is used to limit current flow through the potentiometer, that is to say the microcontroller pin.

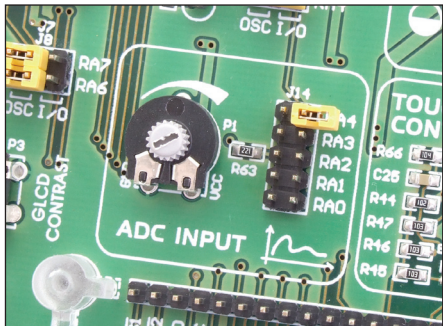


Figure 9-1: ADC (jumper's default position)

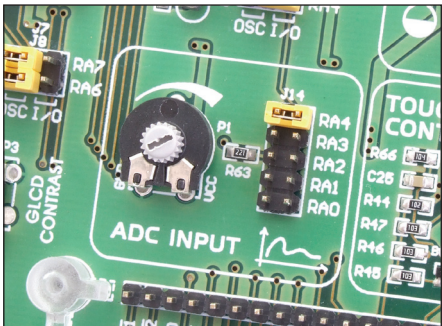


Figure 9-2: Pin RB4 as input pin for A/D conversion

A/D conversion is performed via the RA4 microcontroller pin

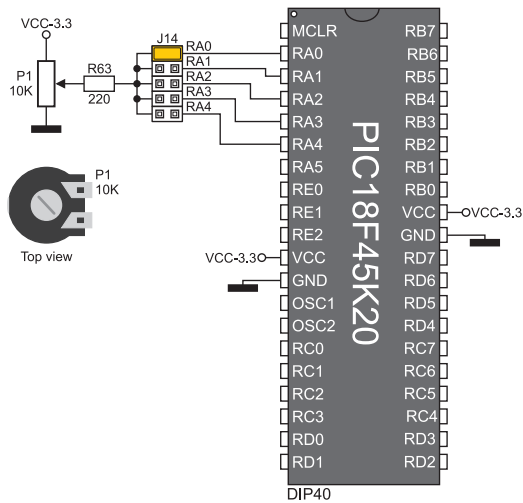


Figure 9-3: Microcontroller and A/D converter test inputs connection schematic

NOTE: In order to enable the microcontroller to accurately perform A/D conversion, it is necessary to turn off LEDs and pull-up/pull-down resistors on the port pins used by the A/D converter.

10.0. USB UART Module

The USB UART module enables the microcontroller provided on the development system to be connected to external USB devices. The USB UART module features the FT232RL circuit providing an interface between a USB device and microcontroller's UART module. In order to establish connection between the microcontroller and USB UART module, it is necessary to set switches 5 (RC7) and 7 (RC6) on the DIP switch SW10 to ON position. Switches 6 (RB5) and 8 (RB7) on the DIP switch SW10 may be optionally used. It depends on the microcontroller pins used for serial communication which of these switches are to be used.

When connecting a UART device to the microcontroller, it is necessary to cross-connect send and receive data lines. In other words, the device's RX pin should be connected to the microcontroller's TX pin, whereas the device's TX pin should be connected to the microcontroller's RX pin. It is not possible to directly connect the UART device's send data line TX to the microcontroller's send data line TX. If you did that, the microcontroller wouldn't be able to receive nor to send data.

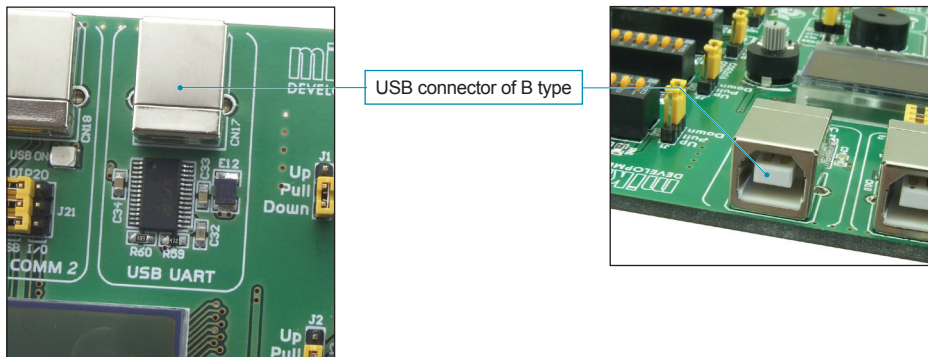


Figure 10-1: USB UART module

USB connector of B type connected to the microcontroller

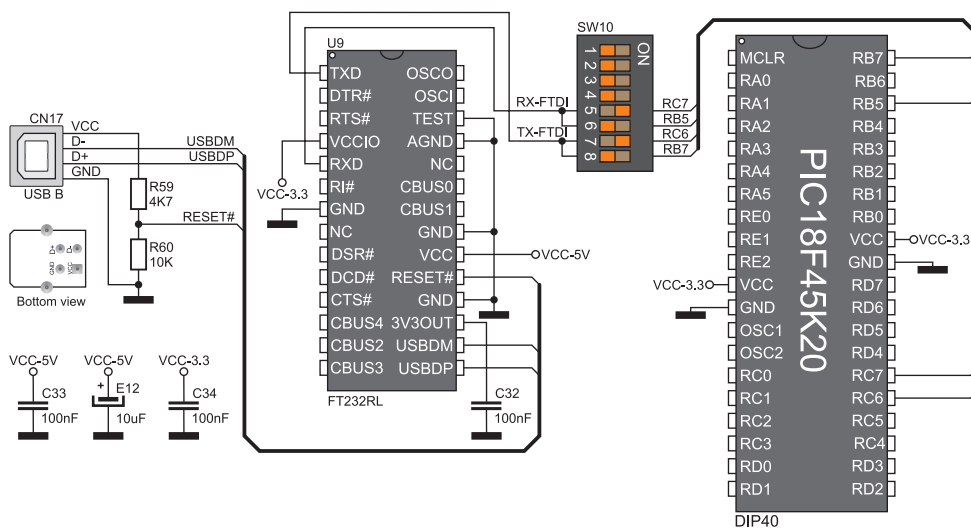


Figure 10-2: USB connector and microcontroller connection schematic

11.0. RS-232 Communication Module

USART (*Universal Synchronous/Asynchronous Receiver/Transmitter*) is one of the most common ways of exchanging data between a PC and peripheral modules. RS-232 serial communication is performed through a 9-pin SUB-D connector and the microcontroller USART module. The *EasyLV-18Fv6* provides one RS-232 port. The RS-232 port is enabled by means of SW7. In case the PIC18F45K20 microcontroller is used, it is necessary to set switches 1 (RC7) and 5 (RC6) on the DIP switch SW7 to ON position. Which of these switches are to be used depends on the microcontroller pins connected to the UART module. The microcontroller pins used in this communication are marked as follows: RX - *receive data line* and TX - *transmit data line*. Data rate goes up to 115 kbps.

In order to enable the USART module of the microcontroller to receive input signals which meet the RS-232 standard, it is necessary to adjust voltage levels using an IC circuit such as MAX232.

