

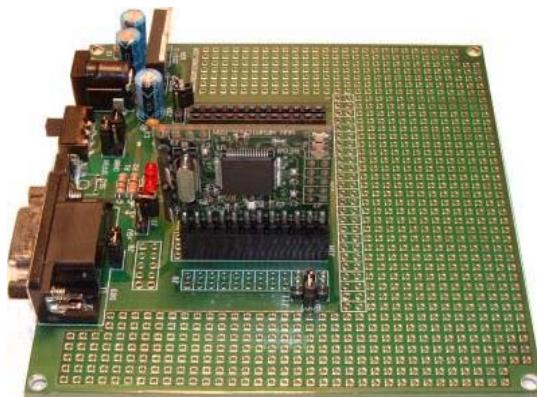
GETTING STARTED

Thank you for buying the Tini2131/38. We hope you will find the Tini2131/38 to be inexpensive, incredibly useful small controller board we intended it to be, and easy to use as possible.



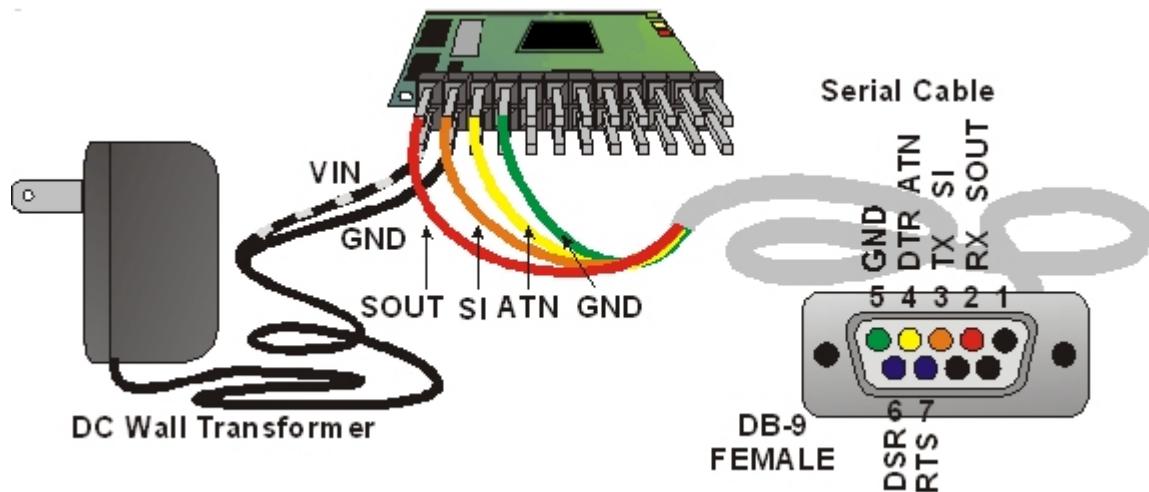
If you are new to the Tini2131/38, we know you will be in a hurry to see it working. Once we've got communications, then we can make some lights blink and know for sure we're in business.

If you have the Tini2131/38 Development Kit, which comes with the Tini2131/38 and the Controller Interfacing board then you are probably ahead, because the wiring to the power connector, RS-232 connector, and the Boot jumper is done for you.

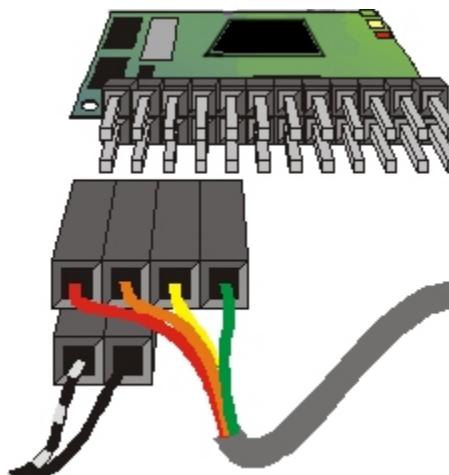


If you do not have a Development Kit, you can also order from us a custom made serial cable, and a wall transformer. This will save you lots of time. If not, you can build your own cable, and supply your own power supply. We'll need a serial cable to connect from the PC to the Tini2131/38, and a 6-12Vdc supply at 100mA or higher. If we have those connections correct, we will be able to download the "Blinky", or "Hello" test program on the Tini2131/38 so we can tell if the board is communicating and operating properly.

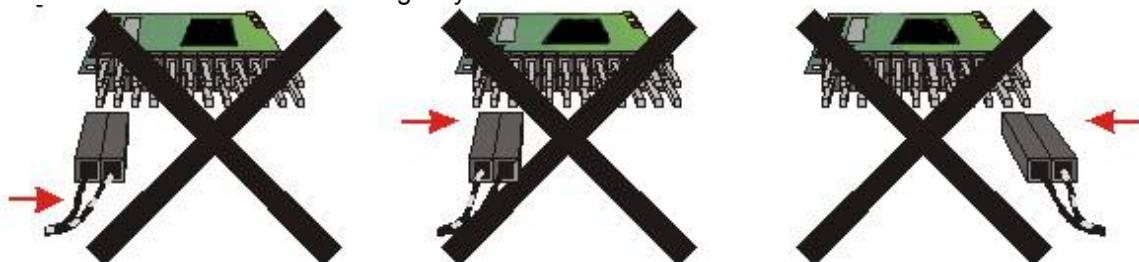
WIRING DIAGRAM



These connections are all made on a few pins of [J1](#), which is a male .1" dual row connector. Generally, an intermediate double male header strip will be used to mate from [J1](#) to the Wall transformer single row female connector, and to the Serial Cable single row female connector.



Your chief concern now, is not hooking the serial cable or power cable up on the wrong connector; the wrong pins on the right connector; or backwards or rotated on the right connector. Pay close attention how the connectors go on. There is no protection to prevent plugging in on the .1" dual row headers the wrong way.

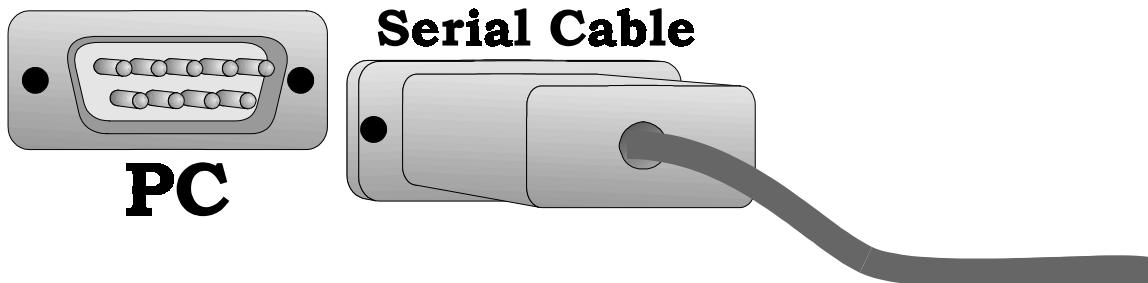


Once you have your serial cable and connectors, and wall transformer and connectors, ready, follow these steps.

