

# BIG8051™

## User manual

*All MikroElektronika's development systems represent irreplaceable tools for programming and developing microcontroller-based devices. Carefully chosen components and the use of machines of the last generation for mounting and testing thereof are the best guarantee of high reliability of our devices. Due to simple design, a large number of add-on modules and ready to use examples, all our users, regardless of their experience, have the possibility to develop their project in a fast and efficient way.*

# Development system



SOFTWARE AND HARDWARE SOLUTIONS FOR EMBEDDED WORLD ...making it simple

## TO OUR VALUED CUSTOMERS

*I want to express my thanks to you for being interested in our products and for having confidence in Mikroelektronika.*

*The primary aim of our company is to design and produce high quality electronic products and to constantly improve the performance thereof in order to better suit your needs.*



Nebojsa Matic  
General Manager

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## General information

The *BIG8051* development system provides a development environment for programming and experimenting with 8051 microcontrollers from Silicon Laboratories®. Numerous modules, such as 128x64 graphic LCD display, 2x16 alphanumeric LCD display, piezo buzzer, CAN, ZigBee, etc, are provided on the board and allow you to easily simulate the operation of your target device.



Full-featured development system for 8051 microcontroller based devices



Analog to digital conversion of voltage signal



CAN communication module



Access to LAN network



Graphic LCD display with backlight



### Package contains:

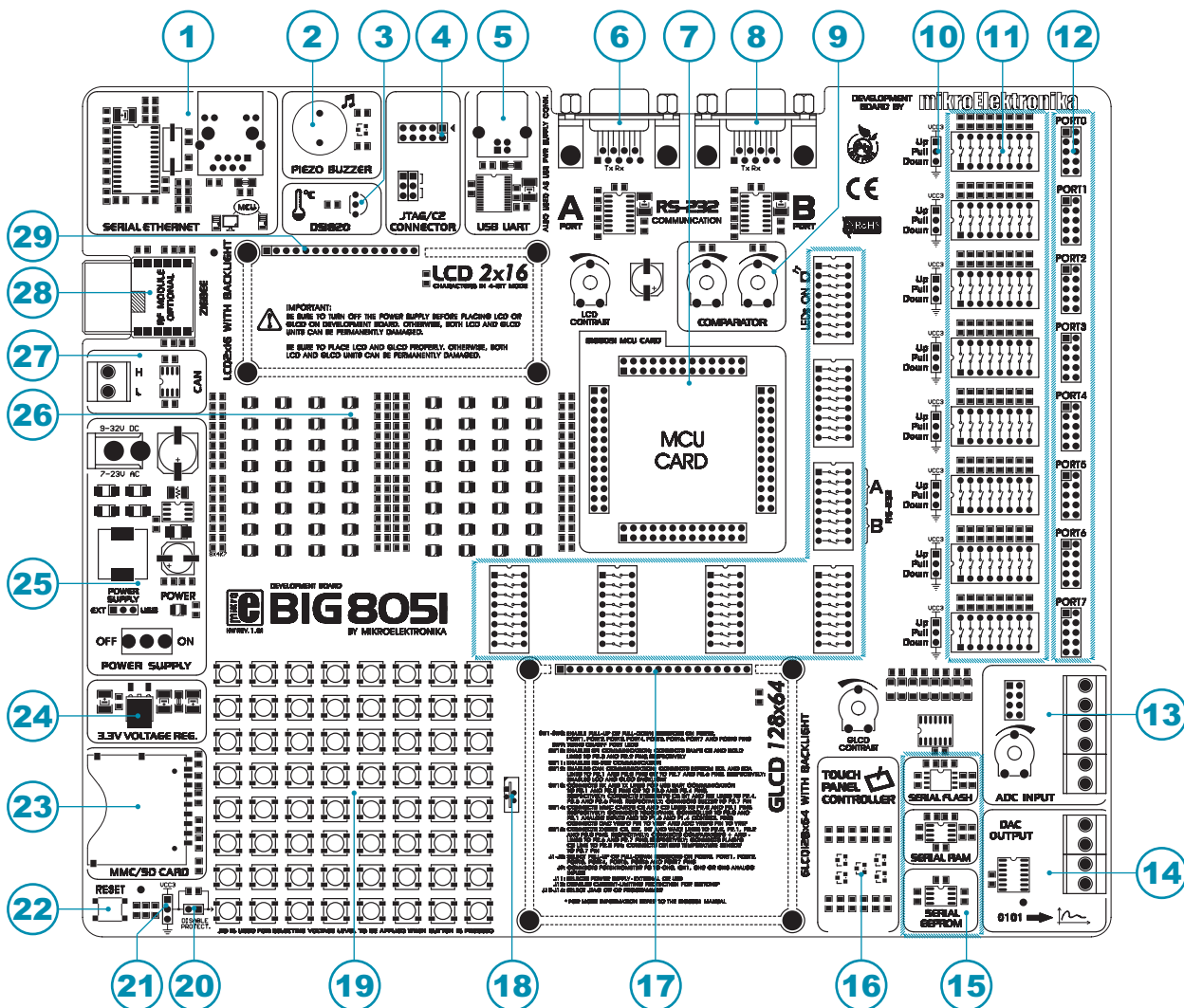
Development system: BIG8051  
 CD: product CD with relevant software  
 Cables: USB cable  
 Documentation: Manual for BIG8051 and electrical schematic of the development system



### System specification:

Power supply: over AC/DC connector (7-23V AC or 9-32V DC) or a USB cable (5V DC)  
 Power consumption: 50mA when all on-board modules are off  
 Dimensions: 26,5 x 22cm (10,4 x 8,6inch)  
 Weight: ~420g (0.92lbs)





## Key features

1. Ethernet module
2. Piezo buzzer
3. Connector for temperature sensor
4. Connector for programmer
5. USB UART module also used as a USB power supply connector
6. RS-232A module
7. Connector for MCU card
8. RS-232B module
9. Comparator
10. Jumpers used to select pull-up/pull-down resistors
11. DIP switches used to turn on pull-up/pull-down resistors
12. I/O ports
13. A/D converter inputs
14. D/A converter outputs
15. Memory modules
16. Touch panel controller
17. Connector for GLCD display
18. Connector for touch panel
19. Push buttons
20. Jumper used to shorten protective resistor
21. Jumper used to select push buttons' logic state
22. Reset button
23. Connector for MMC/SD cards
24. 3.3V voltage regulator
25. Power supply module
26. LEDs
27. CAN module
28. ZigBee module
29. Connector for LCD display

## 1.0. Connecting the development system to a power supply

In order to enable the development system to be turned on, it is necessary to provide the power supply voltage over an AC/DC connector CN19, Figure 1-1.