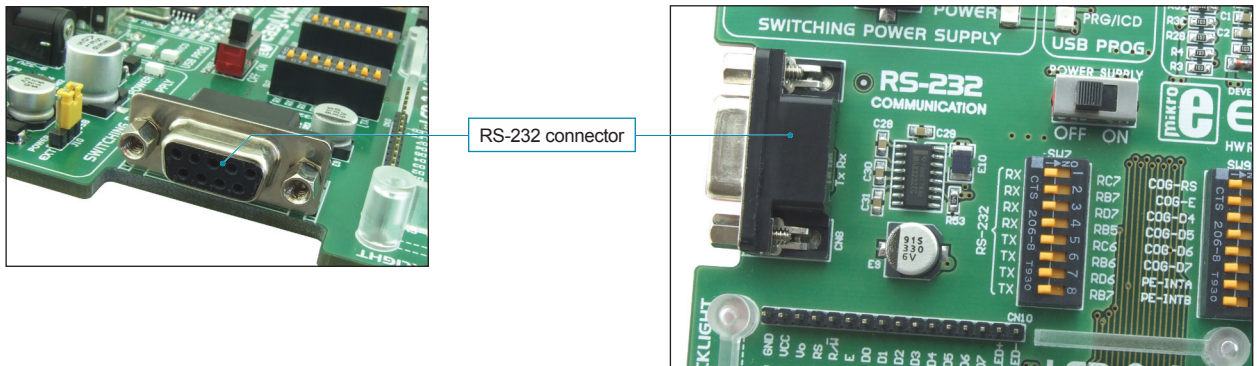


Figure 11-1: RS-232 module

Port RS-232 is connected to the microcontroller via pins RC7 and RC6

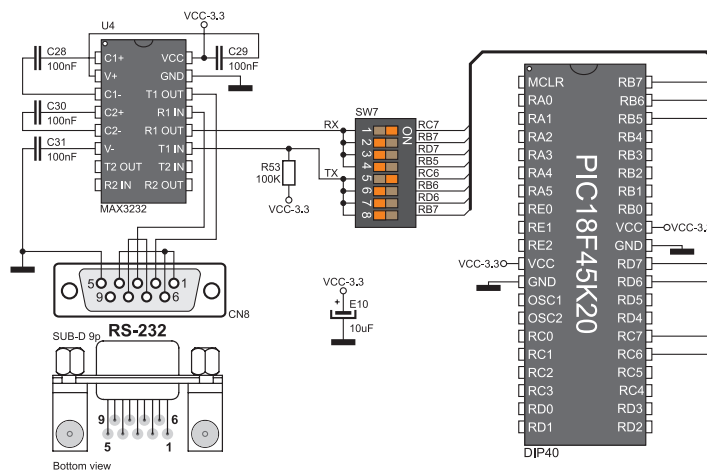


Figure 11-2: RS-232 module ad microcontroller connection schematic

12.0. Serial EEPROM Module

EEPROM (Electrically Erasable Programmable Read-Only Memory) is a built-in memory module used to store data that should be saved when the power supply goes off. The 24AA01 circuit can store up to 1Kbit data and communicates with the microcontroller through pins RC3 and RC4. In order to enable connection between the EEPROM module and the microcontroller, it is necessary to set switches 3 and 4 on the DIP switch SW10 to ON position.

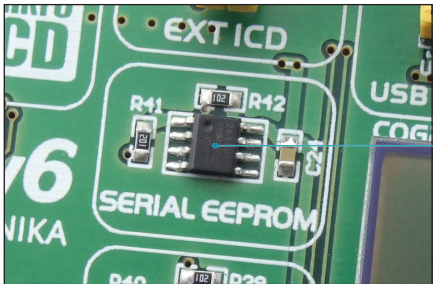


Figure 12-1: EEPROM module

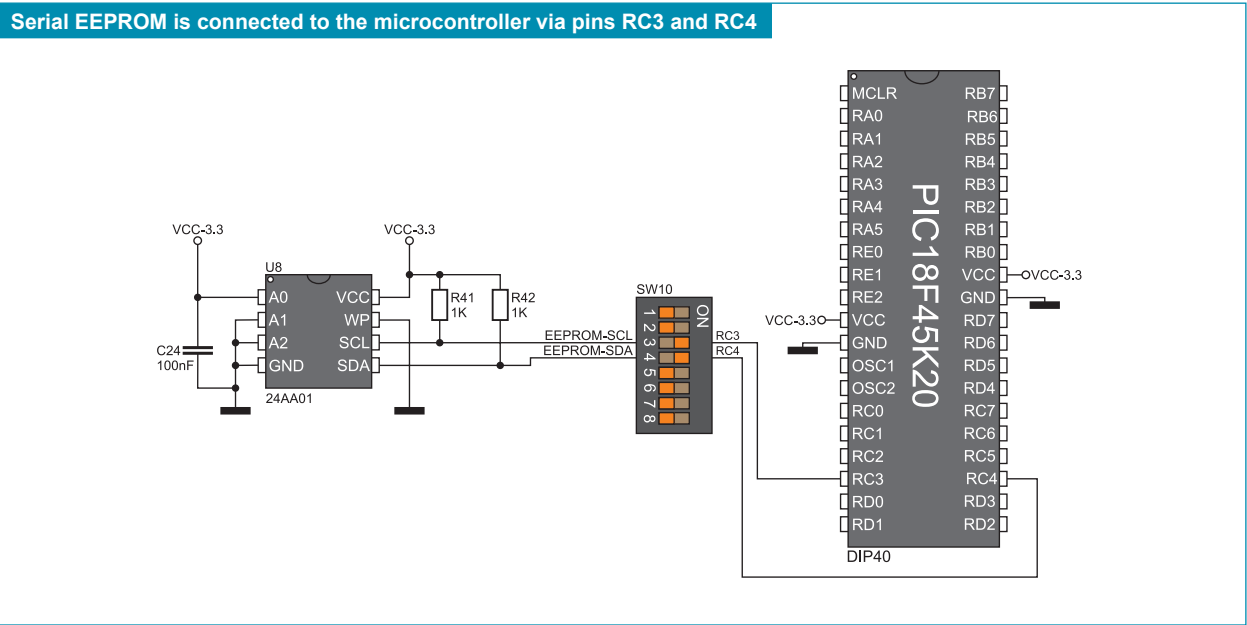


Figure 12-2: Serial EEPROM module and microcontroller connection schematic

13.0. RAM Module

Owing to the 23K640 circuit, the development system is provided with 64Kbit RAM module that can be connected to the microcontroller via SPI interface. The function of the serial RAM module is to expand available RAM of the microcontroller. To establish connection between the microcontroller and RAM module, it is necessary to set switches 3, 4 and 5 on the DIP switch SW6 to ON position. The function of the RAM-HOLD# (RB3) on the DIP switch SW10 is to hold communication between the microcontroller and RAM module. The RAM-CS (RB2) switch on the DIP switch SW10 is used to control the access to RAM.

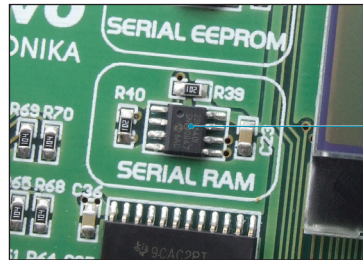


Figure 13-1: Serial RAM module

Serial RAM is connected to the microcontroller via RB2, RB3, RC3, RC4 and RC5 pins

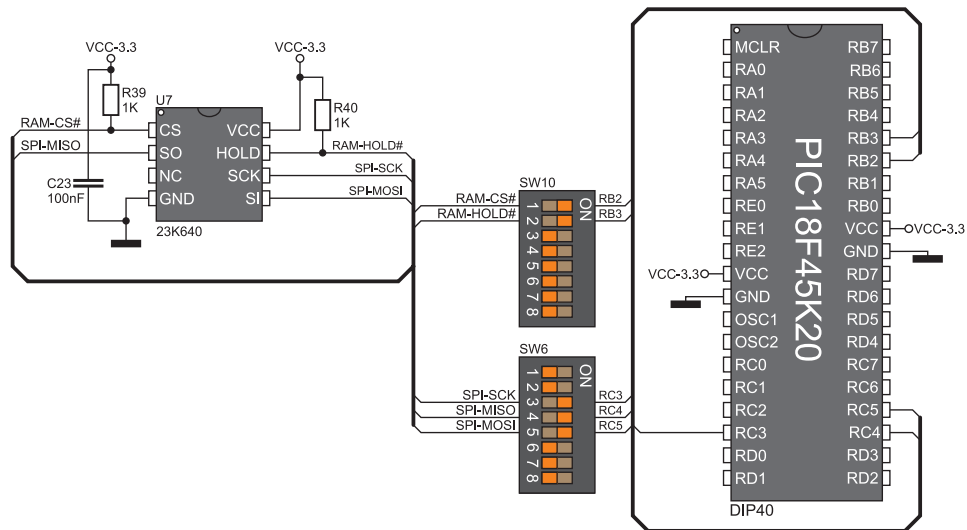


Figure 13-2: Serial RAM module and microcontroller connection schematic

page 14.0. DS1820 Temperature Sensor

1-wire® serial communication enables data to be transferred over one single communication line while the process itself is under control of the master device. The advantage of such communication is that only one microcontroller pin is used. All slave devices have by default a unique ID code, which enables the master device to easily identify all devices sharing the same communication interface.

The DS1820 is a temperature sensor that uses 1-wire communication. It is capable of measuring temperatures within the range of -55 to 125°C and provides ±0.5°C accuracy for temperatures within the range of -10 to 85°C. A power supply voltage of 3.3V is required for its operation. It takes maximum 750ms for the DS1820 to calculate temperature with a 9-bit resolution. The *EasyLV-18F* v6 development system provides a separate socket for the DS1820. It may use either RA5 or RC0 pin for communication with the microcontroller. Pins to be used for 1-wire communication are selected by jumper J20. In this example, the RA5 pin is used for 1-wire communication with the microcontroller, as shown in Figure 14-4.

