

Homebrew Embedded Systems for Amateur Radio

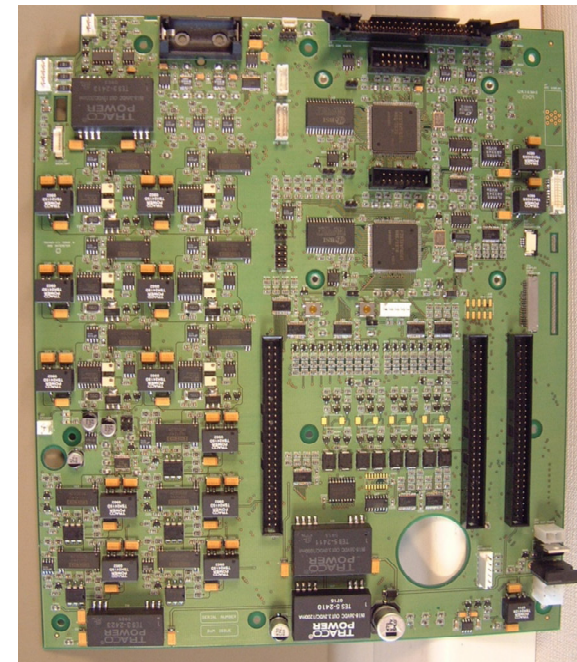
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- What is an embedded system?
- About me
- So why not apply some of what I did professionally to Amateur Radio roles?

- System design, PCB design –now unpaid, but for me!
- However, not all have an embedded processor – but most do
- Embedded microcontroller device, or a single board computer

- Instrumentation I worked on professionally
- Some complex multi-processor designs, hopefully not often needed in an Amateur Radio context



- My first ever embedded system was designed in 1978
- Motorola 6800 + ancillary devices



- Mainly now use Microchip PICs. There is a huge range available
- They range from the smallest – A 6 pin SOT23 device, up to a multi-pin PIC32 - a very powerful processor
- Software development tools are easily available and are FREE

- Development tools are common to the whole range of PIC processors. These tools include MPLAB and the compiler relevant to the processor
- The tools allow source code editing, compiling, programming and ***debugging***
- Programming and debugging require hardware interface -

Programming/debug interface hardware



PICkit2



PICkit3 in use debugging
a pollution measuring
system complete with
display and GPS using a
PIC32

