

SE3910 – REAL TIME SYSTEMS

~~Measuring things with an oscilloscope~~

Hardware

OBJECTIVES

- Explain the difference between a microcontroller and a microprocessor
- Identify the key components of the Beaglebone platform
- Explain why the Beaglebone changes operating frequency under different power conditions
- Identify the key hardware interfaces of the beaglebone
- Explain the concept of a cape
- Calculate the software GPIO pin number from an expansion port header definition
- Understand how to read a basic schematic
- Explain the concept of a dropping resistor
- Explain the concept of a pull up and a pull down resistor

- What is the key factor which defines a real time system versus a non real time system
 - a. Fast I/O
 - b. Small systems
 - c. Deterministic response
 - d. ~~High speed operation~~
 - e. ~~Complexity~~ only depends on logic

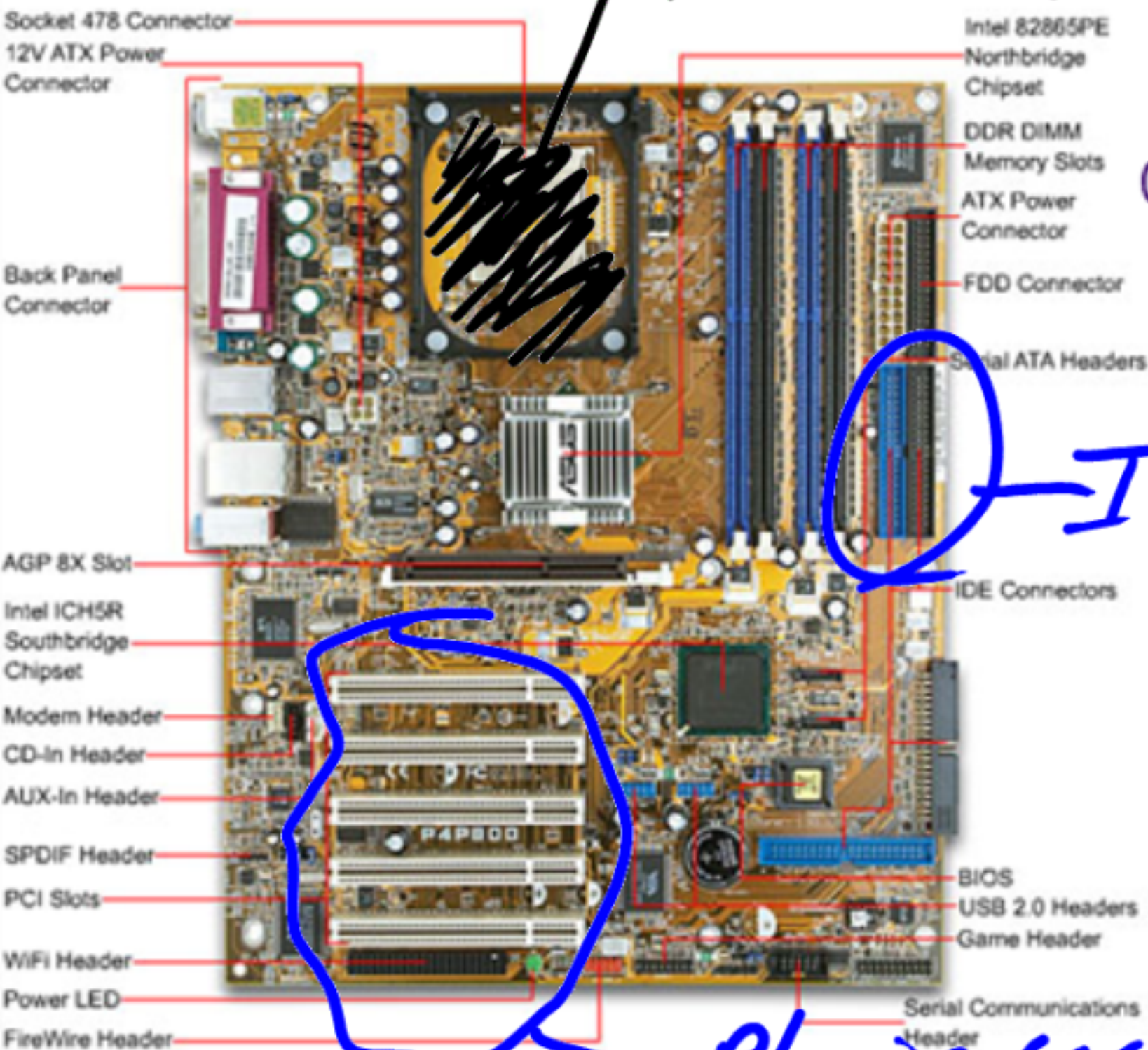
$f \Rightarrow$ Avelless

POP QUIZ

- What is the key item which defines an embedded system versus a non-embedded system
- ~~a. Hardware only design~~ //
- ~~b. Software only design~~
- ~~c. Designed to run on a general purpose computer~~
- d. A combination of hardware and software
- ~~e. Always written in C++~~ //

PARTS OF A GP COMPUTER (MICROCOMPUTER)

Microprocessor



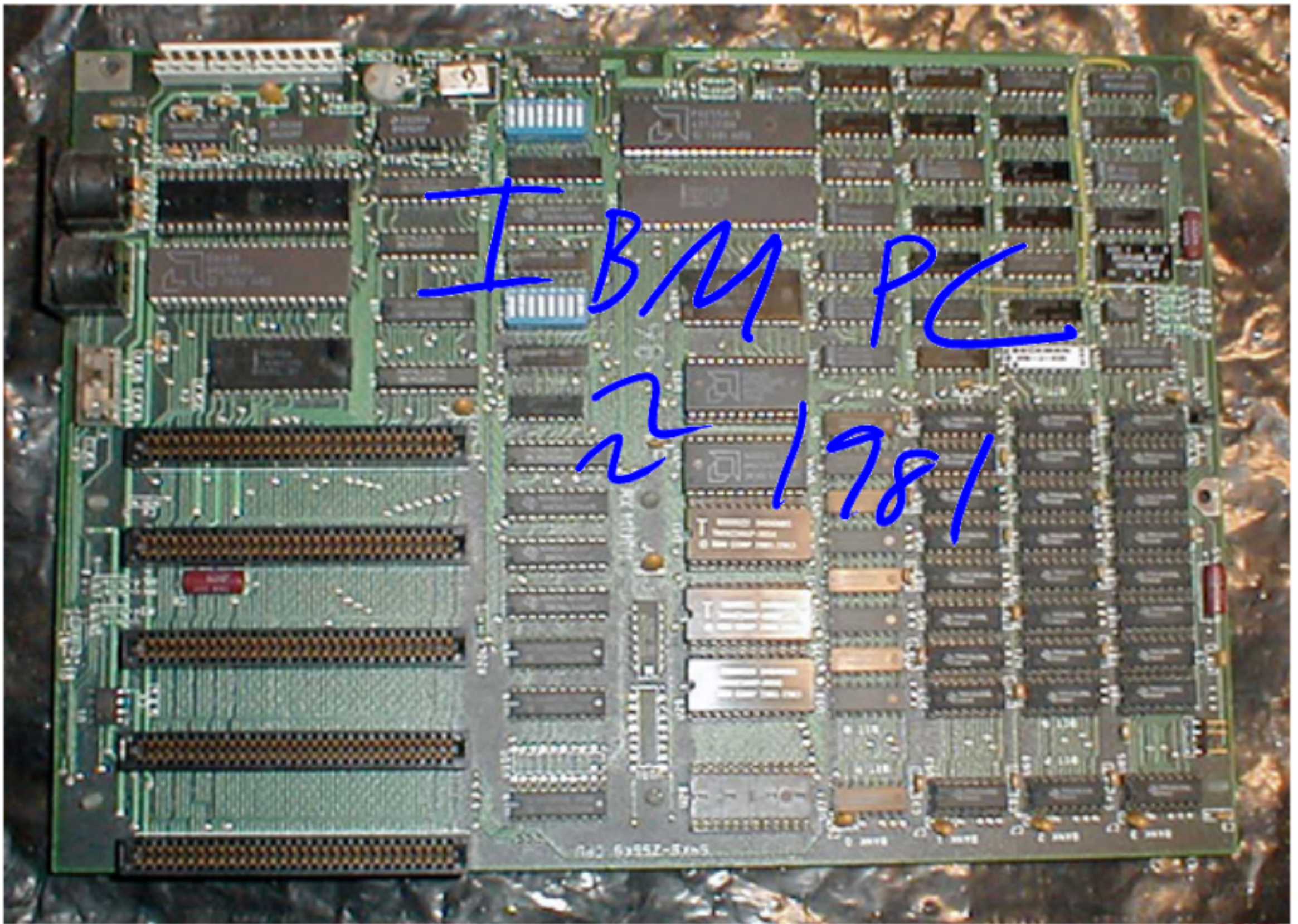
Contains separate

- Microprocessor(s)
- Memory
- Peripheral (I/O) device

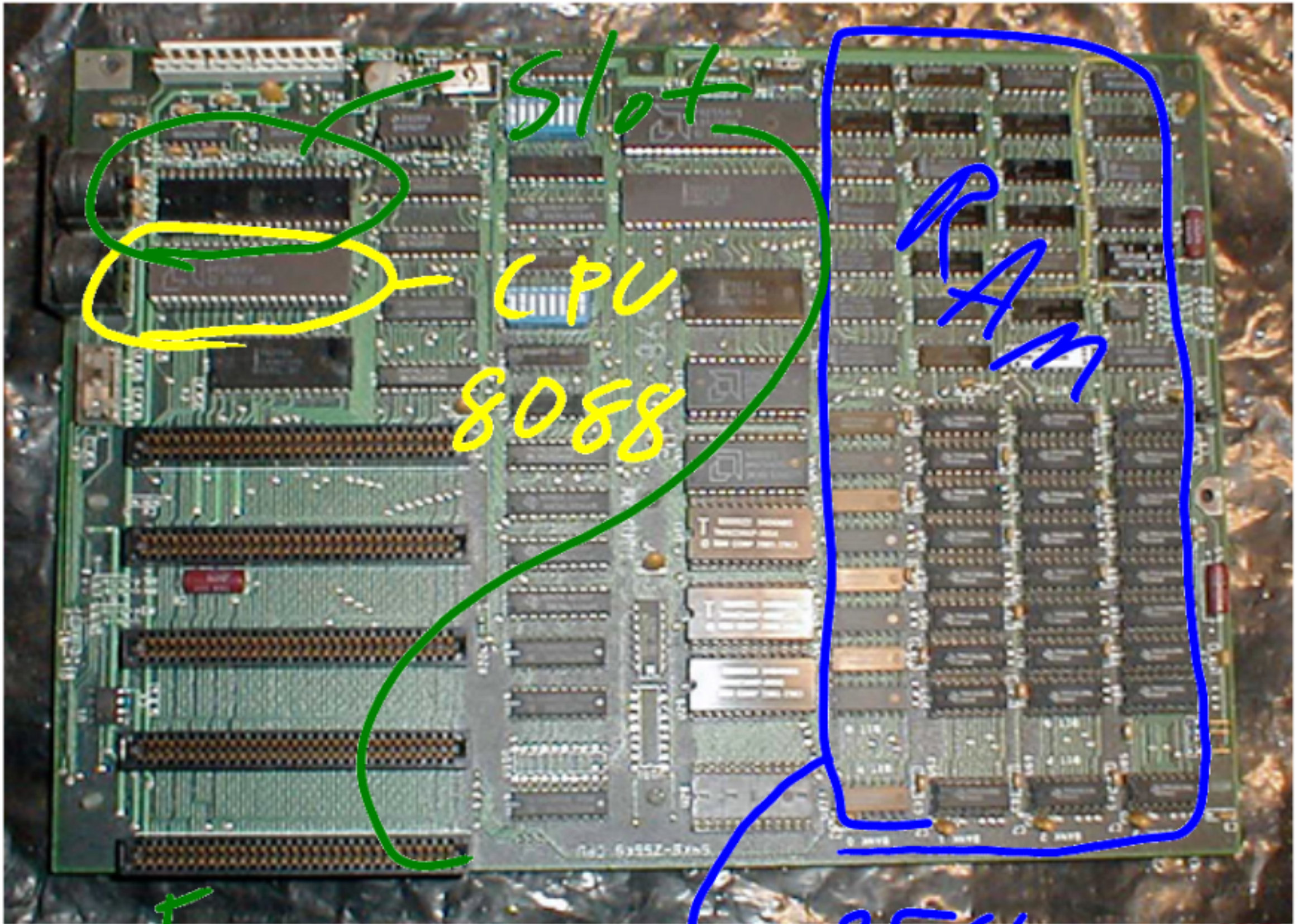
I/O HW

- serial port
 - parallel port
 - USB port
 - Bluetooth port
 - IR port
 - AGP port
 - WiFi port, ...

