EMUI-0D01

USB to 32bit DIO

User Manual

Rev 1.4

Revision History

Revision	Date	Description
1.0	2016/10/04	Initial Release
1.1	2017/07/19	Modify monitor_cb_func description in 6.2.7.
1.2	2018/03/16	Correct 40DP-1.25 Connector Pin Define.
1.3	2018/04/11	Add pin define of USB Pin header
1.4	2018/7/10	1. 4.2 utility function ● IO function adds “Status<N>oRecord ● Add “TP” function 2. Update 6.1 COM ports support table of Linux 3. Add mode parameter SET_STATUS_NR in EMUIIOConfig function

Table of Contents

1. Introduction

Innodisk EMUI-0D01 USB DIO card provides 32bit DIO grouped into four ports: A, B, C and D. It can connect with either mPCIe slot or USB pin header.
Each port can be configured by software to function as either input or output. Bit4-Bit7 of Port D can be further configured as external interrupts. EMUI-0D01 saves port configurations (direction/status/interrupt) into EEPROM automatically and also can export or import configuration by software.

EMUI VCCIO logic level can be globally configured as 5V or 3.3V via DIP switch . Each DIO bit is buffered and capable of providing up to 24mA source/sink for 3.3V and 24mA source/sink for 5V.

Features:

- 32bit digital I/O in 4 ports (each port 8bit)
- Programmable I/O
- Selectable VCCIO 3.3V or 5V by DIP switch
- Buffered I/O
  - (Output 5V, 32mA source, 32mA sink)
  - (Output 3.3V, 24mA source, 24mA sink)
- 4 external interrupt with rising/falling edge on port D
- Keeps configuration after hardware reboot
- Supports 3rd mounting hole and USB Pin header for out-of-minicard installation
- Complies with EN61000-4-2 (ESD) Air-15kV, Contact-8kV
- Industrial temperature(-40 ºC to 85 ºC) operation
- 30µ ” golden finger, 3 years warranty
- Industrial design, manufactured in Innodisk Taiwan

Factory default setting

VCCIO Logic Level	5V It can be set to 3.3V by hardware DIP switch
Port Direction	Input
Port Status	Pull-low with 10kΩ resistor.
External interrupt	Disable
Interrupt Edge	Rising

2. Connector Pin Define

DB37 Male Connector Pin Define

Signal	Pin	Pin	Signal
GND	20	1	GND
PA0	21	2	GND
PA1	22	3	PD0
PA2	23	4	PD1
PA3	24	5	PD2
PA4	25	6	PD3
PA5	26	7	PD4
PA6	27	8	PD5
PA7	28	9	PD6
PB0	29	10	PD7
PB1	30	11	PC0
PB2	31	12	PC1
PB3	32	13	PC2
PB4	33	14	PC3
PB5	34	15	PC4
PB6	35	16	PC5
PB7	36	17	PC6
GND	37	18	PC7
		19	GND

40DP-1.25 Connector Pin Define

Signal	Pin	Pin	Signal
GND	1	2	GND
PC7	3	4	PB7
PC6	5	6	PB6
PC5	7	8	PB5
PC4	9	10	PB4
PC3	11	12	PB3
PC2	13	14	PB2
PC1	15	16	PB1
PC0	17	18	PB0
PD7/INT3	19	20	PA7

PD6/INT2	21	22	PA6
PD5/INT1	23	24	PA5
PD4/INT0	25	26	PA4
PD3	27	28	PA3
PD2	29	30	PA2
PD1	31	32	PA1
PD0	33	34	PA0
GND	35	36	GND
GND	37	38	GND
+3.3V(Reserve)	39	40	+3.3V(Reserve)

USB Pin Header Pin Define

1	2	3		4
5V	D-	D+		GND

3.Control Bitmap

DIO Port Status Control

Bit 7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
Px7	Px6	Px5	Px4	Px3	Px2	Px1	Px0

x=A, B, C, D

Bit[7:0] 0=Pull-down (Low), 1=Pull-up (High)

Example:

Port A[7:0] status 0xFF=1111 1111, 0x55=0101 0101, 0xAA=1010 1010

External Interrupt Control

Bit 7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
INT3 Status	INT2 Status	INT1 Status	INT0 Status	INT3 Edge	INT2 Edge	INT1 Edge	INT0 Edge

Bit[7:4] 0=Disable, 1=Enable

Bit[0:3] 0=Falling Edge, 1=Rising Edge

Example:

0x11=0001 0001 means that INT0 is enabled and set as raising edge.

0x10=0001 0000 means that INT0 is enabled and set as falling edge.

0x66=0110 0110 means that INT1 and INT2 are enabled and both set as raising edge.