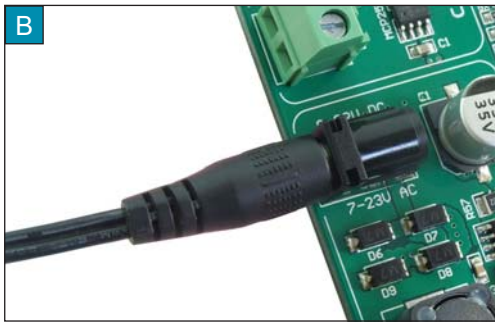
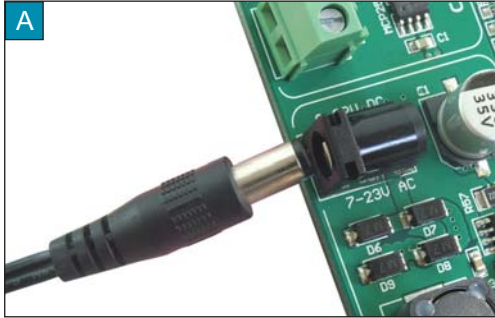


Figure 1-1: Providing power supply voltage

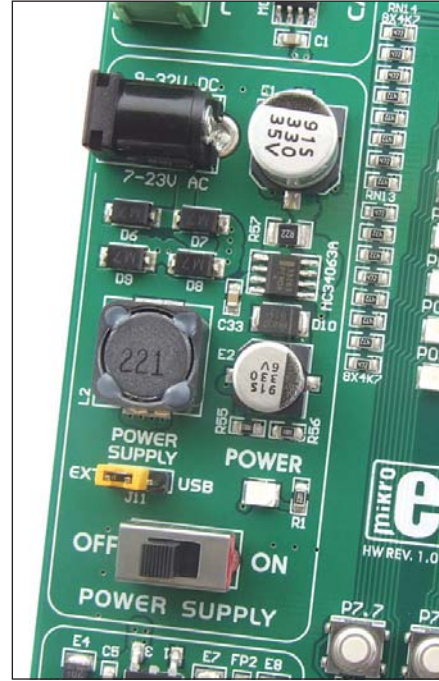


Figure 1-2: Power supply module

The power supply voltage provided via the CN19 AC/DC connector may be in a range between 9 and 32V DC or 7 and 23V AC. Before you turn the development system on, it is necessary to place jumper J11 in the EXT position.

When the development system is powered, it is necessary to set switch marked POWER SUPPLY to the ON position. As soon as the development system is turned on, a green LED marked POWER will automatically illuminate.

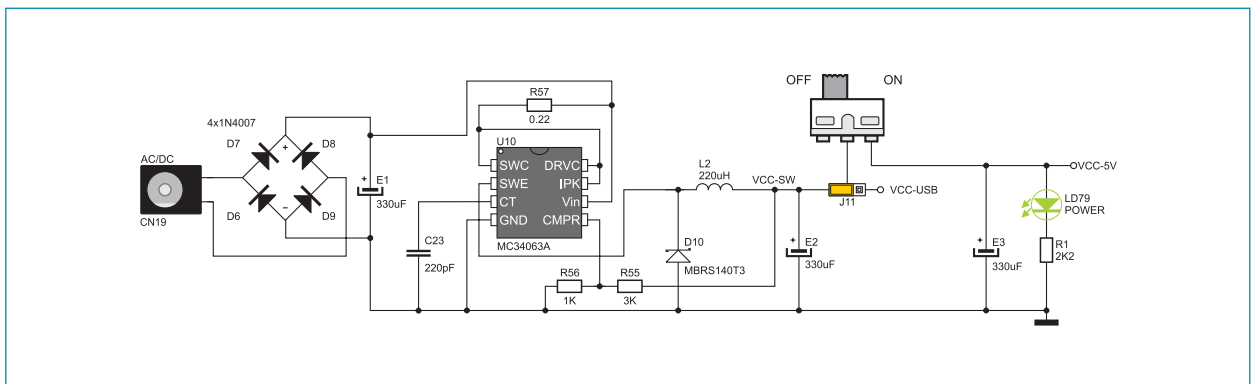


Figure 1-3: Power supply module connection schematic



## 3.0. Programming microcontroller

The C8051F040 microcontroller provided on the development system is programmed with a USB DEBUG ADAPTER that comes with the development system, Figure 3-1.



Figure 3-1: JTAG programmer

Before you start programming, it is necessary to turn the development system on. The external programmer is connected to the development system via a 2x5 connector CN23, Figure 3-4. In order to enable the JTAG programmer, jumpers J13 and J14 should be placed in the JTAG position, Figure 3-2A. In case the C2 programmer is used, jumpers 13 and J14 should be placed in the C2 position, Figure 3-2B.

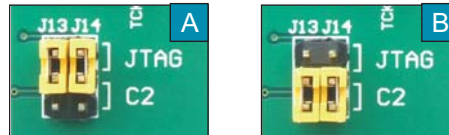


Figure 3-2: Position of jumpers 13 and 14



Figure 3-3: Connector for programmer

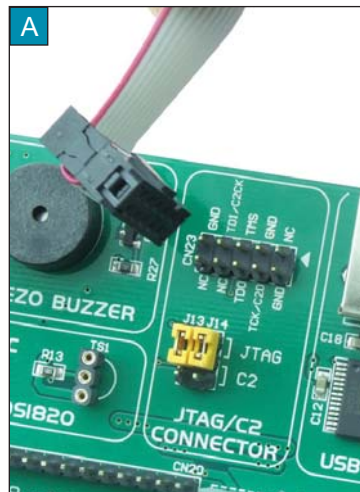
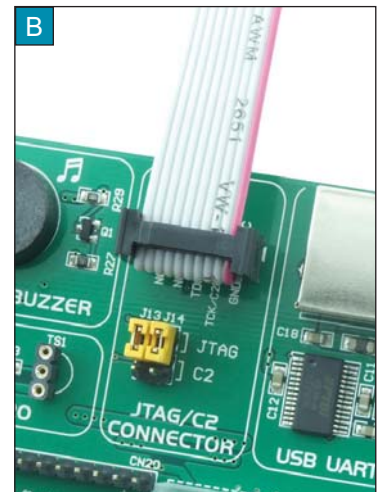


Figure 3-4: Connecting JTAG programmer with the development system





4.0. Ethernet module

The Ethernet module enables the development system to access the LAN network via the RJ45 connector. The operation of the Ethernet module is in compliance with the IEEE 802.3 standard. Communication between this module and the microcontroller is performed via the Serial Peripheral Interface (SPI). In order to enable the Ethernet module to be connected to the microcontroller, switches 1, 3 and 5 (optionally 2, 4 and 6) on the DIP switch SW10 as well as switches 5, 6 and 7 on the DIP switch SW13 should be set to the ON position, Figure 4-3.

