



UIO48 Linux Device Driver Package

1 Introduction

1.0 The UIO48 Device Driver Package consists of a Linux Device Driver, an application programming interface library, and example application programs.

1.1 The driver was built and tested on a Linux based Ubuntu 12.04 and 16.04. LTS distributions. These releases correspond to Linux kernel versions 3.2 and 4.4.

1.2 The driver is for use with WinSystems, Inc. Digital I/O boards and Single Board Computers (SBC) that utilize our exclusive digital I/O ASIC, dubbed the WS16C48. The WS16C48 ASIC supports up to 48 digital I/O lines addressed through six contiguous registers. Each I/O line is individually programmable for input, output, or output with read back operation. The ASIC supports up to 24 event sense lines which can sense a positive or negative transition on the input. These can be used to generate a system interrupt request.

The following WinSystems, Inc. Products incorporate at least one (1) WS16C48 UIO functional block.

Product	I/O Lines	Interrupt Lines
PCM-UIO48A	48	24
PCM-UIO96B	96	48
EPX-C380	48	24
EBC-C384	48	24
PXM-C388	24	24
PPM-C407	24	24
PPM-C412	24	24
EBC-C413	48	24
EPX-C414	48	24
PCM-C418	24	24
PPM-LX800-G	16	16

1.3 This driver is provided on an 'as-is' basis and no warranty as to usability or fitness of purpose is inferred or claimed.

1.4 WinSystems, Inc. does not provide support for the modification of this driver. Customer application specific queries can be sent to: support@winsystems.com.

1.5 This work is provided under the terms of the GNU General Public License (GPL).

2 Installations and Build

2.0 The device driver and the sample applications are provided in source code form as a compressed zipped folder.

2.1 It will be necessary to become the root user to build and install the driver and device nodes.

2.2 The MAJOR number for this device is allocated dynamically. A static number can be assigned by editing the *uio48_init_major* variable at the beginning of *uio48.c*.

2.3 To create the device driver Loadable Kernel Module and the sample applications in a command shell, execute: ***make all***. The device driver Loadable Kernel Module *uio48.ko* is created and moved to the appropriate kernel driver directory. The file access permissions are set to allow access by all users and groups; they may be changed manually as desired. The two sample programs *flash* and *poll* are also built.

make install will install the kernel driver to a kernel directory and create dependencies.

make uninstall will remove the kernel driver from the kernel directory.

make flash will create the flash sample program.

make poll will create the poll sample program.

make clean will remove objects created by the build.

make spotless will forcibly remove all artifacts of the build.

2.4 The device driver can be loaded with the provided initialization script *uio48_load* or manually. In either case modprobe is used to install the driver. The I/O base address and IRQ assignments should be specified as arguments to modprobe and should match the jumper settings on I/O cards or the SBC BIOS settings. Executing:

```
modprobe uio48.ko io=0x200 irq=10
```

This will install the driver, which supports up to four devices. Multiple devices can be loaded by executing the same command with multiple parameter settings.

```
modprobe uio48.ko io=0x200,0x220 irq=10, 11
```

Interrupts can usually not be shared across boards, although the driver will attempt it anyway.

The *uio48_load* script can be added to the */etc/rc.local* file to load the driver automatically on boot.

3 Driver Usage

3.0 The WS16C48 ASIC is accessed utilizing byte-wide I/O access instructions. The device driver model that is most similar is the “Character” model. Block oriented, File I/O, and random-access operations on these devices (read, write, and seek) are very inefficient, and may not always give the desired results. The driver was designed to use `ioctl` as its principal programming interface.

3.1 The file `uio48io.c` implements the `ioctl` interface and presents to the application a set of standard C functions that may be called directly from the application without any further need for dealing with, or understanding how to access the driver through `ioctl`. An application must include `uio48.h` and link to `uio48io.o`.

3.2 Applications using the driver may enable interrupts on any or all of the first 24 bits of each device. The application may further specify the polarity of the event, which will trigger the interrupt. Within the driver itself, interrupt events are buffered and handed to waiting processes. Further details on interrupt handling can be seen in the later sections which detail the functions implemented through `ioctl` or by examining the sample programs.

3.3 Application Programming Interface

An object file containing the Application Programming Interface utilized by user level programs to access the Kernel Loadable Module device driver driven devices is created as part of the build procedure. Valid arguments used in each function will vary based on the device in use. Reference the table on page 1 for the configuration of each product.

3.3.1 `int read_bit(int chip_number, int bit_number)`

This function takes as an argument the `chip_number` (1-4) and the `bit_number` (1-48) and returns 0 if the input is open or high, 1 if the input is low, and -1 if the chip is inaccessible or invalid.

3.3.2 `int write_bit(int chip_number, int bit_number, int value)`

This function takes arguments similar to `read_bit` and adds the `value` argument which is either 1 or 0. Writing a 1 to a bit sets the output pin to a low state. Writing 0 releases the pin so that that it is pulled high. Return value is 0 on success or -1 if the chip is inaccessible or invalid.

3.3.3 `int set_bit(int chip_number, int bit_number)`

This function takes arguments of `chip_number` (1-4) and `bit_number` (1-48). The value returned is 0 if successful or -1 if the `chip_number` is invalid or the chip is not accessible. On success, the output pin associated with the bit is driven low.

