

Product Specification

USB 3080

basicCAR 3080

CAN/ LIN/ K-LINE/ J1850 Interfaces
User Manual Version 1.3



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1 Installation

1.1 Hardware Installation

Generally hardware installation for USB 3080/ basicCAR 3080 means exchanging the transceiver modules.



Please make absolutely certain that all of the installation procedures described below are carried out with your system switched off.

If it is necessary to exchange transceiver modules, the corresponding device is to be opened according to its conditions.

Doing this, pay attention to the general rules to avoid electrostatic charging.

Transceiver modules must never be removed or mounted with the power switched on!

In addition, the right alignment is absolutely required (see [Assembly](#)).

1.2 Driver Installation

For proper installation of the GOEPEL electronic USB drivers on your system, we recommend to execute the GUSB driver setup. To do that, start the *GUSB-Setup-*.exe* setup program (of the supplied CD, "*" stands for the version number) and follow the instructions.



At present, the available device driver only supports Windows® 2000/ XP systems.

If you want to create your own software for USB 3080/ basicCAR 3080 devices, you possibly need additional files for user specific programming (*.LLB, *.H). These files are not automatically copied to the computer and have to be transferred individually from the supplied CD to your development directory.



The USB interface uses the high-speed data rate according to the USB2.0 specification (if possible, otherwise full-speed).

After driver installation, you can check whether the devices are properly embedded by the system.

The following picture shows the successful embedding of four USB 3080 (or basicCAR 3080) devices:

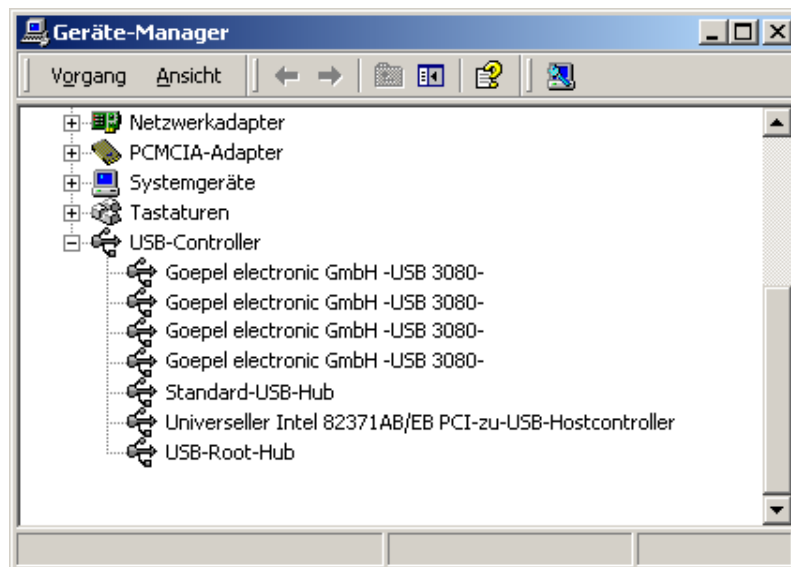


Figure 1-1:
Display of Device Manager



Please note that the Device Manager shows ALL USB controllers.

2 Hardware

2.1 Definition

USB 3080 multi interface boards are GOPEL electronic GmbH communication boards with USB 2.0 interface.

These boards are used in general control technology, especially for applications in automotive technology.



*Figure 2-1:
USB 3080*



Please note: Downloading the Xilinx FPGA is absolutely required for operating the USB 3080 board (see [Xilinx Download](#) in the [Windows Device Driver](#) section)!



For operating USB 3080 boards you need the GOPEL electronic USB rack which can cover up to 16 GOPEL electronic USB boards. In this case, power supply comes from the built-in power supply unit.

basicCAR 3080 is a GOPEL electronic stand-alone device based on a USB 3080 multi interface communication board to be connected to a PC or laptop.

It was in particular developed for applications out of complex test systems. The external power supply allows the use of this device for data acquisition and the inspection of signals in motor vehicles.



Figure 2-2:
basicCAR 3080

Power supply with 8..25 VDC (and approx. 350 mA at 12 V) is effected via the two ext. Power Supply females (red = plus/ blue= minus) at the device's rear side (opposite to the communication interfaces side).

These females are used to supply the internal logic. In addition, the blue female is connected with the GND connections of the USB interface.

On the other hand, all connections of the communication interfaces are galvanically isolated from the USB interface and the internal logic.