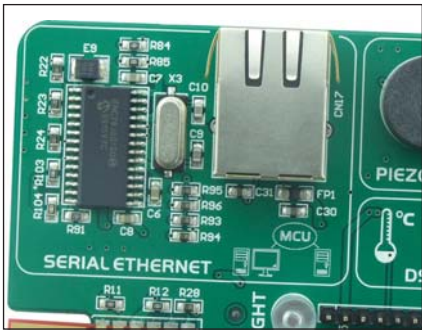


Figure 4-1: Ethernet module

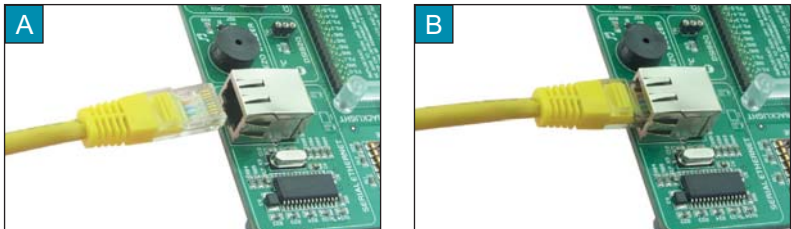


Figure 4-2: Connecting ethernet cable

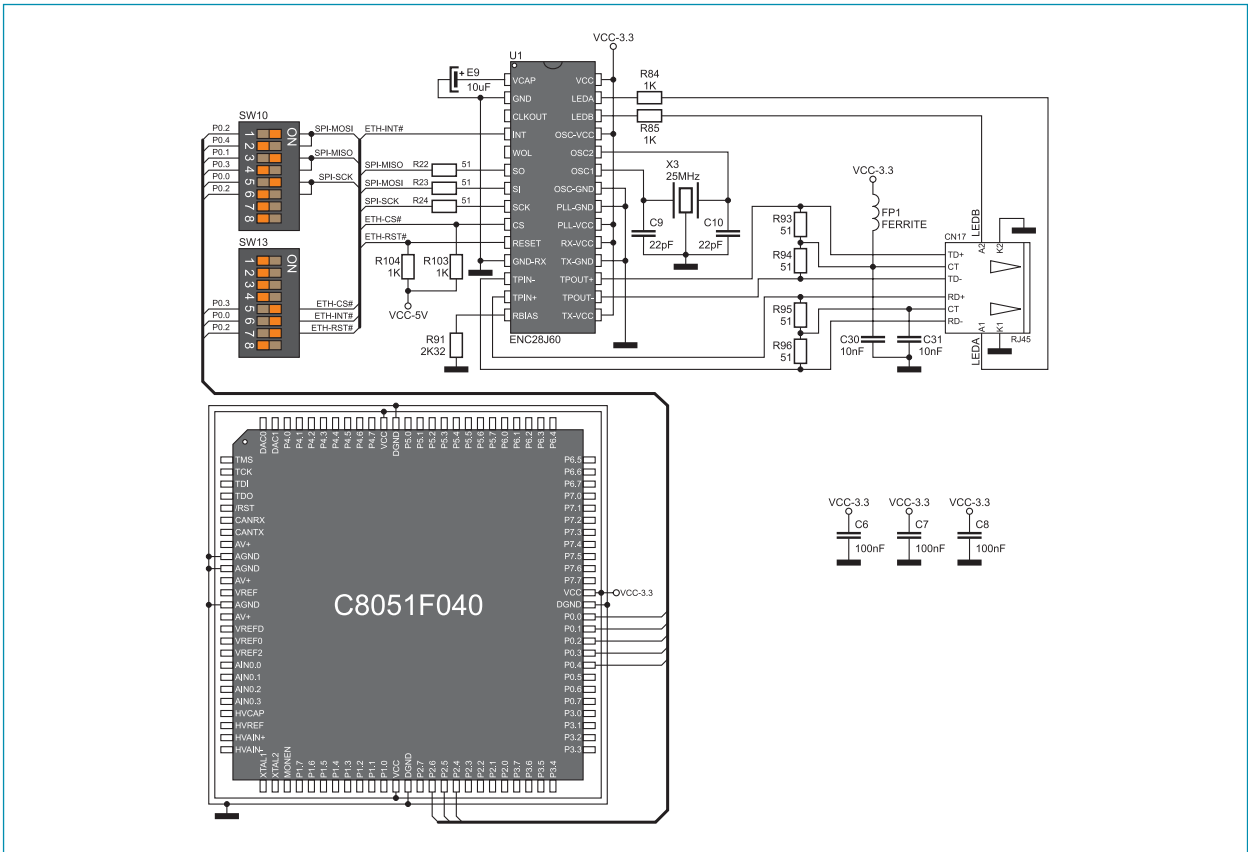
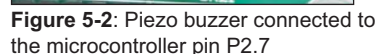
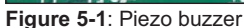


Figure 4-3: Ethernet module connection schematic

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# MikroElektronika



## 11.0. MMC/SD connector

The *BIG8051* development system is capable of reading memory cards due to the on-board MMC/SD connector. Memory card communicates with the microcontroller through the microcontroller pins used for serial communication. In order to establish connection between MMC/SD cards and the microcontroller, it is necessary to set switches 1, 3 and 5 (optionally 2, 4 and 6) on the DIP switch SW10, as well as switches 1 and 2 on the DIP switch SW14 to the ON position.

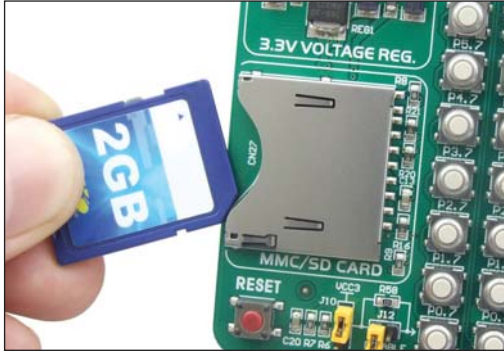


Figure 11-1: MMC/SD memory card



Figure 11-2: MMC/SD connector

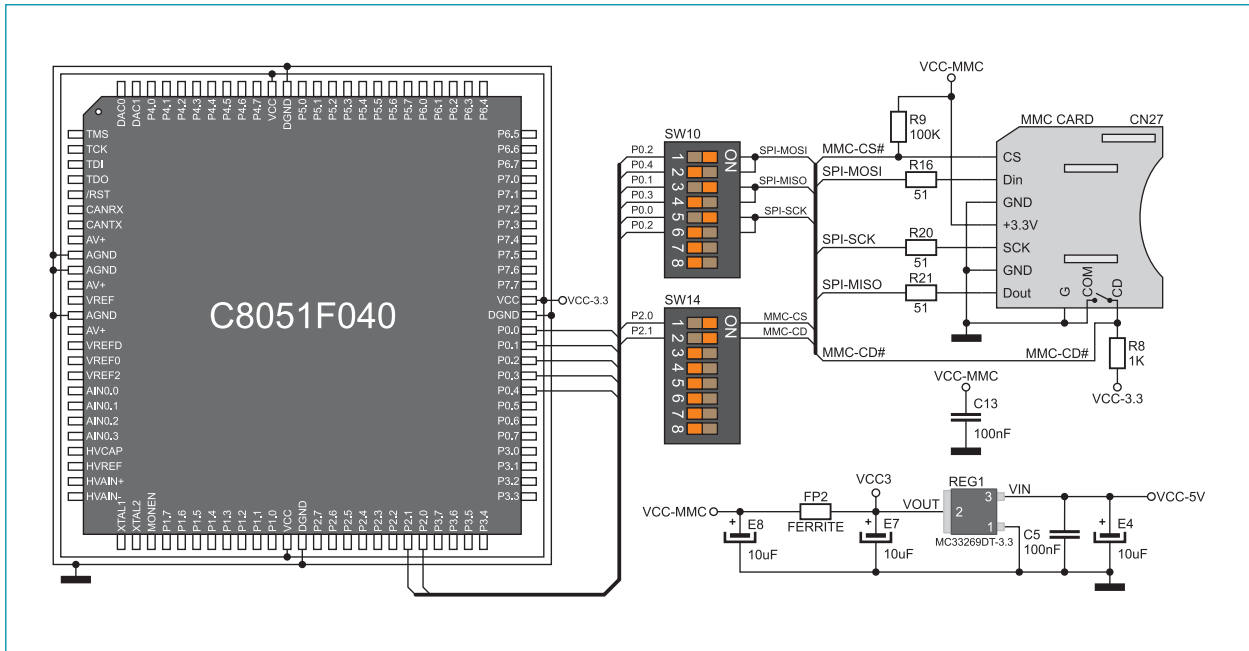


Figure 11-3: MMC/SD connector and microcontroller connection schematic





## 13.0. ADC module

The ADC module is used to convert an analog voltage level into the appropriate 12-bit digital value. The analog voltage signal is supplied via screw terminals CN15 and CN16. The ADC module is built-in into the microcontroller. The voltage supplied from the VREF pin is used as a voltage reference. In order to use this voltage, switch 8 on the DIP switch SW14 should be set to the ON position.

