



10623 Roselle Street, San Diego, CA 92121 • (858) 550-9559 • Fax (858) 550-7322
contactus@accesio.com • www.accesio.com

MODEL 104-QUAD-8

USER MANUAL

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Chapter 1: Functional Description

Features

- 8 Quadrature Encoders are interfaced
- Input conditioning for each encoder allows us of a variety of encoders
- Interrupt Software Enabled for 8 encoders
- Interrupts are programmable for parameters such as speed or count
- Outputs to computer can include count, speed, direction of movement
- 24 bit counters for each encoder
- +5V Supply Available to the User.
- Compatible with Industry Standard I/O Racks like Gordos, Opto-22, Potter & Brumfield, etc.

Applications

- Automatic Test Systems.
- Laboratory Automation.
- Robotics.
- Machine Control.
- Security Systems, Energy Management.

The card is a general purpose Quadrature Encoder Counter/Interface board. It is provided in the popular 104 format and conditions and monitors the outputs of 8 encoders.

These functions include anything that can be programmed into the versatile LSI/CSI LS7266R1 integrated circuit. These functions include speed, direction and total count. By providing these functions, it frees the computer for higher level applications.

The ability to provide an interrupt for a parameter, such as total count, further frees the computer from the necessity of constantly reading the position of an encoder.

Interrupts are directed to levels #2 through #7, #10 through #12, and #15 by jumper installation.

The card is designed for industrial applications. Each input line is buffered and capable of utilizing inputs up to 25 volts. A +5 Volt source is available for appropriate encoders.

The conditioned inputs are connected to appropriate LSI/CSI LS7266R1 integrated circuits. These circuits are the heart of the card's operation. They may be programmed for a variety of functions. The programming is discussed later and the user is referred to the manufacturers data sheet for detailed information.

The card occupies 32 bytes of I/O address space. The base address is selectable via jumpers anywhere within the range of 100-3E0 hex. An illustrated setup program is provided with the card. Interactive displays show locations and proper settings of jumpers to set up board address and interrupt levels.

SPECIAL NOTE FOR PROGRAMMERS:

The one language not recommended for programming interrupt service routines is any version of Visual BASIC. The recommended programming languages for IRQ based applications are Delphi and C++ Builder.

Specification

Power Consumption

- + 5 Volts 260mA

Input Section

- Receiver Type AM26LS32
- Configuration Each encoder consists of Phase A Input, Phase B Input and Index Input, differential conditioning provided
- Number of Channels 8
- Common mode input range +/- 7 V maximum
- Differential Input Range +/- 25 V maximum
- Input Sensitivity +/- 200 mV
- Input Hysteresis 50 mV Typical
- Input Impedance 12K Ω shunted by 150 Ω in series with 4.7nF
- Input Options Resistive pull ups or pull downs may be specified
- Absolute maximum input differential +/- 25 V

Counter Section

- Counter Type: LS7266R1 24 bit Dual Axis Quadrature Counter
- Clock Frequency 4.3 MHz maximum
- Separation 57 ns min
- Clock Pulse width 115 ns min
- Index Pulse width 85 ns min

- Clock Frequency 30 MHz maximum
- Clock A - high pulse width 16 ns min
- Clock B - high pulse width 16 ns min
- Filter Clock (FCK) Bus Clock (normally 8.33 MHz)
(Optional Crystal available)
- Digital Filter rate Same as FCK

Interrupt Controller Section

- Controller Type CPLD
- Interrupts Jumper selectable (2-7,10-12,15)
- Interrupt Sources All Carry/Borrow outputs from LS7266R1s
All Index Inputs
- Addressing ISA bus address is set by jumpers

Environmental

- Operating Temperature: 0 °C to +70 °C (optional -40 °C to +85 °C)
- Storage Temperature: -50 °C to +120 °C
- Humidity: up to 95% RH, non-condensing

