ECE 381 - Microcontrollers

Lecture 5 – RS-232 Interface and Protocol

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Problem: How To Send Data To/From Microcontroller

- Example: Microcontroller sampling temperature sensor, want to make data log on a computer (12-bit ADC)
- How to transmit that data?
  - In parallel or serial?
  - How is data encoded?
  - Does the micro have to sync with PC?
  - How is the data clocked?
  - What are the electrical signal levels (i.e. uC 3.3V, PC 5V)?
  - Bi-directional?

Naively: Let's Design a Parallel Port

- Requires 12-pins on micro (1 ½ Ports on PSoC)
- Control signals and synchronization?
  - Not bi-directional without control signals (would require another 12-pins! Now we would be completely out!)
  - Receiving PC would have to either poll or service interrupts on any pin change to detect new data

Serial Comm. Interface (UART)

- Need something to convert parallel data to a serial stream
- UART (Universal Asynchronous Receiver/Transmitter)
  - Bi-directional (Receiver/Transmitter)
  - Handles serialization of data (typ. shift registers)
  - Handles data framing (clocks, control signals, etc.)
  - Configurable data format, framing, rate, etc.
- Most modern uCs have built-in UART capabilities
- Signal level compatibility handled by driver

Asynch. Communication

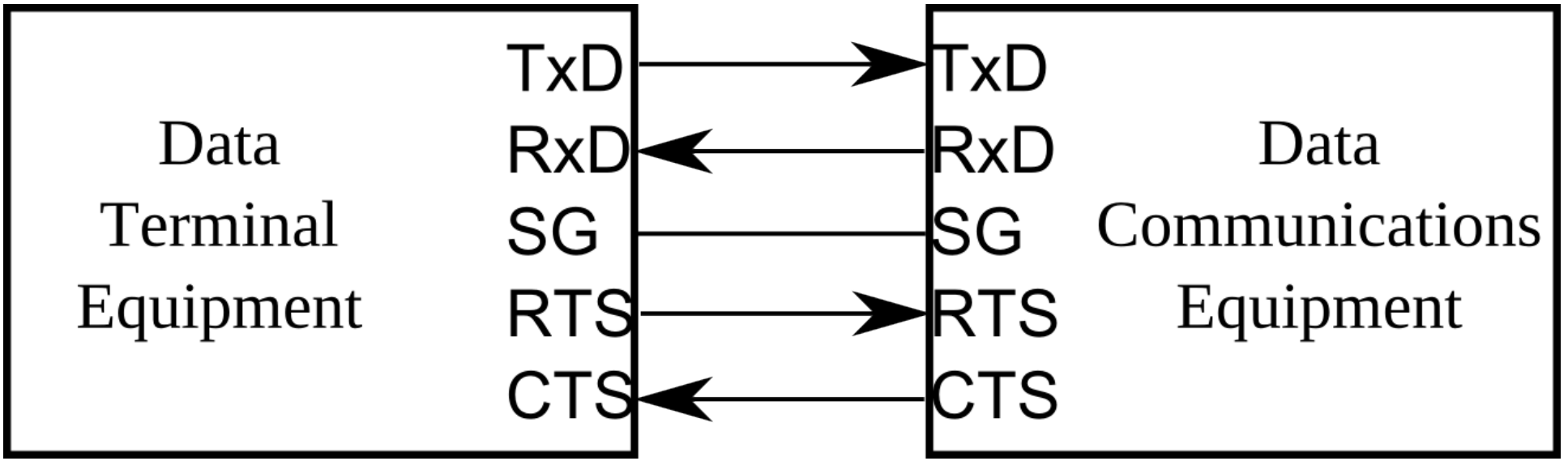
1) Mark & Space: Logic 1 is called mark, logic 0 called space
2) Start bit: Change from 1/0 for one bit's worth of time (signals to receiver to start shifting in bits)
3) Data: The bits, usually in LSB order (0-1-2-…)
4) Parity: Sometimes used to indicate errors (total number of ones odd, odd parity)
5) Stop bit: Final 0/1 transition (may not always be used)

