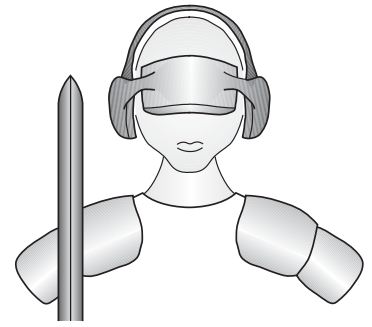


IO-Warrior

Generic universal I/O Controller for USB



Code Mercenaries

1. Features

- USB interface
- Full USB V1.1/2.0 compliant low speed device
- Full USB HID 1.1 compliance
- 32 general purpose I/O pins on IOW40
16 general purpose I/O pins on IOW24
- Supports IIC compatible devices
- Supports HD44780 compatible LCD modules
- Supports SPI slave devices up to 2MBit/sec (IOW24 only)
- Supports receiving RC5 IR remote control data (IOW24 only)
- Drives LED matrix up to 8x32 with few external shift registers
- Supports 8x8 switch or key matrix (IOW40 only)
- Easy to use starter kit
- Software support for Mac, Linux, and Windows
- No USB knowledge necessary to use
- Single +5V power supply
- Available in DIL40 and SSOP48 package, or DIL24 and SOIC24.

1.1 Variants

Right now IO-Warrior is available in two low speed variants. More variants are planned. Custom modifications are possible.

IO-Warrior 24

- 16 general purpose I/O pins, typ. 125Hz read
- IIC master, typ. 750 bytes/sec throughput
- Alphanumeric LCD support
- RC5 IR remote control receiver
- Hardware SPI master interface up to 2Mbit/sec bitrate, typ. 750 bytes/sec throughput
- LED matrix with up to 8x32 LEDs with the support of external register/drivers
- Minimal external component count
- Identifies as either low power (100mA) or high power (500mA) bus powered device. Pin selectable
- Easy to use starter kit for immediate access
- DIL24 or SOIC24 package

IO-Warrior 40

- 32 general purpose I/O pins, typ. 125Hz read
- IIC master, typ. 750 bytes/sec throughput
- Alphanumeric LCD support
- LED matrix with up to 8x32 LEDs with the support of external register/drivers
- 8x8 switch or key matrix
- Minimal external component count
- Identifies as either low power (100mA) or high power (500mA) bus powered device. Pin selectable
- Easy to use starter kit for immediate access.
- DIL40 or SSOP48 package

1.2 Custom variants

Custom adaptations are available on request. If necessary complex functions can be added to the standard chips to directly control specific circuits.

2. Functional overview

IO-Warrior offers a simple access to the USB. Many projects that formerly used the parallel port or some other kind of direct I/O interface today face the problem that getting simple things to work on the USB is quite complex.

With a serial or parallel port you needed only a simple circuit to control an external relay or read a single switch. With USB you need a microcontroller that handles all the protocol work to do the same thing. Several standard commands need to be supported to get a device accepted as a USB device, let alone implementing any real function.

IO-Warrior brings simplicity to the USB. The protocol is encapsulated in the IO-Warrior Chip. You only have to care about the 16 or 32 I/O pins and have to write only a few simple lines of code to access them.

IO-Warrior also supports a range of industrial standard interfaces to simplify interfacing to certain chips or modules. These interfaces are handled internally in IO-Warrior removing the bandwidth wasting controlling of individual pins.

IO-Warrior

2.1 Product selection matrix

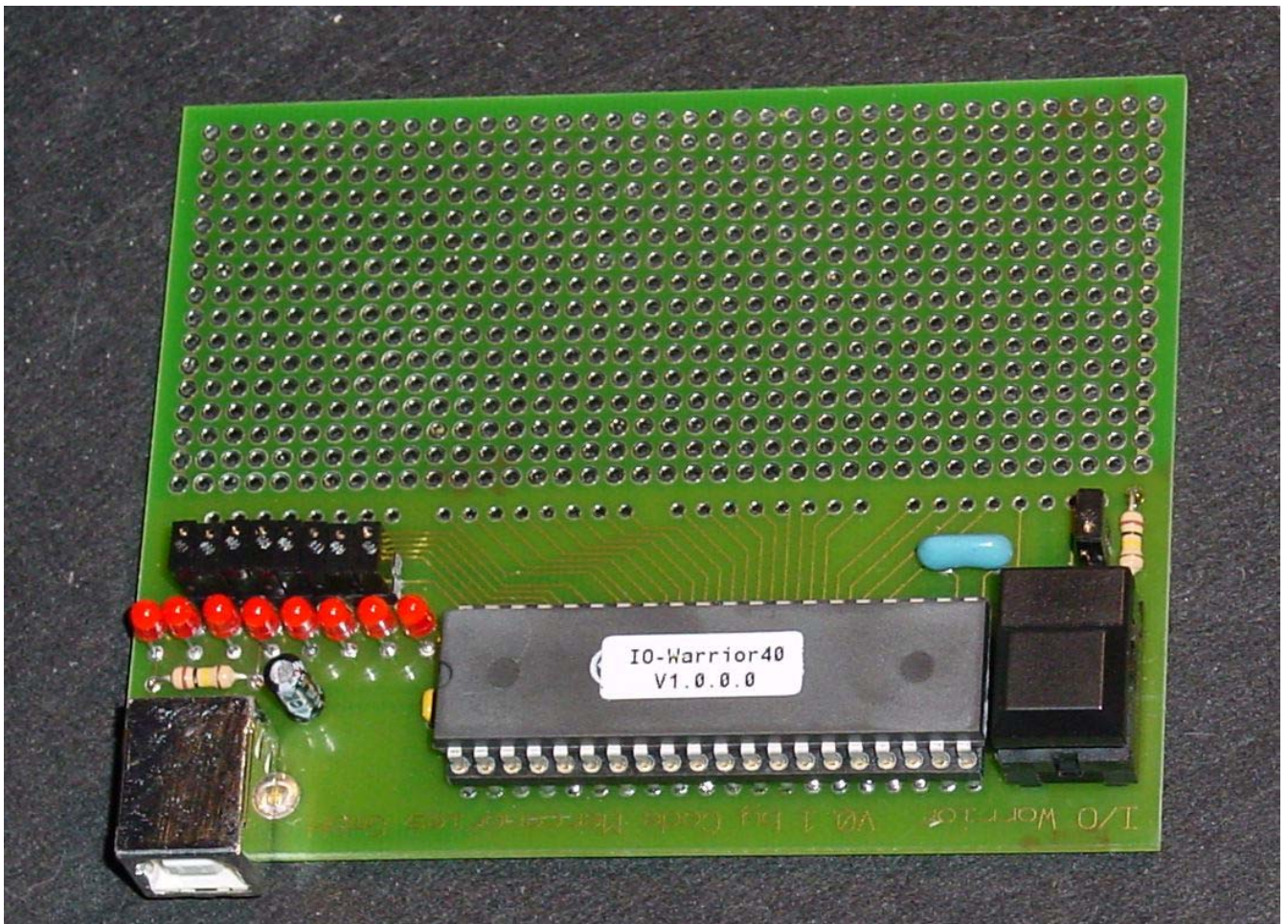
Type	I/O Pins	LCD	IIC	SPI	RC5 IR	Keys	LEDs	DIL40	SSOP48	DIL24	SOIC24	Starter Kit
IO-Warrior 40	32	✓	✓			✓	✓	✓	✓			✓
IO-Warrior 24	16	✓	✓	✓	✓		✓			✓	✓	✓

2.2 Starter Kits

With the IO-Warrior Starter Kits you can make your first steps with IO-Warrior 40 or IO-Warrior 24 easily. A couple elements on the kit allow first experiments with inputs and outputs, the bread board area provides space to test your individual circuit. There are separate starter kits for IOW40 and IOW24. The starter kits are sold unassembled. A couple minutes soldering will provide you with a working unit.

2.2.1 The IO-Warrior 40 Starter Kit

The IOW40KIT for IO-Warrior 40 provides eight LEDs and a button that can be used for first experiments. The starter kit is sold unassembled. Assembled the starter kit for IO-Warrior 40 looks similar to this:



Actual components supplied with the kit may vary from those shown here.

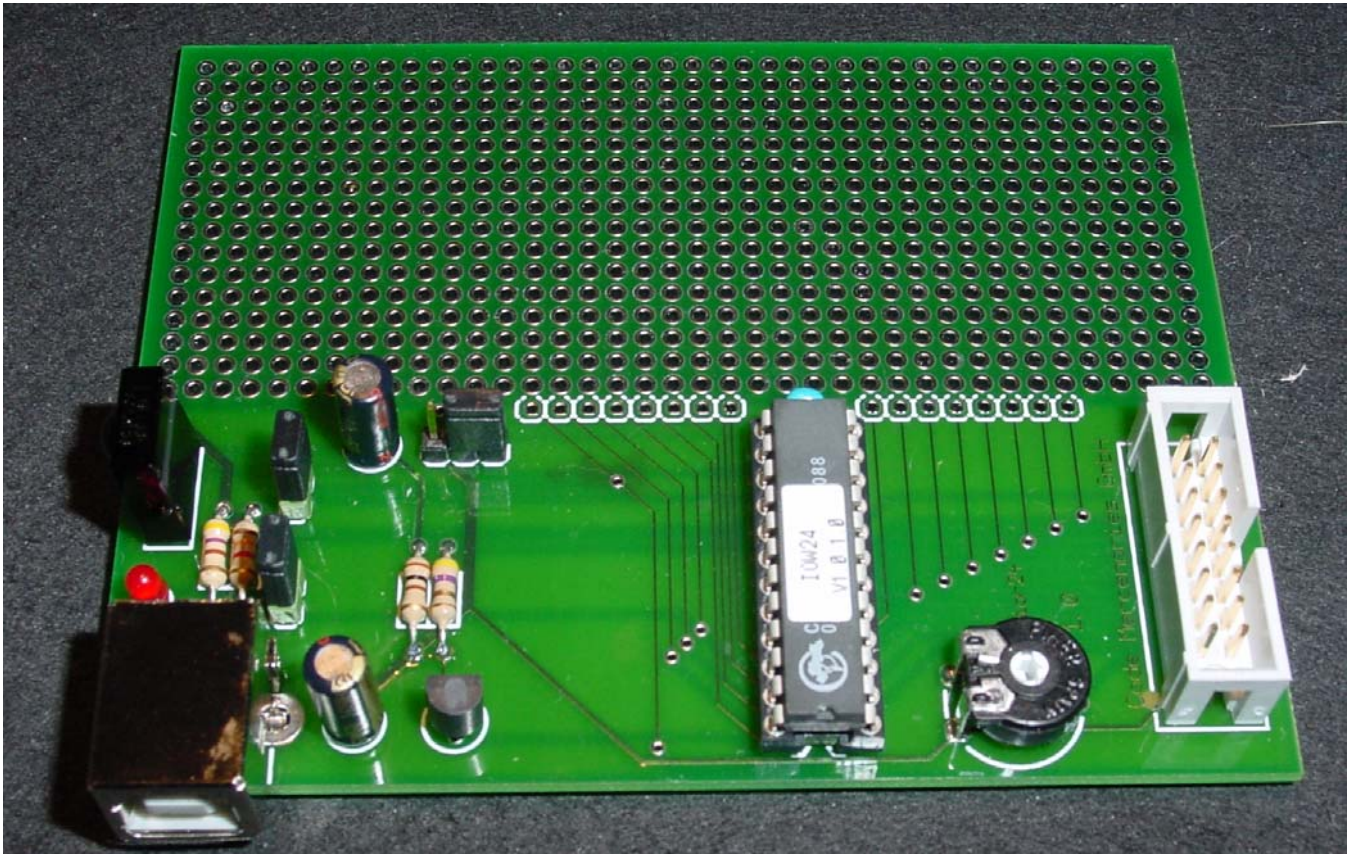
IO-Warrior

2.2.2 The IO-Warrior 24 Starter Kit

The IOW24KIT for IO-Warrior 24 provides a LED, an IR receiver, and the circuit and connector to directly connect a LCD module.

