

**LSI-3101/3101A**

**Encoder / Linear Scale  
Counter Card**

**Software Manual (V1.1)**

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## Correction record

Version	Record
1.0	for wdm3101 V1.0, LSI3101.dll V1.0 up
1.1	for wdm3101 V1.2, LSI3101.dll V1.2 up add LSI3101A related functions (CIO input up to 16M)

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# 1. **How to install the software of LSI3101/3101A**

## **Install the PCI driver**

### 1.1 Install the PCI driver

The PCI card is a plug and play card, once you add a new card on the window system will detect while it is booting. Please follow the following steps to install your new card.

In Windows 2000/XP/Vista or the later system you should:

1. Make sure the power is off
2. Plug in the interface card
3. Power on
4. A hardware install wizard will appear and tell you it finds a new PCI card
5. Do not response to the wizard, just Install the file  
    \LSI3101\Software\Win2K\_up\LSI3101\_Install.exe
6. After installation, power off
7. Power on, it's ready to use

For more detail of step by step installation guide, please refer the file “installation.pdf “ on the CD come with the product or register as a member of our user’s club at:

<http://automation.com.tw/>

to download the complementary documents.

**Note: LSI3101 and LSI3101A share the same driver and dll.**

## **2. Where to find the file you need**

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### **Windows 2000, XP and up**

In Windows 2000,XP,Vista and up system, the demo program can be setup by  
\LSI3101\Software\Win2K\_up\LSI3101\_Install.exe

The directory will be located at

**../JS Automation /LSI3101/API** (header files and VB,VC lib files)

**../JS Automation /LSI3101/Driver** (copy of driver code)

**../JS Automation /LSI3101/exe** (demo program and source code)

The system driver is located at **../system32/Drivers** and the DLL is located at **../system.**

### **3. About the LSI-3101 software**

LSI3101 software includes a set of dynamic link library (DLL) and system driver that you can utilize to control the interface card's functions.

Your LSI3101 software package includes setup driver, tutorial example and test program that help you how to setup and run appropriately, as well as an executable file which you can use to test each of the LSI3101 functions within Windows' operation system environment.

#### 3.1 What you need to get started

To set up and use your LSI3101 software, you need the following:

- LSI3101 software
- LSI3101 hardware
  - Main board
  - Wiring board (Option)

#### 3.2 Software programming choices

You have several options to choose from when you are programming LSI3101 software. You can use Borland C/C++, Microsoft Visual C/C++, Microsoft Visual Basic, or any other Windows-based compiler that can call into Windows dynamic link libraries (DLLs) for use with the LSI3101 software.

## 4. **LSI3101 Language support**

The LSI3101 software library is a DLL used with Windows 2000/XP/Vista. You can use these DLL with any Windows integrating development environment that can call Windows' DLLs.

### 4.1 Building applications with the LSI3101 software library

The LSI3101 function reference topic contains general information about building LSI3101 applications, describes the nature of the LSI3101 files used in building LSI3101 applications, and explains the basics of making applications using the following tools:

#### **Applications tools**

- ◆ **Borland C/C++**
- ◆ **Microsoft Visual C/C++**
- ◆ **Microsoft Visual Basic**

If you are not using one of the tools listed, consult your development tool reference manual for details on creating applications that call DLLs.

### 4.2 LSI3101 Windows Libraries

The LSI3101 for Windows function library is a DLL called **LSI3101.dll**. Since a DLL is used, LSI3101 functions are not linked into the executable files of applications. Only the information about the LSI3101 functions in the LSI3101 import libraries is stored in the executable files.

Import libraries contain information about their DLL-exported functions. They indicate the presence and location of the DLL routines. Depending on the development tools you are using, you can make your compiler and linker aware of the DLL functions through import libraries or through function declarations.

Refer to **Table 1** to determine to which files you need to link and which to include in your development to use the LSI3101 functions in LSI3101.dll.

Header Files and Import Libraries for Different Development Environments		
<b>Development Environment</b>	<b>Header File</b>	<b>Import Library</b>
<b>Microsoft C/C++</b>	LSI3101.h	LSI3101VC.lib
<b>Borland C/C++</b>	LSI3101.h	LSI3101BC.lib
<b>Microsoft Visual Basic</b>	LSI3101.bas	

**Table 1**

## 5. **Basic concepts of digital I/O control**

The digital I/O control is the most common type of PC based application. For example, on the main board, printer port is the TTL level digital I/O.

### 5.1 Types of I/O classified by isolation

If the system and I/O are not electrically connected, we call it is isolated. There are many kinds of isolation: by transformer, by photo-coupler, by magnetic coupler,... Any kind of device, they can brake the electrical connection without braking the signal is suitable for the purpose.

Currently, photo-coupler isolation is the most popular selection, isolation voltage up to 2000V or over is common. But the photo-coupler is limited by the response time, the high frequency type cost a lot. The new selection is magnetic coupler, it is design to focus on high speed application.

The merit of isolation is to avoid the noise from outside world to enter the PC system, if the noise comes into PC system without elimination, the system maybe get “crazy” by the noise disturbance. Of course the isolation also limits the versatile of programming as input or output at the same pin as the TTL does. The inter-connection of add-on card and wiring board maybe extend to several meters without any problem.

The non-isolated type is generally the TTL level input/output. The ground and power source of the input/output port come from the system. Generally you can program as input or output at the same pin as you wish. **The connection of wiring board and the add-on board is limited to 50cm or shorter** (depends on the environmental noise condition).

### 5.2 Types of Output classified by driver device

There are several devices used as output driver, the relay, transistor or MOS FET, SCR and SSR. Relay is electric- mechanical device, it life time is about 1,000,000 times of switching. But on the other hand it has many selections such as high voltage or high current. It can also be used to switch DC load or AC load.

Transistor and MOS FET are basically semi-permanent devices. If you have selected the right ratings, it can work without switching life limit. But the transistor or MOS FET can only work in DC load condition.

The transistor or MOS FET also have another option is source or sink. For PMOS or PNP transistor is source type device, the load is one terminal connects to output and another connects to common ground, but NPN or NMOS is one terminal connects to output and the other connects to VCC+. **If you are concerned about hazard from high DC voltage while the load is floating, please choose the source type driver device.**

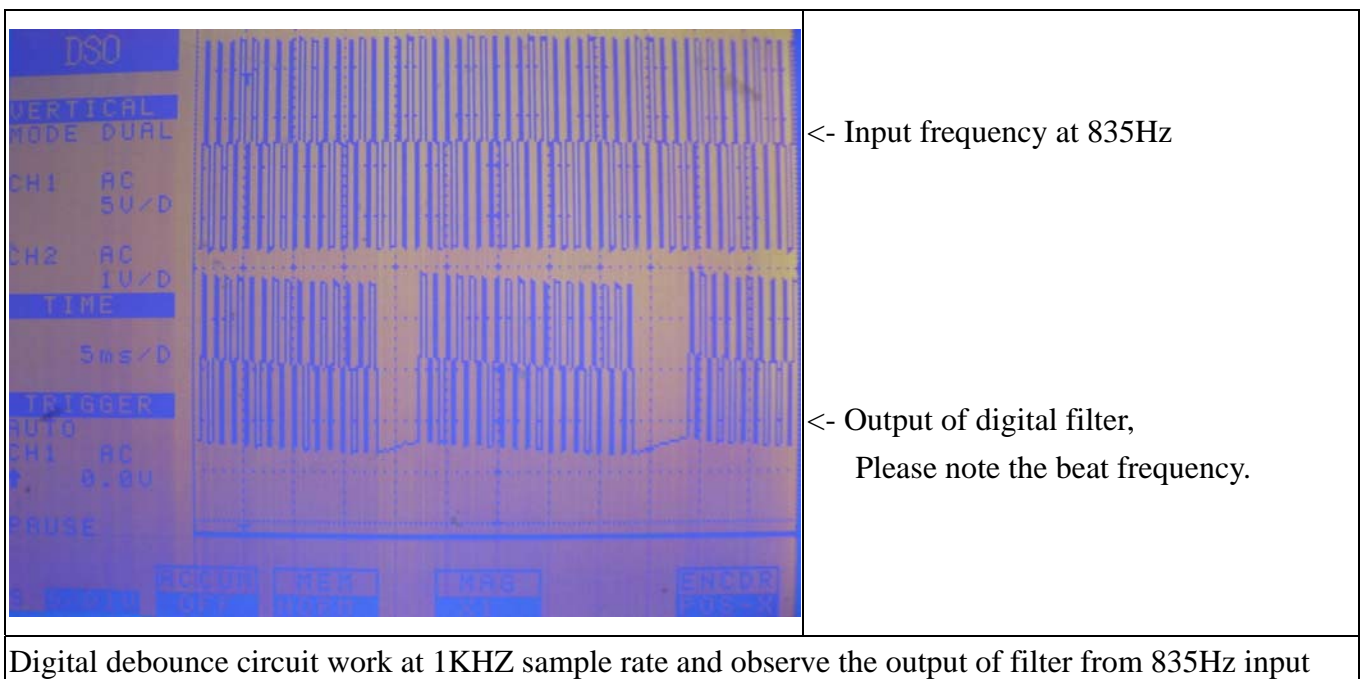
SCR (or triac) is seldom direct connect to digital output, but his relative SSR is the most often selection. In fact, SSR is a compact package of trigger circuit and triac. You can choose zero cross trigger (output command only turn on the output at power phase near zero to eliminate surge) or direct turn on type. SSR is working in AC load condition.

### 5.3 Input debounce

Debounce is the function to filter the input jitters. From the microscope view of a switch input, you will see the contact does not come to close or release to open clearly. In most cases, it will contact-release-contact-release... for many times then go to steady state (ON or OFF). If you do not have the debounce function, you will read the input at high state and then next read will get low state, this maybe an error data for your decision of contact input.

Debounce can be implemented by hardware or software. Analog hardware debounce circuit will have fixed time constant to filter out the significant input signal, if you want to change the response time, the only way is to change the circuit device.

If digital debounce is implemented, maybe several filter frequency you can choose. To choose the filter frequency, please keep the Nyquist–Shannon sampling theorem in mind: filter sample frequency must at least twice of the input frequency. The following sample is a bad selection of debounce filter, the input frequency is not as low as less than half of the sample frequency, the output will generate a beat frequency.



Software debounce will consumes the CPU time a lot, we do not recommend to use except for you really know you want.

### 5.4 Input interrupt

You can scan the input by polling, but the CPU will spend a lot of time to do null task. Another way is use a timer to sample the input at adequate time (remind the Nyquist–Shannon sampling theorem, at least double of the input frequency). The third one is directly allows the input to generate interrupt to CPU. To use direct interrupt from input, the noise coupled from input must take special care not to mal-trigger the interrupt. LSI3101 card has 8 bit isolated digital input and 8 bit isolated digital output. Each input can be configured as external interrupt source.

