

Računske vežbe iz
Projektovanja Elektronskih
Sistema
cas 8

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Sadržaj:

- **Realizacija firmvera Slejv automata 2.**
- Opis *interrupt()* funkcije, opis komunikacionih funkcija za rad sa UART-om,
- opis ostalih funkcija.

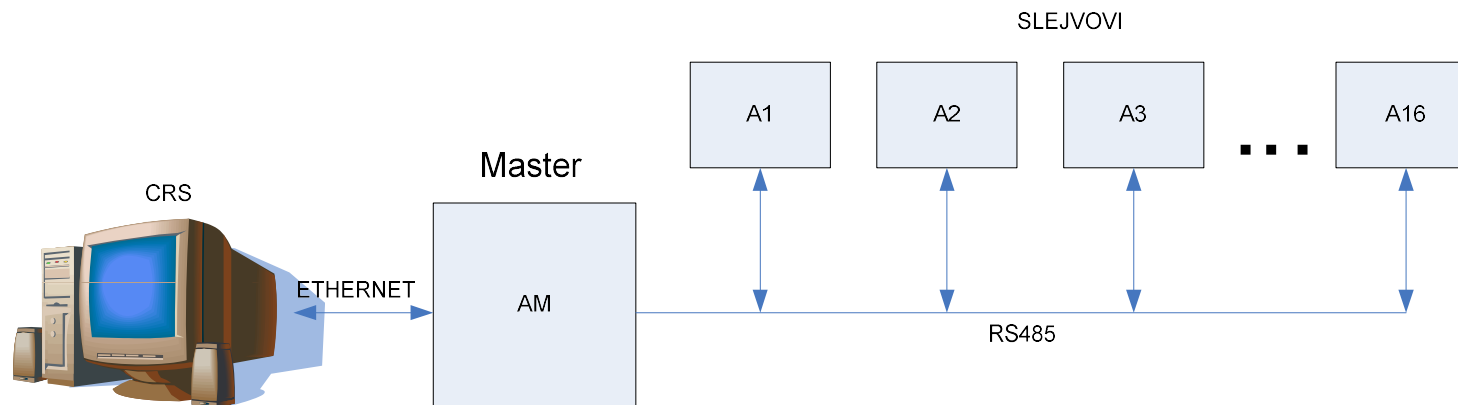


SYSTEM DESIGN

SYSTEM PROTOTYPING, SIMULATION
AND ANALYSIS

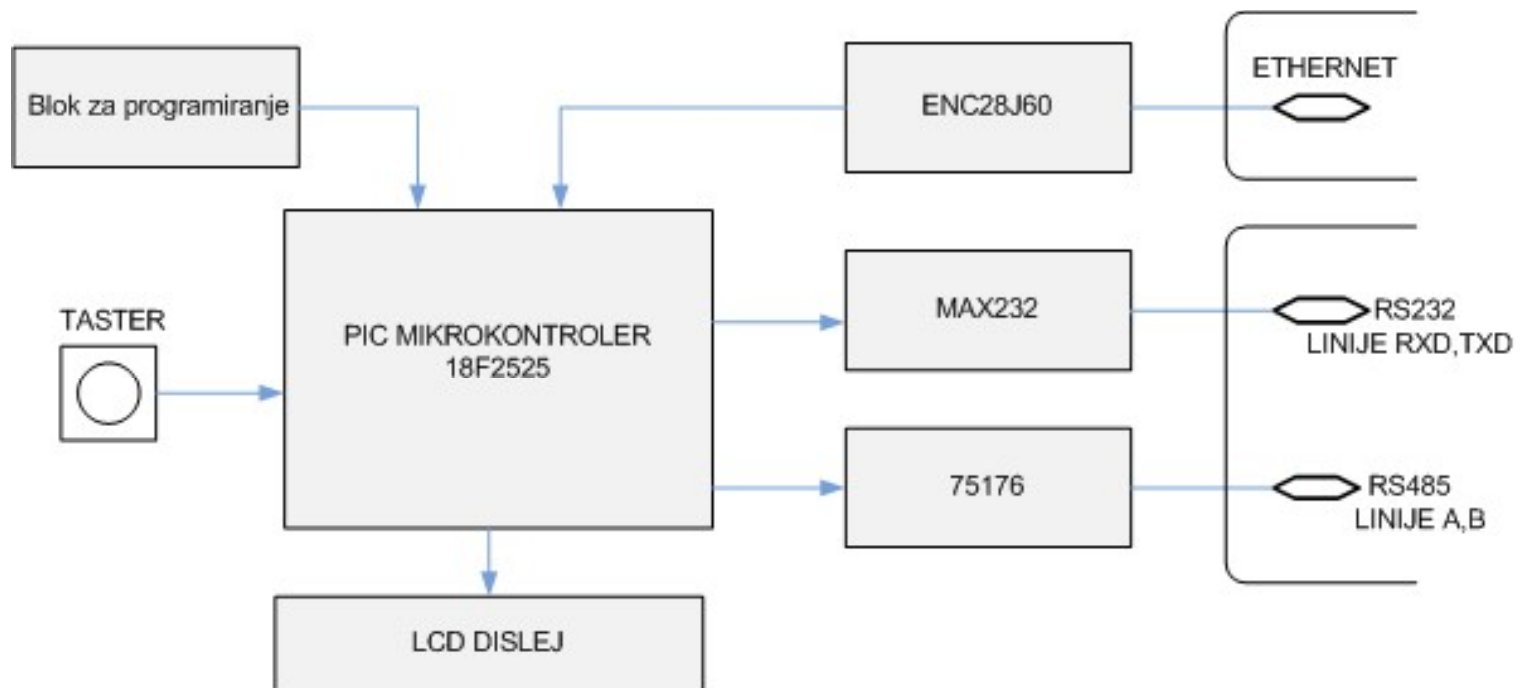
Realizacija Master automata u C- u za mikrokontroler PIC18F2525