The starter kit is sold unassembled.

Assembled the starter kit for IO-Warrior 24 looks similar to this:

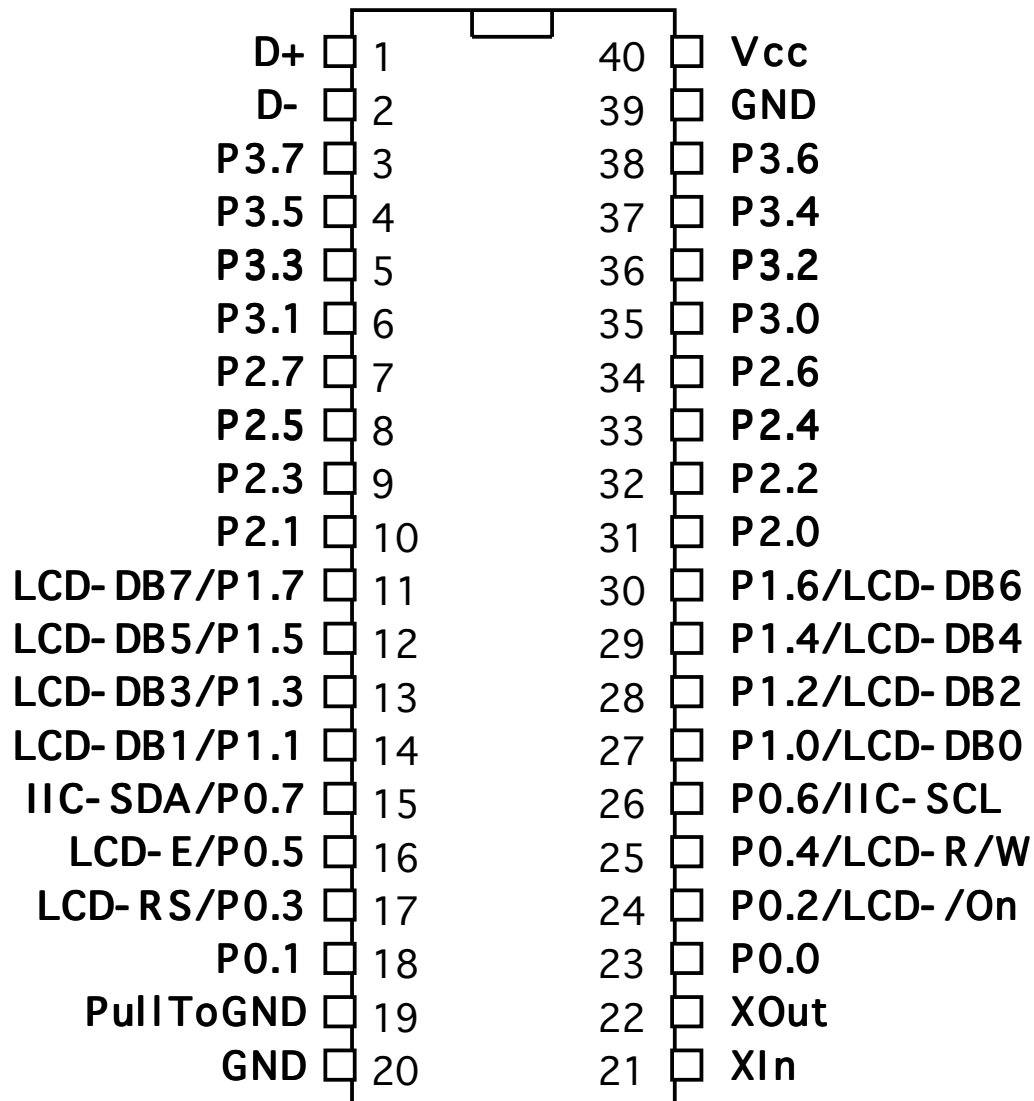


Actual components supplied with the kit may vary from those shown here.

IO-Warrior

3.0 Pin Configurations

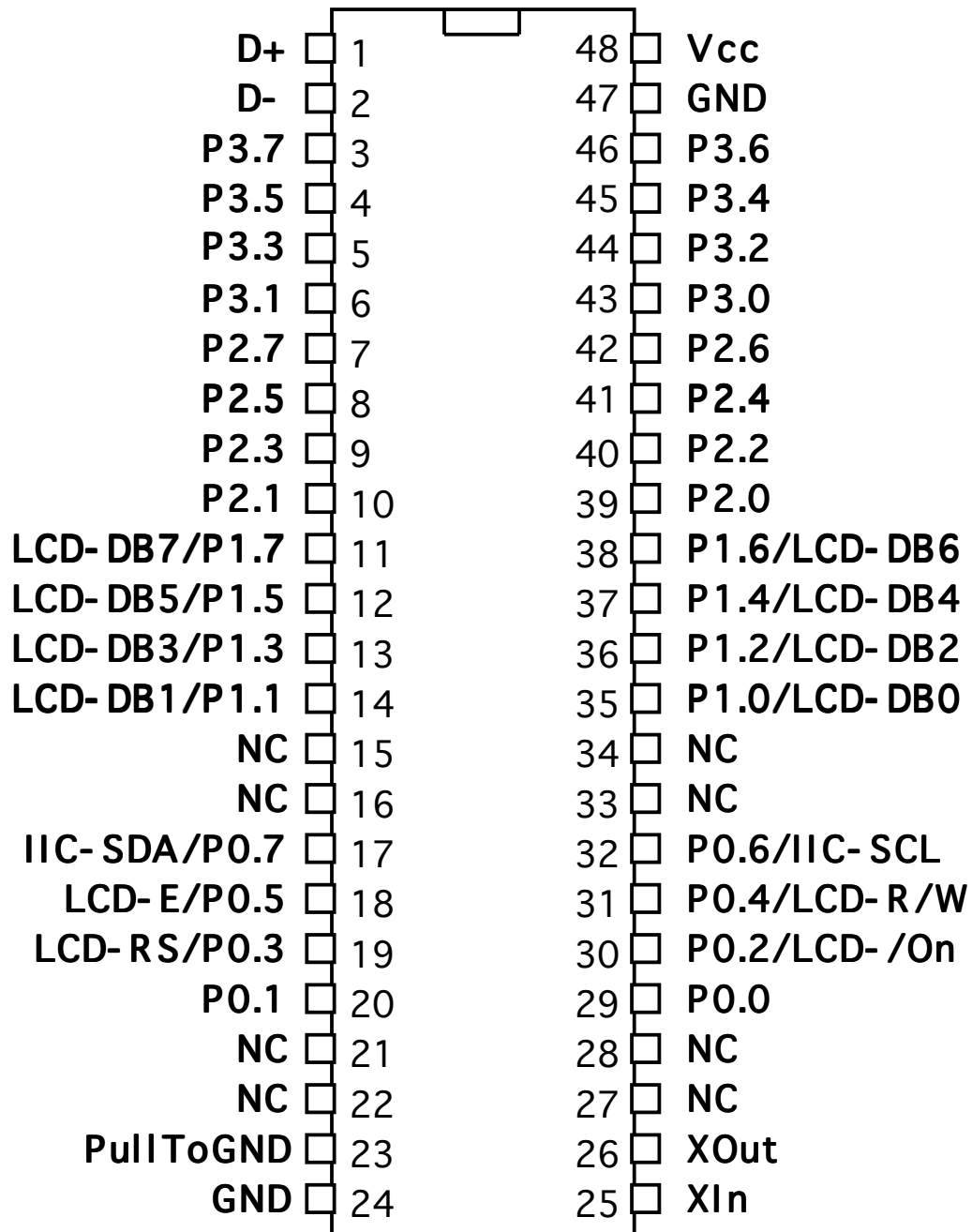
IO-Warrior 40 DIL40



All drawings: TOP VIEW!

IO-Warrior

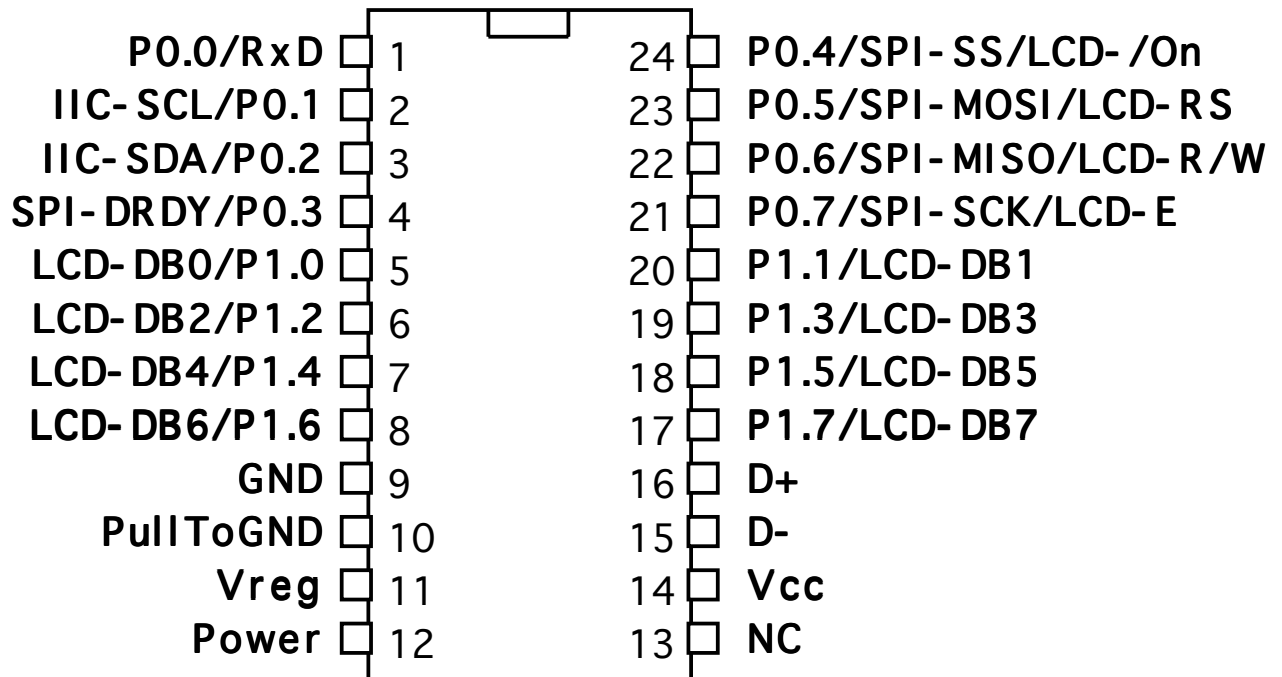
IO-Warrior 40 SSOP48



All drawings: TOP VIEW!