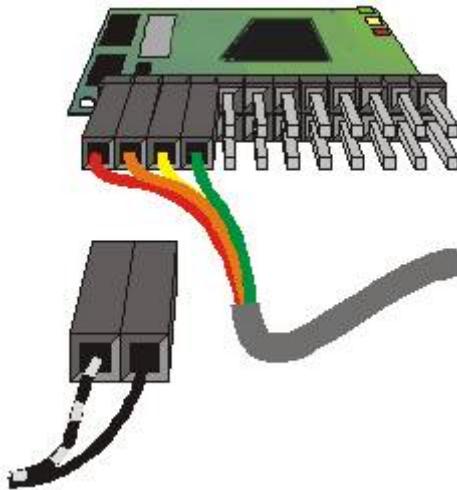
DOWNLOADS

Download and install the Philips Flash utility program provides on Philips Web site,
http://www.semiconductors.philips.com/files/markets/microcontrollers/philips_flash_utility.zip

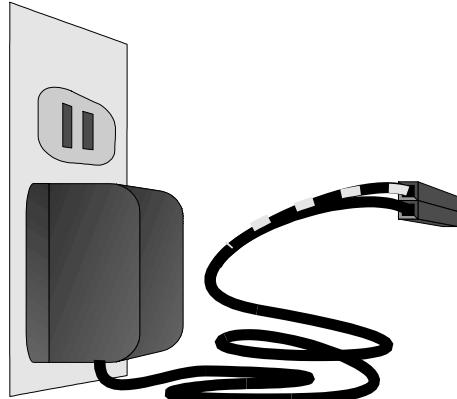
Also download and unzip the test programs provide on NMI Web site,
http://www.newmicros.com/download/appnotes/ARM/K_examples.zip



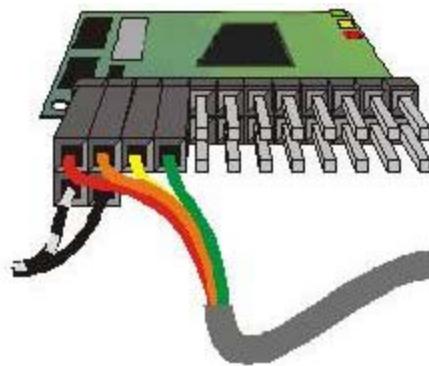
Now hook the Tini2131/38 end of the serial cable to the Tini2131/38 with connections as shown in the instructions. See the illustration here:



Plug the wall transformer into the wall, but do not plug it into the board yet.



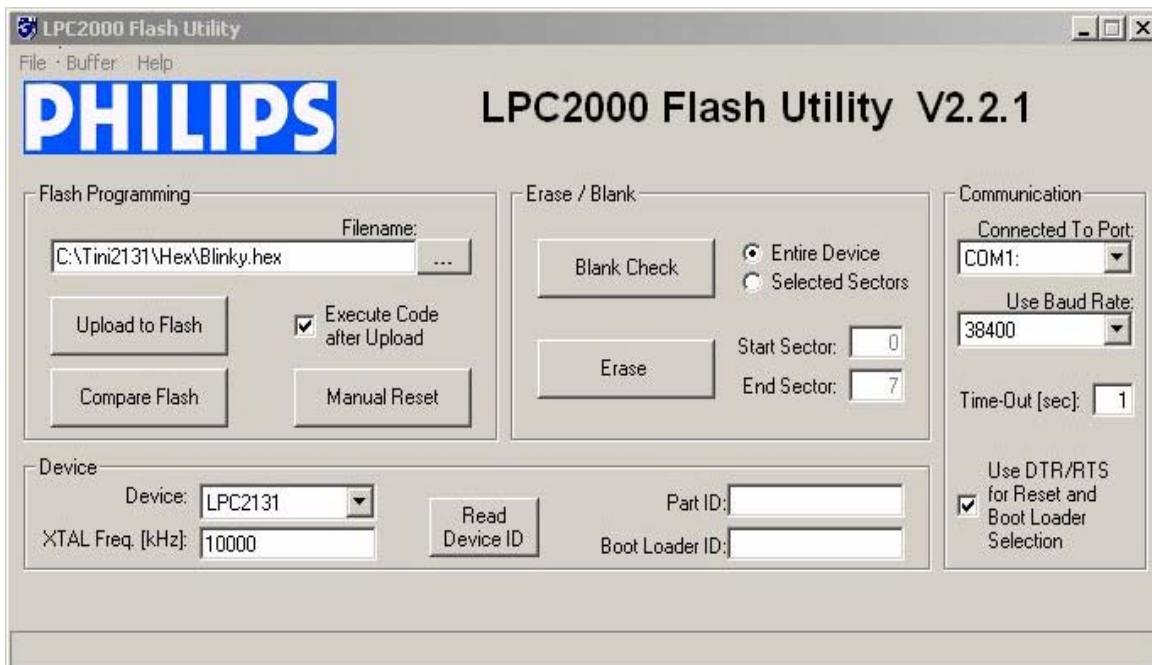
Now, while watching the LED's plug in the wall transformer connector to the power pins on the Tini2131/38 board. Be very careful not to get a misalignment here, because it can kill the board. See the illustration here:



All three LED's should come on. If the LED's do not light, unplug the power to the Tini2131/38 quickly and double check the power polarity, and make sure you are not misaligned the pins.

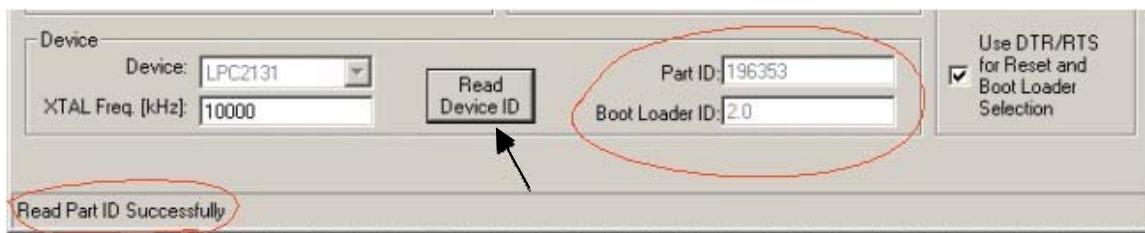
Now hook the computer end of the serial cable (usually a DB-9 connector, but may be a DB-25, or other, on older PC's) to the PC's.

Run the Philips Flash Utility program as the image shown below. Select the Device: LPC2131 for Tini2131, or LPC2138 for Tini2138. Your PC, or laptop available COM Port, and the Path to the Blinky.hex file where you downloaded earlier.