### 5.5 Read back of Output status

Some applications need to read back the output status, if the card do not provide output status read back, you can use a variable to store the status of output before you really command it output. Some cards provide the read back function but please note that **the read back status is come from the output register, not from the real physical output.**

## 6. Basic concepts of quadrature encoder counter

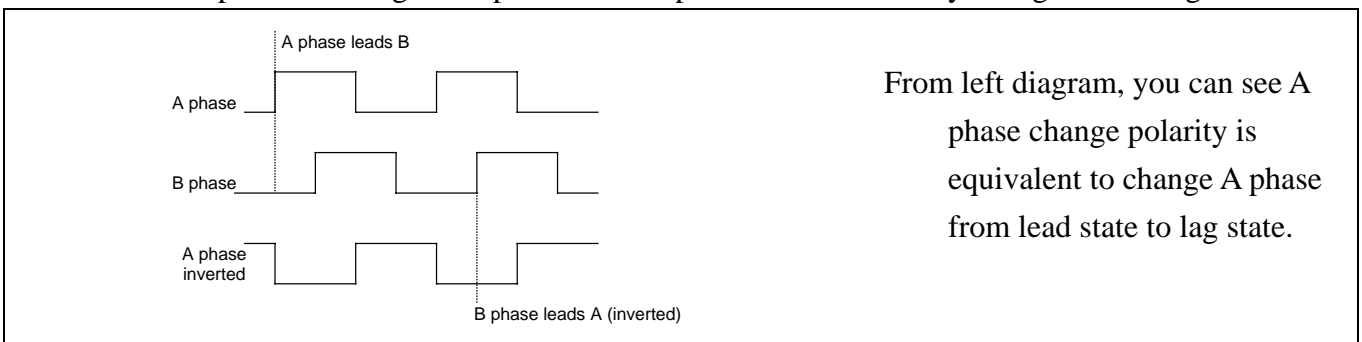
### 6.1 Input debounce time

If the counter input signal comes from the noisy environment, the input needs to filter out the unwanted signal and keep the meaningful signals to go through to counter. A programmable debounce digital filter put in the way of input signal to drop out the unwanted signal is a good choice.

Users can use the default debounce time constant or change depending on the signal speed and environment noise. A noisy environment normally needs large time constant to drop out the unwanted signal and high pulse rate limits the time constant you can choose. At default, the debounce function will drop the pulse duration less than 1us (debounce frequency 1M). You can choose one from 512K, 1M, 2M, 4M, 8M to meet your requirement.

### 6.2 Input polarity

For the maximum flexibility, the polarity function will change the input signal to meet the requirements of the following function blocks. Say A phase leads B in your external signal input, you can invert the A phase to change to B phase leads A phase without actually change the wiring.

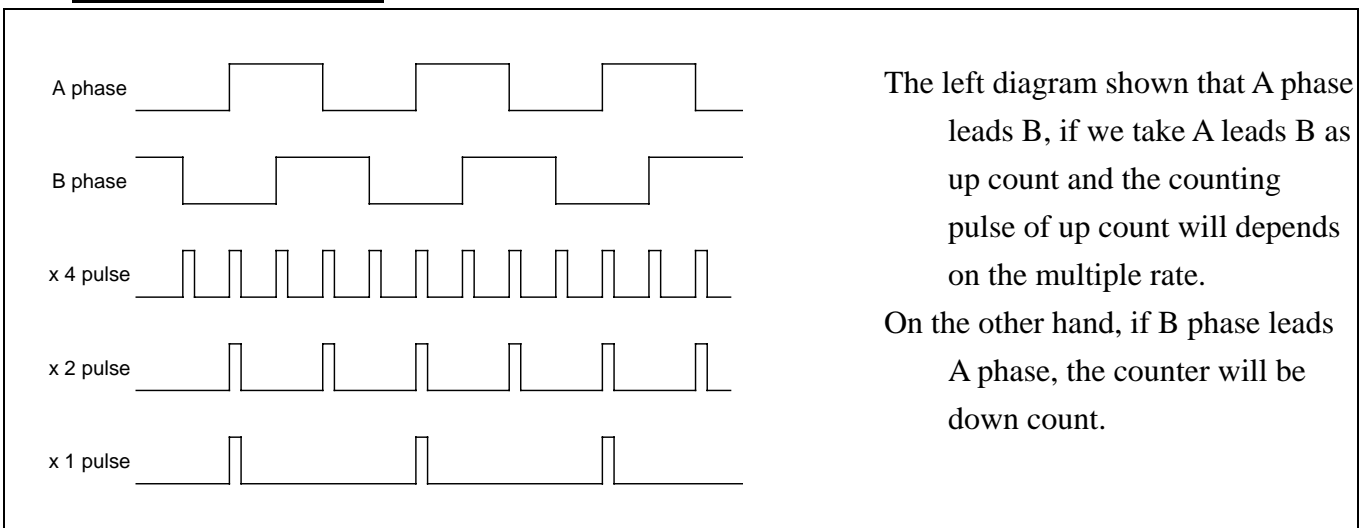


From left diagram, you can see A phase change polarity is equivalent to change A phase from lead state to lag state.

### 6.3 Signal input type

In LSI3101 card, there are 3 major signal types can be count.

#### **Quadrature input type**



The left diagram shown that A phase leads B, if we take A leads B as up count and the counting pulse of up count will depends on the multiple rate.

On the other hand, if B phase leads A phase, the counter will be down count.

**CW and CCW input type (Dual pulse mode)**

The left diagram shown that CW and CCW pulses. Any CW pulse input will increase counter by 1 and any CCW pulse input will decrease counter by 1.

**Clock and direction input type (Single pulse mode)**

The left diagram shown that Clock and Direction pulses. Any Clock pulse input will increase counter by 1 while the Direction signal is make and any Clock pulse input will decrease counter by 1 while Direction signal is break.

6.4 Homing (counter clear mode)

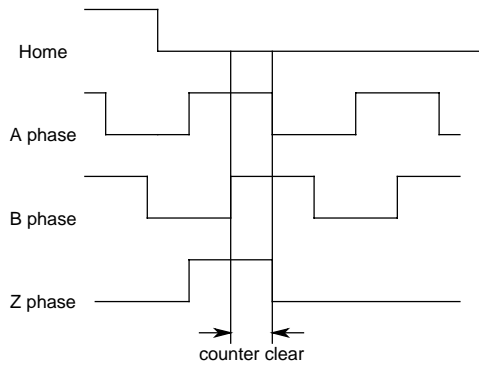
Normal counters use external asynchronous reset to clear counter but the quadrature counter generally provides more versatile functions to fit the need of different applications. In most quadrature counter applications the counter clear function also called as counter “HOMING”.

There are several modes to do homing:

1. counter clear at A,B,Z and Home active

The counter will be cleared while A,B Z and Home are all “make”.

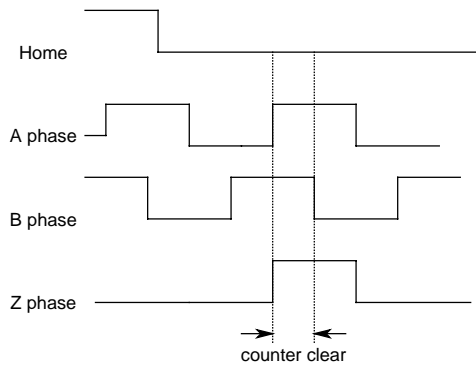
2. counter clear at first A,B,Z active after HOME turn to inactive and up count



The counter will be cleared while the following conditions meet:

1. HOME switch turns into "BREAK" state.
2. first A,B Z are all "MAKE" and counter up count (suppose A phase leads B phase).

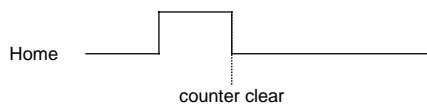
3. counter clear at first A,B,Z active after HOME turn to inactive and down count



The counter will be cleared while the following conditions meet:

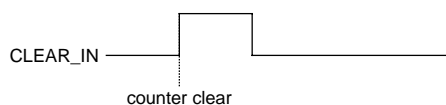
1. the HOME switch turns into "BREAK" state.
2. first A,B Z are all "MAKE" and counter down count (suppose B phase leads A phase).

4. counter clear at tailing edge of HOME



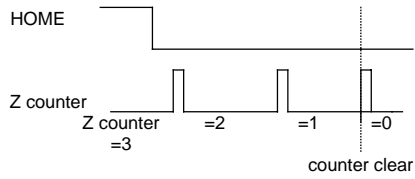
The counter will be cleared at the tailing edge of the HOME switch.

5. counter clear at rising edge of CLEAR\_IN



The counter will be cleared at the rising edge of the CLEAR\_IN signal input.

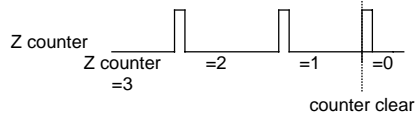
6. Trailing edge of HOME starts Z phase counter and count down to "0" clear quadrature counter



The counter will be cleared the following conditions meet:

1. the HOME switch turns into "BREAK" state.
2. Since the HOME trailing edge, Z phase counter count down to "0"

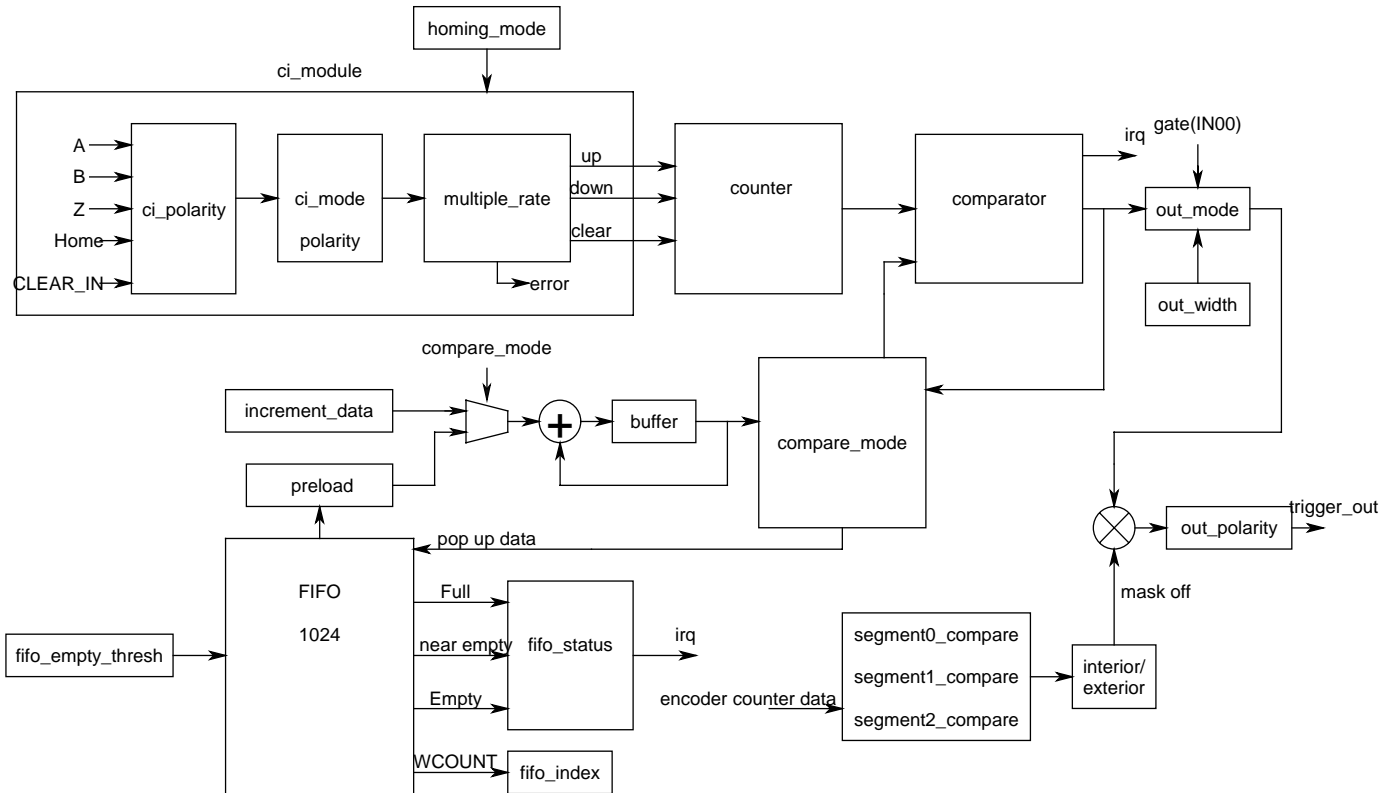
7. Z phase counter count down to "0" clear quadrature counter



The counter will be cleared while Z phase counter count down to "0".