IO-Warrior

IO-Warrior 24
DIL24 / SOIC24



All drawings: TOP VIEW!

IO-Warrior

4.0 Pin Descriptions IO-Warrior 40

Name	I/O	Type	Pins (DIL40)	Description
D+, D-	I/O	special	1, 2	USB differential data lines
P0.0, P0.1, P0.2, P0.3, P0.4, P0.5, P0.6, P0.7	I/O	I/O open drain, internal pullup	23, 18, 24, 17, 25, 16, 26, 15	First I/O Port. P0.0 is used at power on to select low or high power mode
P1.0, P1.1, P1.2, P1.3, P1.4, P1.5, P1.6, P1.7	I/O	I/O open drain, internal pullup	27, 14, 28, 13, 29, 12, 30, 11	Second I/O Port
P2.0, P2.1, P2.2, P2.3, P2.4, P2.5, P2.6, P2.7	I/O	I/O open drain, internal pullup	31, 10, 32, 9, 33, 8, 34, 7	Third I/O Port.
P3.0, P3.1, P3.2, P3.3, P3.4, P3.5, P3.6, P3.7	I/O	I/O open drain, internal pullup	35, 6, 36, 5, 37, 4, 38, 3	Fourth I/O Port. P3.7 must be pulled high with a 100k Ω resistor for proper operation of the chip. Strong drive outputs, capable of driving LEDs direct.
PullToGND	I		19	Used during manufacturing, connect to GND
GND		Power supply	20, 39	Ground
Vcc		Power supply	40	Supply voltage
XOut	O		22	On chip oscillator output
XIn	I		21	On chip oscillator input

Pin Descriptions IO-Warrior 24

Name	I/O	Type	Pins	Description
D+, D-	I/O	special	16, 15	USB differential data lines
P0.0, P0.1, P0.2, P0.3, P0.4, P0.5, P0.6, P0.7	I/O	I/O open drain, internal pullup	1, 2, 3, 4, 24, 23, 22, 21	First I/O Port.
P1.0, P1.1, P1.2, P1.3, P1.4, P1.5, P1.6, P1.7	I/O	I/O open drain, internal pullup	5, 20, 6, 19, 7, 18, 8, 17	Second I/O Port
Power	I	Input internal pull down	12	Used to set high or low power mode
PullToGND	I		10	Used during manufacturing, connect to GND
GND		Power supply	9	Ground
Vcc		Power supply	14	Supply voltage
Vreg	O	Regulated 3V out	11	Power for D- pullup resistor
NC	-		13	do not connect

IO-Warrior

4.1 Pin descriptions

D+, D-

Differential data lines of USB. Connect these signals direct to a USB cable. D- requires a pull up resistor, see application circuit for details.

For a PCB layout make sure to run these two signals next to each other. USB data is a differential signal that produces best signal quality and lowest RF emission if the two lines are close to each other.

P0.0..P0.7

First I/O port of the chip. These pins correspond with the lowest 8 bits of the input or output (bits 0..7).

On IOW40 P0.0 serves the double purpose of determining the power mode of the chip. To set the desired power mode P0.0 must be pulled high or low using a 100k Ω resistor (or less). IO-Warrior 40 reads the status on this pin after a reset prior to enabling the internal pull up resistor.

A high on P0.0 on reset sets the high power mode, this means the IO-Warrior 40 will report as a high power, bus powered device drawing up to 500mA. Pulling P0.0 low on reset sets the low power mode specifying 100mA maximum power draw.

P1.0..P1.7

Second I/O Port. Corresponds to the bits 8..15.

P2.0..P2.7 (IOW40 only)

Third I/O Port. Corresponds to the bits 16..23.

P3.0..P3.7 (IOW40 only)

Fourth I/O Port. Corresponds to the bits 24..31.

P3.7 does need to be pulled high with a 100k Ω resistor on power up. This is necessary for proper function of the chip.

P3.0..P3.7 have sufficient current sinking capability to directly drive LEDs.

Pull to GND

This pin is used during production of the IO-Warrior chips, connect to GND.

XOut, XIn (IOW40 only)

Connection for external oscillator. A 6MHz ceramic resonator should be connected here, no additional components necessary.

Using a crystal results in unstable operation as the oscillator is optimized for use with ceramic resonators.

An external 6MHz clock may be connected to XIn, XOut has to be left floating in this case.

GND

Power supply ground.

Vcc

Supply voltage.

A 100nF ceramic capacitor is required to be connected directly to the power supply pins. The two ground pins of IO-Warrior have to be connected in the shortest possible way, no other considerations may have any precedence over this.

Vreg (IOW24 only)

Regulated 3V output, to be used only for the purpose of powering the USB D- pull up resistor. Do not use this pin as a supply for any other circuit than the pull up resistor.

Power (IOW24 only)

Input to set the power mode. The status of the pin is checked only at power up and bus reset. Pulling this pin to high sets high power mode, this means the IO-Warrior 24 will report as a high power, bus powered device drawing up to 500mA. Pulling Power low on reset sets the low power mode specifying 100mA maximum power draw.

4.2 Special mode pin functions

IO-Warrior supports driving IIC compatible chips and HD44780 compatible LCD modules direct. IO-Warrior 24 does also have a SPI interface. Handling IIC via the normal generic I/O would be very slow as each edge of data and clock would have to be transmitted separately. At a rate of 125 such transactions per second (which is about the maximum IO-Warrior is allowed by USB specifications) the maximum bit rate would be around 30 bits/sec.

To make IIC and other devices usable IO-Warrior implements the special mode functions. By handling the IIC inside IO-Warrior the actual data rate is increased to about 6000 bits/sec or 750 bytes/sec.

When any of the special mode functions is activated a couple pins will no longer respond as generic I/O pins but are under control of the activated special mode function.

IO-Warrior

4.2.1 IIC Mode pins

IO-Warrior can act as an IIC master with about 100kbit/sec data rate (actual throughput is about 750bytes/sec). Multi-Master mode is not supported by IO-Warrior, it has to be the only master on the IIC.

Since the IIC bus in IO-Warrior is software driven it does not have as stable a clock timing as hardware IIC masters have. Make sure that the devices you drive with IO-Warrior don't have a problem with some clock jitter.

The following pins get reassigned when the IIC function is enabled:

Function	IOW24	IOW40
SCL	P0.1	P0.6
SDA	P0.2	P0.7

These pins will no longer be affected by the data sent via the normal port setting command. Both pins have internal pull up resistors and can be connected direct to IIC compatible chips.

4.2.2 LCD Mode pins

IO-Warrior has support for controlling alpha-numeric LCD modules based on or compatible with HD44780.

Attention: IOW24 can use either LCD or SPI but never both at the same time.

The following pins get reassigned when the LCD function is enabled:

Function	IOW24	IOW40
/On	P0.4	P0.2
RS	P0.5	P0.3
R/W	P0.6	P0.4
E	P0.7	P0.5
Data0	P1.0	P1.0
Data1	P1.1	P1.1
Data2	P1.2	P1.2
Data3	P1.3	P1.3
Data4	P1.4	P1.4
Data5	P1.5	P1.5
Data6	P1.6	P1.6
Data7	P1.7	P1.7

When the LCD function is enabled these pins will no longer be affected by the normal port setting command.

/On should be used to enable power supply to LCD modules that have high current demand or backlighting. The /On signal is low when the LCD function is enabled, it does go high when IO-Warrior enters suspend mode or when the LCD function is disabled.

4.2.3 SPI Mode Pins (IOW24 only)

IO-Warrior 24 supports a hardware SPI master interface. This means it can talk to SPI slave devices with a data clock speed of up to 2MHz. Actual data throughput is significantly lower since USB allows only 100 reports per second to be send to low speed devices (actual system implementations allow 125 reports per second)

The following pins get reassigned when the SPI function is enabled:

Function	IOW24	IOW40
/DRDY	P0.3	-
/SS	P0.4	-
MOSI	P0.5	-
MISO	P0.6	-
SCK	P0.7	-

When the SPI function is enabled these pins will no longer be affected by the normal port setting command.

SPI and LCD can not be used at the same time since these functions share some pins.

4.2.4 RC5 Mode Pins (IOW24 only)

IO-Warrior 24 supports receiving IR remote control commands according to the RC5 code.

For this function it is necessary to connect an appropriate IR receiver module like the Vishay TSOP1736.

The following pins get reassigned when the RC5 function is enabled:

Function	IOW24	IOW40
RxD	P0.0	-

When the RC5 function is enabled these pins will no longer be affected by the normal port setting command.

4.2.5 LED Matrix Mode Pins

IO-Warrior supports driving a LED matrix with up to 8x32 LEDs. The LED matrix mode can not be used at the same time as the LCD mode.

Function	IOW24	IOW40
/OE	P1.0	P1.0
Strb	P1.1	P1.1
Clk	P1.2	P1.2
Data	P1.3	P1.3

When the LED Matrix function is enabled these pins will no longer be affected by the normal port setting command.

/OE is driven high when IO-Warrior enters the

IO-Warrior

suspend mode. The external driver should then disable to stay within the USB power limits for suspend mode.

For more details on how to control a LED matrix please refer to the separate application note.

4.2.6 Switch Matrix Mode Pins (IOW40 only)

IO-Warrior supports scanning of a 8x8 matrix of keys or switches. When this function is enabled P3.0..7 will turn off their internal pull up resistors and will be used as the Y lines that are periodically driven to Gnd voltage level. P2.0..7 will serve as the X matrix inputs, they will keep their internal pull up resistors active so a closed switch in the matrix will pull down the X line when the corresponding Y line is driven low.

To allow more than two switches to be closed at the same time and still be able to faultlessly detect which of the matrix points are closed it is necessary to insert a diode in series with every key or switch in the matrix. The kathodes of the diodes have to be connected to the Y lines (P3.0..7).

The following pins get reassigned when the key mode is enabled:

Function	IOW24	IOW40
X0	-	P2.0
X1	-	P2.1
X2	-	P2.2
X3	-	P2.3
X4	-	P2.4
X5	-	P2.5
X6	-	P2.6
X7	-	P2.7
Y0	-	P3.0
Y1	-	P3.1
Y2	-	P3.2
Y3	-	P3.3
Y4	-	P3.4
Y5	-	P3.5
Y6	-	P3.7
Y7	-	P3.7

When IO-Warrior enters the suspend mode the X and Y lines will be pulled high by internal pull up resistors. Closing a switch/key does not wake the IO-Warrior.

