

# ADC16 Manual v1.0

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## Writing you own software **overview**



C



Turbo  
Pascal



C/C++  
Win



Delphi



Visual  
Basic



Excel



HP Vee



LabView



Direct  
Control



Java



Palm  
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## Technical Information

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## Safety Warning

The ground input of the ADC-16 is connected directly to the ground of your computer, in order to minimise electrical interference.

Do not connect the ground input of the ADC to anything which may be at some voltage other than ground, as you may risk damage to the ADC and your computer. Furthermore, if you connect the ADC ground to something which is 'live', your computer chassis may become live.

If in doubt, check by connecting a channel input to the doubtful ground point, and check that there is no significant AC or DC voltage.

## Introduction

The PICO ADC-16 is a self contained high accuracy data logger for use with PCs and compatibles. It is connected to the RS232 serial port, requiring no external power, and taking up no expansion slots.

You should have the following items supplied with the package:

- ADC16 high resolution serial port logger
- Serial cable
- Diskettes or CD containing the software
- Installation manual

## Connecting to a PC

To use the ADC-16 you should connect the 9-pin connector on the ADC-16 to a spare serial port on your computer using the cable provided. If you have a 25-way serial port, use the 9 to 25 way adapter supplied.

To check that the unit is working:

1. start up PicoLog for Windows
2. Select **File**
3. Select **New Settings**
4. At the Recording dialog, press **OK**
5. At the Sampling dialog, press **OK**
6. Set the converter type to **ADC-16**
7. Select the COM port that you have connected the to ADC-16
8. Press **OK**
9. At the ADC-16 channels dialog, double-click on **CH1 Unused**
10. At the Edit ADC-16 channel dialog press **OK**
11. Back to the ADC-16 channels dialog, press **OK**
12. The recorder view should now display the voltage on channel 1 (near 0mV if nothing connected)
13. Next connect a suitable voltage (eg from a 1.5V battery to the channel). Pin connections are marked on the ADC-16 and also listed [here](#).

## Specification

Resolution	between 8* and 16 bits plus sign (software programmable) * minimum 13 bits in PicoLog for Windows
Sampling rate	See <b>Conversion times</b>
Inputs	8 Single ended or 4 differential
Reference output	1 (5V)
Linearity	0.003% (Max)
Input range	+/-2.5V
Overvoltage protection	+/-30V
Input impedance :	1M Ohm
Operating temperature range :	0 to 70°C
Temperature coefficient :	33ppm/°C
Input connector :	25 Way female D type
Output connector :	9 Way female D type to PC serial port

## Analog connector

Analog inputs are connected to the ADC-16 through the female D25 connector. The connections are as follows:

Pin	Function
1	Channel 1 (differential pair with pin 2)
2	Channel 2
3	Channel 3 (differential pair with pin 4)
4	Channel 4
5	Channel 5 (differential pair with pin 6)
6	Channel 6
7	Channel 7 (differential pair with pin 8)
8	Channel 8
9-11	Reserved for future expansion
12	Reference Output
14 - 25	Signal Ground (Computer 0V)

Pin 12 is a stable 5V output: it is primarily intended for powering transducers such as thermistors. The amount of current that can be drawn out of this pin varies between computers. Almost all computers should be able to supply 1mA and most several times this. If too much current is drawn from this pin, the voltage will drop below 5V and the ADC-16's operation cannot be guaranteed.

No attempt should be made to draw more than 10mA, as permanent damage to the ADC-16 could result. This means that loads of lower than 500 ohms must not be connected. Similarly, this pin must not be driven by external voltages.

As PicoLog software displays readings in volts, this section is only required if you are writing your own software.

The ADC-16 generates readings which are in ADC counts. The scaling of these values depends on the resolution. In n-bit mode, the maximum input voltage (2.5V) is represented by  $2^n-1$ , and the minimum input voltage (-2.5V) is represented by  $-(2^n-1)$ . To convert an ADC value to a voltage, multiply by 2.5 and divide by the maximum ADC value at the resolution that you are using.

Resolution	Maximum ADC value
8	255
9	511
10	1023
11	2047
12	4095
13	8191
14	16383
15	32767
16	65535

## Drivers

If you wish to use the ADC-16 with your own software, it is possible to drive the ADC-16 directly- see the example programs `adc16a.c`, `adc16a.pas` and `adc16.bas`. It is, however, usually easier and more reliable to use the drivers provided.