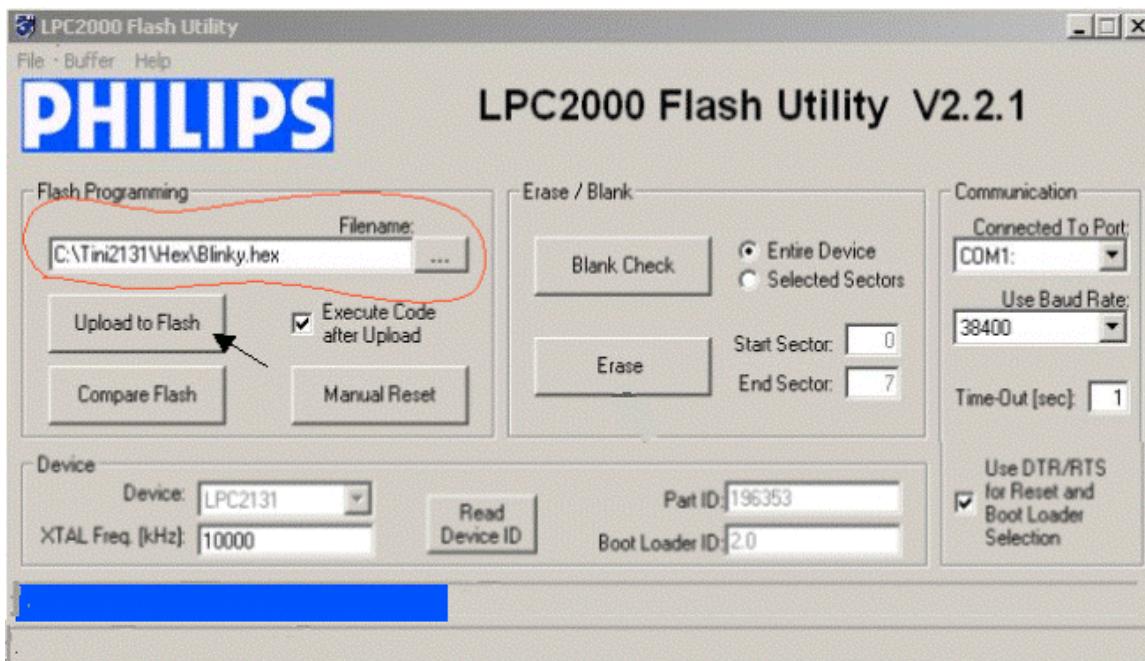


Download Hex File

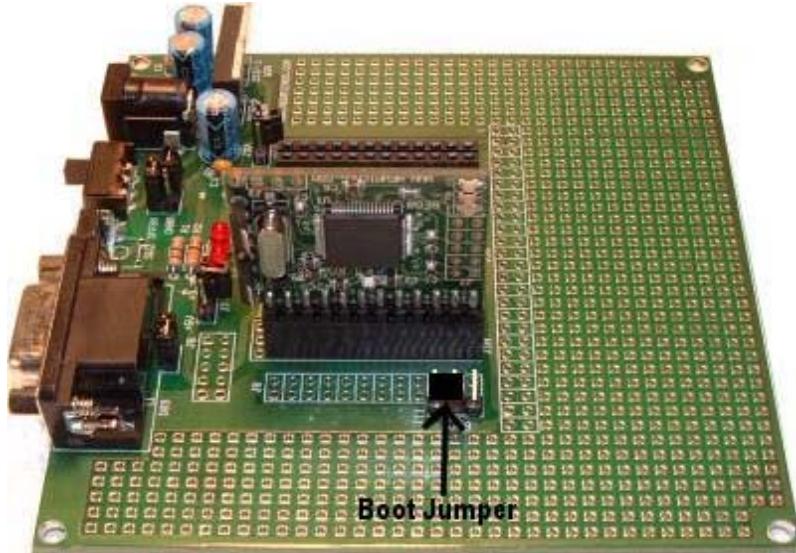
Plug the wall transformer into the wall and click on **Read Device ID** button, you will see the Part ID & Boot Loader ID numbers display as shown on the image below,



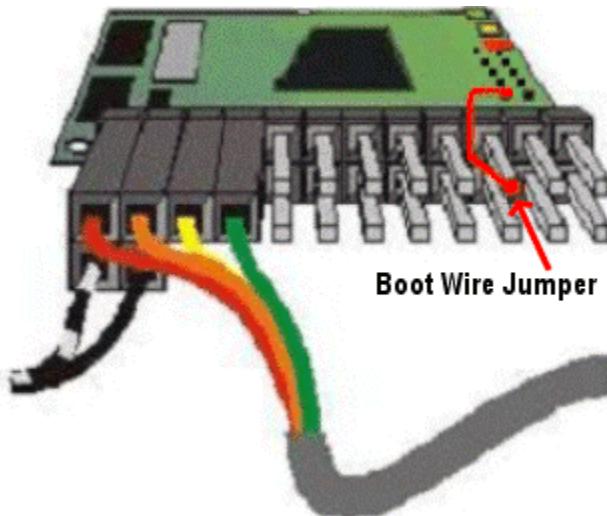
Seeing this means that the Tini2131/38 is communicating properly. Now it is time to load the Blinky.hex file. Simply click on the **Upload to Flash** button. You will see a blue bar runs across the bottom of the screen. This indicates the program is loading. As soon as it's finish, the LEDs on the Tini2131/38 start blinking back and forth.