plug in cards



IBM PC
≈ 1981



For a floating point coprocessor 256K

- Microcontroller

- ↻ “1-chip” solution (monolithic)

- Built-in components (depending on variant)

- Microprocessor —

- Memory: RAM/SRAM, EEPROM/EPROM/PROM/ROM

- Peripheral devices —

- serial/parallel ports —

- digital I/O ports —

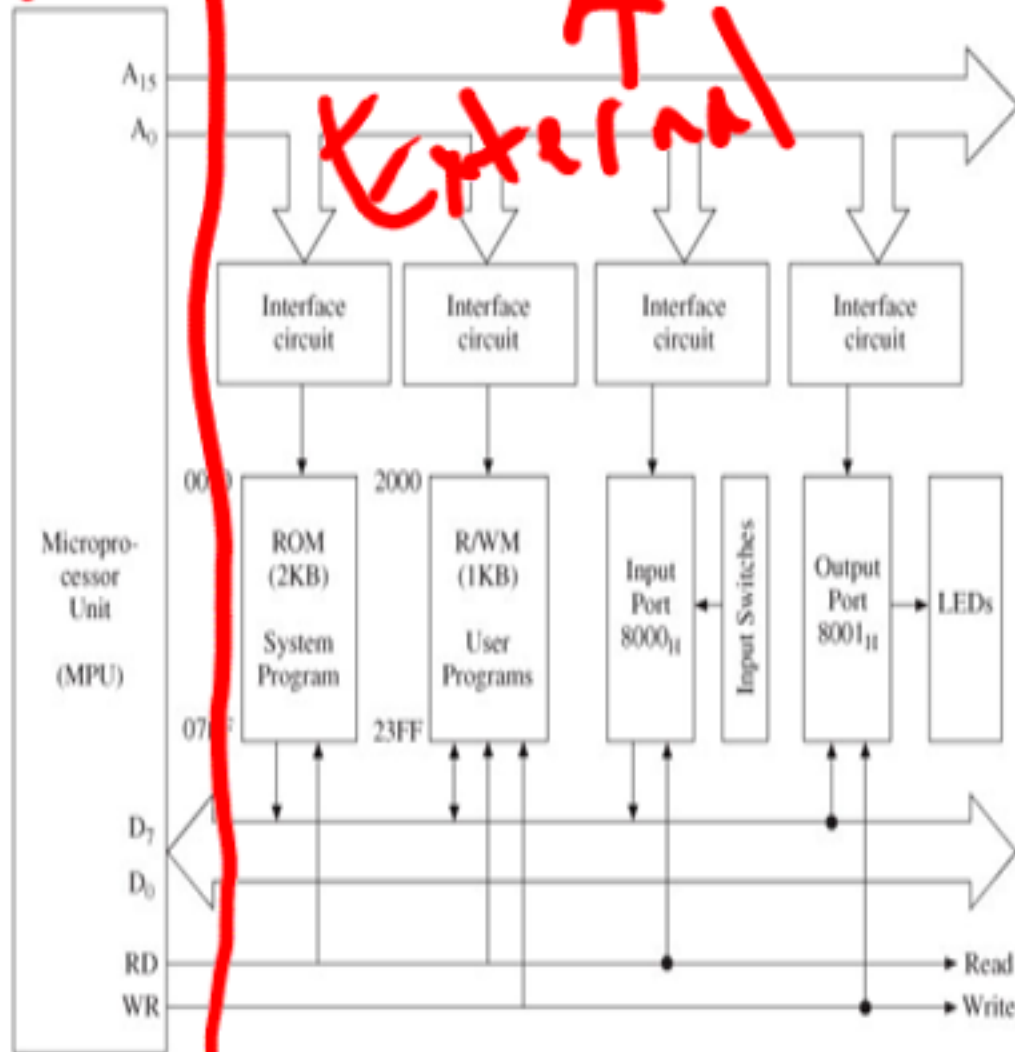
- Analog/Digital converter —

- Timer/Counter —

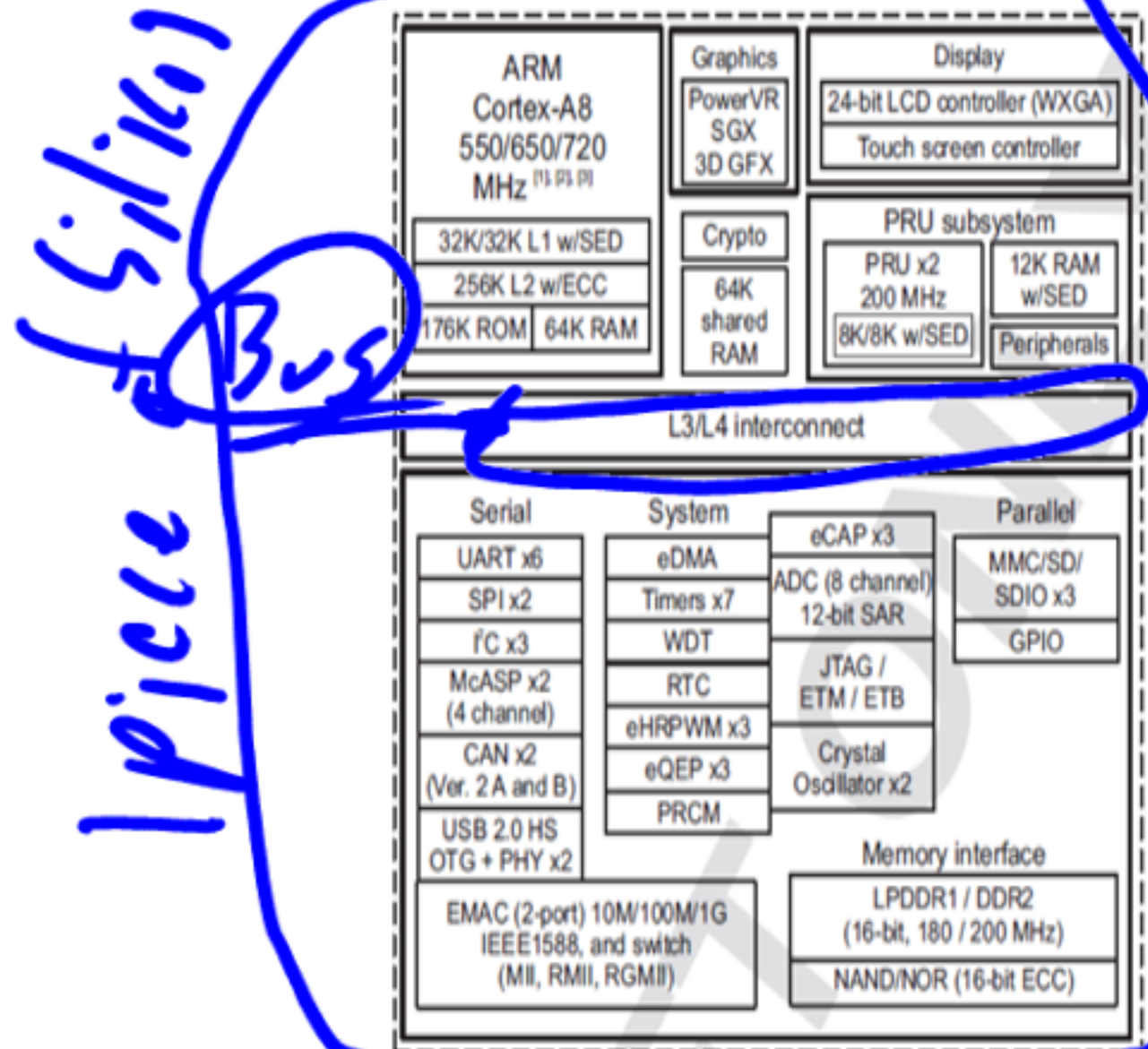
Other stuff

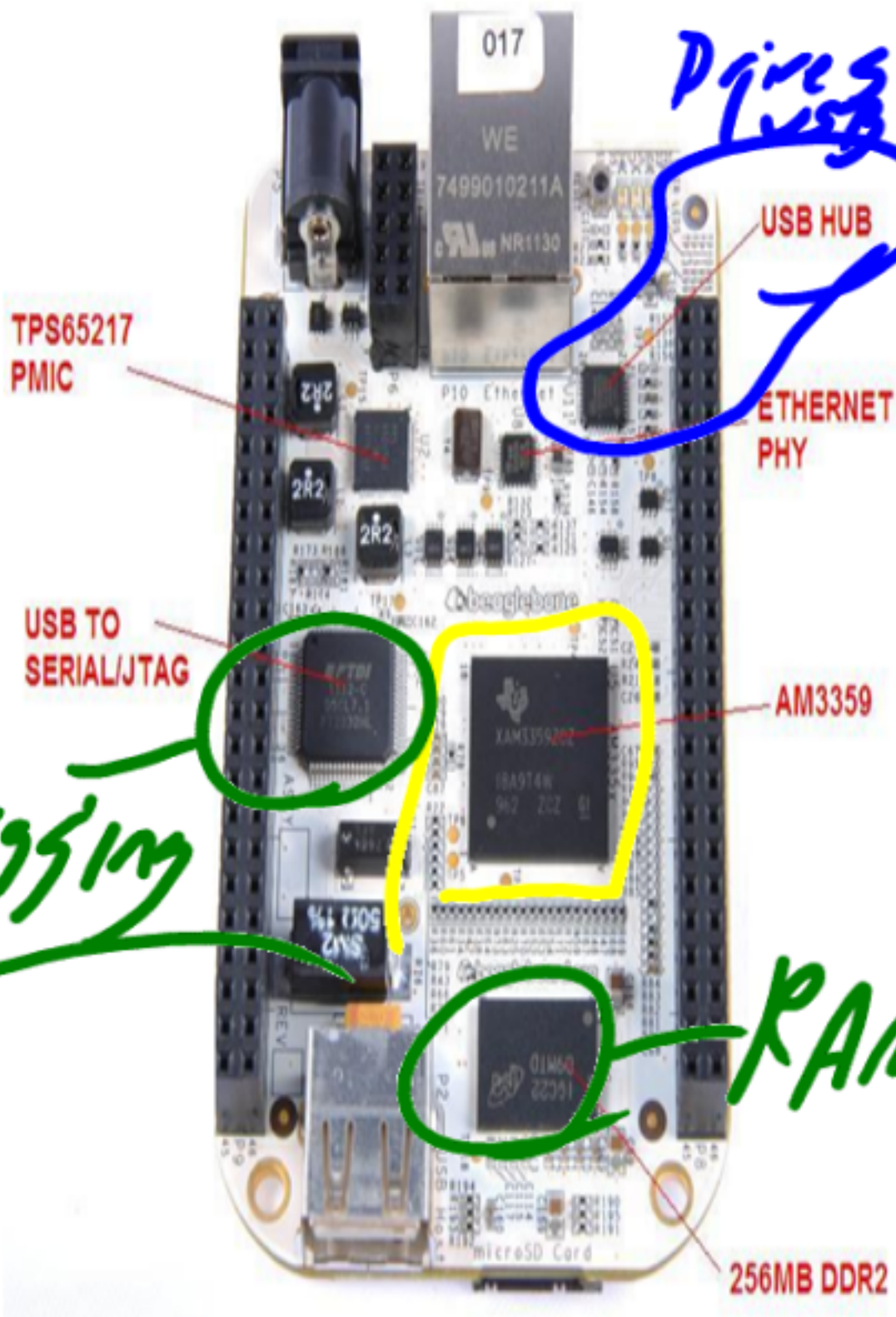
MICROPROCESSOR VERSUS MICROCONTROLLER

Microprocessor system



MICROCONTROLLER COMPONENTS





	Feature	
Processor	AM3359 500MHZ-USB Powered 720MHZ-DC Powered	
Memory	256MB DDR2 400MHZ (128MB Optional)	
PMIC TPS65217B	Power Regulators	
	LiION Single cell battery charger (via expansion*)	
	20mA LED Backlight driver, 39V, PWM (via expansion*)	
*(Additional components required)		
Debug Support	USB to Serial Adapter	miniUSB connector
	On Board JTAG via USB	4 USER LEDs Optional 20-pin CTI JTAG
Power	USB	5VDC External jack
PCB	3.4" x 2.1"	6 layers
Indicators	Power	
	4-User Controllable LEDs	
HS USB 2.0 Client Port	Access to the USB1 Client mode	
HS USB 2.0 Host Port	USB Type A Socket, 500mA LS/FS/HS	
Ethernet	10/100, RJ45	
SD/MMC Connector	microSD, 3.3V	
User Interface	1-Reset Button	
Overvoltage Protection	Shutdown @ 5.6V MAX	
Expansion Connectors	Power 5V, 3.3V, VDD_ADC(1.8V) 3.3V I/O on all signals	
	McASP0, SPI1, I2C, GPIO(65), LCD, GPMC, MMC1, MMC2, 7 AIN(1.8V MAX), 4 Timers, 3 Serial Ports, CAN0, EHRPWM(0,2), XDMA Interrupt, Power button, Battery Charger, LED Backlight, Expansion Board ID (Up to 3 can be stacked)	
5V Power	USB or 5.0VDC to 5.2VDC See Table 3 for power consumption numbers.	
Weight	1.4 oz (39.68 grams)	