## 7. Basic concepts of counter compare function

The most powerful function of LSI3101 card is the high speed comparison function. You can use this function to trigger external devices such as CCD camera to catch vision data.



From the above diagram, while the comparator compares equal, it will generate a trigger output and maintain the pulse at out\_width duration. External gate function can block the trigger output while it is at “break” state.

### 7.1 Counter compare mode

The comparator can work in one of the 3 modes, single compare, auto-increment compare and FIFO compare mode.

#### **Single compare mode (One time compare mode)**

The desired compare value is pre-loaded, if the quadrature counter value and the compare value meet the compare condition (i.e. data equal), generate output trigger.

### **Auto increment mode**

If the compare value (compare data) not only store at the preset register (compare value register) but also other subsequent data is define by a incremental value of current compare value. After one compared condition met, the preset register (compare value register) will be loaded a data which is the sum of current compare value and the incremental value to proceed the next compare.

new compare value= current compare value + auto increment value

(NOTE: the incremental value can be a minus value, this means a decrement of current compare value)

### **FIFO compare mode**

If the compare value (compare data) not only store at the preset register (compare value register) but also other subsequent data stored at a FIFO (first in first out memory), after one compared condition met, the FIFO will supply the preset register (compare value register) a new pop up data to proceed the next compare.

compare value= current compare value + value pop up from FIFO.

The compare function will continue until the FIFO is empty.

## 7.2 Trigger output width

It is apparently that you will use the CMP\_OUT to trigger some device to start some tasks. Not every device is so fast to recognize the compare out pulse. A compare out pulse width (or duration) timer will extend the pulse to your need. LSI3101 card provide the compare equal pulse duration on a 1us base and 16 bit data length.

## 7.3 Segment mask off and external gate function

The segment mask off function is only meaningful for FIFO mode and auto increment mode. The external gate control (IN00) can override to disable the trigger output by external signal.

Let us begin to explain the segment mask off function from the function block diagram shown above. At the left top, the counter is counting on the fly once your configuration is done. The A, B ,Z phase input signals determines the counter value and direction.

The counter value is sent to comparator at which another comparison source is selected from FIFO or Auto increment mode. If the two coming values are met, the comparator will generate a trigger to proceed with the auto increment state machine or pop out data from FIFO. But the trigger will going out as CMP\_OUT signal or not depends on the other control signals.

At the right most, the CMP\_OUT is the final output trigger, it is controlled by compare segment and interior/exterior mask off and external gate. The external gate signal comes from IN00 its polarity can be programmed as your physical hardware to gate the trigger signal to CMP\_OUT pin.

There are total 3 segments to configure. You can set the segment at a specific coordinate, say segment0 from 1,000 ~ 10,000, then enable segment0. If you set mask off to interior, the compare out pulses at interior of segment0 will be masked off and only the segment exterior can pass the compare trigger. If you set mask off at exterior, the coordinate outside of the segment0 can generate compare trigger. The segment1 and segment2 also have the same function as segment0 does. If you disable the segment function, no segment mask off function will be of the disabled segment.

## 8. Software overview

### 8.1 Initialization and close

You need to initialize system resource each time you run your application,

*LSI3101 initial()* will do.

Once you want to close your application, call

*LSI3101 close()* to release all the resource.

If you want to know the physical address assigned by OS, use

*LSI3101 info()* to get the address.

### 8.2 Input/Output function

For the easy use of digital input / output or the signal and control input / output, the logic polarity configure as you need will release the complexity of your application. Use

*LSI310 port polarity set()* to set digital input/output port logic polarity.

*LSI310 port polarity read()* to read back the digital input/output port logic polarity.

To eliminate the input noise, debounce filter is a good solution. LSI3101 card provides software input debounce circuit, before using the digital input, selecting an adequate filter frequency by:

*LSI3101 debounce time set()* and read back setting by

*LSI3101 debounce time read()*.

To output data

*LSI3101 port set()* will do.

To read digital input /output status

*LSI3101 port read()* will do.

To set a dedicate digital output, use

*LSI3101 point set()* and to read back the digital input/output status by

*LSI3101 point read()*

### 8.3 Timer function

The build in 32 bit timer based on 1 us time base can be used as system clock to generate interrupt for periodical task.

To setup timer or change time constant

*LSI3101 timer set()* and start by

*LSI3101 timer start()* and stop by

*LSI3101 timer stop()*

If you want to dedicated control the timer associated registers, use

*LSI3101 TC set()* to set registers and use

*LSI3101 TC read()* to read back settings.

#### 8.4 Quadrature counter function

For the most flexible of quadrature counter, input (A,B,Z and HOME,CLEAR\_IN)and output (CMP\_OUT) polarity can be changed by software:

**LSI3101 CIO polarity set()** and read back the status by

**LSI3101 CIO polarity read()**

Even the counter input changing from time to time, you can read the input status on the fly by

**LSI3101 CIO read()**

The counter can function in one of the 3 working mode: quadrature mode, dual pulse mode or single pulse mode. If you are interfacing with linear scale or rotary encoder, quadrature mode is the only selection. If you intend to count the motion pulse from some other controller or just to count external pulses, dual pulse mode or single pulse mode is possible. (refer section 6.3 Signal input type).

Except for the input type, the input debounce time is also importance for proper operation. LSI3101 provide from 512KHz (1.95us) up to 8MHz(0.0125us) software filter to filter out noise.

**LSI3101 CI mode set()** is used to setup all the input configurations. To read back settings by

**LSI3101 CI mode read()**.

LSI3101 counter also provide multi-function compare output. You can block the output by external gate input (IN00) or program the compare output as pulse (pulse width programmable) or as level output or toggles output as the compare value coincides.

**LSI3101 CO mode set()** provide all the required function configurations. You can read back by **LSI3101 CO mode read()**.

#### 8.5 Homing (to clear counter)

At the beginning of an application, the position of encoder / linear scale needs a reference point of coordinate, use

**LSI3101 HOMING mode set()** to clear counter while the special condition meet after command to start counter operation.

To check if hardware homing occurred, use

**LSI3101 HOMING mode read()** to read back homing mode.

## 8.6 Compare function

Compare the counter to a preset value is a useful but special function. In application that needs to trigger external devices on the fly at specific point, the compare function is a good solution.

Use **LSI3101 compare mode set()** to setup the compare mode, there are 3 modes to choose : one time mode, auto increment mode and FIFO mode.(refer chap. 7) You can read back settings by:

**LSI3101 compare mode read()**

To initialize the counter, you can do HOMING function or just preset the counter at certain value. If you want to override the counter value, use

**LSI3101 counter set()** and at any time to read back the on the fly counter value by  
**LSI3101 counter read()**.

No matter what mode you use, you must load a value for first comparison, use:

**LSI3101 compare value set()** to load the compare value and read back by.  
**LSI310 compare value read()**.

If the compare mode you set is single compare mode, now LSI3101 is waiting your start command to compare.

If your application is to compare at regular distance, auto increment mode is an adequate choice, use **LSI3101 compare increment set()** to set the incremental distance after each compare equal.  
**LSI3101 compare increment read()** to read back auto increment value set.

If your application is not increase at regular distance, using FIFO to program the random position is the right solution, before using the function

**LSI3101 compare FIFO clear()** resets the FIFO-in and FIFO-out pointer.

For fast comparison application, the FIFO may consume very fast and a pre-empty warning is required to initialize the FIFO data supply. To set the warning threshold by

**LSI3101 compare FIFO threshold set()** and read back by  
**LSI3101 compare FIFO threshold read()**.

If you want to scan the FIFO to check how many data remained, using

**LSI3101 compare FIFO unused read()**

To load the FIFO random position data, use

**LSI3101 compare FIFO set()** to save data to the FIFO, the command also can specify the data length you will fill and the data type is relative or absolute. But in hardware, only relative distance is stored. (absolute positions are changed to relative data by dll)

After the compare mode, the compare data, the increment vale (in incremental mode) or FIFO (in FIFO compare mode) have setup already, you can start the counter function by

**LSI3101 counter start()**, now counter is counting and the compare logic is waiting to capture the compare equal event.

If you will check the counter current working mode,

**LSI3101 counter mode read()** will do.

To stop the counter by:

**LSI3101 counter stop()**.

## 8.7 Compare segment configuration and compare out mask off

For some applications, you need to disable the CMP\_OUT trigger but do not effect the auto increment or FIFO operation. You can use external gate mode or the segment mask off function to disable the trigger output.

There are 3 segments on card, you can choose any one of them or use all of them as you want. First configure the one you want to use and set up the start and stop point coordinate by:

**LSI3101 cmp segment write( )** and read back to check by

**LSI3101 cmp segment read( )**.

Next, the coordinate interior or exterior the start-stop points, you want to mask off the compare out

**LSI3101 mask off write( )** and read back by

**LSI3101 mask off read( )**

At last enable or disable the function by:

**LSI3101 segment control write( )** or read back by:

**LSI3101 segment control read( )**

After all is configured, the CMP\_OUT will be mask off as you need.

## 8.8 Interrupt function

There are 3 interrupt sources for your quick response application,

1. Digital input: IN00~IN07 generate interrupt
2. Timer: time up interrupt
3. Counter: compare equal, FIFO empty, FIFO full and FIFO near empty can generate interrupt.

To use the interrupt service, the first step

**LSI3101 IRO mask set ( )** to mask off the undesired interrupt source.

**LSI3101 IRO mask read( )** to read back the mask.

After the mask set, you can link your service routine to interrupt by:

**LSI3101 IRO process link( )**, then enable or disable by:

**LSI3101 IRO enable( )** to enable, or

**LSI3101 IRO disable( )** to disable the function.

If you want to check the interrupt status to identify which is the interrupt source,

**LSI3101 IRO status read( )** will do and it also clears the interrupt status.

## 8.9 Security function

Since LSI3101 is a general purpose card, anyone who can buy from the market. Your program is the fruit of your intelligence, un-authorized copy maybe prevent by the security function enabled.

You can use

*LSI3101 password set()* to set password and start the security function. Use

*LSI3101 password change()* to change it.