Latest (low cost)
PICkit BASIC device,



Newer 'SNAP' –



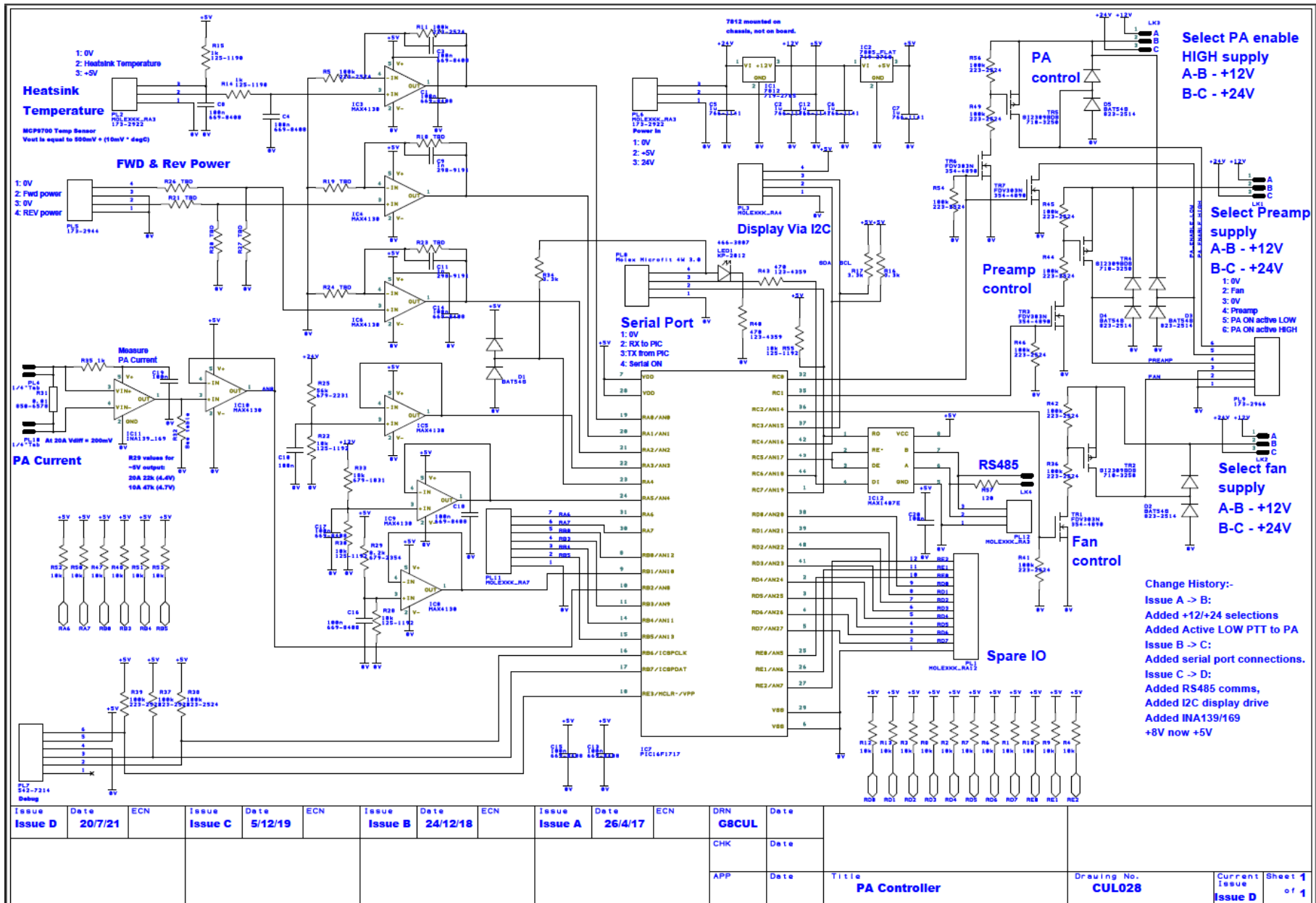
- The older tools work with the older devices
- The newer tools are required for newer devices
- High level programming language (C), assembly language available but I wouldn't recommend it for the inexperienced