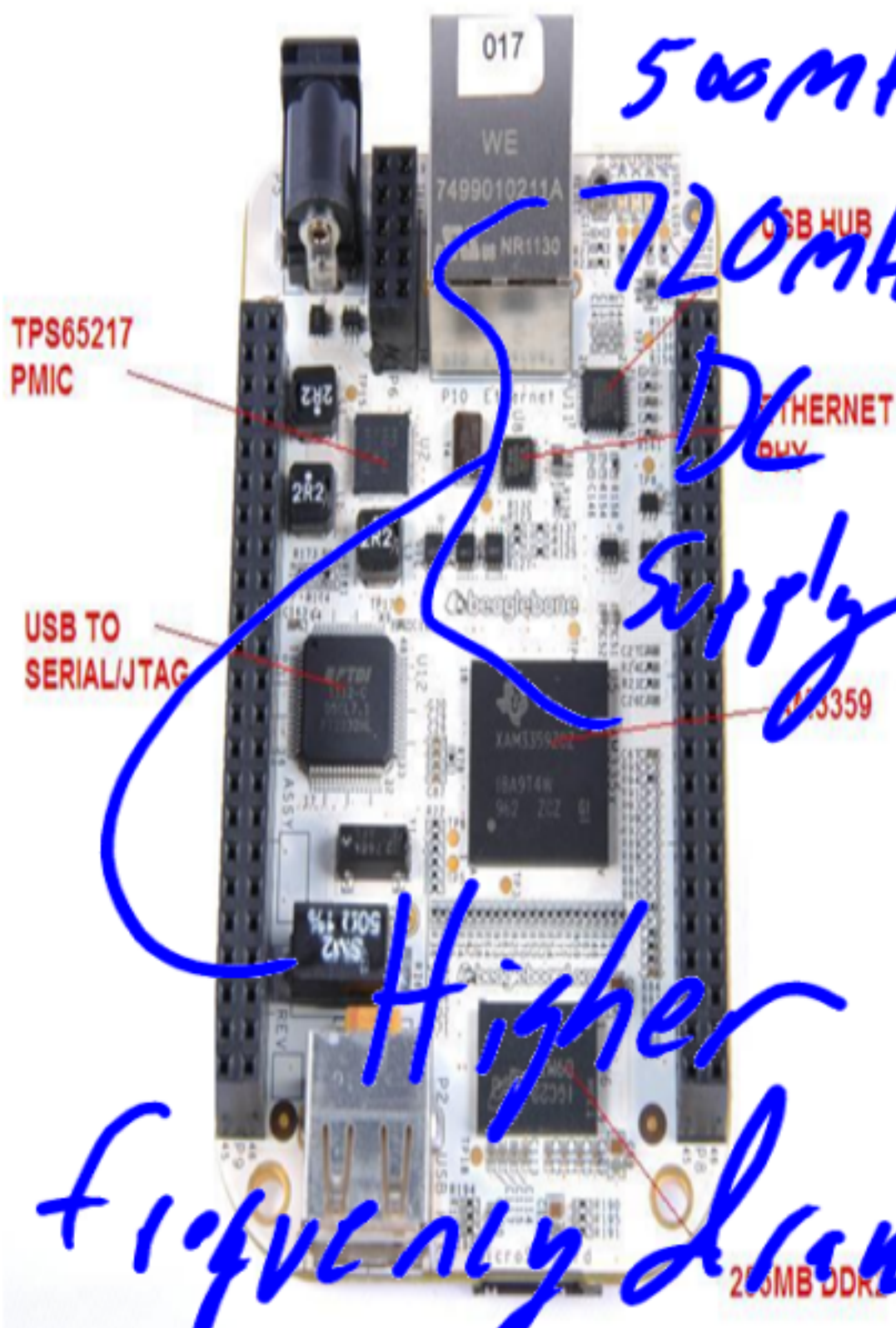
BEAGLEBONE

Debugging

Drives USB

RAM

BEAGLEBONE



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V Power	USB or 5.0VDC to 5.2VDC	
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Weight	1.4 oz (39.68 grams)	

SE3910 REAL TIME SYSTEMS



1 Device Summary

1.1 Features

• Highlights

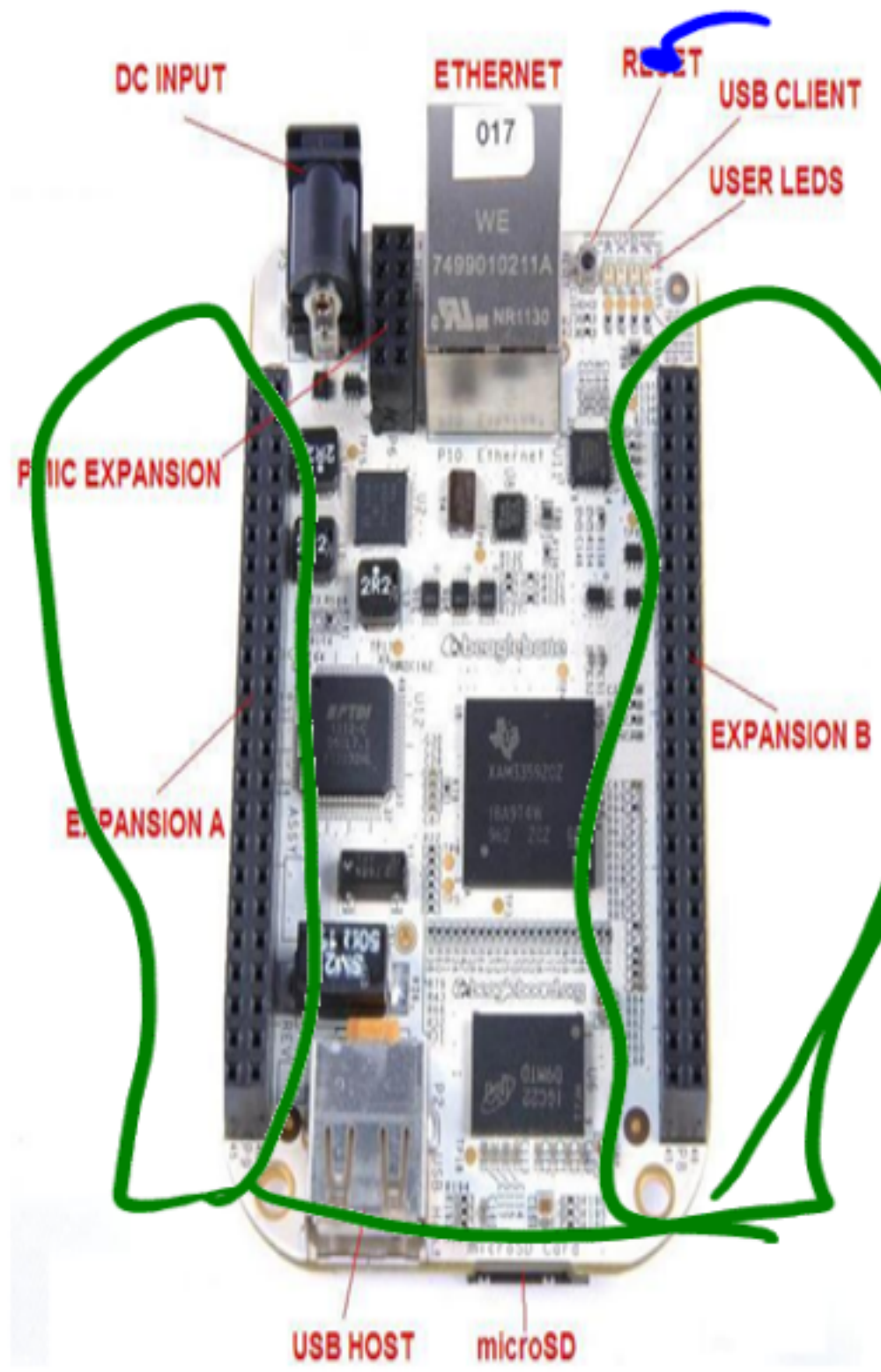
- Up to 1-GHz Sitara™ ARM® Cortex™-A8 32-Bit RISC Microprocessor
 - NEON™ SIMD Coprocessor
 - 32KB of L1 Instruction and 32KB Data Cache with Single-Error Detection (parity)
 - 256KB of L2 Cache with Error Correcting Code (ECC)
 - mDDR(LPDDR), DDR2, DDR3, DDR3L Support
 - General-Purpose Memory Support (NAND, NOR, SRAM) Supporting Up to 16-bit ECC
 - SGX530 3D Graphics Engine
 - LCD and Touchscreen Controller
 - Programmable Real-Time Unit and Industrial Communication Subsystem (PRU-ICSS)
 - Real-Time Clock (RTC)
 - Up to Two USB 2.0 High-Speed OTG Ports with Integrated PHY
 - 10, 100, 1000 Ethernet Switch Supporting Up to Two Ports
 - Serial Interfaces Including:
 - Two Controller Area Network Ports (CAN)
 - Six UARTs, Two McASPs, Two McSPI, and Three I2C Ports
 - 12-Bit Successive Approximation Register (SAR) ADC
 - Up to Three 32-Bit Enhanced Capture Modules (eCAP)
 - Up to Three Enhanced High-Resolution PWM Modules (eHRPWM)
 - Crypto Hardware Accelerators (AES, SHA, PKA, RNG)
- #### • MPU Subsystem
- Up to 1-GHz ARM® Cortex™-A8 32-Bit RISC Microprocessor
 - NEON™ SIMD Coprocessor
 - 32KB of L1 Instruction Cache with Single-Error Detection (parity)

- 32KB of L1 Data Cache with Single Error-Detection (parity)
- 256KB of L2 Cache with Error Correcting Code (ECC)
- 176KB of On-Chip Boot ROM
- 64KB of Dedicated RAM
- Emulation and Debug
 - JTAG
- Interrupt Controller (up to 128 interrupt requests)
- On-Chip Memory (Shared L3 RAM)
 - 64 KB of General-Purpose On-Chip Memory Controller (OCMC) RAM
 - Accessible to all Masters
 - Supports Retention for Fast Wake-Up
- External Memory Interfaces (EMIF)
 - mDDR(LPDDR), DDR2, DDR3, DDR3L Controller:
 - mDDR: 200-MHz Clock (400-MHz Data Rate)
 - DDR2: 266-MHz Clock (532-MHz Data Rate)
 - DDR3: 400-MHz Clock (800-MHz Data Rate)
 - DDR3L: 400-MHz Clock (800-MHz Data Rate)
 - 16-Bit Data Bus
 - 1 GB of Total Addressable Space
 - Supports One x16 or Two x8 Memory Device Configurations
 - General-Purpose Memory Controller (GPMC)
 - Flexible 8-Bit and 16-Bit Asynchronous Memory Interface with Up to seven Chip Selects (NAND, NOR, Muxed-NOR, SRAM)
 - Uses BCH Code to Support 4-Bit, 8-Bit, or 16-Bit ECC
 - Uses Hamming Code to Support 1-Bit ECC
- Error Locator Module (ELM)
 - Used in Conjunction with the GPMC to