If you don't want to use security function after the password being setup,

*LSI3101 password clear()* will reset to the virgin state.

Once the password is set, any function call of the dll's (except for the security functions) will be blocked until the

*LSI3101 security unlock()* unlock the security.

You can also use

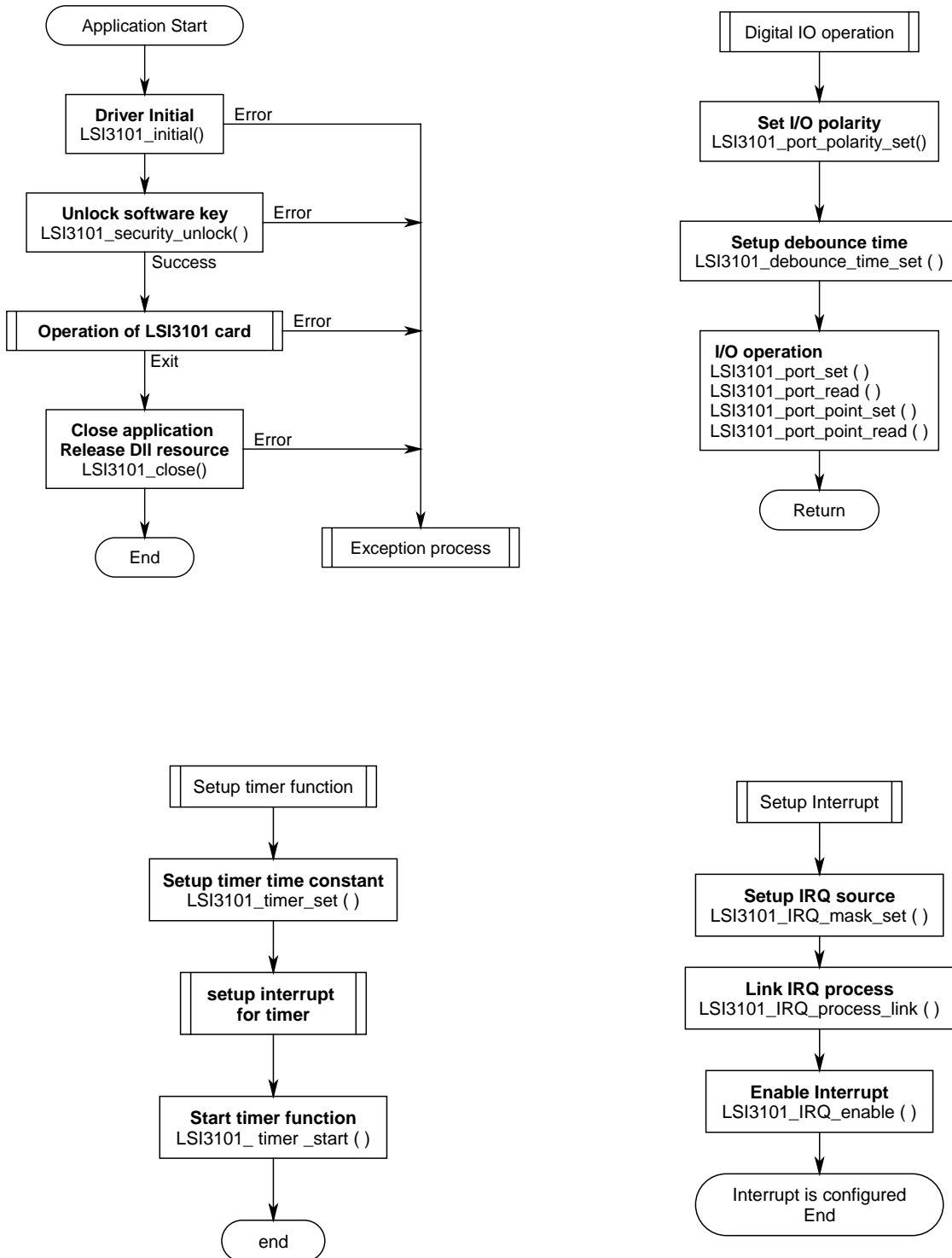
*LSI3101 security status read()* to check the current status of security.

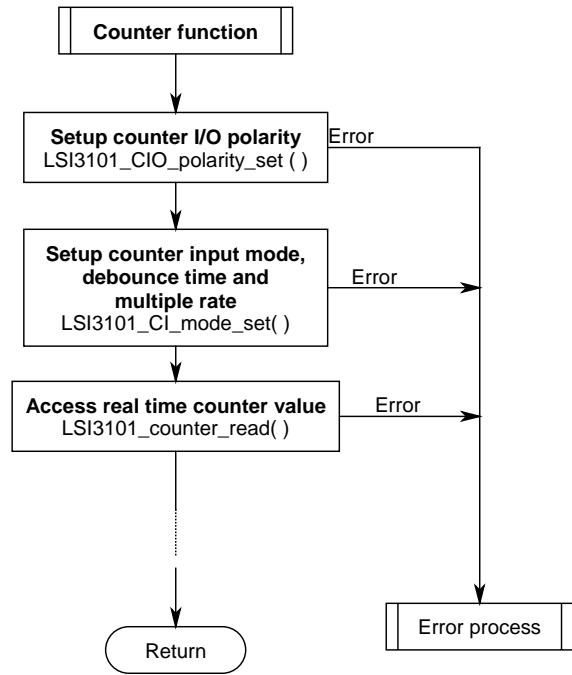
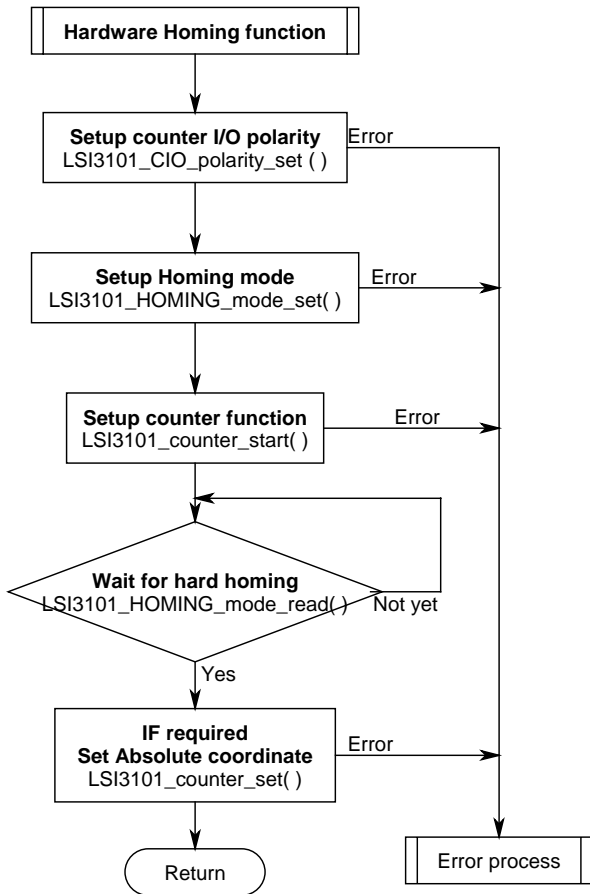
### **Note:**

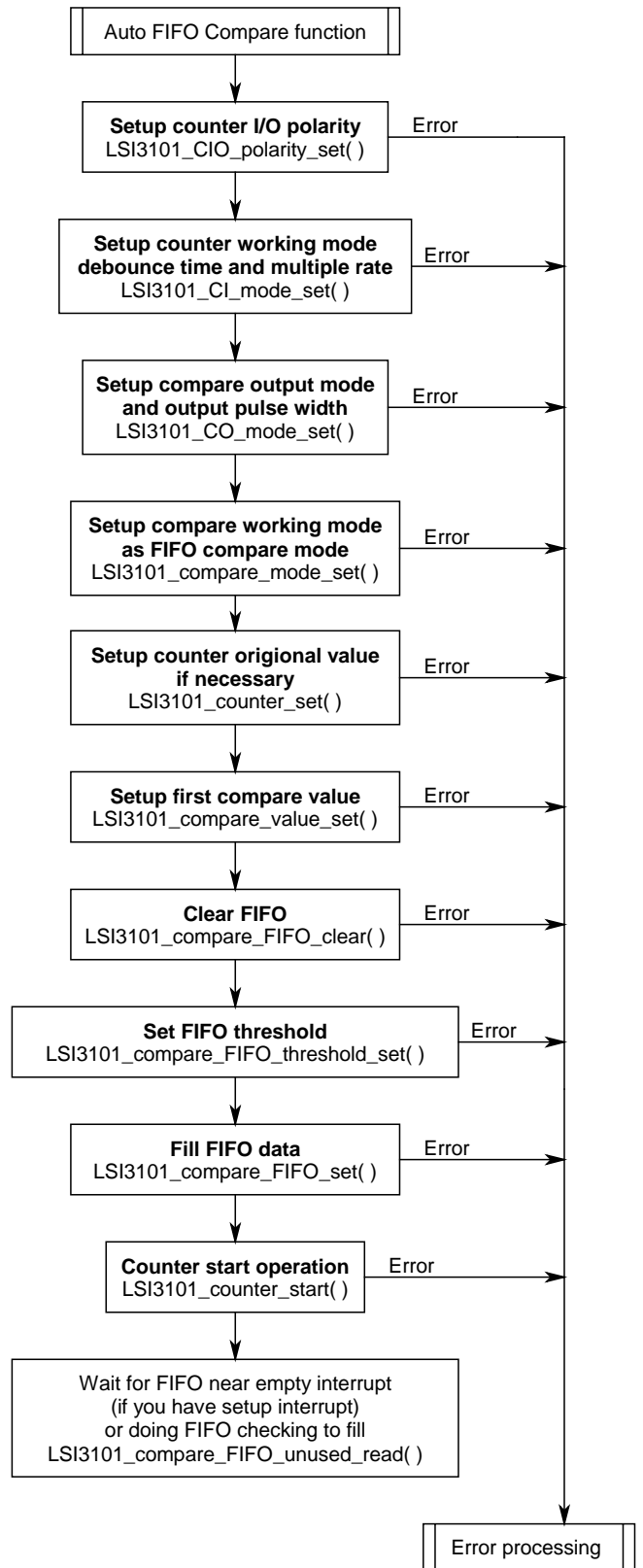
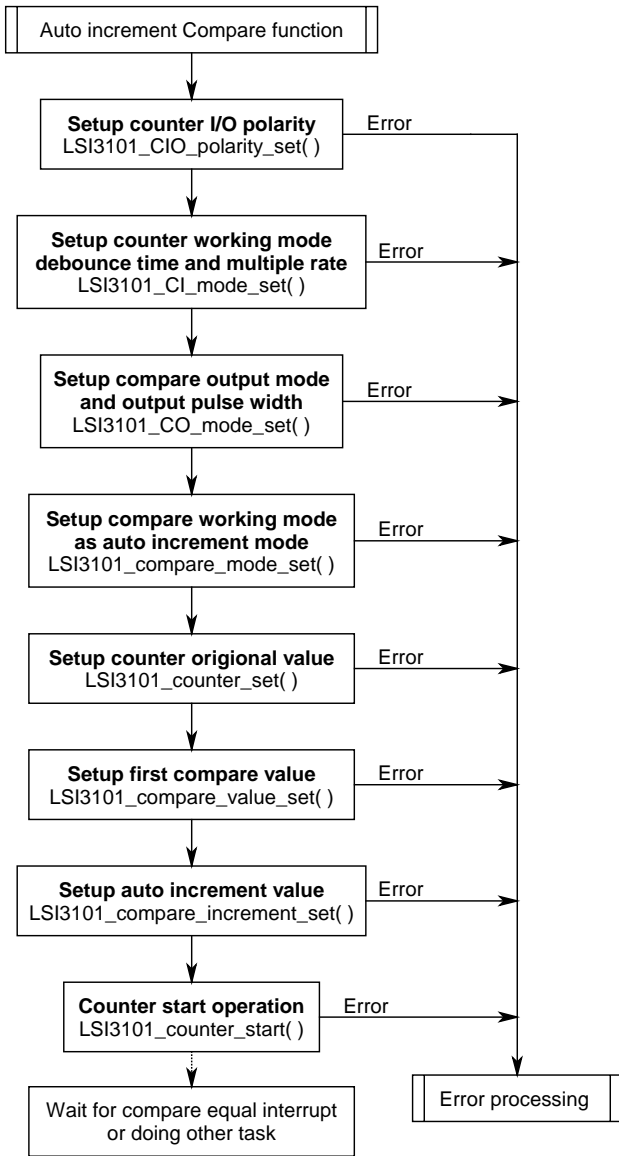
**Any attempt to unlock the software security function with wrong passwords more than 10 times will "dead lock" the card.**