IO-Warrior

5. Device Operation

Due to the fact that all current operating systems offer an especially easy access to devices in the HID class, IO-Warrior was designed as a generic HID device. While this does not exactly fit the device it makes using it a lot easier.

By identifying as a generic HID class device IO-Warrior avoids being controlled by any of the higher level system drivers, which makes it possible to access IO-Warrior from application level.

5.1 Accessing IO-Warrior

A common misconception with people new to the USB is that they think they can "talk to the USB port". The truth is that you do that as likely as you are going to directly talk to your Ethernet port or PCI bus.

Communication on the USB is always with a specific device attached to the USB. The USB itself is only the medium through which you communicate.

To get access to a certain device you have to look for the VendorID and ProductID of that device. The specific mechanisms for doing so depend on the individual operating system.

For details refer to our sample code.

5.2 IO-Warrior communication

IO-Warrior has three USB endpoints. Endpoints are like virtual communication ports into or out of the device.

An endpoint can be assigned to an interface. Interfaces are like virtual devices or subsystems within a device. IO-Warrior uses interface 0 to talk to the pins directly and interface 1 to talk to the special mode functions.

Endpoint 0 is a standard endpoint that is present on all USB devices. It does use the control transfer mode and is used by the system to get information about the device and to configure the device.

Endpoint zero can also be used to send data to the devices functions. IO-Warrior is using endpoint zero for the output data and to send commands to the special mode functions.

A SetReport request sending a four byte output report (two bytes for IOW24) to interface 0 sets the port pins. SetReport requests to interface 1 with a length of 8 bytes are used to control the special mode functions.

For input data IO-Warrior is using endpoint 1 as an interrupt-in endpoint. Interrupt in this case is a bit misleading. For USB interrupt means that data is sent when there is new data available, the host computer is periodically asking the device for new

data, the device itself can not initiate the data transfer. IO-Warrior sends a new report any time it detects a change to the input pin status.

Reactions to commands to the special mode functions are sent via endpoint 2, also in interrupt transfer mode.

5.3 IO-Warrior input behaviour

IO-Warrior scans the status of all pins once every millisecond. If it detects a change from the last status a new report via endpoint 1 is issued. Pins which are currently used by a special mode function are not checked.

Some care must be taken to not input signals with frequencies too high for IO-Warrior to handle properly.

Should the signal return to its former status before the new report is send off this report gets overwritten by the next one indicating the original status. So it will look like nothing happened.

Due to the protocol specifics of USB it is only possible to send one report every 10msec. Though most OSes implement their USB in a way that results in one report every 8msec.

5.5 IO-Warrior output behaviour

Upon receiving a SetReport request IO-Warrior writes the new data to the output pins in groups of eight pins each. Pins 0.0 to 0.7 get the new data first, then 1.0 to 1.7, 2.0 to 2.7, and last 3.0 to 3.7.

The time between the individual output chunks is about $1.5\mu\text{sec}$.

5.6 Using pins as inputs or outputs

All I/O pins on IO-Warrior can be used as input or output pins.

Basically all pins act as inputs all of the time. When receiving an input report from IO-Warrior you always get the current status on the pins.

Writing a 0 as output value to any pin causes it to drive the pin low with an open drain driver. Usually this will result in this pin being read as a zero input as well, unless so much current has to be drained by the pin that the voltage at it gets above the threshold level (you will see this when driving the LEDs on the starter kit).

Writing a 1 to a pin causes the open drain driver to be turned off. The pin will be pulled high by an internal pull up resistor. Now the pin acts either as an output with a high level, or can be used as an input.

IO-Warrior

5.7 Power supply

USB does allow a device to be "Bus Powered". This means the device does get its power off the USB port. To avoid overloading on the USB ports devices need to advertise their power requirements. There are two power classes for devices: Low power and high power. Low power devices may draw up to 100mA off the USB, high power devices up to 500mA.

Likewise there are high power and low power ports. Usually high power ports are those on the motherboard and on hubs with external power supply or hubs in a monitor. Low power ports are typically on hubs that get their power off the USB, like hubs in keyboards.

If the system decides that there is not sufficient power to supply a high power device that device does not get enabled.

IO-Warrior can operate either as a high power or low power device. Pulling the P0.0 pin on IOW40 or the Power pin on IOW24 high or low at reset sets the desired power rating.

This allows to configure IO-Warrior optimally for supporting external circuits.

5.8 Suspend

All devices on the USB port need to support the suspended state. When the host computer stops to periodically access the USB, like when it goes to sleep, all devices need to enter the suspended state and drop their power draw to less than $500\mu A$ for low power devices or less than 2.5mA for high power devices.

When entering suspended state IO-Warrior pulls all pins high. Care must be taken in designing external circuits so that they will draw no more than the allowed suspend power rating while all pins of IO-Warrior are high.

5.9 Remote Wakeup

IO-Warrior chips support the remote wakeup feature. They are able to wake the host computer from sleep state if the host operating system has enabled this feature.

Remote wakeup is initiated by IO-Warrior if any pin is pulled low while the chip is in suspended state.

IO-Warrior

5.10 Special mode I/O

To enable IO-Warrior to talk to devices that have more complex demands we have added the special mode functions. When any of these functions is enabled a couple pins of IO-Warrior turn into special function pins.

Talking to the special mode functions is handled via the USB interface 1, which is also configured as generic HID compliant.

Commands to the functions are sent via endpoint 0 as SetReport requests to interface 1. Replies from the functions are returned as interrupt in reports via endpoint 2.

To talk to these functions and to handle different requests to them ReportIDs are used which enable multiple functions to use the same endpoint. All reports to and from special mode interfaces are always eight bytes long, including the ReportID.

The following chapters describe the individual special mode functions.

5.10.1 IIC Special mode function

The IIC function is enabled and disabled by sending a report with the following structure with ReportID=1 to interface 1:

ReportID	1	2	3	4	5	6	7
\$01 out	enable	\$00	\$00	\$00	\$00	\$00	\$00

enable=\$01 enables the IIC function, \$00 disables it. Other values are reserved for future use.

Upon enabling IIC the SDA and SCL pins are pulled high and are no longer under control of SetReport requests to interface 0. Disabling IIC does return the pins under control of interface 0 and pulls them high initially.

A write request to the IIC is send with ReportID=2 and has the following format:

ReportID	1	2	3	4	5	6	7
\$02 out	flags	data	data	data	data	data	data

flags contains the following bits:

- 7 - Generate Start
- 6 - Generate Stop
- 5 - unused, write zero
- 4 - unused, write zero
- 3 - unused, write zero
- 2 - data count MSB
- 1 - data count
- 0 - data count LSB

If bit 7 - "Generate Start" is set a start signal (SDA falling edge while SCL is high) is generated on the IIC prior to sending out the first data byte.

Bit 6 - "Generate Stop" causes a stop signal (SDA goes high while SCL is high) to be generated after sending the last valid data byte of this report.

"data count" gives the number of valid data bytes in the report. The number may range from zero to six, higher values cause the report to be ignored.

To do write transactions that are longer than six bytes, send the first report with just the "Generate Start" bit set, then send additional reports with neither bit 6 or 7 set until the last report is send which has the "Generate Stop" bit set.

Any write transactions are acknowledged by a report via interrupt-in endpoint 2:

ReportID	1	2	3	4	5	6	7
\$02 in	flags	\$00	\$00	\$00	\$00	\$00	\$00

flags contains the following bits:

- 7 - Error bit, 1=error
- 6 - unused, zero
- 5 - unused, zero
- 4 - unused, zero
- 3 - unused, zero
- 2 - data count MSB
- 1 - data count
- 0 - data count LSB

"data count" indicates the last byte that was successfully transferred and acknowledged by the slave (if any). An error is indicated when the slave does not acknowledge a transfer.

Reading data off the IIC is initiated with a ReportID=3. The initiating report has the following format:

ReportID	1	2	3	4	5	6	7
\$03 out	count	command	\$00	\$00	\$00	\$00	\$00

"command" holds the command byte to be send to the IIC. "count" is the number of bytes that should be read off the IIC after sending the command byte, values 1 to 255 are valid.

A start signal is automatically generated before sending the command byte and a stop is generated after the last data byte is received.

Data is returned in input reports with ID=3 (which is different from the output ReportID=3 used to initiate the read transaction) via endpoint 2. The data is returned in chunks of up to six bytes each

IO-Warrior

with an error flag and byte count. Multiple reports may be returned in reaction to a read request:

ReportID	1	2	3	4	5	6	7
\$03 in	flags	data	data	data	data	data	data

flags contains the following bits:

7 - error, set if slave does not ack command byte

6 - unused, zero

5 - unused, zero

4 - unused, zero

3 - unused, zero

2 - data count MSB

1 - data count

0 - data count LSB

Should the IIC slave fail to acknowledge the command byte the error flag will be set and the transaction aborted. IIC does not have an error condition during the actual reading of data after the command byte was sent.

IO-Warrior

5.10.2 LCD Special mode function

The LCD special mode function supports LCD modules that are compatible with the HD44780 controller. This controller is made by Hitachi and has set the de-facto standard for alphanumeric LCD modules.

The modules come in various configurations with up to 80 characters total in any kind of arrangement from single line to four lines. Displays with more than 80 characters typically use more than one HD44780. IO-Warrior does not support modules with more than a single HD44780 (yet).

It is recommended to read the HD44780 manual for using the LCD function.

The LCD function is enabled by sending an output report with ID 4 to the USB interface 1:

ReportID	1	2	3	4	5	6	7
\$04 out	enable	\$00	\$00	\$00	\$00	\$00	\$00

enable = \$00 disables the LCD function. enable = \$01 enables the LCD function, other values are reserved.

Upon enabling the LCD function the Pins are put under control of the LCD function and can no longer be controlled by SetReport to interface 0.

The /On pin is pulled low when the LCD function is enabled, it will go high when the IO-Warrior enters suspend state.

IOW24 does not allow to use SPI and LCD at the same time. If SPI is enabled at the time a command to enable LCD is received the command is ignored. This means none of the LCD commands will be executed when received nor will they send any response. IOW24 will acknowledge that it received the report with the command but not execute the corresponding function and not send any reports in reaction to the command.

To write data to the connected LCD module an output report with ReportID 5 is written with the following format:

ReportID	1	2	3	4	5	6	7
\$05 out	flags	data	data	data	data	data	data

"flags" contains the following bits:

- 7 - RS, Register Select bit
- 6 - unused, zero
- 5 - unused, zero
- 4 - unused, zero
- 3 - unused, zero

2 - data count MSB

1 - data count

0 - data count LSB

The status of the RS bit is used to set the RS line to the LCD module. This allows access to the Instruction register (RS=0) or Data Register (RS=1) of the LCD module.