Arhitektura Sistema

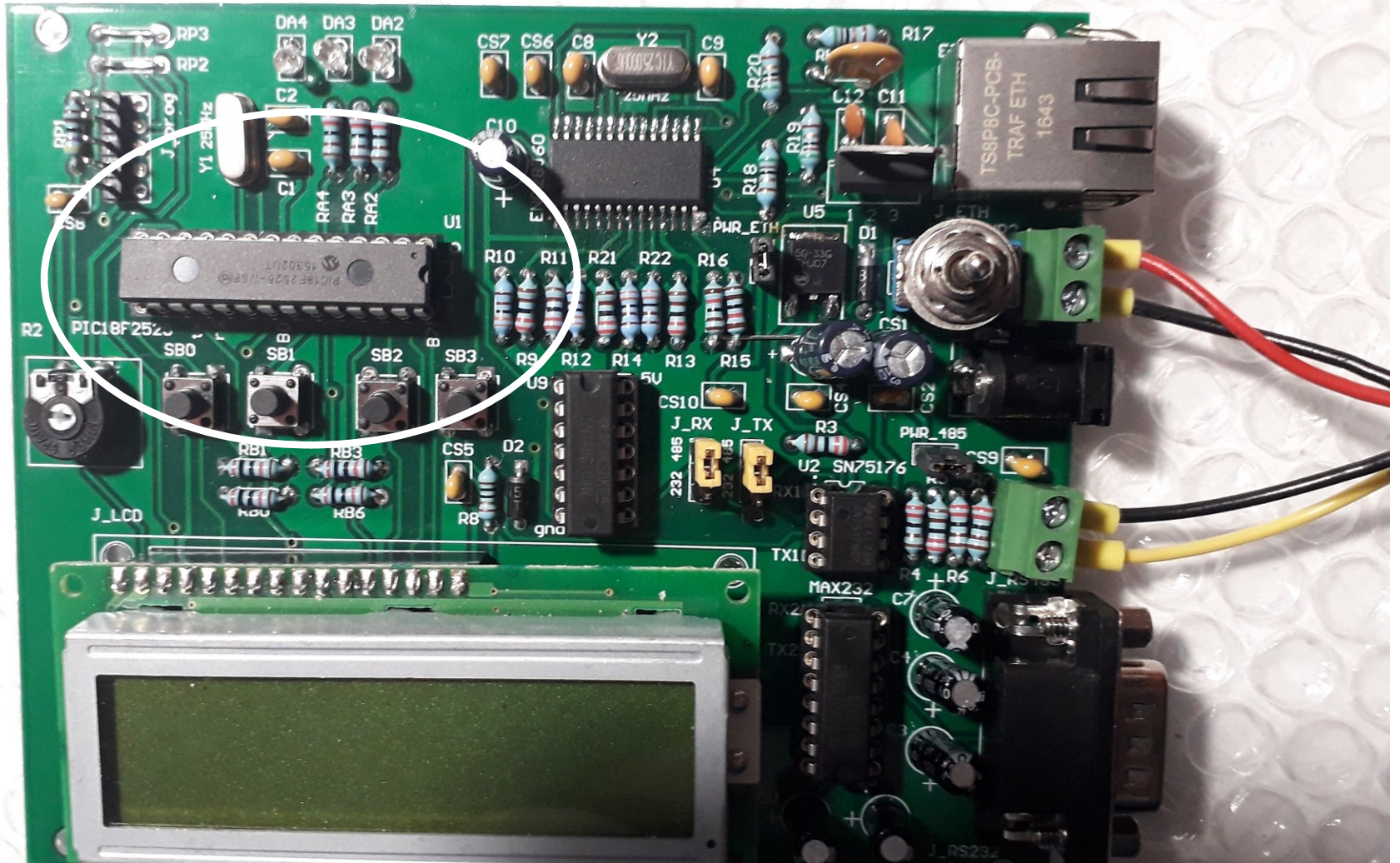


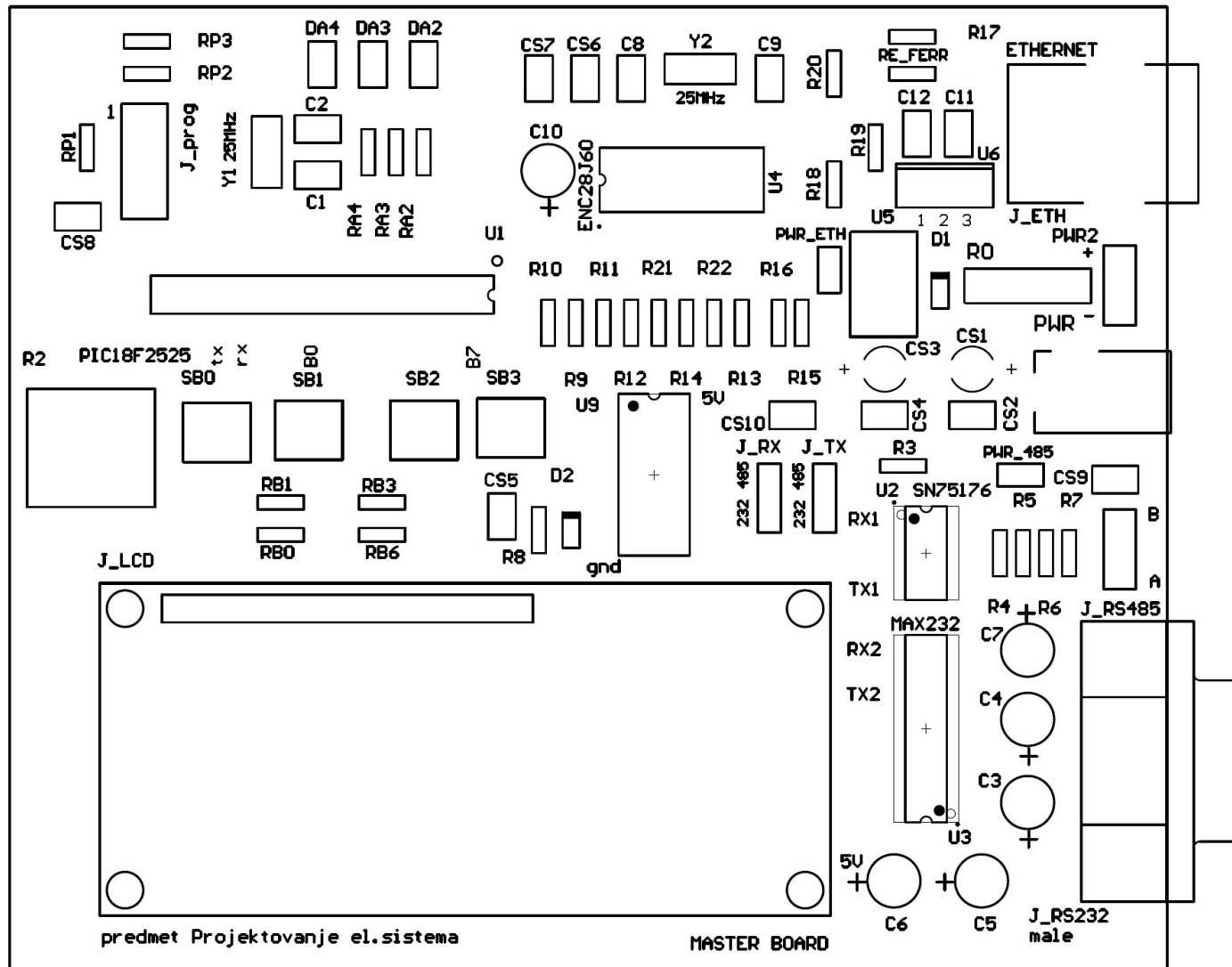
Osnovne komponente sistema su:

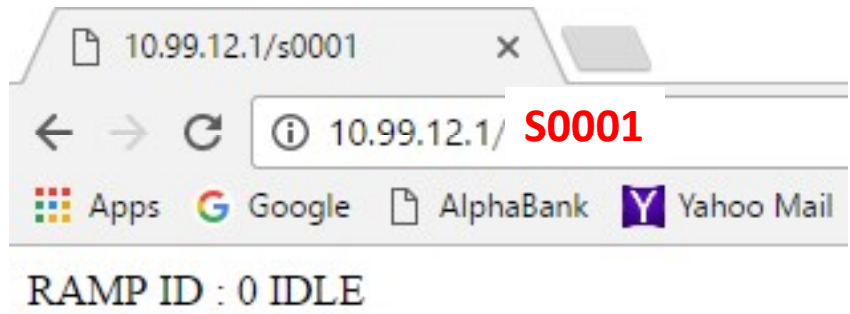
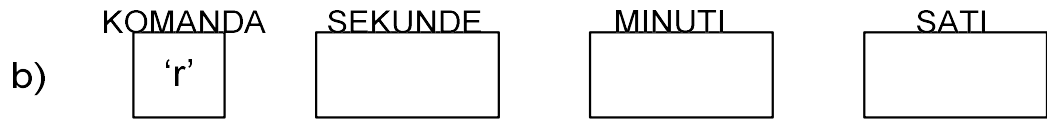
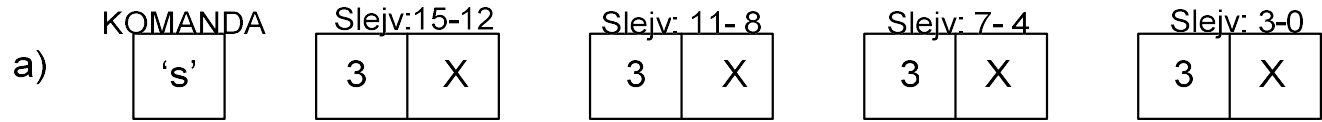
- CRS (Centralni Računarski Sistem)
- Master automat (AM)
- Slejv automati, koje se vezuju za svako ulazno mesto na autoputu (A1-A16).



PIC18F2525







primer "s0001" – samo Slejv sa ID brojem 0 je operativan

$x \in \{0,1\}$, kontrola slejva	15	14	13	12	$x \in \{0,1\}$, kontrola slejva	11	10	9	8	$x \in \{0,1\}$, kontrola slejva	7	6	5	4	$x \in \{0,1\}$, kontrola slejva	3	2	1	0
	0	0	1	1	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1

```

#define SPI_Ethernet_HALFDUPLEX  0
#define SPI_Ethernet_FULLDUPLEX  1
#define DR  PORTA.F5

typedef struct {
    unsigned canCloseTCP: 1; // flag which closes socket
    unsigned isBroadcast: 1;
    // flag which denotes that the IP package has been received via subnet broadcast address
} TEthPktFlags;

const unsigned char httpHeader[] = "HTTP/1.1 200 OK\nContent-type: " ;
// HTTP header
const unsigned char httpMimeTypeHTML[] = "text/html\n\n" ;
// HTML MIME type
const unsigned char httpMimeTypeScript[] = "text/plain\n\n" ;
// TEXT MIME type
unsigned char httpMethod[] = "GET /";

// mE ethernet NIC pinout
sfr sbit SPI_Ethernet_Rst at RA1_bit;
sfr sbit SPI_Ethernet_CS at RA0_bit;
sfr sbit SPI_Ethernet_Rst_Direction at TRISA1_bit;
sfr sbit SPI_Ethernet_CS_Direction at TRISA0_bit; // end Ethernet NIC definitions

```

```
unsigned char myMacAddr[6] = {0x00, 0x14, 0xA5, 0x76, 0x19, 0x3f};
    // MAC adresa uredaja
unsigned char myIpAddr[4] = {10, 99, 12, 1};
    //IP adresa uredaja
unsigned char getRequest[15]; // HTTP request buffer
unsigned char dyna[31]; // buffer for dynamic response
unsigned long httpCounter = 0; // counter of HTTP requests

unsigned char i, brojac, RAMP_ID, Flag1, Flag2, Flag3, ch, OBB;
unsigned char niz[150];
unsigned char br_ch;
unsigned char seconds, minutes, hours;

// nizovi za pojedinačne rampe
unsigned char Operation[16];
unsigned char Comm[16];
unsigned char Cmd[16];
unsigned char Cat[16];
unsigned char Hour[16];
unsigned char Min[16];
unsigned char Sec[16];
```

```

sbit LCD_RS at RC0_bit; // Lcd pinout settings
sbit LCD_RW at RC1_bit;
sbit LCD_EN at RC2_bit;
sbit LCD_D7 at RB7_bit;
sbit LCD_D6 at RB6_bit;
sbit LCD_D5 at RB5_bit;
sbit LCD_D4 at RB4_bit;

```

```

sbit LCD_RS_Direction at TRISC0_bit; // Pin direction
sbit LCD_RW_Direction at TRISC1_bit;
sbit LCD_EN_Direction at TRISC2_bit;
sbit LCD_D7_Direction at TRISB7_bit;
sbit LCD_D6_Direction at TRISB6_bit;
sbit LCD_D5_Direction at TRISB5_bit;
sbit LCD_D4_Direction at TRISB4_bit;

```

```

unsigned char * p_ch=0x00;
// Pokazivac na prvi karakter koji koristimo prilikom ispisivanja stringova

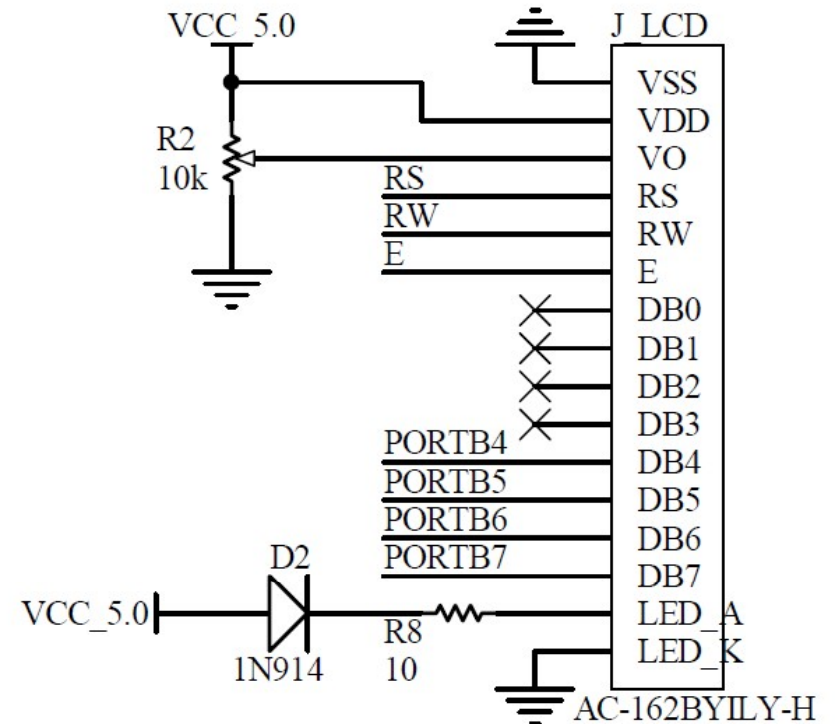
```

```

unsigned char pom_ch, pom_des, pom_jed;
unsigned char pom_nula=0x30;