In the maximum construction stage, USB 3080/ basicCAR 3080 devices offer the following resources:

- ◆ 2 x CAN
- ◆ 2 x LIN or K-Line
- ◆ 1 x J1850 VPW
- ◆ 1 x J1850 PWM
(in this case only ONE LIN or K-Line interface is possible)
- ◆ 4 x digital input
- ◆ 4 x digital output
- ◆ 2 x analog input
- ◆ 1 x Wake line



Communication for J1850 PWM is made via the LIN2/ K-Line interface!!!

In the case a basicCAR 3080 does not provide enough resources for your applications, there is the GOPEL electronic USB rack available to cover up to 16 USB boards.

Then the power supply comes from a built-in power supply unit with 230V or 115V connector at the device's rear side.

2.2 Technical Specification

2.2.1 Dimensions

The board dimensions correspond to the standard dimensions of the accompanying bus system (width x height x depth):

- ♦ USB 3080: 4 HP x 130 mm x 185 mm
- ♦ basicCAR 3080: 145 mm x 70 mm x 220 mm



The dimensions stated for USB 3080 refer to an installed board.

2.2.2 Properties

The characteristics of USB 3080/ basicCAR 3080 are as follows:

Symbol	Parameter	Min.	Typ.	Max.	Unit	Remarks
V _{BAT}	Battery voltage		12	27	V	Acc. to transceiver's type
	Transmission rate			1	MBaud	CAN
	Transmission rate			22	kBaud	LIN
R _{bus}	Terminating resistor 1		120		Ohm	CAN jumper plugged in
R _{bus}	Terminating resistors 2		10		kOhm	CAN jumper plugged in
R _{Pullup}	Pull-up resistor		680		Ohm	K-Line jumper plugged in
V _{in}	Input voltage	3.3		50	V	Digital input
V _{out}	Output voltage			V _{BAT}	V	Digital output, OC
V _{in}	Input voltage		20	26	V	Analog input
V _{iso}	Galvanic separation	560			V	USB In-/ output



The Analog input channels are designed with the LTC 1400 (analog-to-digital transducer) of Linear Technology. This component has a Resolution of 12 Bit and an Input voltage range of 0..4.095V.

Caused by the input voltage divider (122K/22K) the following results for the measured voltage:

$$V_{\text{meas}} = \text{AD transducer value} * 1\text{mV} * (122\text{K}/22\text{K}).$$



Please make absolutely certain to supply the transceivers via the V_{BAT} battery voltage connections with the LOWEST maximum voltage of all transceivers.

2.3 Construction

2.3.1 General

An ASIC (TC1775) is used as the interface to the USB bus for USB 3080/ basicCAR 3080. It includes all the function blocks required for the communication with the computer bus.