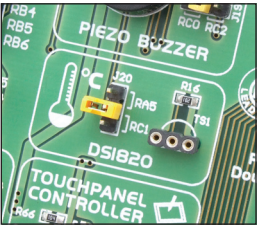


Figure 14-1: DS1820 connector (DS1820 is not used)

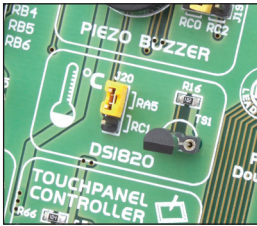


Figure 14-2: J20 in RA5 position (DS1820 is connected to the RA5 pin)

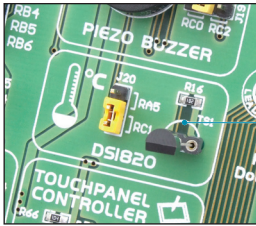


Figure 14-3: J20 in RC1 position (DS1820 is connected to the RC1 pin)

NOTE:
Make sure that half-circle on the board matches the round side of the DS1820

Jumper J20 is placed in the RA5 position

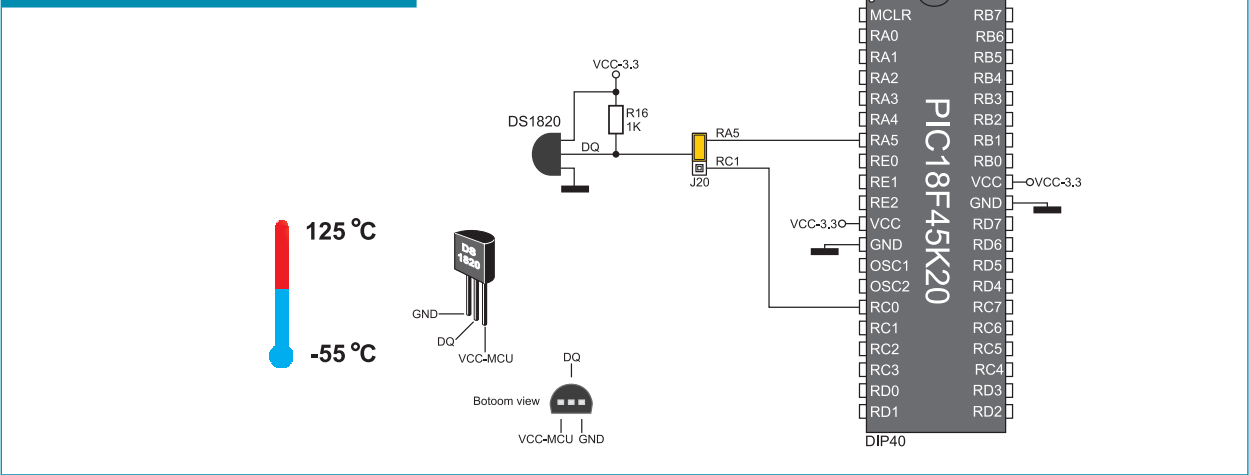


Figure 14-4: DS1820 temperature sensor and microcontroller connection schematic

15.0. Piezo Buzzer

Due to a built-in piezo buzzer, the development system is capable of emitting audio signals. For the piezo buzzer to operate normally it is necessary to generate a voltage signal of specified frequency. The voltage signal is generated in the microcontroller by the appropriate code written to its memory. Remember, when writing the voltage signal generation code, the piezo buzzer's resonant frequency is 3.8kHz. In addition, other frequencies in the range between 20Hz and 20kHz can be used, but the best performance is achieved by frequencies ranging between 2kHz and 4kHz. The voltage signal can be generated via microcontroller pin RC0 or RC2. It depends on jumper J19 which of these two pins is to be used.

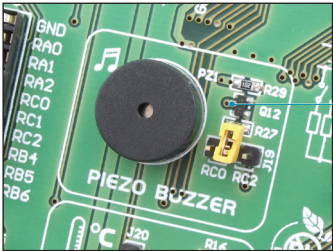


Figure 15-1: Piezo buzzer

Transistor Q12 is used to amplify voltage signal generated by the microcontroller

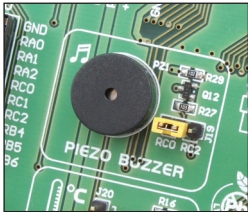


Figure 15-2: Jumper J19 is in RC0 position (voltage signal is generated via the RC0 pin)

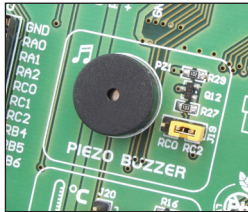


Figure 15-3: Jumper J19 is in RC2 position (voltage signal is generated via the RC2 pin)

Piezo buzzer is connected to the microcontroller via pin RC0

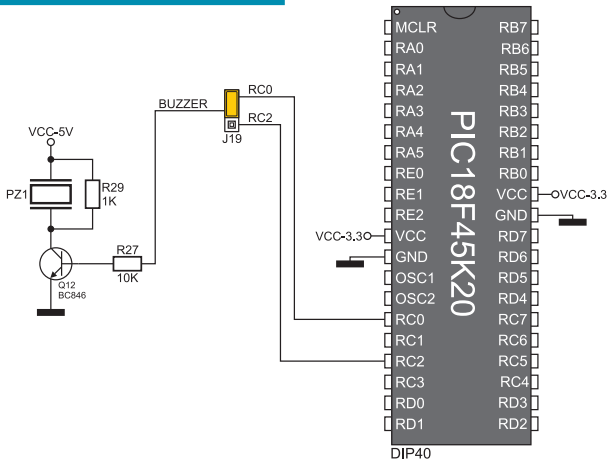


Figure 15-4: Piezo buzzer and microcontroller connection schematic

16.0. LEDs

LED (Light-Emitting Diode) is a highly efficient electronic light source. When connecting LEDs, it is necessary to use a current limiting resistor. A common LED voltage is approximately 2.5V, while the current varies from 1 to 20mA depending on the type of LED. The *EasyLV-18F v6* uses LEDs with current $I=1\text{mA}$.

There are 35 LEDs on the *EasyLV-18F v6* development system which visually indicate the state of each microcontroller I/O pin. An active LED indicates that a logic one (1) is present on the pin. In order to enable the pin state to be shown, it is necessary to select appropriate port (PORTA, PORTB, PORTC, PORTD or PORTE) using DIP switch SW8.