- 1-Bit, 4-Bit and 8-Bit MMC, SD, and SDIO Modes
- MMCSD0 has dedicated Power Rail for 1.8-V or 3.3-V Operation
- Up to 48-MHz Data Transfer Rate
- Supports Card Detect and Write Protect
- Complies with MMC4.3 and SD and SDIO 2.0 Specifications
- Up to Three I2C Master and Slave Interfaces
 - Standard Mode (up to 100 kHz)
 - Fast Mode (up to 400 kHz)
- Up to Four Banks of General-Purpose IO (GPIO)
 - 32 GPIOs per Bank (Multiplexed with Other Functional Pins)
 - GPIOs Can be Used as Interrupt Inputs (Up to Two Interrupt Inputs per Bank)
 - Up to Three External Interrupts per Bank Can Also be Used as Interrupt Inputs
- Eight 32-Bit General-Purpose Timers
 - DMTIMER1 is a 1-ms Timer Used for Operating System (OS) Ticks
 - DMTIMER4 - DMTIMER7 are Pinned Out
- One Watchdog Timer
- SGX530 3D Graphics Engine
 - Tile-Based Architecture Delivering Up to 20 Million Polygons per second
 - Universal Scalable Shader Engine is a Multi-Threaded Engine Incorporating Pixel and Vertex Shader Functionality
 - Advanced Shader Feature Set in Excess of Microsoft VS3.0, PS3.0 and OGL2.0
 - Industry Standard API Support of Direct3D Mobile, OGL-ES 1.1 and 2.0, OpenVG 1.0, and OpenMax
 - Fine-Grained Task Switching, Load Balancing and Power Management
 - Advanced Geometry DMA Driven Operation for Minimum CPU Interaction
 - Programmable High-Quality Image Anti-Aliasing
 - Fully Virtualized Memory Addressing for OS Operation in a Unified Memory Architecture
- LCD Controller
 - Up to 24-Bits Data Output; 8-Bits per Pixel (RGB)
 - Resolution Up to 2048x2048 (With Maximum 126-MHz Pixel Clock)
 - Integrated LCD Interface Display Driver (LIDD) Controller
 - Integrated Raster Controller
 - Integrated DMA Engine to Pull Data from the External Frame Buffer without Burdening the Processor via Interrupts or

- a Firmware Timer
- 512-Word Deep Internal FIFO
- Supported Display Types:
 - Character Displays - Uses LCD Interface Display Driver (LIDD) Controller to Program these Displays
 - Passive Matrix LCD Displays - Uses LCD Raster Display Controller to Provide Timing and Data for Constant Graphics Refresh to a Passive Display
 - Active Matrix LCD Displays - Uses External Frame Buffer Space and the Internal DMA Engine to Drive Streaming Data to the Panel
- 12-Bit Successive Approximation Register (SAR) ADC
 - 200K Samples per Second
 - Input Can be Selected from any of the Eight Analog Inputs Multiplexed Through an 8:1 analog Switch
 - Can be Configured to Operate as a 4-wire, 5-wire, or 8-wire Resistive Touch Screen Controller (TSC) Interface
- Up to Three 32-Bit Enhanced Capture Modules (eCAP)
 - Configurable as Three Capture Inputs or Three Auxiliary PWM Outputs
- Up to Three Enhanced High-Resolution PWM Modules (eHRPWM)
 - Dedicated 16-Bit Time-Base Counter with Time and Frequency Controls
 - Configurable as Six Single-Ended, Six Dual-Edge Symmetric, or Three Dual-Edge Asymmetric Outputs
- Up to Three 32-Bit Enhanced Quadrature Encoder Pulse (eQEP) Modules
- Device Identification
 - Contains Electrical fuse Farm (FuseFarm) of Which Some Bits are Factory Programmable
 - Production ID
 - Device Part Number (Unique JTAG ID)
 - Device Revision (readable by Host ARM)
- Debug Interface Support
 - JTAG and cJTAG for ARM (Cortex-A8 and PRCM), PRU-ICSS Debug
 - Supports Device Boundary Scan
 - Supports IEEE 1500
- DMA
 - On-Chip Enhanced DMA Controller (EDMA) has Three Third-Party Transfer Controllers (TPTC) and One Third-Party Channel Controller (TPCC), Which Supports Up to 64 Programmable Logical Channels and Eight QDMA Channels. EDMA is Used for:
 - Transfers to and from On-Chip Memories

BEAGLEBONE EXPANSION



GPTO
Expansion
General
purpose I/O

USB devices { Hb

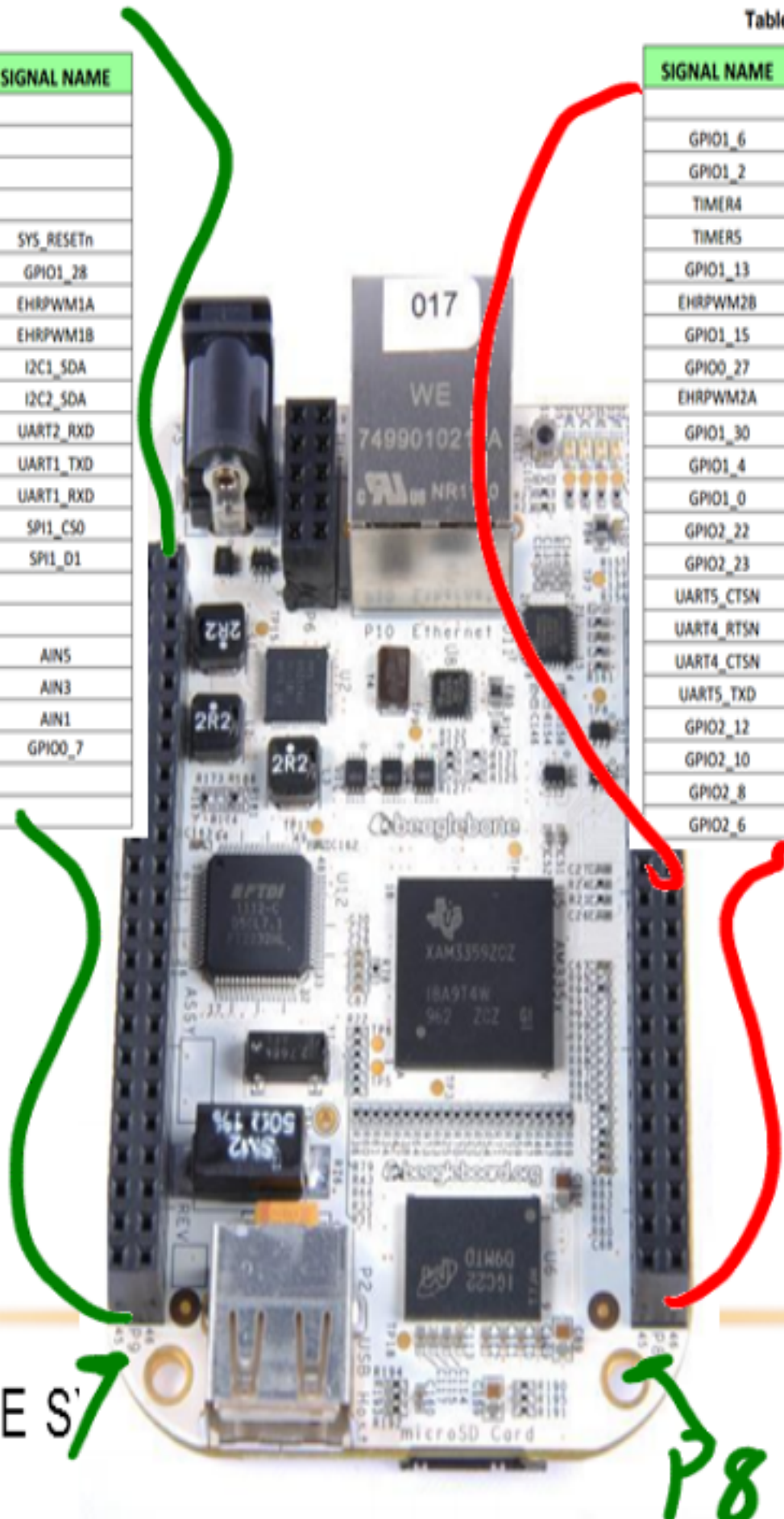
EXPANSION PORTS

Table 11. Expansion Header P9 Pinout

SIGNAL NAME	PIN	CONN	PIN	SIGNAL NAME
	GND	1	2	GND
	VDD_3V3EXP	3	4	VDD_3V3EXP
	VDD_5V	5	6	VDD_5V
	SYS_5V	7	8	SYS_5V
PWR_BTN*		9	10	A10
UART4_RXD	T17	11	12	U18
UART4_TXD	U17	13	14	U14
GPIO1_16	R13	15	16	T14
I2C1_SCL	A16	17	18	B16
I2C2_SCL	D17	19	20	D18
UART2_TXD	B17	21	22	A17
GPIO1_17	V14	23	24	D15
GPIO3_21	A14	25	26	D16
GPIO3_19	C13	27	28	C12
SPI1_D0	B13	29	30	D12
SPI1_SCLK	A13	31	32	VDD_ADC(1.8V)
AIN4	C8	33	34	GND_ADC
AIN6	A5	35	36	A5
AIN2	B7	37	38	A7
AIN0	B6	39	40	C7
CLKOUT2	D14	41	42	C18
	GND	43	44	GND
	GND	45	46	GND

Table 8. Expansion Header P8 Pinout

SIGNAL NAME	PROC	CONN	PROC	SIGNAL NAME
	GND	1	2	GND
GPIO1_6	R9	3	4	T9
GPIO1_2	R8	5	6	T8
TIMER4	R7	7	8	T7
TIMER5	T6	9	10	U6
GPIO1_13	R12	11	12	T12
EHRPWM2B	T10	13	14	T11
GPIO1_15	U13	15	16	V13
GPIO2_27	U12	17	18	V12
EHRPWM2A	U10	19	20	V9
GPIO1_30	U9	21	22	V8
GPIO1_4	U8	23	24	V7
GPIO1_0	U7	25	26	V6
GPIO2_22	U5	27	28	V5
GPIO2_23	R5	29	30	R6
UART5_CTSN	V4	31	32	T5
UART4_RTSN	V3	33	34	U4
UART4_CTSN	V2	35	36	U3
UART5_TXD	U1	37	38	U2
GPIO2_12	T3	39	40	T4
GPIO2_10	T1	41	42	T2
GPIO2_8	R3	43	44	R4
GPIO2_6	R1	45	46	R2



SE3910 REAL TIME S

P1

P8

EXPANSION PORTS

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GND	1	2	GND	
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VDD_5V	5	6	VDD_5V	
SYS_5V	7	8	SYS_5V	
PWR_BTN*	9	10	A10	SYS_RESETh
UART4_RXD	T17	11	U18	GPIO1_28
UART4_TXD	U17	13	U14	EHRPWM1A
GPIO1_16	R13	15	T14	EHRPWM1B
I2C1_SCL	A16	17	B16	I2C1_SDA
I2C2_SCL	D17	19	D18	I2C2_SDA
UART2_TXD	B17	21	A17	UART2_RXD
GPIO1_17	V14	23	D15	UART1_TXD
GPIO3_21	A14	25	D16	UART1_RXD
GPIO3_19	C13	27	C12	SPI1_CS0
SPI1_DO	B13	29	D12	SPI1_D1
SPI1_SCLK	A13	31	32	VDD_ADC(1.8V)
AIN4	C8	33	34	GNDA_ADC
AIN6	A5	35	A5	AIN5
AIN2	B7	37	A7	AIN3
AIN0	B6	39	C7	AIN1
CLKOUT2	D14	41	C18	GPIO0_7
	43	44	GND	
GND	45	46	GND	