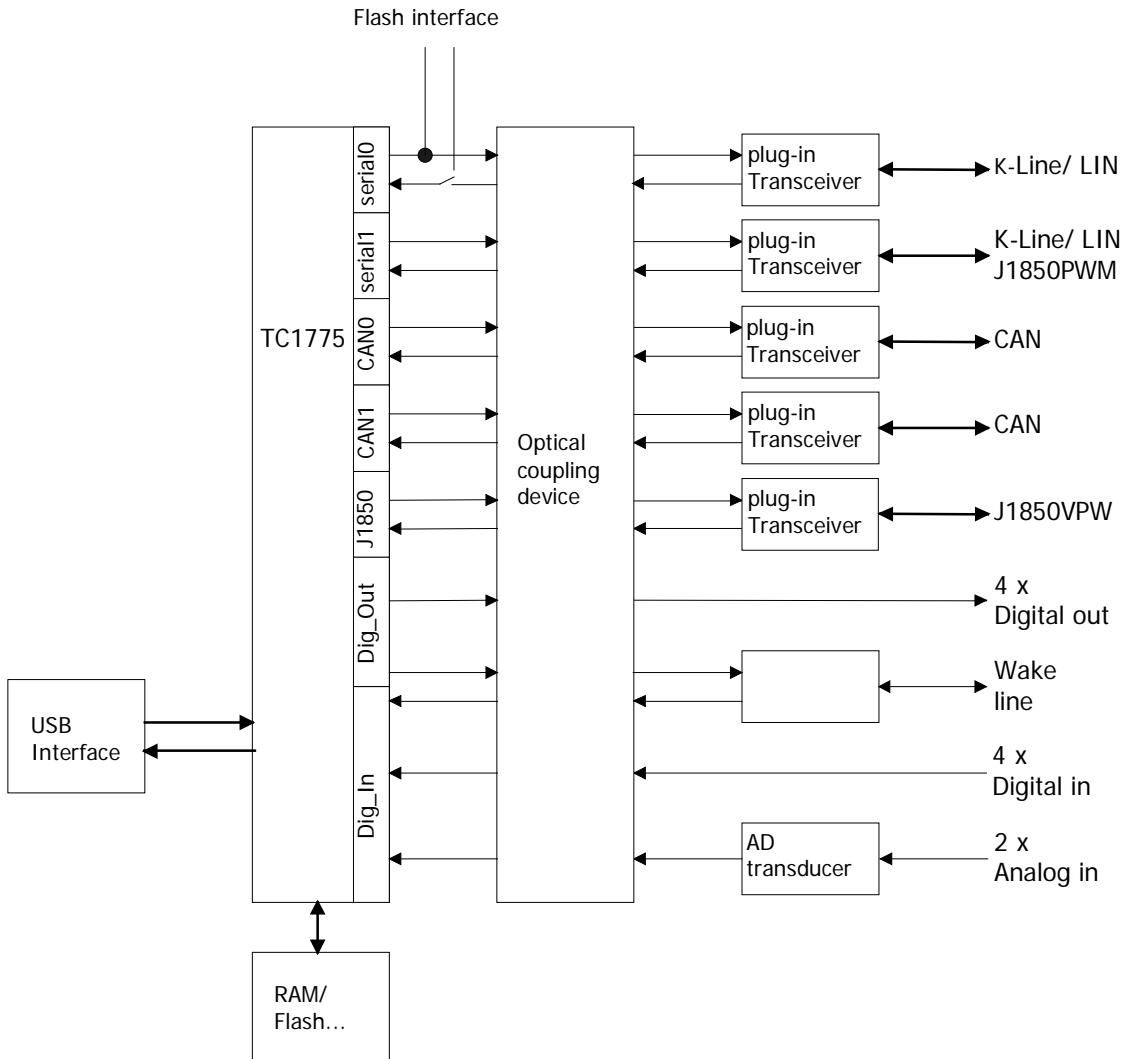


Figure 2-3: Block diagram of a USB 3080/ basicCAR 3080 device



Please use the delivered USB cables to connect USB 3080/ basicCAR 3080 devices to the PC's USB interface. Other cables may be inapplicable.

2.3.2 Communication Interfaces

2 x CAN-Interface Version 2.0b:

The type of the mounted transceiver is decisive for proper operation of a CAN interface in a network. Often CAN networks do only operate properly in the case that all members use a compatible type of transceiver.

To offer maximal flexibility to the users of a USB 3080, the transceivers are designed as plug-in modules. There are several types (high speed, low speed, single-wire etc.) that can be easily exchanged.

Not only the type of the mounted transceiver, but also the terminating resistor of the bus is very important for proper operation of a CAN network.

For the use of highspeed CAN transceivers, usually one 120 Ohm resistor is active on each CAN interface. These resistors can be deactivated by removing the J1401 or J1501 jumpers.

In the case of lowspeed CAN transceivers, usually two resistors with a resistance value of 10 kOhm for RTH and RTL are active for each CAN interface (by inserting the J1402/ J1403 or J1502/ J1503 jumpers).

Then, the J1401 or J1501 jumpers must NOT be plugged-in.

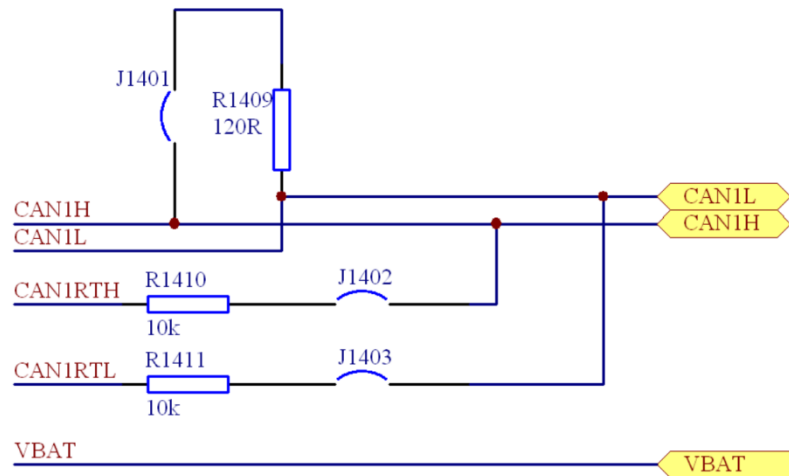


Figure 2-4:
CAN Interface

**2 x LIN Interface Version 2.0 or
2 x K-Line Interface (ISO 9141)**

LIN:

The transceivers are designed as plug-in modules.

Generally, the TJA1020 is used for this type of transceiver.

For the standard design of the transceiver modules, it is possible to change over between Master and Slave configuration per software using the Rel1 relay for LIN1 and Rel2 for LIN2. The pull-up resistors for LIN are located on the transceiver module. Therefore the J1601 or J1701 jumpers must NOT be plugged-in.

