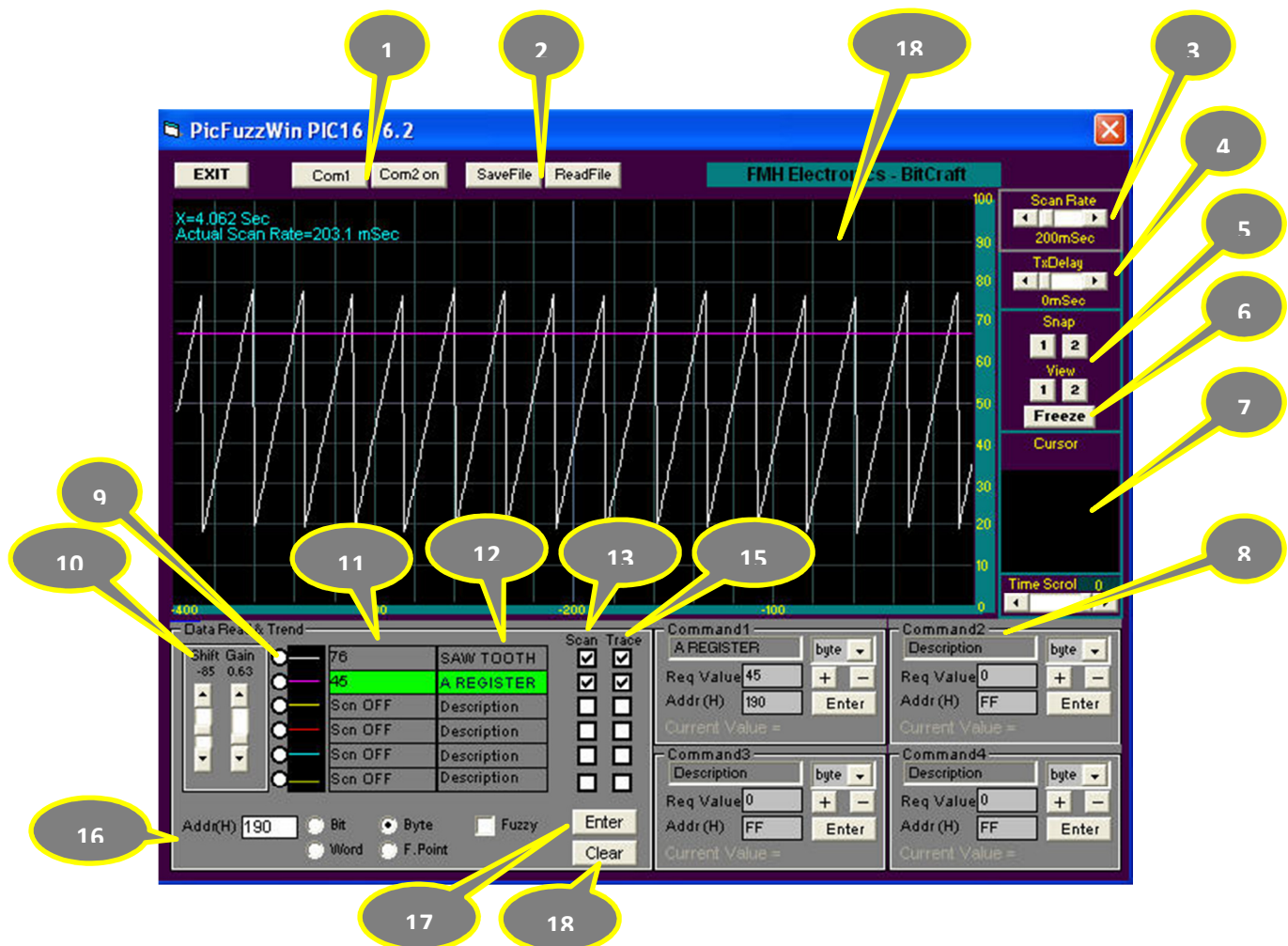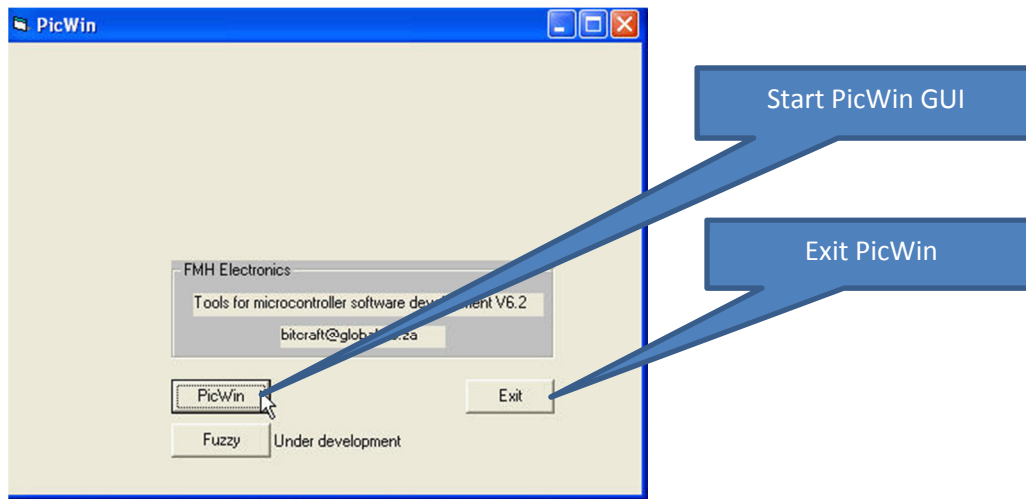Start-Up screen