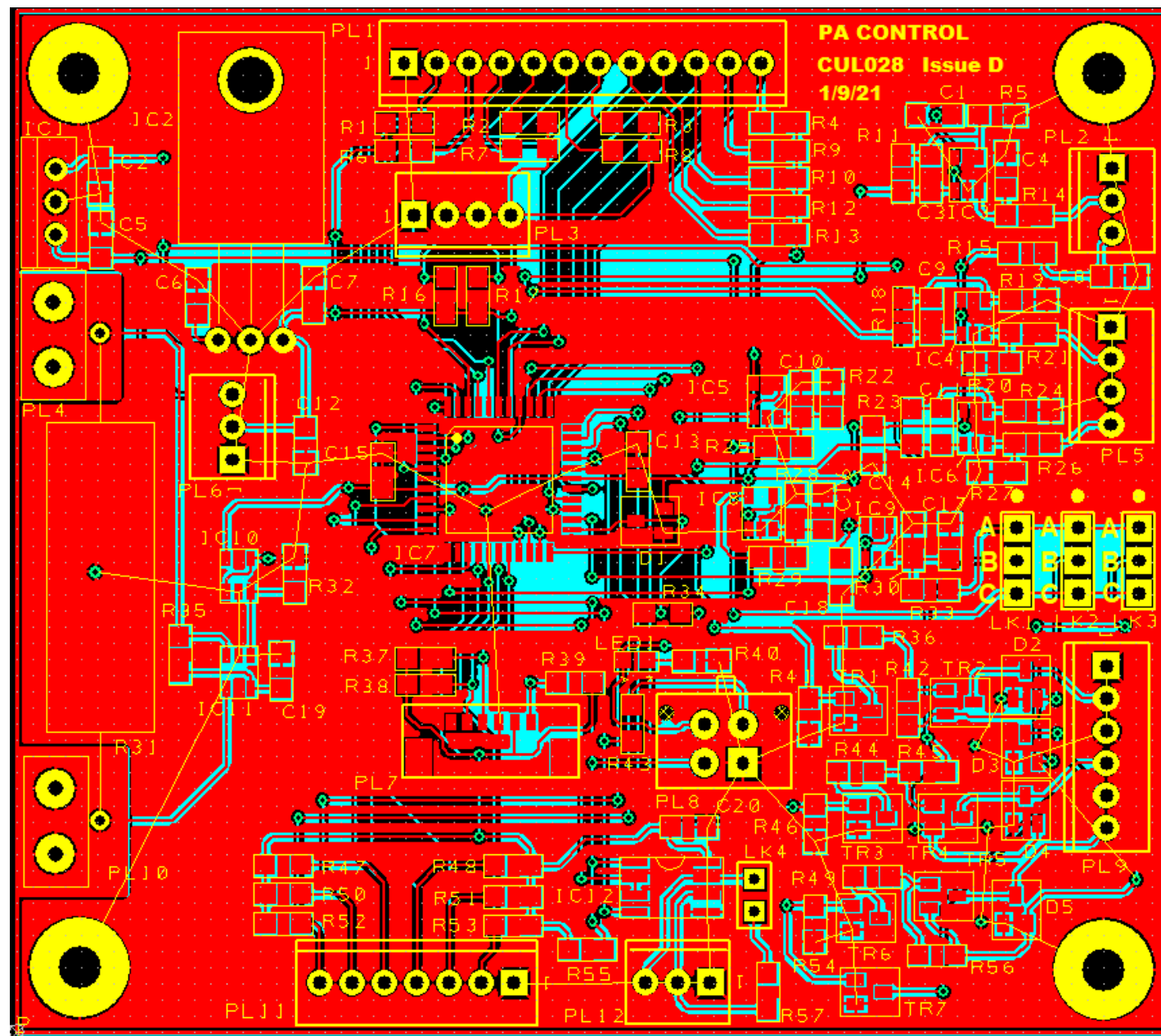
- Hardware (PCB) design. I design my own and use Easy-PC but others are available (KiCad and RS's Design Spark are good examples)
- They provide the tools to 'create' the component (schematic symbol and footprint)
- They provide the tools to create the schematic and the PCB layout. Checks exist that ensure that the final copper matches the schematic!

- Boards from China –cost is very low (typically <£1 per board of < 100mm square)
- This is for a double-sided board with plated through holes, solder resist and silk screen both sides
- The quality is good and the turnaround time is reasonable

- Boards are hand assembled – but a magnifying lens and a bright light helps
- I nearly always use Surface Mount components normally 1206 size (3mm x 1.5mm). With practice, these are easy to hand solder

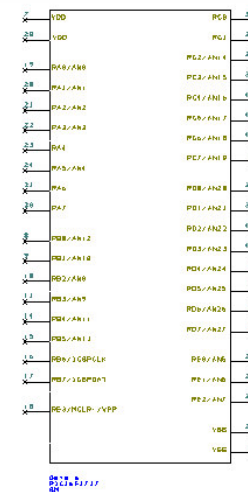
- Board design. Easy-PC, others are available. KiCad seems to be popular. RS used to promote DesignSpark, (same stable as Easy-PC)
- This is used to do 3 things
 1. Create the schematic
 2. Create the PCB artwork
 3. But first, 'create' the components!