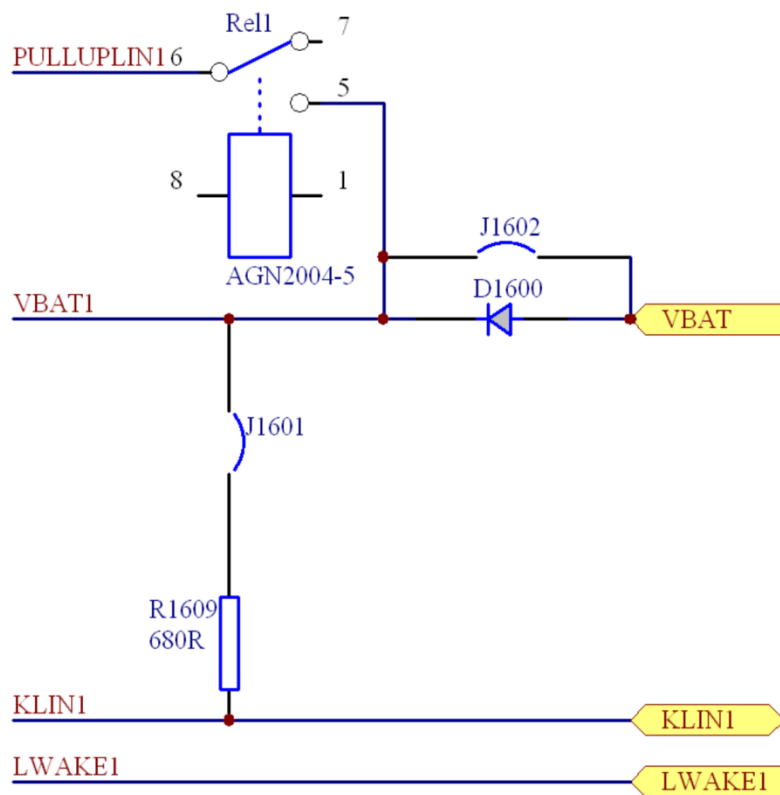
Via the V_{Bat} contacts the power supply of the transceiver modules is connected. According to the LIN specification, this power supply is to be carried out via a reverse polarity diode. Therefore the J1602 or J1703 jumpers must NOT be plugged-in.

K-Line:

The transceivers are designed as plug-in modules. Generally, the L9637 is used for this type of transceiver.

Via the V_{Bat} contacts the power supply of the transceiver modules is connected. To bridge the reverse polarity diode for V_{Bat} for LIN, the J1602 or J1703 jumpers must be plugged-in.

In the case the pull-up resistor to V_{Bat} is to be activated, the J1601 or J1701 jumpers must be plugged-in.



*Figure 2-5:
LIN/ K-Line Interface*

J1850 Interfaces:

The transceivers are designed as plug-in modules.

Generally, the AU5780 is used for J1850 VPW transceivers.

The output circuitry of a J1850 PWM transceiver is realized by discrete components.

The transceiver for a J1850 VPW interface has to be inserted at the position for the J1850 transceiver.

On the other hand, the transceiver for a J1850 PWM interface must be inserted at the position for the LIN/ K-Line 2 transceiver (see also Figure 2-6).



J1701 must NOT be mounted in the case of a J1850 PWM interface!

2.3.3 Addressing

The individual USB 3080 boards (e.g. of the GOPEL electronic USB rack) are exclusively addressed according to their serial numbers (see [Control Software](#)):

The device with the LEAST serial number is always the device with the number 1.



To improve clarity, we recommend to arrange several USB 3080 boards in the order of ascending serial numbers in the GOPEL electronic USB rack (or to connect several basicCAR 3080 devices in that order to the PC/ Laptop).

2.3.4 Assembly

Figure 2-6 shows schematically the component side of a USB 3080 device. You can see the positions of the transceiver modules, plug connectors, DIP switches and jumpers.