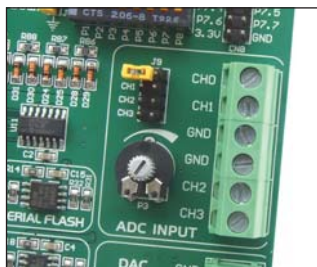


Figure 13-1: ADC module

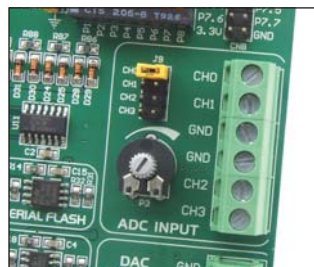


Figure 13-2: Jumper J9

If the voltage, necessary to perform A/D conversion, is not supplied from an external source, then the 3.3V power supply voltage is used. In this case, it is necessary to place jumper J9 on the appropriate pins, Figure 13-2.

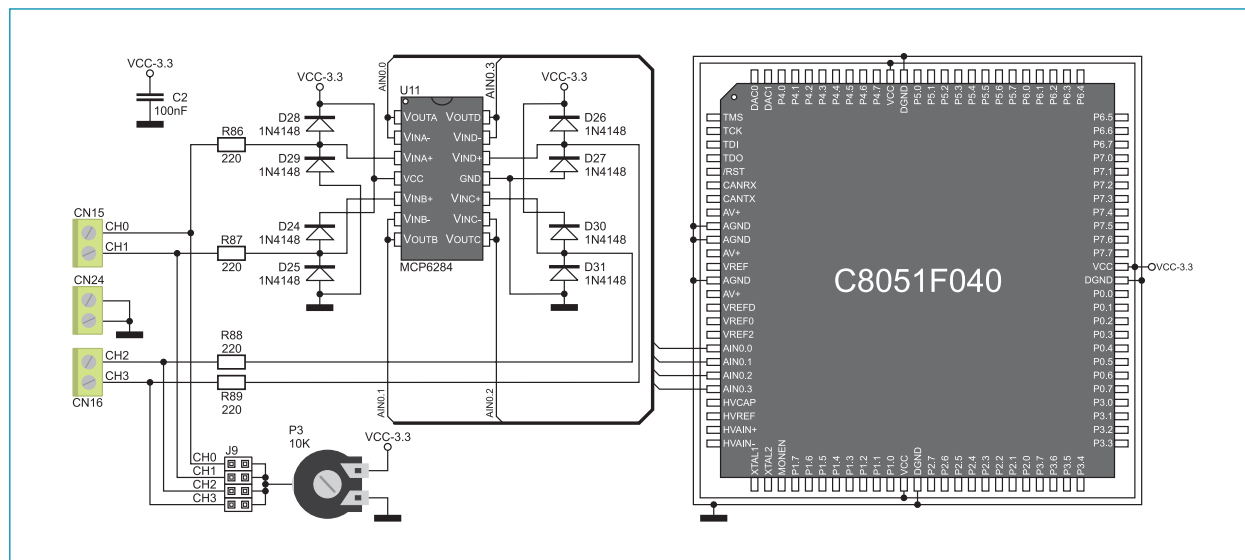


Figure 13-3: ADC module connection schematic

14.0. DAC module

A DAC module is used to convert 12-bit digital values into appropriate analog voltage values. The analog voltage signal is delivered via screw terminals CN13 and CN14. The DAC module is built into the microcontroller. The voltage supplied from the VREF pin on the microcontroller is used as a voltage reference. To enable the use of this voltage, switch 7 on the DIP switch SW14 should be set to the ON position.

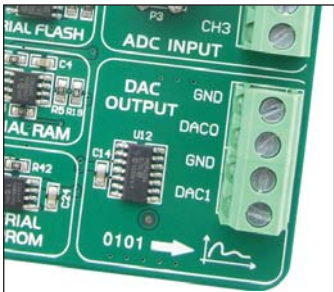


Figure 14-1: DAC module

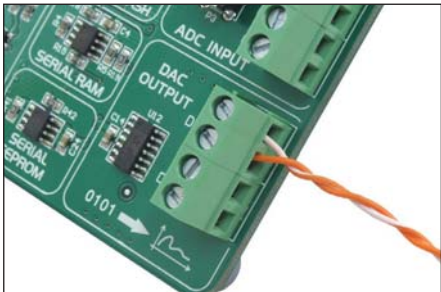


Figure 14-2: DAC module connector

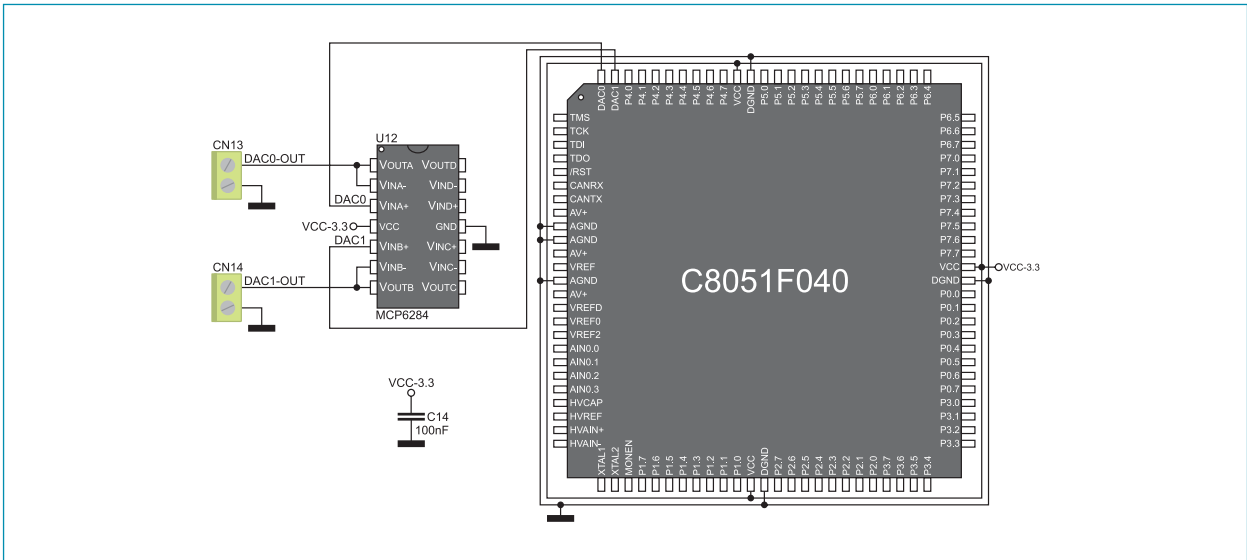


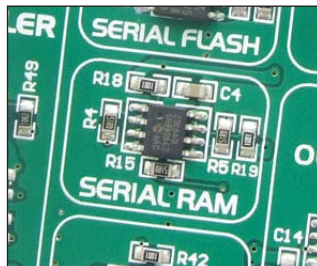
Figure 14-3: DAC module connection schematic

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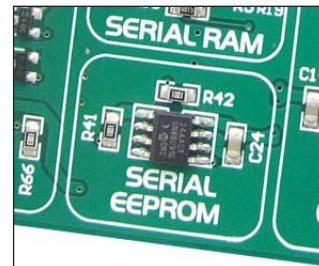
The *BIG8051* development system features Flash, RAM and EEPROM memory modules. These modules enable the microcontroller to expand its memory space.