## 9. Flow chart of implement an application

### 9.1 LSI3101 Flow chart of implementation







## 10. Function reference

These topics contain detailed descriptions of each LSI3101 function. The functions are arranged alphabetically by function name. Refer to LSI3101 Function Reference for additional information.

### 10.1 Error codes and address

Every LSI3101 function is consist of the following format:

**Status = function\_name (parameter 1, parameter 2, ... parameter n)**

Each function returns a value in the **Status** global variable that indicates the success or failure of the function. A returned **Status** equal to zero that indicates the function executed successfully. A non-zero status indicates failure that the function did not execute successfully because of an error, or executed with an error.

**Note** : **Status** is a 32-bit unsigned integer.

The first parameter to almost every LSI3101 function is the parameter **CardID** which is located the driver of LSI3101 board you want to use those given operation. The **CardID** is assigned by rotary switch. You can utilize multiple devices with different card ID within one application; to do so, simply pass the appropriate **CardID** to each function.

**Note:** **CardID** is set by rotary switch (**0x0-0xF**)

## 10.2 Variable data types

Every function description has a parameter table that lists the data types for each parameter. The following sections describe the notation used in those parameter tables and throughout the manual for variable data types.

Primary Type Names					
Name	Description	Range	C/C++	Visual BASIC	Pascal (Borland Delphi)
<b>u8</b>	8-bit ASCII character	0 to 255	char	Not supported by BASIC. For functions that require character arrays, use string types instead.	Byte
<b>i16</b>	16-bit signed integer	-32,768 to 32,767	short	Integer (for example: deviceNum%)	SmallInt
<b>u16</b>	16-bit unsigned integer	0 to 65,535	unsigned short for 32-bit compilers	Not supported by BASIC. For functions that require unsigned integers, use the signed integer type instead. See the i16 description.	Word
<b>i32</b>	32-bit signed integer	-2,147,483,648 to 2,147,483,647	long	Long (for example: count&)	LongInt
<b>u32</b>	32-bit unsigned integer	0 to 4,294,967,295	unsigned long	Not supported by BASIC. For functions that require unsigned long integers, use the signed long integer type instead. See the i32 description.	Cardinal (in 32-bit operating systems). Refer to the i32 description.
<b>f32</b>	32-bit single-precision floating-point value	-3.402823E+38 to 3.402823E+38	float	Single (for example: num!)	Single
<b>f64</b>	64-bit double-precision floating-point value	-1.797683101862315E+308 to 1.797683101862315E+308	double	Double (for example: voltage Number)	Double

**Table 2**

### 10.3 Programming language considerations

Apart from the data type differences, there are a few language-dependent considerations you need to be aware of when you use the LSI3101 API. Read the following sections that apply to your programming language.

**Note:** Be sure to include the declaration functions of LSI3101 prototypes by including the appropriate LSI3101 header file in your source code. Refer to Chapter 4. LSI3101 Language Support for the header file appropriate to your compiler.

#### 10.3.1 C/C++

For C or C++ programmers, parameters listed as Input/Output parameters or Output parameters are pass-by-reference parameters, which means a pointer points to the destination variable should be passed into the function. For example, the Read Port function has the following format:

```
Status = LSI3101_port_read (u8 CardID, u8 port, u8 *state);
```

where **CardID** and **port** are input parameters, and **state** is an output parameter.

Consider the following example:

```
u8 CardID, port ;  
u8 state,  
u32 Status;  
Status = LSI3101_port_read ( CardID, port, &state);
```

#### 10.3.2 Visual basic

The file LSI3101.bas contains definitions for constants required for obtaining LSI Card information and declared functions and variable as global variables. You should use these constants symbols in the LSI3101.bas, do not use the numerical values.

In Visual Basic, you can add the entire LSI3101.bas file into your project. Then you can use any of the constants defined in this file and call these constants in any module of your program. To add the LSI3101.bas file for your project in Visual Basic 4.0, go to the **File** menu and select the **Add File...** option. Select LSI3101.bas, which is browsed in the LSI3101 \API directory. Then, select **Open** to add the file to the project.

To add the LSI3101.bas file to your project in Visual Basic 5.0 and 6.0, go to the **Project** menu and select **Add Module**. Click on the Existing tab page. **Select** LSI3101.bas, which is in the LSI3101 \API directory. Then, select **Open** to add the file to the project.

### 10.3.3 Borland C++ builder

To use Borland C++ builder as development tool, you should generate a .lib file from the .dll file by implib.exe.

**implib LSI3101BC.lib LSI3101.dll**

Then add the **LSI3101BC.lib** to your project and add

**#include "LSI3101.h"** to main program.

Now you may use the dll functions in your program. For example, the Read Input function has the following format:

**Status = LSI3101\_port\_read (u8 CardID, u8 port, u8 \*state);**

where **CardID** and **port** are input parameters, and **state** is an output parameter. Consider the following example:

*u8 CardID, port ;*

*u8 state,*

*u32 Status;*

*Status = LSI3101\_port\_read ( CardID, port, &state);*

**Initialization and close**

● **LSI3101 initial**

**Format :** u32 status =LSI3101\_initial (void)

**Purpose:** Initial the LSI3101 resource when start the Windows applications.

● **LSI3101 close**

**Format :** u32 status = LSI3101\_close (void);

**Purpose:** The LSI3101\_close () function is corresponded with LSI3101\_initial ( ) function to make LSI3101 card windows application program completely ended and memory fully be released.

● **LSI3101 info**

**Format :** u32 status =LSI3101\_info(u8 CardID,u8 \*Card\_name,u16 \*IO\_address, u16 \*TC\_address)

**Purpose:** Read the physical I/O address assigned by O.S..

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
Card_name	u8	b0=1, version : LSI3101A b1=0, version : LSI3101
IO_address	u16	physical I/O address assigned by OS
TC_address	u16	physical timer/counter I/O address assigned by OS

## Input/output function

### ● **LSI3101 port polarity set**

**Format :** u32 status = LSI3101\_port\_polarity\_set (u8 CardID, u8 port, u8 polarity)

**Purpose:** To set LSI3101 card's digital I/O port polarity.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: input port 1: output port
polarity	u8	b7: IN07 for input port,OUT07 for output port 0: normal polarity (default) 1: inverse polarity .... b0: IN00for input port,OUT00 for output port 0: normal polarity (default) 1: inverse polarity

### ● **LSI3101 port polarity read**

**Format :** u32 status = LSI3101\_port\_polarity\_read (u8 CardID, u8 port, u8 \*polarity)

**Purpose:** To read back polarity of digital I/O port point.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: input port 1: output port

**Output:**

Name	Type	Description
polarity	u8	b7: IN07 for input port,OUT07 for output port 0: normal polarity (default) 1: inverse polarity .... b0: IN00for input port,OUT00 for output port 0: normal polarity (default) 1: inverse polarity

● **LSI3101 debounce time set**

**Format :** u32 status = LSI3101\_debounce\_time\_set (u8 CardID, u8 debounce\_time)

**Purpose:** Set the input port debounce time

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW
debounce_time	u8	Debounce time selection: 0: no debounce 1: debounce frequency 100 Hz, filter out duration less than 10ms (default) 2: debounce frequency 200 Hz, filter out duration less than 5ms 3: debounce frequency 1K Hz, filter out duration less than 1ms

● **LSI3101 debounce time read**

**Format :** u32 status = LSI3101\_debounce\_time\_read (u8 CardID, u8 \* debounce\_time)

**Purpose:** Read back the input port debounce time configuration

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW

**Output:**

Name	Type	Description
debounce_time	u8	Debounce time selection: 0: no debounce 1: debounce frequency 100 Hz, filter out duration less than 10ms (default) 2: debounce frequency 200 Hz, filter out duration less than 5ms 3: debounce frequency 1K Hz, filter out duration less than 1ms

● **LSI3101 port set**

**Format :** u32 status = LSI3101\_port\_set (u8 CardID, u8 port, u8 data)

**Purpose:** To set LSI3101 card's DIO output.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: invalid 1: output port
data	u8	b7: OUT07 for output port .... b0: OUT00 for output port

● **LSI3101 port read**

**Format :** u32 status = LSI3101\_port\_read (u8 CardID, u8 port, u8 \*data)

**Purpose:** To read LSI3101 card's DIO port status.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: input port 1: output port

**Output:**

Name	Type	Description
data	u8	b7: state of IN07 for input port or OUT07 for output port .... b0: state of IN00 for input port or OUT00 for output port

● **LSI3101 point set**

**Format :** u32 status = LSI3101\_point\_set (u8 CardID, u8 port, u8 point, u8 state)

**Purpose:** To set LSI3101 card's digital input/output point.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: invalid 1: output port
point	u8	Point designated 7~0 for OUT07~OUT00
state	u8	Data (0 or 1) will set the designated pint

● **LSI3101 point read**

**Format :** u32 status = LSI3101\_point\_read (u8 CardID, u8 port, u8 point, u8 \*state)

**Purpose:** To read LSI3101 card's digital input/output point status.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
port	u8	0: input port 1: output port
point	u8	Point designated 7~0 for b7~b0

**Output:**

Name	Type	Description
state	u8	Returned status (0 or 1) of the designed bit

## Timer function

### ● **LSI3101 timer set**

**Format :** u32 status = LSI3101\_timer\_set (u8 CardID, u32 time\_constant)

**Purpose:** To setup timer operation mode or update timer

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch
time_constant	u32	Timer constant based on 1us clock

**Note:**

1. Time constant is based on 1us clock, period  $T = (\text{time\_constant} + 1) * 1\text{us}$
2. If you also enable the timer interrupt, the period T must at least longer than the system interrupt response time else the system will be hanged by excess interrupts.