0x60=0110 0000 means that INT1 and INT2 are both enabled and set as falling edge

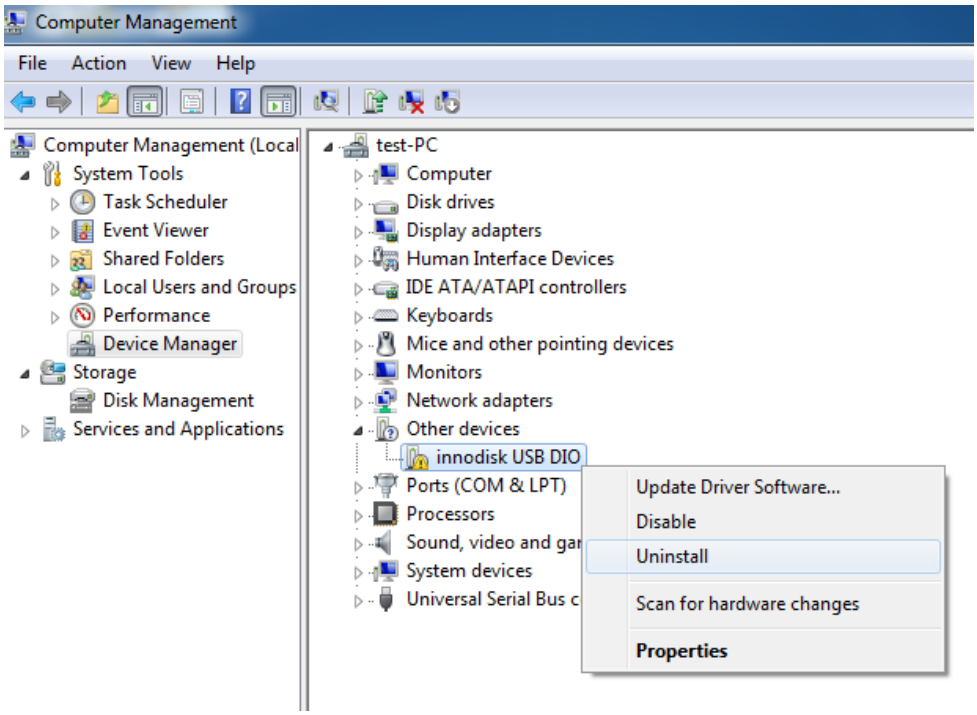
4. Windows OS

4.1. Installation

Step1.

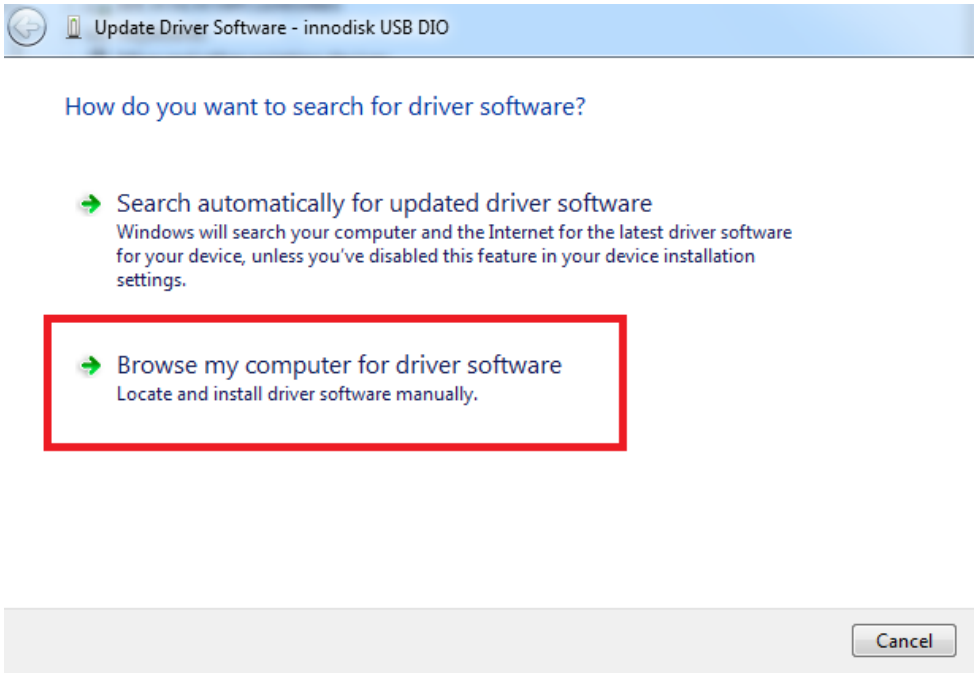
Install EMUI-0D01 either with mPCIe slot or USB pin header. The device named "innodisk USB DIO" can be found in "Device Manager".

Click "Update Driver Software" to install driver.