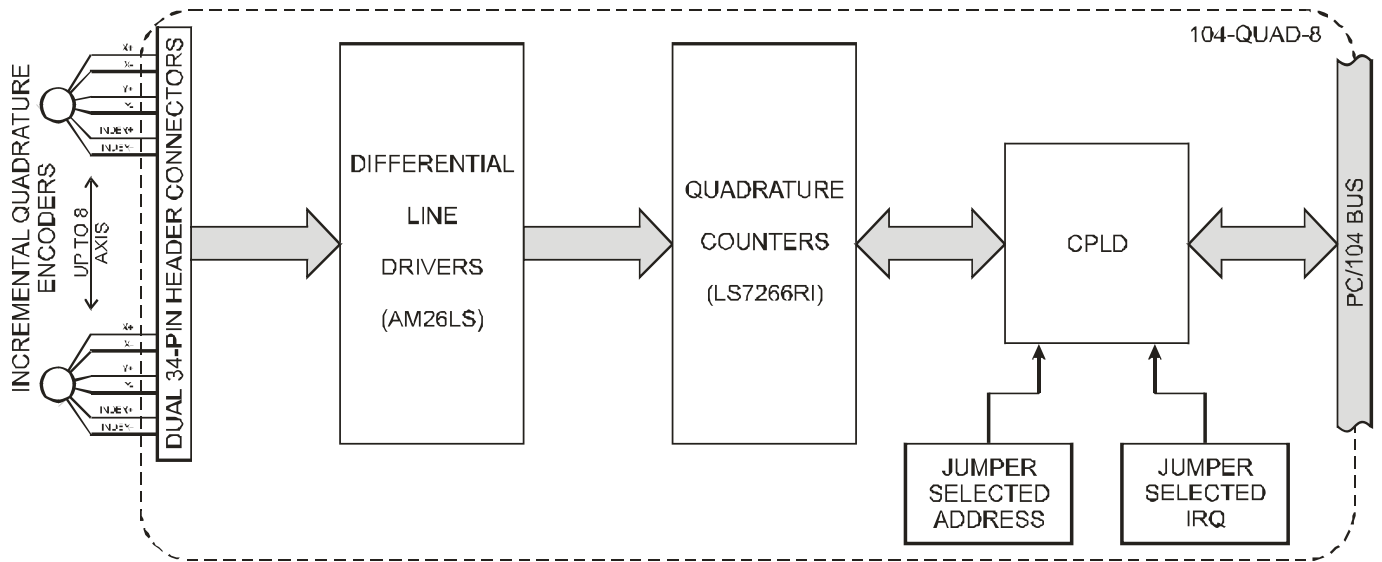


Figure 1-1: Block Diagram

Chapter 2: Installation

A printed Quick-Start Guide (QSG) is packed with the board for your convenience. If you've already performed the steps from the QSG, you may find this chapter to be redundant and may skip forward to begin developing your application.

The software provided with this PC/104 Board is on CD and must be installed onto your hard disk prior to use. To do this, perform the following steps as appropriate for your operating system. Substitute the appropriate drive letter for your CD-ROM where you see d: in the examples below.

CD Installation

The following instructions assume the CD-ROM drive is drive "D". Please substitute the appropriate drive letter for your system as necessary.

DOS

1. Place the CD into your CD-ROM drive.
2. Type `D: Enter` to change the active drive to the CD-ROM drive.
3. Type `INSTALL Enter` to run the install program.
4. Follow the on-screen prompts to install the software for this board.

WINDOWS

1. Place the CD into your CD-ROM drive.
2. The system should automatically run the install program. If the install program does not run promptly, click START | RUN and type `D:INSTALL`, click OK or press `Enter`.
3. Follow the on-screen prompts to install the software for this board.

LINUX

1. Please refer to linux.htm on the CD-ROM for information on installing under linux.

Installing the Hardware

Before installing the board, carefully read Chapter 3 and Chapter 4 of this manual and configure the board according to your requirements. The SETUP Program can be used to assist in configuring jumpers on the board. Be especially careful with Address Selection. If the addresses of two installed functions overlap, you will experience unpredictable computer behavior. To help avoid this problem, refer to the FINDBASE.EXE program installed from the CD. The setup program does not set the options on the board, these must be set by jumpers.

To Install the Board

1. Install jumpers for selected options and base address according to your application requirements, as mentioned above.
2. Remove power from the PC/104 stack.
3. Assemble standoff hardware for stacking and securing the boards.
4. Carefully plug the board onto the PC/104 connector on the CPU or onto the stack, ensuring proper alignment of the pins before completely seating the connectors together.
5. Install I/O cables onto the board's I/O connectors and proceed to secure the stack together or repeat steps 3-5 until all boards are installed using the selected mounting hardware.
6. Check that all connections in your PC/104 stack are correct and secure then power up the system.
7. Run one of the provided sample programs appropriate for your operating system that was installed from the CD to test and validate your installation.