### ● **LSI3101 timer start**

**Format :** u32 status = LSI3101\_timer\_start (u8 CardID)

**Purpose:** To start timer operation mode

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch

### ● **LSI3101 timer stop**

**Format :** u32 status = LSI3101\_timer\_stop (u8 CardID)

**Purpose:** To stop timer operation mode

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch

● **LSI3101 TC set**

**Format :** u32 status=LSI3101\_TC\_set (u8 CardID,u8 index,u32 data)

**Purpose:** To load data to timer related registers

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: TC_CONTROL 1: PRELOAD 2: TIMER
data	u32	For TC_CONTROL 0: stop timer operation 1: timer run For PRELOAD or TIMER Data is the constant to be load

**Note:** PRELOAD is the register for timer to re-load, the value will be valid while timer count to zero and reload the data.

● **LSI3101 TC read**

**Format :** u32 status=LSI3101\_TC\_read (u8 CardID,u8 index,u32 \*data)

**Purpose:** To read data from timer related registers

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: TC_CONTROL 1: PRELOAD 2: TIMER

**Output:**

Name	Type	Description
data	u32	Data read back

**Note:** Meaning of setting or return value of different index

index	register	value	meaning
0	TC_CONTROL	0~1	0:timer stops operation 1: timer runs
1	PRELOAD	1~0xffffffff	timer preload value
2	TIMER	1~0xffffffff	Timer value on the fly

**Note:**

For example, you want to watch the timer counting on the fly, use

LSI3101\_TC\_read (CardID,index, \*data) //CardID as you assign, index=2

To read back the timer value.

**Quadrature counter function**

● **LSI3101 CIO polarity set**

**Format :** u32 status = LSI3101\_CIO\_polarity\_set (u8 CardID, u16 polarity)

**Purpose:** To set LSI3101 card's high speed counter related input and output polarity.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
polarity	u16	b8 : compare_out_mask_pol b7: CMP_OUT polarity b6: null b5: null b4: CLEAR_IN polarity b3: HOME input polarity b2: Z_phase input polarity b1: B_phase input polarity b0: A_phase input polarity  A bit set to 0 mean the corresponding input or output normal polarity (default). A bit set to 1 means the corresponding input or output is inverse polarity COMMENT : b8 = normal, the physical compare out signal(s) will be mask, while register 0040H(bar1) has been set enable and encoder counter value in the range of segment0 ~ segment2 (register 0042H~058H bar1) or equal.  b8 = 1, invert, the physical compare out signal(s) will be trigger, while register 0040H(bar1) has been set enable and encoder counter value in the range of segment0 ~ segment2(register 0042H~058H bar1) or equal.

● **LSI3101 CIO polarity read**

**Format :** u32 status = LSI3101\_CIO\_polarity\_read (u8 CardID, u8 \*polarity)

**Purpose:** To read back the LSI3101 card’s high speed counter related input and output polarity.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
polarity	u8	b7: CMP_OUT polarity b6: null b5: null b4: CLEAR_IN polarity b3: HOME input polarity b2: Z_phase input polarity b1: B_phase input polarity b0: A_phase input polarity A bit set to 0 mean the corresponding input or output normal polarity (default). A bit set to 1 means the corresponding input or output is inverse polarity

● **LSI3101 CIO read**

**Format :** u32 status = LSI3101\_CIO\_read (u8 CardID, u8 \*CIO\_state)

**Purpose:** To read back the LSI3101 card’s high speed counter related input and output polarity.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
CIO_state	u8	b0: A phase input state b1: B phase input state b2: Z phase input state b3: HOME input state b4: CLEAR_IN (clear) input state b5: Z phase toggled flag (first Z input trigger to MAKE, 2 <sup>nd</sup> trigger to BREAK, 3 <sup>rd</sup> MAKE ...)

**Note:** The Z phase input is very difficult to watch even by a scope but you can verify the “Z phase trigger toggled flag” to proof its occurrence.

● **LSI3101 CI mode set**

**Format :** u32 status = LSI3101\_CI\_mode\_set (u8 CardID, u8 in\_mode, u8 debounce\_time, u8 multiple\_rate)

**Purpose:** To set LSI3101 card's high speed counter input mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
in_mode	u8	0: QUADRATURE_MODE A, B phase quadrature signal at A and B input pin 1:DUAL_PULSE_MODE CW and CCW signal at A and B input pin 2:SINGLE_PULSE_MODE Clock and Direction signal at A and B input pin
debounce_time	u8	0: filter out duration less than 1.95us signal, counter bandwidth less than 512K. 1: filter out duration less than 1us signal (default), counter bandwidth less than 1M. 2: filter out duration less than 0.5us signal, counter bandwidth less than 2M. 3: filter out duration less than 0.25us signal, counter bandwidth less than 4M. 4: filter out duration less than 0.125us signal, counter bandwidth less than 8M. 5: filter out duration less than 0.1us signal, counter bandwidth less than 10M. (only valid for LSI3101A) 6: filter out duration less than 0.0625us signal, counter bandwidth less than 16M. (only valid for LSI3101A)
multiple_rate	u8	Only valid for quadrature mode, in other mode, this parameter is ignored. 0: MULTIPLE_4 (default) A,B phase input multiple rate is 4 1: MULTIPLE_2 A,B phase input multiple rate is 2 2: MULTIPLE_1 A,B phase input multiple rate is 1

● **LSI3101 CI mode read**

**Format :** u32 status = LSI3101\_CI\_mode\_read (u8 CardID, u8 \*in\_mode, u8 \*debounce\_time, u8 \*multiple\_rate)

**Purpose:** To read back the LSI3101 card's counter input mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
in_mode	u8	0: QUADRATURE_MODE A, B phase quadrature signal at A and B input pin 1:DUAL_PULSE_MODE CW and CCW signal at A and B input pin 2:SINGLE_PULSE_MODE Clock and Direction signal at A and B input pin
debounce_time	u8	0: filter out duration less than 1.95us signal, counter bandwidth less than 512K. 1: filter out duration less than 1us signal (default), counter bandwidth less than 1M. 2: filter out duration less than 0.5us signal, counter bandwidth less than 2M. 3: filter out duration less than 0.25us signal, counter bandwidth less than 4M. 4: filter out duration less than 0.0125us signal, counter bandwidth less than 8M. 5: filter out duration less than 0.1us signal, counter bandwidth less than 10M. (only valid for LSI3101A) 6: filter out duration less than 0.0625us signal, counter bandwidth less than 16M. (only valid for LSI3101A)
multiple_rate	u8	Only valid for quadrature mode, in other mode, this parameter is ignored. 0: MULTIPLE_4 (default) A,B phase input multiple rate is 4 1: MULTIPLE_2 A,B phase input multiple rate is 2 2: MULTIPLE_1 A,B phase input multiple rate is 1

● **LSI3101 CO mode set**

**Format :** u32 status = LSI3101\_CO\_mode\_set (u8 CardID, u8 out\_mode, u8 gate, u16 out\_width)

**Purpose:** To set LSI3101 card's counter output mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
out_mode	u8	0: NO_TOUT do not use the CMP_OUT function. 1:OUT_PULSE While compare condition meet, the CMP_OUT will be pulsed at the duration controlled by out_width. 2:OUT_LEVEL While compare condition meet, the CMP_OUT will be high. 3: null 4:OUT_TOGGLE While compare condition meet, the CMP_OUT will be toggled.
gate	u8	0:NO_GATE do not use gate function (default) 1:GATED Use IN00 as gate input (polarity is effective), while gate is inactive, the comparator output will be disabled. Except for the disable CMP_OUT function, gated mode do not disable the compare function.
out_width	u16	Output duration of OUT_PULSE mode. Duration = 1us * (out_width +1) If in other output mode, this parameter is trivial.

● **LSI3101 CO mode read**

**Format :** u32 status = LSI3101\_CO\_mode\_read (u8 CardID, u8 \*out\_mode, u8 \*gate, u16 \*out\_width)

**Purpose:** To read back the LSI3101 card's counter output mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
out_mode	u8	0: NO_TOUT do not use the CMP_OUT function. 1:OUT_PULSE While compare condition meet, the CMP_OUT will be pulsed at the duration controlled by out_width. 2:OUT_LEVEL While compare condition meet, the CMP_OUT will be high. 3: null 4:OUT_TOGGLE While compare condition meet, the CMP_OUT will be toggled.
gate	u8	0:NO_GATE do not use gate function 1:GATED Use IN00 as gate input (polarity is effective), while gate is inactive, the comparator output will be disabled. <b>The gated mode do not effect the compare function, it just block the trigger source of CMP_OUT.</b>
out_width	u16	Output duration of OUT_PULSE mode. Duration = 1us * (out_width +1) If in other output mode, this parameter is trivial.

**Homing function**

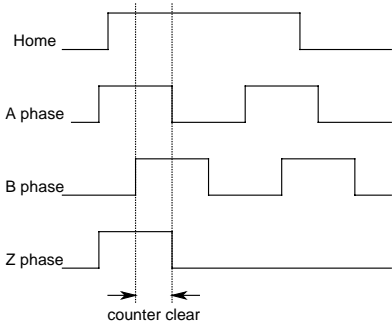
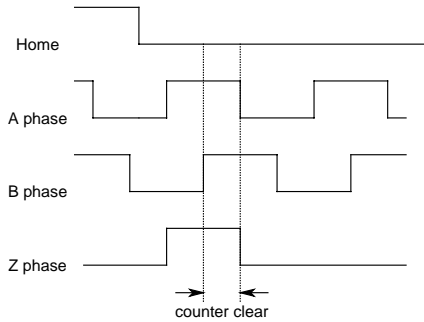
● **LSI3101 HOMING mode set**

**Format :** u32 status = LSI3101\_HOMING\_mode\_set (u8 CardID, u8 homing\_mode, u16 z\_count, u8 single\_cont)

**Purpose:** To set LSI3101 card's homing mode of high speed counter.

**Parameters:**

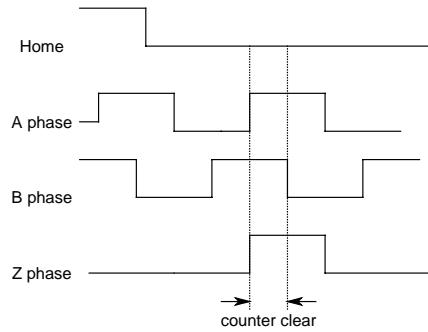
**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
homing_mode	u8	<p>0: NORMAL (default)</p> <p>NORMAL is used for counting or compare. While the homing mode completes, the homing mode will reset to NORMAL.</p> <p>1: HOME_ABZ</p> <p>Clear counter while A,B,Z and HOME signals are MAKE simultaneously.</p> <p>1. counter clear at A,B,Z and Home active</p>  <p>2: HOME_ABZ_UP</p> <p>Clear counter at first A,B,Z are MAKE after HOME signal turned to BREAK and counter up count.</p> <p>2. counter clear at first A,B,Z active after HOME turn to inactive and up count</p> 

### 3: HOME\_ABZ\_DOWN

Clear counter at first A,B,Z are MAKE after HOME signal turned to BREAK and counter down count.