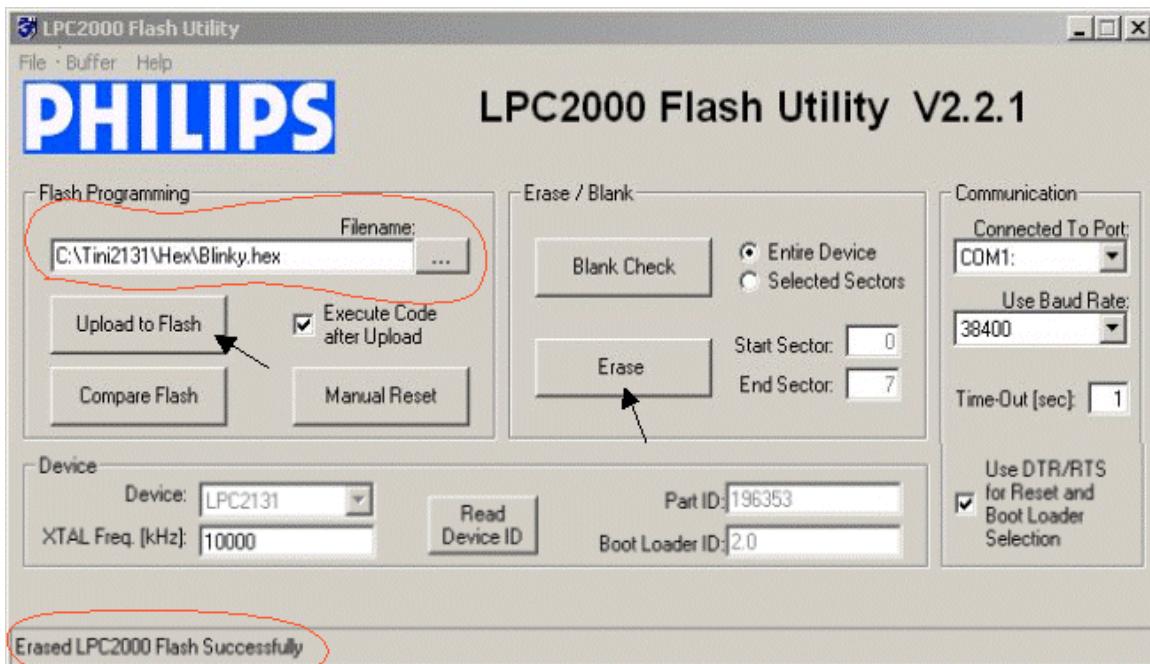
Boot Loader Jumper



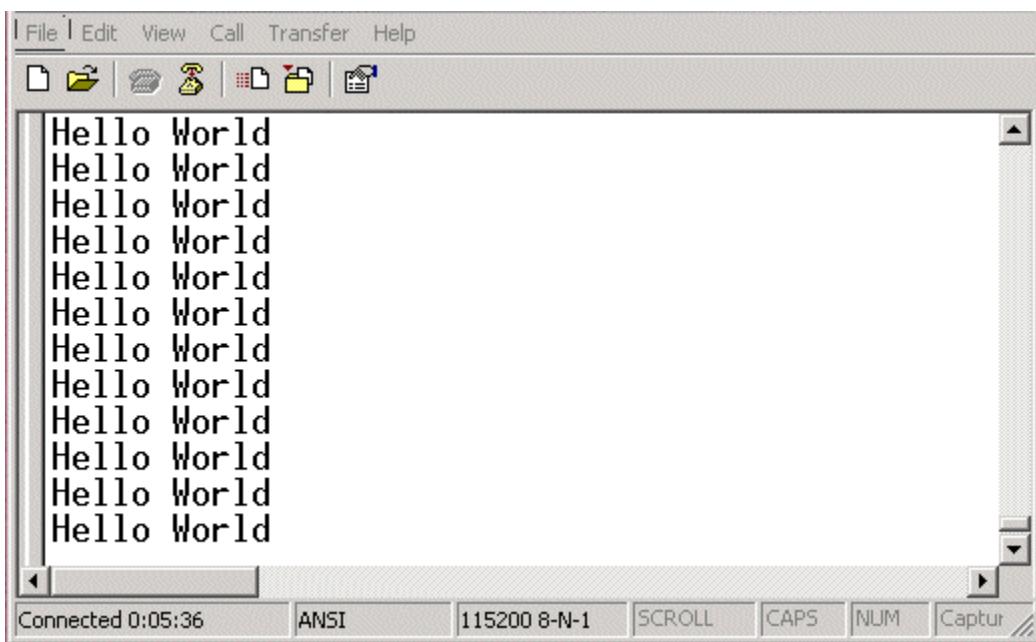
If the flash memory contains the user's program, to load a new hex file you must erase the previous loaded program. To do this, you must boot the Tini2131/38 from the serial boot loader by jumper P0.14 to Ground. If you have a Tini2131/38 Development Kit, simply connects the jumper on pin 1 & 2 of J11 on the interface board. This will force the Tini2131/38 runs the serial boot loader on power up or reset. If you do not have the Controller Interface board, you can connect a jumper wire from pin 19 (P0.14) of J1 to Pin 2 (Ground) of J2, as shown on the picture below.



Next, recycle the power or reset the Tini2131/38 and click on the **Erase** button. You will see Erased message displays as shown on the image below. If the user's flash memory is blank, regardless of P0.14 input condition, the Tini2131/38 will always boot from the Serial Boot Loader. In this case, the boot jumper, or erasing the flash memory is not required.



On the Flash Programming box, open the *Hello.hex* file then click on the **Upload to Flash** button. When it's finish, close the LPC2000 Philips Flash Utility program completely then open the HyperTerminal Program, set the baud rate for 115,200 bauds. Be sure to remove the boot Jumper, P0.14 & Ground in order for the user's program to run on the next reset. You will see message: "Hello World" continuously display on the terminal as shown below.



So, now you should have a good feeling because you can tell your Tini2131/38 is working. It's time for an overview of what your Tini2131/38 has for features.

FEATURES

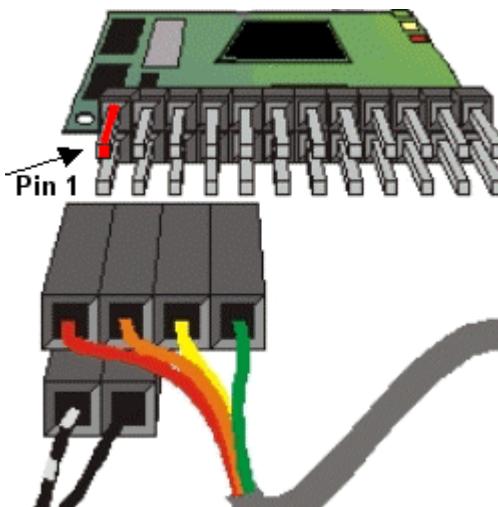
- 32/16-bit ARM7TDMI-S microprocessor
- CPU operating range up to 60Mhz
- On-chip Memory
 - 32KByte Program Flash provides minimum 10,000 erase/write cycles, and 10 yrs of data-retention
 - 8KByte Static Ram can be accessed as 8-bits, 16-bits, and 32-bits
- RS-232 Serial Communication Interface
- Two I2C bus Interface (one shared on GPIO connector)
- JTAG connection for flash programming/debugging
- Two PWM channels (one shared on GPIO connector, one shared on JTAG connector)
- 16 General Purpose Digital I/O lines share functions with,
 - 8 channels 10-bit A/D
 - Measurement range 0V to 3.3V
 - More than 400,000 10-bit samples per second
 - Two 4-wire SPI Interface
 - I2C bus Interface
 - PWM channel
 - Timers
 - 10 Input Capture
 - or, 8 Output Match
 - 4 external Interrupts
- Real Time Clock provides Seconds, Minutes, Hours, Month, Year, Day of Month, Day of Week, Day of Year
- Two low power modes, Idle and Power down
- WatchDog Timer
- Brown-out detector, 2.9V & 2.6V thresholds
- Onboard three user's leds
- Onboard 5.0V, and 3.3V LDO regulators
- 2x12 header pin for Power, Serial, and I/O's connection

I/O Connectors

Most of the CPU I/O's are brought out to J1, J2, and J3 Connectors.