GND

SE3910 REAL TIME S'

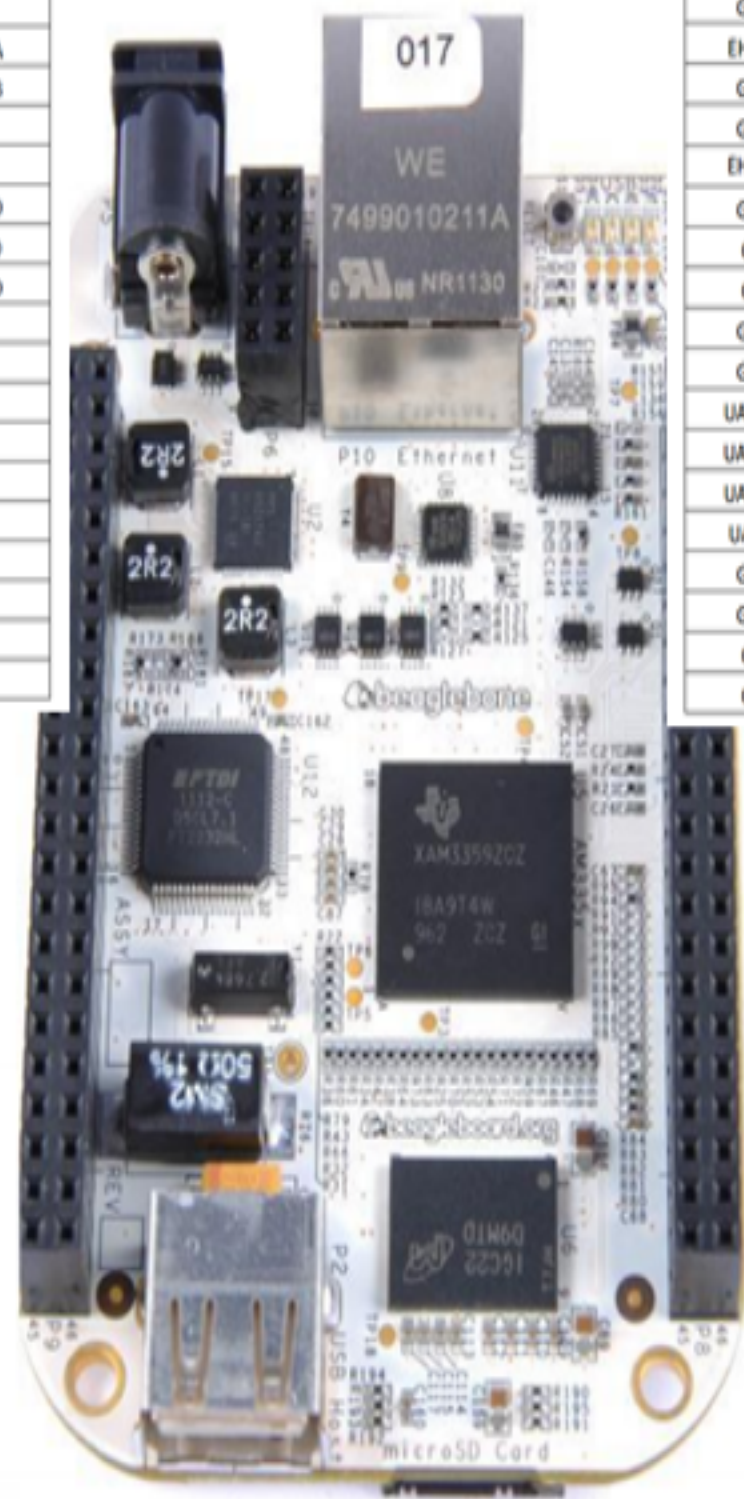


Table 8. Expansion Header P8 Pinout

SIGNAL NAME	PROC	CONN	PROC	SIGNAL NAME
GND	1	2	GND	
GPIO1_6	R9	3	4	GPIO1_7
GPIO1_2	R8	5	6	GPIO1_3
TIMER4	R7	7	8	TIMER7
TIMER5	T6	9	10	U6
GPIO1_13	R12	11	12	T12
EHRPWM2B	T10	13	14	T11
GPIO1_15	U13	15	16	V13
GPIO0_27	U12	17	18	V12
EHRPWM2A	U10	19	20	V9
GPIO1_30	U9	21	22	V8
GPIO1_4	U8	23	24	V7
GPIO1_0	U7	25	26	V6
GPIO2_22	U5	27	28	V5
GPIO2_23	R5	29	30	R6
UART5_CTSN	V4	31	32	T5
UART4_RTSN	V3	33	34	U4
UART4_CTSN	V2	35	36	U3
UART5_TXD	U1	37	38	U2
GPIO2_12	T3	39	40	T4
GPIO2_10	T1	41	42	T2
GPIO2_8	R3	43	44	R4
GPIO2_6	R1	45	46	R2

12, 14, 16

44 26 46



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UART4_RXD	T17	11	12	U18
UART4_TXD	U17	13	14	U14
GPIO1_16	R13	15	16	T14
I2C1_SCL	A16	17	18	B16
I2C2_SCL	D17	19	20	D18
UART2_TXD	B17	21	22	A17
GPIO1_17	V14	23	24	D15
GPIO3_21	A14	25	26	D16
GPIO3_19	C13	27	28	C12
SPI1_D0	B13	29	30	D12
SPI1_SCLK	A13	31	32	VDD_ADC(1.8V)
AIN4	C8	33	34	GND_ADC
AIN6	A5	35	36	A5
AIN2	B7	37	38	A7
AIN0	B6	39	40	C7
CLKOUT2	D14	41	42	C18
	GND	43	44	GND
	GND	45	46	GND

Power Supply Lines

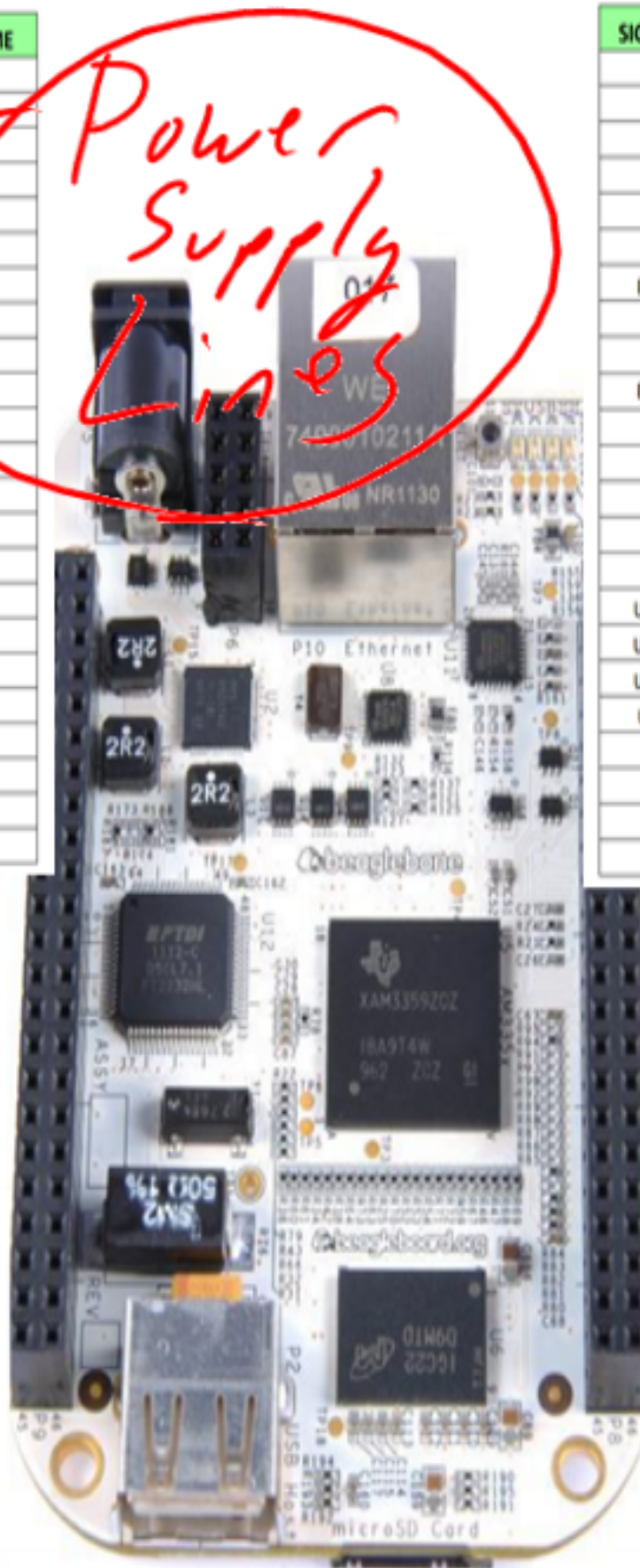


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GPIO1_30	U9	21	22	V8
GPIO1_4	U8	23	24	V7
GPIO1_0	U7	25	26	V6
GPIO2_22	U5	27	28	V5
GPIO2_23	R5	29	30	R6
UART5_CTSN	V4	31	32	T5
UART4_RTSN	V3	33	34	U4
UART4_CTSN	V2	35	36	U3
UART5_TXD	U1	37	38	U2
GPIO2_12	T3	39	40	T4
GPIO2_10	T1	41	42	T2
GPIO2_8	R3	43	44	R4
GPIO2_6	R1	45	46	R2

SE3910 REAL TIME S'

