

Arduino UNO IO Library for Codesys on Raspberry

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Order of steps is important!

You can brick your Raspberry if you connect Arduino's 5V to Raspberry's 3.3 V!

→ Be sure to upload the Arduino sketch before wiring and connecting the devices!

Or use a level shifter 3.3 <-> 5.0

Step 1: Upload the Arduino UNO sketch slave.ino

It is responsible for I2C communication and IO functionality of the Arduino.

Define for each Arduino the variable I2C_ADDRESS before flashing (number between 1 and 127).

All steps from here are in Codesys

Step 2: Install device ArduinoUNO.devdesc.xml

Step 3: Install library IoDrvArduinoUNO.library

Step 4: Configure your Arduino UNO in the setting tab with I2C address and IOs.

Use your Arduinos like any other IO device!

Remarks:

Arduino UNO's analog input A4 and A5 are used for I2C. So you cannot use them with this library.

Analog input is 10 bit.

Analog output (PWM) is 8 bit.

In each cycle the raspberry sends 12 bytes to the Arduino and receives 10 bytes from the Arduino (independently from the settings).

Example:

Two Arduino UNO and one raspberry
connected with I2C (SDA and SCL), same ground

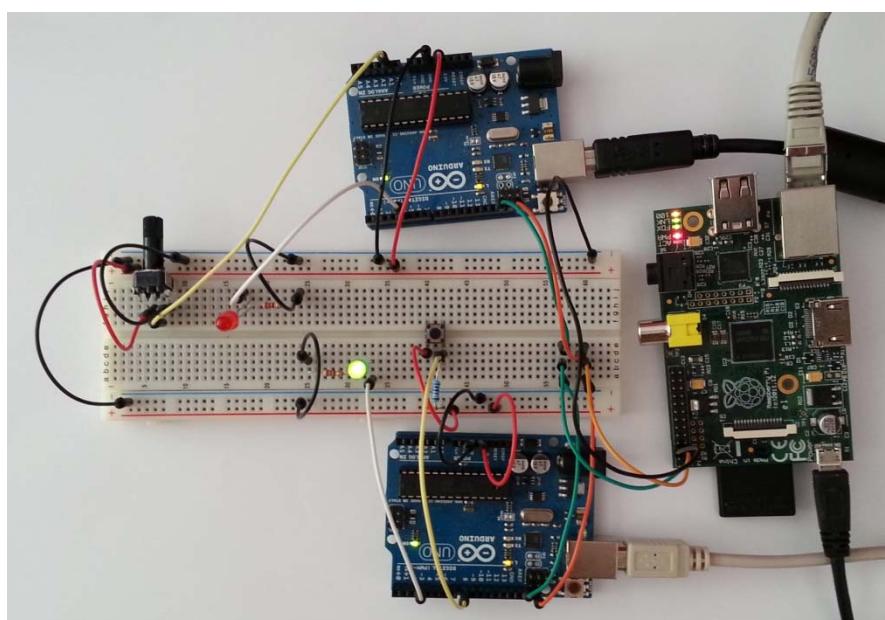
Arduino_1: - Pin D4 is used for digital output
 - Pin A1 is used for analog input

Arduino_2: - Pin D3 is used for analog output (PWM)
 - Pin D8 is used for digital input

A potentiometer is attached to the analog input of Arduino_1.

