

# USER'S REFERENCE MANUAL

## **DIO96-104**

High-Density Digital Input/Output PC/104 Module

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Model No. 100-7618

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### **30-DAY PRODUCT EVALUATION**

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# Table of Contents

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|  |   |
|--|---|
| Introduction .....                         | 1 |
| Component Identification .....             | 2 |
| Module Base Address and Register Map ..... | 3 |
| Setting the Module Base Address .....      | 3 |
| Register Map .....                         | 4 |
| Hardware Interface .....                   | 5 |
| General .....                              | 5 |
| Specifications .....                       | 6 |

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## Conventions and Terminology Used Throughout This Publication

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### Safety and Usage Conventions

 **NOTE:** *Contains important information and useful tips that will assist in the understanding and operation of the product.*

 **CAUTION:** *Calls attention to a procedure, practice or condition that could possibly cause personal injury or damage to equipment.*

 **WARNING:** *Calls attention to a procedure, practice or condition that could possibly cause severe bodily injury, death or extensive equipment damage.*

### Terminology

**Host** This is the computer or similar device into which the DIO96-104 is plugged.

**Logic conditions** Unless otherwise noted, logic signals are designated as TRUE (Set) and FALSE (Clear). Names with an asterisk (\*) postscript are inverted or active low. Unless otherwise noted TRUE is considered logic “1” (+5vdc) and FALSE is logic “0” (0vdc).

**Numbering Systems** Computerized equipment often requires its numeric data to be represented in different forms depending on the audience and information being conveyed. Decimal numbers are typically used for end-user data entry and display while internally these values are converted and manipulated in native binary. Hexadecimal numbers are often used by programmers as an intermediate level between binary and decimal notations.

| Base | Name        | Format (MS <---> LS)     |
|------|-------------|--------------------------|
| 2    | Binary      | 1011 1001                |
| 10   | Decimal     | 185                      |
| 16   | Hexadecimal | 0xB9 or B9 <sub>16</sub> |

### Multi-Byte Word Formats

Unless otherwise specified numbers or registers spanning multiple bytes are stored in “little endian” format. The first address (ADDR+0) will contain the Least Significant Byte (LSB) while the Most Significant Byte (MSB) will reside at the highest address.

|        |              |        |
|--------|--------------|--------|
| ADDR+0 | ADDR         | ADDR+n |
| LSB    | LS <----> MS | MSB    |

# Introduction

The DIO96-104 is an 8-bit high-density digital Input/Output module for the PC/104 bus. It provides 96 digital I/O channels arranged as four groups containing three 8-bit ports. Each group is controlled by a separate 82C55A integrated circuit. This industry standard device offers very flexible configuration, including software programmable port directions and strobed handshaking.