Gate	Sch Symbol	Sch Symbol	Sch Terminal	Pcb Symbol	Component Pin	Net (Class)	No Connect
Name	Name	Terminal Name	Number	Pad Number	Name/Number	Name	
a	PIC16F887	VDD	1	7	7		
		VDD	2	28	28		
		RA0/AN0	3	19	19		
		RA1/AN1	4	20	20		
		RA2/AN2	5	21	21		
		RA3/AN3	6	22	22		
		RA4	7	23	23		
		RA5/AN4	8	24	24		
		RA6	9	31	31		
		RA7	10	30	30		
		RB0/AN12	11	8	8		
		RB1/AN10	12	9	9		
		RB2/AN8	13	10	10		
		RB3/AN9	14	11	11		
		RC0	15	32	32		
		RC1	16	35	35		
		RC2/AN14	17	36	36		
		RC3/AN15	18	37	37		
		RC4/AN16	19	42	42		
		RC5/AN17	20	43	43		
		RC6/AN18	21	44	44		
		RC7/AN19	22	1	1		
		RD0/AN20	23	38	38		
		RD1/AN21	24	39	39		
		RD2/AN22	25	40	40		
		RD3/AN23	26	41	41		
		RD4/AN24	27	2	2		
		RD5/AN25	28	3	3		
		RB4/AN11	29	14	14		
		RB5/AN13	30	15	15		
		RB6/ICSPCLK	31	16	16		
		RB7/ICSPDAT	32	17	17		
		RE3/MCLR~/VPI	33	18	18		
		RD6/AN26	34	4	4		
		RD7/AN27	35	5	5		
		RE0/AN5	36	25	25		
		RE1/AN6	37	26	26		
		RE2/AN7	38	27	27		



IC1

- The new board may need its own firmware
- I write the code in standard K&R 'C'
- For PICs, using the MPLAB IDE from Microchip works well and includes the editor and compiler but you need the interface to the hardware as in slide 8 above

default

70cmsPA.c x Display.c x I2C.c x

Source History

```
1132 /* Commands */
1133 /***** */
1134 /***** */
1135 /* (R) Read constants */
1136 /***** */
1137 void readconstants(void)
1138 {
1139     unsigned char *ptr,temp;
1140
1141     send(txbuf); /* Does a newline */
1142
1143     ptr = txbuf;
1144     *ptr++ = PKTSTART; /* Packet start character */
1145     strcpy(ptr,VERSION);
1146
1147     send(&txbuf[strlen(txbuf)]);
1148
1149     ptr = txbuf;
1150
1151     *ptr++ = PKTSTART; /* Packet start character */
1152
1153     temp = read_dataflash(SAVE_FAN_ON_TEMP); /* Read the fan ON temperature */
1154     // itoa(temp,ptr,10); /* Put it in the buffer */
1155     sprintf(ptr,"%d",temp);
1156
1157     ptr += strlen(ptr);
1158     *ptr++ = COMMA;
```

Find: getparameters 4 matches x

readconstants x

Output x

Project Loading Warning x MPLAB® Code Configurator x Debugger Console x Snap-70cms PA x Configuration Loading Error x 70cmsPA (Clean, Build, ...) x

16F1717 Memory Summary:

Program space	used	1687h (5767) of 2000h words (70.4%)
Data space	used	174h (372) of 400h bytes (36.3%)
EEPROM space	None available	
Configuration bits	used	2h (2) of 2h words (100.0%)
ID Location space	used	0h (0) of 4h bytes (0.0%)

make[2]: Leaving directory 'C:/MyStuff/work/Designs/PA_Controller/Firmware/70cmPA/Issue1'

BUILD SUCCESSFUL (total time: 13s)

Loading symbols from C:/MyStuff/work/Designs/PA_Controller/Firmware/70cmPA/Issue1/dist/default/debug/Issue1.debug.elf...

