

# ***Microcontroller Networking***

***for Embedded***

***Measurement & Control Applications***

# **M C N F**

**MicroController Networking Framework**

**- Getting Started -**

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## ***MCNF Installation***

### ***Pre-Requisites***

Before installing MCNF, please make sure you have installed the following free software on your PC:

(1) **Microsoft .NET Framework 4** (mandatory)

Microsoft Visual Studio C# 2010 (Express version will work)

<http://www.microsoft.com/visualstudio/eng/products/visual-studio-2010-express>

The Microsoft .NET Framework 4 and Microsoft Visual Studio C# 2010 is mandatory.

(2) **Arduino 1.0 plus the TimerOne library**

<http://arduino.cc/en/Main/Software>

<http://www.arduino.cc/playground/code/timer1>

Arduino 1.0 is the IDE supporting the Arduino embedded platforms.

Recommended for AVR based and .NET MF based embedded applications,  
but not needed for the demos in this document:

(3) **Atmel Studio 6** (optional)

[http://www.atmel.com/microsite/atmel\\_studio6/default.aspx](http://www.atmel.com/microsite/atmel_studio6/default.aspx)

Atmel Studio 6 supports AVR based embedded solution development.

(4) **Microsoft .NET Micro Framework SDK 4.2** (optional)

<http://netmf.codeplex.com/releases/view/82448>

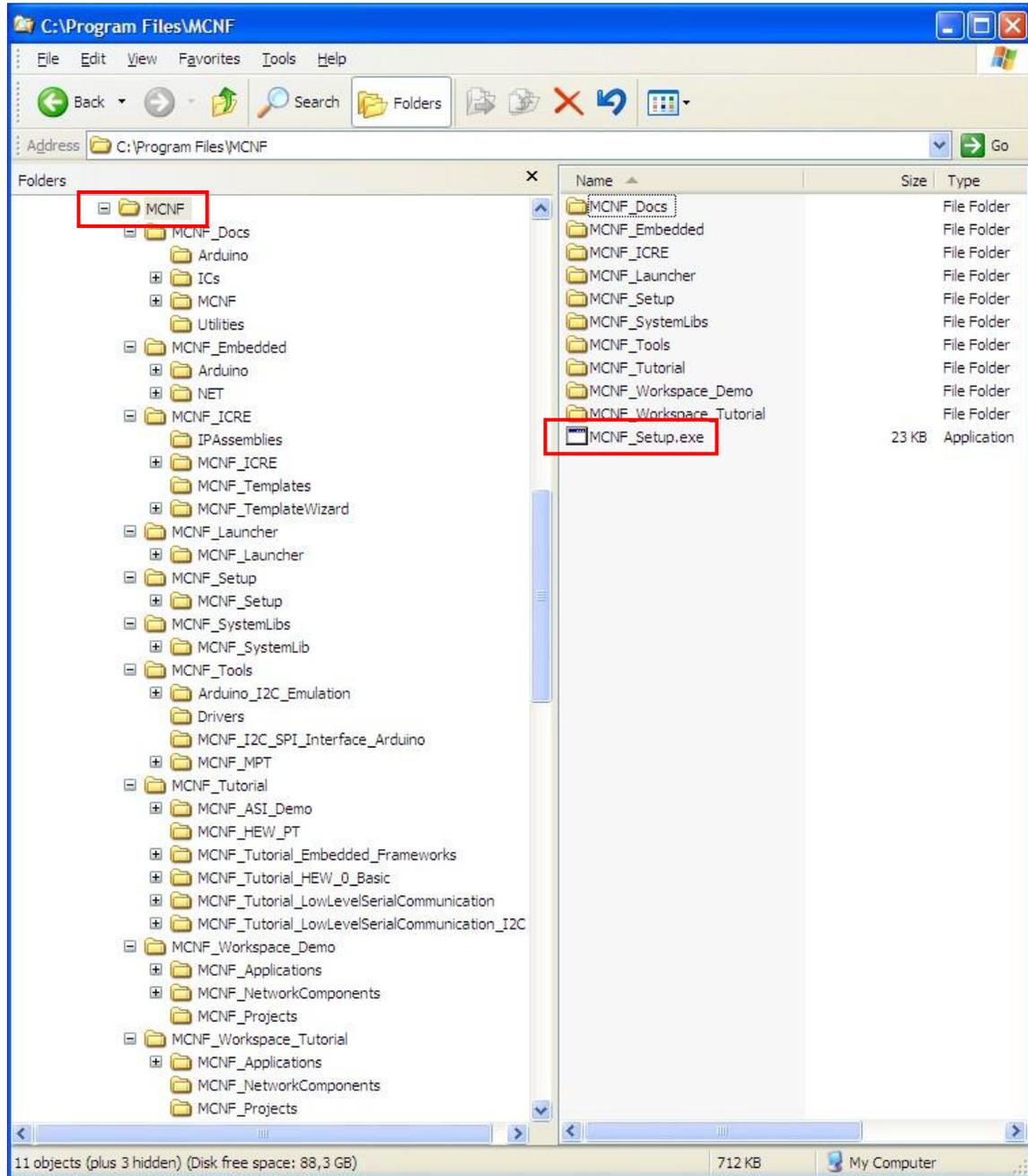
Microsoft .NET Micro Framework SDK 4.2 is needed for .NET MF based embedded solutions.

