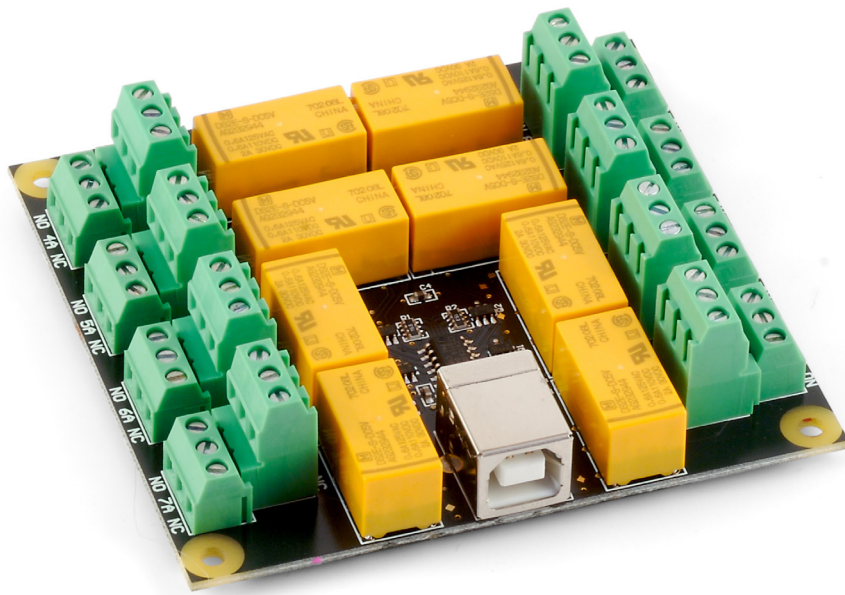


Product Manual

1017 - PhidgetInterfaceKit 0/0/8



Phidgets 1017 - Product Manual
For Board Revision 0
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Product Features

- Allows the digital control of 8 Double-Pole Double-Throw (DPDT) relay outputs.
- Can be used for switching small signals, as opposed to high current applications
- Small signal relays are rated at 250VAC, or 2 Amps, for a maximum of 60 Watts

Programming Environment

Operating Systems: Windows 2000/XP/Vista/7, Windows CE, Linux, and Mac OS X

Programming Languages (APIs): VB6, VB.NET, C#.NET, C++, Flash 9, Flex, Java, LabVIEW, Python, Max/MSP, and Cocoa.

Examples: Many example applications for all the operating systems and development environments above are available for download at www.phidgets.com >> Programming.

Connection

The board connects directly to a computer's USB port.

Getting Started

Checking the Contents

You should have received:

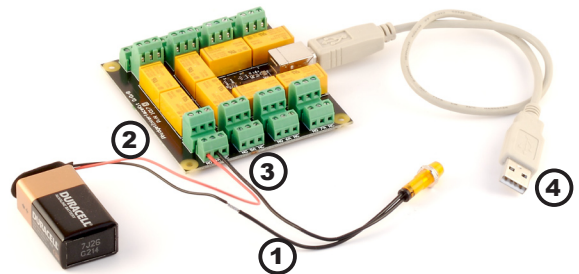
- A PhidgetInterfaceKit 0/0/8
- A USB Cable

In order to test your new Phidget you will also need:

- A 9V battery
- A battery connector
- A 9V incandescent bulb with wires

Connecting all the pieces

1. Connect the negative (-) wire from the battery connector to one of the bulb wires.
2. Connect the positive (+) wire from the battery connector to the NO (normally open) connector on the InterfaceKit.
3. Connect the other bulb wire to the 4A connector on the InterfaceKit.
4. Connect the InterfaceKit to your PC using the USB cable.




Testing Using Windows 2000/XP/Vista

Downloading the Phidgets drivers

Make sure that you have the current version of the Phidget library installed on your PC. If you don't, do the following:

Go to www.phidgets.com >> Drivers


Download and run Phidget21 Installer (32-bit, or 64-bit, depending on your PC)

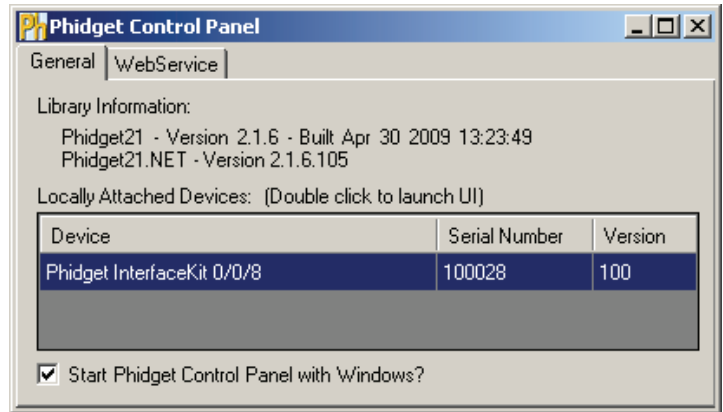
You should see the  icon on the right hand corner of the Task Bar.