Loading code from C:/MyStuff/work/Designs/PA_Controller/Firmware/70cmPA/Issue1/dist/default/debug/Issue1.debug.elf...

Program loaded with pack, PIC12-16F1xxx_DFP, 1.7.242, Microchip

Loading completed

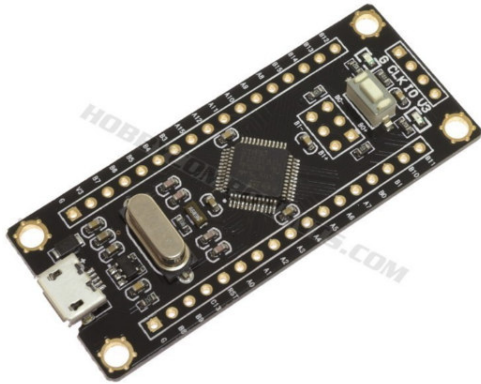
70cmsPA - Dashboard x readconstants() - Navigator

70cmsPA

- Project Type: Application - Configuration: default
- Device
 - PIC16F1717
 - Checksum: Debug Image
 - CRC32: Hex file unavailable
- Packs
 - PIC12-16F1xxx_DFP (1.7.242)
 - Snap (2.8.1532)
- Compiler Toolchain
 - XC8 (v3.00) [C:/Program Files/Microchip/xc8/v3.00/bin]
 - Debug Image: ELF; Optimization: Disabled
 - Device support information: PIC12-16F1xxx_DFP (1.7.242)
- Memory
 - Data 1,024 (0x400) bytes
 - 36%
 - Data Used: 372 (0x174) Free: 652 (0x28C)
 - Program 8,192 (0x2000) words
 - 70%
 - Program Used: 5,767 (0x1687) Free: 2,425 (0x979)
 - Stack Usage Guidance
 - Stack: Not enabled
- Debug Tool
 - Snap: BUR183079385
- Debug Resources
 - Program ID: 183079385

Or use a ready-built single board computer such as a Raspberry Pi, an Arduino or ST 'Blackpill'.

The latter is a very powerful 32bit device which costs < £10



ST provide the IDE which is similar to the microchip IDE. It has the memorable name of STM32CubeIDE.

Workspace - STM32 Test Board/Core/Src/initialisations.c - STM32CubeIDE

File Edit Source Refactor Navigate Search Project Run Window Help myST

Project Explorer

- Neils_7-5-21
- stm32 Test (in STM32t)
- STM32 Test Board
 - Binaries
 - Includes
 - Core
 - Inc
 - Src
 - diagcommands.c
 - display.c
 - functions.c
 - hardwaredrivers.c
 - initialisations.c
 - interrupts.c
 - main.c
 - serial.c
 - stm32f4xx_hal_msp.c
 - stm32f4xx_it.c
 - syscalls.c
 - systemem.c
 - system_stm32f4xx.c
 - main_old.c
 - Startup
 - Drivers
 - Debug
 - Core_old
 - STM32F411CEUX_FLASH.ld
 - STM32F411CEUX_RAM.ld
 - STM32 Test Board.ioc
 - STM32 Test Board Debug.launch