**Figure 15-1: Flash module**

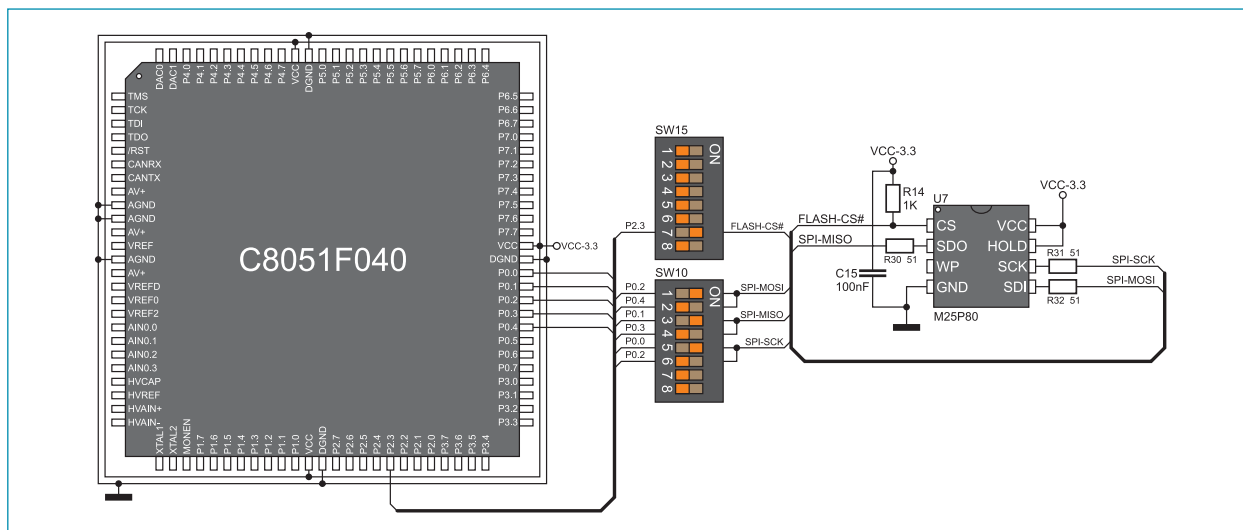


**Figure 15-2: RAM module**



**Figure 15-3: EEPROM module**

Flash module enables the microcontroller to use additional 8Mbit flash memory via the Serial Peripheral Interface (SPI). To establish connection between this module and the microcontroller, it is necessary to set switches 1, 3 and 5 (optionally 2, 4 and 6) on the DIP switch SW10, as well as switch 7 on the DIP switch SW15 to the ON position.



**Figure 15-4: Flash module connection schematic**



RAM module enables the microcontroller to use additional 64Kbit RAM memory via the Serial Peripheral Interface (SPI). To establish connection between this module and the microcontroller, it is necessary to set switches 1, 3, 5, 7 and 8 (optionally 2, 4 and 6) on the DIP switch SW10 to the ON position.

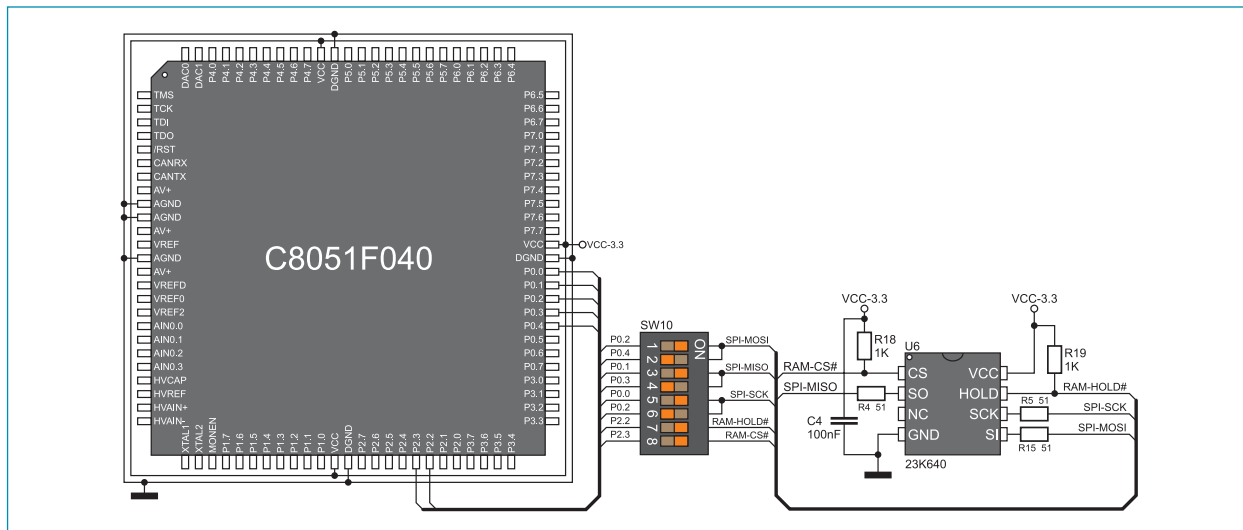


Figure 15-5: RAM module connection schematic

EEPROM module enables the microcontroller to use additional 1Kbit EEPROM memory via I2C serial connection. To establish connection between this module and the microcontroller, it is necessary to set switches 3 and 5 (optionally 4 and 6) on the DIP switch SW12 to the ON position.