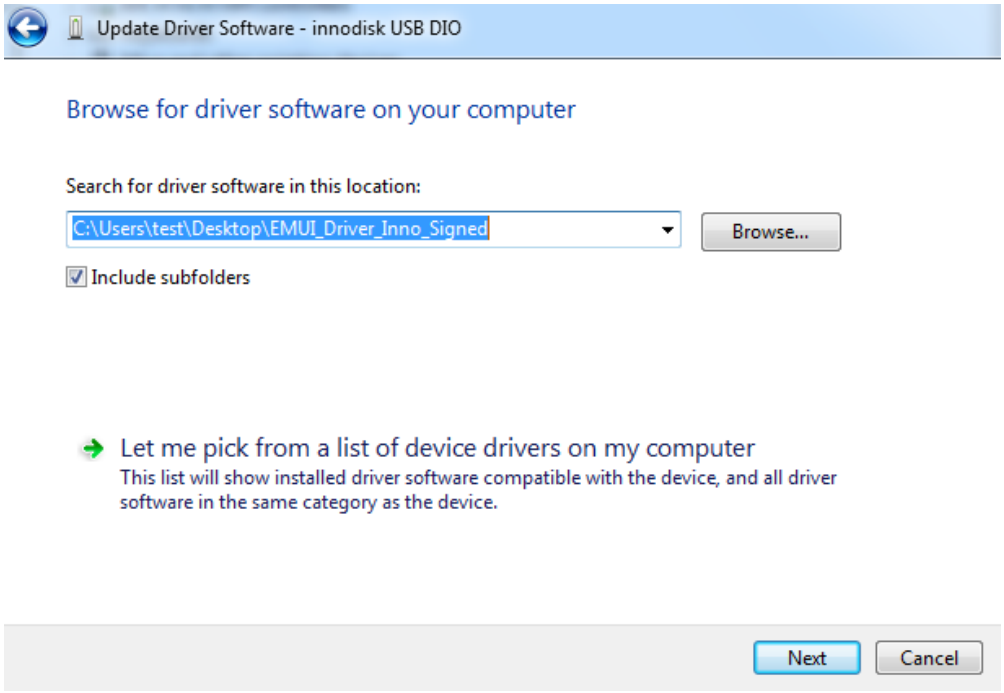
Step2.

Select "Browse my computer for driver software"



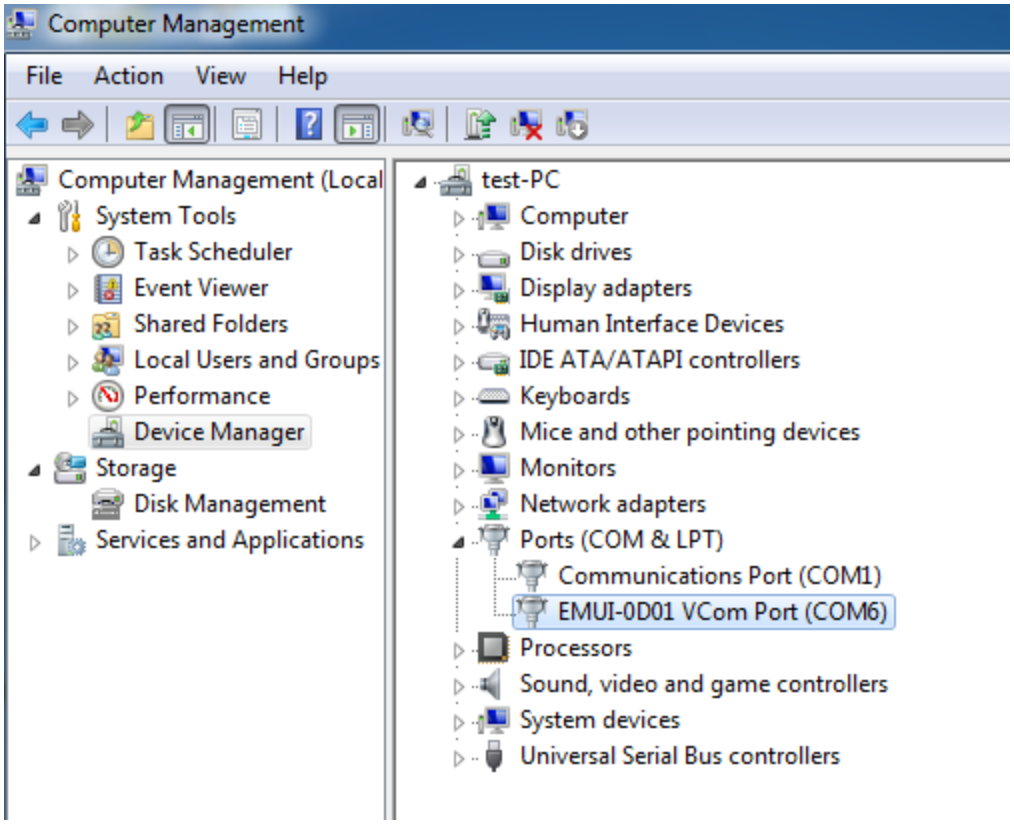
Step3.