Initialisations.c

```
221 void display_output(void)
222 {
223     // GPIO_InitTypeDef GPIO_InitStructure = {0};
224
225     /*Configure display data pins */
226     // GPIO_InitStructure.Pin = GPIO_PIN_0|GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3
227     // [GPIO_PIN_4|GPIO_PIN_5|GPIO_PIN_6|GPIO_PIN_7;
228     // GPIO_InitStructure.Mode = GPIO_MODE_OUTPUT_PP;
229     // GPIO_InitStructure.Pull = GPIO_NOPULL;
230     // GPIO_InitStructure.Speed = GPIO_SPEED_FREQ_HIGH;
231     // HAL_GPIO_Init(GPIOB, &GPIO_InitStructure);
232
233     GPIOB->MODER &= 0xffff0000;
234     GPIOB->MODER |= 0x00005555; /* Switch to output mode. */
235 }
236
237 /* Change the display data port to input */
238
239 void display_input(void)
240 {
241     // GPIO_InitTypeDef GPIO_InitStructure = {0};
242
243     /*Configure display data pins */
244     // GPIO_InitStructure.Pin = GPIO_PIN_0|GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3
245     // [GPIO_PIN_4|GPIO_PIN_5|GPIO_PIN_6|GPIO_PIN_7;
246     // GPIO_InitStructure.Mode = GPIO_MODE_INPUT;
247     // GPIO_InitStructure.Pull = GPIO_NOPULL;
248     // GPIO_InitStructure.Speed = GPIO_SPEED_FREQ_HIGH;
249     // HAL_GPIO_Init(GPIOB, &GPIO_InitStructure);
250
251     GPIOB->MODER &= 0xffff0000; /* Switch to input mode. */
252     // GPIOB->MODER |= 0x00005555; /* Switch to output mode. */
253 }
254
255 /* Setup the serial port(s) */
256
```

Console

No consoles to display at this time.

Problems

0 errors, 19 warnings, 13 others

Description

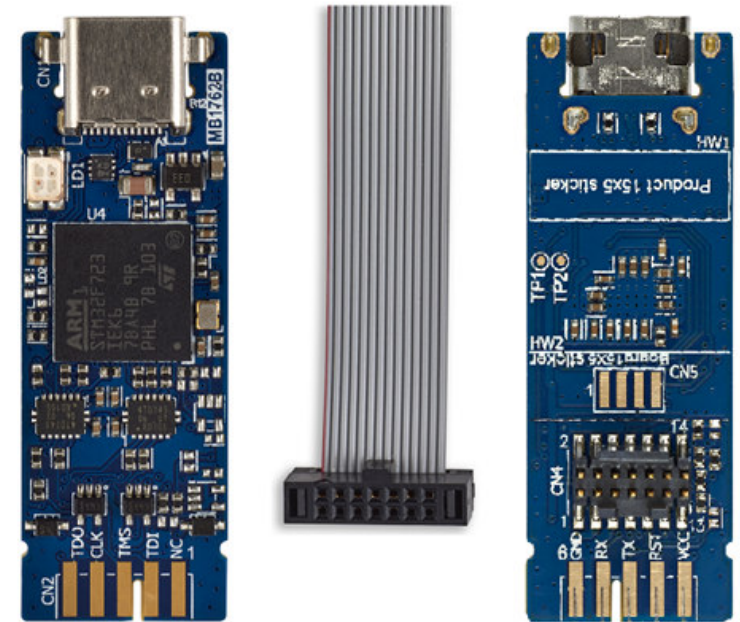
- Warnings (19 items)
- Infos (13 items)

Debug

No search results available. Start a search from the [search dialog...](#)

0 items selected

The interface to the STM32 processor is very low cost and available for ~£10. This allows programming and debugging, breakpoints, single stepping and viewing variables.



STLINK-V3MINIE top, bottom, and cable views. Picture is not contractual.

Some of my recent designs –

CUL017 GPSDO and Shack Clock

CUL018 FIM4 Processor

CUL025 ADF Driver (MMRT construction contest winner)

CUL028 PA Controller

CUL029 Transverter Interface (no embedded processor!)

CUL030 Power Meter (Published in RadCom)

CUL033 3.4GHz Transverter Interface

CUL036 Sequencer

UL037 N7DDC ATU remote Display Interface (1) (*)
UL038 N7DDC ATU remote Display Interface (2) (*)
UL043 PIC32 Processor test board
UL048 'Flanged' attenuator board (no processor)
UL052 STM32 processor test board
UL053 Miller GPSDO remake
UL054 GPSDO Small info display
UL056 Rugby Simulator
UL057 GPSDO Large time display

Here are examples for you to look at.