Table 12. Expansion Header P8 Pinout

expansion header

CALCULATING THE GPIO PIN NUMBER

PIN	PROC	NAME	MODE0	MODE1	MODE2	MODE3	MODE4	MODE5	MODE6	MODE7
1,2						GND				
3	R9	GPIO1_6	gpmc_ad6	mmc1_dat6						gpio1[6]
4	T9	GPIO1_7	gpmc_ad7	mmc1_dat7						gpio1[7]
5	R8	GPIO1_2	gpmc_ad2	mmc1_dat2						gpio1[2]
6	T8	GPIO1_3	gpmc_ad3	mmc1_dat3						gpio1[3]
7	R7	TIMER4	gpmc_advn_ale		timer4					gpio2[2]
8	T7	TIMER7	gpmc_oen_ren		timer7					gpio2[3]
9	T6	TIMER5	gpmc_be0n_cle		timer5					gpio2[5]
10	U6	TIMER6	gpmc_wen		timer6					gpio2[4]
11	R12	GPIO1_13	gpmc_ad13	lcd_data18	mmc1_dat5	mmc2_dat1	eQEP2B_in		pr1_pru0_pru_r30_15	gpio1[13]
12	T12	GPIO1_12	gpmc_ad12	Lcd_data19	mmc1_dat4	Mmc2_dat0	Eqep2a_in		pr1_pru0_pru_r30_14	gpio1[12]
13	T10	EHRPWM2B	gpmc_ad9	lcd_data22	mmc1_dat1	mmc2_dat5	ehrpwm2B			gpio0[23]
14	T11	GPIO0_26	gpmc_ad10	lcd_data21	mmc1_dat2	mmc2_dat6	ehrpwm2_tripzone_in			gpio0[26]
15	U13	GPIO1_15	gpmc_ad15	lcd_data16	mmc1_dat7	mmc2_dat3	eQEP2_strobe		pr1_pru0_pru_r31_15	gpio1[15]
16	V13	GPIO1_14	gpmc_ad14	lcd_data17	mmc1_dat6	mmc2_dat2	eQEP2_index		pr1_pru0_pru_r31_14	gpio1[14]
17	U12	GPIO0_27	gpmc_ad11	lcd_data20	mmc1_dat3	mmc2_dat7	ehrpwm0_synco			gpio0[27]
18	V12	GPIO2_1	gpmc_clk_mux0	lcd_memory_clk	gpmc_wait1	mmc2_clk			mcaspp0_fsr	gpio2[1]
19	U10	EHRPWM2A	gpmc_ad8	lcd_data23	mmc1_dat0	mmc2_dat4	ehrpwm2A			gpio0[22]
20	V9	GPIO1_31	gpmc_csn2	gpmc_be1n	mmc1_cmd			pr1_pru1_pru_r30_13	pr1_pru1_pru_r31_13	gpio1[31]
21	U9	GPIO1_30	gpmc_csn1	gpmc_clk	mmc1_clk			pr1_pru1_pru_r30_12	pr1_pru1_pru_r31_12	gpio1[30]
22	V8	GPIO1_5	gpmc_ad5	mmc1_dat5						gpio1[5]
23	U8	GPIO1_4	gpmc_ad4	mmc1_dat4						gpio1[4]
24	V7	GPIO1_1	gpmc_ad1	mmc1_dat1						gpio1[1]
25	U7	GPIO1_0	gpmc_ad0	mmc1_dat0						gpio1[0]
26	V6	GPIO1_29	gpmc_csn0							gpio1[29]
27	U5	GPIO2_22	lcd_vsync	gpmc_a8				pr1_pru1_pru_r30_8	pr1_pru1_pru_r31_8	gpio2[22]
28	V5	GPIO2_24	lcd_pclk	gpmc_a10				pr1_pru1_pru_r30_10	pr1_pru1_pru_r31_10	gpio2[24]
29	R5	GPIO2_23	lcd_hsync	gpmc_a9				pr1_pru1_pru_r30_9	pr1_pru1_pru_r31_9	gpio2[23]
30	R6	GPIO2_25	lcd_ac_bias_en	gpmc_a11						gpio2[25]
31	V4	UART5_CTSN	lcd_data14	gpmc_a18	eQEP1_index	mcaspp0_axr1	uart5_rxd		uart5_ctsn	gpio0[10]
32	T5	UART5_RTSN	lcd_data15	gpmc_a19	eQEP1_strobe	mcaspp0_ahclkx	mcaspp0_axr3		uart5_rtsn	gpio0[11]
33	V3	UART4_RTSN	lcd_data13	gpmc_a17	eQEP1B_in	mcaspp0_fsr	mcaspp0_axr3		uart4_rtsn	gpio0[9]
34	U4	UART3_RTSN	lcd_data11	gpmc_a15	ehrpwm1B	mcaspp0_ahclkr	mcaspp0_axr2		uart3_rtsn	gpio2[17]
35	V2	UART4_CTSN	lcd_data12	gpmc_a16	eQEP1A_in	mcaspp0_aclkr	mcaspp0_axr2		uart4_ctsn	gpio0[8]
36	U3	UART3_CTSN	lcd_data10	gpmc_a14	ehrpwm1A	mcaspp0_axr0			uart3_ctsn	gpio2[16]
37	U1	UART5_TXD	lcd_data8	gpmc_a12	ehrpwm1_tripzone_in	mcaspp0_aclkx	uart5_txd		uart2_ctsn	gpio2[14]
38	U2	UART5_RXD	lcd_data9	gpmc_a13	ehrpwm0_synco	mcaspp0_fsx	uart5_rxd		uart2_rtsn	gpio2[15]
39	T3	GPIO2_12	lcd_data6	gpmc_a6		eQEP2_index		pr1_pru1_pru_r30_6	pr1_pru1_pru_r31_6	gpio2[12]
40	T4	GPIO2_13	lcd_data7	gpmc_a7		eQEP2_strobe	pr1_edio_data_out7	pr1_pru1_pru_r30_7	pr1_pru1_pru_r31_7	gpio2[13]
41	T1	GPIO2_10	lcd_data4	gpmc_a4		eQEP2A_in		pr1_pru1_pru_r30_4	pr1_pru1_pru_r31_4	gpio2[10]
42	T2	GPIO2_11	lcd_data5	gpmc_a5		eQEP2B_in		pr1_pru1_pru_r30_5	pr1_pru1_pru_r31_5	gpio2[11]
43	R3	GPIO2_8	lcd_data2	gpmc_a2		ehrpwm2_tripzone_in		pr1_pru1_pru_r30_2	pr1_pru1_pru_r31_2	gpio2[8]
44	R4	GPIO2_9	lcd_data3	gpmc_a3		ehrpwm0_synco		pr1_pru1_pru_r30_3	pr1_pru1_pru_r31_3	gpio2[9]
45	R1	GPIO2_6	lcd_data0	gpmc_a0		ehrpwm2A		pr1_pru1_pru_r30_0	pr1_pru1_pru_r31_0	gpio2[6]
46	R2	GPIO2_7	lcd_data1	gpmc_a1		ehrpwm2B		pr1_pru1_pru_r30_1	pr1_pru1_pru_r31_1	gpio2[7]

CALCULATING THE PIN NUMBER

32 pins/
Bank

- Up to Four Banks of General-Purpose IO (GPIO)

- 32 GPIOs per Bank (Multiplexed with Other Functional Pins)
- GPIOs Can be Used as Interrupt Inputs (Up to Two Interrupt Inputs per Bank)

$$\text{Export Pin Number} = \text{GPIOControllerNumber} * 32 + \text{GPIOPin}$$

GPIO1_12

$$1 * 32 + 12 \Rightarrow 44$$

CALCULATING THE PIN NUMBER

- Up to Four Banks of General-Purpose IO (GPIO)
 - 32 GPIOs per Bank (Multiplexed with Other Functional Pins)
 - GPIOs Can be Used as Interrupt Inputs (Up to Two Interrupt Inputs per Bank)


*Export Pin Number = GPIOControllerNumber * 32 + GPIOPin*


Pin 14 \Rightarrow GPIO0-26



$$0 * 32 + 26 \Rightarrow 26$$

INTRODUCTION TO SCHEMATICS

• Resistor 

• Switch 

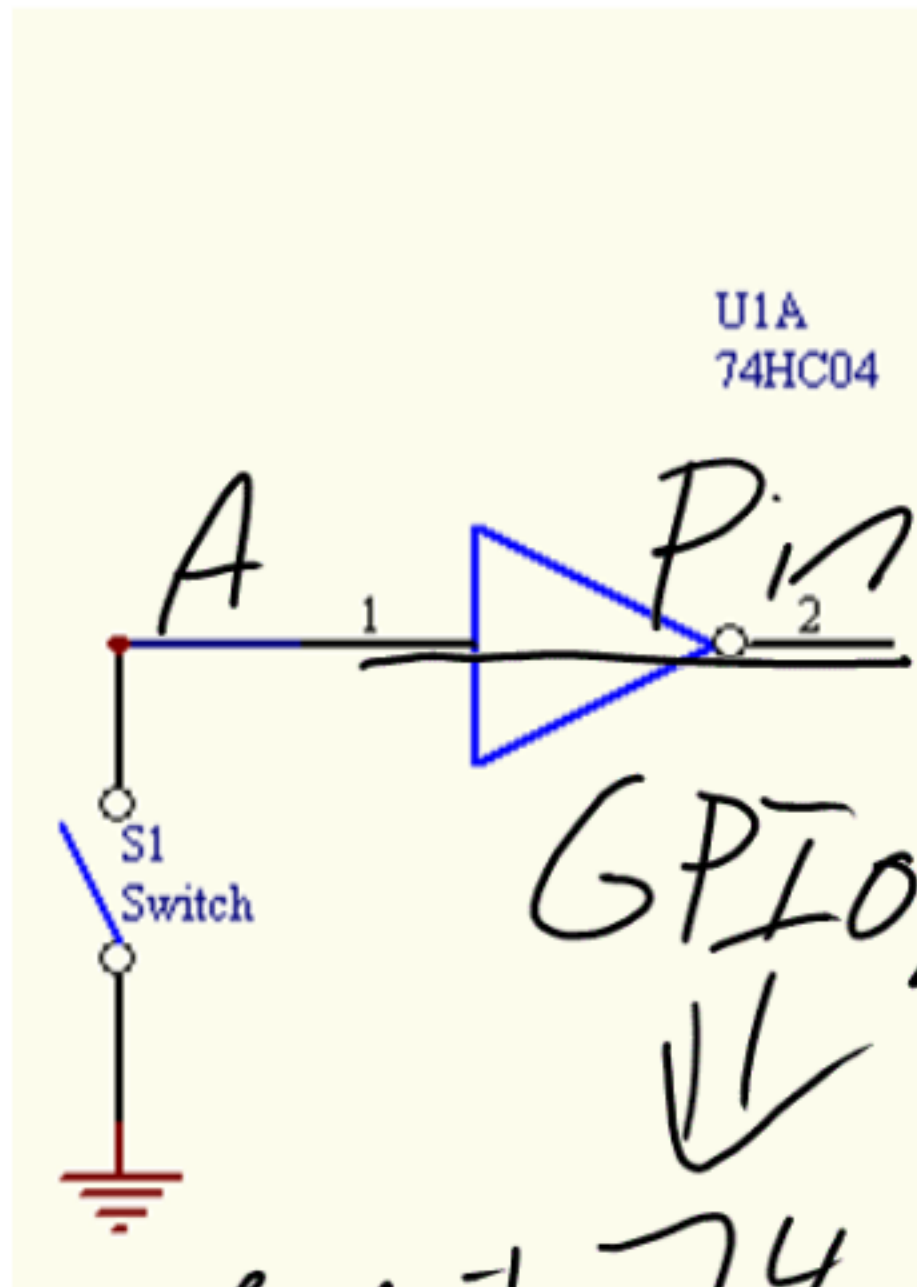
• Ground 

Resists
Flow of
Current

Opens/closes
a circuit

Where things
go

A SIMPLE INPUT CIRCUIT



export 74

GPI02-10

Switch open: A
?

Switch closed: A
Ground

Floating input

A SOLUTION?