J1

SOUT	1	2	VIN
SIN	3	4	GND
ATN'	5	6	RESET'
GND	7	8	+5V
P0.28	9	10	P0.27
P0.30	11	12	P0.29
P0.26	13	14	P0.25
P0.5	15	16	P0.4
P0.6	17	18	P0.7
P0.14	19	20	P0.11
P0.17	21	22	P0.19
P0.18	23	24	P0.20



J1, Signal Descriptions:

SOUT: Serial Output from Tini2131/38, RS-232 level

SIN: Serial Input to Tini2131/38, RS-232 level

ATN': Alternative reset via DTR signal from host

VIN: Power Input Voltage, 6-12Vdc

GND: Ground, or power return

RESET': Target Reset signal

P0.xx : General Purpose I/O's

J2, JTAG interface or GPIO's

+3.3V	1	2	GND
TDI/P1.28	3	4	RTCK/P1.26
TDO/P1.27	5	6	TMS/P1.30
TCK/P1.29	7	8	P0.8
RESET'	9	10	TRST/P1.31

J3, I2C interface or GPIO's

1	SDA0/P0.3
2	GND
3	SCL0/P0.2

Peripheral Controlled Ports:

LEDs are buffered by the AC05 inverter. A high signal on the port pin will turn the LED On, and low is Off. The following I/O ports are being used for this purpose,

P1.21 => Red Led

P1.22 => Yellow Led

P1.23 => Green Led

RS-232 Transceiver Enable/Disable

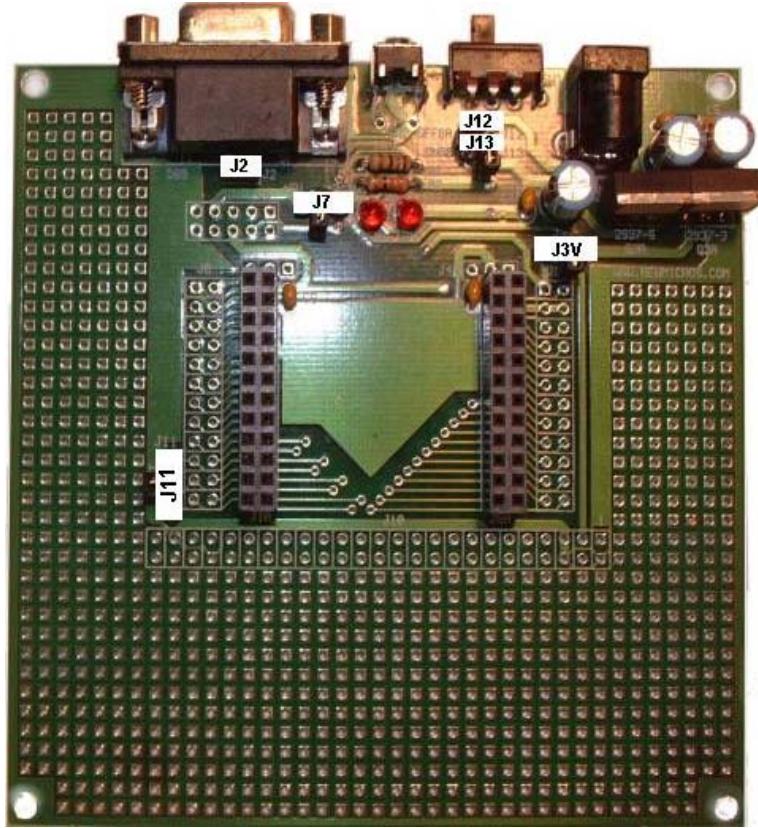
P0.16 controls the Receiver Input – A low signal on P0.16 will enable the RS-232 receiver, and high is disable.

P0.31 controls the Transmitter Output – A high signal on P0.31 will enable the RS-232 Transmitter, and low is disable.

By default, the RS-232 chip is configured for Normal Operation through the Pull-Down & Pull-Up resistors on Pin 1 & 16 respectively, since P0.16 & P0.31 are default to inputs after reset.

Interface Board

The Interface Board, BDR03 is the current production of the Carrier Board for the Tini's or Pluga's controller module.



Jumper descriptions:

J2: DTR Enable/Disable jumper.

J3V: An option to provide external 3.3V power .

J7: An option to provide external 5.0V or 3.3V power.

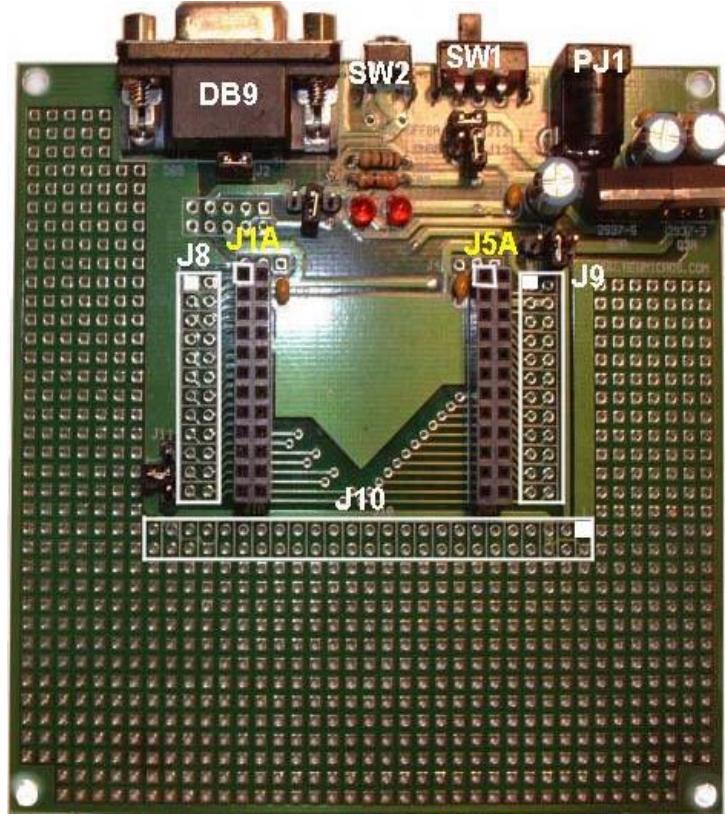
J11: Boot jumper

J12: Power input jumper for the on-board Tini's or pluga's regulators

J13: An option to provide power input for the external 5.0V & 3.3V regulators.

I/O Connections

The I/O's & power pins are brought out to J8, J9, and J10. Where J1A & J5A are the mating connectors for the Tini's & Pluga's controller module.



J8: I/O pins brought out from Tini's or Pluga's J1 connector.

J9: I/O pins brought out from Pluga's J5 connector.

J10: I/O pins brought out from Tini's or Pluga's J1 & J5 connectors.

