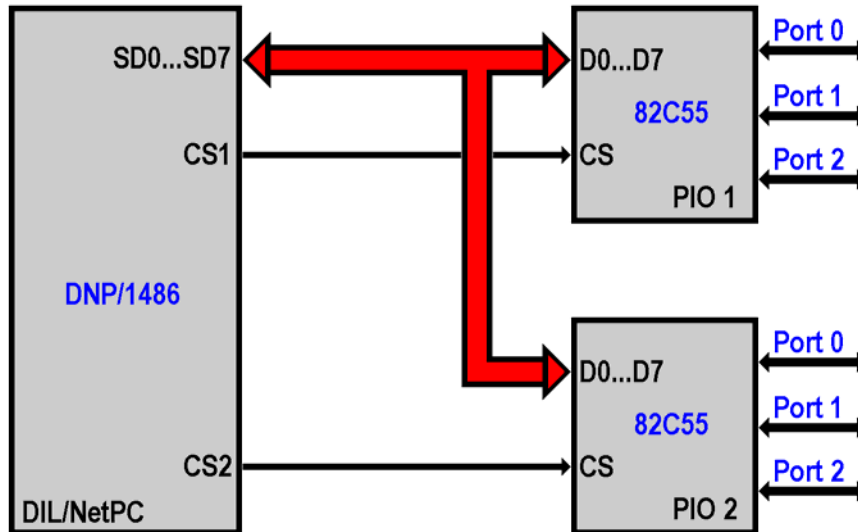


How to implement additional 48-Bit parallel I/O Lines

- **1. Step:** Connect two 82C55 PIOs to the (A)DNP/1486 data bus. Use CS1 and CS2 for generating the chip selects. Each 82C55 offers three 8-bit ports (Port 0, Port 1 and Port 3).



- **2. Step:** Use the following C source code for Linux to test your PIOs. This sample programs CS1 for a chip select range 0x200 to 0x207 and CS2 for 0x280 to 0x28f.

```
// Test for two 82C55 PIOs at 0x200 and 0x280
// Written by KDW (kdw@ist1.de) - 22.05.2002

// Includes

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <asm/io.h>

// Defines

#define CSCIR    0x22                // SC410 CSC Index Register
#define CSCDR    0x23                // SC410 CSC Data Register

////////////////////////////////////
// SC410 Low Level Function: windex -- Write Byte to CSC Registerspace

void windex (unsigned char index, unsigned char data)
{
    outb (index, CSCIR);
    outb (data, CSCDR);
}

////////////////////////////////////
// SC410 Low Level Function: rindex -- Read Byte from CSC Registerspace

unsigned char rindex (unsigned char index)
```

```

{
    outb (index, CSCIR);
    return (inb (CSCDR));
}

////////////////////////////////////
// main -- The one and only main function ...

int main (int argc, char *argv[])
{
    int i;

    // We need I/O access to CSCIR, CSCDR, 0x200-0x203, 0x280-0x283...

    ioperm (CSCIR, 2, 1);           // CSCIR, CSCDR
    ioperm (0x200, 4, 1);          // 0x200-0x203
    ioperm (0x280, 4, 1);          // 0x280-0x283

    // ***** SETUP FOR SC410 CHIP UNIT *****
    // Set (A)DNP/1486 CS1 for I/O address space 0x200 - 0x207
    // Set (A)DNP/1486 CS2 for I/O address space 0x280 - 0x28f
    // =====

    windex (0xa6, rindex (0xa6) | 0x03); // Step 1
    windex (0xa0, rindex (0xa0) | 0x05); // Step 2
    windex (0x3b, rindex (0x3b) | 0x03); // Step 3
    windex (0xe5, (rindex (0xe5) & 0xfe) | 0x01); // Step 4
    windex (0xb4, 0x00); // CSA Step 5.1
    windex (0xb5, 0x22); // CSA Step 5.2
    windex (0xb6, 0x80); // CSB Step 5.1
    windex (0xb7, 0x02); // CSB Step 5.2
    windex (0xb8, (rindex (0xb8) & 0x88) | 0x33); // Step 6
    windex (0xb2, 0x10); // Step 7
    windex (0xa6, rindex (0xa6) & 0xfc); // Step 8

    // Set all 82C55 ports for output...

    outb (0x80, 0x203); // PIO1: Port0=Port1=Port2=Output
    outb (0x80, 0x283); // PIO2: Port0=Port1=Port2=Output

    // Run counter for all ports...

    for (;;) {

        // Write 8-bit binary counter value to PIO 1, Port 0...

        printf ("\n");
        for (i= 0; (i < 256); i++) {

            outb (i & 0xff, 0x200);
            printf ("\r PIO 1, Port 0: Current Counter Value= %3d", i);
            fflush (stdout);
            usleep (100000);
        }
    }
}

```

```
// Write 8-bit binary counter value to PIO 1, Port 1...

printf ("\n");
for (i= 0; (i < 256); i++) {

    outb (i & 0xff, 0x201);
    printf ("\r PIO 1, Port 1: Current Counter Value= %3d", i);
    fflush (stdout);
    usleep (100000);
}

// Write 8-bit binary counter value to PIO 1, Port 2...

printf ("\n");
for (i= 0; (i < 256); i++) {

    outb (i & 0xff, 0x202);
    printf ("\r PIO 1, Port 2: Current Counter Value= %3d", i);
    fflush (stdout);
    usleep (100000);
}
outb (0x00, 0x200);
outb (0x00, 0x201);
outb (0x00, 0x202);

// Write 8-bit binary counter value to PIO 2, Port 0...

printf ("\n");
for (i= 0; (i < 256); i++) {

    outb (i & 0xff, 0x280);
    printf ("\r PIO 2, Port 0: Current Counter Value= %3d", i);
    fflush (stdout);
    usleep (100000);
}

// Write 8-bit binary counter value to PIO 2, Port 1...

printf ("\n");
for (i= 0; (i < 256); i++) {

    outb (i & 0xff, 0x281);
    printf ("\r PIO 2, Port 1: Current Counter Value= %3d", i);
    fflush (stdout);
    usleep (100000);
}

// Write 8-bit binary counter value to PIO 2, Port 2...

printf ("\n");
for (i= 0; (i < 256); i++) {

    outb (i & 0xff, 0x282);
    printf ("\r PIO 2, Port 2: Current Counter Value= %3d", i);
    fflush (stdout);
}
```

```
        usleep (100000);
    }
    outb (0x00, 0x280);
    outb (0x00, 0x281);
    outb (0x00, 0x282);
}

// Exit...

ioperm (CSCIR, 2, 0);
ioperm (0x200, 4, 0);
ioperm (0x280, 4, 0);
return (EXIT_SUCCESS);
}
```