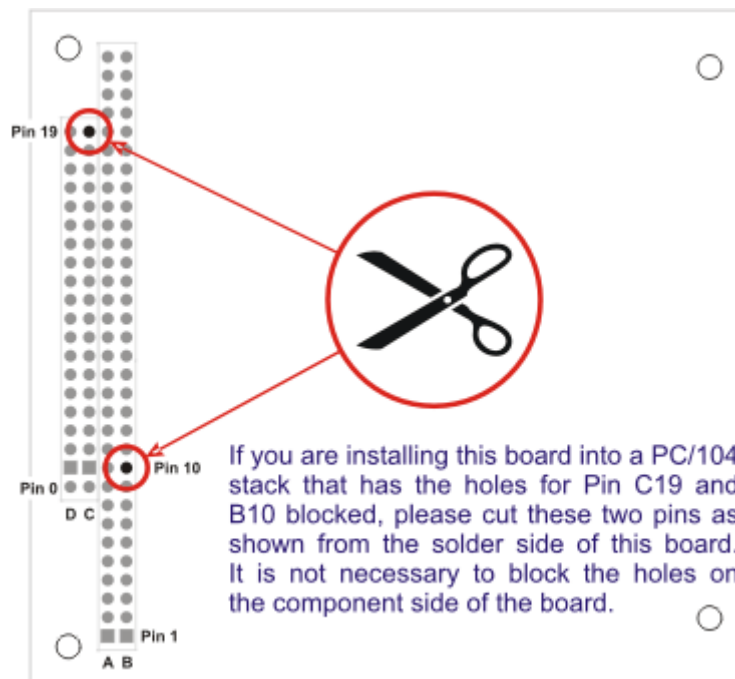


Figure 2-1: PC/104 Key Information

Chapter 3: Option Selection

The only options to select on the card are the IRQ level and the card's base address. All other options are selected via software.

Interrupts are directed to levels #2 through #7, #10 through #12, and #15 by jumpers installed at locations labeled IRQ2 through IRQ7, IRQ10 through IRQ12, and IRQ15.

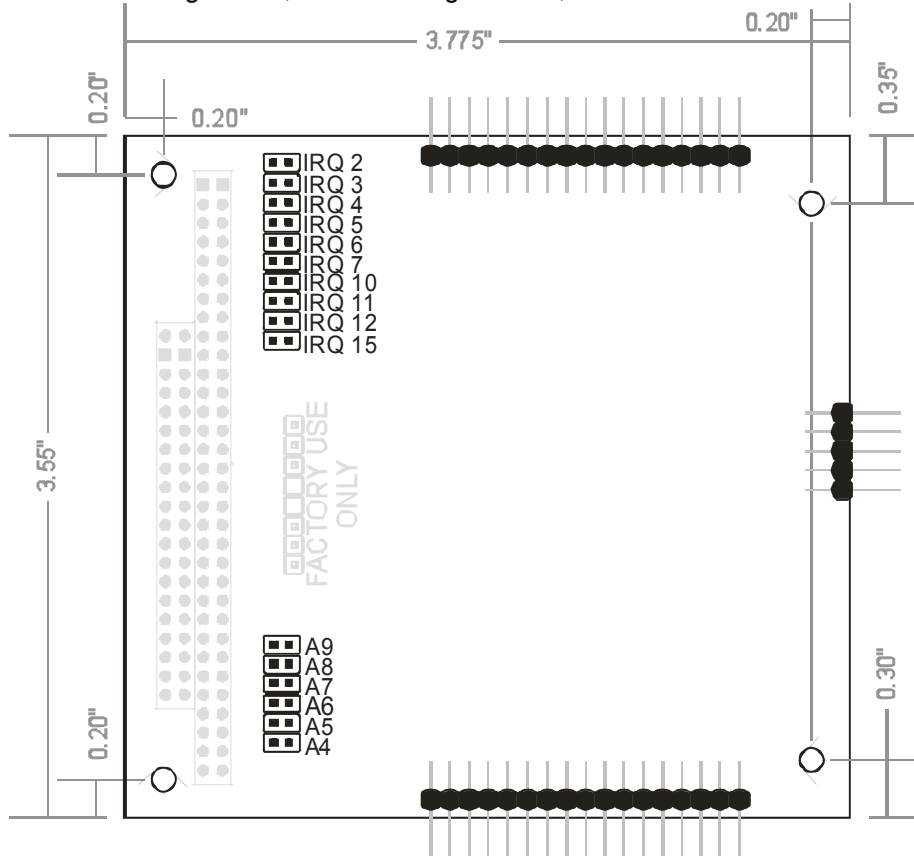


Figure 3-1: Option Selection Map

Chapter 4: Address Selection

The card occupies 16 bytes of I/O space. The card base address can be selected anywhere within the I/O address range 100-3E0 hex. If in doubt of where to assign the base address, refer to the table below and the FINDBASE program.

