MI.8-P Manual

A TurboC programming segment that may be useful with the ML8-P is:

```
/* Defines the boards base address. */
baseaddr=0x300
                              /* Sets the loop to read all 8 channels. */
for (x=0; x<8; x++) {
                              /* Sets up the control register with A/D */
outportb(baseaddr+2, x);
                              /* channel 'x'. */
                              /* Delay for bus recovery between succesive */
delay(1);
                                           /* I/O commands.*/
                                           /* Starts the A/D conversion. */
outportb (baseaddr+0, 0xFF);
while ((inportb(baseaddr+2):0x7F) == 0x7F) /* Waits for EOC bit to go low
                                           signalling */
                                           /* end of conversion. */
                                           /* Read the data into the array. */
data[x] = inportb(baseaddr+1);
A BASIC program segment that may be useful with ML8-P is:
                  REM Create an array for storing A/D samples
            10
            20
                  DIM DATAIN(8)
                  REM Set the base address to Hex 300.
            30
                  BASEADDR%= &H300
            40
                  REM The main polling loop that reads all eight channels.
            50
            60
                  FOR X = 1 TO 8
                  REM Sets the multiplexer to the channel number (control
            70
                  register).
                  OUT BASEADDR% +2, X
            80
```

```
REM Waits for EOC bit to go low signalling end of conversion.

IF (INP(BASEADDR%+2) AND &H80< >0) GOTO 120
```

REM Initiates the A/D conversion.

REM Read the data into an array.

DATAIN(X) = INP(BASEADDR%+1)

OUT BASEADDR%, &HFF

150

NEXT X

130 140

90 100

Multiple ML8-P's in one System

To operate more than one ML8-P in a computer, each one must have a different base address. If interrupts are used, each board must be set to a different interrupt, or if on a common level, each board's interrupt can only be enabled in turn, one at a time.