## Installation of MCNF Framework on the PC

(1) Copy file MCNF.zip to a directory of your choice, e.g. “C:\Program Files”.

(2) Extract MCNF.zip with option “Extract Here”.

This will create a directory “...\MCNF”, e.g. “C:\Program Files\MCNF” with the following structure:



The newly created directory will be referred to as “MCNF\_Directory”.

(3) Double-click onto **MCNF\_Setup.exe** in order to open the following application



(4) Then create MCNF icons on your desktop by clicking “Create Shortcuts”:



- MCNF is the shortcut to the **MCNF Launcher** which starts the MCNF Integrated Configuration and Runtime Environment.
- MCNF\_NET is a MCNF embedded application running on the .NET platform. It works like the other “Hello Embedded World (HEW)” embedded demo applications – just on the .NET platform in your PC instead of e.g. an AVR ATmega328P chip.

(5) Finish installation by closing the window.

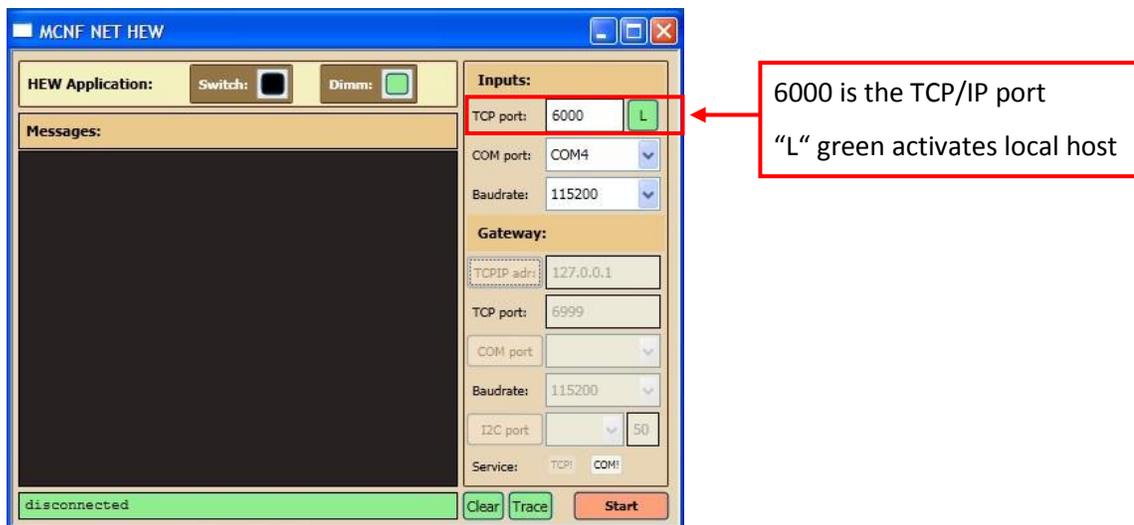
### ***“Hello Embedded World” Demos***

The equivalent to “Hello World” examples in the embedded world is to switch a LED on/off. We’re going to use that example in a basic version “HEW\_1”, switching an LED on/off and in a version “HEW\_2” where we add PWM based dimming of a LED.