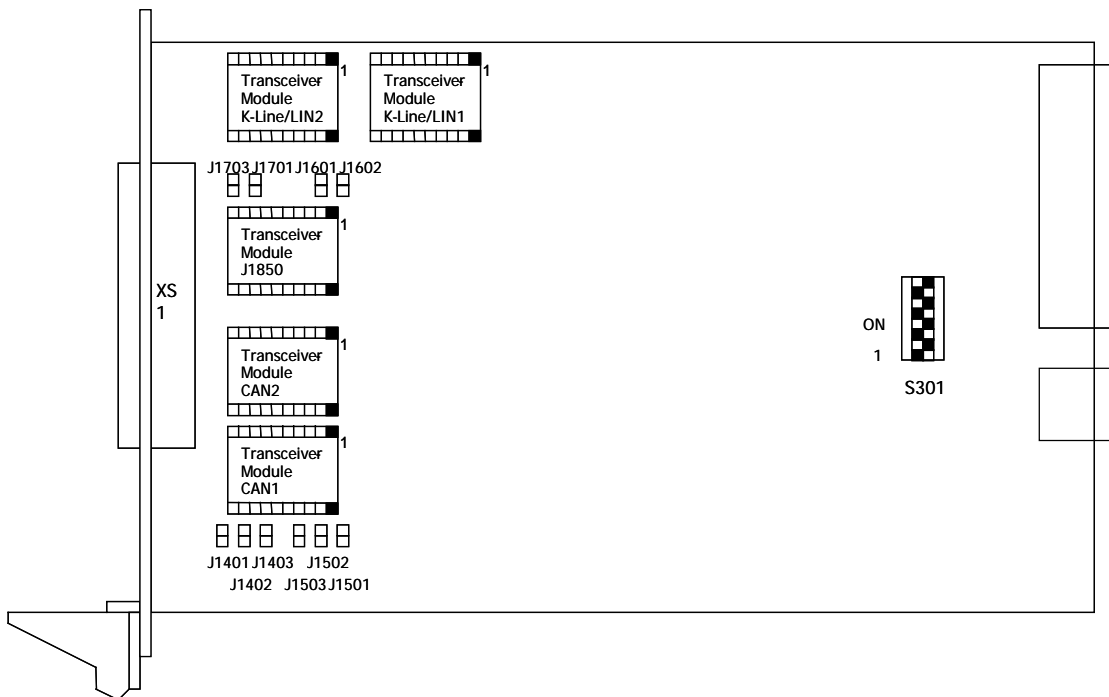


Figure 2-6: Component side of a USB 3080 (schematically)

The configuration elements of Figure 2-6 as well as the indications of the plug connectors for the transceivers are explained in the table:

XS1401	Transceiver module for CAN1
J1401	Jumper to activate the 120Ω terminating resistor for CAN1
J1402	Jumper to activate the RTH 10kΩ terminating resistor for CAN1
J1403	Jumper to activate the RTL 10kΩ terminating resistor for CAN1
XS1501	Transceiver module for CAN2
J1501	Jumper to activate the 120Ω terminating resistor for CAN2
J1502	Jumper to activate the RTH 10kΩ terminating resistor for CAN2
J1503	Jumper to activate the RTL 10kΩ terminating resistor for CAN2
XS1601	Transceiver module for LIN1/ K-Line1
J1601	Jumper to activate the 680Ω pull-up resistor to V_{BAT} for K-Line1
J1602	Jumper to bridge the reverse polarity diode for V_{Bat} for LIN1
XS1701	Transceiver module for LIN2/ K-Line2/ J1850 PWM
J1701	Jumper to activate the 680Ω pull-up resistor to V_{BAT} for K-Line2
J1703	Jumper to bridge the reverse polarity diode for V_{Bat} for LIN2
XS1801	Transceiver module for J1850 VPW
S301	DIP switch of the USB 3080 board to configure the microcontroller. Do NOT change the settings!

2.3.5 Connector Assignments

Type: DSub 25 poles socket

For the access to the communication interfaces there is this connector at the front panel of the USB 3080 board.

The assignments are shown in the following table:

No.	XS1 pin	Signal name	Remarks
1	1	CAN1_High	CAN bus high
2	14	CAN1_Low	CAN bus low
3	2	CAN2_High	CAN bus high
4	15	CAN2_Low	CAN bus low
5	3	VBAT	Power supply input for transceiver (see Properties)
6	16	GND	Ground potential communication interfaces
7	4	LIN1/ K-Line1	depending on transceiver
8	17	L-Line1/ WAKE1	depending on transceiver
9	5	LIN2/ K-Line2/ J1850 PWM+	depending on transceiver
10	18	L-Line2/ WAKE2/ J1850 PWM-	depending on transceiver
11	6	J1850 VPW	
12	19	-	Please do not assign
13	7	VBAT	Power supply input for transceiver (see Properties)
14	20	GND	Ground potential communication interfaces
15	8	Analog Input1	
16	21	Analog Input2	
17	9	Digital Input1	
18	22	Digital Output1	
19	10	Digital Input2	
20	23	Digital Output2	
21	11	Digital Input 3	
22	24	Digital Output3	
23	12	Digital Input 4	
24	25	Digital Output4	
25	13	Wake line	



For K-Line the connections for the L-Line are wired to PIN 17/ 18 if necessary (depending on the output circuitry).



