

SNS COLLEGE OF TECHNOLOGY



Coimbatore-35
An Autonomous Institution

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DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

19ECB211 - MICROCONTROLLER PROGRAMMING & INTERFACING

II YEAR IV SEM

UNIT II – PIC TIMER, SERIAL PORT AND INTERRUPT

TOPIC 4 – PIC connection to RS232



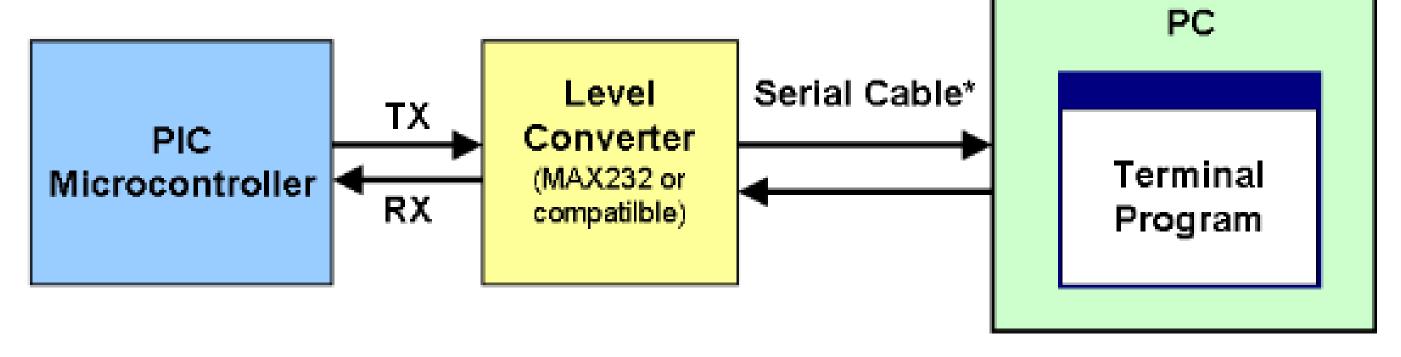


- Built in Universal Synchronous Asynchronous Receiver Transmitter (USART)
- ➤ Allows to communicate using RS232, RS422 and RS485 protocols
- ➤ 5V logic level receive and transmit signals of the PIC are converted to RS232 levels by a MAX232 device
- Baud rates are generated by a dividing down the system clock
- ➤ USART receive and transmit pins are c7 and c6



Block Diagram





- For serial communication the line used to transmit data is called TX and the line used to receive data is called RX.
- ➤ The level converter is required to translate the voltage level of the microntroller to RS232 voltage level.
- The microntroller operates at TTL level (0V = logic 0, +5V logic 1) whereas RS232 uses around +/-12V. A very famous RS232 level converter is the MAX232 chip.

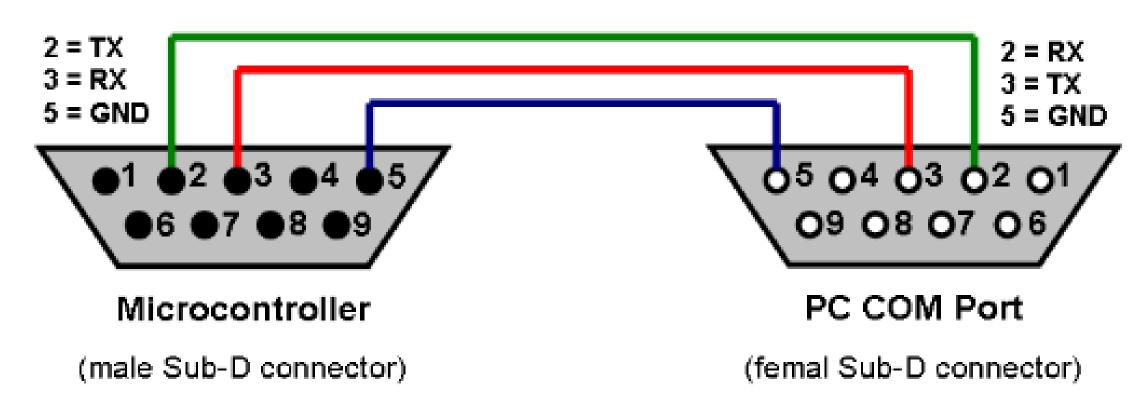


Hardware



- ➤ PIC16F877A
- Crystal Oscillator
- ➤ MAX232 chip (for Level Convertor)
- > Capacitors

