Affordable Power Supply

Senior Design Final Report

Team SDMay21-47

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1 Introduction	3
1.1 Acknowledgements	3
1.2 Problem and Project Statement	3
1.3 Requirements	3
1.4 Intended Users and Uses	4
1.5 Related Products	4
1.6 Operational Environment	4
1.7 Expected End Product and Deliverables	5
1.8 Development Standards and Practices Used	5
2 Design	5
2.1 Overview of the Design	5
Block Diagram	6
2.2 Electrical Component Selection and Schematic Capture	7
2.3 Evolution of the Design	8
2.4 Safety and Security Considerations	8
3 Implementation	9
3.1 Implementation Details	9
PCB with components	9
Complete Model of Final Product	10
4 Testing	10
4.1 Unit Testing	10
4.2 Interface Testing	10
4.3 Acceptance Testing	11
4.4 Results	11
5 Closing Material	12
5.1 Conclusion	12
5.2 Future Plans	12
5.3 References	12
5.4 Appendices	13
5.4.1 Appendix I - Operational Manual	13
Instructions for Assembly:	13
Product Operation Procedure	13
Button Function Quick Reference	14
Output Enable(Button 2)	14
Output Select(Button 1)	14
Output Adjust(Rotary encoder)	14
Guide for Safe Operations	14
Parts List:	14

5.4.2 Appendix II - Alternative versions of the Design	18
5.4.3 Appendix III - Other Considerations	18
5.4.4 Appendix VI - Schematics	19
5.4.5 Appendix VI - PCB layout	28
Front Silkscreen	28
Front Copper	28
Inside 1 Copper	29
Inside 2 Copper	29
Back Copper	29
5.4.6 Appendix VI - Code	30
main.c	30
Button.c	31
Button.h	32
Configs.h	33
DigiPot.c	34
DigiPot.h	35
Interrupts.c	36
Interrupts.h	36
LCD.c	37
LCD.h	38
LED.c	39
LED.h	40
PowerSupply.c	41
PowerSupply.h	42
Rotary.c	43
Rotary.h	44
5.4.6 Appendix VII - Enclosure	45
Base of the Enclosure	45
Front of the Enclosure	46
Back of the Enclosure	46
Top of the Enclosure	47
Lock for the Enclosure	47
Enclosure Model without Top	48
Complete Enclosure Model	48

1 Introduction

1.1 Acknowledgements

Our team would like to thank Professor Tuttle for advising and supporting us in our project. We appreciate all the advice he has given for our project.

1.2 Problem and Project Statement

With Covid-19 limiting lab availability to students, it is difficult for electrical engineering students to work with any hardware because they do not have power supplies to test their circuits. It would be beneficial for students studying electrical engineering to have access to a power supply at home during this pandemic.

The solution for this problem is to design an affordable power supply with a small form factor that any electrical engineering student can easily build and operate from home. This will allow students to perform any hardware labs for their electrical engineering courses without requiring access to an on-campus lab.

1.3 Requirements

- Input Voltage • $120V_{RMS}$ AC wall power
- 4 voltage outputs
 - 2 to 25 VDC
 - 1 A max current
 - Standard binding posts output connector
 - -2 to -25VDC
 - 1 A max current
 - Standard binding post output connector
 - 1 to 10VDC
 - 1 A max current
 - Standard binding post output connector
 - Fixed 5 VDC
 - 2 A max current
 - Standard USB type A output connector
- Box dimensions of 7 inches long, 4 inches wide, 2 inches deep

- Output display to display the voltage levels
- Cost of final product to be below \$100 to purchase
- (Optional) Output voltage indications for the various supplies provided by up to 4 displays LED, LCD, or OLED. Displays may be shared between individual supplies.
- (Optional) Output current indications for the various supplies provided by up to 4 displays LED, LCD, or OLED. Displays may be shared between individual supplies.

1.4 Intended Users and Uses

The intended users of the product are electrical and computer engineering students. The uses for the product are to test hardware for electrical and computer engineering courses, more specifically for the hardware laboratories within the courses.

1.5 Related Products

- Keysight E3633A Single output
 - One adjustable 20V, 10A output
 - o **\$1,663**
- Rigol DP832 Triple output
 - Two adjustable 30V, 3A outputs
 - One adjustable 5V, 3A output
 - o **\$**473
- Extech 382270 Quad output
 - Two adjustable 30V, 5A outputs
 - One fixed 6.5V, 3A output
 - One fixed 15V, 1A output
 - o \$490
- B&K 1513 Single output
 - One selectable output, up to 12V, 1A
 - o \$50.50

The vast majority of market power supplies are significantly more expensive than our final price goal of \$100. The cheapest power supply listed on DigiKey is \$50.50. However, this supply only has one, low-power output. The cheapest quad output power supply listed on DigiKey is \$490. Meeting our price goal makes our design the best option in terms of cost-utility tradeoff.

1.6 Operational Environment

The operational environment of the power supply will be a students dorm or apartment. These locations may not be as clean and orderly as lab spaces, so the device should be rugged enough to survive being moved frequently. It may also be exposed to other hazards not found in labs such as food and liquids.

1.7 Expected End Product and Deliverables

The deliverables for our product are a working prototype of the product, an instruction manual for building the power supply and how to use it. The prototype will meet all the requirements specified previously. It will come with a PCB, complete set of parts, and a box.

The instruction manual will consist of the list of parts needed to build the power supply. It will also include a list of instructions for building the power supply and how to operate it.

1.8 Development Standards and Practices Used

- IEEE 1100 2005: Recommended Practice for Powering and Grounding Electronic Equipment
 - This standard provides guidance on how to enhance performance and keep safety protocols. It also includes how to protect the devices and resolve any problems with select instruments.
- IEEE 1332 2012: Standard Reliability Program for the Development and Production of Electronic Products
 - This standard provides guidance for communication between designer and consumer on best practices for reliability and consistency of electronic products.