5V

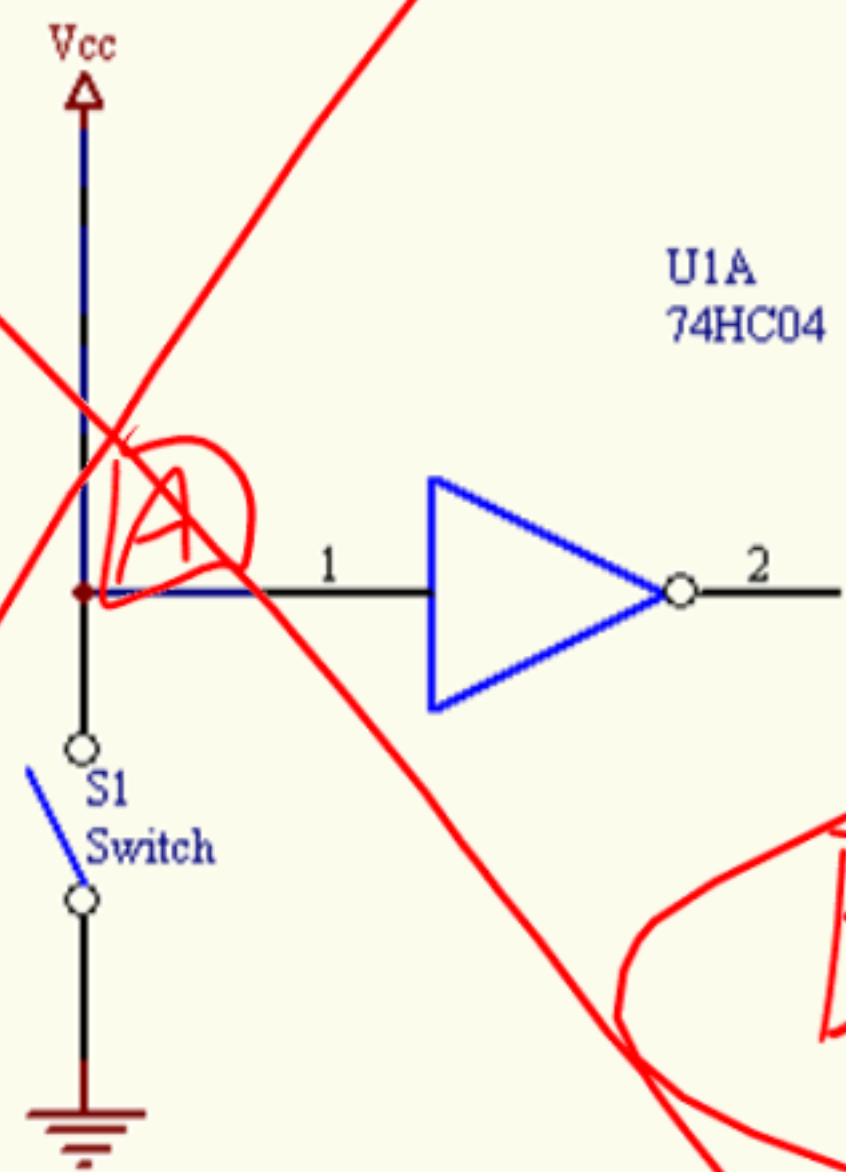
~~5V~~

A

Open \approx 3.3V Logic High

Closed \Rightarrow

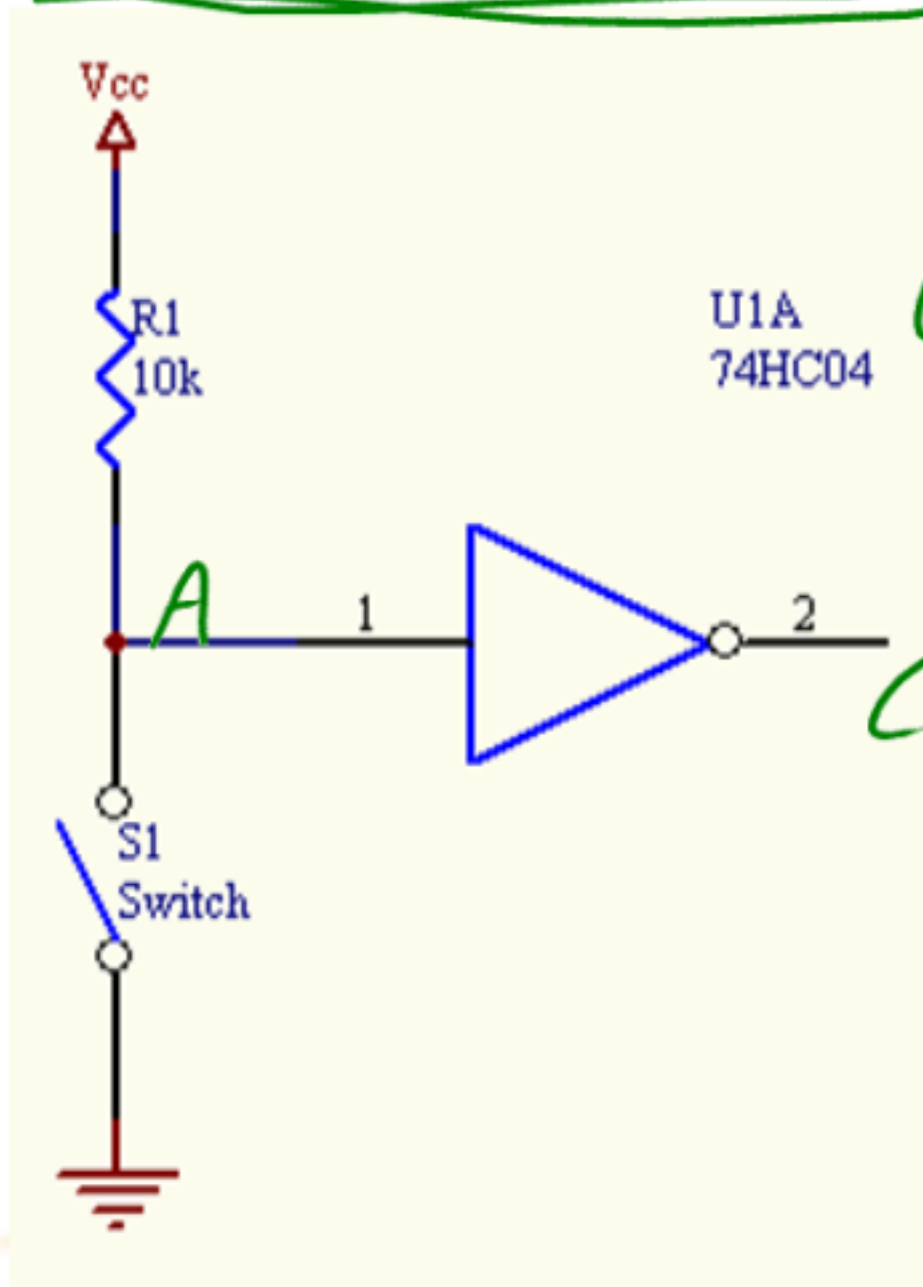
U1A
74HC04



Bad solution

A GOOD SOLUTION

Pull up resistor



Open

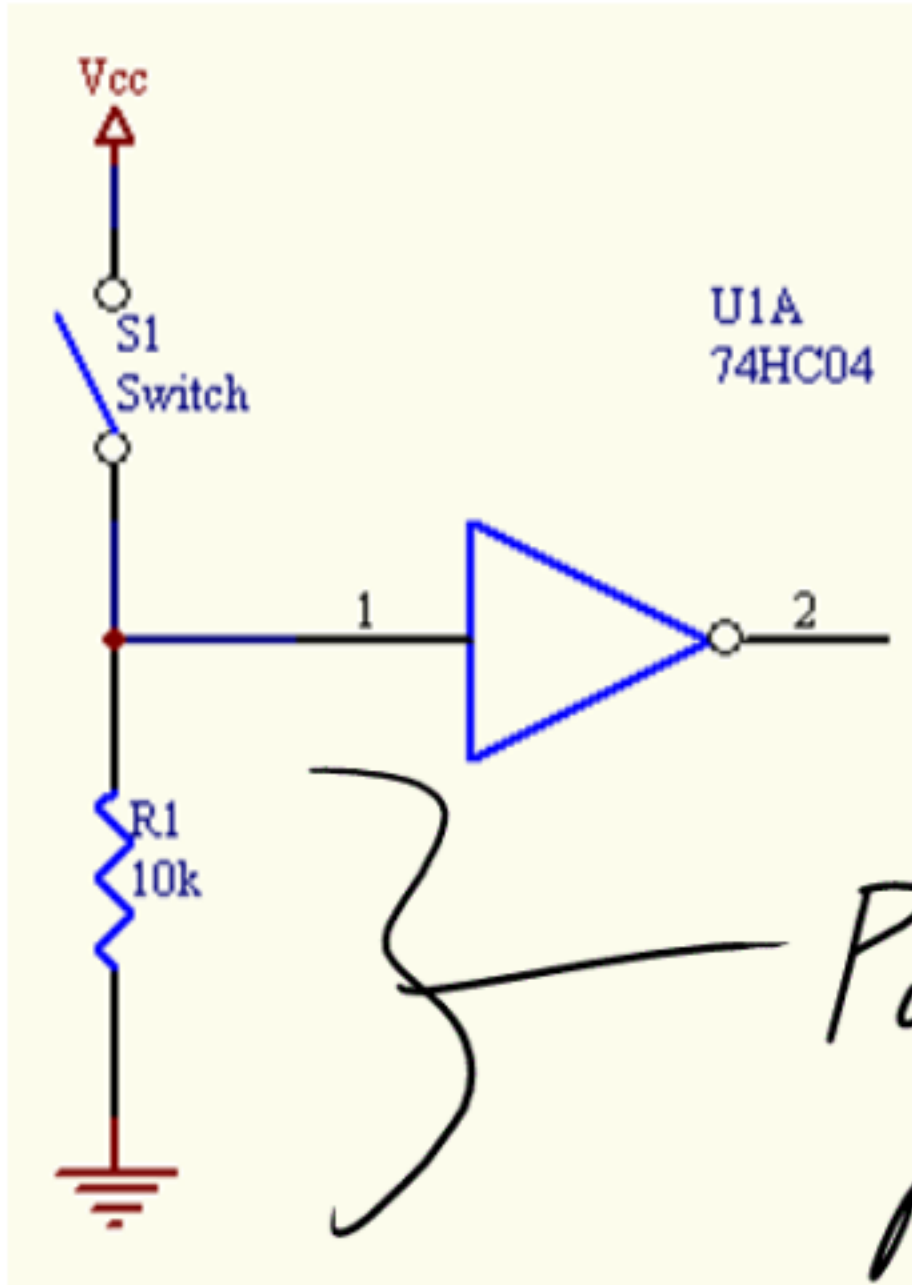
High

closed

Low

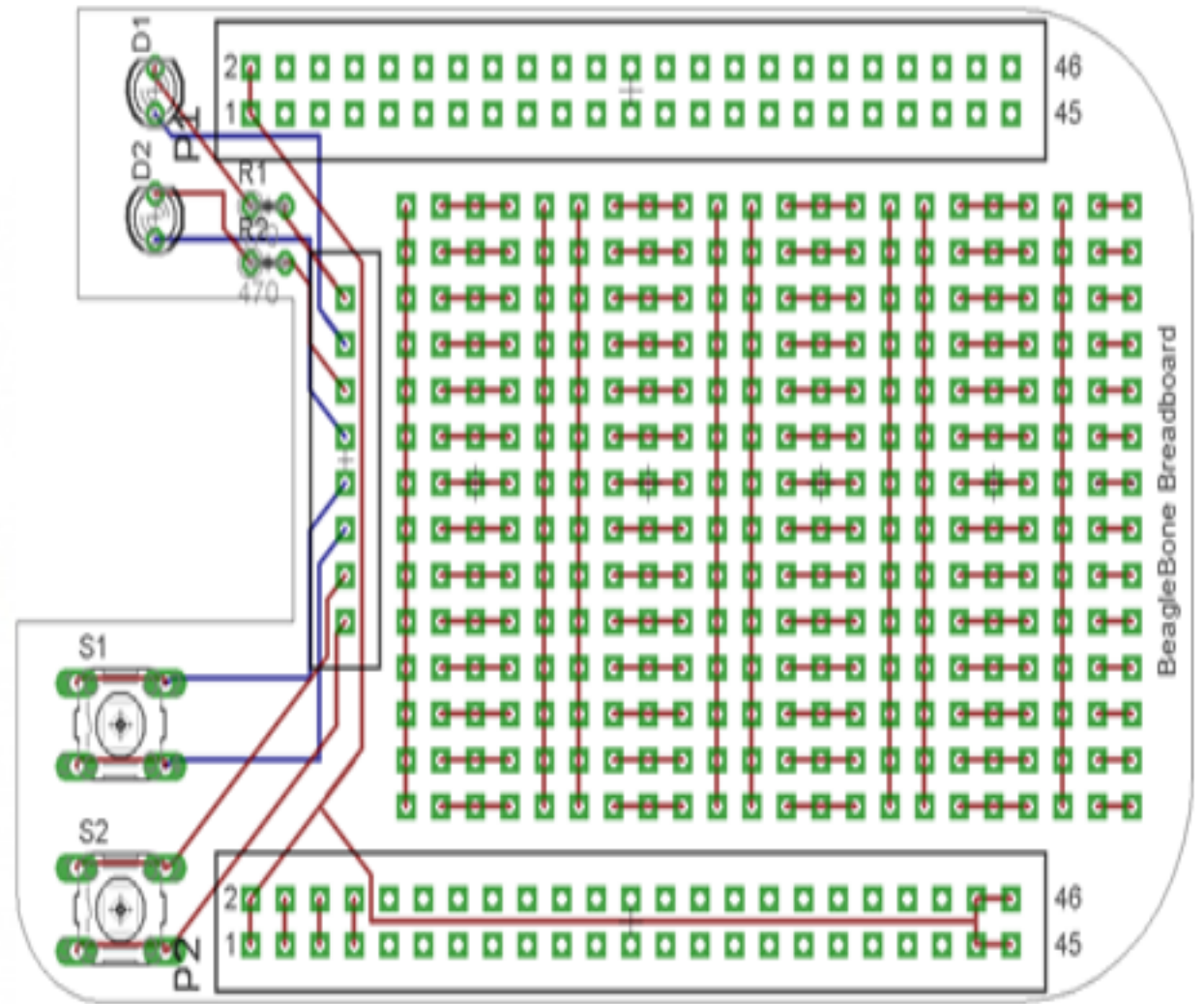
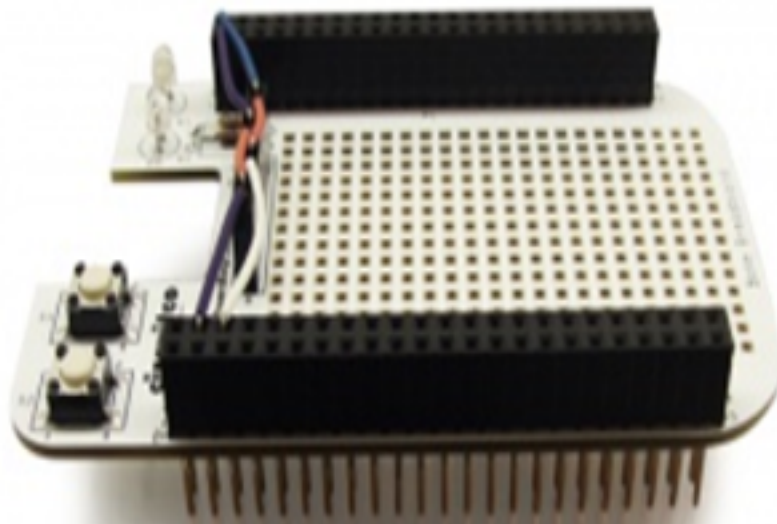
A