Browse the path linking to EMUI-0D01 driver.



Step4.

After installing driver, device can be recognized as a COM port by Windows CDC-ACM inbox driver (Compaq USB Modem Driver).

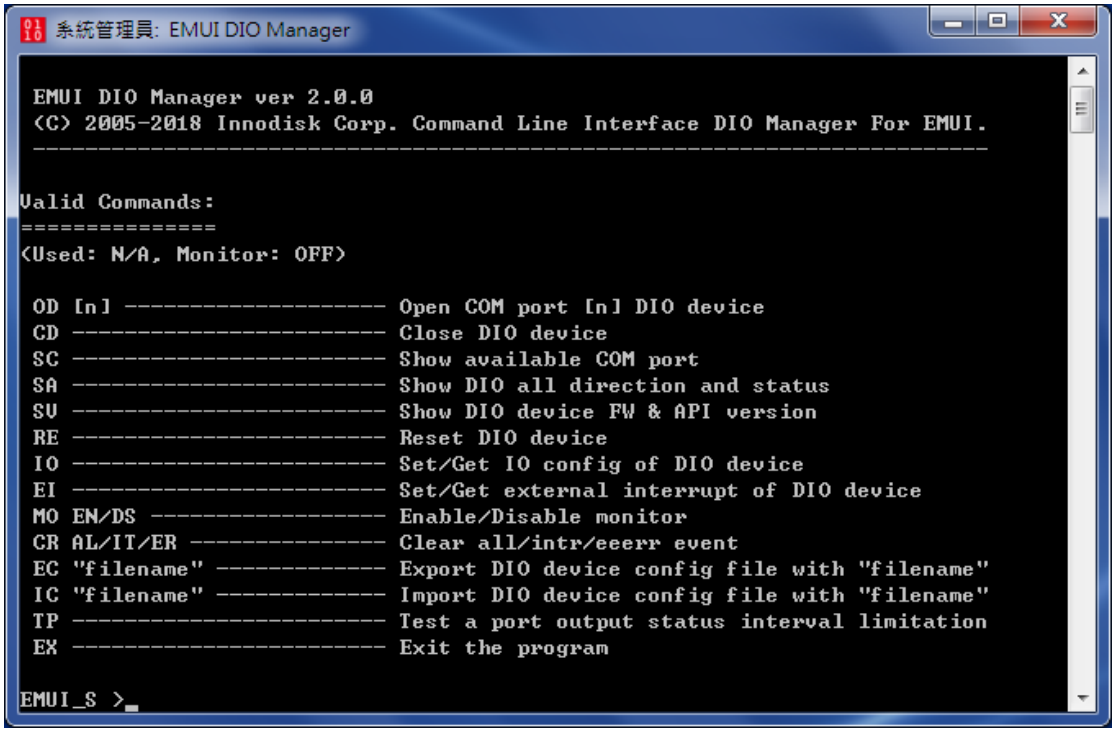


4.2. EMUI-0D01 Console Utility for Windows

You can use this console utility to test EMUI-0D01 in Windows.

Please refer to Section 3 Control Bitmap used in this utility.

Every function in this utility we provide C code API library for programming.



4.2.1. Command: OD [n]

Description: Open virtual COM n port (n=real COM port number)

Example: Open COM 7

```
EMUI_S >od 7
EMUI_R >Open DIO COM 7 success !
EMUI_S >
```

4.2.2. Command: CD

Description: Close virtual COM n port (n=real COM port number)

Example: Close an opened COM 7

```
EMUI_S >cd
EMUI_R >Close COM 7 success !
EMUI_S >
```

4.2.3. Command: SC

Description: Show all available COM ports in OS

Example:

```
EMUI_S >sc
EMUI_R >
-------->COM 3 (Non DIO)
-------->COM 4 (Used)
-------->COM 7 (DIO)
EMUI_S >
```

4.2.4. **Command: SA**

Description: Show directions and status of all 4 ports

Example:

```
EMUI_S >sa
EMUI_R >Port   Dir    Sts
-------->A      In     0x00
-------->B      In     0x00
-------->C      In     0x00
-------->D      In     0x00
EMUI_S >
```