Drivers are provided for the following operating systems:

- DOS
- Windows 3.x
- Windows 95/98/ME
- Windows NT/2000

Once you have installed the software, the DRIVERS directory contains a demo program which shows exactly how to drive the ADC-16, and an advanced driver which is easier to use and more powerful. It also contains a copy of this manual as a text file. See the `Readme.doc` file in the DRIVERS directory for the filenames.

The advanced driver routine is supplied in three formats: an object file called `adc16drv.obj` and Windows Dynamic Link Libraries for 16-bit and 32-bit programs, called `adc1616.dll` and `adc1632.dll`.

The object file uses Pascal linkage conventions and does not require any compiler run-time routines: it can therefore be used with most C and Pascal compilers. It is necessary to link the file `commdrv.obj` into your program when you use `adc16drv.obj`.

The Windows DLLs can be used with C, C++, Pascal, Delphi and Visual Basic programs: it can also be used with programs like Microsoft Excel, where the macro language is a form of Visual Basic, and with the National Instruments Labview application.

More than one application can access the Windows DLL at the same time, as long as the applications do not change the settings for channels that they are not using.

<b>Routine</b>	<b>Function</b>
<code>adc16_open_unit</code>	Open the driver to use a specified serial port(s)
<code>adc16_close_unit</code>	Close the port (ALWAYS DO THIS!)
<code>adc16_set_channel</code>	Specify the resolution, single-ended/differential and filtering for a channel
<code>adc16_get_value</code>	Get the most recent adc reading from a channel
<code>adc16_get_filtered_value</code>	Get the filtered ADC value for this channel
<code>adc16_get_version</code>	Get the ADC-16 version number
<code>adc16_poll</code>	Not normally necessary
<code>adc16_get_cycle</code>	Returns the number conversion cycles since the unit was opened.

## **adc16\_open\_unit**

DOS version:

```
short int adc16_open_unit (short int port, short int base, short int irq);
```

Windows version:

```
short int adc16_open_unit (short int port);
```

This routine specifies the serial port number with an ADC-16 unit. If you wish to use more than one ADC-16, you should call the routine once for each ADC-16.

The `port` must be 1 for COM1, 2 for COM2, etc.

Under DOS, this routine has extra parameters to specify the base address and interrupt number for the COM port. For COM1 through COM4, these can be set to zero for the default base address and IRQ. It is only necessary to use a non-zero value for these parameters if:

- you are using COM ports above COM4
- you are using COM1..COM4 with a non-standard base address or IRQ.

Under Windows, this information is defined in your WIN.INI file, so it is not necessary to specify a value.

This routine returns TRUE if the driver successfully opens the ADC-16.

## **adc16\_close\_unit**

```
void adc16_close_unit (unsigned short int port);
```

This routine disconnects the driver from the specified serial port.

If you successfully open any serial ports, you **MUST** call `adc16_close_unit` for each port before you exit from your program. If you do not, your computer may misbehave until you next reboot it.

```

void adc16_set_channel (
    unsigned short int    port,
    unsigned short int    channel,
    unsigned short int    resolution,
    unsigned short int    single_ended,
    unsigned short int    filter_factor);

```

You should call this routine once for each channel that you would like to take readings from. You can do this any time after calling `adc16_driver_open`. It is permissible to change the settings as and when required.

The fewer channels are selected, the more frequently these channels will be updated: it takes about 1 second per active channel.

`port` specifies which serial port you wish to define a channel for.

`channel` specifies which channel you want to set the details for: It should be 1..8 for single-ended or 1,3,5,7 for differential.

The resolution specifies the conversion accuracy: it should be between 8 bits and 16 bits. See appendix A for the conversion times at each resolution.

`single_ended` specifies whether to use the channel as a single-ended input, or to use the channel together with the next channel as a differential input. `single_ended = FALSE` is valid only for odd-numbered channels.

The `filter_factor` controls the time constant of the filter. Each time the driver takes a reading from this channel, it updates the filtered value by adding a proportion of the difference between the measured and filtered values. The `filter_factor` sets the proportion that is added.