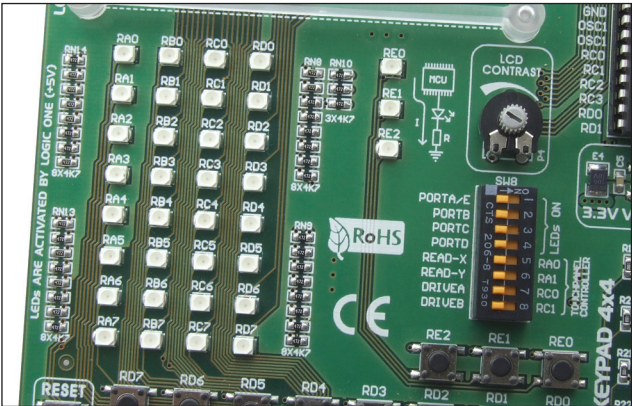


Figure 16-1: LEDs

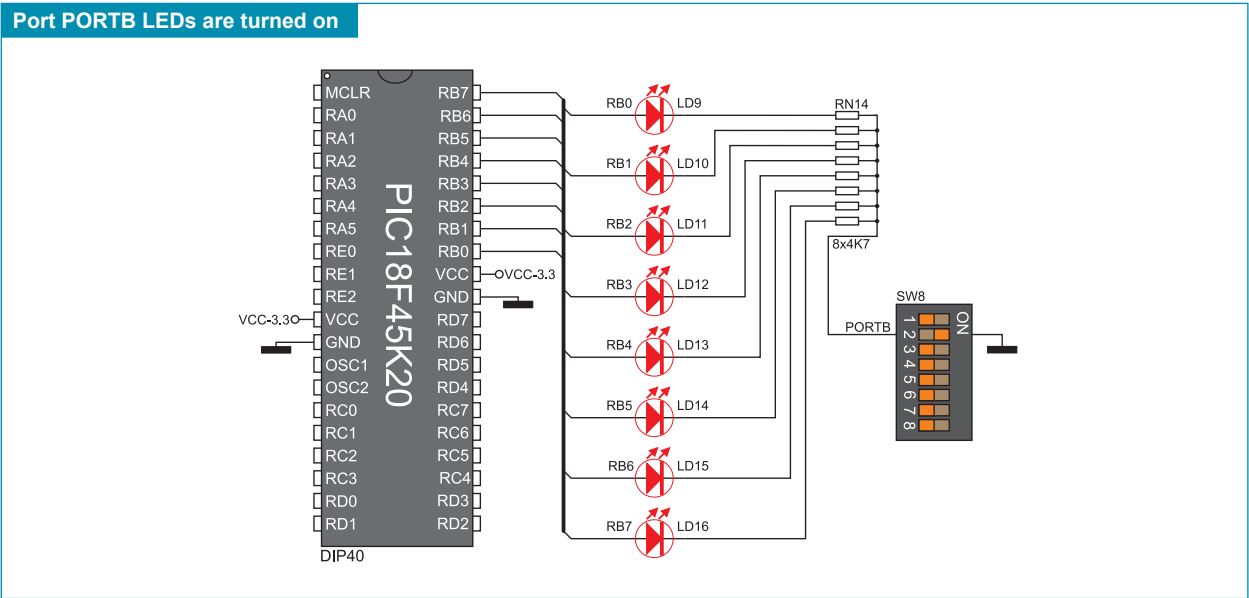
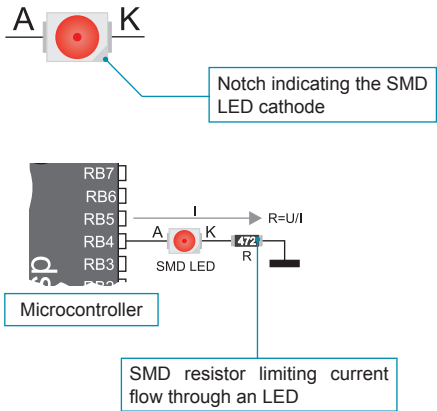


Figure 16-2: LEDs and port PORTB connection schematic

17.0. 4x4 Keypad

The 4x4 keypad is a standard alphanumeric keypad connected to the microcontroller port PORTD. The performance of this keypad is based on the 'scan and sense' principle where pins RD0, RD1, RD2 and RD3 are configured as inputs connected to pull-down resistors. Pins RD4, RD5, RD6 and RD7 are configured as outputs and generate a logic one (1). Pressing any button will cause a logic one (1) to be applied to one of input pins. It is determined from within the software which push button is pressed. For example, by pressing button 6, a logic one (1) will appear on the RD2 pin. The microcontroller detects a button press first, then by applying logic ones to pins RD4, RD5, RD6 and RD7 it is possible to determine which push button is pressed.

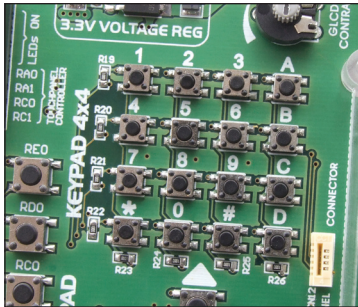


Figure 17-1: Keypad 4x4

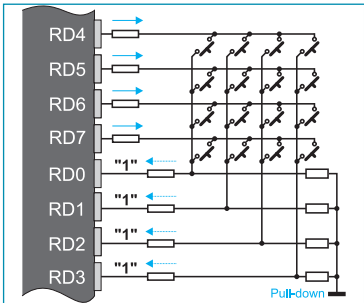


Figure 17-2: Keypad 4x4 performance

Keypad 4x4 is connected to the microcontroller via port PORTD

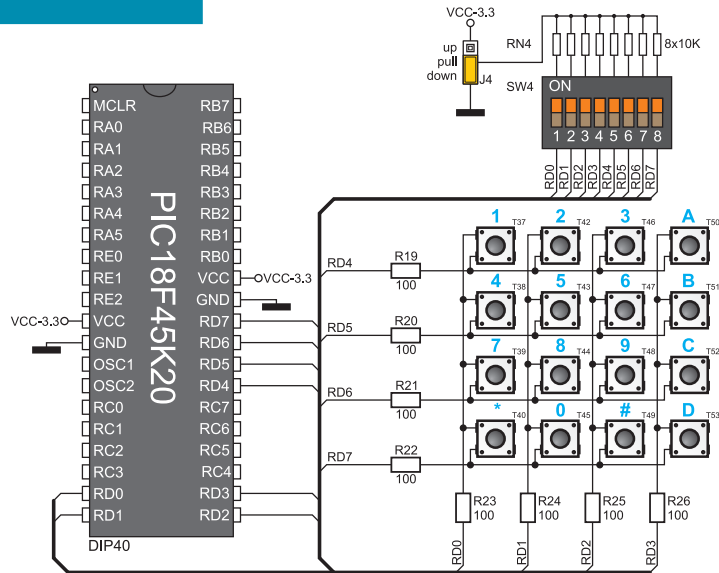


Figure 17-3: Keypad 4x4 and microcontroller connection schematic

18.0. MENU Keypad

There is a set of push buttons serving as a navigation keypad called MENU provided on the *EasyLV-18F v6* development system. It primarily consists of four push-buttons marked as left, right, up and down arrows. There are also two additional push buttons marked as ENTER and CANCEL. MENU push buttons are connected in the same way as the push buttons of ports PORTA and PORTC. Their function is determined by the user when writing the program for the microcontroller.

Have in mind when writing program for the microcontroller that MENU keypad is connected to ports PORTA and PORTC

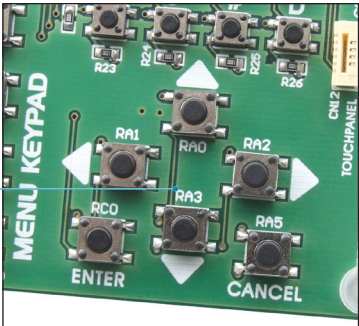


Figure 18-1: MENU keypad

MENU keypad's push buttons are connected the same way as those of ports PORTA and PORTC

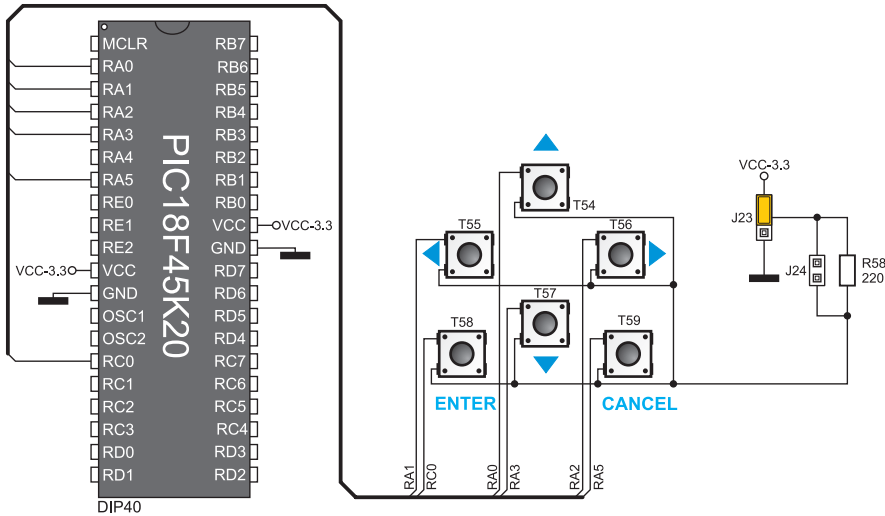


Figure 18-2: MENU keypad and microcontroller connection schematic

19.0. Push Buttons

The logic state of all microcontroller input pins may be changed by means of push buttons. Jumper J23 is used to determine the logic state to be applied to the desired microcontroller pin by pressing the appropriate push button. The function of the protective resistor is to limit the maximum current, thus preventing the development system and peripheral modules from being damaged in case a short circuit occurs. If needed, advanced users may shorten such resistor using jumper J24. Right next to the push buttons, there is a RESET button which is used to provide the MCLR pin with the microcontroller reset signal over the on-board programmer.