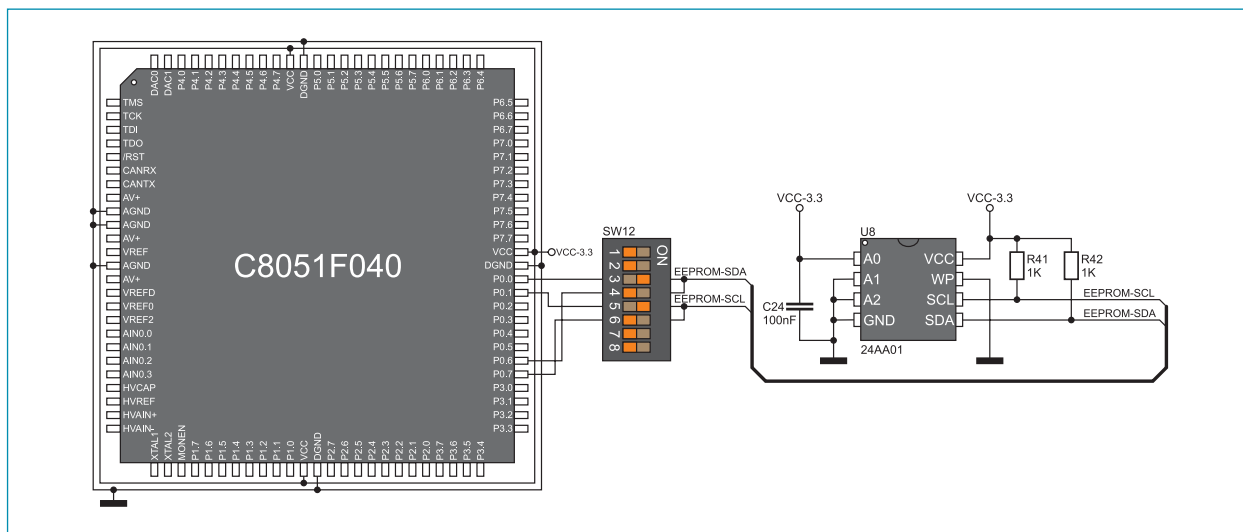


Figure 15-6: EEPROM module connection schematic

# 16.0. LEDs

There are 64 LEDs on the *BIG8051* development system used to visually indicate the state of each microcontroller I/O pin. An active LED indicates that a logic one (1) is present on the pin. In order to enable LEDs to illuminate, it is necessary to select the appropriate port ((PORT0, PORT1, PORT2, PORT3, PORT4, PORT5, PORT6 or PORT7) using DIP switch SW9.



Figure 16-1: LEDs

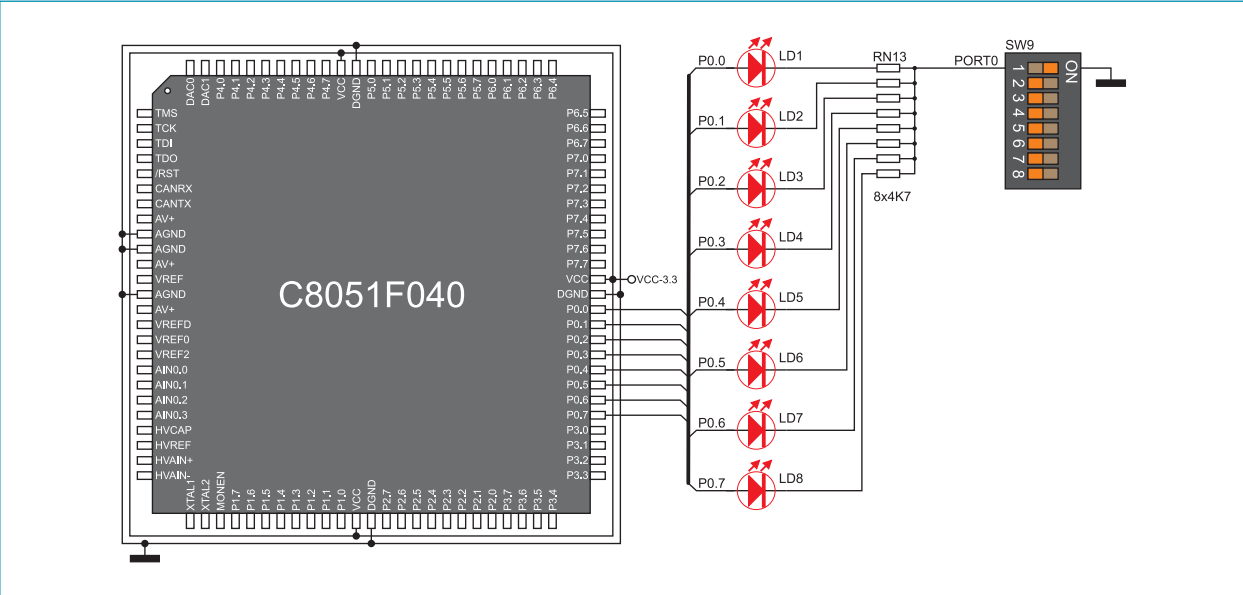
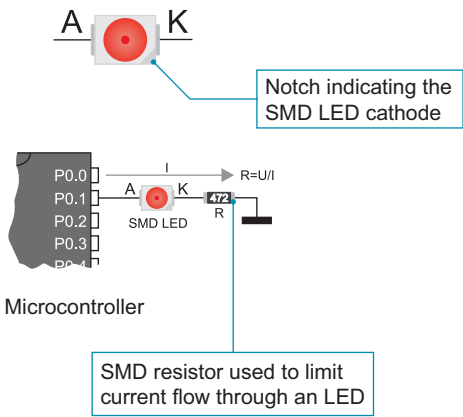


Figure 16-2: LED and port PORT0 connection schematic

17.0. Push buttons

The logic state of all microcontroller input pins may be changed by using push buttons. Jumper J10 is used to determine the logic state to be supplied on the appropriate microcontroller pin by pressing a push button. The function of the protective resistor is to limit the maximum current, thus preventing the development system and peripheral modules from being damaged in case a short circuit occurs. If needed, advanced users may shorten this resistor using jumper J12. Right next to the push buttons, there is a RESET button used to reset the microcontroller.

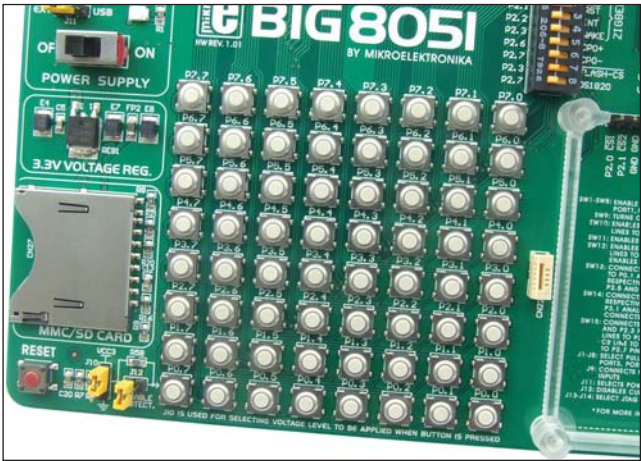


Figure 17-1: Push buttons

By pressing any push button when jumper J10 is in the VCC position, a logic one (3.3V) will be applied to the appropriate microcontroller pin, as shown in Figure 17-2.