The `filter_factor` must be between 1 and 100. A `filter_factor` of 1 means add all of the difference (effectively no filtering) and 100 means add 1/100 of the difference (very slow filtering). A factor of 10 gives a time constant of about a minute when all channels are selected.

The effective resolution is increased by the `filter_factor`, and the noise floor is reduced by approximately the square root of the `filter_factor`.

## adc16\_get\_value

```

short int adc16_get_value (
    long far * value,
    unsigned short int    port,
    short int             channel);

```

Once you open the driver, it constantly takes readings from the ADC-16. When you call this routine, it immediately sets value to the most recent ADC reading for the specified channel.

If a reading is available, it returns `TRUE`, otherwise it returns `FALSE`. It will normally return `FALSE` for a few seconds after you open the driver, until the driver has taken a reading from the specified channel.

`port` specifies which serial port the ADC-16 is attached to.

`channel` should be 1 for channel 1, 2 for channel 2 et cetera.

```
short int adc16_get_filtered_value (
    long far * value,
    unsigned short int port,
    short int channel);
```

This routine sets `value` to the filtered value for the specified channel. The filtered value is scaled at `filter_factor` times the ADC value.

## adc16\_get\_version

```
short int adc16_get_version (
    short int far * version,
    short int port);
```

This routine returns the version number of the ADC-16 attached to the specified port.

The upper byte of the version is always 16 for an ADC-16: the lower byte is the two hex digits of the version and release.

## adc16\_get\_cycle

```
short int adc16_get_cycle (
    long far * cycle,
    short int port);
```

This routine returns the number conversion cycles (conversions on all selected channels) since the unit was opened.

If you wish to get a value for every conversion, rather than taking values at fixed time intervals, you should periodically call this routine, then call `adc16_get_value` each time that cycle changes.

## adc16\_poll

```
void adc16_poll (void)
```

The driver normally controls the ADC-16 using a Windows timer. Some programs (for example, Excel macros) prevent the timer from running, so it is necessary to call `adc16_poll` periodically while you are waiting for data.

It is **not normally necessary** to call this routine for well-behaved programs which let other applications service timer messages. Try without first, then call it if you do not appear to be getting data from the ADC-16.

## DOS Driver

The DOS driver is supplied in two object files, `adc16drv.obj` and `commdrv.obj`. It can be used in both **C** and **Pascal** programs.

## Windows 3.x Driver

The windows 16-bit driver is the file `ADC1616.DLL`: it is installed in the `drivers\win` directory. If an application is unable to find the DLL, try moving the DLL to `\windows\system`.

The 16-bit driver is intended for use with all applications running under Windows 3.11 and for 16-bit applications running under Windows 95.

Windows 95/98 can run both 16-bit and 32-bit applications. For 16-bit applications, see Windows 3.1.

The windows 32-bit driver is the file ADC1632.DLL: it is installed in the `drivers\win32` directory. If an application is unable to find the DLL, try moving the DLL to `\windows\system`.

## Windows NT/2000

Most applications running under Windows NT are 32-bit applications. The windows 32-bit driver is the file ADC1632.DLL: it is installed in the `drivers\win32` directory. If an application is unable to find the DLL, try moving the DLL to `\windows\system`.

## C

### DOS

To link the driver into your program, you should take the following steps:

- #include the header file `adc16.h` into your program

- If you are using an IDE, include the files `adc16drv.obj` and `commdrv.obj` in your project.

- If you are using a command-line compiler, include the files `adc16drv.obj` and `commdrv.obj` in your linkfile.

See `adc16b.c` for an example of a simple DOS program which uses the drivers.

### Windows

The C example program is a generic windows application- ie it does not use Borland AppExpert or Microsoft AppWizard. To compile the program, create a new project for an Application containing the following files:

- `adc16tes.c`

- `adc16tes.rc`

- either `adc1616.lib` (All 16-bit applications)

- or `adc1632.lib` (Borland 32-bit applications)

- or `adc16ms.lib` (Microsoft Visual C 32-bit applications)

The following files must be in the same directory:

- `adc16tes.rch`

- `adc16w.h`

- either `adc1616.dll` (All 16-bit applications)

- or `adc1632.dll` (All 32-bit applicaitons)

### C++

C++ programs can access all versions of the driver. If `adc16.h` is included in a C++ program, the `PREF1` macro expands to **extern "C"**: this disables name-mangling (or decoration, as Microsoft call it), and enables C++ routines to make calls to the driver routines using C headers.