3.3.4 `int clr_bit(int chip_number, int bit_number)`

This function takes the arguments `chip_number` (1-4) and `bit_number` (1-48). It returns 0 on success and -1 if the `chip_number` is invalid or the specified chip is not accessible. On success, the output pin associated with the bit is released to a high state.

3.3.5 `int enab_int(int chip_number, int bit_number, int polarity)`

This function takes three arguments. The `chip_number` (1-4), the `bit_number` (1-24) and the polarity (1= rising edge, 0 = falling edge). The chip is then armed and transitions on the specified bit will cause an interrupt to occur. The driver will buffer up these interrupts and hand them out to calling programs using either `get_int()` or `wait_int()`. Note that the input pins on the WS16C48 are NOT debounced and depending on what type of stimulus is presented to the input pin, the possibility exists for multiple transitions and interrupts to occur. It is the responsibility of the application program to filter or debounce these types of multiple interrupts.

3.3.6 `int disab_int(int chip_number, int bit_number)`

This function disables polarity-sensing interrupts on the specified `chip_number` (1-4) at the specified `bit_number` (1-24). A return value of 0 signals success, a return value of -1, indicates an invalid `chip_number` or an inaccessible chip.

3.3.7 `int clr_int(int chip_number, int bit_number)`

This function takes as arguments the `chip_number` (1-4) and the `bit_number` (1-24) and returns 0 on success or -1 on error. This function is ordinarily not used as the ISR in the driver will clear an interrupt as it responds to it. This function is mostly used in the case where the driver was installed using `insmod` with no IRQ specification but an application has enabled event sensing anyway. Then an application can make repeated calls to `get_int()` awaiting an event. When one does occur, this function, `clr_int()` must be called to re-enable the sense interrupt for that particular bit.

3.3.8 `int get_int(int chip_number)`

This function takes a single argument of the `chip_number` (1-4) and returns either 0, if no event was sensed on that chip, -1 if the `chip_number` was invalid or inaccessible, or a number between 1 and 24 which indicates that an event has occurred on that bit number. This function does NOT wait for an event. It returns immediately with either an error (-1), the top value in the interrupt buffer, or the result of polling the chip's registers for an event sense.

3.3.9 `int wait_int(int chip_number)`

This function is nearly identical to `get_int()` with one major exception. If there is no error, and if there is nothing in the event buffer, and if there is nothing in the event sense registers of the specified chip, then the current process will sleep until some event is sensed on the specified chip. Certain signals can also awaken the process and cause it to return without an actual event having occurred. This is by design, and allows a process to be terminated even though it is asleep. As with `get_int()` there are three possible types of return values. 0 signals that no interrupt occurred, -1 indicates an error, and a value between 1 and 24 signifies the bit on which an event sense occurred.

3.3.10 `int read_int_pending(int chip_number)`

This function takes a single argument of the `chip_number` (1-4) and returns either the 8-bit contents of the INT_PENDING Register of the WSUIO48 device or -1 if the `chip_number` was invalid or inaccessible.

3.3.11 int clr_int_id(int chip_number, int port_number)

This function takes as arguments the chip_number (1-4) and the port_number (0-2) corresponding to the interrupt ID byte to be cleared. Return value is 0 on success or -1 if the chip is inaccessible or invalid. This function writes a zero to the specified INT_ID register. This has the effect of clearing all pending interrupts for the specified port.

3.3.12 int read_byte(int chip_number, int port_number)

This function takes as arguments the chip_number (1-4) and the port_number (0-5) and returns either the 8-bit contents of the register offset specified by port_number on the WSUIO48 device or -1 if the chip_number was invalid or inaccessible.

3.3.13 int write_byte(int chip_number, int port_number, int val)

This function takes as arguments the chip_number (1-4), the port_number (0-5), and the value to be written to the register offset specified by port_number on the WSUIO48 device. Return value is 0 on success or -1 if the chip is inaccessible or invalid.

3.3.14 int lock_port(int chip_number, int port_number)

This function takes as arguments the chip_number (1-4) and the port_number (0-5) to be locked on the WSUIO48 device. This prevents further writes to the specified port. Return value is 0 on success or -1 if the chip is inaccessible or invalid.

3.3.15 int unlock_port(int chip_number, int port_number)

This function takes as arguments the chip_number (1-4) and the port_number (0-5) to be unlocked on the WSUIO48 device. Unlocking permits write access to the specified port. Return value is 0 on success or -1 if the chip is inaccessible or invalid.

4 Sample Programs

4.1 Flash

The “Flash” sample application is a simple program that illustrates how to set and clear output points. All I/O points are programmed to be outputs and cleared. Then starting with the least significant bit, each bit is set and after a fixed interval, cleared. The sequence is then repeated indefinitely. The Flash executable is built as part of the driver build, but may be built separately by: *make flash*.

4.2 Poll

The “Poll” sample application is quite a step-up from “Flash” in complexity. It uses the POSIX threads capability of Linux to create two sub-processes that are used to monitor two chips for interrupts generated by high to low transitions on any of the first 24 bits of the two chips. Whenever either of the two monitor processes detects an interrupt, a message is displayed, and an event counter is updated. The foreground code simulates a command-based user interface. Refer to the source code for poll.c for a further discussion of the methodology used in this program. This program demonstrates a simple way to coordinate, in the context of a single application program, with external asynchronous stimulus events. The Poll executable may be built separately by: *make poll*.