With "data count" the number of bytes to be written is specified. IO-Warrior will write up to six data bytes to the register specified by the RS bit. The Busy bit of the LCD module is automatically checked and data written only when the LCD module is ready to accept it.

To read data from the LCD module an output report with ID 6 is sent to interface 1:

ReportID	1	2	3	4	5	6	7
\$06 out	flags	\$00	\$00	\$00	\$00	\$00	\$00

"flags" contains the following bits:

7 - RS, Register Select bit

6 - unused, zero

5 - data count MSB

4 - data count

3 - data count

2 - data count

1 - data count

0 - data count LSB

RS specifies which register is to be accessed. Data count sets the number of bytes to be read off the LCD (will be ignored if RS=0, only a single read will be done then).

Up to 63 bytes can be read with one request. The data read from the LCD module is returned in input reports with ID 6:

ReportID	1	2	3	4	5	6	7
\$06 in	count	data	data	data	data	data	data

"count" specifies the number of bytes returned in this report. If more than 6 bytes are requested the data will be returned in multiple reports.

IO-Warrior

5.10.3 SPI Special mode function (IOW24 only)

IO-Warrior24 has a hardware SPI interface enabling it to talk to many peripheral devices. IOW24 supports SPI master mode.

To enable the SPI function a report with ID 8 is sent to interface1:

ReportID	1	2	3	4	5	6	7
\$08 out	enable	mode	\$00	\$00	\$00	\$00	\$00

enable = \$00 disables the SPI and \$01 enables it.
 "mode" contains flags specifying the operating mode for the SPI:
 7 - unused, write zero
 6 - unused, write zero
 5 - unused, write zero
 4 - unused, write zero
 3 - CPOL
 2 - CPHA
 1 - data rate MSB
 0 - data rate LSB

The data rate select bits set the clock speed at which IO-Warrior is driving SCK:

00 - 2MBit/sec
 01 - 1MBit/sec
 10 - 0.5MBit/sec
 11 - 0.0625MBit/sec

CPHA works together with CPOL to specify which clock edges are used to drive and sample data bits. CPOL = 0 causes SCK to idle low between data bytes, CPOL = 1 makes SCK idle high.

CPHA = 0 causes data to be driven on the first clock edge and sampled on the second edge. CPHA = 1 causes data to be driven on the second edge (first bit gets driven before the first edge) and sampled on the first edge.

Enabling SPI takes P0.3..P0.7 out of the control of interface zero.

SPI does always shift data in and out simultaneously. So there is only one command to send data out of SPI that does also result in the same number of bytes being read in and returned to the host. if the intention is to only read data from an external device it is still necessary to shift out the same number of dummy bytes to that device.

IOW24 does not allow to use SPI and LCD at the same time. If LCD is enabled at the time a command to enable SPI is received the command is ignored. This means none of the SPI commands will be executed when received nor will they send any response. IOW24 will acknowledge that it

received the report with the command but not execute the corresponding function and not send any reports in reaction to the command.

Data transfers on the SPI are initiated by a report with ID 9:

ReportID	1	2	3	4	5	6	7
\$09 out	flags	data	data	data	data	data	data

"flags" contains the following bits:

7 - useDRDY, 1 = do handshake
 6 - SSactive, 1 = /SS stays active
 5 - ignoreDRDY, 1 = first byte ignores /DRDY
 4 - unused, zero
 3 - unused, zero
 2 - data count MSB
 1 - data count
 0 - data count LSB

"useDRDY" allows to enable a handshaking signal that allows the slave to signal if and when it is ready to accept or send data.

If "useDRDY" is = 1 IO-Warrior will check for the /DRDY signal to be low before it starts shifting a data byte. If the slave wants to pause the data transmission it has to pull /DRDY high before the end of the current byte transfer.

Upon starting a data transfer it may be desired to send the first byte without the slave signalling /DRDY low. By setting "ignoreDRDY" to 1 the first byte of this report is sent to the slave without checking /DRDY. Prior to shifting the next byte IO-Warrior will check the status of /DRDY.

"data count" has the number of bytes to shift, only values 1-6 are valid, others will be ignored.

IO-Warrior asserts /SS before starting to shift the first data byte of this report and will deassert it after completing the last byte, unless bit 6 "SSactive" is = 1. If "SSactive" is set /SS will stay asserted after the last byte of the report has been transferred, allowing more than 6 bytes to take part of a single transfer.

Data shifted in by IO-Warrior during a transaction is returned in a report with ID 9:

ReportID	1	2	3	4	5	6	7
\$09 in	count	data	data	data	data	data	data

"count" holds the number of valid bytes in the report.

IO-Warrior

5.10.4 Getting current pin status

Due to the way Windows implements HID support IO-Warrior is unable to continuously send its status. HID class devices do have a function that allows the host to set the rate at which reports should be repeated if there is no change to the data. Windows does this rate to zero for IO-Warrior, which means IO-Warrior may send data only if there are changes.

To be able to get the current status from IO-Warrior it does support a Special Mode Function that always returns the current status of all pins.

To get the port status just send a report with ID \$FF to interface 1:

ReportID	1	2	3	4	5	6	7
\$FF out	\$00	\$00	\$00	\$00	\$00	\$00	\$00

This will result in the current pin status to be returned immediately in an input report with ID \$FF with the following format:

ReportID	1	2	3	4	5	6	7
\$FF in	Port0	Port1	Port2	Port3	\$00	\$00	\$00

IOW24 will always return \$00 for Port2 and Port3.

5.10.5 Receiving RC5 IR codes (IOW24 only)

IO-Warrior 24 has the capability to use a simple IR receiver module to receive IR remote control codes according to the RC5 format.

To enable the receiver function a report with ID \$0C is sent to interface 1:

ReportID	1	2	3	4	5	6	7
\$0C out	enable	\$00	\$00	\$00	\$00	\$00	\$00

enable = \$01 enables the RC5 function, enable = \$00 disables it again.

Any time IO-Warrior receives a valid RC5 command it does return the received data in an input report with ID = \$0C:

ReportID	1	2	3	4	5	6	7
\$0C in	data	addr	\$00	\$00	\$00	\$00	\$00

data contains the six bits of the command, addr contains the five address bits as well as the start bit (always 1), /C6 command bit and toggle bit.

5.10.6 Driving LED matrix

IO-Warrior has the capability to drive a LED matrix of up to 8x32 with the aid of a few simple external driver chips.

To enable the receiver function a report with ID \$14 is sent to interface 1:

ReportID	1	2	3	4	5	6	7
\$14 out	enable	\$00	\$00	\$00	\$00	\$00	\$00

enable = \$01 enables the LED function, enable = \$00 disables it again.

Data to be displayed in the matrix is written in 8 rows of 4 bytes each:

ReportID	1	2	3	4	5	6	7
\$15 out	row	data0	data1	data2	data3	\$00	\$00

row denotes the matrix row number. 0 to 7 are valid row numbers. Row number 0 is the data that will be displayed when out1 of the sourcing X driver is active. Row 0, data0 bit 0 is what the programming examples assume to be the upper left corner.

LED Matrix and LCD function can not be used at the same time since they share pins. If one of the functions is enabled it will prevent the other function to get activated.

The LED Matrix function is present in IO-Warrior since chip revision V1.0.2.0. However the initial implementation has some problems when being used with OHCI type USB host controllers. Only V1.0.2.1 and later is recommended for LED matrix use with OHCI host controllers (all Macintosh computers use OHCI, for PCs mainly VIA chipsets are concerned).

IO-Warrior

5.10.7 Switch Matrix Mode (IOW40 only)

IO-Warrior 40 can read out a matrix of 8x8 switches or keys. Other than with a keyboard controller it is possible to read out all possible combinations of closed switches. Since the switch status is reported as a bitmap there is no limitation to the number of switches that can be closed at the same time (diodes are required in the matrix though).

To enable the switch matrix function a report with ID \$18 is sent to interface 1:

ReportID	1	2	3	4	5	6	7
\$18 out	enable	\$00	\$00	\$00	\$00	\$00	\$00

enable = \$01 enables the switch matrix function,
enable = \$00 disables it again.

The status of the matrix is returned when ever there is a change of status or it can be requested immediately by sending a report with ID \$19:

ReportID	1	2	3	4	5	6	7
\$19 out	\$00	\$00	\$00	\$00	\$00	\$00	\$00

Since the status of the matrix is 8 bytes long but the data payload of a report on the second endpoint can be only 7 bytes the status is returned in two parts.

Switches driven by Y0..3 are returned in an input report with ID \$19, those driven by Y4..7 are returned in a report with ID \$1A:

ReportID	1	2	3	4	5	6	7
\$19 in	Y0	Y1	Y2	Y3	\$00	\$00	\$00

ReportID	1	2	3	4	5	6	7
\$1A in	Y4	Y5	Y6	Y7	\$00	\$00	\$00

On status change or request always both reports will be returned.

The switch matrix function is present in IOW40 since chip revision V1.0.2.0, however the first implementation has a bug that sometimes causes IOW40 to send only one of the two status reports. The problem has been fixed in V1.0.2.1.

IO-Warrior

6. Absolute Maximum Ratings

Storage Temperature	-65°C to +150°C
Ambient Temperature with power applied.....	-0°C to +70°C
Supply voltage on Vcc relative to Gnd	-0.5V to +7V
DC input voltage.....	-0.5V to Vcc+0.5V
Maximum current into all ports (IOW40)	60mA
Maximum current into all ports (IOW24)	70mA
Power Dissipation.....	300mW
Static discharge voltage.....	>2000V
Latch-up current.....	>200mA

6.1 DC Characteristics IOW40

	Parameter	Min	Max	Units	Remarks
V _{cc}	Operating Voltage	4.35	5.25	V	
I _{cc}	Operating Supply Current		40	mA	
I _{sb}	Suspend mode current		20	μA	Oscillator off
I _{ol}	Sink current on output pins	7.2	16.5	mA	Vout = 1.0V Port 3
I _{ol}	Sink current on output pins	3.5	10.6	mA	Vout = 2.0V Port 0, 1, 2
R _{up}	Pull-up Resistance	4.9	9.1	kΩ	
V _{ith}	Input threshold voltage	45%	65%	V _{cc}	All ports, low to high edge
V _H	Input hysteresis voltage	6%	12%	V _{cc}	
	USB Interface				
V _{oh}	Static output high	2.8	3.6	V	15kΩ±5% to GND
V _{ol}	Static output low		0.3	V	
V _{di}	Differential Input sensitivity	0.2		V	$(D+) - (D-)$
V _{cm}	Differential Input common Mode Range	0.8	2.5	V	
V _{se}	Single Ended Transceiver Threshold	0.8	2.0	V	
C _{in}	Transceiver capacitance		20	pF	
I _{io}	Hi-Z State Data Line Leakage	-10	10	μA	0V < Vin < 3.3V, Hi-Z State
R _{pu}	Bus Pull-up resistance	7.35	7.65	kΩ	7.5kΩ±2% to Vcc
R _{pd}	Bus Pull-down resistance	14.25	15.75	kΩ	15kΩ±5%