```

potenciometar




```
void init_variables(){
    br_ch=0x00;
    OBB=0x00;
    Flag1=0x00;
    Flag2=0x00;
    Flag3=0x00;
    brojac=0x00;
    RAMP_ID = 0x0F;
    for (i=0;i<150;i++) niz[i]=0x00;
    for (i=0;i<16;i++){
        Operation[i]=0x00;
        Comm[i]=0x00;
        Cmd[i]=0x00;
        Cat[i]=0x00;
        Hour[i]=0x00;
        Min[i]=0x00;
        Sec[i]=0x00;
    }
}
```

```

void init ()
{
    PIR1 = 0b00000000; // dozvola prijema i predaje preko EUSART-a
    PIE1 = 0b00100001; // dozvola prekida za EUSART, RCIE, TMR1IE
    //PIE1.TMR1IE = 1;
    //PIE1.RC1IE=1;

    T1CON=0b10110000; // konfiguracija za tajmer1
    T1CON.TMR1ON=1;
    // 16-bit operation
    // preskaler 1:8
    // 25MHz T0=40ns
    // 40ns*4*8=1.28us
    // 25ms=25000us=1.28*19531= B#B%
    TMR1L = 0xB5;
    TMR1H = 0xB3;

    INTCON = 0b01000000; // periferisjki interapt
    INTCON.GIE=1; // globalna dozvola prekida

```

```
TRISA=0x00;
TRISB=0x0F;
TRISC=0xD0; // 0b11010000;
PORTA=0x00;
PORTB=0x00;
PORTC=0x00;

ADCON0=0x00; // isključujemo A/D konverziju
ADCON1=0x0F; // svi digitalni
UART1_Init(19200); // konfiguriramo brzinu od 19200
TXSTA.TXEN=1;
RCSTA.SPEN=1;
RCSTA.CREN=1;

Lcd_Init();
Lcd_Cmd(_LCD_CURSOR_OFF);
postaviPortove();

SPI1_Init_Advanced(_SPI_MASTER_OSC_DIV64, _SPI_DATA_SAMPLE_MIDDLE,
_SPI_CLK_IDLE_LOW, _SPI_LOW_2_HIGH);

SPI_Ethernet_Init(myMacAddr, myIpAddr, SPI_Ethernet_FULLDUPLEX);

}
```

```
void UpdateLCD()
{
    int i = 0;
    Lcd_Out(1, 1, "Operation  ");
    for (i = 0; i <= 15; i++)
    {
        if (Operation[i] == 1)
            Lcd_Chr(2, 16 - i, '1');
        else
            Lcd_Chr(2, 16 - i, '0');
    }
}
```

```

void main(void) {
    unsigned char ByteX = 0x00;
    init();
    init_variables();
    while (1)
    {
        SPI_Ethernet_doPacket() ;
        if (Flag1==0x01) { //ovde se ulazi na svakih 125ms
            Flag1=0x00; //vratimo FLAG1 na nulu
            RAMP_ID++;          // biramo sledeci slejv
            if (RAMP_ID == 0x10){
                //kada se prozovu svih 16 rampi onda se brojac rampi vrati na nulu
                RAMP_ID = 0x00;
                PORTA.F4=1; //pali se dioda na svake 2 sekunde,
                //16x125ms=2s
                if (Flag3==0x01) {
                    Flag3=0x00;
                    Flag2=0x00;
                }
                //FLAG 3 se postavlja na 0 ako se proziva rampa a na 1
                // ako se podešava sat realnog vremena
                else if (Flag2==0x01) Flag3=0x01;
                UpdateLCD();
            }
        }
        else PORTA.F4=0;
    }
}

```



```

if (Flag3 == 0x00) { // salje se prozivka rampama
    DR = 1;
    if (Operation[RAMP_ID] == 0x01) ByteX = 0x30 + RAMP_ID;
    else ByteX = 0x20 + RAMP_ID;
    transmit(ByteX);
    DR = 0;
    OBB = 0x05; //OBB (ocakivani broj bajtova) postavlja se na 5,
    //sto znaci da sledeci bajt koji primamo predstavlja komandu
} // od if (Flag3==0x00
else { //ovde se salje svim rampama zahtev za podesavanje vremena,
    DR = 1;
    ByteX = 0x70 + RAMP_ID;
    transmit(ByteX); // komandni
    transmit(seconds);
    transmit(minutes);
    transmit(hours);
    DR = 0;
    OBB = 0x05; // opet se OBB postavlja na 5
} // od else
} // od Flag1==1
} // od while (1)
} // od main()

```

```
void interrupt () { // korišćeni su prekid serijske komunikacije i tajmera 1
```

```
    if ((PIE1.TMR1IE==1) && (PIR1.TMR1IF==1)){  
        // prekid Tajmera 1 na svakih 25ms  
        PIE1.TMR1IE = 1;  
        PIR1.TMR1IF = 0;  
        if (brojac == 0x04) { // na svakih 125ms proziva se po jedna rampa  
            brojac = 0x00;  
            Flag1=0x01; // podiže se flag koji nam govori da je  
                // došlo vreme da se prozove rampa,  
        }  
        else {  
            brojac++;  
        }  
        TMR1L = 0xB5;  
        TMR1H = 0xB3;  
    }
```

Master

Prozivka

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	0	1	X	Y	Y	Y	Y

Podešavanje RTC. Posle ovog bajta, Slejv automat šalje još tri dodatna bajta: *sekunde, minuti, sati*

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	1	1	X	Y	Y	Y	Y

Slejv

Automat nema kartica.

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	0	0	X	Y	Y	Y	Y

Automat radi ali nije pritisnut taster

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	0	1	X	Y	Y	Y	Y

Pritisnut je taster, tj. prošlo je vozilo kroz rampu. Posle ovog bajta, Slejv automat šalje još četiri dodatna bajta: *sekunde, minuti, sati i kategorija vozila*.

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	1	0	X	Y	Y	Y	Y

Odgovor da je RTC podešen

KOMANDA		ID	RAMPE	$Y \in \{0,1\}$			
0	1	1	X	Y	Y	Y	Y

```

if ((PIE1.RCIE) && (PIR1.RCIF)){
// prekid serijske komunikacije

    unsigned char ch;
    PIR1.RCIF = 0;
    ch=RCREG; // prima se bajt preko UART-a
    if (OBB!=0x00) {
        if (OBB==0x05) {
// prijem bajta komande, koja se dekodira,
// i onda se određuje da li treba još da se primaju bajtovi
            Comm[RAMP_ID]=1; // komunikacija je OK
            if ((ch & 0xE0)== 0x00) {OBB=0x00; Cmd[RAMP_ID]=3;} // NO CARDS
            if ((ch & 0xE0)== 0x20) OBB=0x00; // IDLE
            if ((ch & 0xE0)== 0x40) {OBB=0x04; Cmd[RAMP_ID]=1;} // VEHICLE
            if ((ch & 0xE0)== 0x60) {OBB=0x00; Cmd[RAMP_ID]=2;} // RTC
        }
    }
}

```

```

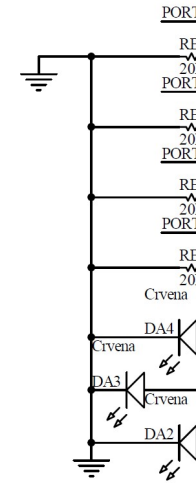
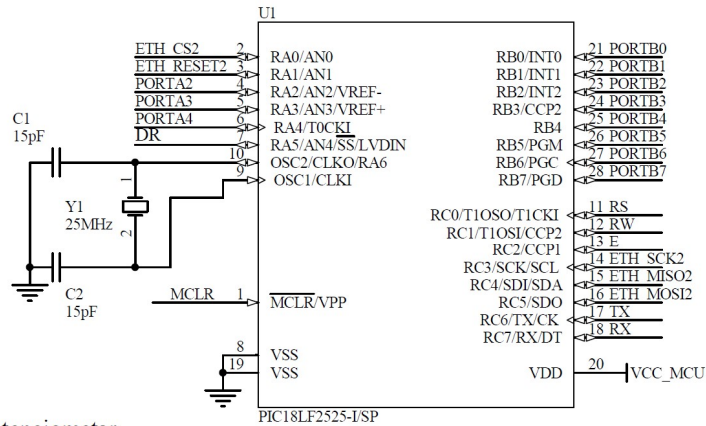
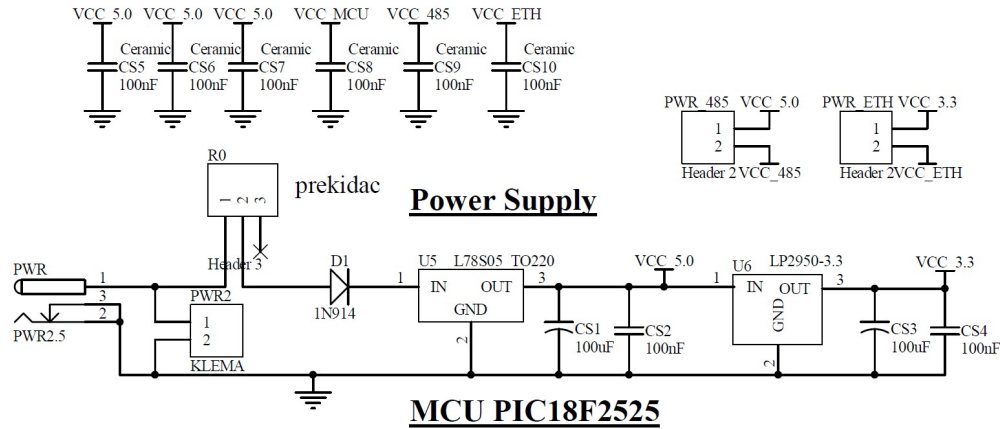
else {
    switch (OBB) {
        // sekunde, minuti, sati i kategorija vozila koje je prošlo
        case 4: Sec[RAMP_ID]=ch; break; //ch_sec=ch;
        case 3: Min[RAMP_ID]=ch; break; //ch_min=ch;
        case 2: Hour[RAMP_ID]=ch; break; //ch_hour=ch;
        case 1: Cat[RAMP_ID]=ch; break; //ch_cat=ch;
        default: break;
    }
    OBB--;
}
}
} // if ((PIE1.RCIE) && (PIR1.RCIF)){
} //void interrupt ()

