



# Muln - Multi Interface Board

990.005

V1.4

```
GPIOREAD          ' Read PortB

Com_Str[0] = "@"
Com_Str[1] = "G"
Com_Str[2] = "R"      ' Read
Com_Str[3] = 0
Com_Str[4] = 0
Com_Str[5] = 0
Com_Str[6] = 0
Com_Str[7] = "#"
HSEROUT[str Com_Str] ' send the string

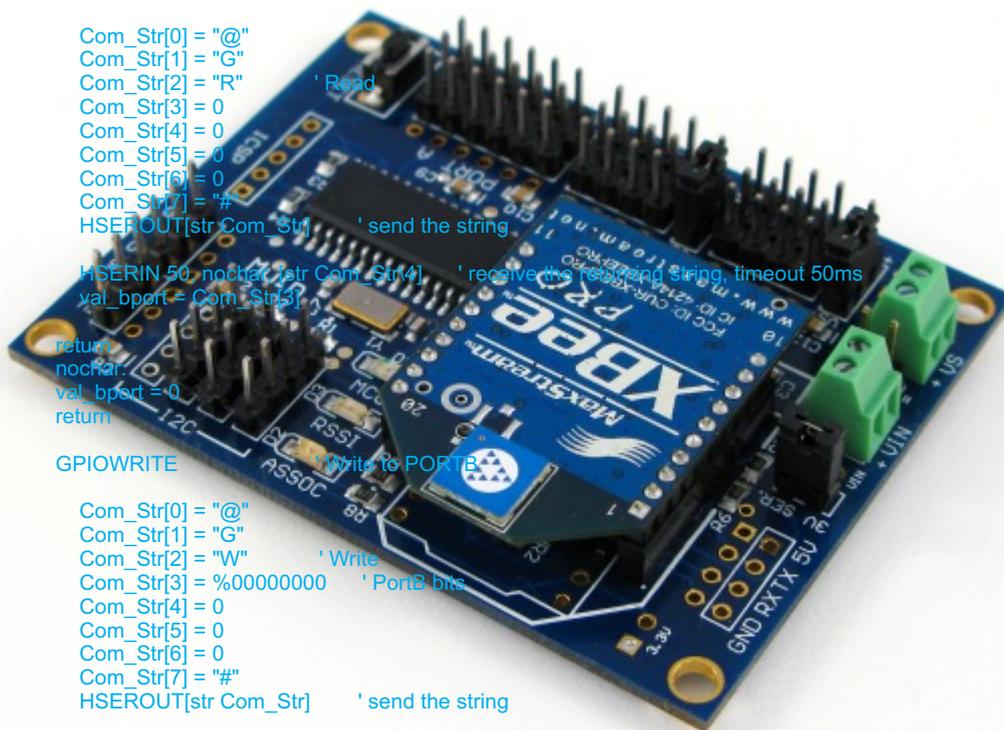
HSERIN 50, nochar, [str Com_Str4] ' receive the response string, timeout 50ms
val_bport = Com_Str[5]

return
nochar.
val_bport = 0
return

GPIOWRITE          ' Write to PORTB

Com_Str[0] = "@"
Com_Str[1] = "G"
Com_Str[2] = "W"      ' Write
Com_Str[3] = %00000000 ' PortB bits
Com_Str[4] = 0
Com_Str[5] = 0
Com_Str[6] = 0
Com_Str[7] = "#"
HSEROUT[str Com_Str] ' send the string

return
```



## PROGRAMMING MANUAL V1.0

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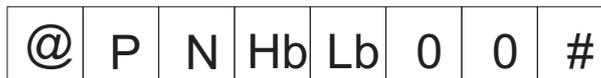
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# COMMAND LIST

**Command Structure:** The command must be 8 byte in length. It must start with @ and must end with # the unused byte must be 0 (zero).  
If after the command start @ the MuIn does not receive a # at the 8th byte, it ignores the command and start waiting for another command.



## PWM



**Note:** At startup the PWM is at the default frequency you set with the GUI.

n = PWM1 =1 - PWM2=2  
Hb = High byte of PWM value  
Lb = Low byte of PWM value  
The PWM value is a 10bit value from 0 to 1024 where 512 is 50%



PWM-enable pins:

n = 1=RC0 - 2=RC5  
S = 0 or 1 this is the value of the bit (0=low - 1=high)

### PicBasic Example

```
Pwm_duty var word '10bit - value of PWM duty cycle
Com_str var byte[8]
```

PWM\_Change:

```
Com_Str[0] = "@"
Com_Str[1] = "P"
Com_Str[2] = "1" ' PWM Channel 1
Com_Str[3] = Pwm_duty >> 8 ' shift 8 bit to the right (High byte)
Com_Str[4] = Pwm_duty ' Low byte
Com_Str[5] = 0
Com_Str[6] = 0
Com_Str[7] = "#"
```

```
HSEROUT[str Com_Str[8]] 'send the string
```

return

PWM\_Dir ' enable pin

```
Com_Str[0] = "@"
Com_Str[1] = "P"
Com_Str[2] = "R"
Com_Str[3] = "1" ' enable pin 1 = RC0
Com_Str[4] = "1" ' High (value = 1)
Com_Str[5] = 0
Com_Str[6] = 0
Com_Str[7] = "#"
```

```
HSEROUT[str Com_Str[8]] ' send the string
```

return

# GPIO

@	G	R	0	0	0	0	#
---	---	---	---	---	---	---	---

This command reads from PortB and returns a string like this:

@ G n #

n is the value of the port. All the bit used as Servo are 0 (zero)

@	G	W	n	0	0	0	#
---	---	---	---	---	---	---	---

This command write to PortB

n is the value to write to the Port

## PicBasic Example

GPIOb     var byte  
Com\_str   var byte[8]

GPIOREAD:                 ' Read PortB

```
Com_Str[0] = "@"  
Com_Str[1] = "G"  
Com_Str[2] = "R"         ' Read  
Com_Str[3] = 0  
Com_Str[4] = 0  
Com_Str[5] = 0  
Com_Str[6] = 0  
Com_Str[7] = "#"
```

HSEROUT[Str Com\_Str\8]     ' send the string

HSERIN 100, nochar, [Str Com\_Str\4]     ' receive the returning string, timeout 100ms

GPIOb = Com\_Str[2]

return

nochar:  
GPIOb = 0  
return

GPIOWRITE:                ' Write to PORTB

```
Com_Str[0] = "@"  
Com_Str[1] = "G"  
Com_Str[2] = "W"         ' Write  
Com_Str[3] = %11110000   ' PortB bits  
Com_Str[4] = 0  
Com_Str[5] = 0  
Com_Str[6] = 0  
Com_Str[7] = "#"
```

HSEROUT[Str Com\_Str\8]     ' send the string

return

## Notes:

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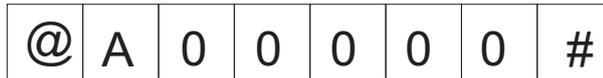
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# ADC



This command reads the values of all the five ADC channels.

The Muln after reading, returns a string like this:

@ A 1234 1234 1234 1234 1234 #

1234 is an ASCII numeric value between 0000 and 1024 this is the value of each ADC channel from ch0 to ch4.

Latency time between the request and the answer is about 100us

## PicBasic Example

```
Com_Str  var byte[24]
ADC1     var word
ADC2     var word
ADC3     var word
ADC4     var word
ADC5     var word
```

```
ReadADC:          ' ADC read
```

```
  Com_Str[0] = "@"
  Com_Str[1] = "A"
  Com_Str[2] = 0
  Com_Str[3] = 0
  Com_Str[4] = 0
  Com_Str[5] = 0
  Com_Str[6] = 0
  Com_Str[7] = "#"
```

```
  HSEROUT[str Com_Str]  ' send the string
```

```
return
```

```
HSERIN 50, nochar, [str Com_Str]  ' receive the ADC string, 23 byte in total, timeout 50 ms
```

```
' string conversion routines .....
```

```
return
```

```
nochar:
```

```
  ADC1 = 0          ' receive timeout
  ADC2 = 0          ' all values = 0
  ADC3 = 0
  ADC4 = 0
  ADC5 = 0
```

```
return
```

## Notes:

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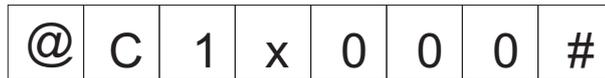
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# CMPS03

Compass Module



**Tip:** The ID number of Devantech devices can be easily changed using the GUI.

x = device address

The Muln after reading, returns a string like this:

@ C 1234 #

## PicBasic Example

```

Com_Str var byte[8]
Heading var word          ' contains the Direction value, a value from 0 to 3599

CMPS03:                  ' I2C Compass from Devantech Ltd

    Com_Str[0] = "@"
    Com_Str[1] = "C"
    Com_Str[2] = 1
    Com_Str[3] = $C0      ' Device I2C Address hexadecimal value
    Com_Str[4] = 0
    Com_Str[5] = 0
    Com_Str[6] = 0
    Com_Str[7] = "#"

    HSEROUT[str Com_Str\8]  ' send the string

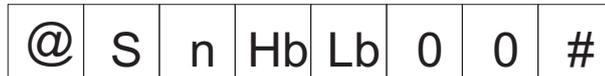
    HSERIN 150, nochar, [str Com_Str\7]  ' receive the direction string

' string conversion routines .....

return

nochar:
    Heading = 0;
  
```

# SERVO



**Note:** Port B can be configured, with the GUI interface, to work as GPIO or SERVO. To use this command you must configure Port B as SERVO .

n = Servo number (1...8)

Hb = High byte of Pulse duration

Lb = Low byte of Pulse duration

The Pulse duration value is from 500 to 2500 x us (+/-90°) with a resolution of 1us