2 Design

2.1 Overview of the Design

The initial aspect of the design was deciding what types of I/O we were going to use. The I/O uses a rotary encoder, a simple 2x16 LCD display, four buttons, and four different voltage outputs. The way in which we have decided to implement the three variable voltage outputs (+25, -25, and +10) is via Buck converters which are controlled by a microcontroller, efficient, and cheaper to implement. The last of the four voltage outputs is done with a linear voltage regulator that has a current limit feature built in at

2A. The fixed output is meant to provide a 5V output, and using a regulator is an easy and cost effective solution to this. All of the design aspects have been chosen to minimize cost while maintaining as much quality as possible.

Block Diagram



2.2 Electrical Component Selection and Schematic Capture

Once we had decided upon our general I/O and block diagram, our next step was to select parts for our most critical components such as the MCU, switching regulators, and linear regulator. Because the board is intended to be assembled by students who may be inexperienced at soldering, we attempted to use as many through-hole components as possible. When selecting the MCU, our initial choice was to use the Atmega 328, as we each had experience with it and knew that it would make prototype testing easier because we could test with an Arduino. However, as the project evolved, it was discovered that we would need more I/O pins than the Atmega 328 could provide, and we wanted to include extra I/O pins to allow for user expansion in the future. This led us to switch to a PIC18F26Q10 microcontroller, which has more I/O pins, an internal oscillator, overall cheaper, and one of our group members had experience working with.

The next pieces we needed to select were the three different switching regulators. For each we first defined the parameters that we needed, such as output voltage range, max output current, input voltage, and price. For each of the regulators we searched digikey for switching regulators using filters on these categories. It was difficult to find regulators that fit our requirements and were inexpensive. For this reason, we had to end up using surface mount parts for the +10V and -25V regulators, as they were the only parts that fit our specifications. We were however able to find through hole components for the +25V switching regulator and the 5V linear regulator.

Once we had our regulator ICs picked out, we were able to begin picking out components for the surrounding circuitry. For this portion of the component selection process, we had to dig into each datasheet to find how to pick values and specifications for the surrounding circuitry. Once we had requirements for each component, we searched for them on DigiKey and found the closest matches we could at a reasonable price. The final step was selecting the peripheral components such as the LCD, buttons, and rotary encoder. These pieces were easier to select as they had less defined specifications, and were easier to find cheap options.

In parallel to this process, we began to build the circuit schematics in KiCad. For each of the regulators we generated the schematics with the help of the datasheet, and filled in specific values and part numbers as we found them. On the microcontroller schematics we mapped out the specific pins we would use for inputs and outputs, such as for the LCD, rotary encoder, buttons, and digital potentiometer controls. Finally, we combined all of the schematics by using functional blocks to link to each of the individual schematics' sheets.

2.3 Evolution of the Design

The biggest change from our initial design to our final design was the input power transformation. At first, we planned to use an AC wall adapter to get the voltage down to around 24Vrms. However, after looking at part we had specified for this, we found out it didn't have the power capabilities needed and it was eating one fourth of our budget, so we decided to switch from the external supply to an internal one which includes a 5:1 transformer.

Another design change we made was switching from a metal enclosure to a 3D printed enclosure. Our main motivation for this change was that none of us had experience with or access to a CNC machine, so hand drilling into the enclosure would have been a time consuming and potentially dangerous process, and would also require access to a shop. For this reason, we decided that 3D printing an enclosure would be much quicker and simpler for our prototype, as one of our team members has experience with 3D printing. However, we also decided that if the design is to be mass produced (>100 units) in the future, we would recommend using metal enclosures and a CNC machine, as this would be a much cheaper option for a larger-scale manufacturing operation.

2.4 Safety and Security Considerations

Considering that this is a power supply unit that will be used by underclass students who may be new to working with electronics, it was important that we consider the safety of the user and of the unit. The first step was limiting the output current of the outputs. We made sure that the switching regulators had max output currents of only 1 amp, and 2 amps for the linear regulator. This ensures that the circuits will not accidentally output more current than they are supposed to.

Another safety measure we took was limiting the amount of exposed wire that would be carrying high voltages. It was important that the transformer be as close as possible to the input power connector so that long wires carrying 120 volts would not be exposed to the user.

Next, we made sure to discuss safe operation of the power supply in our manual. Some safety tips we give are keep food and liquids away from the product and keep the product on a flat, level surface in a stationary position. We also recommend safety and supervision during soldering, as students may be inexperienced.

3 Implementation

3.1 Implementation Details

Once the initial block diagram was complete we started the implementation by selecting the key components for each section. With the components selected, we designed the schematics to accompany the selected components to meet the requirements of the device. The next step in implementation was to combine all parts of the schematic into one full schematic. With the complete schematic finalized, we completed the layout for the PCB. Finally, we designed the case to house the PCB and other final components, as well as allow for an organized user interface.

PCB with components



Complete Model of Final Product



4 Testing

4.1 Unit Testing

Unit testing will be completed by testing each individual component separately to verify each component's functionality. For each of the voltage regulator ICs, we built the designed schematic on a breadboard and tested it using a lab supply as input and a multimeter to read the voltage output. During the initial run of testing, we used standard analog potentiometers in place of the digital potentiometers in the design. We would, however, use the digital potentiometers during interface testing as well.

4.2 Interface Testing

Our interface is designed to be an LCD display to display the output voltages, a button to select the output the user chooses to change, and a rotary encoder to modify the voltage level at the specified output. The tests that will need to be completed are verifying that the LCD displays the correct voltage, the button changes the selected output voltage on the LCD display, and the rotary encoder correctly changes the output voltage level. All in all, the three components of the user interface will be tested individually first, to verify they are operational, before testing the functionality of the components together.