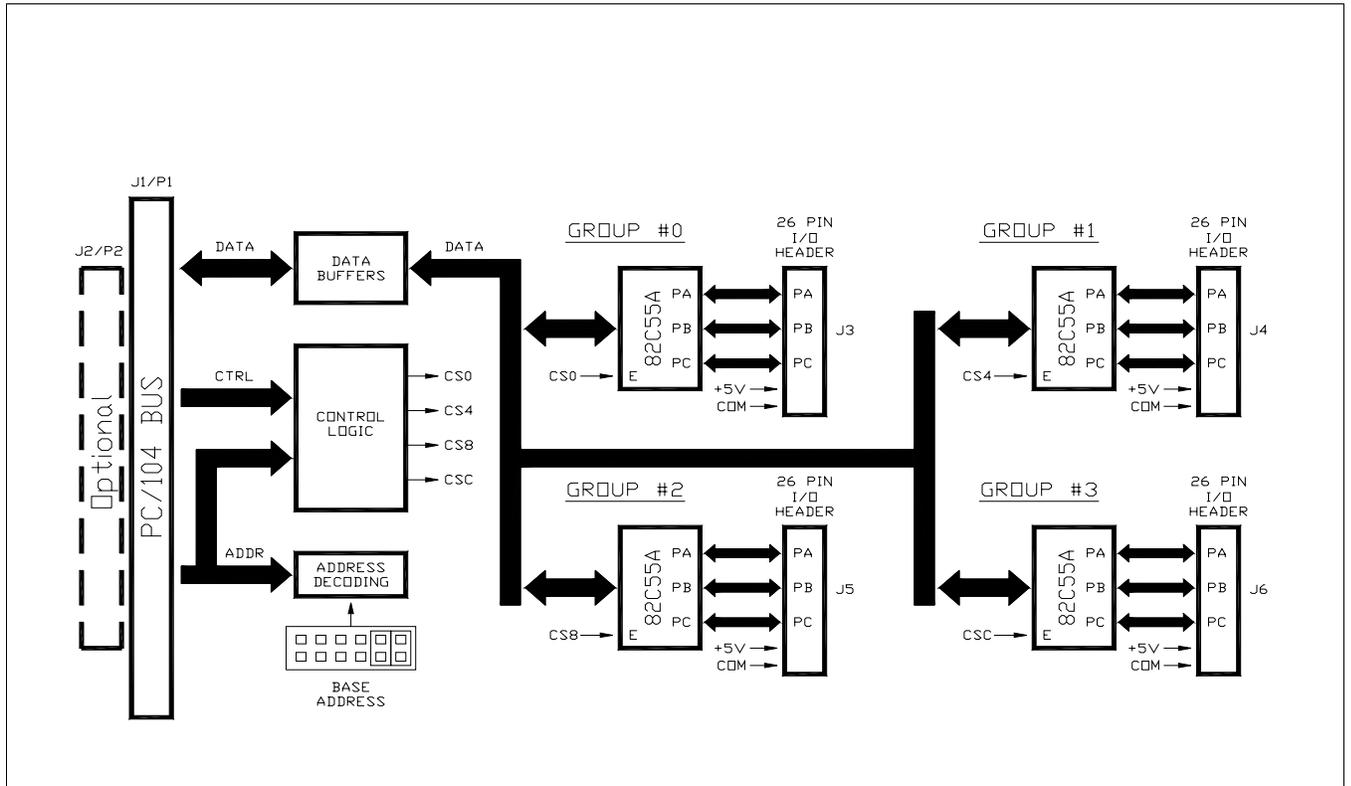


Figure 1 - DIO96-104 Block Diagram

## Component Identification

Before the DIO96-104 can be put into service it must be properly configured to work in the target application. This is accomplished by correctly setting shorting jumpers on the module. The component identification is shown in Figure 2. Each DIO96-104 comes from the factory set to a basic functional default configuration. The user is free to change the default settings to satisfy any particular application requirements.

| DIO96-104 Component Identification |   |
|------------------------------------|---|
| Item                               | Description   |
| 1                                  | <b>PC/104 J1/P1 Connector</b> This connector is the 8-bit PC/104 bus.   |
| 2                                  | <b>Base Address Jumpers (J7)</b> This jumper block determines the starting address where the module will reside in the host's I/O map.  |
| 3, 4, 5, 6                         | <b>I/O Headers (J3,J4,J5,J6)</b> These four 26-pin IDC headers are used to connect the DIO96-104 to external devices. Each header is associated with a particular 24-bit group and is controlled by a separate 82C55A chip.<br>③ = J3/Group#0, ④ = J4/Group#1, ⑤ = J5/Group#2, ⑥ = J6/Group#3 |
| 7                                  | <b>Optional PC/104 J2/P2 Connector</b> An optional 20-pin connector (J2/P2) can be installed to upgrade the DIO96-104 for 16 bit stack-through compatibility.   |