```

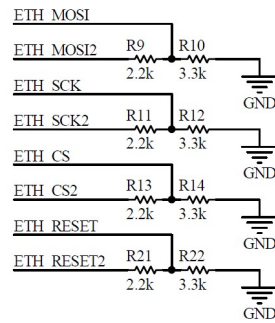
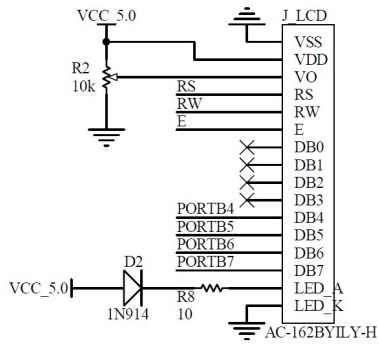

Sadržaj:

- **Realizacija firmvera Master automata deo 2.,**
Opis *interrupt()* funkcije,
- opis komunikacionih funkcija za rad sa *Ethernet*-om i UART-om,
- opis ostalih funkcija.

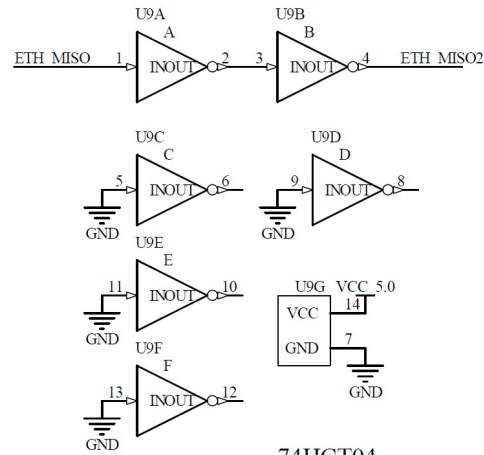
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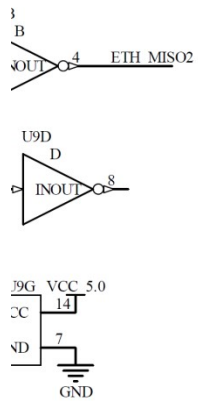
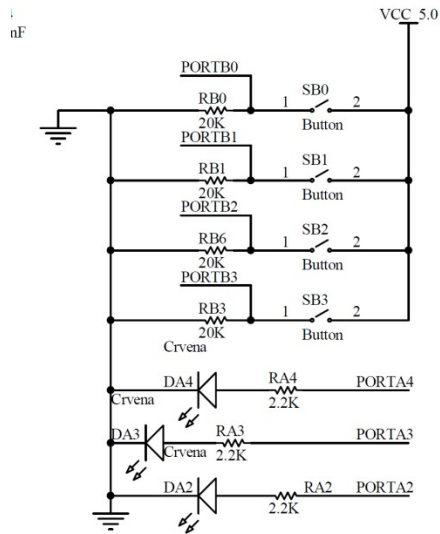
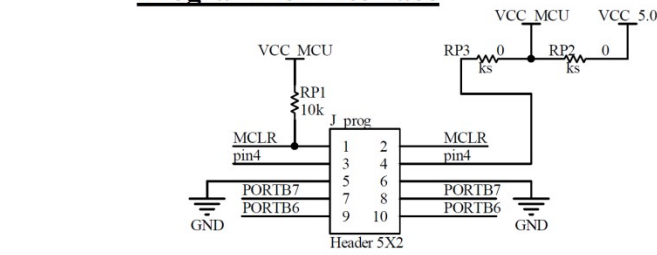
potenciometar



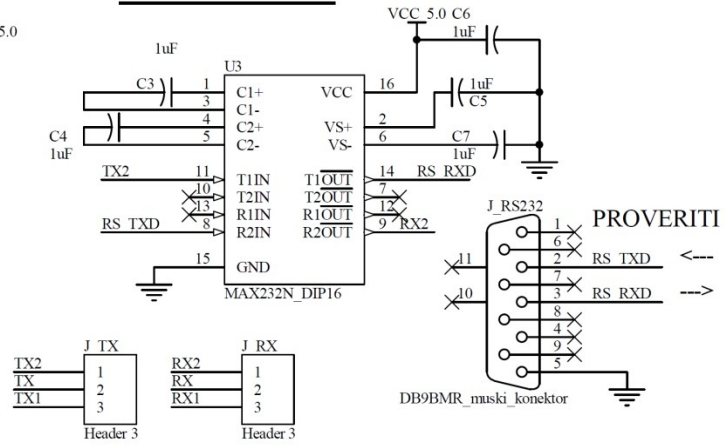
level shifters



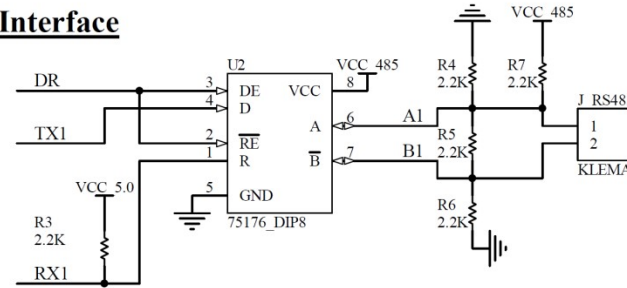
Programmer Interface



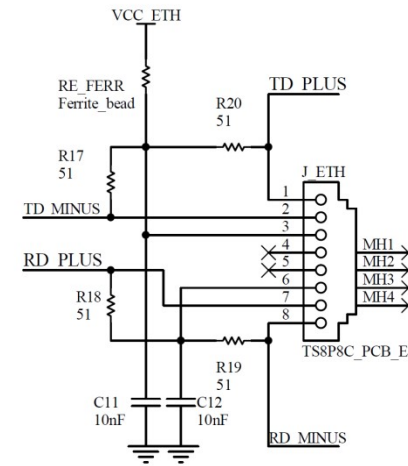
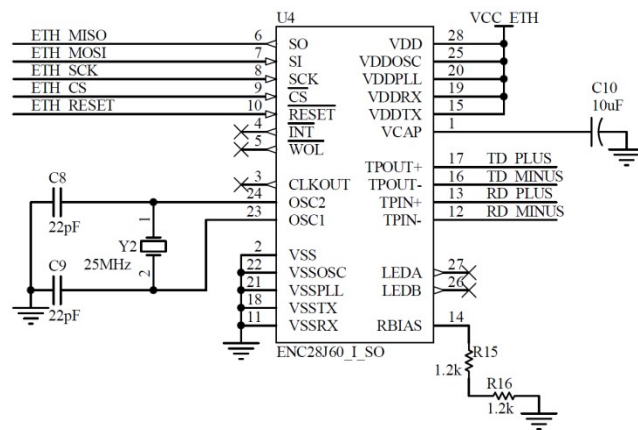
RS232 Interface