4.2.5. **Command: SV**

Description: Show FW version and API version

Example:

```
EMUI_S >sv
EMUI_R >FW ver 01.01, Lib ver 1.0.0
EMUI_S >
```

4.2.6. **Command: RE**

Description: Reset to factory default setting

Example:

```
EMUI_S >re
EMUI_R >Reset to default success !
EMUI_S >
```

4.2.7. **Command: IO**

Description: Set or Get digital I/O direction and status

Example: Set Port A direction to output, 8bit status to 0xff (all pull-up)

```
EMUI_S >io
-------->Port[A/B/C/D]: a
-------->Mode[<S>et/ <G>et]: s
-------->Select[<D>irection/ <S>tatus]: d
-------->Direction[<I>n/<O>ut]: o
-------->Status[00 ~ FF]: ff
EMUI_R >Set IO success !
EMUI_S >
```

Example: Set Port A status to 0x55

```
EMUI_S >io
-------->Port[A/B/C/D]: a
-------->Mode[<S>et/ <G>et]: s
-------->Select[<D>irection/ <S>tatus]: s
-------->Status[00 ~ FF]: 55
EMUI_R >Set IO success !
EMUI_S >
```

Example: Set Port A status to 0x55 without writing to EEPROM

```
EMUI_S >io
-------->Port[A/B/C/D]: a
-------->Mode[<S>et/ <G>et]: s
-------->Select[<D>irection/ <S>tatus/ Status<N>oRecord]: n
-------->Status[00 ~ FF]: ff
```

Note: *this mode will not write the output setting into EEPROM, so the response time can be less than 1ms.*

Example: Read Port A direction and status

```
EMUI_S >io
-------->Port[A/B/C/D]: a
-------->Mode[<S>et/ <G>et]: g
-------->Select[<D>irection/ <S>tatus]: d
EMUI_R >Port: A, Direction: Out, Status: 0x55
EMUI_S >
```

Example: Read Port A status

```
EMUI_S >io
-------->Port[A/B/C/D]: a
-------->Mode[<S>et/ <G>et]: g
-------->Select[<D>irection/ <S>tatus]: s
EMUI_R >Port: A, Status: 0x55
EMUI_S >
```

Note: *Input port cannot set status. Its status must be given by external output port.*

```
EMUI_S >io
-------->Port[A/B/C/D]: c
-------->Mode[<S>et/ <G>et]: s
-------->Select[<D>irection/ <S>tatus]: s
-------->Status[00 ~ FF]: ff
EMUI_R >Invalid status setting with INPUT direction !
EMUI_S >
```

4.2.8. **Command: EI**

Description: Set or Get external interrupt configuration of Port D Bit4-Bit7

Example: Enable INT0 (Bit4 of Port D) and set it to rising edge.

```
EMUI_S >ei
-------->Mode[<S>et/ <G>et]: s
-------->En/Dis[7:4] Rise/Fall[3:0]: 11
EMUI_R >Set EX INTR success !
EMUI_S >
```

Example: Get external interrupt configuration

```
EMUI_S >ei
-------->Mode[<S>et/ <G>et]: g
EMUI_R >External Interrupt: 0x11
EMUI_S >
```

Example: Enable all external interrupt and set it to falling edge.

```
EMUI_S >ei
-------->Mode[<S>et/ <G>et]: s
-------->En/Dis[7:4] Rise/Fall[3:0]: f0
EMUI_R >Set EX INTR success !
EMUI_S >
```

Note: *When enabling external interrupt, Port D will be set to input automatically, and bit0-bit3 only can be input as well.*

4.2.9. **Command: MO EN/DS**

Description: Enable/Disable monitoring of below events

1. **Input status change:** Send eventonce immediately.
2. **Interrupt:** Send event immediately when triggered, then continue sending event every 2 sec.
3. **EEPROM Error:** Send event every 5 sec after the module power-on. If you clear this event, it will not send event anymore until next power-on.

Example:

```
EMUI_S >mo en
EMUI_R >EMUI monitor enable success !
EMUI_S >
```

Example: Status change occurs

```
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0xAA, now->0x0F
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0x0F, now->0xFF
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0xFF, now->0xFE
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0xFE, now->0x00
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0x00, now->0xFF
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0xFF, now->0x5D
EMUI_S >
EMUI_M >Input Status Changed: dio port-> C, befor->0x5D, now->0x55
```

Example: Interrupt occurs on INT0 and INT1

```
EMUI_M >External Interrupt: 0x30
EMUI_S >
EMUI_M >External Interrupt: 0x30
EMUI_S >
EMUI_M >External Interrupt: 0x30
EMUI_S >
EMUI_M >External Interrupt: 0x30
EMUI_S >
```

Example: Interrupt occurs on all INT port (INT0-INT3)

```
EMUI_M >External Interrupt: 0xF0
EMUI_S >
EMUI_M >External Interrupt: 0xF0
EMUI_S >
EMUI_M >External Interrupt: 0xF0
EMUI_S >
EMUI_M >External Interrupt: 0xF0
EMUI_S >
```

Example: EEPROM error occurs

```
EMUI_M >EEPROM Error: 0x01
EMUI_S >
EMUI_M >EEPROM Error: 0x01
EMUI_S >
EMUI_M >EEPROM Error: 0x01
EMUI_S >
```

4.2.10. **Command: CR AL/IT/ER**

Description: Clear interrupt or EEPROM error events

You can clear persistent interrupt events or EEPROM error events.