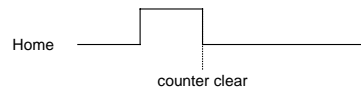
3. counter clear at first A,B,Z active after HOME turn to inactive and down count



### 4: HOME\_

Clear counter at the tailing edge of HOME input.

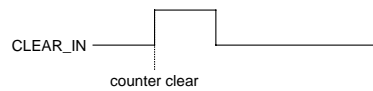
4. counter clear at tailing edge of HOME



### 5:H\_CLEAR\_IN

Clear counter while CLEAR\_IN input active transition.

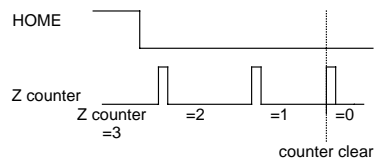
5. counter clear at rising edge of CLEAR\_IN



### 6:HOME\_ZN

Clear counter while HOME active to enactive and Z phase counts z-count pulses.

6. Trailing edge of HOME starts Z phase counter and count down to "0" clear quadrature counter



		<p>7:H_ZN</p> <p>Clear counter while Z phase counts z-count pulses.</p> <p>7. Z phase counter count down to "0" clear quadrature counter</p>
z_count	u16	Z phase count pulses at HOME_ZN and H_ZN homing mode.
single_cont	u8	0: SINGLE, once counter clears, homing mode reset to NORMAL. 1: CONT, continuous mode, always doing homing function.

● **LSI3101 HOMING mode read**

**Format :** u32 status = LSI3101\_HOMING\_mode\_read (u8 CardID, u8 \*homing\_mode, u16 \*z\_count, u8 \*single\_cont)

**Purpose:** To read back the LSI3101 card's high speed counter homing mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
homing_mode	u8	Refer explanation of <b>LSI3101_HOMING_mode_set</b>
z_count	u16	
single_cont	u8	

## Compare function

### ● **LSI3101 compare mode set**

**Format :** u32 status = LSI3101\_compare\_mode\_set (u8 CardID, u8 compare\_mode)

**Purpose:** To set LSI3101 card's compare mode of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
compare_mode	u8	0: C_SINGLE (default) While the compare condition meet, reset the compare function to compare stop mode. 1: C_FIFO While the compare condition meet, load new data from FIFO until FIFO empty to reset the compare function to compare stop mode. 2: C_AUTO_INC While the compare condition meet, the new compare data is incremented by INCREMENT. (set by <b>LSI3101_compare_increment_set</b> )

● **LSI3101 compare mode read**

**Format :** u32 status = LSI3101\_compare\_mode\_read (u8 CardID, u8 \*compare\_mode)

**Purpose:** To read back the LSI3101 card's compare mode of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
compare_mode	u8	0: C_SINGLE (default) While the compare condition meet, reset the compare function to compare stop mode. 1: C_FIFO While the compare condition meet, load new data from FIFO until FIFO empty to reset the compare function to compare stop mode. 2: C_AUTO_INC While the compare condition meet, the new compare data is incremented by INCREMENT.

● **LSI3101 counter set**

**Format :** u32 status = LSI3101\_counter\_set (u8 CardID, i32 counter\_value)

**Purpose:** To set LSI3101 card's of speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
counter_value	i32	+2147483647 ~ -2147483648

- **LSI3101 counter read**

**Format :** u32 status = LSI3101\_counter\_read (u8 CardID, i32 \*counter\_value)

**Purpose:** To read back the LSI3101 card's of speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
counter_value	i32	+2147483647 ~ -2147483648, counter value on the fly

- **LSI3101 compare value set**

**Format :** u32 status = LSI3101\_compare\_value\_set (u8 CardID, i32 compare\_value)

**Purpose:** To set LSI3101 card's compare value of high speed counter. One time (Single) compare mode or auto increment mode or FIFO mode, all need the first comparison value to start.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
compare_value	i32	+2147483647 ~ -2147483648

- **LSI3101 compare value read**

**Format :** u32 status = LSI3101\_compare\_value\_read (u8 CardID, i32 \*compare\_value)

**Purpose:** To read back the LSI3101 card's compare value of high speed counter. This command Can use to read the comparison value for both auto increment or FIFO comparison.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
compare_value	i32	Refer explanation of LSI3101_compare_value_set

● **LSI3101 compare increment set**

**Format :** u32 status = LSI3101\_compare\_increment\_set (u8 CardID, i32 increment\_value)

**Purpose:** To set LSI3101 card's compare incremental value of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
increment_value	i32	+65535 ~ -65535

**Note:**

New compare value = current compare value + increment\_value,

New compare value will be loaded while current compare condition meet.

● **LSI3101 compare increment read**

**Format :** u32 status = LSI3101\_compare\_increment\_read (u8 CardID,  
i32 \* increment\_value)

**Purpose:** To read back the LSI3101 card's compare incremental value of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
increment_value	i32	+65535 ~ -65535

● **LSI3101 compare FIFO clear**

**Format :** u32 status = LSI3101\_compare\_FIFO\_clear (u8 CardID)

**Purpose:** To discard all the data in compare FIFO of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

● **LSI3101 compare FIFO threshold set**

**Format :** u32 status = LSI3101\_compare\_FIFO\_threshold\_set (u8 CardID, u16 threshold\_value)

**Purpose:** To set LSI3101 card's compare FIFO threshold value of high speed counter.  
While FIFO remain count reach the threshold, it will generate a almost empty event.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
threshold_value	u16	1 ~ 1023

**Note:** The remained FIFO data number equals the threshold value will generate the FIFO\_AL\_EMPTY status.

● **LSI3101 compare FIFO threshold read**

**Format :** u32 status = LSI3101\_compare\_FIFO\_threshold\_read (u8 CardID, u16 \*threshold\_value)

**Purpose:** To set LSI3101 card's compare FIFO threshold value of high speed counter.  
While FIFO remain count reach the threshold, it will generate a almost empty event.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
threshold_value	u16	1 ~ 1023

● **LSI3101 compare FIFO unused read**

**Format :** u32 status = LSI3101\_compare\_FIFO\_unused\_read (u8 CardID, u16 \*unused\_count)

**Purpose:** To read back LSI3101 card's compare FIFO un-used count of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
unused_count	u16	1 ~ 1024

● **LSI3101 cmpare FIFO set**

**Format :** u32 status = LSI3101\_compare\_FIFO\_set (u8 CardID, i32 FIFO\_data[1024], u8 rel\_abs, u16 size)

**Purpose:** To fill LSI3101 card’s compare FIFO of high speed counter.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
pFIFO_data	i32	Pointer of FIFO_data, each data is 32bit integer type
rel_abs	u8	0: RELATIVE, relative coordinate data 1: ABSOLUTE, absolute coordinate data
size	u16	The input FIFO_data size (1~1024)

**Note:**

1. pFIFO\_dat is a pointer of FIFO\_data array with the “size” length.
2. FIFO\_data will save to on board hardware FIFO, in spite of the input data type is relative or absolute, the dll will fill the FIFO at relative data.
3. The relative data must between the range +65535 ~ -65535.
4. For the absolute coordinate type, the difference of adjacent data must fall in the range +65535 ~ -65535 to avoid error since the FIFO hardware only accept relative data and the data size is 17 bit.
4. Before using **LSI3101\_compare\_FIFO\_set** to fill FIFO, you must already set the first compare value by **LSI3101\_compare\_value\_set** as the compare starting point.

● **LSI3101 counter start**

**Format :** u32 status = LSI3101\_counter\_start (u8 CardID, u8 mode)

**Purpose:** To start counter operation mode

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch
mode	u8	0: COUNTER_STOP counter stops operation. 1: COUNTER_RUN start operation of counter (including HOMING). 2: COUNTER_CMP start operation of counter with compare and compare output function.

● **LSI3101 counter mode read**

**Format :** u32 status = LSI3101\_counter\_mode\_read (u8 CardID, u8 \*mode)

**Purpose:** To read back counter LSI3101 card's counter start of counter operation mode.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch

**Output:**

Name	Type	Description
mode	u8	b3=1, ,COMPARE_OUT FUNCTION always run else stop b2=1, ,FIFO COMPARE FUNCTION always run else stop b1=1, ,SINGLE/INCREMENT COMPARE FUNCTION always run else stop b0=1,COUNTER FUNCTION always run else stop

● **LSI3101 counter stop**

**Format :** u32 status = LSI3101\_counter\_stop (u8 CardID)

**Purpose:** To stop counter operation mode

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY switch

**Compare segment configuration and compare out mask off**

● **LSI3101 cmp segment write**

**Format :** u32 status = LSI3101\_cmp\_segment\_write (u8 CardID,u8 index,u32 start,u32 stop)

**Purpose:** To write the segment coordinate.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: Segment 0 1: Segment 1 2: Segment 2
start	u32	Start of mask off segment
stop	u32	Stop of mask off segment

● **LSI3101 cmp segment read**

**Format :** u32 status = LSI3101\_cmp\_segment\_read (u8 CardID,u8 index,u32 \*start,u32 \*stop)

**Purpose:** To read the segment coordinate.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: Segment 0 1: Segment 1 2: Segment 2

**Output:**

Name	Type	Description
start	u32	Start of mask off segment
stop	u32	Stop of mask off segment

● **LSI3101 mask off write**

**Format :** u32 status = LSI3101\_mask\_off\_write (u8 CardID, u8 attribute)

**Purpose:** To write the mask off attribute.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
attribute	u8	0: mask off interior 1: mask off exterior

● **LSI3101 mask off read**

**Format :** u32 status = LSI3101\_mask\_off\_read (u8 CardID,u8 \*attribute)

**Purpose:** To read back the segment interior or exterior attribute.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
attribute	u8	0: mask off interior 1: mask off exterior

● **LSI3101 segment control write**

**Format :** u32 status = LSI3101\_segment\_control\_write (u8 CardID,u8 index, u8 control)

**Purpose:** To write the segment control.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: Segment 0 1: Segment 1 2: Segment 2
control	u8	0:disable 1:enable

● **LSI3101 segment control read**

**Format :** u32 status = LSI3101\_segment\_control\_read (u8 CardID,u8 index,u8 \*control)

**Purpose:** To read the segment control.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
index	u8	0: Segment 0 1: Segment 1 2: Segment 2

**Output:**

Name	Type	Description
control	u8	0:disable 1:enable

## Interrupt function

### ● LSI3101 IRQ mask set

**Format :** u32 status = LSI3101\_IRQ\_mask\_set (u8 CardID,u8 source, u8 mask)

**Purpose:** Mask off interrupt source of port0 IN07~IN00 or timer,counter

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW
source	u8	0: digital io block 1: timer /counter block
mask	u8	Digital block: Any bit set to 1 of b7~b0 means IN07~IN00 can generate interrupt  Timer /Counter block: b4=1, enable timer cross zero to generate interrupt, else disable.  b3=1, enable counter compare condition meet to generate interrupt else disable. b2=1, enable compare FIFO empty to generate interrupt else disable. b1=1, enable compare FIFO full to generate interrupt else disable. b0=1, enable compare FIFO threshold condition meet (FIFO_AL_EMPTY) to generate interrupt else disable.

