Introduction to PSoC CSCE 689 - Sensory Interfaces

What is a PSoC?

Programmable System on a Chip

- 8051 or ARM Microcontroller
- Digital Block Array
 - 24 configurable PLDs, can take on almost any digital functionality up to 67 MHz
- Configurable Analog Subsystems
- nearly any external pin
- without needing to understand the hardware complexities underneath.

Extremely reconfigurable inter-chip routing network, allowing any internal component to connect to

Easy-to-use APIs for all of the above, enabling you to use complex functionality

CY8CKIT-050











0000000000000 P3_7 **Expansion Headers for Connecting External Components** (52 pins total)















PSoC Creator 2.0



Download at <u>http://cypress.com</u>/ (registration required)

Or, get the ISO file from \\chevron\installs\psoc



First Homework Assignment

- Download and Install PSoC Creator 2.0
- Watch this Introduction to PSoC Creator Video:
 - http://www.youtube.com/watch?v=UrpdbefYg-0
- Create a simple program

 - Make one of the LEDs on the PSoC blink at IHz. (500ms on, 500ms off) • HINT: There are two LEDs hardwired to PSoC Pins P6[3] and P6[2]. • HINT: Setting a pin HIGH will turn an LED on.

 - HINT: Setting a pin LOW will turn an LED off.

Getting Started

New Project		? 🛛
Design	Other	4 ۵
PSoC Creato	r Installed Templates	
Empty PSoC	3 Design Empty PSoC 5 Design	
Creates a PSoC	5, 32 bit, design project.	
Name:	LED Blink	
Location:	C:\Users\.lon_Moeller\Documents\PSoC_Creator\waterfall	
Loodinit.		
+ Advanced -		· · · · ·
	ОК	ance
		4

File > New > Project Select Empty PSoC 5 Design

Drag a Digital Output Pin to Schematic Window



1999	
1.1.1.1	

Double-Click Pin to Disable HW Connection (enables Pin to be controlled by firmware)

Configure 'cy_pins'		? 🔀
Name: Pin_1		
Pins Mapping Bu	ilt-in	4 Þ
Number of Pins: 1		
[All Pins]	Type General Input Output	
⊠ Pin_1_0	Analog Preview:	
	Digital Input	
	✓ HW Connection	
	Digital Output	
	HW Connection	
	Output Enable	
	Bidirectional	
	Show Annotation Terminal	
Datasheet	OK Apply	Cancel
		tt.

If HW Connection is checked, it will allow you to connect the pin to other components on the block diagram.



Read Datasheet to Learn API.

Configure 'cy_pins'			? ×
Name: Pin_1			
Pins Mapping Bu	ilt-in		4 ⊳
Number of Pins: 1	$\times \bowtie \bullet \bullet \boxtimes \boxtimes$		
[All Pins]	Type General Input	Output	
🗹 Pin_1_0	Analog	Preview:	
	Digital Input		
	HW Connection		
	Digital Output		
	HW Connection		
	Output Enable		
	Bidirectional		
	Show Annotation Terminal		
Datasheet	OK A	pply C	ancel

Functions listed in API use a generic prefix. To control a specific component, replace the prefix with the component's name.

		? 💌	
Name: Pin_1			
	t-in	۹ ۵	
Number of Pins: 1			
[All Pins]	Type General Input Output		u
⊠ Pin_1_0	Analog Preview:		A Contraction of the
	Digital Input		
	✓ HW Connection		
	Digital Output		
	HW Connection		
	Output Enable		
	Bidirectional		
	Show Annotation Terminal		
,			
Datasheet	OK Apply Cano	el	

t8 Pin Read(void)	
Description:	Reads the associated physical port (pin status register) and masks the required bits according to the width and bit position of the component instance. The pin's status register returns the current logic level present on the physical pin.
Parameters:	None
Return Value:	The current value for the pins in the component as a right justified number.
Side Effects:	None

Pin_1_Read(); // Reads value from Pin_1



Write your code in main.c



ysch LED Blink.cydwr main.c	- 4 Þ X
	^
t YOUR COMPANY, THE YEAR ts Reserved	
HED, LICENSED SOFTWARE.	
TIAL AND PROPRIETARY INFORMATION THE PROPERTY OF your company.	
evice.h>	
e your initialization/startup code here (e.g. MyInst_Start()) */	
obalIntEnable; */ /* Uncomment this line to enable global interrupts. */	
Place your application code here. */	
F FILE */	
	-

CyDelay(123); // Delays execution for 123 ms.

BONUS: Blink one LED at I Hz using the Pin API. Blink the other LED at 2 Hz using no code.

HINT: Look at the Clock component.

One last hint.

Reminders:

LEDs are located at P6[3] and P6[2]

USB cable must be plugged into the USB programming port to program the board. It's the one closest to the corner.