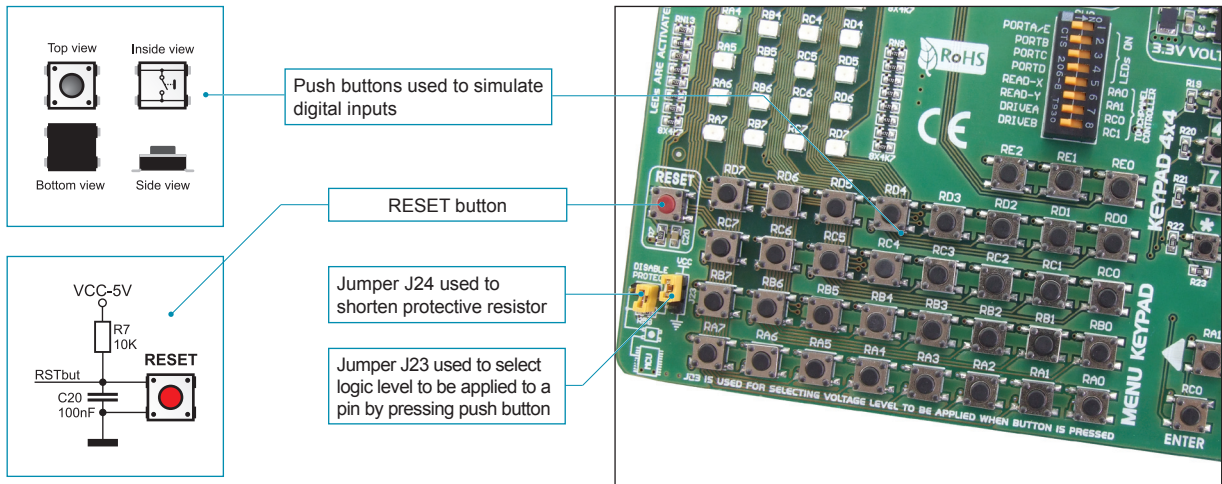


Figure 19-1: Push buttons

By pressing any push button when jumper J23 is in the VCC position, a logic one (3.3V) will be applied to the appropriate microcontroller pin, as shown in Figure 19-2.

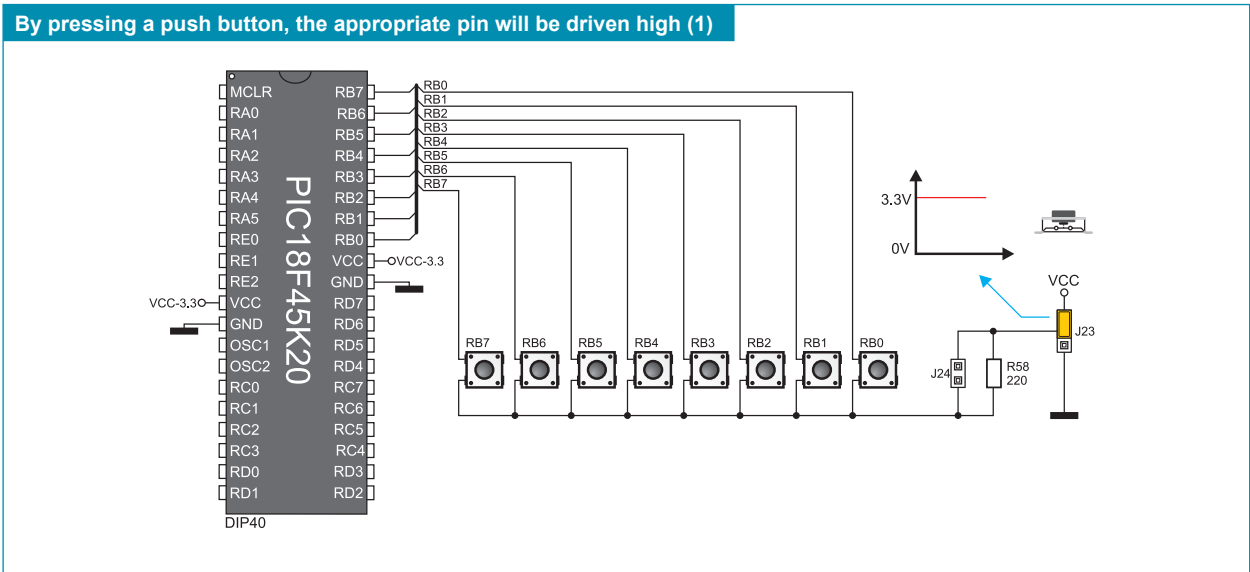


Figure 19-2: Push buttons and port PORTB connection schematic

20.0. On-Board 2x16 LCD

On-board 2x16 LCD display is connected to the microcontroller by means of a port expander. In order to use this display, it is necessary to set switches 1-6 on the DIP switch SW9 on ON position, thus connecting the on-board LCD to the port expander's PORT1. DIP switch SW6 enables SPI communication between the port expander and the microcontroller. Potentiometer P2 is used to adjust the on-board display contrast.

Unlike 2x16 LCD, the on-board LCD has no backlight, but similar to 2x16 LCD, this display also displays digits in two lines each containing up to 16 characters of 7x5 pixels.