AL=all event, IT=interrupt event, ER=EEPROM error

Example: Clear all events

```
EMUI_S >cr al
EMUI_R >Clear event success !
EMUI_S >
```

4.2.11. **Command: EC**

Description: Export configuration

Example:

```
EMUI_S >EC C:\backup\123.cfg
EMUI_R >Export config file success !
EMUI_S >
```

4.2.12. **Command: IC**

Description: Import configuration

Example:

```
EMUI_S >IC C:\backup\123.cfg
EMUI_R >Import config file success !
EMUI_S >
```

4.2.13. **Command: TP**

Description: Cycle testing an output port to status high/low without writing to EEPROM. It will set output status to high then low to bit0-bit7 sequentially.

Example: Test output status setting of port A with 1ms interval and keep 10 second.

```
EMUI_S >tp
------->Port[A/B/C/D]: a
------->Interval[ms]: 1
------->Total time[sec]: 10
```

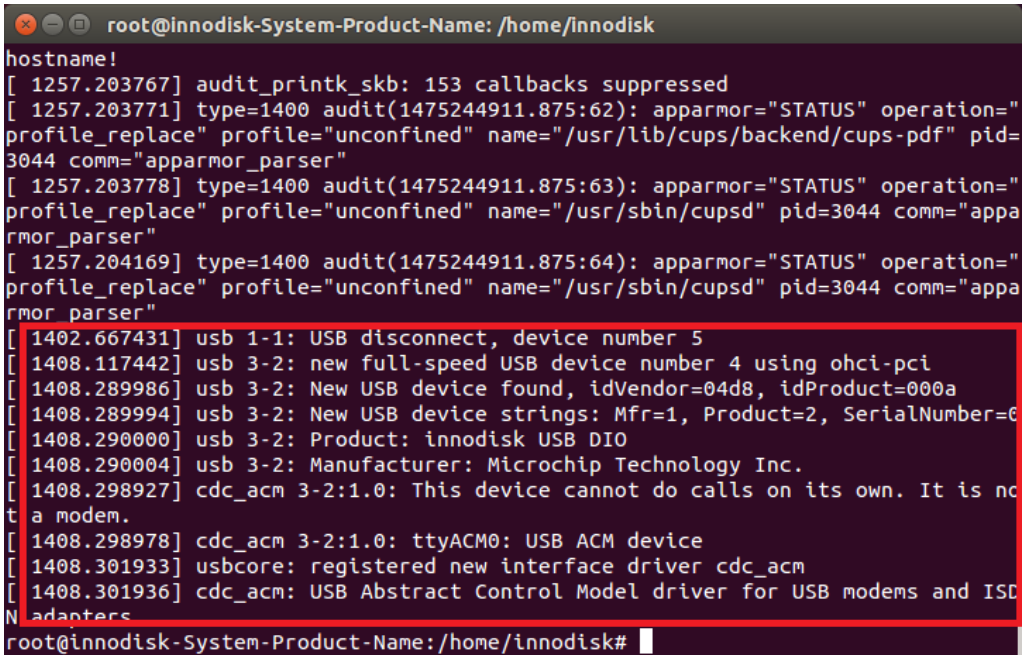
5. Linux OS

5.1. Installation

Install EMUI-0D01 either with mPCIe slot or USB pin header. The device will be recognized as ttyACM% (%=0, 1…) by using native CDC-ACM driver.

Type command “dmesg” to see messages below.

Generally the name would be ttyACM0 or ttyACM1 in Linux.



5.2. EMUI-0D01 Console Utility for Linux

You can use this console utility to test EMUI-0D01 in Linux.

Please refer to Section 3 Control Bitmap used in this utility.

Every function in this utility we provide C code API library for programming.

Linux console utility is almost the same as Windows version.

The only difference is that serial port name is ttyACM instead of COM.

You can use “SC” command to check the index of available serial ports and open it to use EMUI-0D01.

Example: The index of ttyACM0 is 24 in EMUI API.

6. Software API

EMUI API is based on a dynamic library (DLL) in Windows and static library (.a) in Linux to control EMUI-0D01.
lib_emui.h includes declaration and data structure requested for programming.
Windows API must come with libwinpthread-1.dll to use for the monitor function.