For LIN the connections for the Wake-Line are wired to PIN 17/ 18 if necessary (depending on the selection of the transceiver).



The pins 3 and 7 (V_{BAT}) as well as 16 and 20 (GND) are bridged on every USB 3080/ basicCAR 3080 device.

USB Interface

At the device's rear side there is the USB-B-Socket (with USB standard assignment) for the USB 2.0 interface

2.3.6 LED Display

The LEDs indicate the following states:

- ◆ Red LED D100: /HWRST hardware reset indication output of the microcontroller

- ◆ Green LED D700: Voltage 5V status (internal)
- ◆ Green LED D701: Voltage 3.3V status (internal)
- ◆ Green LED D702: Voltage 2.5V status (internal)

- ◆ Yellow LED D801: CAN 1 status
- ◆ Yellow LED D802: CAN 2 status
- ◆ Yellow LED D803: K-Line/ LIN 1 status
- ◆ Yellow LED D804: K-Line/ LIN 2 status

The LEDs are arranged as follows at the front panel:

D702 D701 D700 D100

D801 D802 D803 D804

2.4 Delivery Notes

USB 3080/ basicCAR 3080 devices are delivered in the following basic variants:

- ♦ 1x CAN interface and 1x LIN interface or
- ♦ 1x CAN interface and 1x K-Line interface

These basic variants can be extended by the following options:

- ♦ 1x additional CAN interface
- ♦ 1x additional LIN interface or K-Line interface
- ♦ 1x additional J1850 VPW interface
- ♦ 1x additional J1850 PWM interface



If you select the 1x Additional J1850 PWM interface option, the 1x Additional LIN interface or K-Line interface option is NOT possible.

In addition to selecting an interface, the type of the corresponding CAN/ LIN/ K-Line/ J1850 transceiver as well as the required Functionalities for each CAN/ K-Line/ J1850 interface must be selected.

In the case a basicCAR 3080 does not provide enough resources for your applications, there is the GOPEL electronic USB rack available to cover up to 16 USB boards.

Then the power supply comes from a built-in power supply unit with 230V or 115V connector at the device's rear side.

3 Control Software

There are three ways to integrate USB 3080/ basicCAR 3080 hardware in your own applications:

- ♦ [Programming via G-API](#)
- ♦ [Programming via DLL Functions](#)
- ♦ [Programming with LabVIEW](#)

3.1 Programming via G-API

The G_API (GOEPEL-API) is the favored user interface for this GOEPEL hardware.

You can find all necessary information in the *G-API* folder of the delivered CD.

3.2 Programming via DLL Functions



Programming via DLL Functions is possible also in future for existing projects which can not be processed with the GOEPEL electronic programming interface G-API.

We would be pleased to send the GOEPEL Firmware documentation to you on your request. Please get in touch with our sales department in case you need that.



The GUSB_Platform expression used in the following function description stands for the name of a GOEPEL electronic USB driver.

For the used structures, data types and error codes refer to the headers – you find the corresponding files on the supplied CD.



In this User Manual, Controller means ALWAYS the microcontroller assigned to the CAN/ LIN/ K-Line/ J1850 interfaces of a USB 3080/ basicCAR 3080 device.

On the other hand, USB Controller means ALWAYS the controller providing the USB 2.0 interface of the USB 3080/ basicCAR 3080 device.

3.2.1 Windows Device Driver

The DLL functions for programming using the Windows device driver are described in the following sections:

- ◆ [Driver_Info](#)
- ◆ [DLL_Info](#)
- ◆ [Write_FIFO](#)
- ◆ [Read_FIFO](#)
- ◆ [Read_FIFO_Timeout](#)
- ◆ [Write_Command](#)
- ◆ [Read_Command](#)
- ◆ [Xilinx_Download](#)
- ◆ [Xilinx_Version](#)

3.2.1.1 Driver_Info

The `GUSB_Platform_Driver_Info` function is for the status query of the hardware driver and for the internal initialization of the required handles.



Executing this function at least once is obligatory before calling any other function of the `GUSB_Platform` driver.

Format:

```
int GUSB_Platform_Driver_Info(GUSB_Platform_DriverInfo *pDriverInfo,
                             unsigned int LengthInByte)
```

Parameters:

Pointer, for example `pDriverInfo`
to a data structure

For the structure, see the `GUSB_Platform.h` file on the delivered CD

`LengthInByte`

Size of the storage area `pDriverInfo` is pointing to, in bytes

Description:

The `GUSB_Platform_Driver_Info` function returns information regarding the status of the hardware driver.

For this reason, the address of the `pDriverInfo` pointer has to be transferred to the function. By means of the `LengthInByte` parameter the function checks internally if the user memory is initialized correctly.