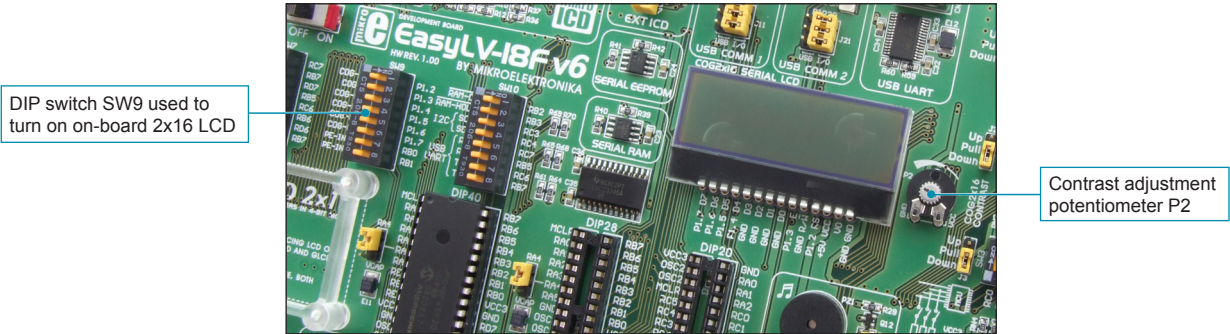


Figure 20-1: On-board 2x16 LCD

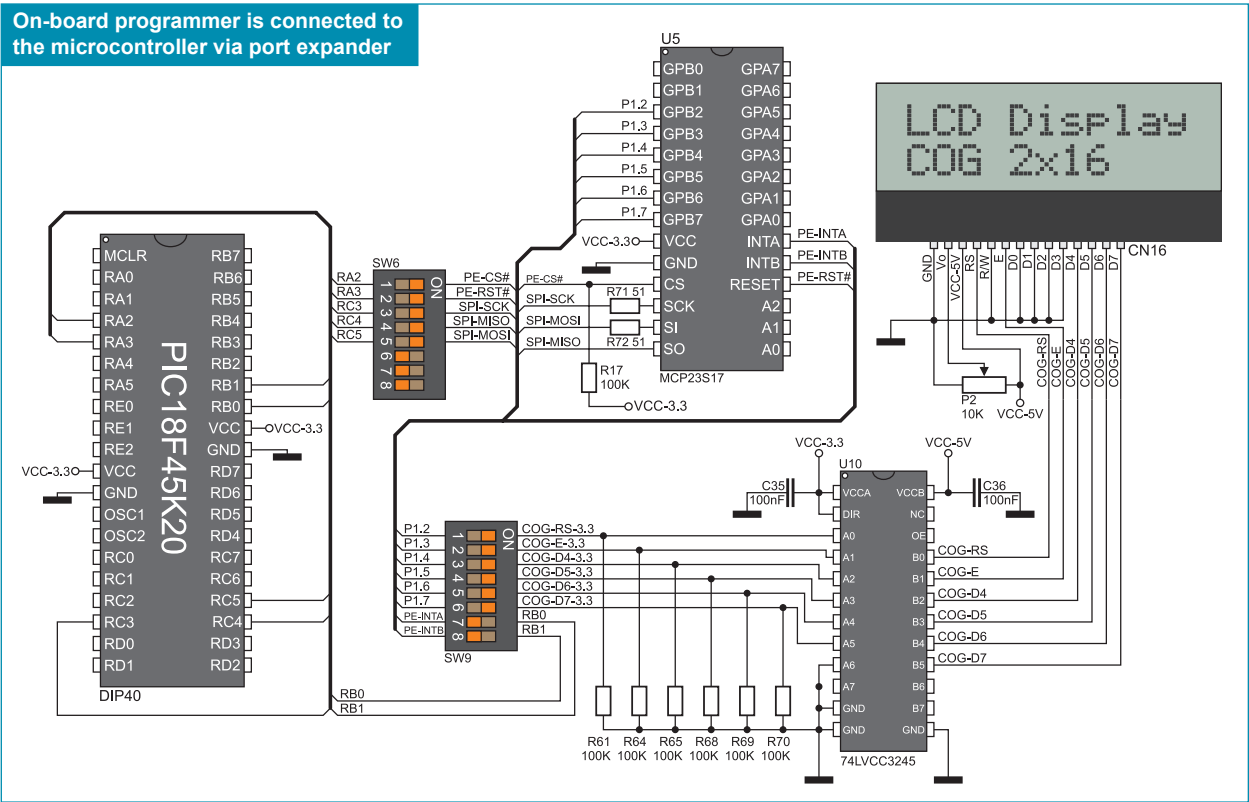


Figure 20-2: On-board 2x16 LCD and microcontroller connection schematic

21.0. 2x16 LCD

The *EasyLV-18F v6* development system provides an on-board connector for the alphanumeric 2x16 LCD. This connector is linked to the microcontroller via port PORTB. Potentiometer P4 is used to adjust display contrast. Switch 8 (LCD-GLCD BACKLIGHT) on the DIP switch SW6 is used to turn the display backlight on/off. Communication between this LCD and the microcontroller is performed in a 4-bit mode. Alphanumeric digits are displayed in two lines each containing up to 16 characters of 7x5 pixels.

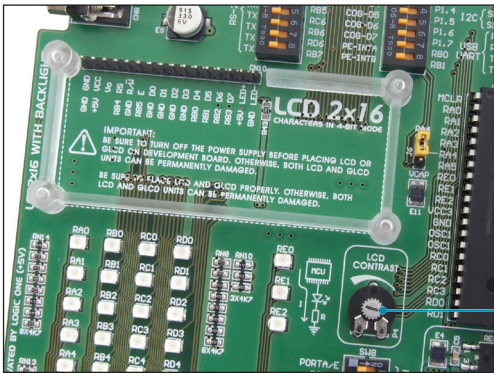


Figure 21-1: Alphanumeric LCD connector



Figure 21-2: Alphanumeric 2x16 LCD

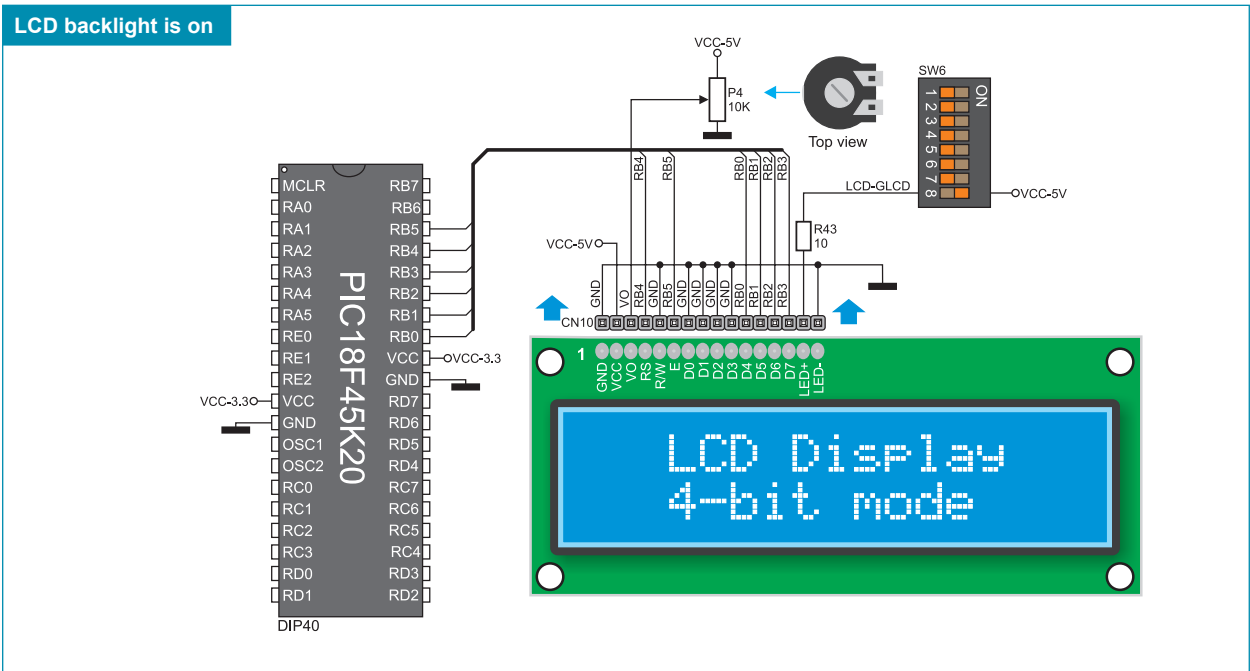


Figure 21-3: Alphanumeric 2x16 LCD and microcontroller connection schematic

22.0. 128x64 Graphic LCD

128x64 graphic LCD (GLCD) is connected to the microcontroller via ports PORTB and PORTD and enables graphic content to be displayed. It has the screen resolution of 128x64 pixels, which allows diagrams, tables and other graphic content to be displayed. Potentiometer P3 is used for the GLCD contrast adjustment. Switch 8 (LCD-GLCD BACKLIGHT) on the DIP switch SW11 is used to turn the display backlight on/off. Port PORTB is also used for the operation of 2x16 LCD so that these displays cannot be used simultaneously.

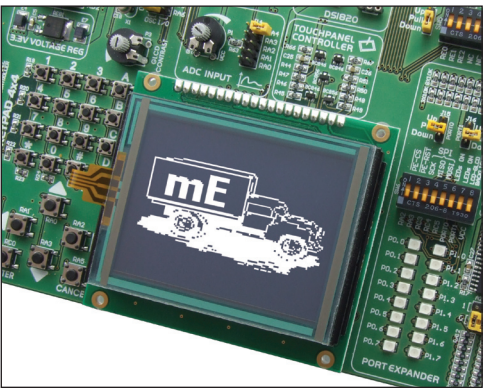


Figure 22-1: GLCD

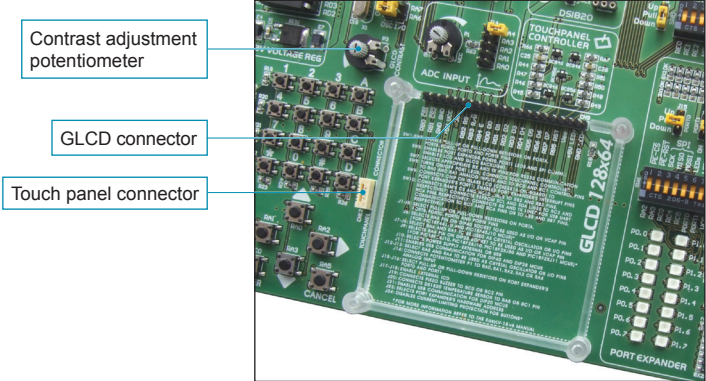
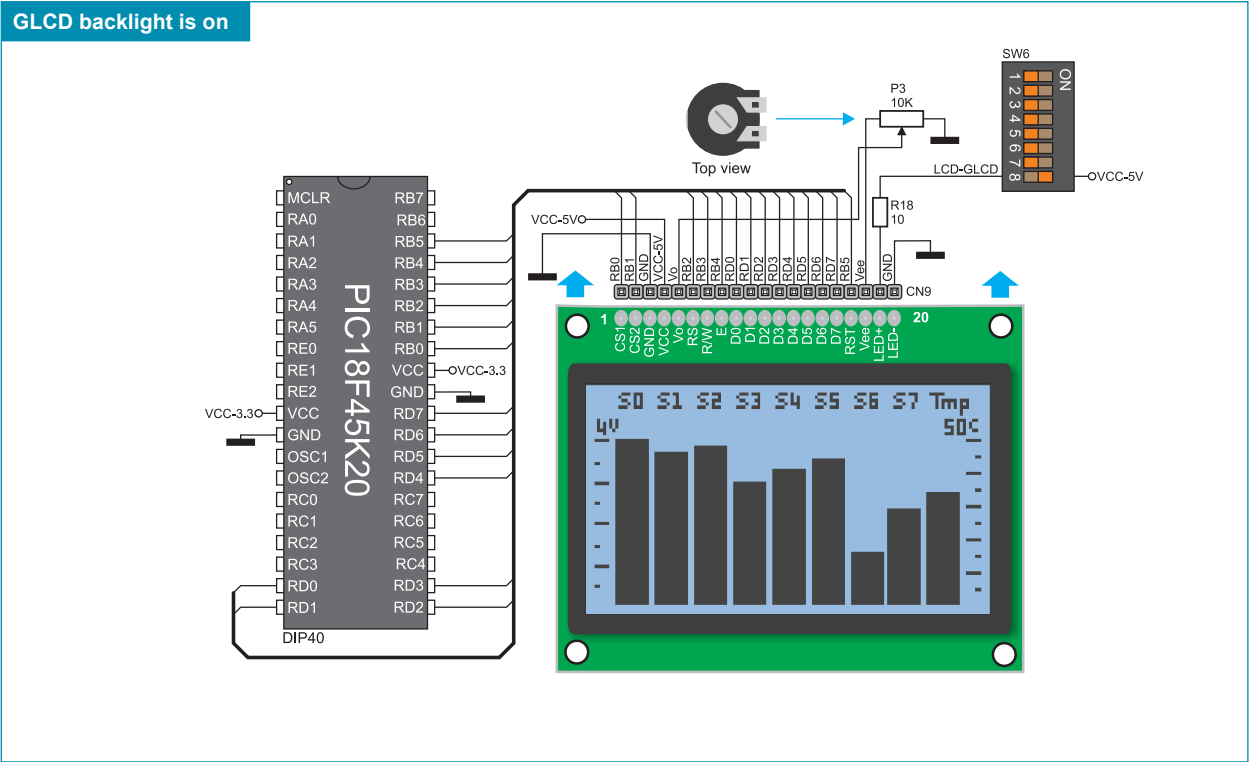