## Pascal

The program `adc16b.pas` can be compiled either as a stand-alone program `{ $DEFINE MAIN }` or as a unit which can be linked into other programs `{ $UNDEF MAIN }`.

`adc16b.pas` includes the driver using the `{ $L adc16drv.obj }` and `{ $L commdrv.obj }` commands: it also provides pascal prototypes for each of the routine in the driver.

This program has been tested with Borland Turbo Pascal V6.0.



## Basic

The DOS driver does not work with DOS Basic, however the example program `adc16.bas` shows how to drive the ADC-16 directly.

## Excel

The easiest way to get data into Excel is to use PicoLog for Windows.

If, however, you need to do something that is not possible using PicoLog, you can use an Excel macro to read in a set of data values. The Excel Macro language is similar to Visual Basic.

### Excel 5

The example `ADC1616.XLS` reads in 20 values from channels 1 and 2, one per second, and assigns them to cells A1..B20.

### Excel 7

The example `ADC1632.XLS` reads in 20 values from channels 1 and 2, one per second, and assigns them to cells A1..B20.

## Delphi

`adc16r.dpr` is a complete program which opens the driver and reads values from channel 1.

The file `ADC16m.inc` contains a set of procedure prototypes that you can include into your own programs.

## Visual Basic

### Version 3 (16 bits)

The `DRIVERS\WIN16` sub-directory contains a simple Visual Basic program, `TC0816.mak`.

```
ADC1616.MAK
ADC1616.FRM
```

Note that it is usually necessary to copy the `.DLL` file to your `\windows\system` directory.

### Version 4 and 5 (32 bits)

The `DRIVERS\WIN32` sub-directory contains the following files:

```
ADC1632.VBP
ADC1632.BAS
ADC1632.FRM
```

## Labview

The routines described here were tested using Labview for Windows 95 version 4.0.

While it is possible to access all of the driver routines described earlier, it is easier to use the special Labview access routine. The `adc16.llb` library in the `DRIVERS\WIN32` sub-directory shows how to access this routine.

To use this routine, copy `adc16.llb` and `adc1632.dll` to your labview `user.lib` directory.

for each of the channels that you wish to measure. The sub-vi accepts the port (1 for COM1), and the channel (1 to 8).. The sub-vi returns the voltage in millivolts

## HP-Vee

The example routine adc16.vee is in the drivers\win32 sub-directory. It was tested using HP-Vee version 5 under Windows 95.

The example shows how to collect a readings continuously from the adc-16.

## Java

This example was written by Gatespace AB and all documentation and the adc.jar class is found in the drivers\win32 directory.

The example is supplied compressed as javaadc.tgz.