● **LSI3101 IRQ mask read**

**Format :** u32 status = LSI3101\_IRQ\_mask\_read (u8 CardID,u8 source,u8 \*mask)

**Purpose:** read back interrupt mask of port0 b7~b0 or timer/counter

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW
source	u8	0: digital io block 1: timer/counter block

**Output:**

Name	Type	Description
mask	u8	<p>Digital block: Any bit set to 1 of b7~b0 means IN07~IN00 can generate interrupt</p> <p>Timer /Counter block: b4=1, enable timer cross zero to generate interrupt, else disable.</p> <p>b3=1, enable counter compare condition meet to generate interrupt else disable. b2=1, enable compare FIFO empty to generate interrupt else disable. b1=1, enable compare FIFO full to generate interrupt else disable. b0=1, enable compare FIFO threshold condition meet to generate interrupt else disable.</p>

● **LSI3101 IRQ process link**

**Format :** u32 status = LSI3101\_IRQ\_process\_link (u8 CardID,  
void ( \_\_stdcall \*callbackAddr)(u8 CardID))

**Purpose:** Link irq service routine to driver

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW
callbackAddr	void	callback address of service routine

● **LSI3101\_IRQ\_enable**

**Format :** u32 status = LSI3101\_IRQ\_enable (u8 CardID, HANDLE \*phEvent)

**Purpose:** Enable interrupt from selected source

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW

**Output:**

Name	Type	Description
phEvent	HANDLE	event handle

● **LSI3101\_IRQ\_disable**

**Format :** u32 status = LSI3101\_IRQ\_disable (u8 CardID)

**Purpose:** Disable interrupt from selected source

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW

● **LSI3101 IRQ status read**

**Format :** u32 status = LSI3101\_IRQ\_status\_read (u8 CardID,u8 source, u8 \*Event\_Status)

**Purpose:** To read back the interrupt status to identify the source

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by Rotary SW
source	u8	0: digital io block 1: timer block

**Output:**

Name	Type	Description
Event_Status	u8	<p>Digital block: Any bit set to 1 of b7~b0 means port0 IN07~IN00 generate interrupt</p> <p>Timer /counter block: b4:S_TIMER Timer cross 0 will set S_TIMER flag b3:S_COMPARE Compare condition meet will set S_COMPARE flag b2:S_FIFO_EMPTY FIFO unused count=0 will set S_FIFO_EMPTY flag b1:S_FIFO_FULL FIFO count = 1023 will set S_FIFO_FULL flag b0:S_FIFO_AL_EMPTY FIFO unused count = FIFO_THRESHOLD will set S_FIFO_AL_EMPTY flag</p>

**Note:**

1. Status read back will also clear the on board status register.
2. The status will reflect the on board digital input or timer count up status are irrelevant to the IRQ\_MASK

## Security function

### ● **LSI3101 password set**

**Format :** u32 status = LSI3101\_password\_set (u8 CardID,u16 password[5])

**Purpose:** To set password and if the password is not all “0”, security function will be enabled.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
password[5]	u16	Password, 5 words

**Note:** If the password is all “0”, the security function is disabled.

### ● **LSI3101 password change**

**Format :** u32 status = LSI3101\_password\_change (u8 CardID,u16 Oldpassword[5],  
u16 password[5])

**Purpose:** To replace old password with new password.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
Oldpassword [5]	u16	The previous password
password[5]	u16	The new password to be set

### ● **LSI3101 password clear**

**Format :** u32 status = LSI3101\_password\_clear (u8 CardID,u16 password[5])

**Purpose:** To clear password, to set password to all “0”, i.e. disable security function.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
password[5]	u16	The password previous set

● **LSI3101 security unlock**

**Format :** u32 status = LSI3101\_security\_unlock (u8 CardID,u16 password[5])

**Purpose:** To unlock security function and enable the further operation of this card

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW
password[5]	u16	The password previous set

● **LSI3101 security status read**

**Format :** u32 status = LSI3101\_security\_status\_read (u8 CardID,u8 \*lock\_status, u8 \*security\_enable )

**Purpose:** To read security status for checking if the card security function is unlocked.

**Parameters:**

**Input:**

Name	Type	Description
CardID	u8	assigned by DIP/ROTARY SW

**Output:**

Name	Type	Description
lock_status	u8	0: UNLOCKED security unlocked 1: LOCKED security locked 2: DEAD LOCK dead lock (must return to original maker to unlock)
security_enable	u8	0: security function disabled 1: security function enabled

## 10.5 Dll list

	<b>Function Name</b>	<b>Descriptive Name</b>
1.	LSI3101_initial()	LSI3101 initial
2.	LSI3101_close()	LSI3101 close
3.	LSI3101_info()	Read the I/O address of the specific card
4.	LSI3101_port_polarity_set ( )	Set Input/output port polarity
5.	LSI3101_port_polarity_read ( )	Read back the Input/output port polarity
6.	LSI3101_debounce_time_set ( )	Set input port digital debounce time
7.	LSI3101_debounce_time_read ( )	Read back input port digital debounce time
8.	LSI3101_port_set ( )	Output data to digital output
9.	LSI3101_port_read ( )	Read back the input or output port
10.	LSI3101_point_set ( )	point output to digital output
11.	LSI3101_point_read ( )	point read back of digital input or output
12.	LSI3101_timer_set ( )	Setup or update timer
13.	LSI3101_timer_start ( )	Start timer operation
14.	LSI3101_timer_stop ( )	Stop timer operation
15.	LSI3101_TC_set ( )	Set TC registers
16.	LSI3101_TC_read ( )	Read TC registers
17.	LSI3101_CIO_polarity_set ( )	Setup counter specific I/O polarity
18.	LSI3101_CIO_polarity_read ( )	Read back counter specific I/O polarity
19.	LSI3101_CIO_read ( )	Read the current status of counter specific I/O
20.	LSI3101_CI_mode_set ( )	Counter input mode setup
21.	LSI3101_CI_mode_read ( )	Read back counter input mode
22.	LSI3101_CO_mode_set ( )	Counter output mode setup
23.	LSI3101_CO_mode_read ( )	Read back counter output mode
24.	LSI3101_HOMING_mode_set ( )	Setup Homing mode
25.	LSI3101_HOMING_mode_read ( )	Read back homing mode
26.	LSI3101_compare_mode_set ( )	Setup compare mode
27.	LSI3101_compare_mode_read ( )	Read back compare mode
28.	LSI3101_counter_set ( )	Set counter value
29.	LSI3101_counter_read ( )	Read back counter on the fly
30.	LSI3101_compare_value_set ( )	Setup compare value
31.	LSI3101_compare_value_read ( )	Read back compare value
32.	LSI3101_compare_increment_set ( )	Setup auto increment value
33.	LSI3101_compare_increment_read ( )	Read back auto increment value
34.	LSI3101_compare_FIFO_clear ( )	Clear FIFO
35.	LSI3101_compare_FIFO_threshold_set ( )	Setup FIFO near empty threshold

36.	LSI3101_compare_FIFO_threshold_read()	Read back FIFO near empty threshold
37.	LSI3101_compare_FIFO_unused_read()	Read back the remained FIFO size
38.	LSI3101_compare_FIFO_set()	Setup FIFO data
39.	LSI3101_counter_start()	Start counter function
40.	LSI3101_counter_mode_read()	Read back counter working mode
41.	LSI3101_counter_stop()	Stop counter function
42.	LSI3101_cmp_segment_write()	Write the segment coordinate
43.	LSI3101_cmp_segment_read()	Read the segment coordinate
44.	LSI3101_mask_off_write()	Write the mask off attribute
45.	LSI3101_mask_off_read()	Read the mask off attribute
46.	LSI3101_segment_control_write()	Write the segment control
47.	LSI3101_segment_control_read()	Read the segment control
48.	LSI3101_IRQ_mask_set()	Setup interrupt source mask
49.	LSI3101_IRQ_mask_read()	Read back interrupt source mask
50.	LSI3101_IRQ_process_link()	Link interrupt service routine to driver
51.	LSI3101_IRQ_enable()	Enable interrupt function
52.	LSI3101_IRQ_disable()	Disable interrupt function
53.	LSI3101_IRQ_status_read()	Read back irq status
54.	LSI3101_password_set()	Set software key
55.	LSI3101_password_change()	Change software key
56.	LSI3101_password_clear()	Clear software key
57.	LSI3101_security_unlock()	Unlock software key
58.	LSI3101_security_status_read()	Read software key status

## 11. LSI-3101 Error codes summary

### 11.1 LSI3101 Error codes table

Error Code	Symbolic Name	Description
0	DRV_NO_ERROR	No error.
2	DRV_INIT_ERROR	Initial error
3	DRV_UNLOCK_ERROR	Security unlock failure
4	DRV_LOCK_COUNTER_ERROR	Dead lock, unlock failure more than 10 times
5	DRV_SET_SECURITY_ERROR	Password overwrite error
100	DEVICE_IO_ERROR	Device drive error
101	DRV_NO_CARD	No card find error
102	DRV_DUPLICATE_ID	Card duplicate error
300	LSI_ID_ERROR	CardID setting error, CardID doesn't match the DIP SW setting
301	LSI_COUNTER_MODE_ERROR	LSI3101_set_counter_mode(),"mode" parameter out of range.
302	LSI_TIMER_CONSTANT_ERROR	LSI3101_timer_set(),"time" parameter out of range.
303	LSI_CI_MODE_ERROR	LSI3101_CI_mode_set(),"control" parameter out of range.
304	LSI_MULTIPLE_RATE_ERROR	LSI3101_CI_mode_set(),"mode" parameter out of range.
305	LSI_POINT_ERROR	"point" parameter out of range.
306	LSI_CO_ERROR	LSI3101_CO_mode_set(),"mode" parameter out of range.
307	LSI_HOME_MODE_ERROR	LSI3101_HOMING_mode_set(),"mode" parameter out of range.
308	LSI_COMPARE_MODE_ERROR	LSI3101_compare_mode_set(),"mode" parameter out of range.
309	LSI_POLARITY_ERROR	"polarity" parameter out of range.
310	LSI_INCREMENT_ERROR	LSI3101_compare_increment_set(),"control" parameter out of range.
311	LSI_COMPARE_OUT_MODE_ERROR	LSI3101_CO_mode_set(),"control" parameter out of range.
312	LSI_FIFO_FULL_ERROR	push into new data while FIFO full
313	LSI_FIFO_EMPTY_ERROR	pop out data while FIFO empty
314	LSI_FIFO_ERROR	LSI3101_compare_FIFO_set(),"control" parameter out of range.

<b>315</b>	LSI_THRESHOLD_ERROR	LSI3101_compare_FIFO_threshold_set (), "control" parameter out of range.
<b>316</b>	LSI_COUNTER_ERROR	LSI3101_counter_start (), "control" parameter out of range.
<b>317</b>	LSI_IRQ_MASK_ERROR	LSI3101_irq_mask_set (), "control" parameter out of range.
<b>400</b>	LSI_DRIVER_NOT_SUPPORT	driver not support interrupt function
<b>500</b>	PORT_ERROR	Function input parameter error. Parameter out of range.
<b>501</b>	DEBOUNCE_MODE_ERROR	LSI3101_debounce (), "control" parameter out of range.
<b>502</b>	INDEX_ERROR	TC register index error
<b>503</b>	SOURCE_ERROR	IRQ source parameter out of range.