Running Phidgets Sample Program

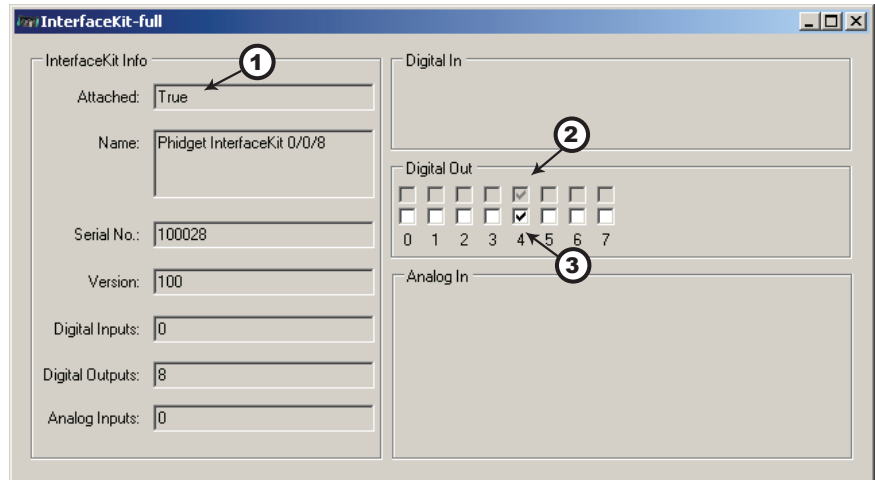
Double clicking on the  icon loads the Phidget Control Panel; we will use this program to make sure that your new Phidget works properly.

The source code for the InterfaceKit-full sample program can be found under C# by clicking on Phidget.com > Programming.

Double Click on the  icon to activate the Phidget Control Panel and make sure that the **Phidget InterfaceKit 0/0/8** is properly attached to your PC.



1. Double Click on **Phidget InterfaceKit 0/0/8** in the Phidget Control Panel to bring up InterfaceKit-full and check that the box labelled Attached contains the word True.
2. Click on the fifth Digital Out box. A tick mark appears in the box and the light bulb turns on. Click on the box again. The tick mark goes away and the light turns off. If you unplug the USB cable while the light is on, it will turn off. The bottom row shows the status of the request, while the top row displays the status of the digital output as reported by the device.



3. Move the positive (+) wire from NO to NC (normally closed). The light is now on when the Digital box has no tick mark. Clicking on the box turns the light off. If you unplug the USB cable when the light is on, it will stay on.

Testing Using Mac OS X

- Click on System Preferences >> Phidgets (under Other) to activate the Preference Pane
- Make sure that the **Phidget InterfaceKit 0/0/8** is properly attached.
- Double Click on **Phidget InterfaceKit 0/0/8** in the Phidget Preference Pane to bring up the InterfaceKit-full example. This example will function in a similar way as the Windows version.

If you are using Linux

There are no sample programs written for Linux.

Go to www.phidgets.com >> Drivers

Download Linux Source

- Have a look at the readme file
- Build Phidget21

The most popular programming languages in Linux are C/C++ and Java.

Notes:

Many Linux systems are now built with unsupported third party drivers. It may be necessary to uninstall these drivers for our libraries to work properly.

Phidget21 for Linux is a user-space library. Applications typically have to be run as root, or udev/hotplug must be configured to give permissions when the Phidget is plugged in.

If you are using Windows Mobile/CE 5.0 or 6.0

Go to www.phidgets.com >> Drivers

Download x86, ARMV4I or MIPSII, depending on the platform you are using. Mini-itx and ICOP systems will be x86, and most mobile devices, including XScale based systems will run the ARMV4I.

The CE libraries are distributed in .CAB format. Windows Mobile/CE is able to directly install .CAB files.

The most popular languages are C/C++, .NET Compact Framework (VB.NET and C#). A desktop version of Visual Studio can usually be configured to target your Windows Mobile Platform, whether you are compiling to machine code or the .NET Compact Framework.

Programming a Phidget

Phidgets' philosophy is that you do not have to be an electrical engineer in order to do projects that use devices like sensors, motors, motor controllers, and interface boards. All you need to know is how to program. We have developed a complete set of Application Programming Interfaces (API) that are supported for Windows, Mac OS X, and Linux. When it comes to languages, we support VB6, VB.NET, C#.NET, C, C++, Flash 9, Flex, Java, LabVIEW, Python, Max/MSP, and Cocoa.