Figure 22-2: GLCD connector



23.0. Touch Panel

The touch panel is a thin, self-adhesive, transparent, touch-sensitive panel. It is placed over a GLCD. Its main function is to register pressure at some specific display point and to forward its coordinates in the form of analog voltage to the microcontroller. Switches 5, 6, 7 and 8 on the DIP switch SW8 are used for connecting the microcontroller and touch panel.

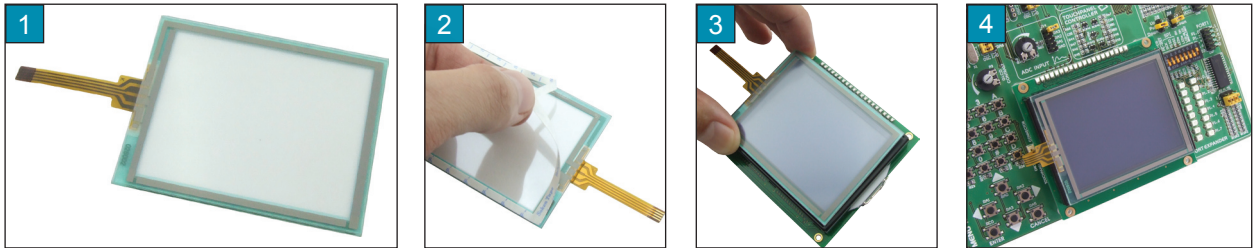


Figure 23-1: Placing touch panel over a GLCD

Figure 23-1 shows how to place a touch panel over a GLCD display. Make sure that the flat cable is to the left of the GLCD, as shown in Figure 4.

Touch panel is connected to the microcontroller via pins RA0, RA1, RC0 and RC1

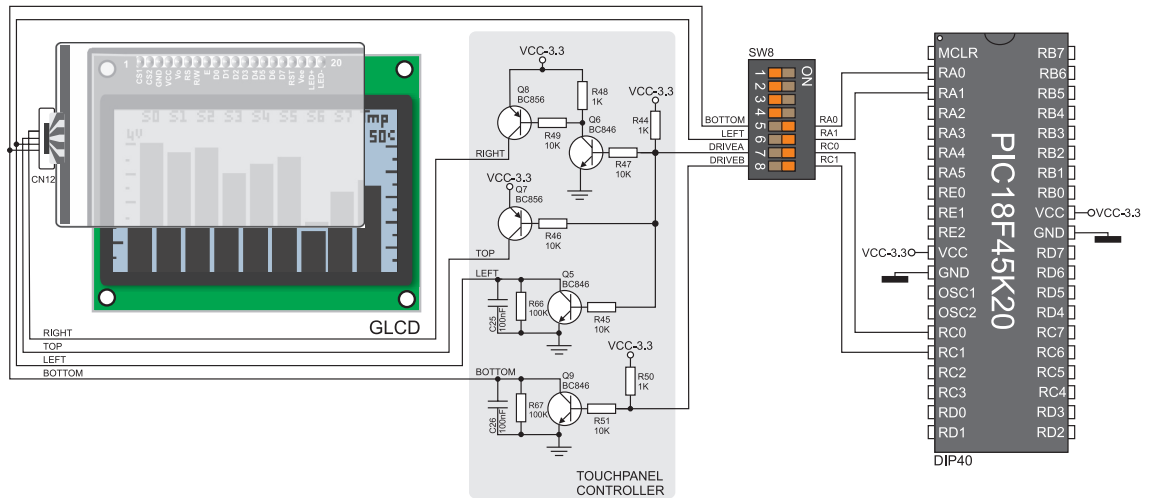


Figure 23-2: Touch panel and microcontroller connection schematic

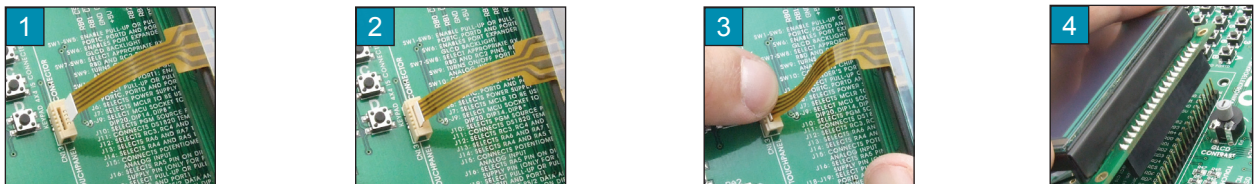


Figure 23-3: Connecting touch panel

Figure 23-3 shows in detail how to connect a touch panel to the microcontroller. Bring the end of the flat cable close to the CN12 connector (Figure 1). Plug the cable into the connector (Figure 2) and press it easily so as to fully fit the connector (Figure 3). Now, a GLCD can be plugged into the appropriate connector (Figure 4).

NOTE: LEDs and pull-up/pull-down resistors on ports PORTA and PORTC must be off when using a touch panel.

24.0. Input/Output Ports

Along the right side of the development system, there are five 10-pin connectors connected to the microcontroller's I/O ports. Pins used for programming are not directly connected to the appropriate 10-pin connectors, but via the programmer's multiplexer. Owing to DIP switch SW1-SW5, each connector pin can be connected to one pull-up/pull-down resistor. Whether pins of some port are to be connected to a pull-up or a pull-down resistor depends on the position of jumpers J1-J5.