IO-Warrior

6.1.1 DC Characteristics IOW24

	Parameter	Min	Max	Units	Remarks
V_{cc}	Operating Voltage	4.35	5.25	V	
I_{cc}	Operating Supply Current		20	mA	
I_{sb}	Suspend mode current		25	μ A	Oscillator off
I_{ol}	Max sink current on output pins		70	mA	Cummulative across all ports
I_{ol}	Sink current on output pins		2	mA	$V_{out} = 0.4V$
R_{up}	Pull-up Resistance	8	24	k Ω	
V_{ith}	Input threshold voltage	40%	60%	V_{cc}	All ports, low to high edge
V_H	Input hysteresis voltage	3%	10%	V_{cc}	
	USB Interface				
V_{oh}	Static output high	2.8	3.6	V	15k $\Omega \pm 5\%$ to GND
V_{ol}	Static output low		0.3	V	
V_{di}	Differential Input sensitivity	0.2		V	$ D^+ - D^- $
V_{cm}	Differential Input common Mode Range	0.8	2.5	V	
V_{se}	Single Ended Transceiver Threshold	0.8	2.0	V	
C_{in}	Transceiver capacitance		20	pF	
I_{io}	Hi-Z State Data Line Leakage	-10	10	μ A	$0V < V_{in} < 3.3V$, Hi-Z State
R_{pu}	Bus Pull-up resistance	1.274	15.75	k Ω	1.3k $\Omega \pm 2\%$ to V_{reg}
R_{pd}	Bus Pull-down resistance	14.25	15.75	k Ω	15k $\Omega \pm 5\%$

6.2 AC Characteristics

	Parameter	Min	Max	Units	Remarks
t_{cyc}	input clock cycle time	165.0	168.3	ns	does not apply for IOW24
t_{ch}	Clock high time	0.45 t_{cyc}		ns	does not apply for IOW24
t_{cl}	Clock low time	0.45 t_{cyc}		ns	does not apply for IOW24
	USB Driver Characteristics				
t_r	Transition rise time	75		ns	$C_{Load} = 50pF$
t_r	Transition rise time		300	ns	$C_{Load} = 350pF$
t_f	Transition fall time	75		ns	$C_{Load} = 50pF$
t_f	Transition fall time		300	ns	$C_{Load} = 350pF$
t_{rfm}	Rise/Fall Time matching	80	120	%	
V_{crs}	Output signal crossover voltage	1.3	2.0	V	
	USB Data Timing				
t_{drate}	Low Speed Data Rate	1.4777	1.5225	MBit/s	
t_{djr1}	Receiver data jitter tolerance	-75	75	ns	To next transition
t_{djr2}	Receiver data jitter tolerance	-45	45	ns	For paired transitions
t_{deop}	Differential to EOP transition skew	-40	100	ns	
t_{eopr1}	EOP width at receiver	165		ns	Rejects as EOP
t_{eopr2}	EOP width at reeiver	675		ns	Accepts as EOP
t_{eopt}	Source EOP width	1.25	1.50	μ s	
t_{udj1}	Differential driver jitter	-95	95	ns	To next transition
t_{udj2}	Differential driver jitter	-150	150	ns	To paired transition

IO-Warrior

7. Ordering information

Partname	Order Code	Description	Package
IO-Warrior40	IOW40-P	IO-Warrior 32 I/O pins	PDIP40
IO-Warrior40	IOW40-S	IO-Warrior 32 I/O pins	SSOP48
IO-Warrior40 Starter kit	IOW40KIT	Starterkit for IOW40, comes with a IOW40-P and PCB	
IO-Warrior24	IOW24-P	IO-Warrior 16 I/O pins	PDIP24
IO-Warrior24	IOW24-S	IO-Warrior 16 I/O pins	SOIC24
IO-Warrior24 Starter kit	IOW24KIT	Starterkit for IOW24, comes with a IOW24-P and PCB	

The chips listed here are standard products. Customized chips are available on request.

7.1 Packaging info

PDIP40 chips come in tubes with 10 chips each.

PDIP24 chips come in tubes of 17 each.

SSOP48 chips come in tubes of 30 each.

SOIC24 chips come in tubes of 31 each.

To assure best handling and shipping safety please order the chips in full tubes if possible.

7.2 USB VendorID and ProductID

By default all IO-Warrior chips are shipped with the USB VendorID of Code Mercenaries (\$7C0 or decimal 1984) and a fixed ProductID.

On request chips can be equipped with the customers VendorID and ProductID. VendorIDs can be obtained from the USB Implementers Forum <www.usb.org>

Customized chips may be subject to minimum order quantities, contact <sales@codemerchs.com> for details.

Following are the ProductIDs for the IO-Warrior controllers:

IO-Warrior40 \$1500

IO-Warrior24 \$1501

ProductIDs are independent of the package type.

7.3 Serial numbers

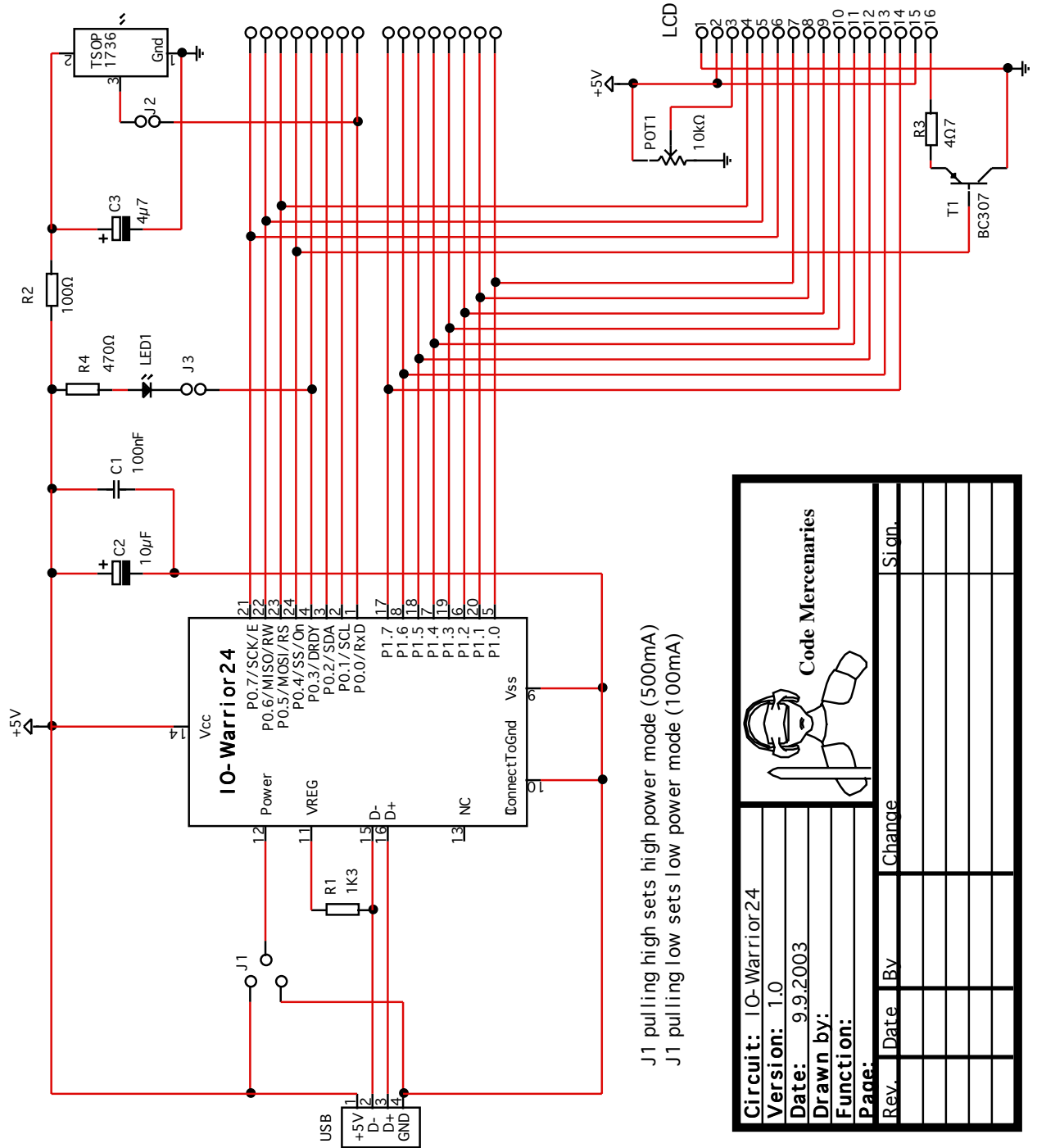
Starting with V1.0.1.0 all IO-Warrior chips do have unique serial numbers in their device descriptors. These serial numbers can be used to simplify programming for multiple IO-Warriors connected to a single computer.


The serial numbers are factory programmed and can not be changed. Serial numbers are 8 digit hexadecimal numbers. No two chips of a type will be produced with identical serial numbers. Though it can be that a IOW24 has the same serial number as a IOW40 chip.

It is not possible to order chips with a specific serial number unless they are ordered as custom chips which are subject to minimum order volumes and setup charges.

IO-Warrior

IO-Warrior 24 Starter Kit circuit



Circuit: IO-Warrior24		 Code Mercenaries	
Version: 1.0			
Date: 9.9.2003			
Drawn by:			
Function:			
Page:			
Rev.	Date	By	Change
			Sign.

IO-Warrior

8.1 Warning about USB cables

The IO-Warrior Starter Kit does ignore one of the USB standard requirements for cables. Contrary to the standard which does not allow detachable cables on low speed devices, IO-Warrior Starter Kit has a B-type plug on the PCB.

As long as a full speed cable according to the USB specs is used this will cause no problems.

If you make your own design based on IO-Warrior do use a captive cable.

8.2 Jumpers on the IOW40 Starter Kit

The row of jumpers next to the LEDs (JP1-JP8) can be used to connect or disconnect the LEDs to the pins of port 3. If you intend to use any of these pins for something else you should disconnect the corresponding jumper as the LED would otherwise interfere with the signal.

JP9 next to the switch is used to select the power setting of IO-Warrior (see 5.7). Setting the jumper to the position closer to the switch selects the low power (100mA) mode, the far position selects high power (500mA) mode.

8.2.1 Jumpers on the IOW24 Starter Kit

JP1 is used to select the power setting of IO-Warrior (see 5.7). Setting the jumper to the position closer to the IOW24 Chip selects the low power (100mA) mode, the far position selects high power (500mA) mode.

JP2 can be used to disconnect the IR receiver from P0.0.

JP3 can be used to disconnect the LED from P0.3.

8.3 Adding custom circuits

The bread board area on the Starter Kit is perfect for adding additional circuits like drivers, opto couplers, etc.