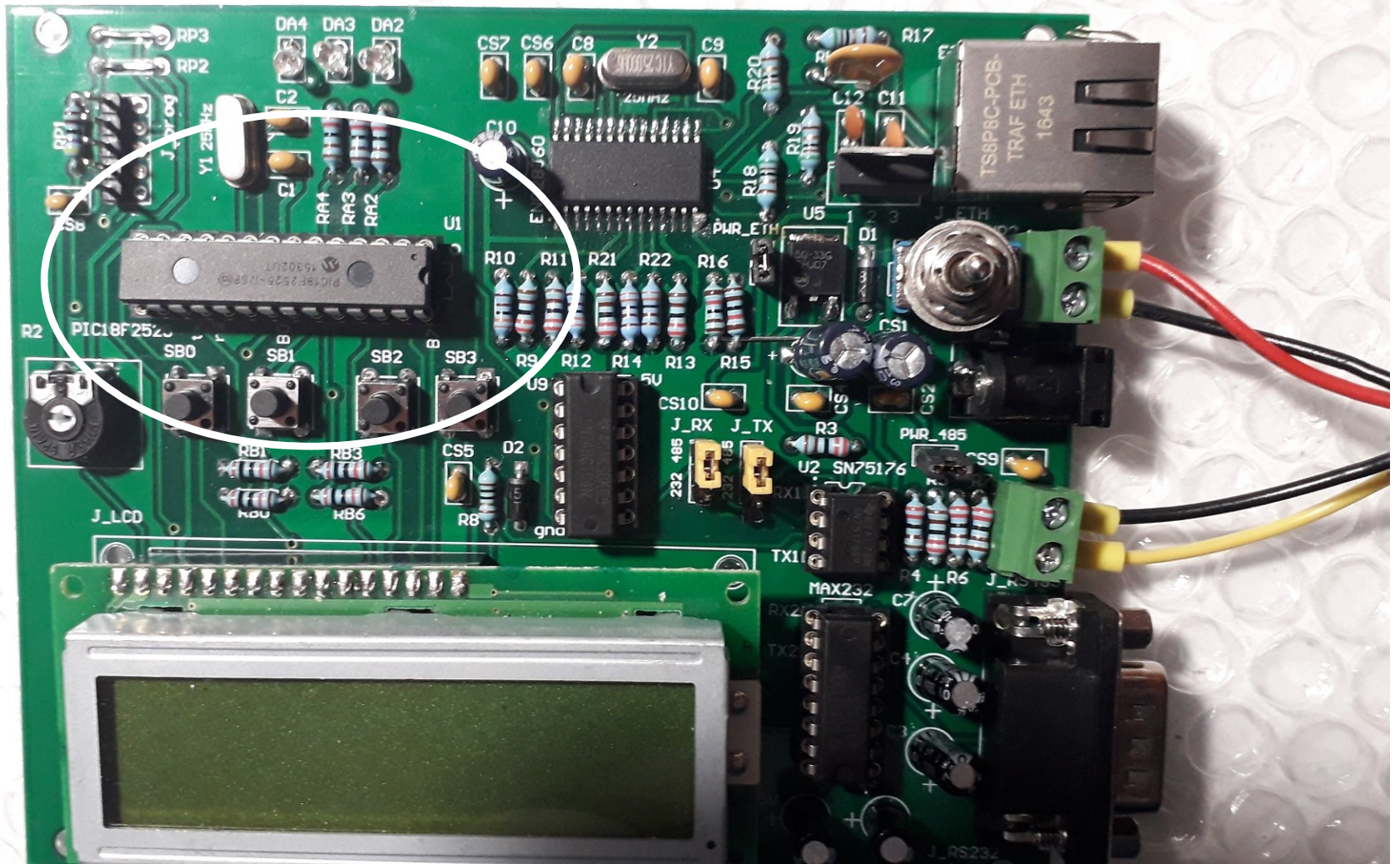
RS485 Interface

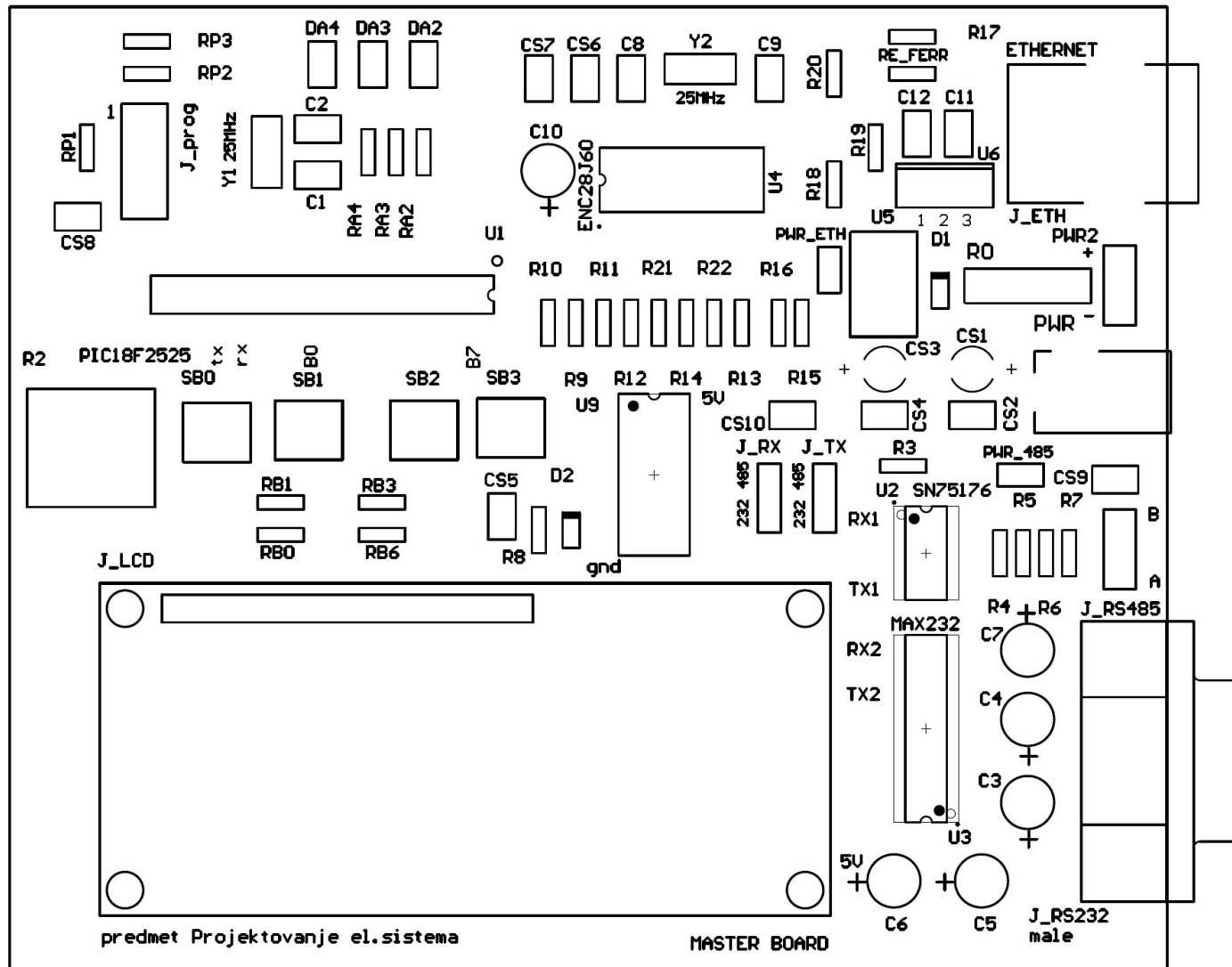


Ethernet Interface



PIC18F2525





```
unsigned int  putConstString(const char *s) {
    unsigned int ctr = 0 ;
    while(*s) {
        SPI_Ethernet_putByte(*s++) ;
        ctr++ ;
    }
    return(ctr) ;
}
```

```
unsigned int  putString (char *s) {
    unsigned int ctr = 0 ;
    while(*s){
        SPI_Ethernet_putByte(*s++) ;
        ctr++ ;
    }
    return(ctr) ;
}
```

```
void dodajUNiz(char * p_ch){  
  
    while ((*p_ch)!= 0x00) {  
        niz[br_ch]= *p_ch;  
        br_ch++;  
        p_ch++;  
    }  
  
}
```

```

void formirajNiz() {
    unsigned char i = 0;
    char txt[4];
    br_ch = 0; // pozicioniranje na pocetak niza
    for (i = 0; i < 16; i++) {
        if (Comm[i] == 1){
            dodajUNiz("Ramp:");
            ByteToStr(i, txt);
            dodajUNiz(txt); // ID broj
            switch (Cmd[i]) { // moze biti: NO:CARDS, IDLE, VEHICLE, TIME SET
            case 0:
                dodajUNiz(" IDLE \n\n");
                break;
            case 1:
                dodajUNiz(" VEHICLE ");
                break;
            case 2:
                dodajUNiz(" TIME SET \n\n");
                break;
            case 3:
                dodajUNiz(" NO CARDS \n\n");
                break;
            default:
                break;
            }
        }
    }
}