4.3 Acceptance Testing

Our acceptance testing for the power supply is done by testing each output voltage with a multimeter to ensure the voltage ranges are correct. Testing accuracy of the voltage on the LCD will be another factor within our acceptance testing. This will also be done using a multimeter at each output and using the encoder to change the values to verify the values shown on the LCD are within the restraints.

4.4 Results

The results from our testing were exactly as expected. The unit test results for each individual section were as follows:

- 1 to 10VDC Variable Output
 - Results: The output was accurately within the 1 to 10 VDC range.
- 2 to 25VDC Variable Output
 - Results: The output was close to a range 1 to 24 VDC and with a small change in resistance value we achieved the 2 to 25 VDC range.
- -2 to -25 VDC Variable Output
 - Results: The initial result was -4 to -21 VDC and with a change in component values the voltage range is now -2 to -25 VDC.
- Fixed 5 VDC
 - Results: The results were exactly 5 VDC.

Testing the interface was done by connecting the microcontroller and the IO via breadboards to ensure the IO functioned as expected with the circuitry. The results for these tests were close to as expected as each variable output measured by a multimeter was within 0.1 VDC of the voltage on the LCD. For the acceptance testing the PCB is needed to complete the testing, and we encountered an issue with our PCB order and have not received the PCB. The results that we have received thus far have been very good and expect nothing less from the PCB design.

5 Closing Material

5.1 Conclusion

This report for our power supply details our procedure for designing and building a power supply in an at-home environment. The goal was to give students an option for completing labs and projects in a personal environment. The requirements include having four total outputs, assembled all on a PCB board, and powered by a 24-V transformer. A main priority was minimizing the cost to keep it affordable for students. Our final approximate price per unit is \$95. This is below our cost ceiling of \$100 and is significantly cheaper than quad output power supplies on the market.

We completed a fundamental design that includes a schematic and layout meeting all technical requirements. We added the additional features of a microcontroller and LCD for improved accessibility and ease-of-use. We implemented and tested each individual component for functionality before implementing and testing a larger system prototype. We successfully completed all technical requirements, achieving the necessary voltage and current values at each output while keeping the cost as low as possible.

5.2 Future Plans

The casing for this design is not intended for mass production. The 3D printing procedure can be time consuming and expensive. In the event that numerous models are requested, an alternate casing choice would be more cost and time efficient. A 3D printed case was the ideal choice for our prototype because of the customization options. Once an effective case layout is determined, a pre-made casing could be selected that requires minimal labor from the user to prepare for the electronic components and could be ordered in bulk.

5.3 References

Masoud Farhoodnea, Azah Mohamed, Hussain Shareef, "A comparative study on the performance of custom power devices for power quality improvement", *Innovative Smart Grid Technologies - Asia (ISGT Asia) 2014 IEEE*, pp. 153-157, 2014.

Ming Yang, Digvijay Deswal, Francisco de León, "Mitigation of Half-Cycle Saturation of Adjacent Transformers During HVDC Monopolar Operation—Part I: Mitigation Principle and Device Design", *Power Delivery IEEE Transactions on*, vol. 34, no. 6, pp. 2232-2239, 2019. Tuttle, Gary. "EE 333 Labs." *EE 333 : Lab*, Iowa State University, 29 Oct. 2020, tuttle.merc.iastate.edu/ee333/lab.htm.

5.4 Appendices

5.4.1 Appendix I - Operational Manual

Instructions for Assembly:

- 1. Ensure you have all the materials listed in the parts list
- 2. Soldering
 - Note: for easiest assembly, solder components in the order they are listed below
 - a. SMD components
 - b. Smallest non-electrolytic capacitors
 - c. Resistors and diodes
 - d. DIP ICs
 - e. Smallest electrolytic capacitors
 - f. Inductors
 - g. Large electrolytic caps
 - h. Large transistors
 - i. Off-board components

Be sure to have your soldering checked by a TA or professor before beginning enclosure assembly

- 3. Enclosure Assembly
 - a. After soldering, align the PCB board in the case at the indicated location.
 - b. Insert the push buttons, LCD, binding posts, and rotary encoder at the indication locations and wire them to the PCB
 - c. Place the transformer in the back of the enclosure.
 - d. Insert the fan at the indicated position.
 - e. Insert the front and back pieces into the base.
 - f. Slide the top onto the base and insert the locks to ensure the parts stay together.

Product Operation Procedure

- 1. Insert female end of power cord into power outlet connector socket on the enclosure
- 2. Insert male end of power cord into wall outlet
 - a. Note: there is not a power switch on the assembly, so the assembly will power on at this point
- 3. Insert banana cables to desired outputs and ground binding posts
- 4. Use toggle button to select output to modify
 - a. On startup, the +25 V output will be selected
- 5. Use rotary encoder to adjust output value on desired voltage output
- 6. Use output enable button to enable voltage to the output pins

Button Function Quick Reference

- Output Enable(Button 2)
 - Toggles the selected output on or off
- Output Select(Button 1)
 - Output select cycle: $+25 \rightarrow -25 \rightarrow +10 \rightarrow +5 \rightarrow +25$
 - Starts on +25 supply
- Output Adjust(Rotary encoder)
 - Either increases or decreases the selected output's voltage(if not on the fixed 5) based upon which direction the encoder goes and how far

Guide for Safe Operations

- Although the power supply is intended to be portable, it is important to still follow electronics lab best practices. This includes making sure that your workspace is clean and free from food or drink
- Be sure to have your soldering checked soldered and checked by a TA or professor
- While the device is plugged in, keep the enclosure sealed
- When banana cables are connected, make sure that the leads do not ever touch each other
- Keep the enclosure in a well ventilated area, and ensure there is adequate airflow to the fan and air intake vents