## Executing the .NET HEW Demo

First we're going to execute a demo that works entirely on the .NET platform. The "embedded" node and device are implemented in C# on the .NET platform. We will create a TCP/IP connection locally (port 6000 on "localhost") to connect the HEW application to its embedded counterpart.

- (1) Open the HEW embedded part of the demo by clicking onto the "MCNF\_NET" icon on your desktop. A window opens showing two LEDs "Switch" and "Dimm" on the top and a number of communication options on the right.

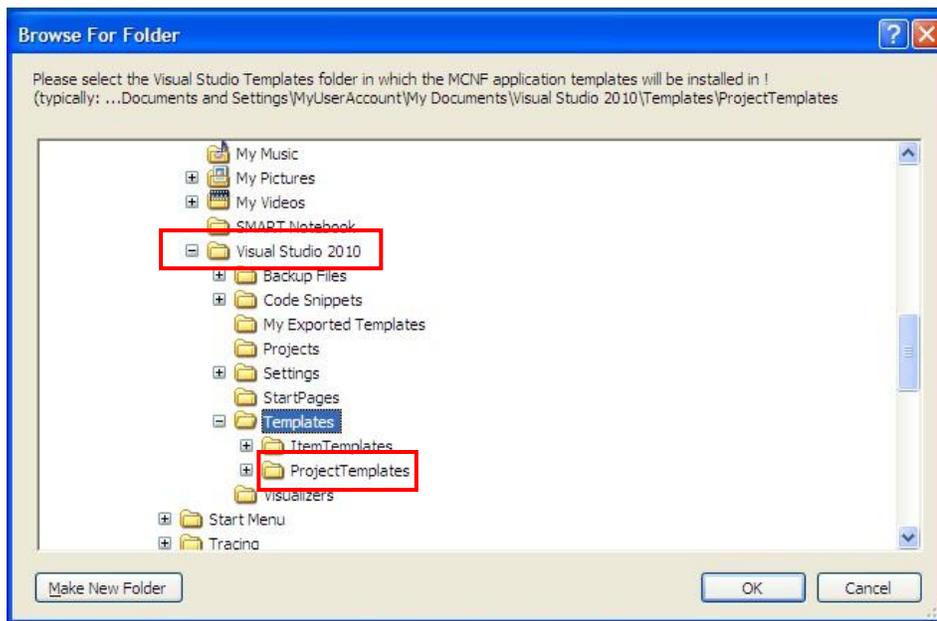


We will use a TCP/IP connection locally on port 6000 on the PC.

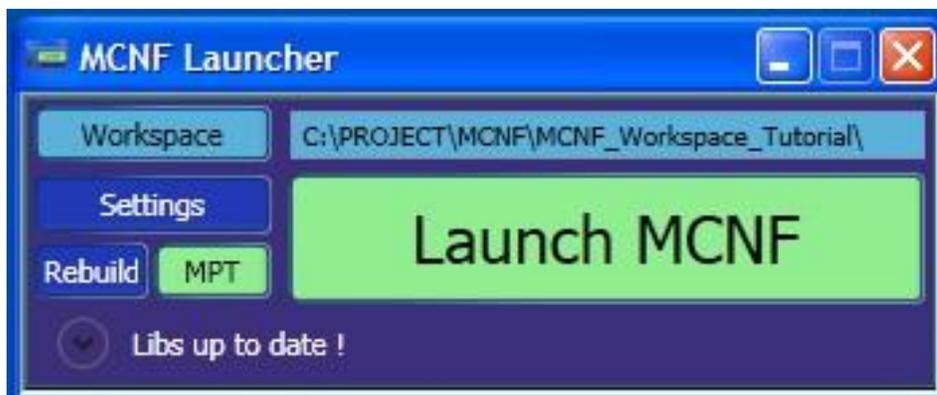
Make sure, the "L" button is activated = green color.

