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# **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 $\Omega$  shunted by 150 $\Omega$  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

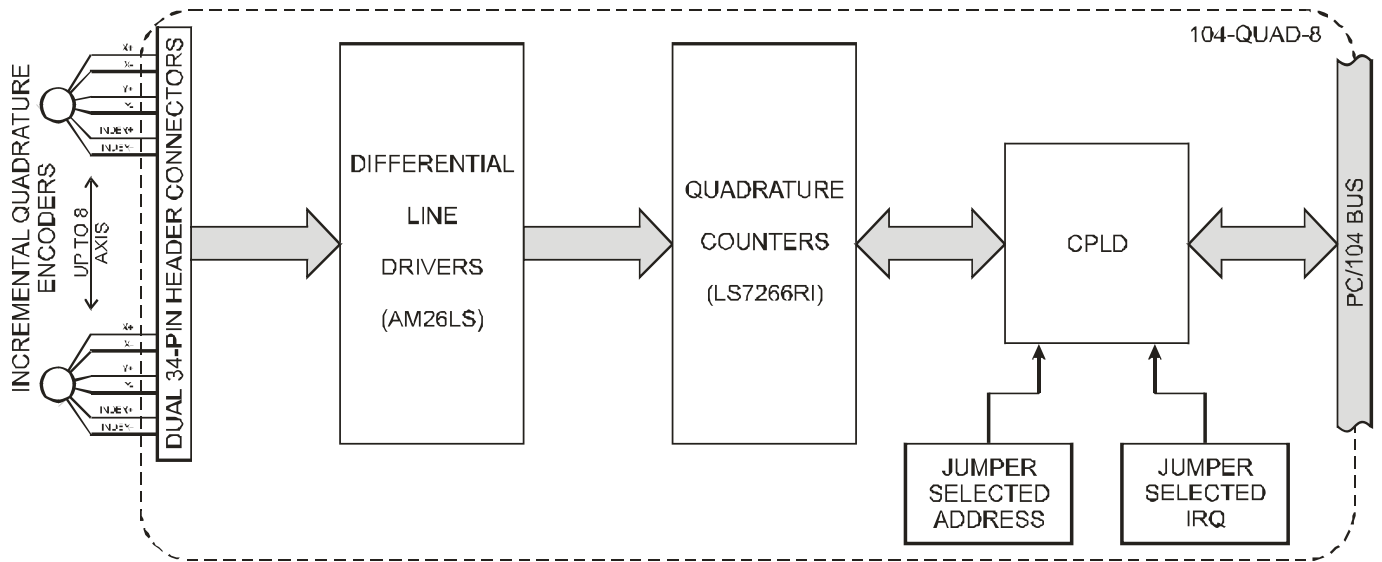


Figure 1-1: Block Diagram

## 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.

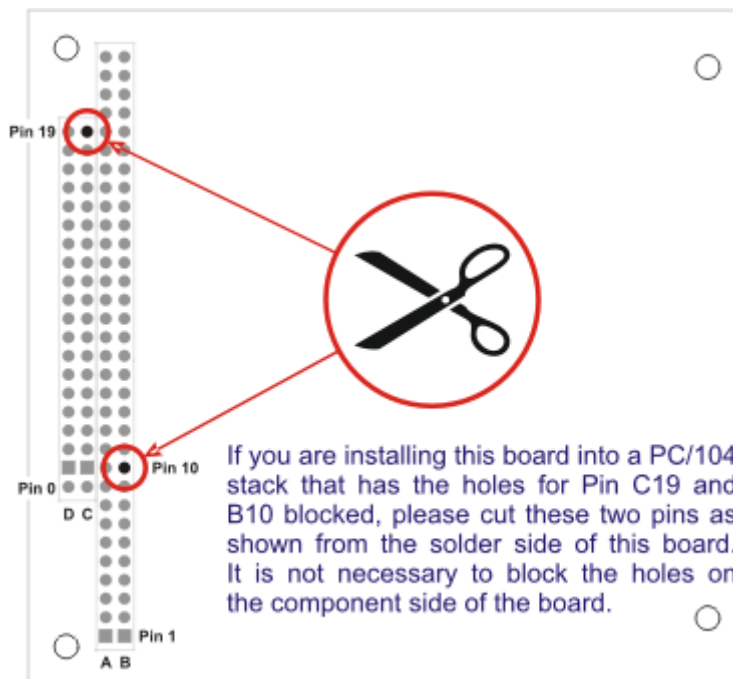


## Installing the Hardware

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.

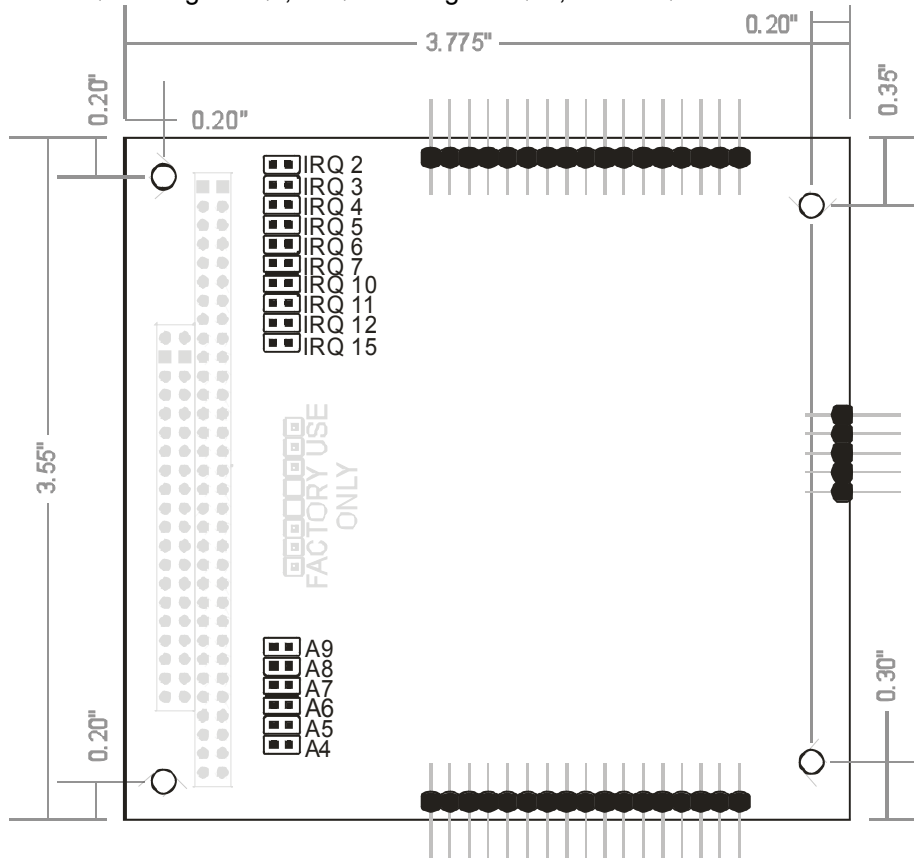


Figure 3-1: Option Selection Map

## 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<br>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<br>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<br>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<br>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.



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