Part:	Reference:
330 nF Cap	C1
100 nF Cap	C2, C5, C6, C8, C18, C20, C22, C23, C24, C25
2.2 mF Cap	C3, C4
2.2 uF Cap	C7, C17
10 uF Cap	C9, C19
220 uF Cap	C10
600 pF Cap	C11
82 uF Cap	C12
4.7 uF Cap	C13

Parts List:

Onboard Components

1 uF Cap	C14
22 uF Cap	C15, C21
220 pF Cap	C16
Schottky Diode	D1-D9
1x3 2.54mm Header Pin	J1
1x6 2.54mm Header Pin	J2
2x4 2.54mm Header Pin	J3
USB Type A	J4
Power Outlet Connector Socket - IEC320C13	J5
1x16 2.54mm Header Pin	J7
2x16 2.54mm Header Pin	J9
47 uH Inductor	L1, L5
68 uH Inductor	L2
22 uH Inductor	L3, L4
100 kΩ Res	R1
$8.2 \text{ k}\Omega \text{ Res}$	R2
1 kΩ Res	R3, R9-R33
6.8 kΩ Res	R4, R6
820 Ω Res	R5, R7
3.3 kΩ Res	R8
10 kΩ Res	R34
1 M Ω Potentiometer	RV1
24 V Transformer - F8-24	T1
5 V Linear Regulator - L7805	U1
1-40 V Switching Regulator - LMR14010	U2, U5
1-37 V Switching Regulator - LM2595T	U3
Negative 1-34 V Switching Regulator - LT1931ES5	U4

Microcontroller - PIC18F26Q10	U6
Digital Potentiometer - MCP4231	U7, U8
3-to-8 Decoder - 74HC238	U9
D Flip-Flops - 74HC377	U10, U11, U12
Linear LDO Regulator - BA50DD0WT	U13

Off-Board Components (connected by wire to PCB)

Part:	Quantity:
Red LED	16
Rotary Encoder	1
LCD	1
Push Button	4
Fan	2
Binding Post (Red)	4
Binding Post (Black)	1
Binding Post (Green)	1
Casing	1

5.4.2 Appendix II - Alternative versions of the Design

The original plan for this design did not include a microcontroller or an LCD. The user would rotate mechanical potentiometers to change the voltage levels and could read the voltage levels using a multimeter. However, we decided that this implementation would not be ideal for our intended users. Many students do not have access to a multimeter outside of labs, making it difficult to tell the precise voltage level. The incorporation of a microcontroller allowed the voltage level to be read and displayed on an LCD, making it much simpler for students to complete lab work and projects. The use of a microcontroller allowed us to switch from mechanical potentiometers to digital potentiometers. Instead of rotating a unique potentiometer for each output, the user can select which output to adjust with push buttons and adjust using a single rotary encoder. This change was implemented in order to improve the ease-of-use for the user.

Another alternate version that was used included ordering a pre-assembled casing to house the PCB. This decision would have meant drilling holes in the case for the I/O components. It was then decided that this extra step would add too much burden to the assembly and preparation of the design. We settled on a 3D printed casing to maximize the amount of customization in the design without requiring user assembly for this component.

5.4.3 Appendix III - Other Considerations

This project applied many of the skills that we have learned as engineering students. It required both technical and non-technical skills to balance technical requirements with project management. We applied technical skills such as part selection, breadboard prototype construction, and schematic and layout design. For non-technical skills, this project required time management, communication, and task delegation. As a group, we saw improvement in the non-technical skills as the project progressed.

5.4.4 Appendix VI - Schematics

System-Level Drawing



Power Source



Step-Down Regulator



High Voltage Positive Supply (+2-25 Vdc)



High Voltage Negative Supply (-2 - -25Vdc)



Low Voltage Positive Supply (+ 1-10 Vdc)



Microcontroller



Fixed Voltage Supply



Front Panel Interface



5.4.5 Appendix VI - PCB layout

Front Silkscreen



Front Copper



Inside 1 Copper



Inside 2 Copper



Back Copper



5.4.6 Appendix VI - Code

main.c

```
* File: main.c
       * Author: Michael
 3
 4
       * Created on February 5, 2021
 5
 6
     L */
 8
 9
      #include <xc.h>
      #include <stdint.h>
 14
      #include <stdlib.h>
16
      #include "Configs.h"
      #include "LCD.h"
#include "Interrupts.h"
#include "Rotary.h"
#include "DigiPot.h"
#include "Button.h"
18
19
      #include Button.n
#include "LED.h"
#include "PowerSupply.h"
24
25 void init();
26
27
      void postInit();
      //void intToString(char*,int,int);
28
 29
    □void main(void) {
          init();
           postInit();
           int rot = 0:
           while(1){
 34
                rot = Rotary_Change();
                if((Supply[sel] + rot >= 0) &&(Supply[sel] + rot <= 128)){</pre>
 36
                    Supply[sel] += rot;
                    static char ints[4] = {2,3,0,1};
 37
                    SupplyDisplay(LCD_Buffer);
 39
                    LCD Clear();
 40
                    LCD_Print_String(LCD_Buffer,40);
 41
                    DigiPot_set(Supply[sel],ints[sel]);
 42
                ĥ
 43
                rot = 0;
 44
                int x = Button_Rising_All();
 45
                if(x & 0x01)
 46
                   Out_En();
 47
                if(x & 0x02)
 48
                    Out_Sel();
 49
                for(int j = 0; j < 3;j++)</pre>
                    ___delay_ms(100);
           }
           return;
     L}
 54

pvoid init(){
 56
           TRISC |= 0x40;
           LCD init (DISPLAY 2 LINES, DISPLAY ON, INCREMENT CURSOR);
           LCD Clear();
           Rotary_init();
DigiPot_init();
 60
 61
           Button_init();
 62
           LED_init();
 63
           powerSupply init();
64 L}
 65
 66 postInit() {
 67
              delay ms(10);
 68
            Interrupt_init();
69
      L}
```