Start PicWin GUI

Exit PicWin

1. First thing to do is to select the serial port. You can only use COM1 or COM2.

2. Any signal information like names, addresses, signal-type, command values and Shift/Gain settings can be saved to a file. This will save you from entering these parameters next time you start PicWin. You can have as many files as you like.

3. The pc will poll the PIC for data according to this setting (default 200mSec). When polling/scanning only 1 signal you can make this setting 100mSec. If much lower you will get the Time-Out error message.

4. You can make PicWin to insert a delay between each byte it sends to your PIC. This is supplied to give the PIC time to execute its own application, although I never use this facility.

5. Snap 1 and 2. With each of these buttons you can save a copy of the view what you see in the trace display.
   View 1 and 2. With these buttons you recall the views you save with the Snap buttons. Notice that when you view any snapped view the trace window background change to dark blue. This is to show you that the trace window is not showing real-time data. To return to the real-time tracing operate the 'unfreeze' button.

6. With the Freeze button you can stop the trace view getting updated. The background will turn to dark blue. If you move the cursor into the trace window you can read the signal values at the cursor position in the window (7).

7. Show signal values at cursor position, and also cursor position. At the bottom of this window is a scroll bar with which you can scroll back and forth through the trace buffer. Trace buffers contains 800 entries, of which you can see 400 at a time.

8. The 4 Command windows. Here you can set up parameters for 4 values to write to your PIC. Look at the Command1 window.

The name I used:	A REGISTER (any printable character allowed)
The data type:	byte (select between bit, byte, word, FPoint)
Req value:	45 (the value you want to write, in decimal format)
Addr(H):	190 (address you want to write to, in hex format)
Enter	With this button you write to the PIC.
Current value =	If you place your cursor on the 'Enter' button here will be Displayed the current value at address Addr(H).
+ , -	Allow increment/decrement of value at Req value.

9. Click to select a particular trace so you can change the Gain and Shift settings for the trace.

10. Frame where you can change the Gain and Shift settings for the trace. (see 9)

11. The items in this column display the current values of the PIC variables. If you click on an item in this column the selection field as described in (16) will pop up, allowing you to enter the parameters for this item.

12. Enter here a descriptive name for your signal. If you move the cursor over an item in this column a tool-tip will show the address you have entered for the signal.

13. Tick this box to start (or stop) scanning you PIC for a particular signal.

14.
15. Tick this box to show (or stop) a trace for this value.
16. Pop-up for entering the address and data type for a PIC register variable. Use the Enter button (17) to accept your settings, and clear to remove the pop-up. (Do not select the Fuzzy box)
17. Accept your selections done in (16).
18. Remove the pop-up.

NOTES:
Specifying the address for a bit value.
The format to use when specifying the address is A2, which is interpreted by PicWin as register address A bit 2. Similarly AB0 will mean register address AB bit 0.
Specifying the address for a 16bit word value.
PicWin assume that the address you specify for a 16bit value is that of the least significant byte and that the address of the most significant byte is the next higher byte.

Address you specified	Least significant byte	Address X
	Most significant byte	Address X+1

Floating point values.
PicWin assume that the address you specify for a floating point value is that of the Exponent and that the format is Microchip 24bit floating point, arranged in register space as per the following table.

Address you specified	Exponent byte	Address X
	Mantissa B0 (MSByte)	Address X-1
	Mantissa B1 (LSByte)	Address X-2

 Happy PicKing

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