HEX RANGE	USAGE
000-00F	8237 DMA Controller 1
020-021	8259 Interrupt
040-043	8253 Timer
060-06F	8042 Keyboard Controller
070-07F	CMOS RAM, NMI Mask Reg, RT Clock
080-09F	DMA Page Register
0A0-0BF	8259 Slave Interrupt Controller
0C0-0DF	8237 DMA Controller 2
0F0-0F1	Math Coprocessor
0F8-0FF	Math Coprocessor
170-177	Fixed Disk Controller 2
1F0-1F8	Fixed Disk Controller 1
200-207	Game Port
238-23B	Bus Mouse
23C-23F	Alt. Bus Mouse
278-27F	Parallel Printer
2B0-2BF	EGA
2C0-2CF	EGA
2D0-2DF	EGA
2E0-2E7	GPIB (AT)
2E8-2EF	Serial Port
2F8-2FF	Serial Port
300-30F	
310-31F	
320-32F	Hard Disk (XT)
370-377	Floppy Controller 2
378-37F	Parallel Printer
380-38F	SDLC
3A0-3AF	SDLC
3B0-3BB	MDA
3BC-3BF	Parallel Printer
3C0-3CF	VGA EGA
3D0-3DF	CGA
3E8-3EF	Serial Port
3F0-3F7	Floppy Controller 1
3F8-3FF	Serial Port

Table 4-1: Hex Ranges

Chapter 5: Programming

The card is an I/O-mapped device that is easily configured from any language and any language can easily perform quadrature reads. This is especially true if the form of the data is byte or word wide. All references to the I/O ports would be in absolute port addressing. However, a table could be used to convert the byte or word data ports to a logical reference.

The languages Delphi and C++ Builder are recommended to program in to take advantage of the IRQ feature. With Visual C is more difficult to accomplish this, and Visual BASIC is **NOT** recommended for interrupt-type programming.

Address	Port Assignment	Operation	Device
Base Address	Channel 1 Data	Read/Write	First LS7266R1
Base Address +1	Channel 1 Command	Read/Write	
Base Address +2	Channel 2 Data	Read/Write	
Base Address +3	Channel 2 Command	Read/Write	
Base Address +4	Channel 3 Data	Read/Write	Second LS7266R1
Base Address +5	Channel 3 Command	Read/Write	
Base Address +6	Channel 4 Data	Read/Write	
Base Address +7	Channel 4 Command	Read/Write	
Base Address +8	Channel 5 Data	Read/Write	Third LS7266R1
Base Address +9	Channel 5 Command	Read/Write	
Base Address +A	Channel 6 Data	Read/Write	
Base Address +B	Channel 6 Command	Read/Write	
Base Address +C	Channel 7 Data	Read/Write	Fourth LS7266R1
Base Address +D	Channel 7 Command	Read/Write	
Base Address +E	Channel 8 Data	Read/Write	
Base Address +F	Channel 8 Command	Read/Write	
Base Address +10	Interrupt Register	Read Only	
Base Address +11	Channel Operation Register	Write Only	
Base Address +12	Index/Interrupt Register	Write Only	
Base Address +13	Select 128906.25 Hz FCK	Write Only	
Base Address +14	Select 33MHz FCK	Write Only	

Table 5-1: Base Address Information

Data Registers (0, 2, 4, 8, A, C, E)h:

These registers are read in order to retrieve the current count from the card, and written to in order to set the Preset Register. In order to read from any of the registers a write must first be performed on that data register's corresponding control register.

In order to get the count from Data register 0 you would first write 91h to the control register at address 1. Three reads are then required to get the current count from data register 0. The first read returns the Least Significant Byte and the last read returns the Most Significant Byte.