Button.c

```
1 #include "Button.h"
 2
 3
 4 □void Button_init() {
 5 TRISA |= BUTTON_PINS;
6 ANSELA &= ~BUTTON_PINS;
 7
 8
9 - }
        prevButton = Button_Get_All();
10
12 return (PORTA & BUTTON_PINS) >> BUTTON_SHIFT;
13
14
15 pchar Button_Rising_All() {
16 char k = Button_Get_All();
       char result = (k^prevButton)&k;
17
18
19
20 -}
       prevButton = k;
        return result;
```

Button.h

```
1 ₽/*
     * File: Button.h
3 * Author: Button.h
3 * Author: Michael
4 *
5 * Created on February 5, 2021
6 */
2
 7
8 📮 #ifndef BUTTON_H
9 #define BUTTON_H
10
11 = #ifdef __cplusplus
12 = extern "C" {
13 -#endif
14
15
         #include <xc.h>
16
17
        void Button init();
         char Button Get All();
18
19
         char Button Rising All();
20
21
         char prevButton;
22
23
        #define BUTTON PINS 0x3C
24
         #define BUTTON TOTAL 4
25
26
         #define BUTTON SHIFT 2
27
28
        #define Button 0 0x04
29
        #define Button 1 0x08
30
       #define Button 2 0x10
31
         #define Button 3 0x20
32
33
34
35 🛱 #ifdef __cplusplus
36 -}
37 -#endif
38
39 #endif /* BUTTON H */
```

Configs.h

2	* File: Configs.h * Author: Michael		
4 5 6	* * * Created on February 11, 2021, 12:53	3 AM	
7 8 9	≓ # define CONFIGS_H # define CONFIGS_H		
0			
3	extern "C" #endif		
4 5 6 7	<pre>#include <xc.h></xc.h></pre>		
8 9 0	<pre>// PIC18F26Q10 Configuration Bit Setts // 'C' source line config statements // CONFIG1L</pre>	ings	
1 2 3	<pre>#pragma config FEXTOSC = ECH // Ext #pragma config RSTOSC = HFINTOSC_64MH2</pre>	<pre>#pragma config FEXTOSC = ECH // External Oscillator mode Selection bits (EC (external clock) above 8 MHz; FFM set to high power) #pragma config RSTOSC = HFINTOSC_64MHZ// Fower-up default value for COSC bits (HFINTOSC with HFFRQ = 64 MHz and CDIV = 1:1)</pre>	
4 5 7 8	// CONFIGIH #pragma config CLKOUTEN = OFF // Clo #pragma config CSWEN = ON // Clo #pragma config FCMEN = ON // Fai	ock Out Enable bit (CLKOUT function is disabled) ock Switch Enable bit (Writing to NOSC and NDIV is allowed) il-Safe Clock Monitor Enable bit (Fail-Safe Clock Monitor enabled)	
9 0 1	<pre>// CONFIG2L #pragma config MCLRE = EXTMCLR // Mas #pragma config PWRTE = OFF // Pot formation config PWRTE = OFF // Pot</pre>	ster Clear Enable bit (MCLR pin (RE3) is MCLR) wer-up Timer Enable bit (Power up timer disabled)	
2 3 4	<pre>#pragma config BOREN = OFF // LOV #pragma config BOREN = SBORDIS // Browned BOREN = SBORDIS BORDIS BORD</pre>	-power box enable bit (Low power box is disabled) own-out Reset Enable bits (Brown-out Reset enabled , SBOREN bit is ignored)	
5 6 7 8 9 0	<pre>i // CONFIG2H i #pragma config BORV = VBOR_190 // Brc #pragma config ZCD = OFF // ZCI #pragma config PSIWAY = ON // PPS #pragma config STVREN = ON // Sta #pragma config STVREN = OFF // Ext #pragma config XINST = OFF</pre>	own Out Reset Voltage selection bits (Brown-out Reset Voltage (VBOR) set to 1.90V) D bisable bit (ZCD disabled. ZCD can be enabled by setting the ZCDSEN bit of ZCDCON) SLOCK bit One-Way Set Enable bit (PESLOCK bit can be cleared and set only once; PFS registers remain locked after one clear/set cycle) ack Full/Underflow Reset Enable bit (Extended Instruction Set and Indexed Addressing Mode disabled)	
42	2 // CONFIG3L		
13 14 15	<pre>3 #pragma config WDTCPS = WDTCPS_31// W 4 #pragma config WDTE = OFF // WE 5</pre>	DT Feriod Select bits (Divider ratio 1:65536; software control of WDTPS) /T operating mode (WDT Disabled)	
16 17 18 19	<pre>6 // CONFIG3H 7 #pragma config WDTCWS = WDTCWS_7// WE 8 #pragma config WDTCCS = SC // WE 9</pre>	YT Window Select bits (window always open (100%); software control; keyed access not required) YT input clock selector (Software Control)	
50 51 52 53 54	0 // CONFIG4L 1 #pragma config WRT0 = OFF // WI 2 #pragma config WRT1 = OFF // WI 3 #pragma config WRT2 = OFF // WI 4 #pragma config WRT3 = OFF // WI	ite Protection Block 0 (Block 0 (000800-003FFFh) not write-protected) ite Protection Block 1 (Block 1 (004000-007FFFh) not write-protected) rite Protection Block 2 (Block 2 (008000-00FFFh) not write-protected) ite Protection Block 3 (Block 3 (000000-00FFFh) not write-protected)	
55 56 57 58 59 60 61	<pre>> // CONFIG4H 7 #pragma config WRTC = OFF // Cc #pragma config WRTD = OFF // Bc #pragma config WRTD = OFF // Db #pragma config SCNNE = ON // Sc #pragma config SCNNE = ON // Lc</pre>	onfiguration Register Write Protection bit (Configuration registers (300000-30000Bh) not write-protected) oot Block Write Protection bit (Boot Block (000000-0007FFh) not write-protected) ita BEPROM Write Protection bit (Data EEFROM not write-protected) anner Enable bit (Scanner module is available for use, SCANMO bit can control the module) w Voltage Programming Enable bit (Low voltage programming enabled. MCLR/VPP pin function is MCLR. MCLRE configuration bit is ignored)	
53 54 55	// CONFIG5L #pragma config CP = OFF #pragma config CPD = OFF	erNVM Program Memory Code Protection bit (UserNVM code protection disabled) taNVM Memory Code Protection bit (DataNVM code protection disabled)	
56 57	6 7 // CONFIG5H		
8 9 0 1 2	<pre>// CONFIGEL #pragma config EBTR0 = OFF // #pragma config EBTR1 = OFF // #pragma config EBTR2 = OFF // #pragma config EBTR</pre>	Table Read Protection Block 0 (Block 0 (000800-003FFFh) not protected from table reads executed in other blocks) Table Read Protection Block 1 (Block 1 (004000-007FFFh) not protected from table reads executed in other blocks) Table Read Protection Block 2 (Block 2 (008000-00BFFFh) not protected from table reads executed in other blocks)	
4	// compact	Table Read Frotection Block 3 (Block 3 (Decous-Dorffin) not protected from Lable reads executed in Other Diotks)	
6 7	<pre>#pragma config EBTRB = OFF //</pre>	Boot Block Table Read Protection bit (Boot Block (000000-0007FFh) not protected from table reads executed in other blocks)	
8 9 0 1 2	// #pragma config statements shoul // Use project enums instead of #d // use project enums instead of #d	d precede project file includes. Lefine for ON and OFF.	
3	#ifdefcplusplus		
5	-#endif		
7	#endif /* CONFIGS H */		