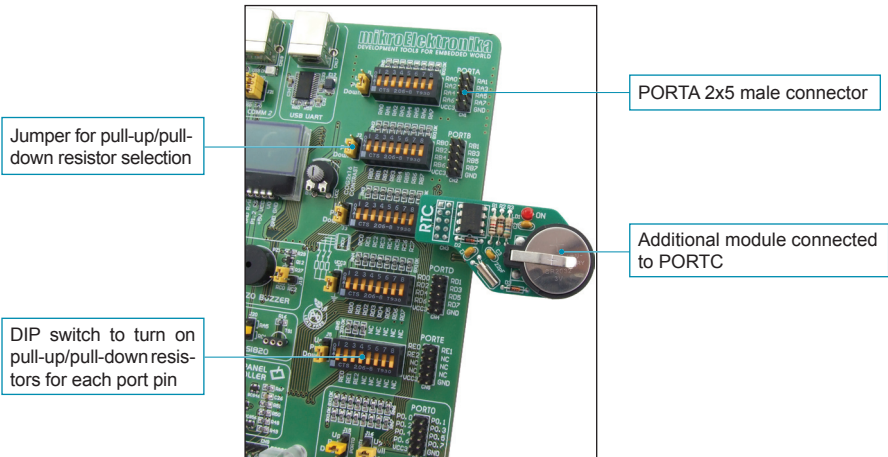


Figure 24-1: I/O ports

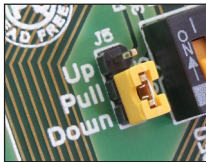


Figure 24-2: J5 in pull-down position

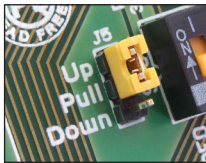


Figure 24-3: J5 in pull-up position

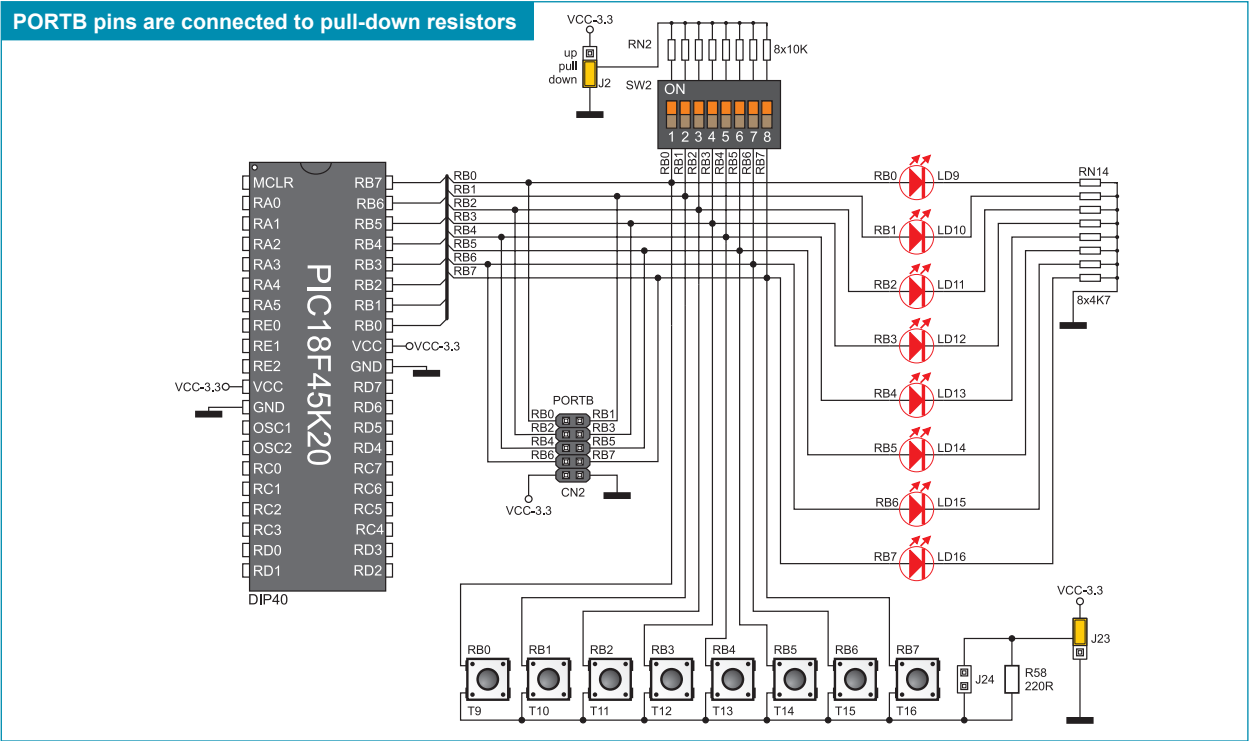


Figure 24-4: Port PORTB connection schematic

Pull-up/pull-down resistors enable you to set the logic level on all microcontroller's input pins when they are in idle state. This level depends on the position of the pull-up/pull-down jumpers. The RB0 pin with the relevant DIP switch SW2, jumper J2 and push button RB0 with jumper J23 are used here for the purpose of explaining the performance of pull-up/pull-down resistors. The principle of their operation is the same as for all other microcontroller pins.

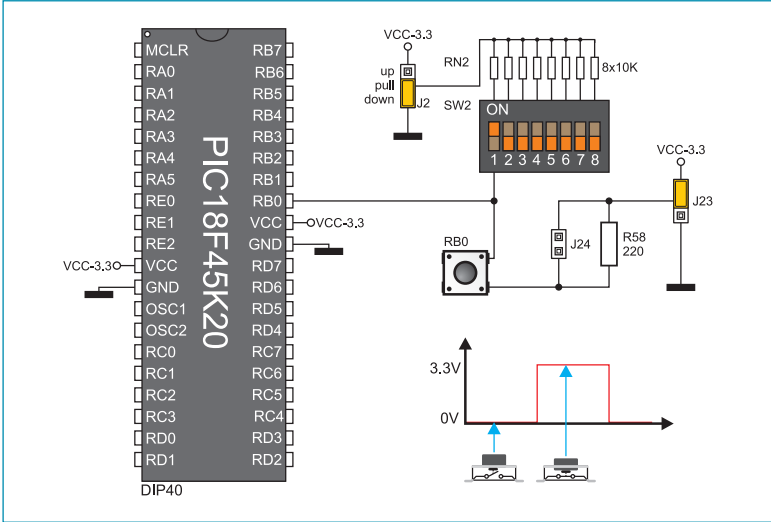


Figure 24-5: Jumper J2 in pull-down and jumper J23 in pull-up position

In order to enable the PORTB port pins to be connected to pull-down resistors, it is necessary to place jumper J2 in the *Down* position first. This enables any PORTB port pin to be supplied with a logic zero (0V) in idle state over jumper J2 and 8x10k resistor network. To provide the RB0 pin with such signal, it is necessary to set switch 1 on the DIP switch SW2 to ON position.

As a result, every time you press the RB0 button, a logic one (VCC-3.3) will appear on the RB0 pin, provided that jumper J23 is placed in the VCC position.

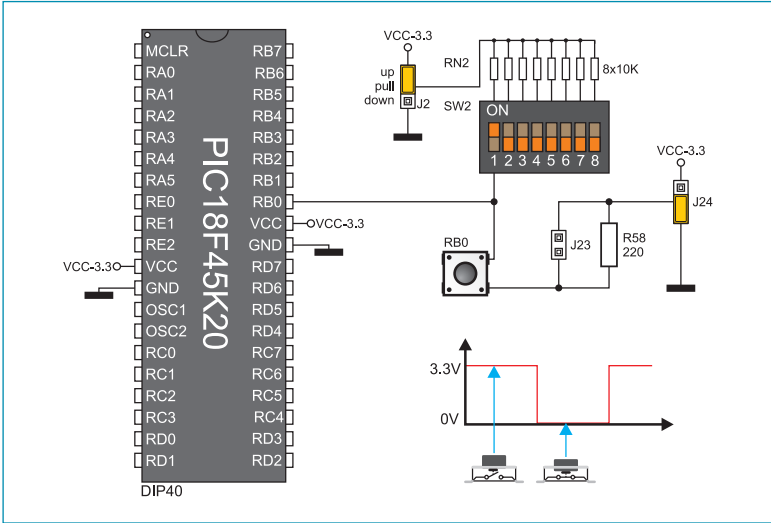


Figure 24-6: Jumper J2 in pull-up and jumper J23 in pull-down position

In order to enable port PORTB pins to be connected to pull-up resistors and the port input pins to be supplied with a logic zero (0), it is necessary to place jumper J2 in the *Up* position and jumper J23 in the GND position. This enables any port PORTB input pin to be driven high (3.3V) in idle state over the 10k resistor.

As a result, every time you press the RB0 push button, a logic zero (0V) will appear on the RB0 pin, provided that switch 1 on the DIP switch SW2 is set to ON position.

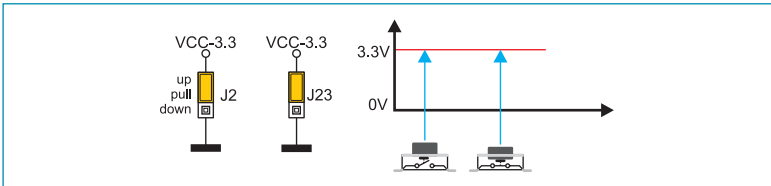


Figure 24-7: Jumpers J2 and J23 in the same position

In case that jumpers J2 and J23 have the same logic state, pressure on any button will not cause input pins to change their logic state.

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