6.1. COM Port Selection

EMUI-0D01 is connected by virtual COM port using CDC-ACM driver.
COM port parameter of API must be given an “int” value instead of a real port name or port number in the OS.

Windows

Real COM port number-1 would be the “int” value for API.
Example: 0=COM1, 1=COM2, 2=COM3…254=COM255, 255=COM256

Linux

EMUI-0D01 supports the following COM names. The names map “int” value start from 0. Generally the name would be ttyACM0 or ttyACM1 in Linux.
Example: 24=ttyACM0, 25=ttyACM1

Index	Port	Index	Port	Index	Port
0	ttyDIO0	1	ttyDIO1	2	ttyDIO2
3	ttyDIO3	4	ttyDIO4	5	ttyDIO5
6	ttyDIO6	7	ttyDIO7	8	ttyDIO8
9	ttyDIO9	10	ttyDIO10	11	ttyDIO11
12	ttyDIO12	13	ttyDIO13	14	ttyDIO14
15	ttyDIO15	16	ttyUSB0	17	ttyUSB1
18	ttyUSB2	19	ttyUSB3	20	ttyUSB4
21	ttyUSB5	22	ttyAMA0	23	ttyAMA1
24	ttyACM0	25	ttyACM1	26	ttyACM2
27	ttyACM3	28	ttyACM4	29	ttyACM5
30	ttyACM6	31	ttyACM7	32	ttyACM8
33	ttyACM9	34	ttyACM10	35	ttyACM11
36	ttyACM12	37	ttyACM13	38	ttyACM14
39	ttyACM15	40	rfcomm0	41	Rfcomm1
42	Ircomm0	43	Ircomm1	44	cuau0
45	cuau1	46	cuau2	47	cuau3
48	cuaU0	49	cuaU1	50	cuaU2
51	cuaU3				

6.2. Function Description

This chapter describes API functions and parameters.

6.2.1. EMUIShowVer

Description: Get firmware and library version.

SYSTAX:

```
int EMUIShowVer(VER_INFO *ver_info)
```

VER_INFO Struct:

```
typedef struct
{
    int com_port;

    char fw [VER_LEN];
    char api[VER_LEN];
} VER_INFO;
```

Member:

com_port: [input] The virtual COM port number

fw: [output] Firmware version

api: [output] API version

Return Code:

Value	Description
0	Success
1	Fail

6.2.2. **EMUIOpenDevice**

Description: Open virtual COM port.

SYSTAX:

Int EMUIOpenDevice(int com_port)

Member:

com_port: [input] The virtual COM port number

Return Code:

Value	Description
0	Success
1	Out of range --> com_port > 255
2 (Windows only)	COM port does not exist
5 (Windows only)	COM port was already used
6	Non EMUI DIO
7	EMUI DIO was already opened

6.2.3. **EMUICloseDevice**

Description: Close virtual COM port.

SYSTAX:

int EMUIOpenDevice(int com_port)

Member:

com_port: [input] The virtual COM port number

Return Code:

Value	Description
0	Success
1	COM port was not opened / Non EMUI DIO

6.2.4. **EMUIIOConfig**

Description: Set/Get digital I/O direction and status.

SYSTAX:

```
Int EMUIIOConfig (IO_INFO *io_info)
```

IO_INFO Struct:

```
typedef struct
{
   /* Set & Get config */
   int com_port;
   int dio_port;
   int mode;

   /* Set config */
   int dir_set;
   unsigned char sts_set;

   /* Get return info */
   GET_RTN    get_io_rtn;
} IO_INFO;
```

Member:

com_port: [input] The virtual COM port number

dio_port: [input] PORT_A=1, PORT_B=2, PORT_C=3, PORT_D=4

mode: [input] SET_DIRECTION =1, GET_DIRECTION=2, SET_STATUS=3, GET_STATUS=4, SET_STATUS_NR=5

NOTE: *Mode SET_STATUS=3 will take about 120ms latency to write into EEPROM, if you need immediate response of output setting, please use SET_STATUS_NR=5, this mode will not write the output setting into EEPROM, so the response time can be less than 1ms.*

dir_set: [input] SET_OUT=0, SET_IN=1

sts_set: [input] Low=0, High=1, don't care when direction=1(SET_IN)

get_io_rtn: [output] use in mode 2 and mode 4 "get" functions, return dio_port,

direction, status

```
typedef struct
{
   /* IO config */
   int    dio_port;
   int    direction;
   unsigned char status;

   /* External interrupt */
   unsigned char ex_intr;
} GET_RTN;
```

Return Code:

Value	Description
0	Success
1	Fail
2	Input port cannot set status

6.2.5. EMUIExIntrConfig

Description: Set/Get external interrupt configuration of Port D Bit4-Bit7.