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	#inc	<pre>tude "DigiPot.h" void DigiPot_Pulse_SCK() { LATB &= ~DIGIPOT_EN; NOP(); NOP(); NOP(); NOP(); LATB &= ~DIGIPOT_EN; LATB &= ~DIGIPOT_EN & DIGIPOT_ADDR); NOP(); NOP()</pre>
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 950 51 52 53		<pre>void DigiPot_init(){ if(n > 5){ return; } LATC = 0x2A; LATC &= ~(0x01<<(((n>>1)<1)+1)); NOP(); NOP(); NOP(); NOP(); NOP(); short k= Val % DIGIPOT_TAPS; short command = 0x0000 ((n%2) << 12); command = (k & 0x0FFF); for(int i = 15;i >= 0;i){ char x = (((command>>i)&0x01)<<((n>>1)<<1)); LATC &= ~(0x01<<((n>>1)<<1)); LATC &= ~(0x01<<((n>>1)<<1)); LATC &= ~(DIGIPOT_EN; _delay_us(1); LATB != (DIGIPOT_EN & DIGIPOT_ADDR); _delay_us(1); } }</pre>
54 55 56 57 58 59 60 61 62 63 64 65		<pre>NOP(); NOP(); NOP(); LATB &= ~DIGIPOT_EN; delay_us(1); LATC &= ~0x2A;</pre>

DigiPot.h

```
1
    日/*
 2
3
     * File: DigiPot.h
* Author: Michael
4 *
5 * Created on February 5, 2021
6 */
 7
 8 🛱 #ifndef DIGIPOT_H
9 #define DIGIPOT_H
10
11 =#ifdef __cplusplus
12 =extern "C" {
13 -#endif
14
15
     #include <xc.h>
16
     #include "LCD.h"
17
18
     void DigiPot_init();
19
     void DigiPot_set(short,char);
20
21
22
     //void intToHexString(char* buffer, int i, int p);
23
24
                                           0x07
     #define DIGIPOT_EN
25
26
     #define DIGIPOT_ADDR
                                           0x02
27
     #define DIGIPOT_TAPS
                                     129
28
29
30 ⊟#ifdef __cplusplus
31 -}
32
     -#endif
33
34 #endif /* DIGIPOT_H */
```

```
1 #include "Interrupts.h"
2
3
4
5 pvoid __interrupt(high_priority) HP_ISR() {
6
   L
7
8
9
   ⊟void
            interrupt(low priority) LP ISR(){
        //interrupt-on-change handler
         if(PIR0 & 0x10){
13
              //rotary encoder state change
14
15
              if(IOCAF & 0x03){
IOCAF &= ~0x03;
                  Rotary_Update();
16
17
              3
18
19
              PIR0 &= ~0x10;
22
23
24
25
    L}
26
   □void Interrupt_init() {
29
30
31
          INTCON |= 0xE0;
          PIEO |= 0x10;
33
          IPR0 &= ~0x10;
34
36
         //rotary Interrupts
         IOCAP |= 0x03;
IOCAN |= 0x03;
39
40 L1
```

Interrupts.h

```
1 ₽/*
      * File:
 2
3
                Interrupts.h
      * Author: Michael
      *
 4
 5
      * Created on February 5, 2021
 5 * 6
 8 = #ifndef INTERRUPTS_H
 9
     #define INTERRUPTS_H
11 D#ifdef __cplusplus
12 Dextern "C" {
13 _#endif
14
15
      #include <xc.h>
16
17
     #include "Rotary.h"
18
19
20
21
22
23
24
25
      //high priority interrupt handler
     void __interrupt(high_priority) HP_ISR();
      //low priority interrupt handler
     void __interrupt(low_priority) LP_ISR();
26
27
28
     void Interrupt_init();
29
30
    ₽#ifdef __cplusplus
31
      -}
32
      #endif
33
34 #endif /* INTERRUPTS_H */
```