RS-232 Standard

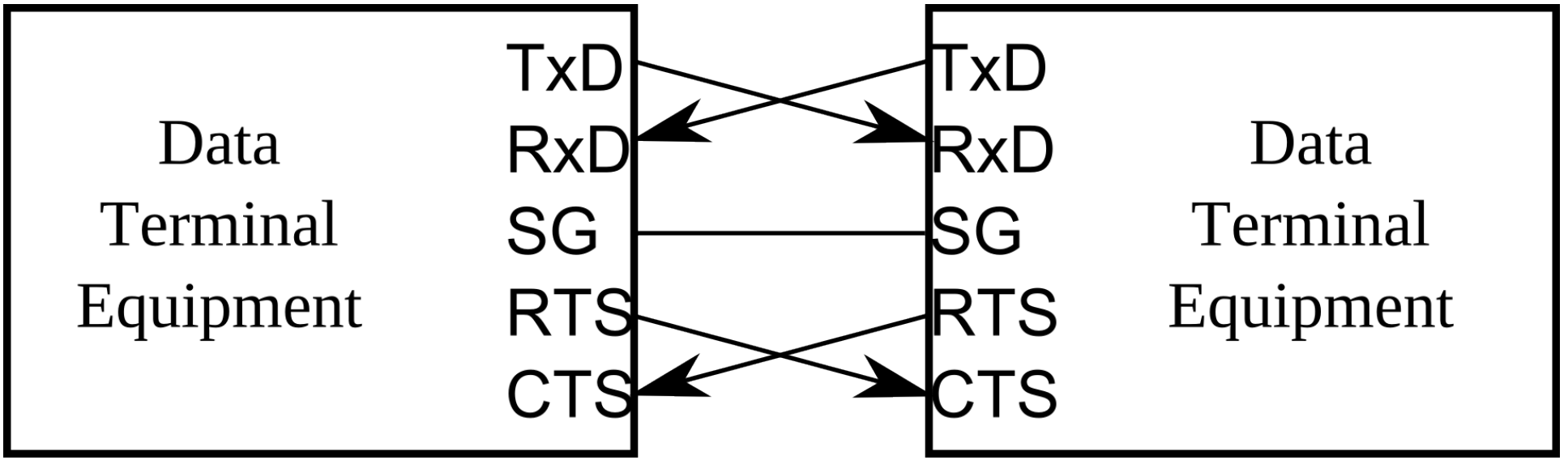
- Defines:
  - Handshaking signals
  - Direction of signal flow
  - Types of communications devices (DCE & DTE)
  - Connectors and interface mechanical considerations (ie. DB9, DB25)
  - Electrical signal levels
- DCE - Data Communications Equipment (Modems)
- DTE - Data Terminal Equipment (CPUs)
- Data at 20Kbit/s up to 50 ft (why in a minute)

DE9 - Pinout for RS232

1) **DCD**: *Digital Carrier Detect* (Indicates DCE has detected a carrier)
2) **RxD**: *Received Data*
3) **TxD**: *Transmitted Data*
4) **DTR**: *Data Terminal Ready* (Indicates DTE is ready for sending/receiving)
5) **SG**: *Signal Ground*
6) **DSR**: *Data Set Ready* (DCE has made connection and is ready to receive)
7) **RTS**: *Request to Send* (Asserted by DTE to send data)
8) **CTS**: *Clear to Send* (Must be asserted before DTE can transmit)
9) **RI**: *Ring Indicator* (Indicates a ringing signal)