```



```
if (Cmd[i] == 1)
{ // VEHICLE
    pom_nula = 0x30; // asci 0
    pom_ch = Hour[i]; // ubacivanje sati
    pom_des = (pom_ch >> 4) + pom_nula;
    pom_jed = (pom_ch & 0x0F) + pom_nula;
    niz[br_ch] = pom_des; br_ch++;
    niz[br_ch] = pom_jed; br_ch++;
    niz[br_ch] = ':'; br_ch++;

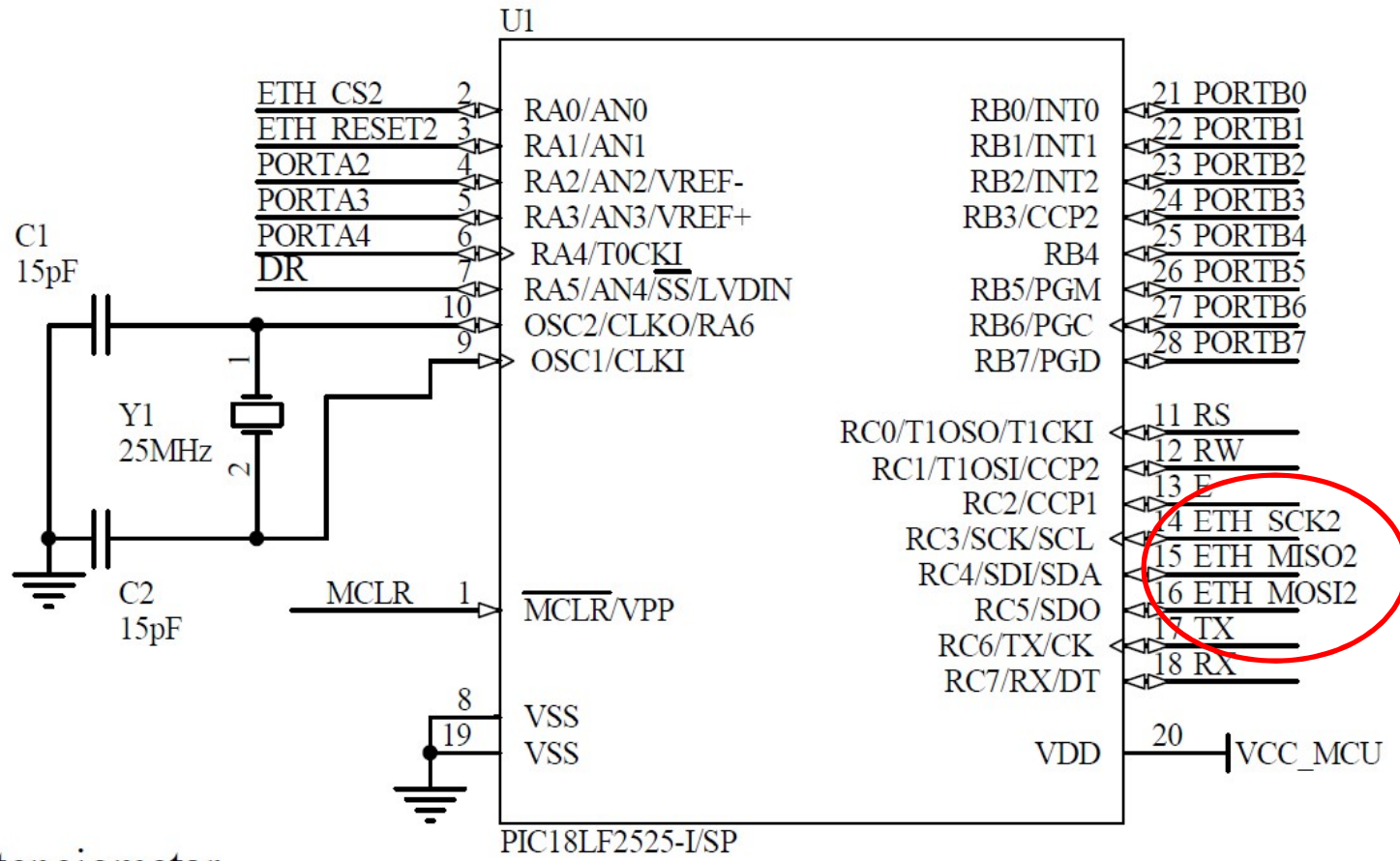
    pom_ch = Min[i]; // ubacivanje minuta
    pom_des = (pom_ch >> 4) + pom_nula;
    pom_jed = (pom_ch & 0x0F) + pom_nula;
    niz[br_ch] = pom_des; br_ch++;
    niz[br_ch] = pom_jed; br_ch++;
    niz[br_ch] = ':'; br_ch++;
```

```

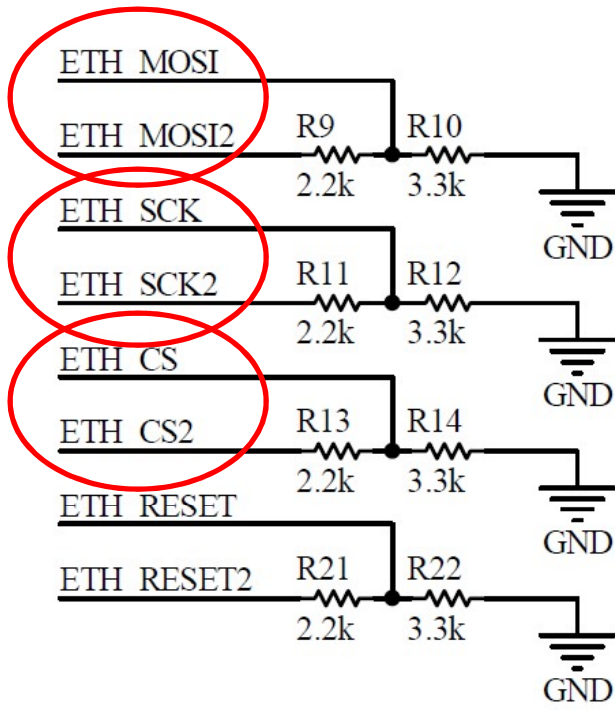
pom_ch = Sec[i]; // ubacivanje sekundi
pom_des = (pom_ch >> 4) + pom_nula;
pom_jed = (pom_ch & 0x0F) + pom_nula;
niz[br_ch] = pom_des; br_ch++;
niz[br_ch] = pom_jed; br_ch++;
niz[br_ch] = ' '; br_ch++;

pom_ch = Cat[i]; // ubacivanje kategorije vozila
pom_des = 'K';
pom_jed = (pom_ch & 0x0F) + pom_nula;
niz[br_ch] = pom_des; br_ch++;
niz[br_ch] = pom_jed; br_ch++;
niz[br_ch] = '\n'; br_ch++;
niz[br_ch] = '\n'; br_ch++;
} // od if
} // od if
} // od for
niz[br_ch] = 0x00;
br_ch++; // kraj stringa
}

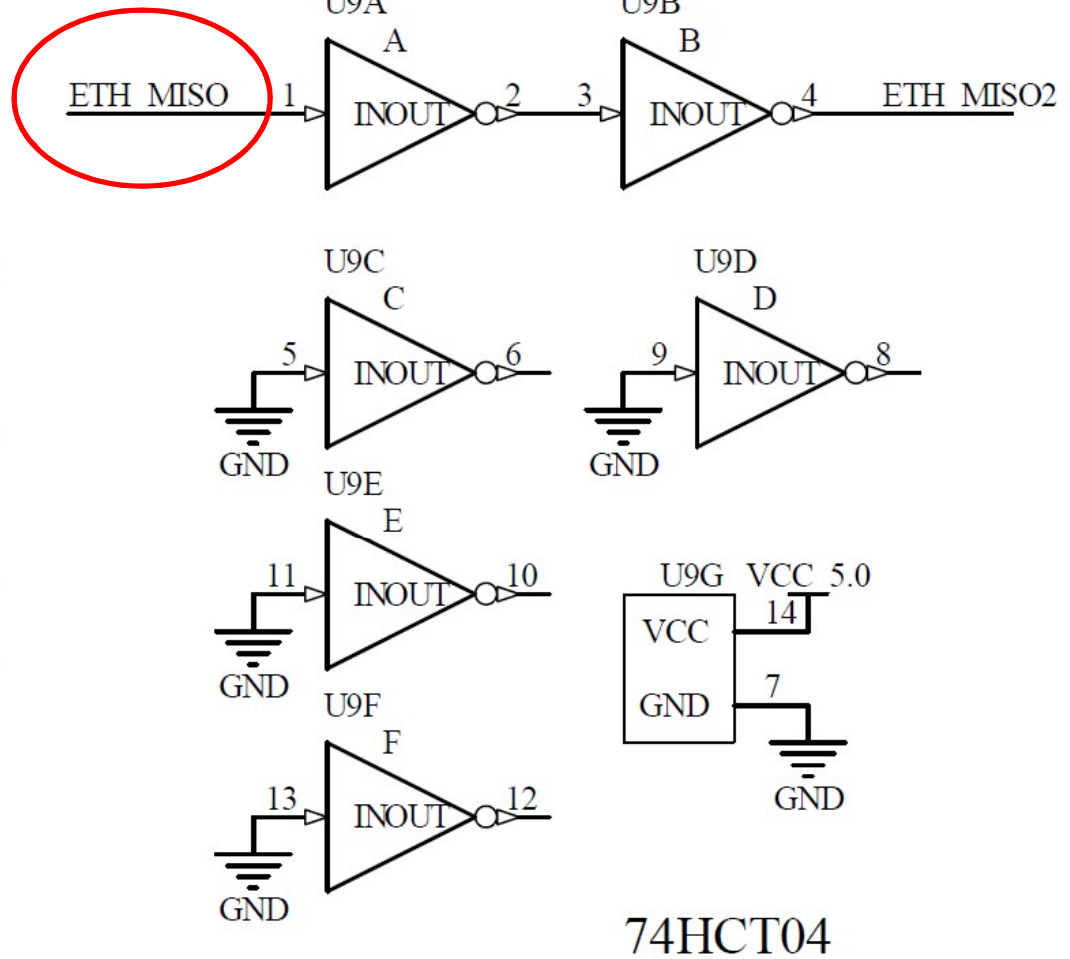
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tenciometar

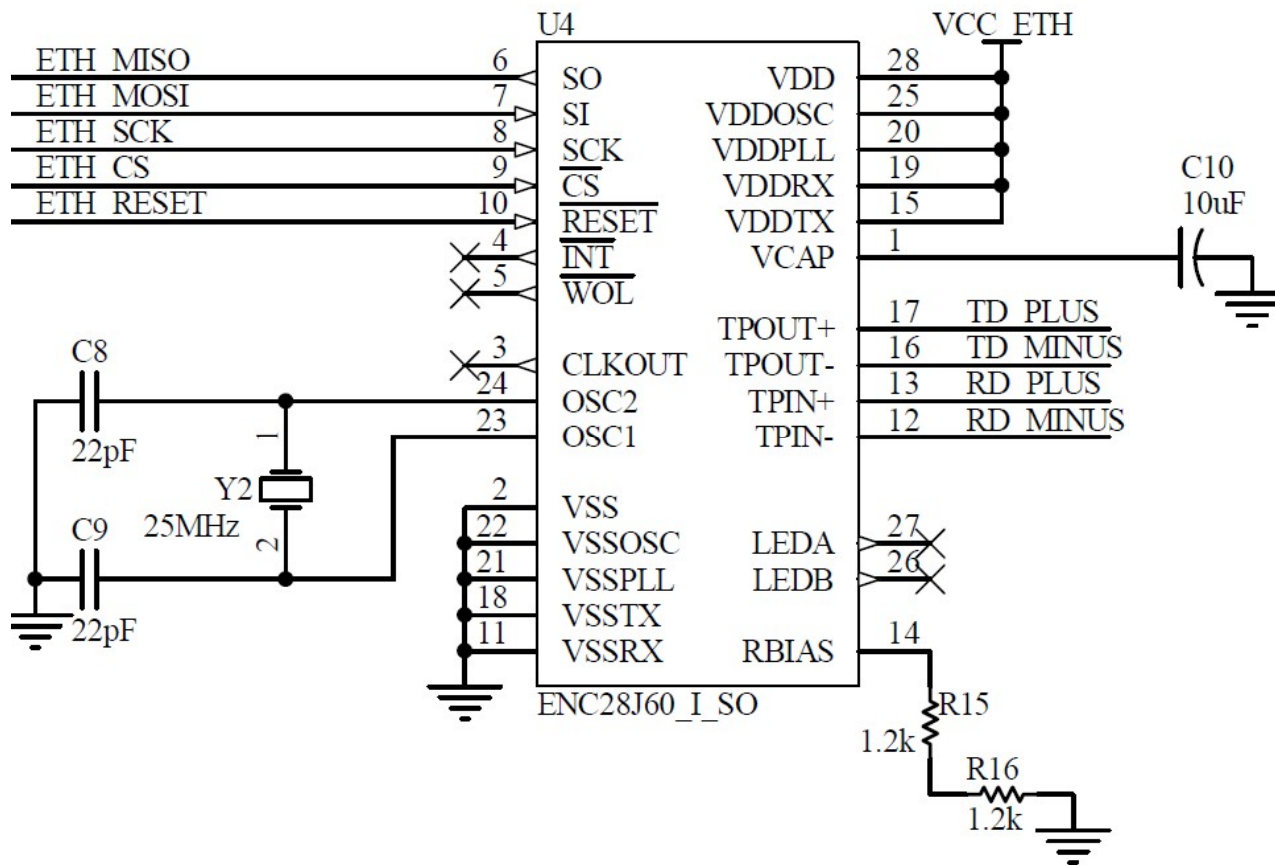


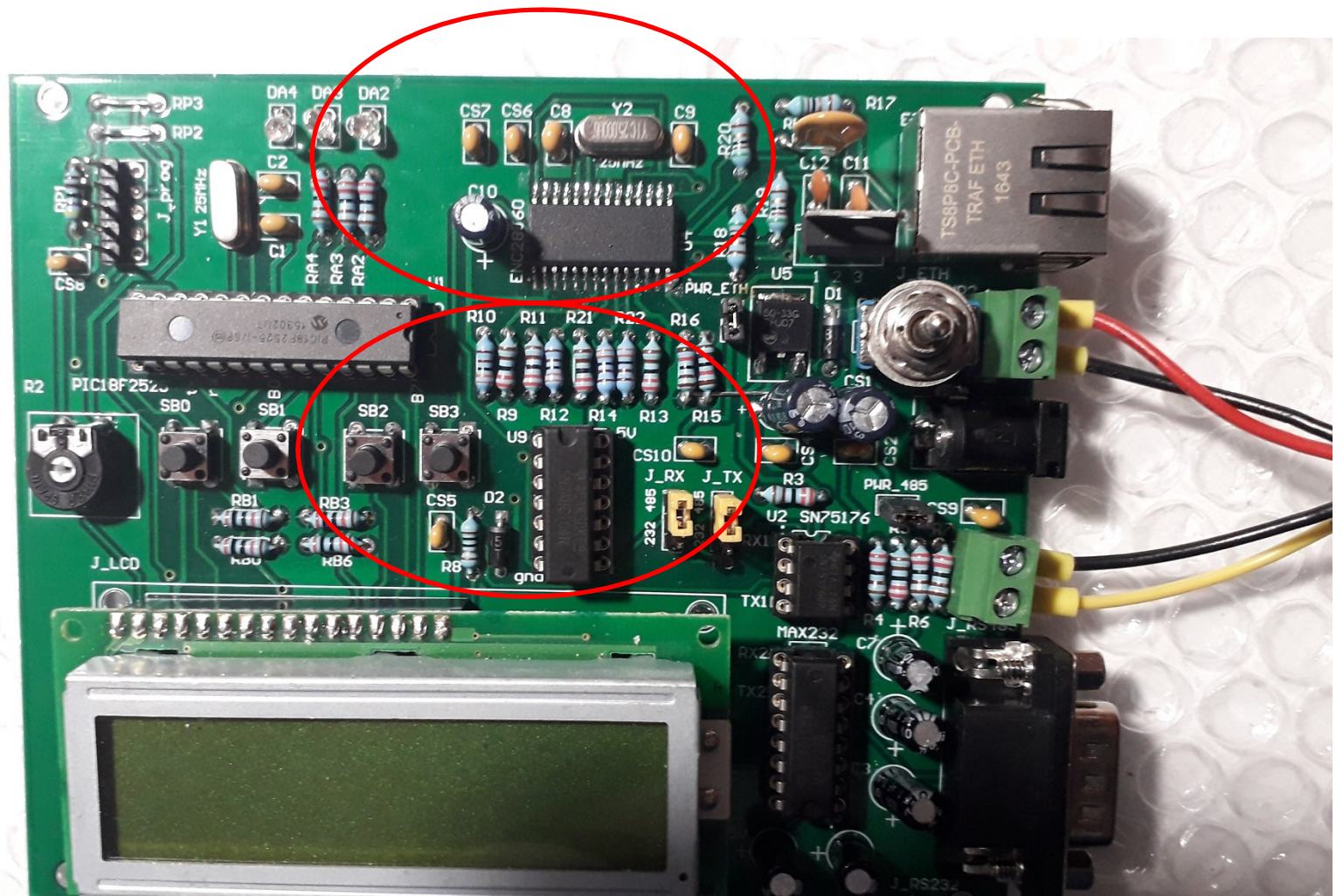
level shifters



2.2K

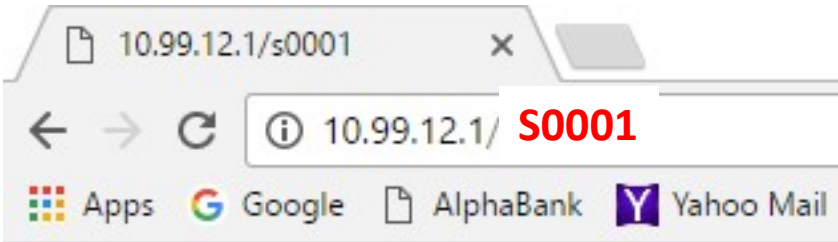
Ethernet Interface





Komunikacija u sistemu između CRS-a i master automata (AM) :

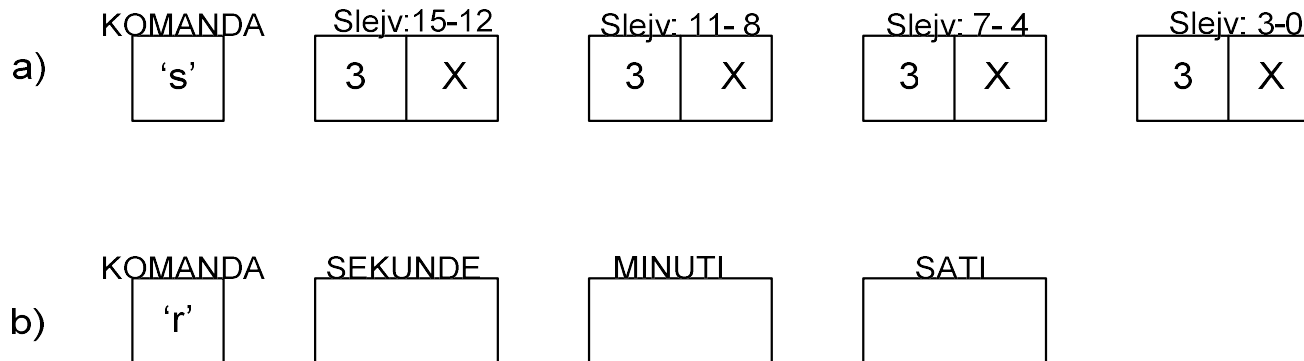
- U komandnoj liniji *WEB browsera unese se* <http://XXX.XXX.XXX.XXX/komanda> (gde je XXX.XXX.XXX.XXX. IP adresa Master automata, a *komanda* predstavlja niz bajtova
- “*sZZZZ*” čime se zahteva status svih ulaznih rampi (preko *ZZZZ* podešava koje su rampe u funkciji, na primer ako je *ZZZZ*=“0000” nijedna rampa nije uključena, ako je *ZZZZ*=“0001” uključena je samo prva rampa, ako je *ZZZZ*=“00??” znači da je uključeno prvih osam rampi



RAMP ID : 0 IDLE

primer “s0001” – samo Slejv sa ID brojem 0 je operativan

$x \in \{0,1\}$, kontrola slejva				15	14	13	12	$x \in \{0,1\}$, kontrola slejva				11	10	9	8	$x \in \{0,1\}$, kontrola slejva				7	6	5	4	$x \in \{0,1\}$, kontrola slejva				3	2	1	0	
0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	1	1	0	0	0	1



- “**rZZZ**” kojom podešavamo sat svim rampama (ZZZ predstavlja sekunde, minute i sate kodirane u ASCII sistemu sa ofsetom 0x30, na primer ako je ZZZ=99k onda postavljamo vreme na 9 sekundi, 9 minuta i 23 sati).