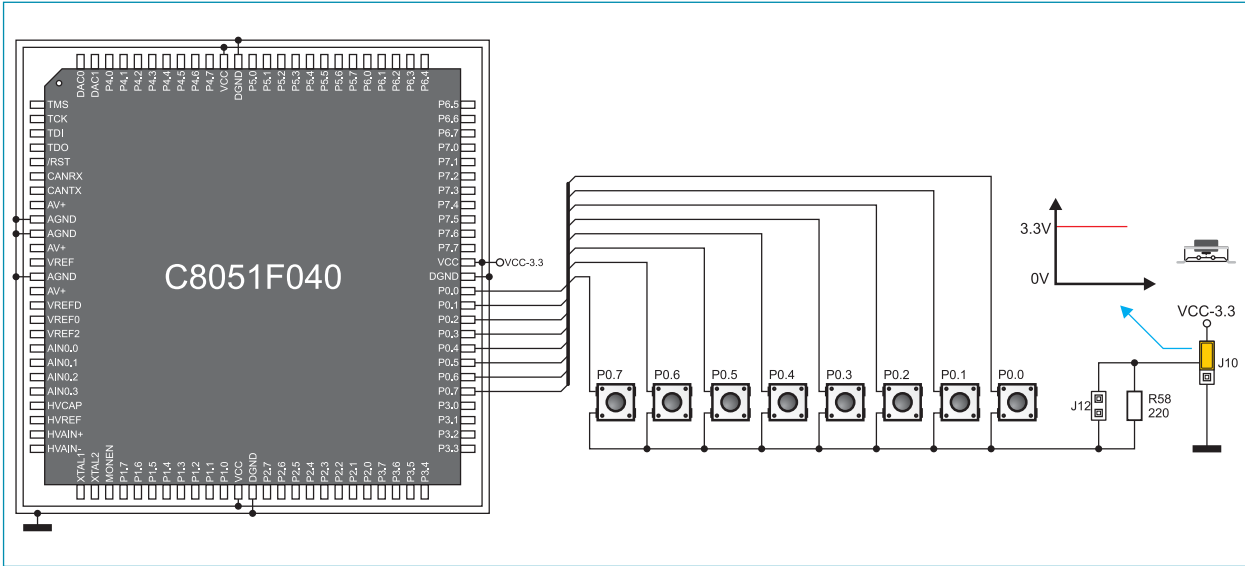
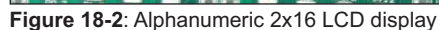
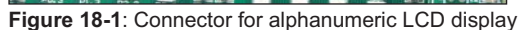


Figure 17-2: Push buttons and port PORT0 connection schematic

Communication between this LCD and the microcontroller is performed in a 4-bit mode. Alphanumeric digits are displayed in two lines each containing up to 16 characters of 7x5 pixels.

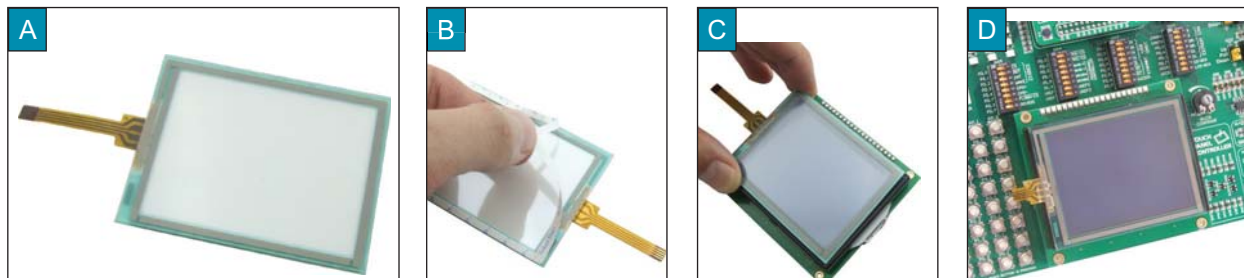






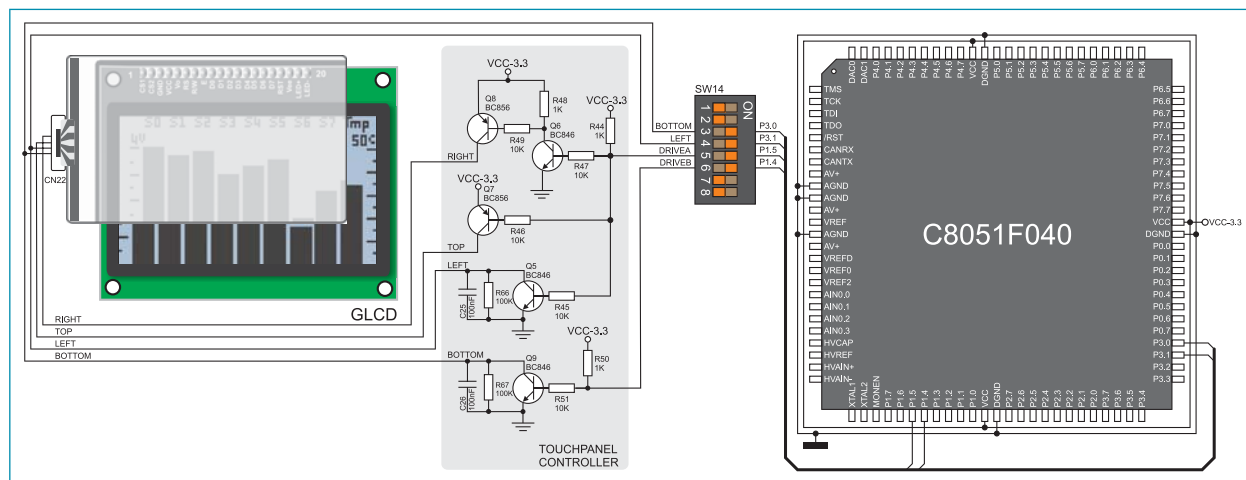
## 20.0. Touch panel

A touch panel is a thin, self-adhesive, transparent, touch-sensitive panel. It is placed over a GLCD display. Its main function is to register pressure at some specific display point and to forward its coordinates in the form of analog voltage to the microcontroller. Switches 3, 4, 5 and 6 on the DIP switch SW14 are used to connect the microcontroller and touch panel.



**Figure 20-1:** Placing touch panel over a GLCD

Figure 20-1 shows how to place a touch panel over a GLCD display. Make sure that the flat cable is to the left of the GLCD, as shown in Figure 20-1D.



**Figure 20-2:** Touch panel connection schematic



**Figure 20-3:** Connecting touch panel

Figure 20-3 shows in detail how to connect a touch panel to the microcontroller. Bring the end of the flat cable close to the CN23 connector (Figure A). Plug the cable into the connector (Figure B) and press it easily so as to fully fit the connector (Figure C). Now, a GLCD can be plugged into the appropriate connector (Figure D).

**NOTE:** LEDs and pull-up/pull-down resistors on ports PORT1 and PORT3 should be off when the touch panel is in use.

## 21.0. Input/output ports

Along the right side of the development system, there are eight 10-pin connectors linked to the microcontroller I/O ports. Due to DIP switches SW1-SW8, every connector pin can be connected to one pull-up/pull-down resistor. It depends on the position of jumpers J1-J8 whether they will be connected to pull-up or pull-down resistor.