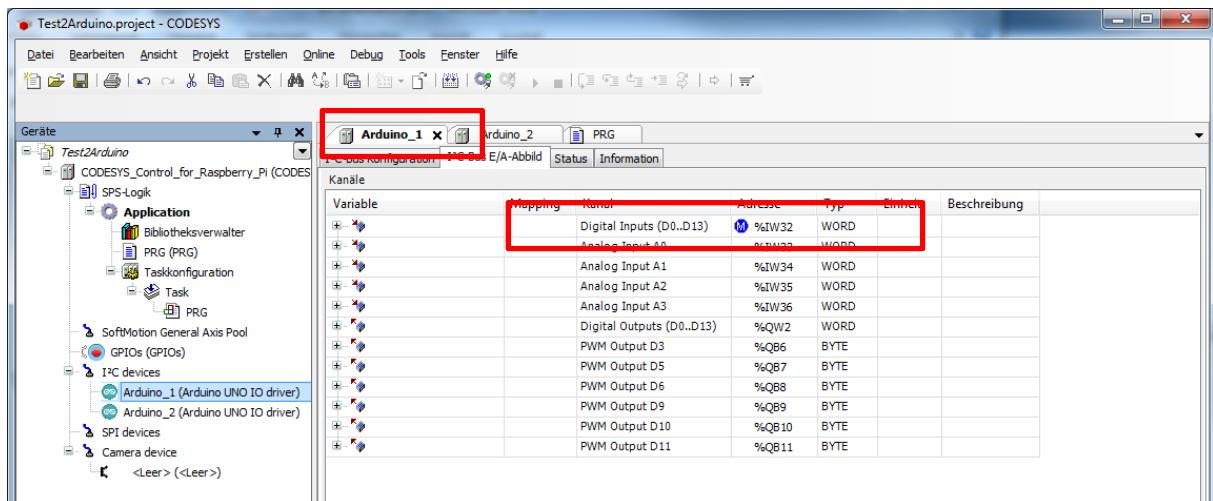
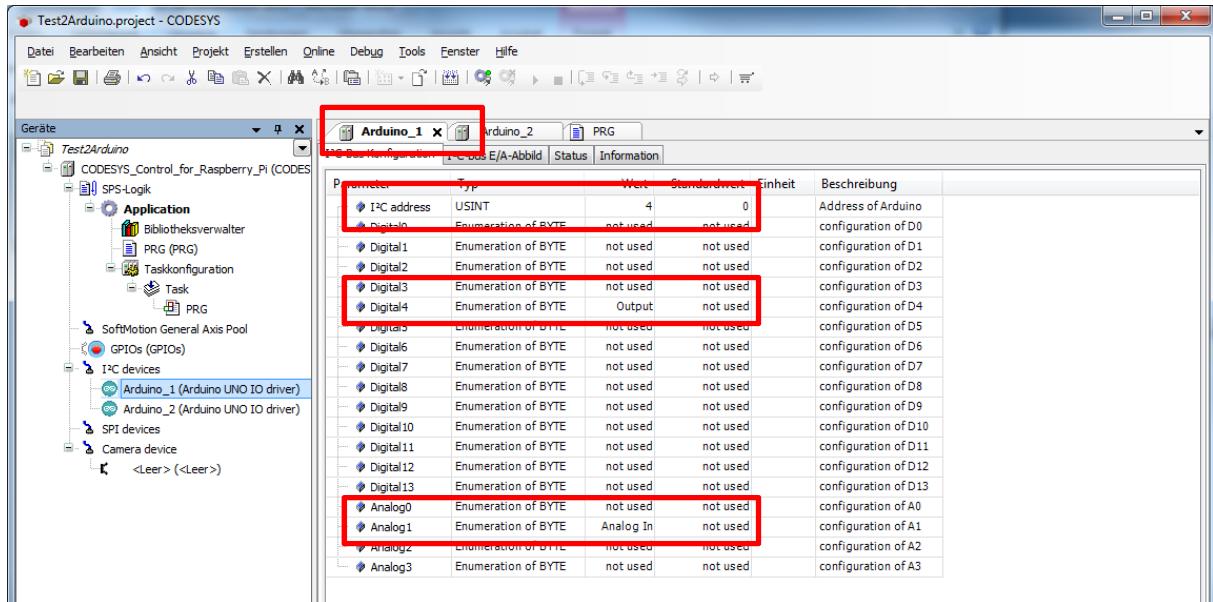
A button is attached to the digital input of Arduino_2.