```

unsigned int  SPI_Ethernet_UserTCP (unsigned char *remoteHost, unsigned int remotePort, unsigned
int localPort, unsigned int reqLength, char *canClose) {

    unsigned int len = 0;    // my reply length
    unsigned int i;         // general purpose integer
    if(localPort != 80) return(0);
    PORTA.F4=1;
    // get 10 first bytes only of the request, the rest does not matter here
    for(i = 0 ; i < 10 ; i++)
        getRequest[i] = SPI_Ethernet_getByte();
    getRequest[i] = 0;

    if(memcmp(getRequest, httpMethod, 5)) return(0);
    // only GET method is supported here

    if (getRequest[5]== 's') { //primio komandu za prozivanje slejvova "s"
        // s 0x3? 0x3? 0x3? 0x3?
        // 0x3? predstavlja ASCII karakter, (? - 0, 1, 2, ... , 9, A, B, C, D, E i F)
        if (((getRequest[6]& 0xF0)==0x30) && ((getRequest[7]& 0xF0)==0x30) &&
            ((getRequest[8]& 0xF0)==0x30) && ((getRequest[9]& 0xF0)==0x30)) {

            for (i=0; i<16; i++) Operation[i]=0x00;
        }
    }
}

```

```
if ((getRequest[6]&0x08)==0x08) Operation[15] = 0x01;
if ((getRequest[6]&0x04)==0x04) Operation[14] = 0x01;
if ((getRequest[6]&0x02)==0x02) Operation[13] = 0x01;
if ((getRequest[6]&0x01)==0x01) Operation[12] = 0x01;
if ((getRequest[7]&0x08)==0x08) Operation[11] = 0x01;
if ((getRequest[7]&0x04)==0x04) Operation[10] = 0x01;
if ((getRequest[7]&0x02)==0x02) Operation[9] = 0x01;
if ((getRequest[7]&0x01)==0x01) Operation[8] = 0x01;
if ((getRequest[8]&0x08)==0x08) Operation[7] = 0x01;
if ((getRequest[8]&0x04)==0x04) Operation[6] = 0x01;
if ((getRequest[8]&0x02)==0x02) Operation[5] = 0x01;
if ((getRequest[8]&0x01)==0x01) Operation[4] = 0x01;
if ((getRequest[9]&0x08)==0x08) Operation[3] = 0x01;
if ((getRequest[9]&0x04)==0x04) Operation[2] = 0x01;
if ((getRequest[9]&0x02)==0x02) Operation[1] = 0x01;
if ((getRequest[9]&0x01)==0x01) Operation[0] = 0x01;
//postaviPortove();
} // if (((getRequest[6]& 0xF0) ....
} // if (getRequest[5]==0x73)
```

```

if (getRequest[5]== 'r') {
    // primio komandu za podesavanje RTC "r"
    Flag2=0x01;
    // podiže FLAG 2 za postavljanje sata realnog vremena
    seconds=getRequest[6]; //nova vrednost za sekunde
    minutes=getRequest[7]; // nova vrednost za minute
    hours=getRequest[8]; // nova vrednost za sate
}
if(len == 0) {
    FormirajNiz();
    len = putConstString(httpHeader) ;      // HTTP header
    len += putConstString(httpMimeTypeHTML) ;
    len += putString(niz);    // with HTML MIME type
    for (i=0;i<16;i++){ // inicijalizacija
        Comm[i]=0x00;
        Cmd[i]=0x00;
        Cat[i]=0x00;
        Hour[i]=0x00;
        Min[i]=0x00;
        Sec[i]=0x00;
    }
} // if(len == 0)
return(len) ; // return to the library with the number of bytes to transmit
}

```