The function fills the structure `pDriverInfo` is pointing to with statements regarding the driver version, the number of all involved USB controllers (supported by this driver) and additional information, e.g. the serial number(s).



Making the hardware information available as well as initializing the belonging handles is obligatory for the further use of the USB hardware.

3.2.1.2 DLL_Info The `GUSB_Platform_DLL_Info` function is for the version number query of the DLL.

Format:

```
int GUSB_Platform_DLL_Info(GUSB_Platform_DLLInfo *DLLinformation)
```

Parameter

Pointer, for example `DLLinformation`
to a data structure

For the structure, see the `GUSB_Platform.h` file on the delivered CD

Description:

The `GUSB_Platform_DLL_Info` function returns the `DLLInfo` structure. The first integer value contains the version number of the `GUSB_Platform.dll`.

Examples:

Version number `1.23` is returned as `123`,
and version number `1.60` as `160`.

3.2.1.3 Write_FIFO With the `GUSB_Platform_Write_FIFO` function a command is sent to the Controller.

Format:

```
int GUSB_Platform_Write_FIFO(unsigned int DeviceName,  
                             unsigned int DeviceNumber,  
                             t_USB_FIFO_Interface_Buffer *pWrite,  
                             unsigned int DataLength)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Pointer, for example `pWrite` to the write data area

DataLength

Size of the storage area `pWrite` is pointing to, in bytes
Data is consisting of `Command Header` and `Command Bytes`
(Currently max. 1024 bytes per command)

Description:

The `GUSB_Platform_Write_FIFO` function sends a command to the Controller.

For the general structure, see the `General Firmware Notes` section of the `GOPEL Firmware` document.

3.2.1.4 Read_FIFO The `GUSB_Platform_Read_FIFO` function is for reading a response from the Controller.

Format:

```
int GUSB_Platform_Read_FIFO(unsigned int DeviceName,  
                           unsigned int DeviceNumber,  
                           t_USB_FIFO_Interface_Buffer *pRead,  
                           unsigned int *DataLength)
```

Parameters:

DeviceName

Type of the addressed device (number declared in `GUSB_Platform_def.h`, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Pointer, for example `pRead` to the reading buffer

After successful execution of the function, there is the data in this reading buffer, consisting of Response Header and Response Bytes (Currently max. 1024 bytes per response)

DataLength

Prior to function call: Size of the reading buffer in bytes (to be given)
After function execution: Number of bytes actually read

Description:

The `GUSB_Platform_Read_FIFO` function reads back the oldest response written by the Controller. In the case no response was received within the fixed Timeout of 100 ms, the function returns NO error, but the Number of bytes actually read is 0 !!!

3.2.1.5 Read_FIFO_Timeout The `GUSB_Platform_Read_FIFO_Timeout` function is for reading a response from the Controller within the Timeout to be given.

Format:

```
int GUSB_Platform_Read_FIFO_Timeout(unsigned int DeviceName,
                                   unsigned int DeviceNumber,
                                   t_USB_FIFO_Interface_Buffer *pRead,
                                   unsigned int *DataLength,
                                   unsigned int Timeout)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Pointer, for example `pRead` to the reading buffer

After successful execution of the function, there is the data in this reading buffer, consisting of Response Header and Response Bytes (Currently max. 1024 bytes per response)

DataLength

Prior to function call: Size of the reading buffer in bytes (to be given)
After function execution: Number of bytes actually read

Timeout

To be given in milliseconds (500 as a standard value)

Description:

The `GUSB_Platform_Read_FIFO_Timeout` function reads back the oldest response written by the Controller. In the case no response was received within the Timeout to be given, the function returns NO error, but the Number of bytes actually read is 0 !!!

3.2.1.6 *Write_* *COMMAND*

With the `GUSB_Platform_Write_COMMAND` a configuration command is sent to the USB Controller.

Format:

```
int GUSB_Platform_Write_COMMAND(unsigned int DeviceName,  
                                unsigned int DeviceNumber,  
                                t_USB_COMMAND_Interface_Buffer *pWrite,  
                                unsigned int DataLength)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Pointer, for example `pWrite`
to the write data area

DataLength

Size of the storage area `pWrite` is pointing to, in bytes
See also [USB Controller Control Commands](#)
(Currently max. 64 bytes per command)

Description:

The `GUSB_Platform_Write_COMMAND` function sends a command to the USB Controller.

For the general structure, see the [USB Controller Control Commands](#) section.

3.2.1.7 Read_COMMAND The `GUSB_Platform_Read_COMMAND` function is for reading a response from the USB Controller.

Format:

```
int GUSB_Platform_Read_COMMAND(unsigned int DeviceName,  
                               unsigned int DeviceNumber,  
                               t_USB_COMMAND_Interface_Buffer *pRead,  
                               unsigned int *DataLength)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Pointer, for example `pRead` to the reading buffer

After successful execution of the function, there is the data in this reading buffer, consisting of Response Header and Response Bytes

See also [USB Controller Control Commands](#)

(Currently min. 64 bytes per response)

DataLength

Prior to function call: Size of the reading buffer in bytes (to be given)

After function execution: Number of bytes actually read

Description:

The `GUSB_Platform_Read_COMMAND` function reads back the oldest response written by the USB Controller.