## Palm Pilots

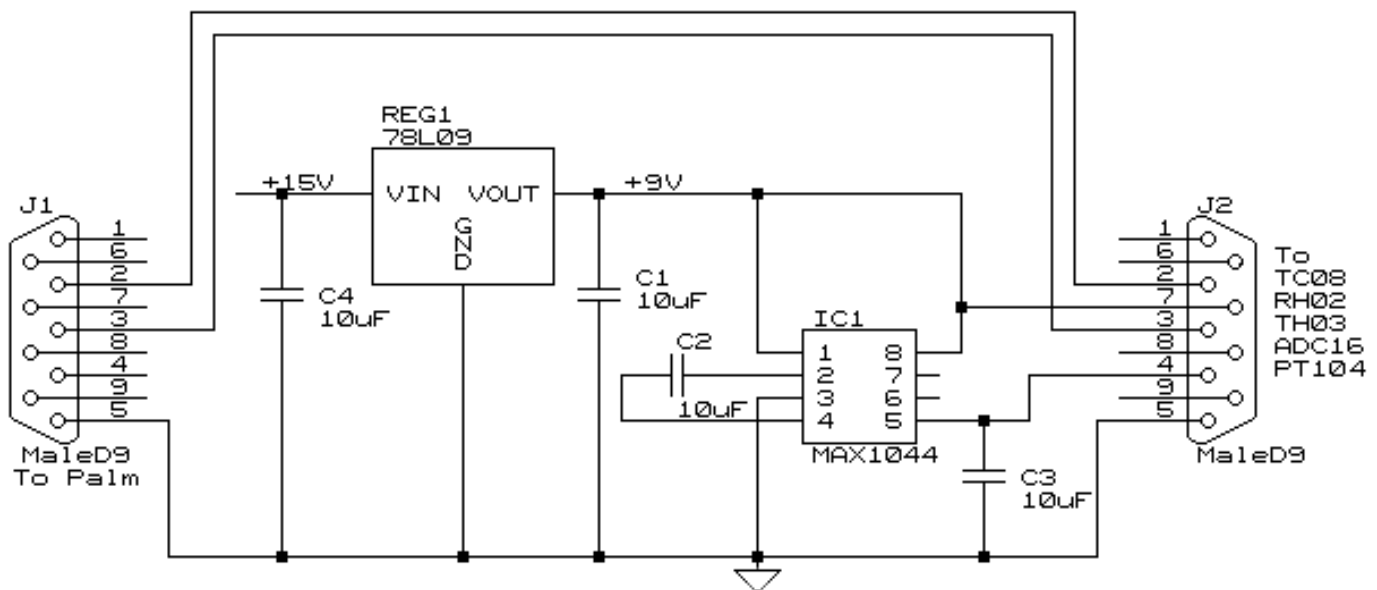
This example is a basic driver that reads voltages from the ADC-16. The driver has been tested with the following Palm Pilots:

- US Robotics Palm Profesional
- Palm 3
- Palm V/Vx
- Palm 3c

The file adc16.zip is located in the \drivers\win32 directory. Further information can be found at:

<http://www.picotech.com/applications/palm.html>

It should be noted that due to the power limitations with the Palm Pilot it is necessary to construct a power adapter to power the ADC-16. A suggested design for the power adapter is:



## LINUX

## Serial port configurations

Serial drivers need to know two things about a serial port in order to operate the port correctly- its **base address** and its **interrupt** number (IRQ).

Most PCs have two serial ports fitted, COM1 and COM2: all software works correctly when just these ports are fitted. There is also de facto standard for two more serial ports- COM3 and COM4. The addresses of these ports are unique, but the IRQ numbers are the same as for COM1 and COM2.

Port	Base address	Interrupt	Standard?
COM1	3F8	4	Yes
COM2	2F8	3	Yes
COM3	3E8	4	de facto
COM4	2E8	3	de facto
COM5...			No

Some serial port cards are capable of sharing an interrupt, and some software is capable of driving a serial port that is sharing an interrupt, but it is likely that either hardware or software cannot handle interrupt sharing. If you install additional COM ports as COM3 or COM4, using the default IRQs, these may interfere with devices connected to COM1 and COM2. For example, an ADC-16 connected to COM3 may cause a mouse connected to COM1 not to function correctly.

The better quality serial port cards make it possible to use other interrupts, for example IRQ5 or IRQ10. There are no hard and fast rules about what IRQs are used by specific devices, so it is necessary to study the technical information supplied with your computer and the proceed by trial and error. The following table of typical IRQ usages may be helpful.

IRQ0	55ms timer
IRQ1	Keyboard
IRQ2	Cascaded IRQ8..F
IRQ3	COM2
IRQ4	COM1
IRQ5	LPT2
IRQ6	Diskette
IRQ7	LPT1
IRQ8	Real time clock
IRQ9	Unavailable
IRQ10	general
IRQ11	general
IRQ12	general
IRQ13	Co-processor
IRQ14	Hard disk

--	--

modify the details to the values that you have selected:

COM4Base=02E8

COM4Irq=3

COM3Base=03E8

COM3Irq=4

It is possible to buy multi-channel serial port cards (normally four or eight channels) where of the serial ports use the same interrupt. There is not standards for these cards, so it is likely that DOS ADC-16 drivers will not work correctly. These cards are normally supplied with Windows drivers, and so the ADC16 DLL should work correctly once the Windows drivers for the serial card are installed.

## Serial Connection

The information presented here is necessary only if you wish to write your own driver, or to connect the ADC-16 to the PC in some unusual way (for example, via a radio modem).