Though you should make sure that this additional circuitry does not interfere with the power restrictions of USB. Make sure to set the power mode jumper JP9 properly so the host is aware of how much power your circuit will draw.

Also your circuit may not draw more than 100mA (including the IO-Warrior itself) before the device is initialized.

IO-Warrior will pull all its pins to a high state on reset and it does so also when entering suspend mode. Your external circuit should be designed so that it drops to a quiescent state when all signals from IO-Warrior go high.

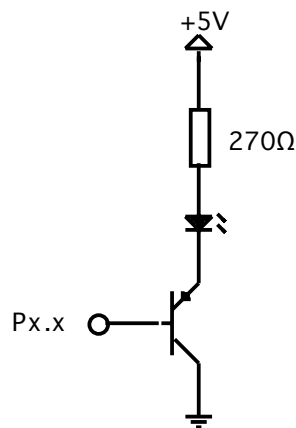
8.4 Example circuits

Following are a couple examples for typical circuits you may need.

8.4.1 Drivers

One of the most common situations will be that the IO-Warrior pin is not capable of sinking a sufficiently high current for the external part you want to control.

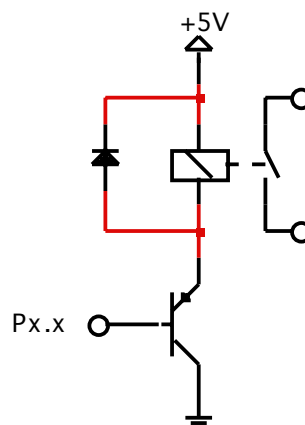
Only the pins of Port 3 are powerful enough to drive a LED directly. If you want other pins to drive LEDs or opto couplers you should use the following circuit:



The LED may be the LED of an opto coupler. It may be necessary to adapt the value of the resistor to the LED or optocoupler you use.

LED and resistor may also be replaced by a suitable incandescent lamp.

Driving a relay is very similar, though a diode in reverse direction has to be put parallel to the coil to make sure the discharge of the coil does not damage the transistor and/or IO-Warrior:



IO-Warrior

The same circuit may be employed if you want to control a DC electric motor. Any inductive load has the bad behaviour of generating a voltage with reverse polarity upon being switched off. If this is not shorted with the diode the voltage will rise to relatively high levels that can damage the driver transistor and/or the IO-Warrior.

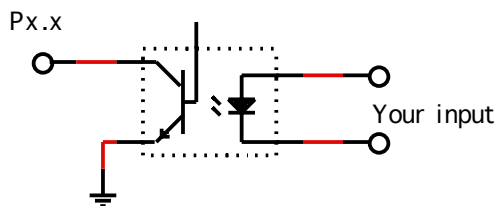
Both drivers are active only when the IO-Warrior pulls the port pin low. This makes sure that power consumption is minimized during initialization and suspend mode.

WARNING! If you intend to switch mains voltage with a relais keep in mind that electric shocks at mains level can be lethal. Also faulty circuits with high voltage and/or power are a fire hazard. Such designs or experiments should be done only by properly trained people. Code Mercenaries is not responsible for damage or injury caused by such experimentation.

8.4.2 Isolating inputs

In situations where you want to control devices operating on a different power supply than the USB of your computer or where electrical isolation is required for other reasons it is advisable to work with opto couplers.

Opto isolating outputs is discussed in the former paragraph. Opto isolating inputs is similarly simple to achieve:

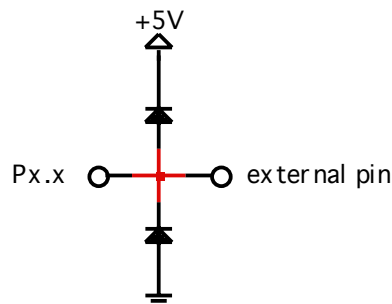


8.4.3 Protecting inputs and outputs

IO-Warrior has a limited protection against electro

static discharge in the chip. Though this protection is only sufficient in situations where the electronics is protected inside an enclosure and where the pins are not directly connected to contacts on the outside of this enclosure.

Any pins connected to the outside should have additional protection added to them. In most cases a simple suppressor with two diodes is sufficient:



The diodes will short circuit any input voltages lower than 0V to ground and any higher than supply voltage to +5V.

Usually this is sufficient protection in most environments. If your requirements are higher you should use opto couplers for isolation.

8.4.4 Using the LCD function

Just a few components are necessary to connect a HD44780 based LCD to the IO-Warrior.

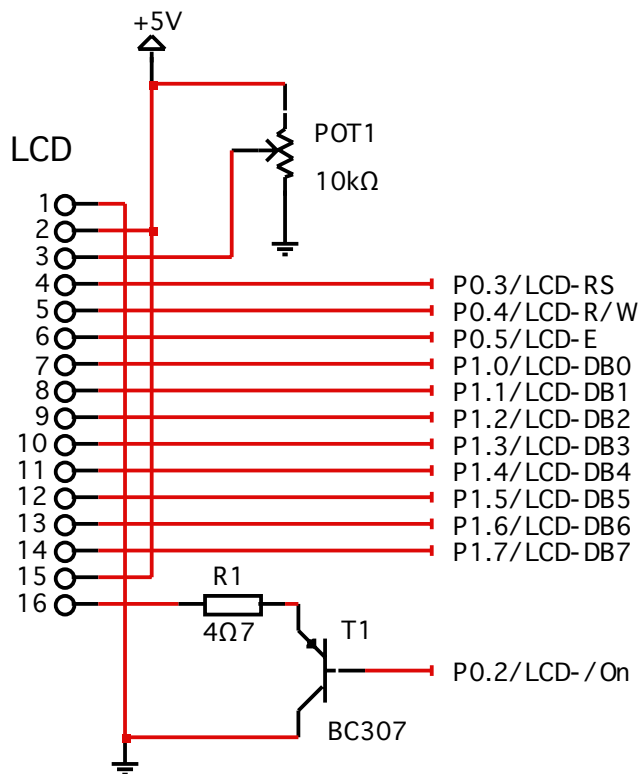
One thing you should check first is how much current the LCD module draws. If the current does exceed the suspend mode current (see 5.7) you should provide a high side switch to cut the power supply to the LCD. The /On signal can be used to enable the power to the LCD.

Typically HD44780 based LCD modules have a 16 pin connector that has a standard pinout. However you should in any case check the data sheet of the particular display you want to use to make sure you will not destroy the display due to a different pinout.

Following is the circuit necessary to connect a LCD module with backlighting. This assumes that the display does not draw more power than USB allows for suspend state as the power supply to the LCD is connected direct.

This circuit is already included on the PCB of the IOW24KIT.

IO-Warrior



Pot1 is used to set the contrast of the LCD. T1 and R1 drive the power for the backlighting. This circuit is sufficient for displays which have a LED type backlighting.

To access the display the first thing you have to do is enable the LCD special mode function. To do this you send the following report to interface 1:

ReportID	1	2	3	4	5	6	7
\$04 out	\$01	\$00	\$00	\$00	\$00	\$00	\$00

This will enable the LCD function and pull the /On pin low. The backlight of the display should now be on. A line of dark rectangles should be visible on the display. If this is not the case you may have to adjust Pot1.

Next you need to initialize the display. This depends a bit on the type of display you use and what operating mode you want to put it in.

Lets assume we do have a two line display. We want the display cleared and the cursor displayed as well as a flashing character at the cursor position.

To do this we send the following report:

ReportID	1	2	3	4	5	6	7
\$05 out	\$03	\$38	\$01	\$0F	\$00	\$00	\$00

The \$03 in the flags position tells IO-Warrior to write 3 bytes to the command register of the LCD. \$38 sets the data bus of the LCD to 8 bits and enables two line mode. \$01 is the clear command which empties the display buffer. \$0F enables the display, enables the underscore cursor and the flashing cursor position.

Now we want to display a couple characters. Send the following report:

ReportID	1	2	3	4	5	6	7
\$05 out	\$86	\$41	\$42	\$43	\$44	\$45	\$46

\$86 in the flags tells IO-Warrior to write 6 bytes to the data register of the LCD. The next six bytes are ASCII codes. "ABCDEF" should now appear in the display. Sending the same report again will result in another "ABCDEF" being displayed after the first one.

To access the second line it may be necessary to set the display RAM address first. HD44780 based displays do have storage for up to 80 characters. This storage is divided into two display lines. The first 40 bytes of RAM are used for the first line, data for the second line is in the second 40 bytes. Depending on the actual module characters in the display RAM can end up at different places in the display and not necessarily at places that seem to be logical in the first moment.

For instance a 16x1 display may use display RAM from the second line for the second half of its single display line. Such a display will have to be treated as a two line display even though the user sees only one line.

Displays with four lines typically drive the first and third line from the first 40 bytes in display memory and the second and fourth line from the second 40 bytes.

We recommend to download the HD44780 data sheet from the Hitachi website for more details.

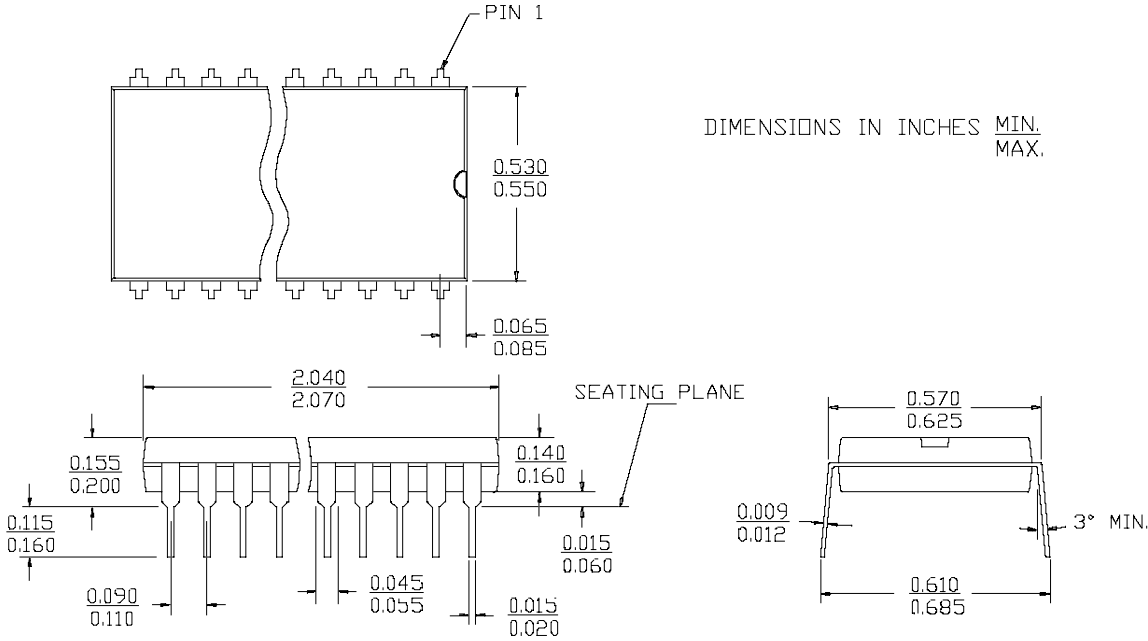
Also there are many information resources on the internet, just use your favorite search engine and look for HD44780.