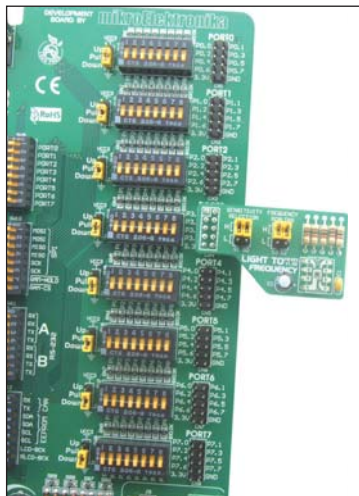


Figure 21-1: I/O ports



Figure 21-2: J9 in pull-down position



Figure 21-3: J9 in pull-up position

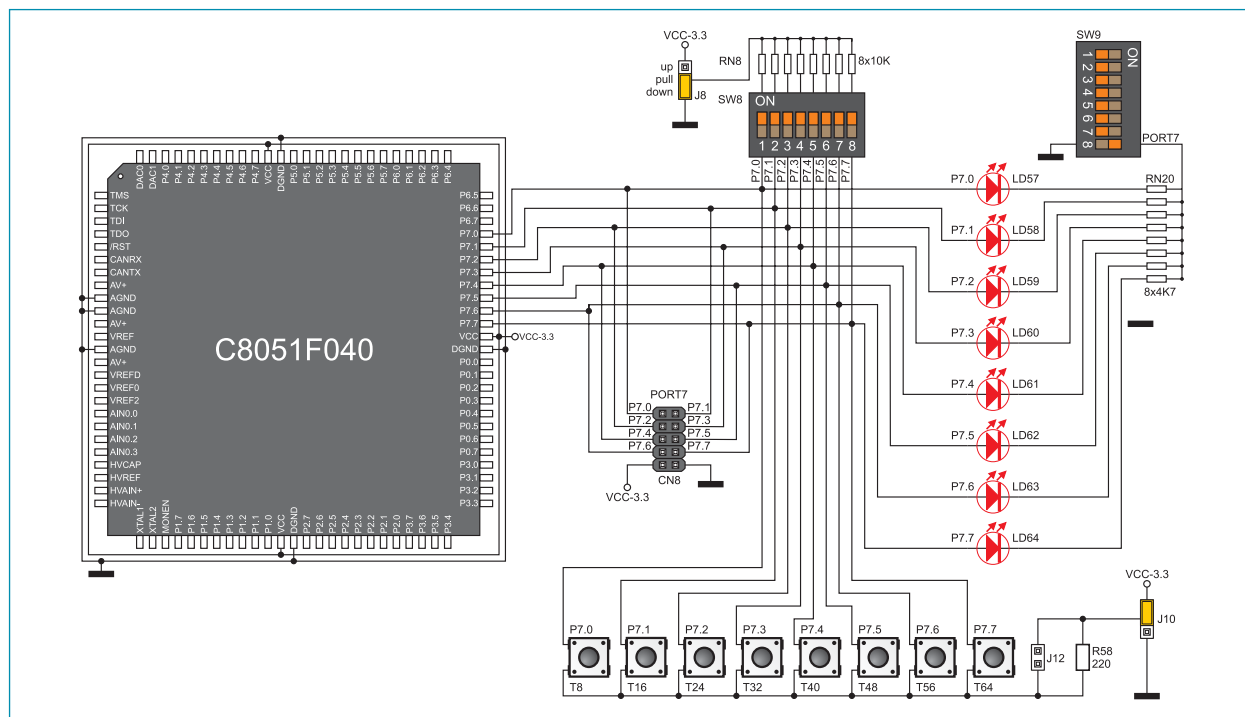


Figure 21-4: Port PORT7 connection schematic

Pull-up/pull-down resistors enable you to set the logic level on all microcontroller's input pins when they are in idle state. This level depends on the position of the pull-up/pull-down jumper. The RP7.0 pin with the relevant DIP switch SW8, jumper J8 and P7.0 push button with jumper J10 are used here for the purpose of explaining the performance of pull-up/pull-down resistors. The principle of their operation is the same for all other microcontroller pins.

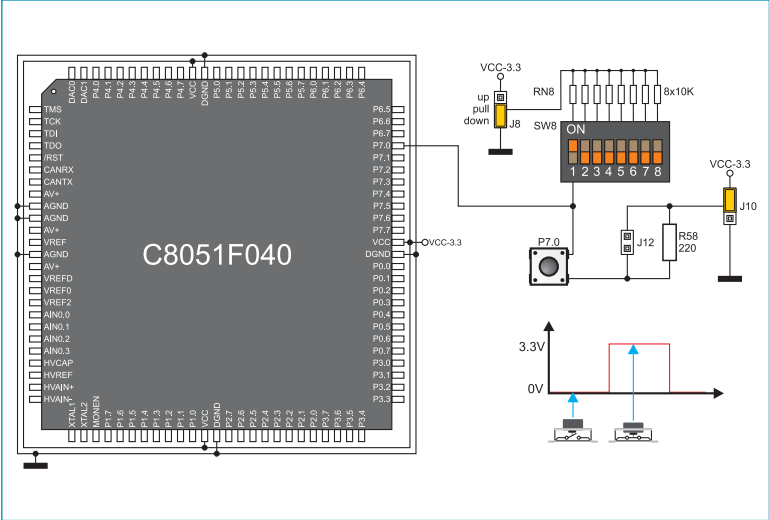


Figure 21-5: Jumper J8 in pull-down and jumper J10 in pull-up position

In order to enable the PORT7 port pins to be connected to pull-down resistors, it is necessary to place jumper J8 in the *Down* position first. This enables any PORT7 port pin to be supplied with a logic zero (0V) in idle state over jumper J8 and 8x10k resistor network. To provide the P7.0 pin with this signal, it is necessary to set switch P7.0 on the DIP switch SW8 to the ON position.

As a result, every time you press the P7.0 push button, the P7.0 pin will be fed with a logic one (VCC-3.3 voltage), provided that jumper J10 is placed in the VCC-3.3 position.

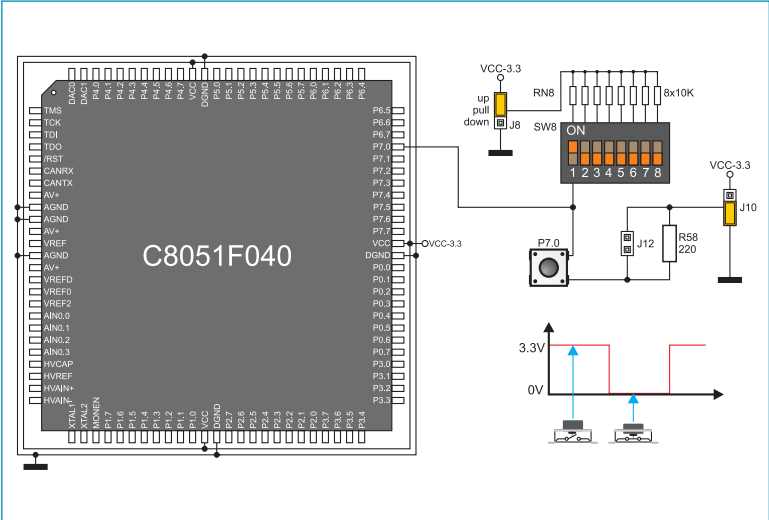


Figure 21-6: Jumper J8 in pull-up and jumper J10 in pull-down position

In order to enable port PORT7 pins to be connected to pull-up resistors and the port input pins to be supplied with a logic zero (0), it is necessary to place jumper J8 in the *Up* position and jumper J10 in the GND position. This enables any port PORT7 input pin, when it is in idle state, to be driven high (3.3V) over the 10k resistor.

As a result, every time you press the P7.0 push button, the P7.0 pin will be fed with a logic zero (0V), provided that switch P7.0 on the DIP switch SW8 is set to the ON position.

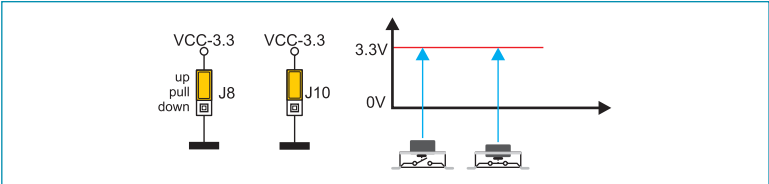


Figure 21-7: Jumpers J8 and J10 in the same positions

In case that jumpers J8 and J10 are in the same positions, pressure on any button will not cause input pins to change their logic state.

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