ANOTHER GOOD SOLUTION

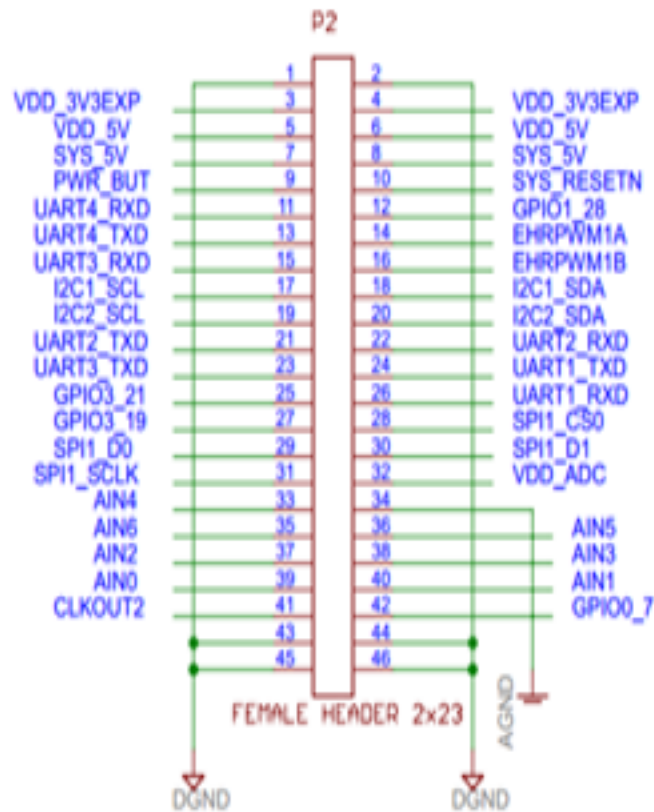
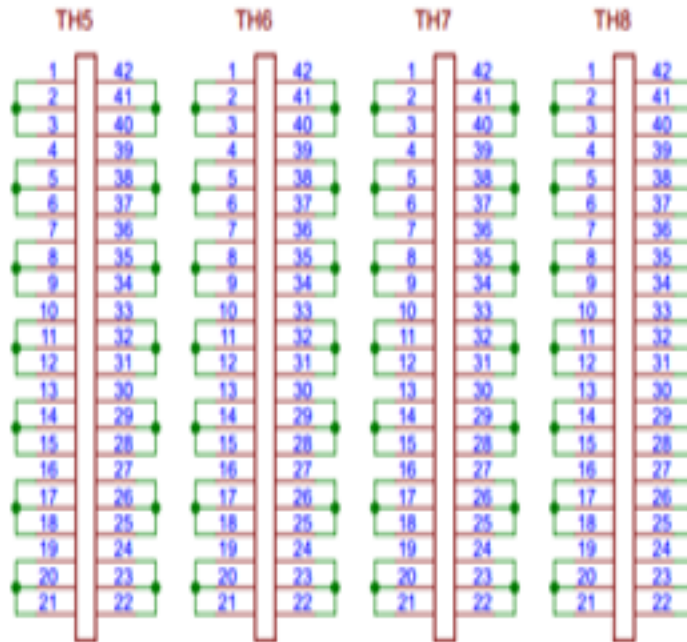
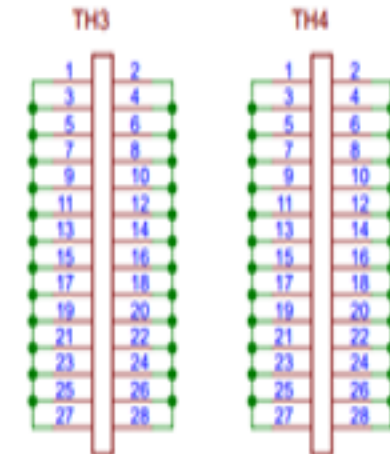
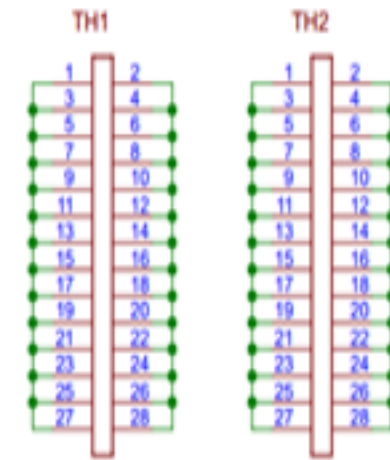
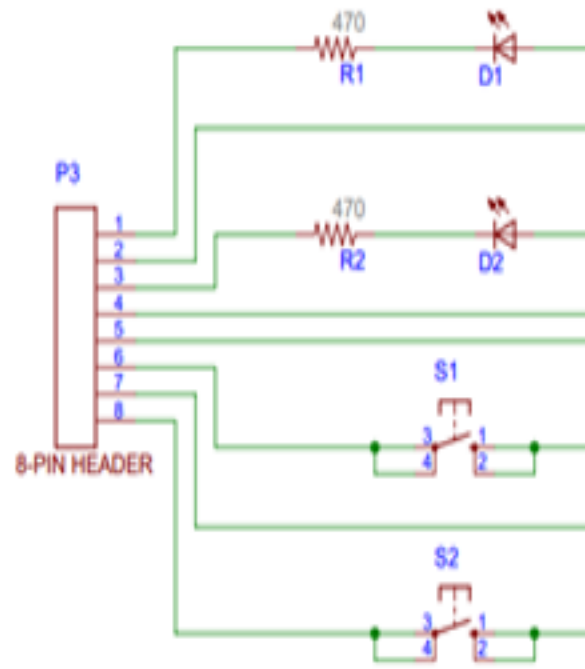


*Pull down
Resistor*

THE LAB CAPE



LAB CAPE SCHEMATIC

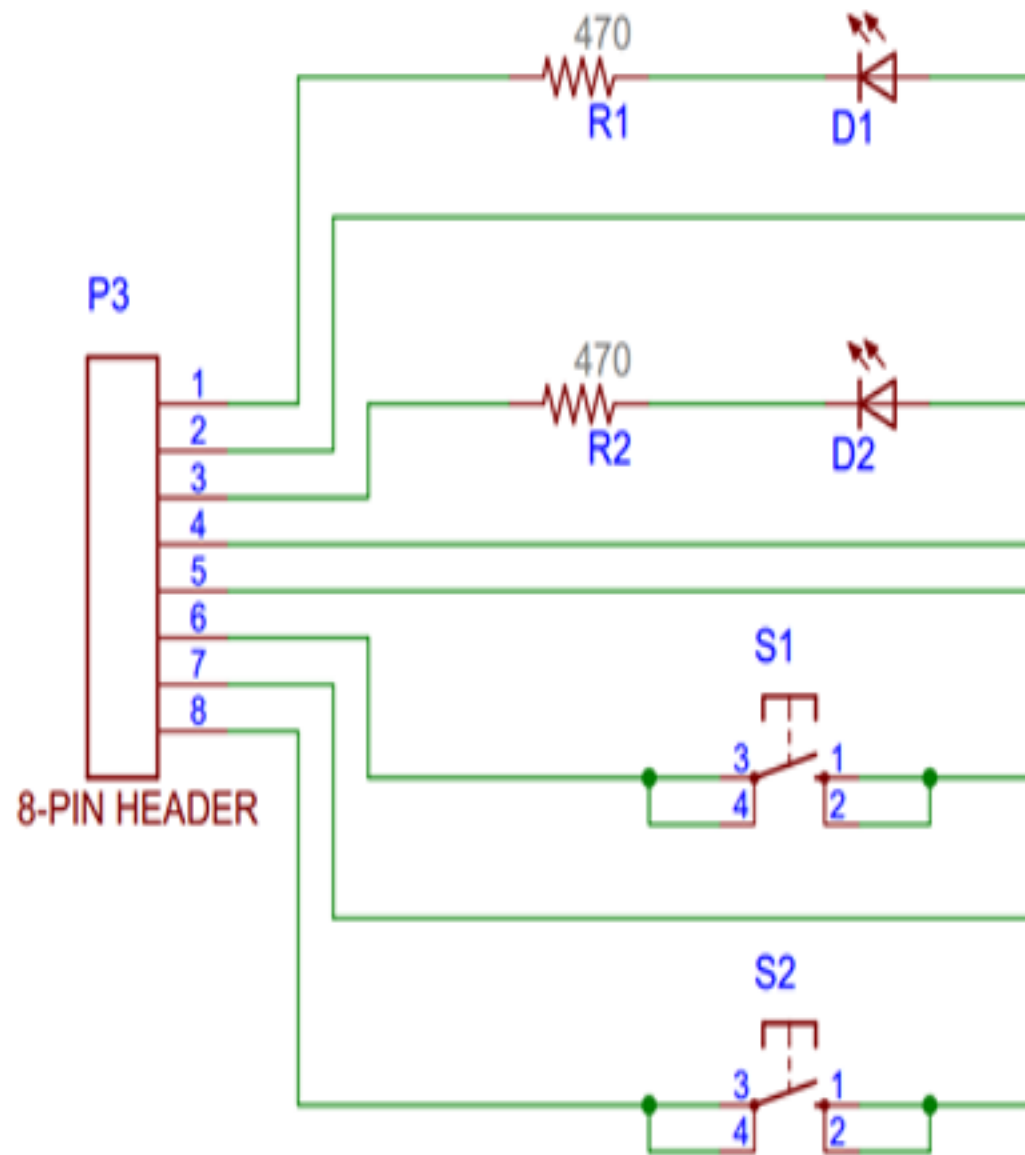


TITLE: Proto

Document Number:

REV:

LAB CAPE SCHEMATIC



ITM	QTY	REF	PART	DESCRIPTION	DISTR	PART #
1	1		PCB	2-LAYER 3.4" x 2.15"		
2	2	P1, P2	2x23 HDR FE	DUAL - STRAIGHT SOCKET STRIP .025" SQ. PINS	MLE	SSHQ-123-D-08-F-LF
3	1	P3	8 PIN HDR FE	CONN HEADER FEMALE 8 POS 0.1" GOLD	DK	PPPC081LFBN-RC
4	2	S1, S2	BUTTONS	SWITCH TACT SPST-NO .05A 24V	DK	B3F-1000
5	2	D1, D2	LEDS	LED GREEN 3MM 568NM 20mA 2.12V	DK	WP7104SGC
6	2	R1, R2	RESISTOR	RES 470 OHM 1/4W 5% CF MINI	DK	CFM14JT470R
7	1	BR1	BREADBOARD	WHT ADHSV SLDRLLS BRDBRD 170 TIE PT 1.8" x 1.37"	PLU	1490
8	1		JMPR WIRE KIT	10 x 14 LNGTH .1" .2" .3" .4" .5" .6" .7" .8" .9" 1" 2" 3" 4" 5"	SQR	

THE SCHEMATIC WE BUILT WITH THE PULL UP RESISTOR