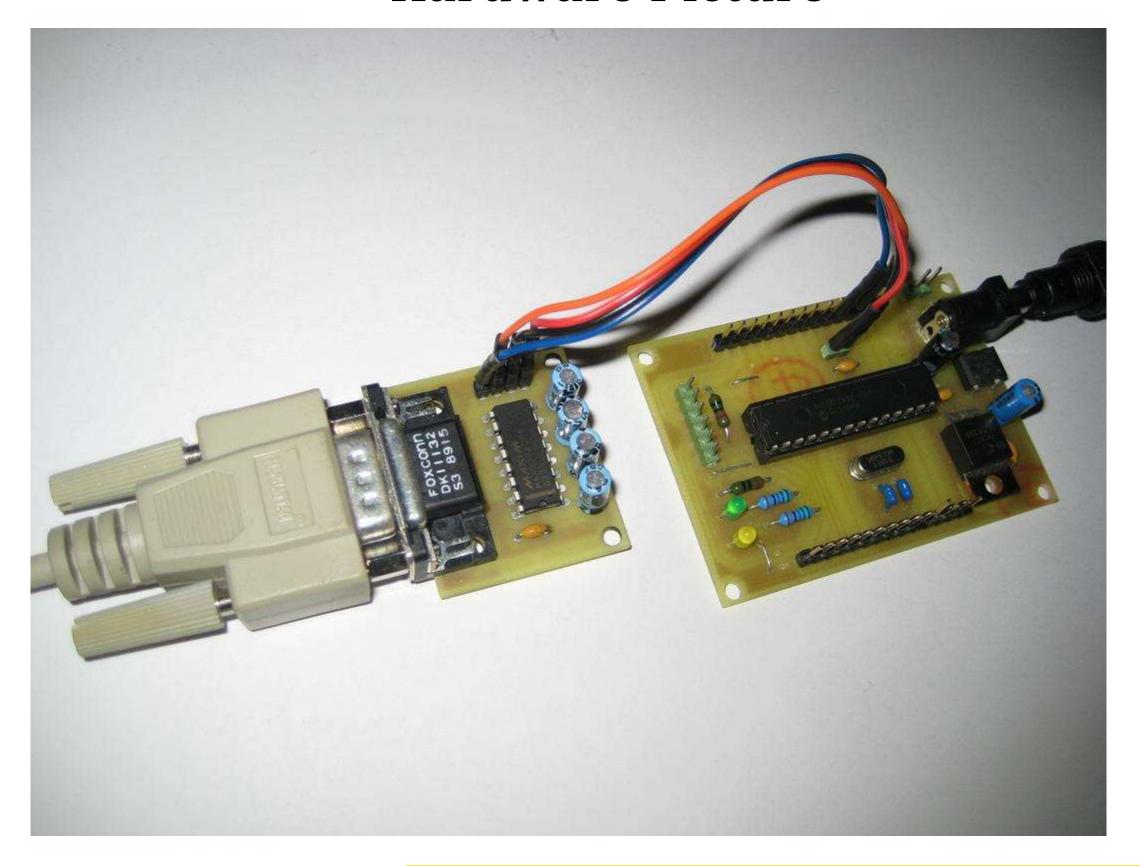
RS232 Cable





Hardware Picture







Software



RS232 communication with CCS C compiler

Code lines which are required to setup the UART for RS232 communication.

```
#use delay(clock=400000000)
#use rs232(baud=57600,parity=N,xmit=PIN_C6,rcv=PIN_C7,bits=8)
```

To transmit data

```
int value = 1;
putc('A');
puts("Test-String");
printf("Transmit a value: %d", value); /* send formatted string via RS232 */
/* transmit a string via RS232 */
```



Software



Receive Data



Program



```
/* RS232 communication demo wiht CCS C compiler
#include <18F2620.h>
#device adc=16
                                //No Watch Dog Timer
#FUSES NOWDT
                                //Watch Dog Timer uses 1:128 Postscale
#FUSES WDT128
                                //High speed osc with HW enabled 4X PLL
#FUSES H4
#FUSES NOBROWNOUT
                                 //No brownout reset
#FUSES_LVP
                                //Low voltage prgming
#FUSES NOXINST
                                //Extended mode disabled (Legacy mode)
#use delay(clock=40000000)
#use rs232(baud=57600,parity=N,xmit=PIN C6,rcv=PIN C7,bits=8)
void main()
int value = 85;
char ch;
char string[64];
puts(" RS232 demo with CCS C compiler "{;
/* start a new line (CR + LF) */
putc('\n');
putc('\r');
/* output variable in decimal format */
printf("Decimal variable output: %d\n\r", value);
/* output variable in hex format */
printf("Hex variable output: %x\n\r", value);
/* echo demo: PIC receives data and sends it back. */
/* If ENTER key is received, this demo exits. */
puts("Type on the keyboard, PIC will echo back the characters:");
/* read a single character */
ch = getc();
/* echo back the received character */
putc(ch);
```





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- ➤ RS232 is a standard for a serial communication interface which allows to send and receive data via at least three wires.
- ➤ It is possible to setup a connection between a microcontroller and a PC (via PC's COM port) or between two microcontrollers.
- ➤ RS232 interface can be used for many purposes like sending commands from a PC to a microcontroller, send debug information from a microtroller to a terminal





CCS C provides the following functions to control RS2323 communications:

```
returns character received on RS232

kbhit() true when character received on RS232

put c(char) transmits character over RS232

printf(form,...) transmits formatted data over RS232
```

There is also a directive which sets up the USART for RS232 operation:

```
#USE RS232(options)
```

where options include: transmit pin, receive pin, baud rate, bits, and parity





```
#use rs232(baud=38400, xmit=PIN C6, rcv=PIN C7,
    parity=n, bits=8)
void main()
    float p;
    lcd_init();
    for (;;) {
        p = 5.0 * read_adc() / 1024.0;
        printf("\n\rVoltage = %01.2fV", p);
        if (kbhit())
            printf(|cd_putc, "%c", fgetc());
        delay_ms(100);
```



References



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