- (2) Open the MCNF PC environment by clicking the "MCNF" icon on your desktop. If you never launched MCNF before and your VisualStudio 2010 file path is not known by the system, you will be prompted to select the directory that holds the VisualStudio 2010 Project Templates. Usually, this directory will be under in your user account under "... Documents and Settings\MyUserAccount\My Documents\Visual Studio 2010\Templates\Project Templates".

| ← "MyUserAccount" is just a placeholder for your own personal user account

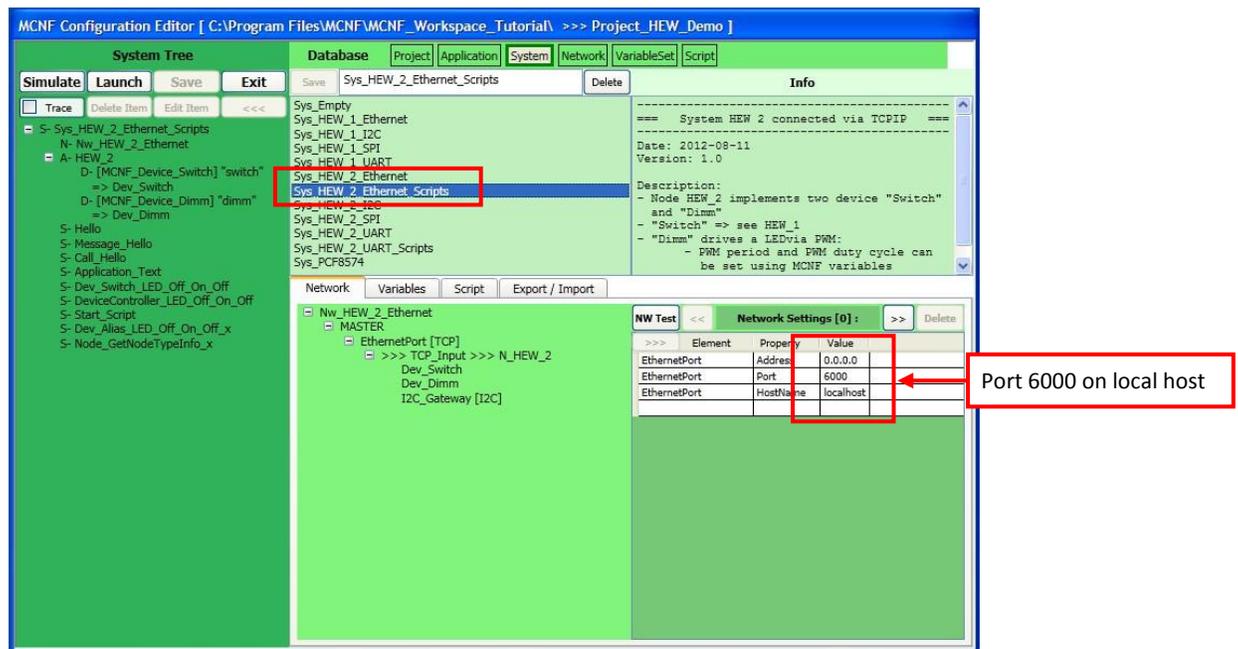


- (3) The “MCNF Launcher” window will open and the content is grayed out while the system rebuilds our workspace (may take a little time).



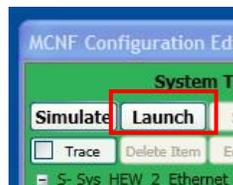
- (4) Once the rebuild is finished, you should see the default workspace setting as  
“MCNF\_Directory”\MCNF\MCNF\_Worksapce\_Tutorial\

Press the “Launch MCNF” button to launch the MCNF Configuration Editor:



(5) Select the MCNF system “Sys\_HEW\_2\_Ethernet\_Scripts” as shown above.

(6) Click the “Launch” button in the upper left corner of the MCNF Configuration Editor:



(7) The MCNF Execution Window is activated. You should now have two windows on your screen:

MCNF Execution Window with HEW\_2 User Control

MCNF HEW\_2 .NET embedded system

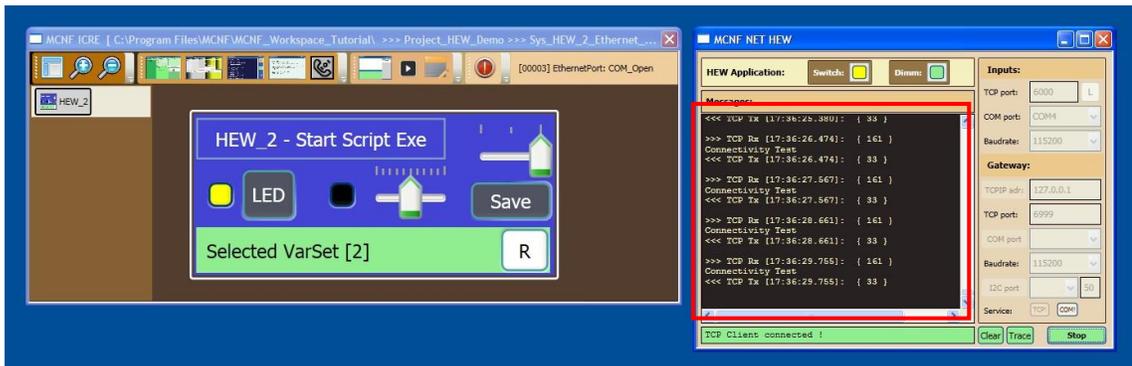


(8) The HEW\_2 user control still shows “disconnected” because we have not started the .NET embedded system yet. Press the “Start” button in the MCNF NET HEW window to start the

embedded system execution:

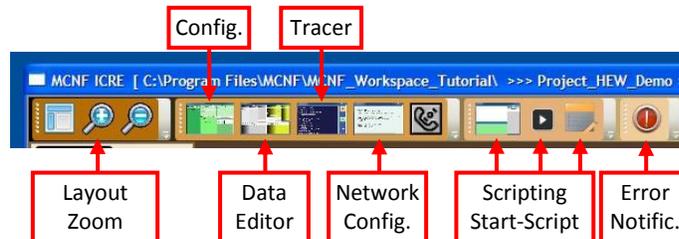


- (9) Your system should change its appearance to show the active status and you should see the trace output of connectivity messages in the MCNF NET HEW window.



- (10) Try out the HEW\_2 user control and MCNF tools:

- Press “LED” and see the LED on/off messages and the visual change of LED “Switch”
- Press the second (green) LED and toggle between blink and dimming mode; use the slider to set dimming (PWM duty cycle); watch the HEW embedded application window.
- Use the “Save” button and the slider above the Save button to save and recall variable settings for the green LED.
- Try the tool bar icons to access the various MCNF tools:



- Re-launch the system from the Configuration Editor with “Simulate” instead of “Launch”.

- (11) Close the MCNF Execution Window and the MCNF NET HEW window.