LEDs are attached to the outputs.

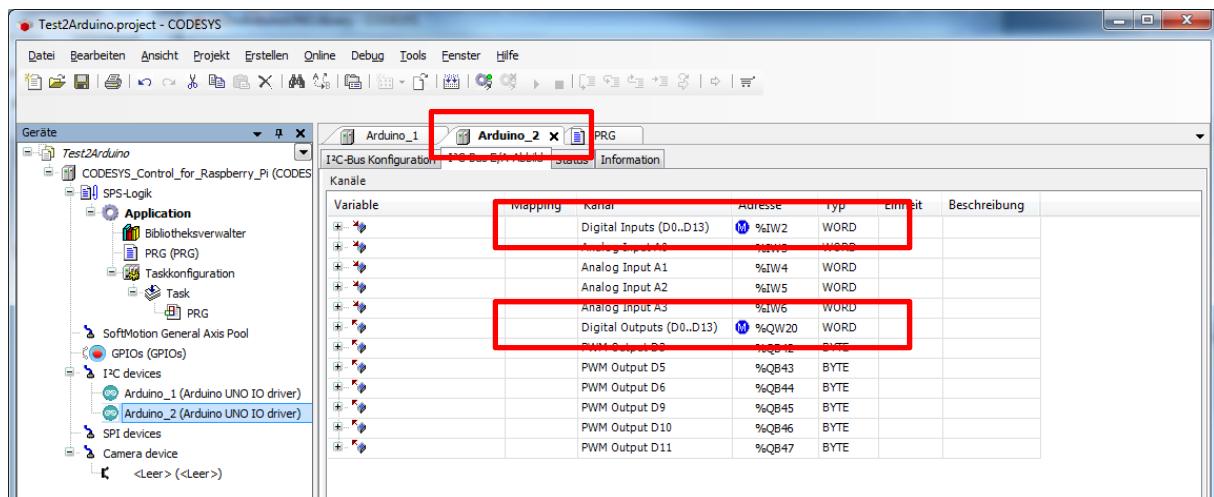
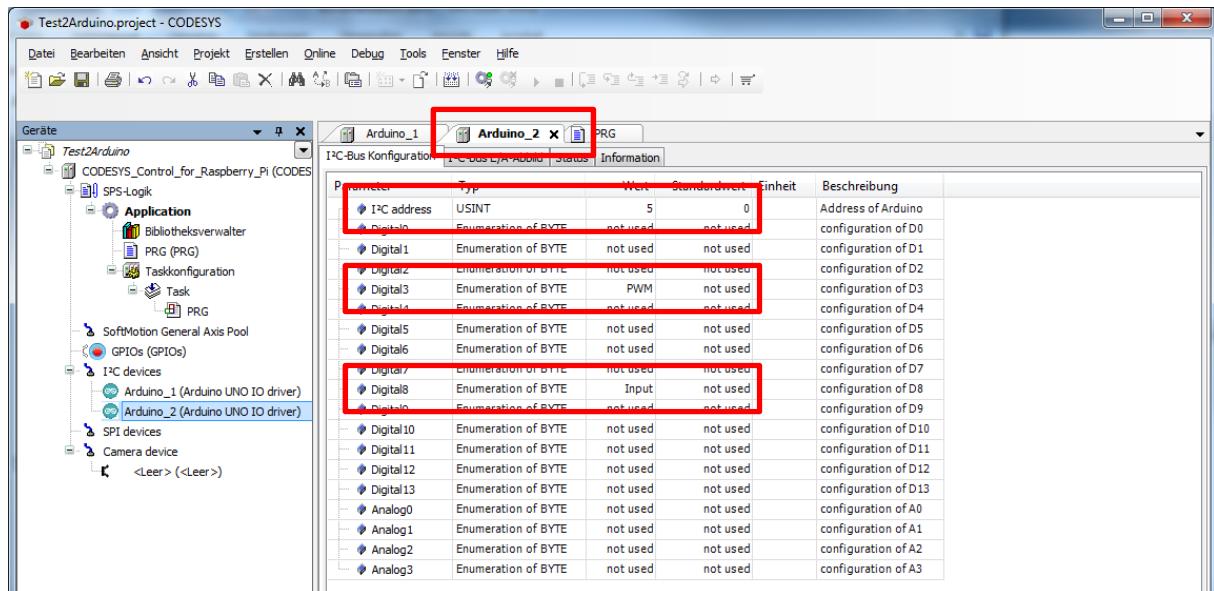