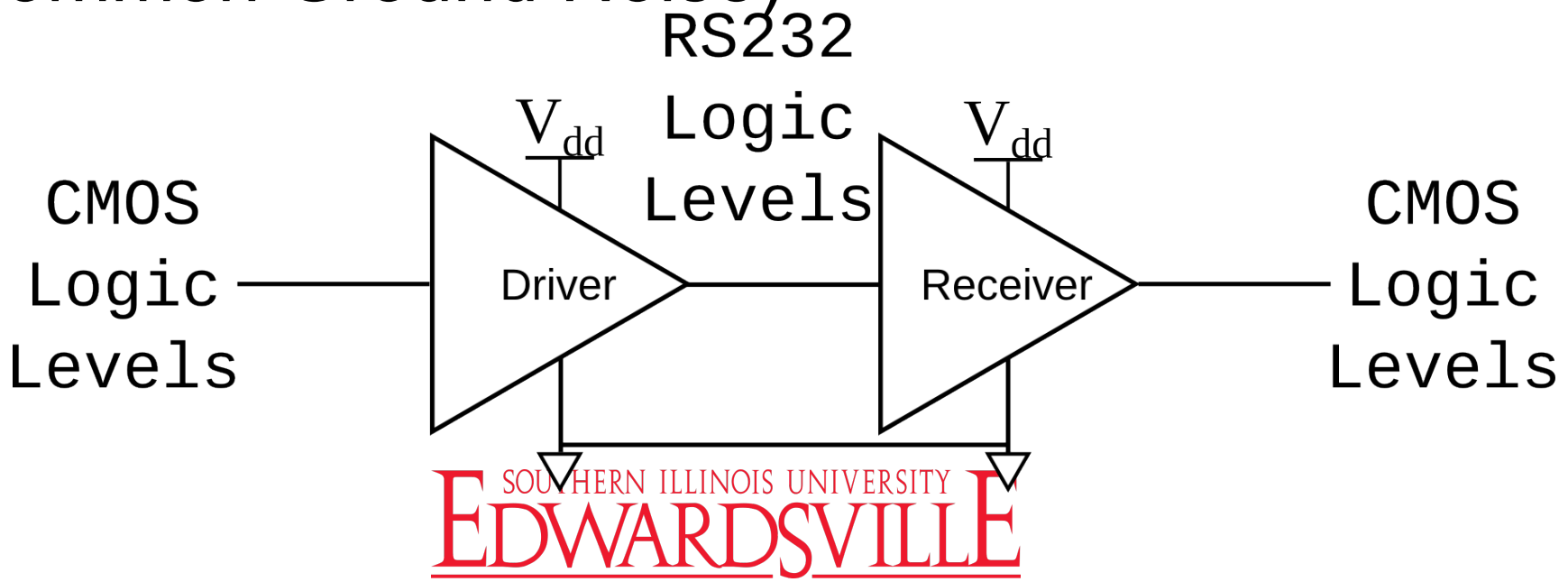
Standard Serial Cable



Null Modem

RS232 - Physical Logic Levels

- Mark: -15 to -3V
- Space: +3V to +15V
  - Why so high? (Larger noise margin)
- Spec defines 50 ft, 20 Kbit/s (Amp. slew rate, Common Ground Noise)



RS232 - Configuration

- The UARTs must share the same:
  - Baud Rate (#symbols/sec - essentially same clock)
  - Number of data bits (old school ASCII 7-bits)
  - Are there parity checks? (parity Y/N)
  - What kind of parity? (Odd/Even)
  - Number of stop bits (some require more than 1)
- RS232 can be done with only 3 wires (TxD, RxD, SG)
  - Hardware flow control (CTS/RTS) on/off
    - Handshake: DTE sends CTS, DCE responds with RTS
    - Alt. Handshake: DTE sends CTS to send, DCE sends RTS
  - Software flow control (Use ASCII characters XON/XOFF in band)

USB-to-UART

- Most modern computers don't have RS-232 ports anymore
- USB-to-UART converters take the normal, Tx/Rx data lines and packetize/serialize them for USB
- USB device appears to OS as a serial (COM/tty) port
- KITPROG PSoC5 on our dev kit does this for us
  - FTDI 231X series of ICs very common
  - Arduino uses 2nd ATMEGA on newer versions
- If NOT using KITPROG, USBUART user module in PSoC Creator
  - (ie. for micro-USB connector)
  - OR get an external FTDI 231X chip

Assignment

- Textbook (Cady): 12.1-12.8
- UART User Module Datasheet