In order to write to the Preset Register first write 91h to the control register. Then perform three writes to the data register. The first write is the Least Significant Byte, and the last write is the Most Significant Byte.

Control Registers (1, 3, 5, 7, 9, B, D, F)h:

The control registers all correspond to the data register that is one address below it. The control register is actually used for reading the FLAG register, using the Reset and Load Signal Decoders, setting up the Counter Mode Register, and setting up the Input/Output Control Register.

Reading the Flag Register:

Perform a single read from the control register.

Bit 0/ BT: Borrow Toggle flip-flop Toggles every time the counter underflows.

Bit 1/CT: Carry Toggle flip-flop. Toggles every time the counter overflows

Bit 2/CPT : Compare Toggle flip-flop. Toggles every time the counter is equal to the Preset Register

Bit 3/S: Sign flag. Set to 1 when counter underflows and reset to 0 when it overflows.

Bit 4/E: Error flag. Set to 1 when excessive noise is present at the count inputs in quadrature mode. Ignore in other modes.

Bit 5/U/D: Up/Down flag. Set to 1 when counting up and reset to 0 when counting down

Bit 6//IDX: Index. Set to 1 when selected index input is at active level.

Bit 7: Not used is always 0.

The various registers are written to by using bits 5 and 6 of a one byte write to the control address.

Using the Reset and Load Signal Decoders:

Bit 0: 1 to reset BP

Bits 1 & 2: set bit 1 high for reset CNTR, set bit 2 high for Reset BT, CT, CPT, S flags, set both bits high for reset E flag

bits 3 & 4: set bit 3 high to transfer Preset Register to Counter. Set bit 4 high to transfer counter to output latch (so it can be read from the data address), set both bits high to transfer the LSB of the Preset Register to the Clock Prescaler.

Bits 5&6: set both bits to 0 for the decoder.

Bit 7: set high

Writing to the Counter Mode Register:

Bit 0: set low to use Binary Count, and set high to use BCD count.

Bits 1 & 2: set both low to use normal count, set bit 1 high to use Range Limit, set bit 2 high to use Non-Recycle Count, set both bits high to use Modulo-N count.

Bits 3 & 4: set both bits low to use non-quadrature mode, set bit 3 high to use Quadrature times 1, set bit 4 high to use Quadrature times 2, and set both bits high to use Quadrature times 4.

Bits 5& 6: set bit 5 high and bit 6 low in order to use the Counter Mode Register

Bit 7: set high

Writing to the Input/Output Control Register:

Bits 0 & 1 & 2 : set low.

Bits 3 & 4: set both bits low to set FLG1 to go high on a Carry. Set bit 3 high to set FLG1 to go high on a COMPARE. Set bit 4 high to set FLG1 to go high on a Carry or Borrow, and set both bits high to set FLG1 to go high whenever the FLAG register has bit 6 (IDX) set high.

Note that when Interrupts are enabled on the card they occur whenever FLG1 is high.

Bits 5 & 6: set bit 5 low and bit 6 high in order to use the Input/Output Control Register.

Bit 7: set high

Working with Interrupts:

Channel Operation Register (11h)

Bit 0: 0 sets all Counter CNTR/ABC inputs to 1

Bit 1: Reserved

Bit 2: 1 enables the interrupt function using all Flag 1's for each channel

Bits 3 through 7: Reserved

To enable Interrupts on the card write 6h to address 11h. This will set the card to generate interrupts whenever FLG1 on any channel goes high as described in Writing to the Counter Mode Register.

When an interrupt occurred read from address 10h to determine which bit. The Least Significant Bit will correspond to the first channel.

Index/Interrupt Register (12h)

This register is used to route the conditioned index input signals to the appropriate Counters, permitting the generation of index initiated interrupts.

Each bit of this register controls the routing of one channel.