SYSTAX:

```
Int EMUIExIntrConfig(EXINTR_INFO *exintr_info)
```

EXINTR Struct:

```
typedef struct
{
   /* Set & Get config */
   int com_port;
   int mode;

   /* Set config */
   unsigned char exintr_set;       /* bit [3:0]: set edge
                                    * bit [7:4]: set enable or disable
                                    */
   /* Get return info */
   GET_RTN    get_exintr_rtn;
} EXINTR_INFO;
```

Member:

com_port: [input] The virtual COM port number

mode: [input] SET_EXT_INTR=1, GET_EXT_INTR=2

exintr_set: [input] bit [7:4]: set enable or disable, bit [3:0]: set edge

bit[7:4]: Disable=0, Enable=1

bit[3:0]: Falling=0, Rising=1

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
INT3	INT2	INT1	INT0	INT3_Edge	INT2_Edge	INT1Edge	INT0_Edge

get_exintr_rtn: [output] use in mode 2 “get” function, return ex_intr

```
typedef struct
{
   /* IO config */
   int    dio_port;
   int    direction;
   unsigned char status;

   /* External interrupt */
   unsigned char ex_intr;
} GET_RTN;
```

Return Code:

Value	**Description**
0	Success
1	Fail

6.2.6. **EMUIReset**

Description: Reset EMUI to factory default setting.

SYSTAX:

```
Int EMUIReset(int com_port)
```

Member:

com_port: [input] The virtual COM port number

Return Code:

Value	**Description**
0	Success

1	Fail

6.2.7. **EMUIMonitor (call back function)**

Description: Enable/Disable monitoring of events below.

1. **Input status change:** Send event once immediately
2. **Interrupt:** Send event immediately when triggered, then continue sending event every 2 sec
3. **EEPROM Error (used to store configuration):** Send event every 5 sec after the module power on. If you clear this event, it will not send event anymore until next power on.

SYSTAX:

```
Int EMUIMonitor(MONITOR_INFO *monitor_info)
```

Monitor_INFO struct:

```
typedef struct
{
   int mode;
   int com_port;

   bool is_sts[DIO_PORT_NUM];
   bool is_intr;
   bool is_eeerr;

   unsigned char rtn_sts_bfr[DIO_PORT_NUM];
   unsigned char rtn_sts_now[DIO_PORT_NUM];

   unsigned char rtn_intr;
   unsigned char rtn_eeerr;

   MONITOR_CB_FUNC    monitor_cb_func;
} MONITOR_INFO;
```

Member:

mode: [input] disable=0, enable=1

com_port: [input] The virtual COM port number

is_sts: [output] 0=false, 1=true, return rtn_sts_bfr and rtn_sts_now if true.

is_intr: [output] 0=false, 1=true, return rtn_intr if true

is_eeerr: [output] 0=false, 1=true, return rtn_eeerr if true
monitor_cb_func: [input] register a call back function below. The function name can be modified.

```
void ev_cb_handler (void *ptr);
MONITOR_INFO        monitor_info;
monitor_info.monitor_cb_func = ev_cb_handler;
rtn = EMUIMonitor(&monitor_info);
```

Return Code:

Value	Description
0	Success
1	Fail
2	COM port was not opened / Non EMUI DIO

6.2.8. EMUIClearEvent

Description: Clear interrupt or EEPROM error events.

SYSTAX:

```
Int EMUIClearEvent(EVENT_INFO *event_info)
```

EVENT_INFO struct:

```
typedef struct
{
   int mode;
   int com_port;
} EVENT_INFO;
```

Member:

mode: [input] ALL_EVENT=0, INTR_EVENT =1, EE_ERR_EVENT=2
com_port: [input] The virtual COM port number

Return Code:

Value	Description
0	Success
1	Fail

6.2.9. EMUIExpCfg

Description: Export configuration.

SYSTAX:

```
Int EMUIExpCfg (CFG_FILE_INFO *cfg_file_info)
```

CFG_FILE_INFO Struct:

```
typedef struct
{
   int      com_port;
   char    file_name[MAX_FILE_NAME_NUM];
} CFG_FILE_INFO;
```

Member:

com_port: [input] The virtual COM port number

file_name: [input] File name and path

Return Code:

Value	Description
0	Success
1	Fail

6.2.10. **EMUIImpCfg**

Description: Import configuration.

SYSTAX:

```
Int EMUIImpCfg(CFG_FILE_INFO *cfg_file_info)
```

CFG_FILE_INFO Struct:

```
typedef struct
{
   int      com_port;
   char    file_name[MAX_FILE_NAME_NUM];
} CFG_FILE_INFO;
```

Member:

com_port: [input] The virtual COM port number

file_name: [input] File name and path

Return Code:

Value	Description
0	Success
1	Fail

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