

Table of Contents

Introduction

Diversified Applications to Meet Every Need
Changes Incorporated in V3.1 User's Manual

Acknowledgements

Chapter 1: Basics for Building a Computer Interface

Example Interface Applications

Interfacing Overview

Super Mini-Node (SMINI)

Super Maxi-Node (SUSIC)

Parallel-Node (IBEC or UBEC)

I/O Connections

How the Interface System Works

IBM Compatible Parallel Interfacing

Serial Interfacing (USB, RS232, RS422 and RS485)

Distributed Serial – The Most Popular Approach

Combined Parallel/Serial Systems

Basic C/MRI Application Steps

Assembling Your Own Interface

C/MRI Parts

PC Card Soldering

Cleanup and Inspection

Test Meters

System Trouble Shooting

System Reliability

System Cost

Chapter 2: Introduction to Software

Software Real-Time Loop

Basic Software Examples

Signaling a Loop of Track

Approach Lighting Signals

Three-Aspect Signaling

Turnout Control

Preventing Switch Throwing Under a Train

Signaling a Terminal Throat

Programming Rewards

Selecting a Programming Language

Defining Program Variables

Structured Programming

Establishing Program Flow

IF-THEN Conditional Branching

FOR-NEXT Loops

GOTO Statements

- GOSUB Statements
- Serial Protocol Subroutines
- Binary Number System
- Hexadecimal Number System
- Counting Cards/Nodes Using Number Zero
- Node and I/O Card Address DIP Switch Settings

Chapter 3: Making Basic Railroad I/O Connections

- Basic Input Connections
- Basic Output Connections
- Connecting Color-Light Signals
- Connecting Searchlight Signals
 - Driving 3-Lead LED Searchlights
 - Driving 2-Lead LED Searchlights
- Connecting Switch Motors for Computer Control
 - Directly Connecting Switch Motors
 - Connecting Switch Motors using SMC12 Card
- Connecting Switchmotors for Dual Control
 - Directly Connecting Dual Control Switch Motors
 - Connecting Dual Control Switch Motors using SMC12 Card
 - Local Crew Activated Dual Control Switch Motors
- Dispatcher CTC Panel Component Connections
- Wiring I/O Connectors
 - Using Adapter Cards with RJ45 Connectors
- Moving Forward with Your Interface

Chapter 4: Super Mini-Node Interface Card (SMINI)

- Serial Interface Standards
 - Universal Serial Bus (USB)
 - RS232 Standard
 - RS422 Standard
 - RS485 Standard
- Baud Rate Settings
- Super Mini-Node Interface Card (SMINI)
- SMINI Functions
- SMINI Schematic
- Optional Output Configurations – SMINI Card
- Input Line Filtering – SMINI Card
- SMINI Parts
- SMINI Assembly
- Making Computer Connections
 - Single Node Applications
 - Multiple Node Applications
 - Encouraging Trend Using USB Conversion Cables
- RS485 Conversion Card
- RS232 and RS485 Wiring Connections
- RS485 Last Node Termination Resistors
- Added Research Required to Best Apply USB to C/MRI Applications

Substantial User Testing USB Applications
USB Transparency and Data Transfer Methods
Fundamental Challenge Using USB Converter Cables

Chapter 5: Using QuickBASIC with DOS and Visual Basic with Windows

DOS and Windows Evolution
DOS versus WINDOWS Approach to Task Management
Availability of MS-DOS, QuickBASIC and Visual Basic
Operation under DOS using a Windows-based Computer
 Procedure 1 – Operating from a DOS Window
 Procedure 2 – Warm Boot to DOS
 Procedure 3 – Cold Boot to DOS using Menu Startup Option
 Procedure 4 – Cold Boot to DOS using DOS Boot Disk
 Procedure 5 – Change Power-up Sequence to Automatically Boot to DOS
Creating a DOS Boot Disk
Avoiding System Problems When Operating Under DOS
Using Microsoft QuickBASIC Program – Version 4.5

Chapter 6: Testing Serial-Based Nodes

Assembling the 32-Bit Output Test Card (TEST32)
TEST32 Card Testing
Assembling Wraparound Test Cable
Using the Status Monitoring LEDs (SMINI and SUSIC)
Using the Status Monitoring LEDs (Classic USIC)
Standalone Testing
Using QuickBASIC and Visual Basic Universal Serial Test Programs
Universal Serial Test Program (USTPQB)
Conducting Output Test
Conducting Automated Wraparound Test
In Case of Difficulty
 Program Operational Problems
 Rechecking Card Assembly and System Connections
 Additional Debug Testing
Additional Support