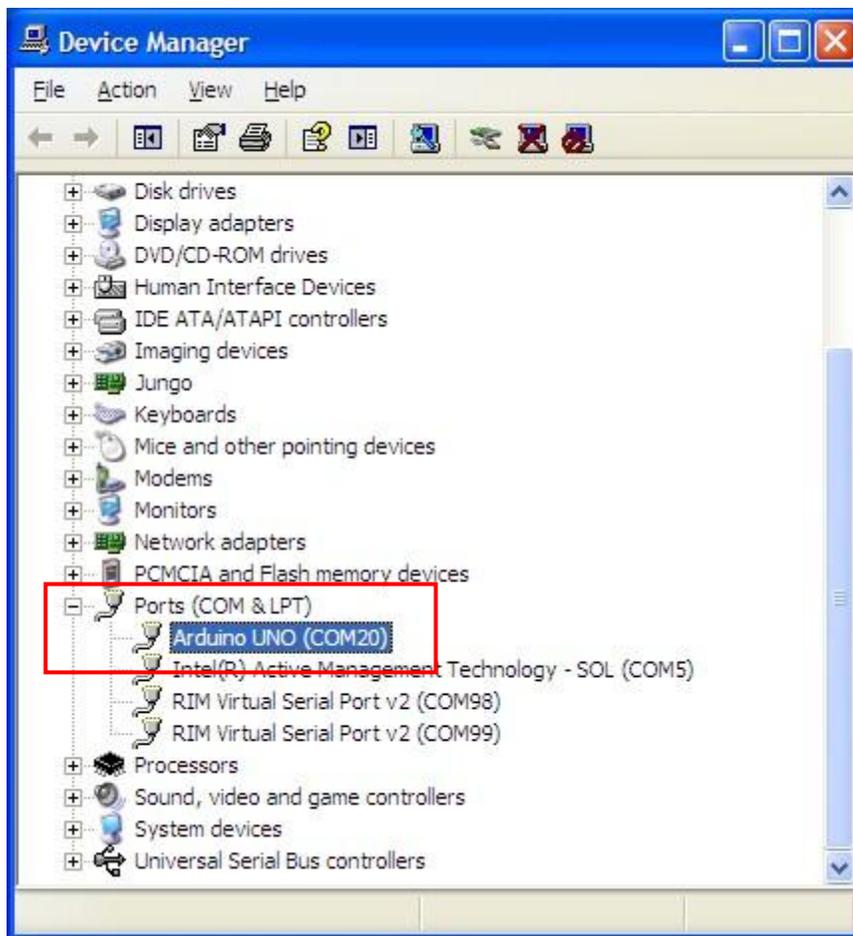
## Executing the Arduino HEW Demo

This demo will execute the HEW\_2 embedded application on an Arduino platform.

We're using an Arduino Uno in this example.

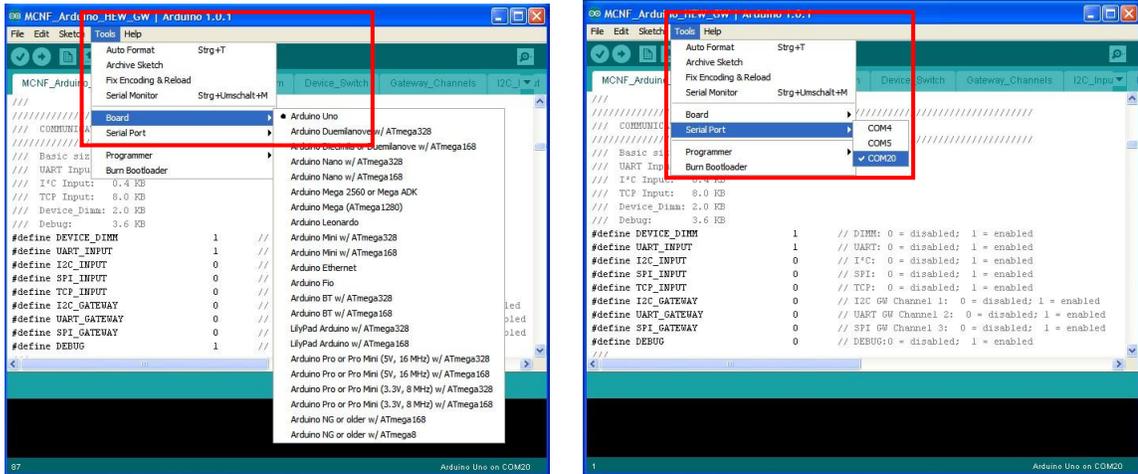
- (1) Prepare the Arduino hardware by connecting two LEDs:
  - yellow LED from Digital Pin 5 via a 1K resistor to ground.
  - green LED from Digital Pin 9 (PWM) via a 1K resistor to ground.
  
- (2) Connect the USB cable and find your COM port in the Windows Device Manager; in the example we assume COM20.

*Remark: You can change the COM port assignment in the Windows Device Manager under Port Settings – Advanced.*