```
unsigned int SPI_Ethernet_UserUDP(unsigned char *remoteHost, unsigned int
    remotePort, unsigned int destPort, unsigned int reqLength, TEthPktFlags * flags) {
    return 0 ;
}
```


Edit Project

Oscillator Selection

HS oscillator

Fail-Safe Clock Monitor

Disabled

Internal/External Oscillator Switchover

Disabled

Power-up Timer

Disabled

Brown-out Reset

Disabled

Brown Out Reset Voltage

Minimum setting

Watchdog Timer

Disabled

Watchdog Timer Postscale

1:32768

CCP2 MUX bit

CCP2 input/output is multiplexed with RC1

PORTB A/D

Disabled

Low-Power Timer1 Oscillator

Disabled

MCU and Oscillator

MCU Name P18F2525

MCU Clock Frequency [MHz] 25.000000

Build Type

Release ICD Debug

Heap

Size 2000

Configuration Registers

```
CONFIG1H : $300001 : 0x0002
CONFIG2L : $300002 : 0x0019
CONFIG2H : $300003 : 0x001E
CONFIG3H : $300005 : 0x0081
CONFIG4L : $300006 : 0x0080
CONFIG5L : $300008 : 0x0007
CONFIG5H : $300009 : 0x00C0
CONFIG6L : $30000A : 0x0007
CONFIG6H : $30000B : 0x00E0
```

General Output Settings ...

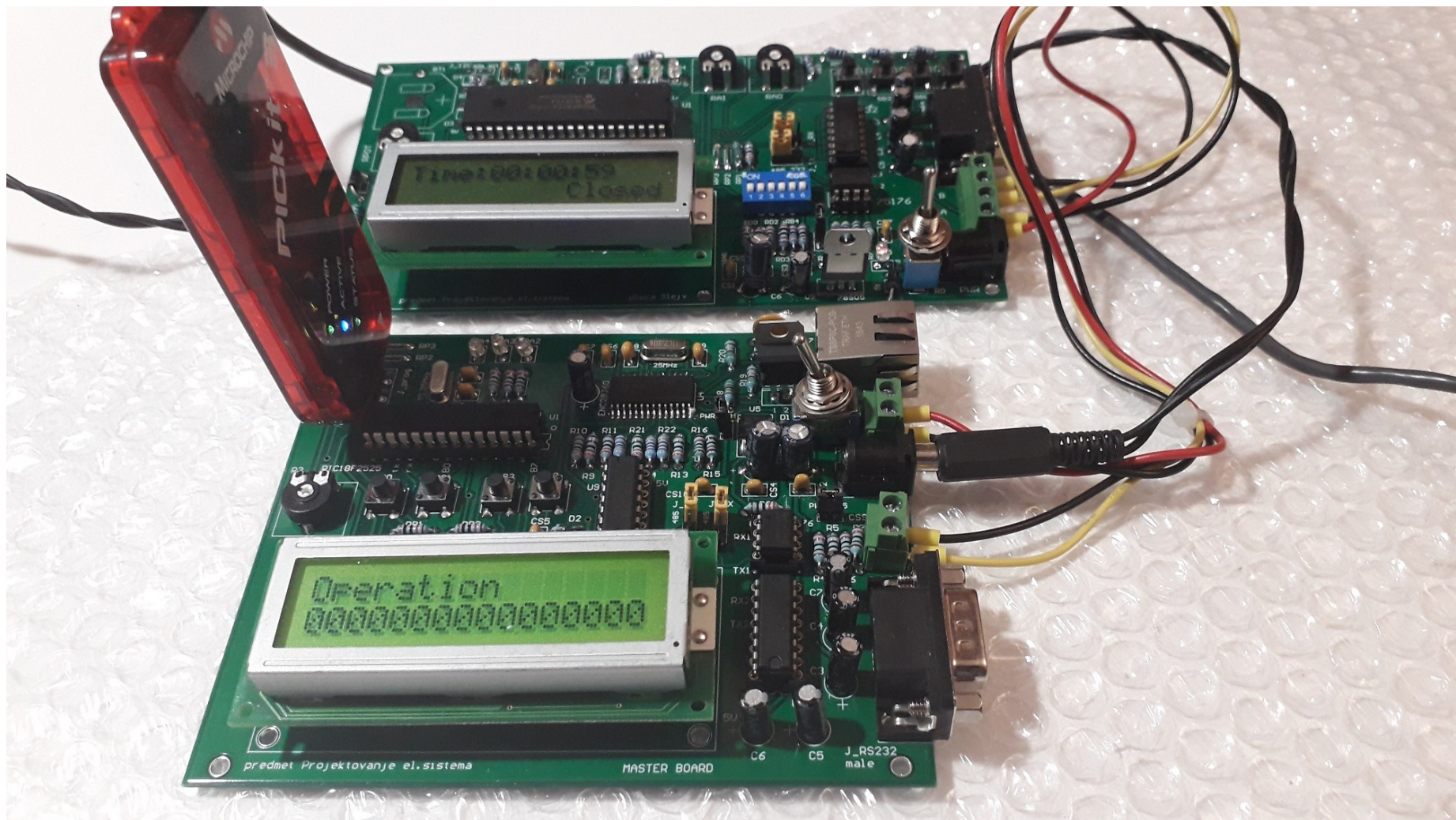
Load Scheme

Save Scheme

Default

OK

Cancel



MPLAB X IPE v5.15

File Settings View Tools Window Help

Optio... Operate

Operate

Device and Tool Selection

Family: All Families

Device: PIC18F2525

Tool: PICKit3 S.No : BUR184352307

Apply

Connect

Results

CP=OFF Checksum: 4342

Checksum: 4342

Pass Count: 153

Fail Count: 4

Total Count: 157

Program Erase Read Verify Blank Check

Hex File: Click on browse to select a hex file

SQTP File: Click on browse to select a SQTP file

Output - IPE x

Tool: NA Device: PIC18F2525 Environment: NA

The screenshot displays the MPLAB X IPE v5.15 software interface. On the left is a vertical sidebar with icons for Operate, Power, Memory, Environment, SQTP, Production, Settings, and Logout. The main window is titled 'Operate' and is divided into several sections. The 'Device and Tool Selection' section contains dropdown menus for 'Family' (set to 'All Families'), 'Device' (set to 'PIC18F2525'), and 'Tool' (set to 'PICKit3 S.No : BUR184352307'). There are 'Apply' and 'Connect' buttons. The 'Results' section shows test statistics: 'CP=OFF Checksum: 4342', 'Checksum: 4342', 'Pass Count: 153', 'Fail Count: 4', and 'Total Count: 157'. Below these are buttons for 'Program', 'Erase', 'Read', 'Verify', and 'Blank Check'. The 'Hex File' and 'SQTP File' sections each have a text input field with a 'Browse' button and a 'Clear selection' link. At the bottom right, a status bar shows 'Tool: NA', 'Device: PIC18F2525', and 'Environment: NA'. The 'Output - IPE' window at the bottom is currently empty.

MPLAB X IPE v5.15

File Settings View Tools Window Help

Optio... Operate

Device and Tool Selection

Family: All Families

Device: PIC18F2525 ✔ Apply

Tool: PICKit3 S.No : BUR184352307 Disconnect

Results

CP-OFF Checksum: 4342

Checksum: 4342

Pass Count: 152

Fail Count: 4

Total Count: 156

Program

Erase

Read

Verify

Blank Check

Hex File: Click on browse to select a hex file Browse Clear selection

SQTP File: Click on browse to select a SQTP file Browse Clear selection

Output - IPE

```

*****
Connecting to MPLAB PICKit 3...

Currently loaded firmware on PICKit 3
Firmware Suite Version.....01.55.01
Firmware type.....PIC18F
Target voltage detected
Target device PIC18F2525 found.
Device Revision ID = 7

```

Tool: PICKit3 S.No : BUR184352307
Device: PIC18F2525
Environment: NA

MPLAB X IPE v5.15

File Settings View Tools Window Help

Optio... Operate

Device and Tool Selection

Family: All Families

Device: PIC18F2525

Tool: PICkit3 S.No : BUR184352307

Apply Disconnect

Results

CP=OFF Checksum: 573B

Checksum: 573B

Pass Count: 153

Fail Count: 4

Total Count: 157

Program

Erase

Read

Verify

Blank Check

Hex File: D:\Users\Borko\Predmeti\Projektovanje elektronskih sistema\Racunske vezbe\Naplatne rampe\Mas... Browse Clear selection

SQTP File: Click on browse to select a SQTP file Browse Clear selection

Output - IPE x

```

Loading code from D:\Users\Borko\Predmeti\Projektovanje elektronskih sistema\Racunske vezbe\Naplatne rampe\Master\Master.hex...
2020-09-23 18:20:03 +0200 - Hex file loaded successfully.
2020-09-23 18:20:10 +0200 - Programming...

Device Erased...

Programming...

The following memory area(s) will be programmed:
program memory: start address = 0x0, end address = 0x357f
configuration memory
Programming/Verify complete
2020-09-23 18:20:17 +0200 - Programming complete

```

Tool: PICkit3 S.No : BUR 184352307
Device: PIC18F2525
Environment: NA

Projektna dokumentacija – ovo treba da sadrži svaki seminarski rad

- **Opis zadatka**
- **Funkcionalna i nefunkcionalna specifikacija**
- **Arhitektura sistema**
- **Realizacija komunikacionog protokola**
- **Hardverska realizacija automata**
 - *Tabela: Raspored iskorišćenih ulaznih i izlaznih pinova mikrokontrolera*
- **Realizacija firmvera automata**
 - *Tabela najvažnijih promenljivih koji se koriste u programskom kodu*
 - *Tabela najvažnijih funkcija koji se koriste u programskom kodu*
 - *Detaljan opis najvažnijih funkcija sa segmentima koda*
- **Postupak verifikacije i vrednovanja projekta**
 - *Rezultati rada sistema*
 - *Stepen ispunjenosti korisničkih zahteva*
- **Detaljno uputstvo za upotrebu**