Bit 0: Routes the index signal for Channel 1

Bit 1: Routes the index signal for Channel 2

Bit 2: Routes the index signal for Channel 3

Bit 3: Routes the index signal for Channel 4

Bit 4: Routes the index signal for Channel 5

Bit 5: Routes the index signal for Channel 6

Bit 6: Routes the index signal for Channel 7

Bit 7: Routes the index signal for Channel 8

Chapter 6: Connector Pin Assignments

Pin	Channel	Function	Pin	Channel	Function
1		Ground	18	3	Fused +5V
2	1	Fused +5V	19	3	Index Negative Input
3	1	Index Negative Input	20	3	Index Positive Input
4	1	Index Positive Input	21	3	Quadrature A Negative Input
5	1	Quadrature A Negative Input	22	3	Quadrature A Positive Input
6	1	Quadrature A Positive Input	23	3	Quadrature B Negative Input
7	1	Quadrature B Negative Input	24	3	Quadrature B Positive Input
8	1	Quadrature B Positive Input	25		Ground
9		Ground	26	4	Fused +5V
10	2	Fused +5V	27	4	Index Negative Input
11	2	Index Negative Input	28	4	Index Positive Input
12	2	Index Positive Input	29	4	Quadrature A Negative Input
13	2	Quadrature A Negative Input	30	4	Quadrature A Positive Input
14	2	Quadrature A Positive Input	31	4	Quadrature B Negative Input
15	2	Quadrature B Negative Input	32	4	Quadrature B Positive Input
16	2	Quadrature B Positive Input	33		No connection
17		Ground	34		No connection

Table 6-1: Connector Pin Assignments - P2

Note: When single-ended encoders are used, the signals should be connected to the positive inputs.

Pin	Channel	Function	Pin	Channel	Function
1		Ground	18	7	Fused +5V
2	5	Fused +5V	19	7	Index Negative Input
3	5	Index Negative Input	20	7	Index Positive Input
4	5	Index Positive Input	21	7	Quadrature A Negative Input
5	5	Quadrature A Negative Input	22	7	Quadrature A Positive Input
6	5	Quadrature A Positive Input	23	7	Quadrature B Negative Input
7	5	Quadrature B Negative Input	24	7	Quadrature B Positive Input
8	5	Quadrature B Positive Input	25		Ground
9		Ground	26	8	Fused +5V
10	6	Fused +5V	27	8	Index Negative Input
11	6	Index Negative Input	28	8	Index Positive Input
12	6	Index Positive Input	29	8	Quadrature A Negative Input
13	6	Quadrature A Negative Input	30	8	Quadrature A Positive Input
14	6	Quadrature A Positive Input	31	8	Quadrature B Negative Input
15	6	Quadrature B Negative Input	32	8	Quadrature B Positive Input
16	6	Quadrature B Positive Input	33		No connection
17		Ground	34		No connection

Table 6-2: Connector Pin Assignments - P3

Note: When single-ended encoders are used, the signals should be connected to the positive inputs.

Customer Comments

If you experience any problems with this manual or just want to give us some feedback, please email us at: ***manuals@acesio.com***. Please detail any errors you find and include your mailing address so that we can send you any manual updates.



10623 Roselle Street, San Diego CA 92121
Tel. (858)550-9559 FAX (858)550-7322
www.acesio.com

TEXIM EUROPE

Partner in Electronic Components & Supply Chain Solutions



The Netherlands

Elektrostraat 17
NL-7483 PG Haaksbergen
Tel: +31 (0)53 573 33 33
Fax: +31 (0)53 573 33 30
info@texim-europe.com



Denmark

Marielundvej 46B
DK-2730 Herlev
Tel: +45 88 20 26 30
Fax: +45 88 20 26 39
info@texim-europe.com



Belgium

Gentsesteenweg 1154-C22
Chaussée de Gand 1154-C22
B-1082 Brussel / Bruxelles
Tel: +32 (0)2 462 01 00
Fax: +32 (0)2 462 01 99
info@texim-europe.com



United Kingdom

St. Mary's House, Church Lane
Carlton Le Moorland
Lincoln LN5 9HS
Tel: +44 (0)1522 789 555
Fax: +44 (0)845 299 22 26
info@texim-europe.com



Germany

Justus-von-Liebig-Ring 7-9
D-25451 Quickborn
Tel: +49 (0)4106 627 07-0
Fax: +49 (0)4106 627 07-20
info@texim-europe.com



Germany

Martin-Kollar-Strasse 9
D-81829 München
Tel: +49 (0)89 436 086-0
Fax: +49 (0)89 436 086-19
info@texim-europe.com



Austria

Pyrkergasse 6/1
A-1190 Wien
Tel: +43 (0)1 369 09 09 - 0
Fax: +43 (0)1 369 09 10
info@texim-europe.com

Texim Europe B.V.

Elektrostraat 17
Tel: +31 (0)53 573 33 33
info@texim-europe.com
www.texim-europe.com