## PicBasic Example

```

ServoPs  var word 'Servo Position (500...1500...2500)
Com_str  var byte[8]

MoveServo          ' Servo move

    Com_Str[0] = "@"
    Com_Str[1] = "S"
    Com_Str[2] = "1"          ' Servo number (1...8)
    Com_Str[3] = ServoPs >> 8 ' shift 8 bit to the right (High byte)
    Com_Str[4] = ServoPs      ' low byte
    Com_Str[5] = 0
    Com_Str[6] = 0
    Com_Str[7] = "#"

    HSEROUT[str Com_Str\8]  ' Send the string

return
  
```

# SRFxx

I2C Ultrasonic Sensor



**Tip:** The ID number of Devantech devices can be easily changed using the GUI.

Send Ping

y = 1  
x = device address

Send read request (60ms delay)

y = 0  
x = device address

Answer

@ 1234 #

where 1234 is the range, an ASCII string value

## PicBasic Example

```
Com_Str  var word[8]
Range    var word
```

```
SRFPing          ' Ping
    Com_Str[0] = "@"
    Com_Str[1] = "F"
    Com_Str[2] = "1"          ' Ping
    Com_Str[3] = $E0         ' I2C address, hexadecimal value
    Com_Str[4] = 0
    Com_Str[5] = 0
    Com_Str[6] = 0
    Com_Str[7] = "#"

    HSEROUT[str Com_Str\8]    ' send the string

return

SRFread          'Read
    Com_Str[0] = "@"
    Com_Str[1] = "F"
    Com_Str[2] = "0"          ' Read
    Com_Str[3] = $E0         ' I2C address, hexadecimal value
    Com_Str[4] = 0
    Com_Str[5] = 0
    Com_Str[6] = 0
    Com_Str[7] = "#"
    HSEROUT[str Com_Str\8]    ' send the string

    HSERIN 150, nochar, [str Com_Str\8] 'receive the Range string

' string conversion routines .....

return

nochar:
    Range = 0
return
```

Notes:

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# MD22

Dual Motor Driver

@	M	y	x	n	0	0	#
---	---	---	---	---	---	---	---

Speed control

y = R = motor 1 - L = motor 2  
x = device address  
n = speed 0 to 255 (128 = stop)

@	M	M	x	n	0	0	#
---	---	---	---	---	---	---	---

Mode Register

x = device address  
n = 0 = normal - 2 = L becomes the turn value and R controls both motors speed

PicBasic Example

```
RM_Str var byte[8]  
LM_Str var byte[8]
```

'right motor:

```
RM_Str[0] = "@"  
RM_Str[1] = "M"  
RM_Str[2] = "R"      ' Motor 1  
RM_Str[3] = $B0     ' MD22 address  
RM_Str[4] = 200     ' Speed 200  
RM_Str[5] = 0  
RM_Str[6] = 0  
RM_Str[7] = "#"
```

```
HSEROUT[ptr RM_Str] ' Send the string
```

```
pause 1
```

'left motor:

```
LM_Str[0] = "@"  
LM_Str[1] = "M"  
LM_Str[2] = "L"      ' Motor 2  
LM_Str[3] = $B0     ' MD22 address  
LM_Str[4] = 200     ' Speed 200  
LM_Str[5] = 0  
LM_Str[6] = 0  
LM_Str[7] = "#"
```

```
HSEROUT[ptr LM_Str] ' Send the string
```

```
return
```

Notes:

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## I2C WRITE



x = device address

n = number of bytes to write (1 to 3) (if more bytes needed, send more commands)

P1...P3 = parameters to send to the device, if not used must be 0 (zero)

### PicBasic Example

```
Snd_Str var byte[8]
```

I2C Write:

```
Com_Str[0] = "@"
Com_Str[1] = "I"
Com_Str[2] = 2      'Bytes to send
Com_Str[3] = $E0   'I2C Device address
Com_Str[4] = $0    'memory address
Com_Str[5] = $51   'command
Com_Str[6] = 0     'not used
Com_Str[7] = "#"
```

```
HSEROUT[str Com_Str&] ' Send the string
```

```
return
```

## I2C READ



x = device address

n = number of bytes to receive (1 to 16)

P1, P2 = specify the memory location in EEPROM like I2C devices, if not used must be zero

The Muln after reading, returns a string like this:

@ I x P0... Pn #

### PicBasic Example

```
Snd_Str var byte[8]
```

I2C Write:

```
Com_Str[0] = "@"
Com_Str[1] = "L"
Com_Str[2] = $E0   'I2C Device address
Com_Str[3] = 2     'bytes to read
Com_Str[4] = 2     'first memory address
Com_Str[5] = 0     'not used
Com_Str[6] = 0     'not used
Com_Str[7] = "#"
```

```
HSEROUT[str Com_Str&] ' Send the string
```

```
return
```

Notes:

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