Chapter 7: Basic Programming Examples

SMINI Output Demonstration Program
SMINI Input Display Program
Practicing Binary-Decimal Conversions
SMINI Wraparound Display Program
In Case of Difficulty
Inserting Intermediate Printout to Help with Debugging
Setting USIC Transmission Delay (DL) Versus Baud Rate

Chapter 8: Packing and Unpacking I/O Bytes

- I/O Handling
- Bit Position and Width Constants
- Understanding Unpacking
- Unpacking Procedure
- Understanding Packing
- Packing Procedure
- Shortcut from Previously Recommended Packing Procedure
- Using Back-slash versus Forward-slash

Chapter 9: SMINI Application Examples

- Connecting Hardware and Preparing I/O tables
- Embedding Signal Logic into the Total Program
- Defining Application Constants
- Two-Aspect Signaling using Color-Light Signals with SMINI
- Three-Aspect Signaling using 3-Lead Searchlight LEDs with SMINI
- Driving 2-Lead Bicolor Searchlight Signal LEDs using SMINI
- Three-Aspect Signaling using 2-Lead Searchlight LEDs with SMINI
- Three-Aspect Signaling using Color-Light Signals
- General I/O Example using SMINI

Chapter 10: Super Universal Serial Interface Card (SUSIC)

- Super Universal Serial Interface Card (SUSIC)
- SUSIC Functions
- SUSIC Schematic
- SUSIC Parts
- SUSIC Assembly

Chapter 11: Digital 32-Bit I/O Cards

- Expanded I/O Motherboard (IOMBX)
- Address Decoding – SUSIC/USIC-Based Nodes
- Digital 32-Bit Output Card Schematic (DOUT32)
- Optional Output Configurations – DOUT32 Card
- Assembling the 32-Bit Digital Output Card (DOUT32)
- Digital 32-Bit Input Card Schematic (DIN32)
- Optional Input Line Filtering – DIN32 Card
- Assembling the 32-Bit Digital Input Card (DIN32)

Chapter 12: SUSIC/USIC Application Examples

- Configuring SUSIC/USIC-Based Nodes
- Initializing SUSIC/USIC-Based Nodes
- Defining Card Type Array Elements for SUSIC/USIC-Based Nodes
- Counting I/O Ports within SUSIC/USIC-Based Nodes
- SUSIC/USIC Output Demonstration Program
- SUSIC/USIC Input Display Program

SUSIC/USIC Wraparound Display Program
In Case of Difficulty
Two-Aspect Signaling using Color-Light Signals with SUSIC/USIC
Three-Aspect Signaling using 3-Lead Searchlight LEDs with SUSIC/USIC
Driving 2-Lead Bicolor Searchlight Signal LEDs using SUSIC/USIC
Three-Aspect Signaling using Color-Light Signals with SUSIC/USIC

Chapter 13: Modular Programming Examples – Using Calls

CALL Statements
Dimension Shared and Common Shared Statements
Using CALL Version of Protocol Subroutines
Converting a QuickBASIC GOSUB Program to use Call Statements
SMINI Output Demonstration Program Using CALLs
SMINI Input Display Program Using CALLs
SMINI Wraparound Display Program Using CALLs
SUSIC Output Demonstration Program Using CALLs
SUSIC Input Display Program Using CALLs
SUSIC Wraparound Display Program Using CALLs
Signaling and Turnout Control Using Modular Programming
 Main Program Module
 Reading Railroad Inputs Module (READRR)
 Controlling Turnouts Module (TURNOUTS)
 Calculating Direction-of-Traffic Module (TRAFFIC)
 Calculating Eastbound Signals Module (SIGEAST)
 Calculating Westbound Signals Module (SIGWEST)
 Writing Railroad Outputs Module (WRITERR)
Program Variations
Passing Arguments within the CALL and SUB Statements
Initializing Private Variables in a Subroutine – Signals Example
Defining Subroutines as Static
In Case of Difficulty
Handling Out-of-Memory Error Messages