LCD.c

```
1
     #include "LCD.h"
 2
 3
   □void LCD Pulse Enable() {
 4
 5
          LATE &= ~LCD EN;
 6
          LATB |= (LCD EN & LCD ADDR);
 7
          NOP();
 8
          LATB &= ~LCD EN;
    L}
 9
10
11
    pvoid LCD init(char config1, char config2, char config3) {
   T
T
T
12
          for(int i = 0;i < LCD_MAX_LINES;i++) {</pre>
13
               for(int j = 0; j < LCD MAX WIDTH; j++) {</pre>
14
                   LCD_Buffer[i][j] = ' ';
15
               }
16
          }
17
18
          TRISB &= 0xF8;
19
          TRISC &= 0xC0;
20
          NOP();
21
          LATC &= 0xF0;
22
            _delay_ms(15);
23
          LATC |= 0x02;
24
          LCD_Pulse_Enable();
25
          delay ms(3);
26
27
          LCD Command (FUNCTION SET | (config1 & Ox1F));
28
          LCD Command (DISPLAY CONTROL | (config2 & 0x07));
29
          LCD_Command (ENTRY_MODE | (config3 & 0x03));
31 L}
33 = void LCD Command (uint8 t cmd) {
         LATC &= 0xC0;
34
         LATC |= cmd >> 4;
         LATC &= ~LCD RS;
           _delay_us(1);
          LATB |= (LCD_EN & LCD_ADDR);
 39
         NOP ();
 40
         LATB &= ~LCD EN;
 41
           _delay_ms(1);
 42
          LATC |= (0 \times 0F \& \text{ cmd});
 43
         LCD_Pulse_Enable();
 44
          __delay_ms(3);
45
    L
46
 47
   pvoid LCD_Print_Char(char c) {
48
         LATC &= 0xF0;
 49
         NOP ();
         LATC |= (c & 0xF0) >> 4;
          ___delay_us(1);
           /*Send higher nibble of data first to PORT*/
 54
          LATC |= LCD_RS;
         NOP();
 56
         LCD Pulse Enable();
           _delay_us(1);
         LATC &= 0xF0;
59
                                                         74
         NOP();

pvoid LCD Clear(){
60
         LATC |= (0 \times 0F \& c);
                                                          75
                                                                     LCD Command (CLEAR DISPLAY);
61
           _delay_us(1);
                                                                     __delay_ms(2);
                                                          76
62
         LCD_Pulse_Enable();
                                                         77
                                                               Ll
          ___delay_us(1);
63
                                                          78
64
65 L}
                                                          79
                                                              □LCD Update W Cursor() {
66
                                                          80
67 [void LCD_Print_String(char S[],uint8_t len){
                                                               L}
                                                          81
68 白
         for(int i = 0; i < len;i++) {</pre>
                                                          82
69
             LCD_Print_Char(S[i]);
                                                          83
                                                             □LCD Update(){
              ____delay_us(50);
                                                         84
71
          }
72 }
                                                         85 L}
```

0x10

0x08

0x04

0x20

0x10

80x0

0x04

0x40

0x10

0x07

0x01

LCD.h

```
₽/*
      * File: LCD.h
* Author: Michael
 2
 3
 4
        *
 5
       * Created on February 5, 2021
    L */
 6
 7
 8 🛛 #ifndef LCD H
      #define LCD_H
 9
10
11 🗗#ifdef __cplusplus
12 🗗 extern "C" {
13
      -#endif
14
       #include <xc.h>
16
       #include <stdint.h>
17
       #define _XTAL_FREQ 64000000
18
19
       #define LCD LINES 2
       #define LCD WIDTH 16
20
21
22
23
24
25
       #define LCD_MAX_LINES 2
#define LCD_MAX_WIDTH 40
       char LCD Buffer[LCD MAX LINES][LCD MAX WIDTH];
26
27
       //Start up the LCD
28
       11
29
       //parameters
30
       //char config1 -> use macros under FUNCTION SET
       //char config2 -> use macros under DISPLAY CONTROL
32
       //char config3 -> use macros under ENTRY MODE
       11
34
       void LCD_init(char,char,char);
36
       //Send a command to the LCD
37
       11
       //parameters
39
       //uint8_t com -> macros are listed below
40
      11
\begin{array}{c} 41\\ 42\\ 43\\ 44\\ 45\\ 46\\ 47\\ 48\\ 49\\ 50\\ 51\\ 52\\ 53\\ 54\\ 55\\ 57\\ 58\\ 60\\ 61\\ 62\\ 63\\ 64\\ 65\\ 66\\ 67\\ 68\\ 99\\ 71\\ 72\\ 73\\ 74\end{array}
    void LCD_Command (uint8_t);
      //Send a character to the LCD
                                                                                83
      //parameters
                                                                                84
                                                                                         #define CURSOR DISPLAY SHIFT
      //char c -> character to be sent to the LCD
                                                                                85
                                                                                         #define DISPLAY SHIFT
      void LCD_Print_Char(char);
                                                                                86
                                                                                         #define LEFT TO RIGHT
      //Sends multiple characters to the LCD
                                                                                87
                                                                                88
                                                                                         #define FUNCTION SET
      //parameters
      //char*S -> pointer of a string of characters to be sent to the LCD //uint8_t len-> length of the string of character to be sent to the LCD
                                                                                89
                                                                                         #define DATA LINE 8BIT
                                                                                 90
                                                                                         #define DISPLAY_2_LINES
      void LCD_Print_String(char*,uint8_t);
                                                                                91
                                                                                         #define DOTS_5X10
      //Clears the LCD and sets the cursor to position 0
                                                                                92
                                                                                93
                                                                                         #define SET DDRAM
      void LCD_Clear();
                                                                                94
      //sets the cure to a specified position [WIP]
                                                                                95
                                                                                         #define LCD RS
      //parameters
                                                                                96
      //char x \rightarrow x coordinate of the new position
//char y \rightarrow y coordinate of the new position
                                                                                97
                                                                                         #define LCD EN
                                                                                98
                                                                                         #define LCD ADDR
      void LCD_Move_Cursor(char,char);
                                                                                99
      #define CLEAR DISPLAY
                                      0x01
                                                                                .01
      #define RETURN_HOME
                                      0x02
                                                                                .02
     #define ENTRY_MODE
#define INCREMENT_CURSOR
                                      0x04
0x02
                                                                                .03
                                                                                      ⊨#ifdef __cplusplus
                                                                                       -}
                                                                                .04
77
78
79
     #define SHIFT_WITH_CHAR
                                      0x01
                                                                                .05
                                                                                        -#endif
     #define DISPLAY CONTROL
                                      0x08
     #define DISPLAY_ON
#define CURSOR_ON
                                      0x04
0x02
                                                                                .06
                                                                                        +endif /* LCD H */
                                                                                .07
82 #define CURSOR_BLINK
                                      0 \times 01
```

```
#include "LED.h"
1
2
3 □ void Reg_CLK(char addr) {
4
         LATB |= addr & ADDR LINES;
5
         NOP();
         LATB &= ADDR LINES;
6
7
         NOP ();
8
   L}
9
10 pvoid LED_init() {
11
         sel = P25;
12
         Reg[0] = 0x00;
13
         Reg[1] = 0x03;
14
         Reg[2] = 0x00;
15
16
         Reg Set(Reg[0],REG ADDR);
17
         Reg_Set(Reg[1], REG_ADDR+1);
18
         Reg_Set(Reg[2],LED_ADDR);
19
20 L}
21
23
         char k = Reg[addr - ADDR LINES];
24
         k &= A;
25
         k |= 0;
26
         k ^= X;
27
         Reg[addr - ADDR_LINES] = k;
28
         Reg Set(k,addr);
29
30 L}
31
32 ⊟void Out En(){
         char addr = REG ADDR + (sel/2);
33
34 🛱
         if(sel % 2){
35
             LED_Opp(0x00,~0x00,LED_N25_ON | LED_N25_EN,addr);
36
             return;
37
         }
38
         LED_Opp(0x00, \sim 0x00, LED_P25_ON | LED_P25_EN, addr);
39 L}
41
    □ void Out Sel() {
42
         LED Opp(0x00, \sim (\text{LED P25 SEL}|\text{LED N25 SEL}), 0x00, \text{REG ADDR} + (sel/2));
43
          sel++;
44
          sel%=4;
45
          char addr = REG_ADDR + (sel/2);
46
          if(sel%2){
47
              LED_Opp(LED_P25_SEL,~0x00,0x00,addr);
48
              return;
49
          3
50
          LED Opp(LED N25 SEL,~0x00,0x00,addr);
51
52
     L}
53
54
    pvoid Reg Set(char r,char addr){
55
         LATC \&= 0 \times 00;
56
          LATC |= r;
57
          Reg CLK(addr);
58
          LATC = 0;
59
     L }
```