Architecture

We have designed our libraries to give you the maximum amount of freedom. We do not impose our own programming model on you.

To achieve this goal we have implemented the libraries as a series of layers with the C API at the core surrounded by other language wrappers.

Libraries

The lowest level library is the C API. The C API can be programmed against on Windows, CE, OS X and Linux. With the C API, C/C++, you can write cross-platform code. For systems with minimal resources (small computers), the C API may be the only choice.

The Java API is built into the C API Library. Java, by default is cross-platform - but your particular platform may not support it (CE).

The .NET API also relies on the C API. Our default .NET API is for .NET 2.0 Framework, but we also have .NET libraries for .NET 1.1 and .NET Compact Framework (CE).

The COM API relies on the C API. The COM API is programmed against when coding in VB6, VBScript, Excel (VBA), Delphi and Labview.

The ActionScript 3.0 Library relies on a communication link with a PhidgetWebService (see below). ActionScript 3.0 is used in Flex and Flash 9.

Programming Hints

- Every Phidget has a unique serial number - this allows you to sort out which device is which at runtime. Unlike USB devices which model themselves as a COM port, you don't have to worry about where in the USB bus you plug your Phidget in. If you have more than one Phidget, even of the same type, their serial numbers enable you to sort them out at runtime.
- Each Phidget you have plugged in is controlled from your application using an object/handle specific to that phidget. This link between the Phidget and the software object is created when you call the .OPEN group of commands. This association will stay, even if the Phidget is disconnected/reattached, until .CLOSE is called.
- The Phidget APIs are designed to be used in an event-driven architecture. While it is possible to poll them, we don't recommend it. Please familiarize yourself with event programming.

Networking Phidgets

The PhidgetWebService is an application written by Phidgets Inc. which acts as a network proxy on a computer. The PhidgetWebService will allow other computers on the network to communicate with the Phidgets connected to that computer. ALL of our APIs have the capability to communicate with Phidgets on another computer that has the PhidgetWebService running.

The PhidgetWebService also makes it possible to communicate with other applications that you wrote and that are connected to the PhidgetWebService, through the PhidgetDictionary object.

Documentation

Programming Manual

The Phidget Programming Manual documents the Phidgets software programming model in a language and device unspecific way, providing a general overview of the Phidgets API as a whole. You can find the manual at www.phidgets.com >> Programming.

Getting Started Guides

We have written Getting Started Guides for most of the languages that we support. If the manual exists for the language you want to use, this is the first manual you want to read. The Guides can be found at www.phidgets.com >> Programming, and are listed under the appropriate language.

API Guides

We maintain API references for COM (Windows), C (Windows/Mac OSX/Linux), Action Script, .Net and Java. These references document the API calls that are common to all Phidgets. These API References can be found under www.phidgets.com >> Programming and are listed under the appropriate language. To look at the API calls for a specific Phidget, check its Product Manual.

Code Samples

We have written sample programs to illustrate how the APIs are used.

Due to the large number of languages and devices we support, we cannot provide examples in every language for every Phidget. Some of the examples are very minimal, and other examples will have a full-featured GUI allowing all the functionality of the device to be explored. Most developers start by modifying existing examples until they have an understanding of the architecture.

Go to www.phidgets.com >> Programming to see if there are code samples written for your device. Find the language you want to use and click on the magnifying glass besides "Code Sample". You will get a list of all the devices for which we wrote code samples in that language.

API for the PhidgetInterfaceKit 0/0/8

We document API Calls specific to this product in this section. Functions common to all Phidgets and functions not applicable to this device are not covered here. This section is deliberately generic. For calling conventions under a specific language, refer to the associated API manual. For exact values, refer to the device specifications.

Functions

int OutputCount() [get] : Constant = 8

Returns the number of digital outputs supported by this PhidgetInterfaceKit.

bool OutputState (int OutputIndex) [get,set]

Sets/returns the state of a digital output. Setting this to true will activate the output, making the contact between Common and NO. False is the default state. Reading the OutputState immediately after setting it will not return the value set - it will return the last state reported by the Phidget.

Events

OnOutputChange(int OutputIndex, bool State), [event]

An event that is issued when the state of a digital output changes.

Technical Section

Relays

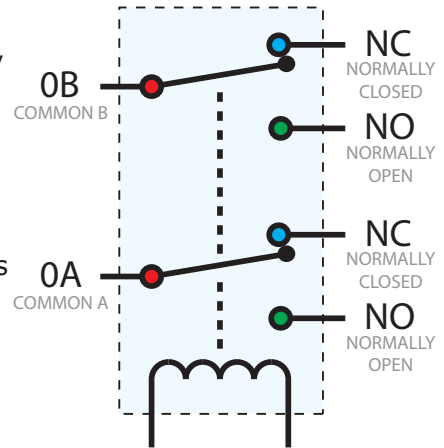
A relay is an electrically-controlled switch. Although many types of electrical switches exist, a relay's mechanical nature gives it the advantage of reliability and current-switching capacity. The main disadvantage to using mechanical relays is their limited life-span, as opposed to solid state relays which do not suffer from this drawback.