Codesys screenshots:

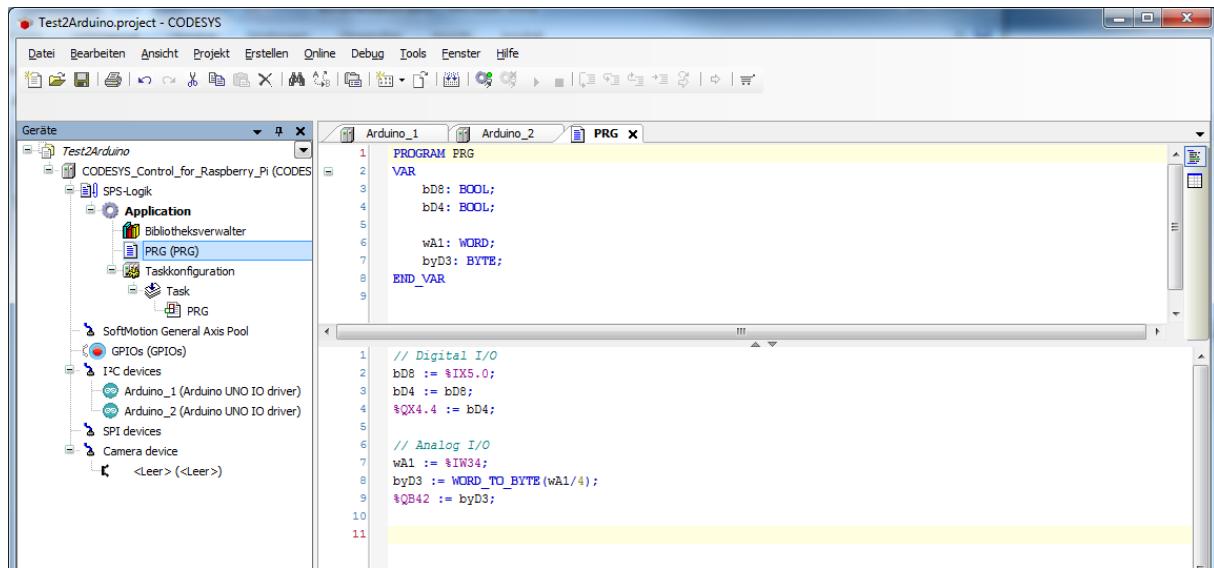
Configuration of Arduino 1:



Configuration of Arduino 2:



Main program:



The screenshot shows the CODESYS development environment with the project "Test2Arduino.project". The left pane displays the device tree under "Geräte", which includes "CODESYS_Control_for_Raspberry_Pi (CODES)" and various I/O modules like "GPIOs (GPIOs)", "I2C devices", and "Arduino_1 (Arduino UNO IO driver)". The right pane shows the main program code for "Arduino_1" in a text editor.

```
PROGRAM PRG
VAR
    bD8: BOOL;
    bD4: BOOL;
    wA1: WORD;
    byD3: BYTE;
END_VAR

// Digital I/O
bD8 := #IX5.0;
bD4 := bD8;
#QX4.4 := bD4;

// Analog I/O
wA1 := #IW34;
byD3 := WORD_TO_BYTE(wA1/4);
#QB42 := byD3;
```