Attention: When you have an LCD module connected to IO-Warrior you should be aware that the idle status of the IO-Warrior pins may cause the LCD module to assume a valid read going on. So the I/O pins connected to the LCDs data lines may be pulled to a non-zero state.

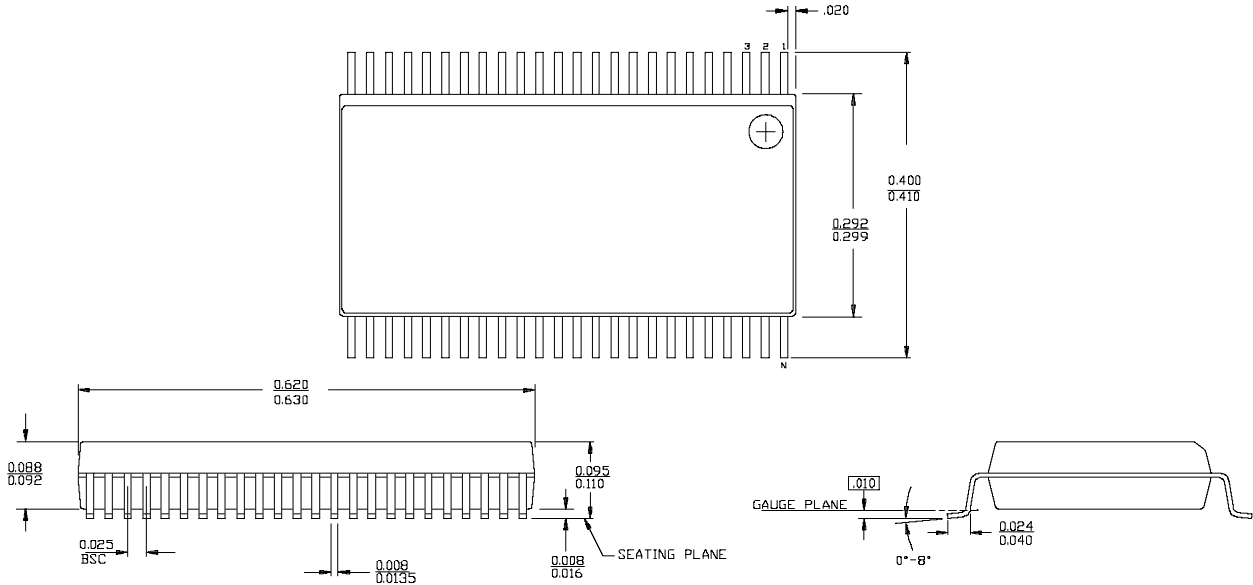
IO-Warrior

9. Package Dimensions

40 Pin DIP



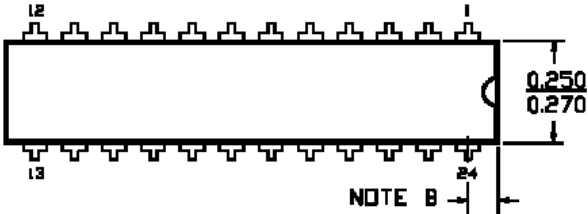
48 Pin SSOP



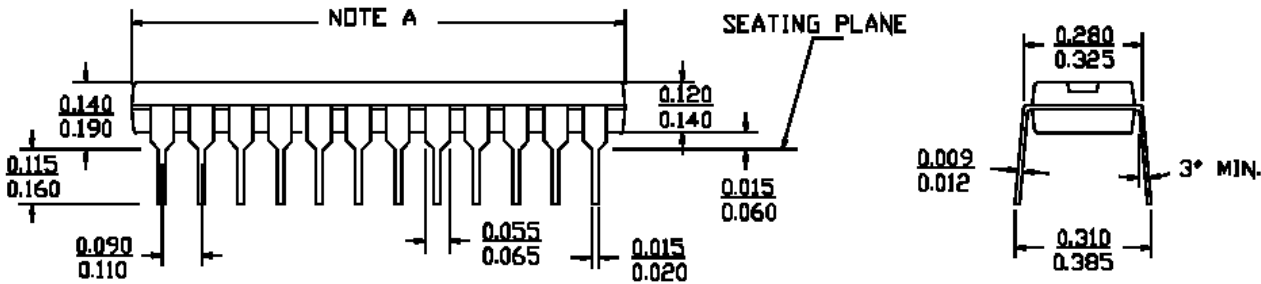
IO-Warrior

24 Pin DIL

DIMENSIONS IN INCHES MIN.
MAX.

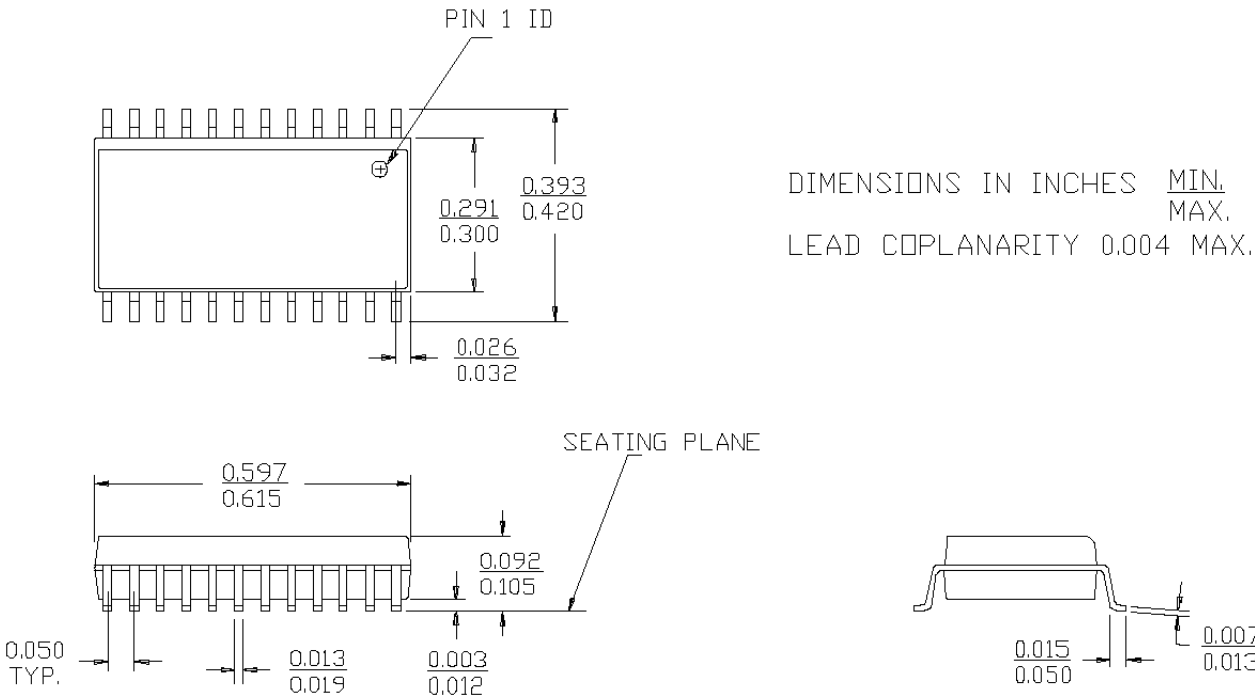


	P 13	P 13A
NOTE A	1.170 1.200	1.230 1.260
NOTE B	0.030 0.050	0.060 0.080



24 Pin SOIC

DIMENSIONS IN INCHES MIN.
MAX.
LEAD COPLANARITY 0.004 MAX.



IO-Warrior

10. ESD Considerations

IO-Warrior has an internal ESD protection to withstand discharges of more than 2000V without permanent damage. However ESD may disrupt normal operation of the chip and cause it to exhibit erratic behaviour.

For the typical office environment the 2000V protection is normally sufficient. Though for industrial use additional measures may be necessary.

When adding ESD protection to the signals special care must be taken on the USB signal lines. The USB has very low tolerance for additional resistance or capacitance introduced on the USB differential signals.

Series resistors of 27Ω may be used alone or in addition to some kind of suppressor device. In any case the USB 2.0 specification chapter 6 and 7 should be read for detailed specification of the electrical properties.

10.1 EMC Considerations

IO-Warrior uses relatively low power levels and so it causes few EMC problems. The most important issue is to provide a very clean layout for the power supply. IO-Warrior runs at 12MHz internal clock rate, this can cause current spikes if the supply lines are not carefully layed out.

To avoid any EMC problems the following rules should be followed:

- Keep the PCB traces from the resonator to the chip pins as short as possible.
- Put the 100nF ceramic capacitor right next to the power supply pins of the chip and make sure the PCB traces between the chips power pins and the capacitor are as short as possible.
- Run the power supply lines first to the capacitor, then to the chip.
- Connect the second ground pin in the shortest possible way to the first ground pin. No other things may have precedence over this.
- Keep the two USB signal lines close to each other, route no other signal between them. USB uses differential signalling so the best signal quality with lowest RF emission is achieved by putting these lines very close to each other.

11. Revision History

1.0.2.1

- Optimized USB code to better work with OHCI hosts. On some Macintosh models situations were observed where the next Setup packet was

lost due to too slow handshaking of the last transfer. This lead to transactions to be ignored by IOW24 and IOW40 which then timed out. On IOW40 it could happen that a transaction was properly acknowledged but the data ignored.

Any of the above was observed only when the LED matrix function was activated.

- Changed send routine for interface 1 to better cope with fast transmission of data. On IOW40 sometimes the second data packet from the switch matrix was lost.

1.0.2.0

- Added key matrix support to IOW40.
- Added LED matrix support to IOW24 and IOW40.
- Fixed a bug that could cause IO-Warrior to send a stall when receiving the data phase of a SetReport. This was observed only on certain host controllers in combination with Windows XP. The result was lost output reports.

1.0.1.1

- V1.0.1.0 had introduced a minor bug that prevented ports 0 and 1 from generating remote wakeup. For IOW24 this meant it could not generate a remote wakeup at all.

1.0.1.0

- Added serial numbers. This allows unique identification of any IO-Warrior and enables easier support for multiple chips.
- Added GetPinStatus Special Mode Function to get the pin status at any time.
- Added IOW24 variant in DIL24 and SOIC24 package.
- Added SSOP48 package option for IOW40.

1.0.0.3

- Changed endpoint 2 (Special Mode Functions) behaviour to allow reading the last report by GetReport requests. This was necessary as an interim solution to allow proper function with MacOS X.

Instead of reading the interrupt pipe MacOS X is using GetReport requests to access endpoint data. This caused data from Endpoint 2 to be lost. MacOS X 10.3 will fix this.

1.0.0.2

- This is the initial release version of IO-Warrior. Earlier version were used for internal testing only.

IO-Warrior

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