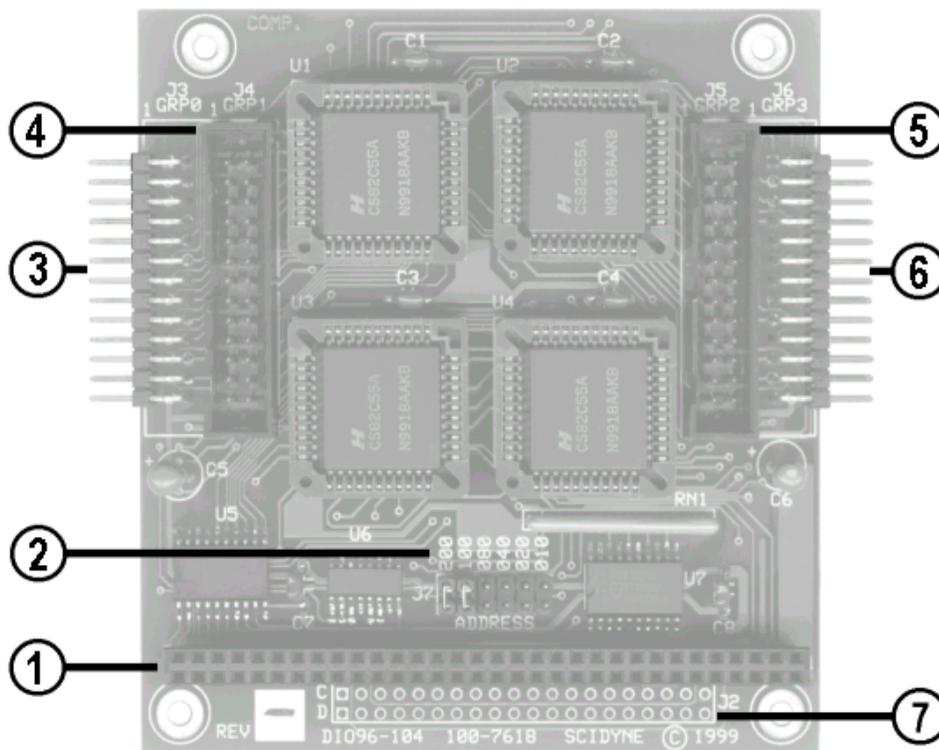


Figure 2 - DIO96-104 Component Identification

# Module Base Address and Register Map

## Setting the Module Base Address

The DIO96-104 occupies 16 consecutive I/O bytes and can be placed on any 16 byte boundary within the host's I/O map. The factory default I/O address is 0x300 (768<sub>10</sub>) but is easily changed to accommodate any special requirements. The six position jumper block, J7, determines the base address. Each jumper position corresponds to a "weighted" I/O address as shown in the following table. The module's starting I/O address is calculated by simply adding together the "weight" for each jumper that is installed.

 **NOTE:** Addresses between 0x000 through 0x0ff are generally used by the host and should be avoided. Make sure the I/O address selected will not conflict with any existing I/O hardware.

**Example:** The factory default address is set by placing jumpers at positions 0x100 and 0x200.

|                  |                     |                     |                |
|------------------|---------------------|---------------------|----------------|
| Installed jumper | Address Value       | "weight"            |                |
| J7-2             | 0x100               | (256)               |                |
| J7-1             | + 0x200             | + (512)             |                |
|                  | -----               |                     |                |
|                  | 0x300 <sub>16</sub> | = 768 <sub>10</sub> | = BASE ADDRESS |

| J7 Base Address Jumper Settings |                |                |                |               |               |               |
|---------------------------------|----------------|----------------|----------------|---------------|---------------|---------------|
| J7                              | -1             | -2             | -3             | -4            | -5            | -6            |
| Weight<br>(Dec)                 | 0x200<br>(512) | 0x100<br>(256) | 0x080<br>(128) | 0x040<br>(64) | 0x020<br>(32) | 0x010<br>(16) |

Note: Shaded areas represent J7 factory default installed jumper positions. All other positions are left open. The values printed on the circuit board are in hexadecimal notation.

## Register Map

The various DIO96-104 peripheral functions are accessed at specific offsets relative to the base address. All locations are inherently readable and writeable. However, the manner in which the 82C55A chips are configured determines which locations should be treated as write-only, read-only or both written and read. Performing a read operation from a write-only location may return an indeterminate value. Writing to a read-only location will not cause a fault but should be avoided for reasons of future compatibility.

Each group is controlled by a separate 82C55A integrated circuit. This device is very versatile and has many programmable functions. The data sheet for 82C55A is not included with this manual. However, a copy is available in PDF format and can be downloaded from the SCIDYNE web site at [www.scidyne.com](http://www.scidyne.com).