Using a Digital Output Relay

Relays have a connection scheme determined by the arrangement of contacts within the relay. Because relays are a type of switch, they are defined in the same way other electromechanical switches are defined.

In switch schemes, the number of poles represents the number of common terminals a switch has, and the number of throws represents the number of switchable terminals that exist for each pole. The relays used in the InterfaceKit 0/0/8 are DPDT relays: double pole, double throw. The internal construction of this type of relay is depicted in the diagram above. Many other types of relays exist: SPST, DPDT, and DPST, to name a few.

In a relay, one of the throw terminals is labelled Normally Closed (NC), and the other is labelled Normally Open (NO). As the name indicates, the normally closed terminal is the terminal connected to common when the relay coil is not powered. When the relay coil is energized by the relay control circuit, the electromagnetic field of the coil forces the switch element inside the relay to break its contact with the normally closed terminal and make contact with the normally open terminal. The switch element would then connect the normally open terminal and the common terminal.



Wetting Current

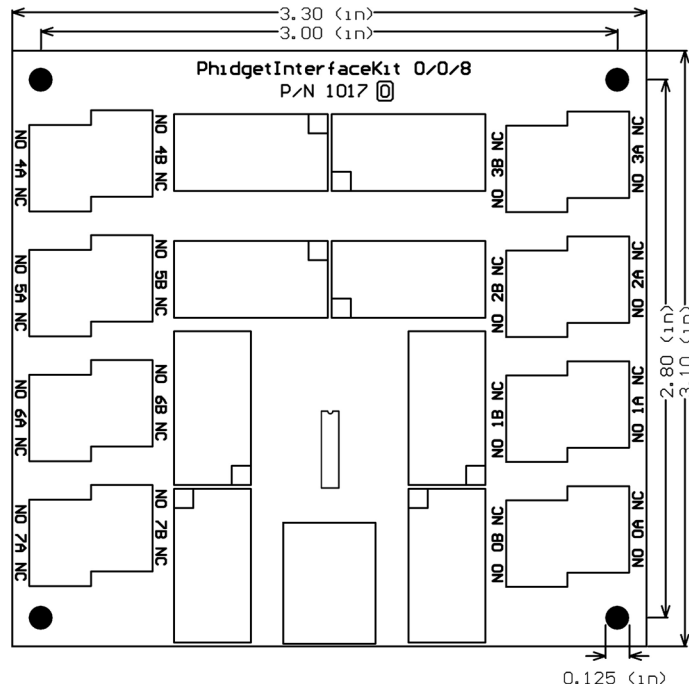
When a relay is in one switch position for a period of time, oxidation of the open contact(s) can occur. Depending upon the internal coating material of the contacts, oxide films of varying density will be displaced upon the surface of open contacts; this film acts as an insulator to current flow. When the relay is switched, a certain amount of current flowing through the contacts, known as the wetting current, is required to remove the film of oxides and ensure proper conduction. The wetting current required to operate this relay is low enough for use in signal switching applications. See the device specification on page 8 for detailed requirements.

Load Noise

If highly inductive loads are used with this InterfaceKit, it is recommended that a noise limiting component be used to prevent damage to the device. An MOV, TVS diode, or kickback diode (for DC applications) shunted across the load will assist in dissipating voltage transients.

Mechanical Drawing

1:1 scale



Note: When printing the mechanical drawing, "Page Scaling" in the Print panel must be set to "None" to avoid re-sizing the image.

Device Specifications

Characteristic	Value
Contact Resistance (max at 6VDC 1A)	50 mOhms
Wetting Current	10uA/10mV
Switching Voltage (max AC)	250 VAC
Switching Voltage (max DC)	220 VDC
Switching Current (max AC/DC)	2 Amps
Switching Power (max)	60 W, 125VA
Digital Control Update Rate	~125 updates / second
Operate Time (at max load)	~18ms
Release Time (at max load)	~18ms
Switching Speed (at max load)	20 contacts / minute
Recommended Terminal Wire Size	14 - 26 AWG
Terminal Wire Strip Length	5 - 6mm (0.196" - 0.236")
Device Quiescent Current Consumption	14mA
Device Active Current Consumption	380mA max

Product History

Date	Board Revision	Device Version	Comment
February 2008	0	100	Product Release

Support

- Call the support desk at 1.403.282.7335 8:00 AM to 5:00 PM Mountain Time (US & Canada) - GMT-07:00
or
- E-mail us at: support@phidgets.com