Miscellaneous

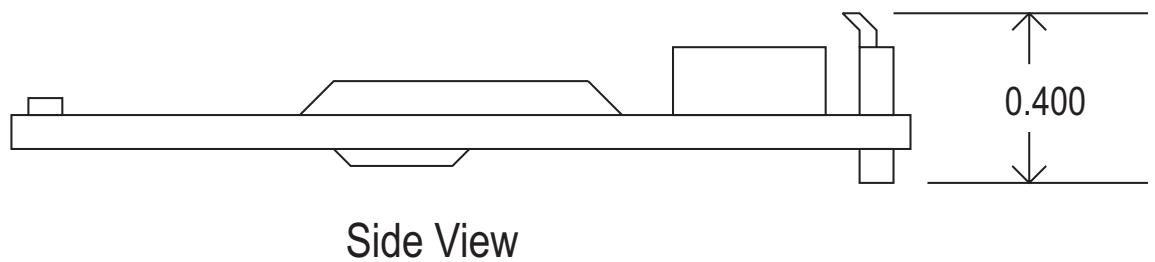
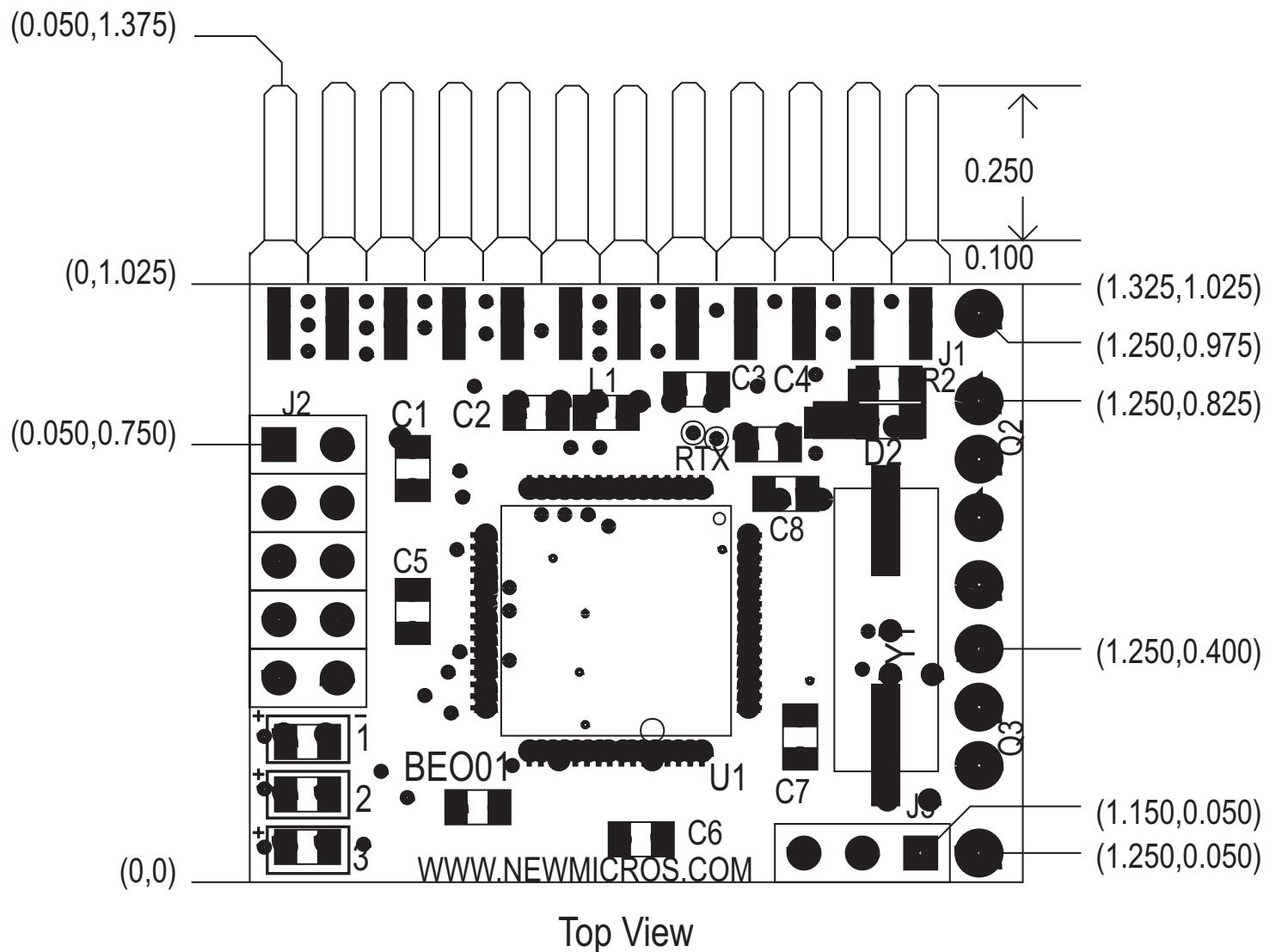
PJ1: Power Jack