Chapter 14: Distributed Serial Application Examples

Application Program Flow for Distributed Serial Systems
Software Setup Procedure for Distributed Serial Systems
Distributed Serial Application Example
Multiple Nodes and Multiple Modules Application Programming
Adapting Programs to Differing Requirements

Chapter 15: Visual Basic – Programming Fundamentals

Using Visual Basic with the C/MRI
Using MSComm and XMCComm with Visual Basic
Program Organization
 QuickBASIC Program Structure
 Visual Basic Forms and Modules
 Visual Basic Project Files

Visual Basic Program Structure
Programming User Interactions
Defining Variable Scope and Lifetime with Visual Basic
Global Variables for use with Serial Protocol Subroutines
Including DoEvents Statements
Setting MAXBUF Values
Using the Standard VB MsgBox Statement
Additional Visual Basic References

Chapter 16: Visual Basic – Programming Examples

SMINI Output Demonstration Program
Creating Your First Visual Basic Example Project
SMINI Input Display Program
SMINI Wraparound Display Program
Converting a QuickBASIC Program to Visual Basic
SUSIC Output Demonstration Program
SUSIC Input Display Program
SUSIC Wraparound Display Program
In Case of Difficulty
Using Visual Basic with C/MRI While Running Other Applications
Signaling and Turnout Control Program Using Visual Basic
Using Menus and Dialog Boxes
 Creating a Pull-Down Menu
 Adding a ComPort and Baud Rate Selection Dialog Box with Option Buttons
 Adding Text Boxes for Display and Data Entry
SMINI Wraparound Display – Revisited with Added User Interface
Introduction to Dynamic Track Diagram Displays
 Generating Track Graphics
 Adding the Programming
 Running with Your Own Graphics
 Expanding the Application

******NOTE******

The following listing covers material relocated onto the Compact Disk (CD) associated with this manual, as explained in the Introduction Section. This listing will assist you in locating material more detailed and less frequently required or more pertinent to earlier development or variants of the C/MRI.

Appendix A: Circuit Board and Electronic Parts Ordering Information

JLC Highlights and Order Blank
Electronic Parts Ordering: Address Summary

Appendix B: Serial Protocol Subroutines – QuickBASIC Version

Serial Protocol Subroutine Usage
General Message Format
 Initialization Message “I”
 Checking the Initialization Message
 Data Link Escape (DLE) Processing

Transmit-Data Message “T”
Poll-Request Message “P”
Receive-Data Message “R”
Serial Protocol Subroutines – QuickBASIC CALL Version
 Initialization Subroutine – INIT
 Inputs Subroutine – INPUTS
 Outputs Subroutine – OUTPUTS
 Receive Byte Subroutine – RXBYTE
 Transmit Packet Subroutine – TXPACK
Using Previous Versions of Serial Protocol Subroutines
Upgrading Existing Programs to use New Protocol Subroutines

Appendix C: Serial Protocol Subroutines – Visual Basic Version

Differences between DOS and Windows-Based Operation
Serial I/O Buffering Requirements when using Visual Basic
Serial Protocol Subroutines – Visual Basic Version
 Initialization Subroutine – INIT
 Inputs Subroutine – INPUTS
 Outputs Subroutine – OUTPUTS
 Receive Byte Subroutine – RXBYTE
 Transmit Packet Subroutine – TXPACK
Program Source Listing (SPSVBM.BAS)

Appendix D: Universal Serial Test Program – QuickBASIC Version

Program Highlights (USTPQB)
Program Source Listing (USTPQB.BAS)

Appendix E: Universal Serial Test Program – Visual Basic Version

Program Organization
Program Highlights (USTPVB)
Source Listing for USTPVB.FRM
Source Listing for USTPVB.BAS

Appendix F: Original-Design I/O Cards (CIN24 and COUT24)

The 8255 I/O Chip
Original-Design Output Card (COUT24)
Original-Design Input Card (CIN24)
Enhancements to the CIN24 Printed Circuit Board
Special I/O Worksheet when using CIN24 and COUT24 Cards
Original-Design Test Card (OUTEST)

Appendix G: Original 68701-Based Universal Serial Interface Card (USIC)

Classic USIC Schematic
Classic USIC Parts Layout and Parts List
RS232/422 Conversion Card (RS422)