The ADC-16 uses the following RS232 data lines (pin connections as on ADC-16)

Pin	Name	Usage
3	TX	Data from the PC to the ADC-16
2	RX	Data from the ADC-16 to the PC
7	RTS	Held at a positive voltage ( $>7V$ ) to power the ADC-16
5	GND	0V line
4	DTR	Held at a negative voltage ( $<-7V$ ) to power the ADC-16

The driver powers up the ADC-16 by enabling RTS and disabling DTR to provide the correct polarity power supply. If these are set incorrectly no damage will occur to either PC or ADC-16.

## Serial Protocol

About a second after powering on the ADC-16, the driver can communicate with the ADC-16 as a normal RS232 device. The ADC-16 operates at 9600 baud with 1 stop bit and no parity.

The driver controls the ADC-16 using the following sequence

1. Switch RTS on and DTR off to provide power.
2. Wait for more than 1 second for the ADC-16 to settle
3. Send an single control byte to the ADC-16
4. Wait for the 3 byte response from the ADC-16

Steps 3 and 4 are repeated for each measurement.

The ADC-16 signals the end of conversion by sending three bytes. No data should be sent to the ADC-16 during the conversion, as it may be lost or corrupted.

The control byte tells the ADC-16 the information it needs to carry out a conversion. It has the following format, where bit 7 is the msb and bit 0 is the lsb:

Bits	Function	Value
7 - 5	Set the channel	000 = channel 1 001 = channel 2 ..... 110 = channel 7 111 = channel 8
4 - 1	Select Resolution	0111 = 8 bit 1000 = 9 bit ..... 1110 = 15 bit 1111 = 16 bit
0	Mode	1 = single ended 0 = differential

If the mode bit is 1, each channel voltage will be measured with respect to ground (single ended operation). If the mode bit is 0 then adjacent channels act as differential pairs. Differential operation can be useful if problems due to earth loops are encountered.

If you select channel 1 and differential operation, the ADC-16 will measure the voltage between channels 1 and 2. Similarly selecting channel 3 will cause the voltage to be measured between channels 3 and 4. Whilst in differential mode, selecting even channel numbers may give incorrect results.

The control byte 00000001 is a request for the version number: see below for details of the version response. The following examples show complete control bytes and their effects:

Binary	Hex	Effect
000 1111 1	1F	channel 1, 16 bits, single ended
110 0111 0	CE	channels 7 and 8, 8 bits, differential mode.
000 0000 1	01	request version number

On receipt of a control byte containing a valid data request, the ADC-16 will start a conversion cycle. At the end of this conversion, the ADC-16 will respond by sending three bytes. Note that three bytes are sent even for 8-bit readings.

Byte	Contents	Value
1	Sign	value $\geq$ 0: ASCII + (hex 2B) value $\leq$ -: ASCII - (hex 2D)
2	Result MSB	Binary
3	Result LSB	Binary

For example, the value +41349 (which is hex 85A1) would be sent as hex 2B, 85, A1.

On receipt of a control byte containing a valid version request, the ADC-16 will respond immediately with the version details in the following format:

Byte	Contents	Value
1	ADC type	16 (hex 10)
2	version	decimal version number

## Conversion times

The ADC-16's conversion time is affected by both the resolution and the applied voltage. The figures listed below are worst case for each resolution. If a severe overload is applied to the input of the ADC-16 it will shut itself down: no further communication with the ADC-16 will be possible until approximately 1 second after the overload is removed.

Resolution (bits)	Conversion Time
(ms)	
8	6.6
9	8.9
10	14
11	23
12	41
13	78
14	151
15	298
16	657

The ADC-16 is normally connected directly to the computer, but it is also possible to access the ADC-16 via a modem using the Windows driver.

It is necessary to provide power to the ADC-16, either by instructing the modem to provide power or by connecting a power supply directly to the ADC-16. See [serial connections](#) for information.

For some radio modems, there is a delay between sending text to the modem and its arrival at the other end, and a similar delay for the response from the TC08. If, for example, the maximum possible delay is 150ms each way, 300ms total, the following text should be added to Win.INI so that the driver waits longer for each response.

```
[ADC16]  
Turnround=300
```

## **Revision History**

11Nov99 MKG Specify limits for filter factor (1 to 100)

03Oct00 ML New graphical front end.

20Oct00 ADT Tidy up & correct Palm pilot circuit