| DIO96-104 Register Map |          |     |               |         |        |         |         |        |          |     |
|------------------------|----------|-----|---------------|---------|--------|---------|---------|--------|----------|-----|
| Byte Offset (dec)      | Name     | R/W | Host Data Bus |         |        |         |         |        |          |     |
|                        |          |     | D7            | D6      | D5     | D4      | D3      | D2     | D1       | D0  |
| <b>J3, Group #0</b>    |          |     |               |         |        |         |         |        |          |     |
| 0                      | PORTA    | R/W | PA7           | PA6     | PA5    | PA4     | PA3     | PA2    | PA1      | PA0 |
| 1                      | PORTB    | R/W | PB7           | PB6     | PB5    | PB4     | PB3     | PB2    | PB1      | PB0 |
| 2                      | PORTC    | R/W | PC7           | PC6     | PC5    | PC4     | PC3     | PC2    | PC1      | PC0 |
| 3                      | DIO_CTRL | R/W | MODE SET FLAG | GROUP A |        |         | GROUP B |        |          |     |
|                        |          |     |               | MODE    | PA DIR | PC (HI) | MODE    | PB DIR | PC (LOW) |     |
| <b>J4, Group #1</b>    |          |     |               |         |        |         |         |        |          |     |
| 4                      | PORTA    | R/W | PA7           | PA6     | PA5    | PA4     | PA3     | PA2    | PA1      | PA0 |
| 5                      | PORTB    | R/W | PB7           | PB6     | PB5    | PB4     | PB3     | PB2    | PB1      | PB0 |
| 6                      | PORTC    | R/W | PC7           | PC6     | PC5    | PC4     | PC3     | PC2    | PC1      | PC0 |
| 7                      | DIO_CTRL | R/W | MODE SET FLAG | GROUP A |        |         | GROUP B |        |          |     |
|                        |          |     |               | MODE    | PA DIR | PC (HI) | MODE    | PB DIR | PC (LOW) |     |
| <b>J5, Group #2</b>    |          |     |               |         |        |         |         |        |          |     |
| 8                      | PORTA    | R/W | PA7           | PA6     | PA5    | PA4     | PA3     | PA2    | PA1      | PA0 |
| 9                      | PORTB    | R/W | PB7           | PB6     | PB5    | PB4     | PB3     | PB2    | PB1      | PB0 |
| 10                     | PORTC    | R/W | PC7           | PC6     | PC5    | PC4     | PC3     | PC2    | PC1      | PC0 |
| 11                     | DIO_CTRL | R/W | MODE SET FLAG | GROUP A |        |         | GROUP B |        |          |     |
|                        |          |     |               | MODE    | PA DIR | PC (HI) | MODE    | PB DIR | PC (LOW) |     |
| <b>J6, Group #3</b>    |          |     |               |         |        |         |         |        |          |     |
| 12                     | PORTA    | R/W | PA7           | PA6     | PA5    | PA4     | PA3     | PA2    | PA1      | PA0 |
| 13                     | PORTB    | R/W | PB7           | PB6     | PB5    | PB4     | PB3     | PB2    | PB1      | PB0 |
| 14                     | PORTC    | R/W | PC7           | PC6     | PC5    | PC4     | PC3     | PC2    | PC1      | PC0 |
| 15                     | DIO_CTRL | R/W | MODE SET FLAG | GROUP A |        |         | GROUP B |        |          |     |
|                        |          |     |               | MODE    | PA DIR | PC (HI) | MODE    | PB DIR | PC (LOW) |     |

# Hardware Interface

## General

External devices attach to the DIO96-104 through four 26-pin IDC type headers, one header for each 24-bit group. The pinout is identical for each header and is shown below.

**⚠ WARNING:** *Observe proper precautions when connecting to the IDC headers. Always remove power to the PC/104 computer and all external devices before connecting or de-connecting any attachments. Before re-applying power, verify that all connections made to headers are oriented correctly.*

**📝 NOTE:** *A header's PIN #1 designation is printed on the circuit board and may also be identified by a small triangle molded into the connector's plastic shroud.*

| Group I/O Header Associations |               |
|-------------------------------|---------------|
| Group #                       | IDC Connector |
| 0                             | J3            |
| 1                             | J4            |
| 2                             | J5            |
| 3                             | J6            |

| IDC Header Pin-Out<br>(One header per Group) |             |     |             |
|--|-------------|-----|-------------|
| Pin  | Description | Pin | Description |
| 1  | PA7         | 2   | PA6         |
| 3  | PA5         | 4   | PA4         |
| 5  | PA3         | 6   | PA2         |
| 7  | PA1         | 8   | PA0         |
| 9  | PB7         | 10  | PB6         |
| 11   | PB5         | 12  | PB4         |
| 13   | PB3         | 14  | PB2         |
| 15   | PB1         | 16  | PB0         |
| 17   | PC7         | 18  | PC6         |
| 19   | PC5         | 20  | PC4         |
| 21   | PC3         | 22  | PC2         |
| 23   | PC1         | 24  | PC0         |
| 25   | +5V         | 26  | GND         |

Note: The +5V is supplied by the host and is not fused.

# Specifications

## Digital I/O:

General: 96 non-isolated digital I/O channels arranged as four 24-bit groups with each group consisting of three 8-bit ports. Each group is controlled by a separate 82C55A peripheral interface chip supporting modes 0, 1 and 2. Interrupts are not supported.

### Input level:

Low: -0.5V min., 0.8V max

High: 2.0V min., 5.5V max.

### Output level:

Low: 0.0V min., 0.4V max.

High: 3.0V min.,  $V_{cc} - 0.4V$  max.

Current:  $\pm 2.5mA$  max. per channel to meet voltage level specifications

**I/O connections:** Four 26-position IDC type headers, one per I/O group.

**Addressing:** 8-bit PC/104 bus. Occupies any consecutive 16-byte block in host's I/O map, jumper selectable between 0x000 through 0x3f0

**Power requirement:** +5Vdc  $\pm 10\%$  @ 7mA typical, External circuitry excluded

**Dimensions:** PC/104 compliant, 3.550"W x 3.775"L  
8-bit stack-through, 16-bit stack-through compatible with optional J2/P2 connector

**Environmental:** Operating temperature: 0° to 70°C Standard. Extended temperature version available  
Non-condensing relative humidity: 5% to 95%