SW1: Power On/Off switch

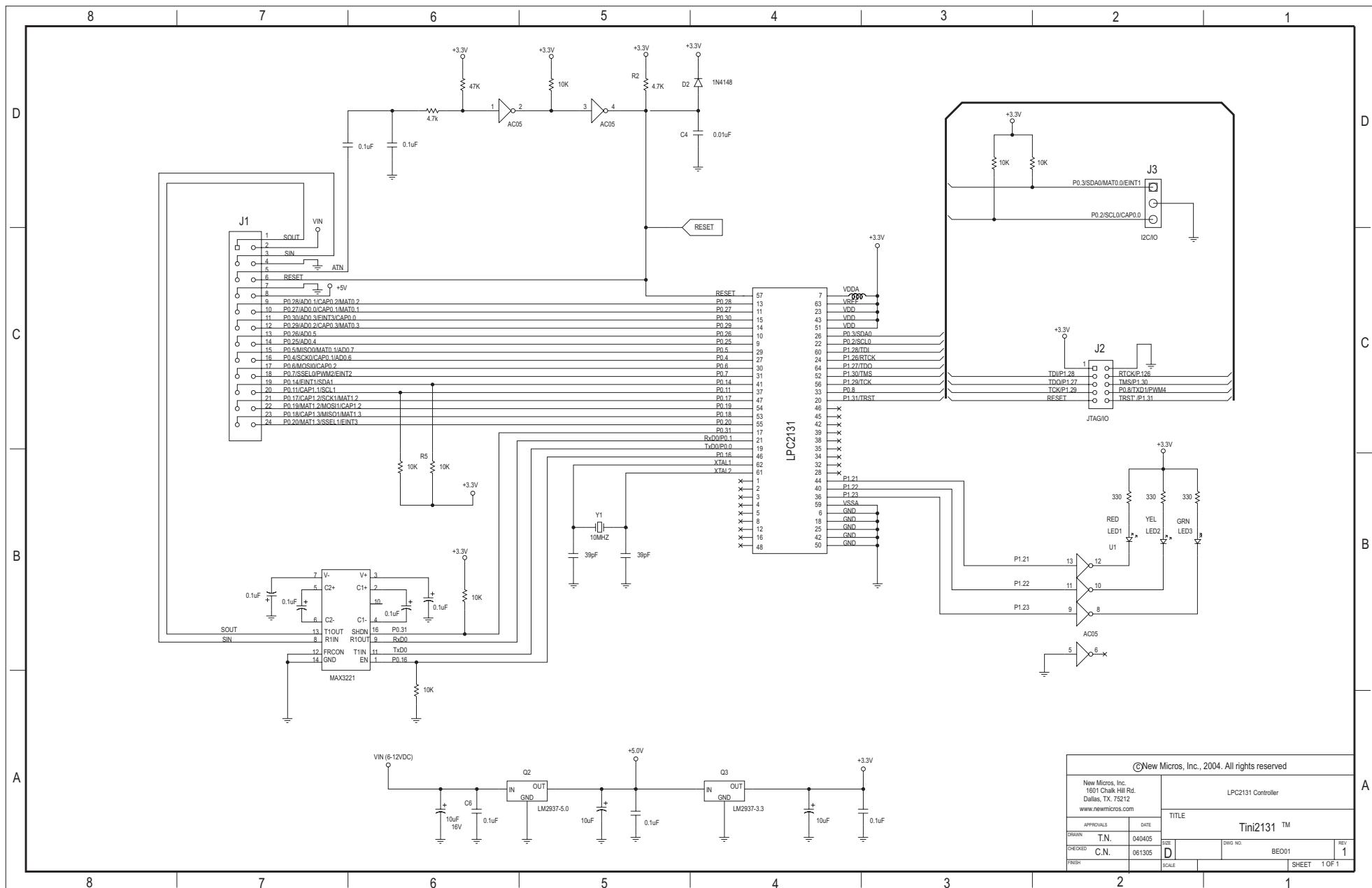
SW2: Reset switch

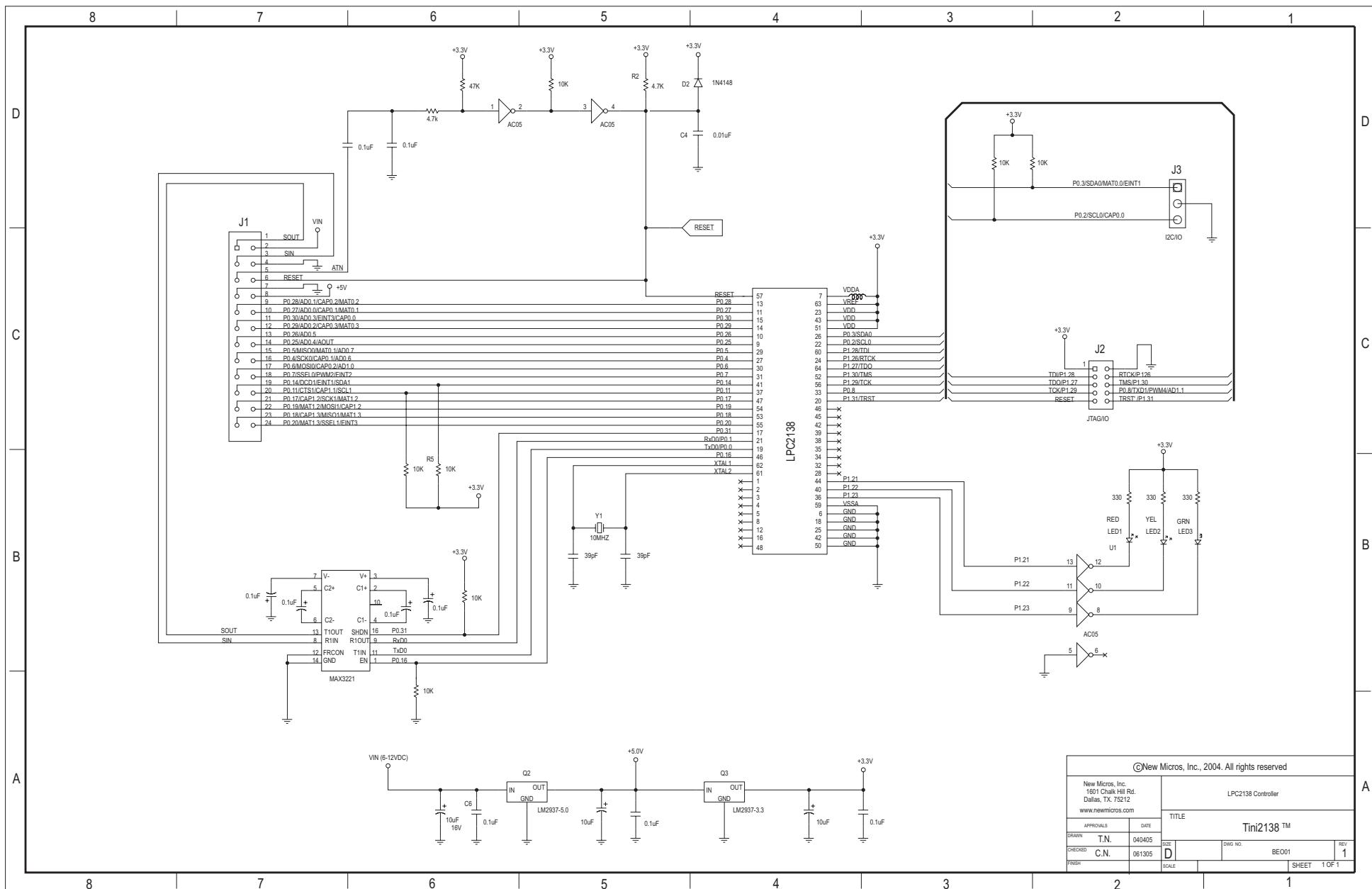
DB9: Serial RS-232 DB9F connector

Tini2131/38

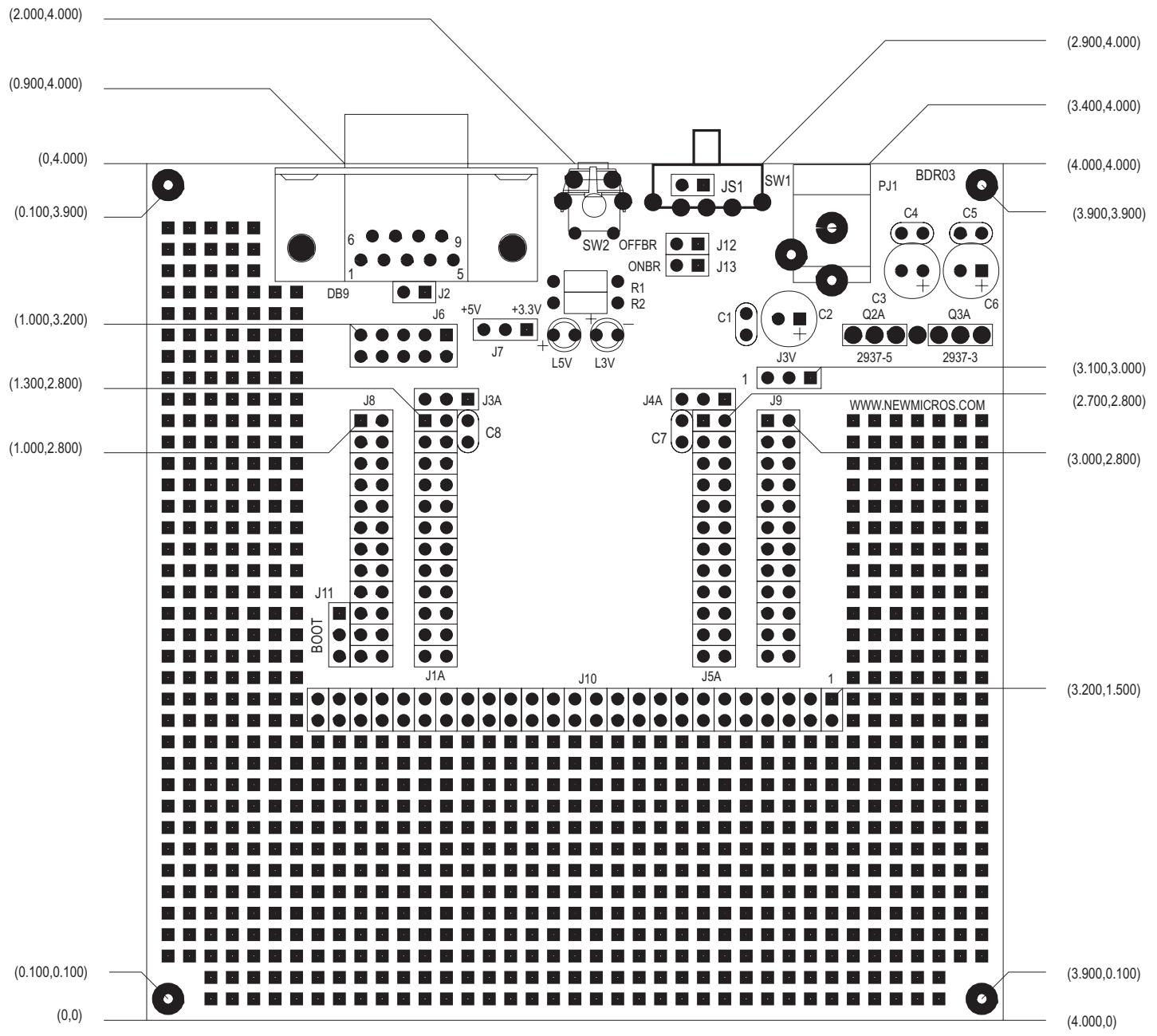


Dimensions in Inches

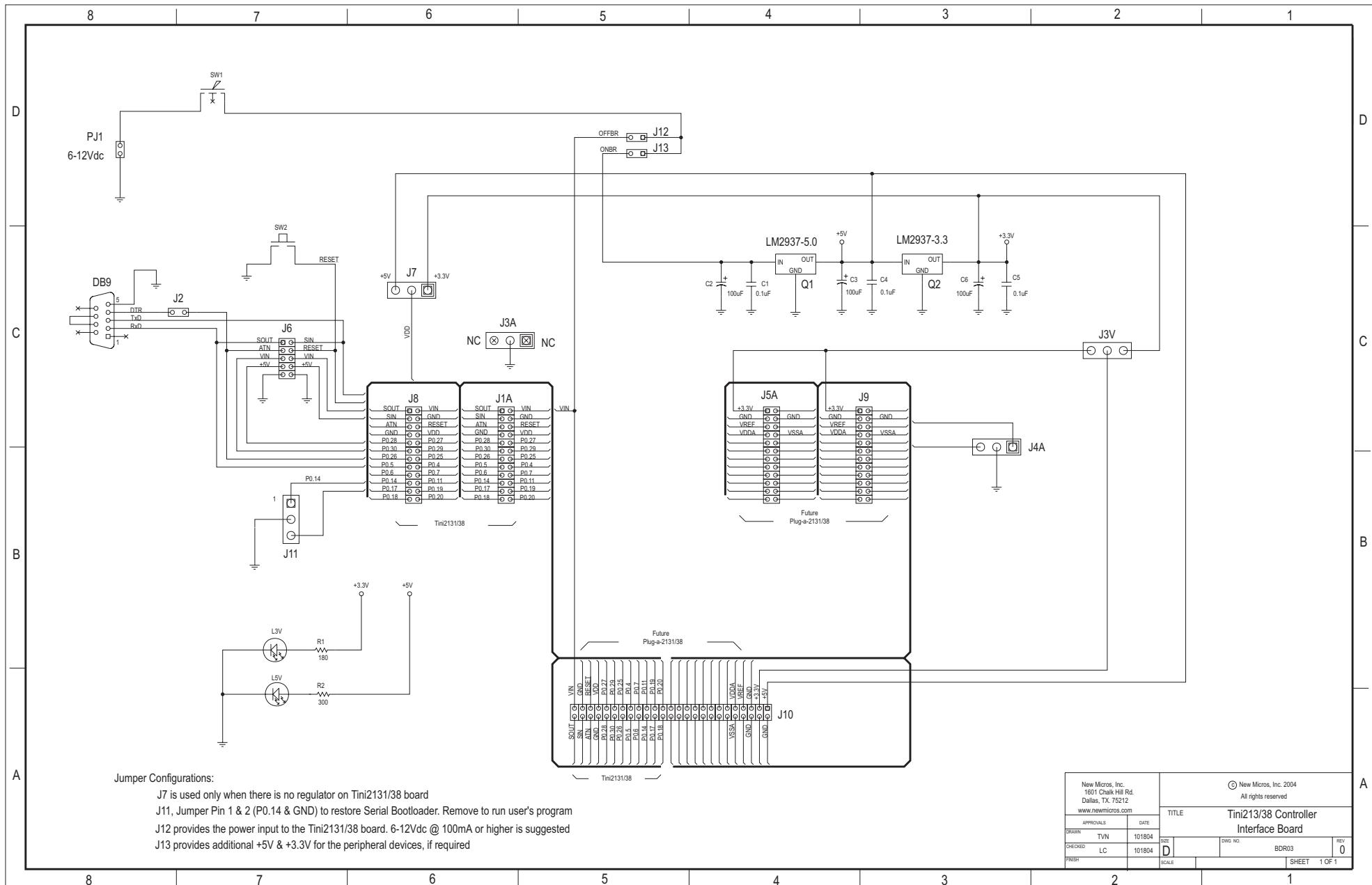




Controller Interface Board



Units measure in Inches



New Micros, Inc. 1601 Chalk Hill Rd. Dallas, TX 75212 www.newmicros.com		© New Micros, Inc. 2004 All rights reserved	
APPROVALS		TITLE	
		Tini2131/38 Controller Interface Board	
DRAWN	TVN	APPROVED	DATE
CHECKED	LC	101804	101804
FINISH		REV	0
		DWG. NO.	BDR03
		SCALE	1 OF 1