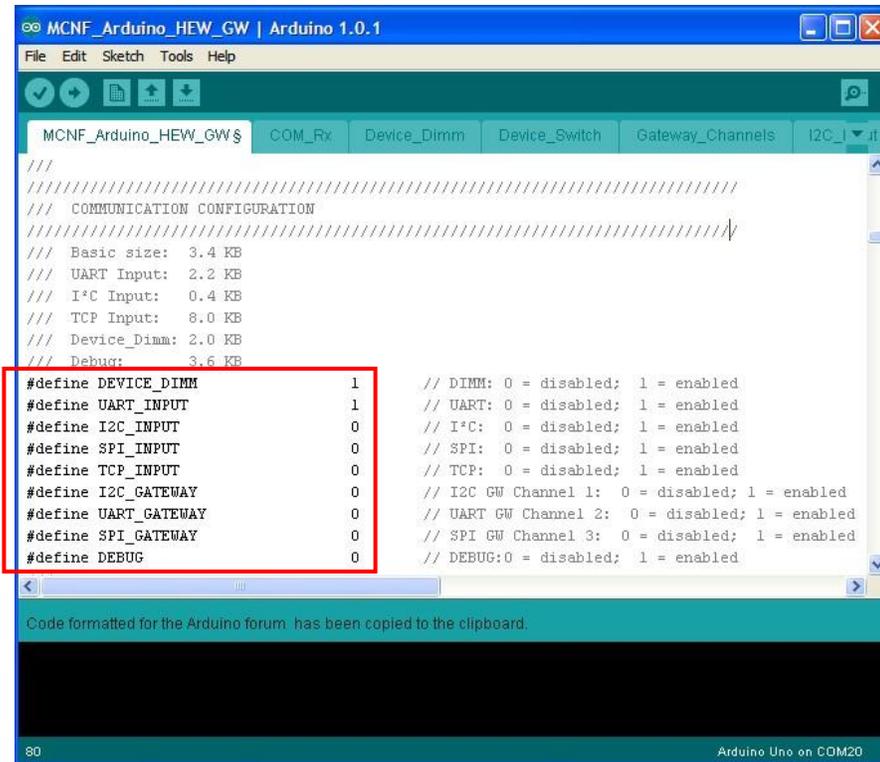


(3) Configure, compile and download the HEW application onto the Arduino hardware:

- goto *"MCNF\_Directory"\MCNF\_Embedded\Arduino\MCNF\_Arduino\_HEW\_GW* and launch the Arduino IDE by double-clicking onto *MCNF\_Arduino\_HEW\_GW.ino*.
- select Arduino UNO in Tools-Board and COM20 in Tools-Serial Port

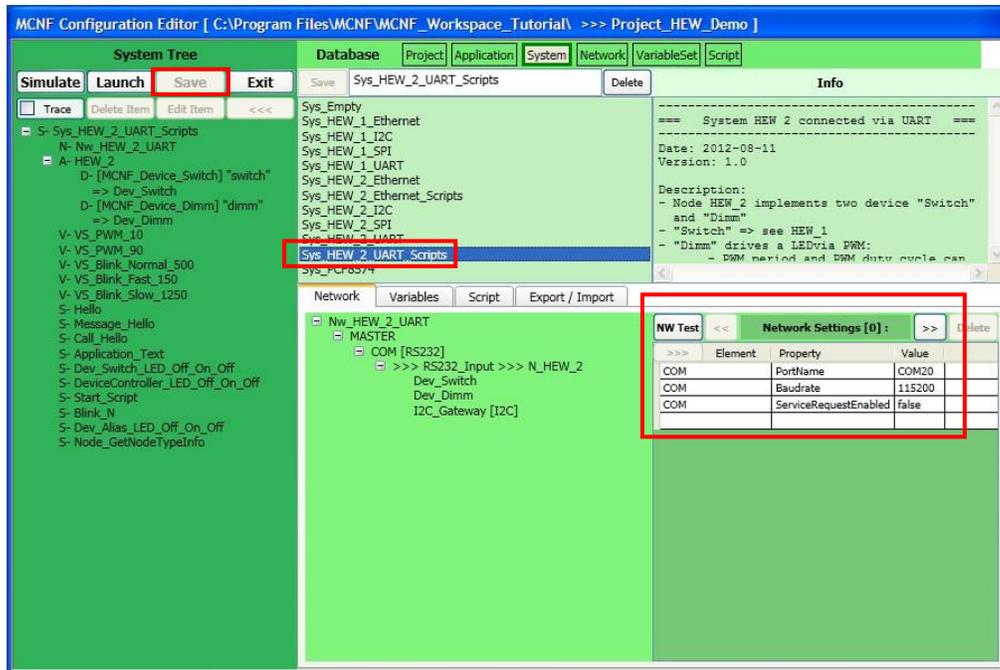


- In tab *MCNF\_Arduino\_HEW\_GW* in section *COMMUNICATION CONFIGURATION*, set the `#defines` `DEVICE_DIMM` and `UART_INPUT` to 1, all others to 0.



- save the changes, compile and upload the code

- (4) Launch the MCNF environment and select system “Sys\_HEW\_2\_UART\_Scripts”. In the lower right section you can define the Network Settings for your configuration. Make sure that the Arduino’s COM port is defined in the network settings; edit and save the changes if necessary.



- (5) Eventually save all changes with “Save” and press “Launch” to start executing the demo.



- (6) Press the Arduino hardware reset button to see the effect of hardware disconnecting and re-connecting.
- (7) Experiment with the tools, run scripts etc.
- (8) Close the MCNF Execution Window.