If several responses were provided by the USB Controller, up to two of these responses are written into the buffer of the USB Controller.

More possibly provided responses get lost!

3.2.1.8 *Xilinx_Download*

The `GUSB_Platform_Xilinx_Download` function is to load an FPGA file to the XILINX.

Format:

```
int GUSB_Platform_Xilinx_Download(unsigned int DeviceName,  
                                  unsigned int DeviceNumber,  
                                  char *pFileName,  
                                  unsigned char *pFirmwareErrorCode)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

pFileName

Path of the FPGA file to be loaded

pFirmwareErrorCode

Error code occurring during executing this DLL function (error code 0 means no error occurred)
(error codes -> card firmware see *GUSB_Platform_def.h*)

Description:

The `GUSB_Platform_Xilinx_Download` function allows to load an FPGA file to the XILINX (extension **.cfd*).
The loaded data is volatile. Therefore the function has to be executed again after switching off power.



After `Xilinx_Download`, a delay of about 500 ms is required (as the controllers execute a power-on reset).

Then, carry out the `0x10 Software Reset` firmware command to come into the normal operating mode from bootloader mode.

3.2.1.9 Xilinx_Version The `GUSB_Platform_Xilinx_Version` function allows reading out the version of the loaded XILINX firmware.

Format:

```
int GUSB_Platform_Xilinx_Version(unsigned int DeviceName,  
                                unsigned int DeviceNumber,  
                                unsigned int *Version)
```

Parameters:

DeviceName

Type of the addressed device (number declared in *GUSB_Platform_def.h*, for USB 3080/ basicCAR 3080 = 6)

DeviceNumber

Number of the addressed device. In the case several devices of the same type are connected, numbering is carried out according to their serial numbers in ascending order (the device with the LEAST serial number has always the DeviceNumber 1).

Version

XILINX software version

Description:

The `GUSB_Platform_Xilinx_Version` function can be used to read out the version number of the software loaded to the FPGA.

Example:

Version number **2.34** is returned as **234**, version **2.60** as **260**.

3.3 Programming with LabVIEW

3.3.1 LabVIEW via G-API

On the delivered CD there is a folder with VIs to call USB 3080/basicCAR 3080 devices under LabVIEW.

The LabVIEW VIs use the functions of the GOEPEL G-API for this.

3.3.2 LLB using the Windows Device Driver

On the delivered CD there is a folder with VIs to call USB 3080/basicCAR 3080 devices under LabVIEW.

The functions described in the [Windows Device Driver](#) section are used for this.

3.4 Further GOEPEL Software

PROGRESS, Program Generator and myCAR of GOEPEL electronic are comfortable programs for testing with GOEPEL hardware.

Please refer to the corresponding Software Manuals to get more information regarding these programs.

3.5 USB Controller Control Commands

The USB Controller is responsible for connecting the USB 3080/basicCAR 3080 device to the PC via USB 2.0.

Messages (generally USB commands) required for configuration can be sent to this USB Controller.

3.5.1 USB Command Structure

A USB command consists of four bytes Header and the Data (but Data is NOT required for all USB commands!).

The header of a USB command has the following structure:

Byte number	Indication	Contents
0	StartByte	0x23 ("#" ASCII character)
1	Command	(0x..) used codes according to USB Commands
2	reserved	0x00
3	reserved	0x00

3.5.2 USB Response Structure

Same as a USB command, also the USB response consists of four bytes Header and the Data (but Data is NOT returned by all USB commands!).

The header of a USB response has the following structure:

Byte number	Indication	Contents
0	StartByte	0x24
1	Command	(0x..) used codes according to USB Commands
2	Length	Length depending on the command
3	ErrorCode	Returns the error code of the command

3.5.3 USB Commands

At present there is only the READ_SW_VERSION USB command available.

Command	Indication	Description
0x04	READ_SW_VERSION	Provides the firmware version of the USB Controller Response: Byte 4: low byte of generic software version Byte 5: high byte of generic software version Byte 6: low byte of software version of functional part Byte 7: high byte of software version of functional part

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