LED.h

```
\Xi/*
 1
2
       * File: LED.h
       * Author: Michael
 3
 4
      *
 5
      * Created on February 5, 2021
 6
     L */
   ₽#ifndef LED_H
 8
 9
     #define LED H
10
11
12
    #ifdef __cplusplus
extern "C" {
13
14
     -#endif
15
           #include <xc.h>
16
17
18
           void LED init();
          void LED_Set(char,char);
void LED_Opp(char,char,char,char);
19
20
21
22
           void Out_En();
23
           void Out_Sel();
24
25
           void Reg_Set(char,char);
26
27
           #define LED ADDR 7
28
29
           char Reg[3];
           char sel;
31
32
           #define LED P10 EN
                                      0x01
34
35
           #define LED_P10_SEL
#define LED_P10_ON
                                      0x02
                                      0 \times 04
36
          #define LED_FIXED_EN
#define LED_FIXED_SEL
#define LED_FIXED_ON
37
                                      0x80
38
                                     0x40
39
40
                                      0x20
41
           #define LED_P25_EN
                                      0x01
           #define LED_P25_SEL
#define LED_P25_ON
42
                                      0x02
43
                                      0x04
45
             #define LED N25 EN
                                          0x80
46
             #define LED_N25_SEL
                                          0x40
 47
             #define LED N25 ON
                                          0x20
48
 49
             #define P10
                                 0
             #define FIXED
                                1
 51
             #define P25
                                 2
 52
             #define N25
                                 3
 53
 54
             #define REG_ADDR 5
             #define ADDR_LINES 0x07
 56
 58
    ⊨#ifdef __cplusplus
 59
      -}
 60
       #endif
 61
62 #endif /* LED H */
```

PowerSupply.c

```
#include "PowerSupply.h"
1
 2
 Supply[0] = 0;
Supply[1] = 0;
 4
 5
 6
         Supply[2] = 0;
 7
    L,
 8
 9
11 E
12 E
         if(sel == 1){
             if(Reg[0]& LED_FIXED_ON) {
                sprintf(ch,"+5V: ON");
13
14
             }else{
15
                sprintf(ch,"+5V:OFF");
16
             }
17
             return;
18
         F.
         float k;
19
         if(sel == 0) {
             sprintf(ch,"+10V: ");
22
             k = 0.7*(10010/((supply[0]*(625/8))+1000));
         >else if(sel == 2) {
    sprintf(ch,"+25V: ");
    k = 1.23*(17620/((Supply[1]*(625/8))+820));
23
24
25
26
         }else{
27
             sprintf(ch,"-25V:-");
28
             k = 1.255*(17620/((Supply[2]*(625/8))+820));
29
          }
         sprintf(ch+6,"%6.2f",k);
31 }
```

PowerSupply.h

```
1 ₽/*
2 * File: PowerSupply.h
3 * Author: Michael
4 *
 5 * Created on February 5, 2021
6 */
 7
8 ⊟#ifndef POWERSUPPLY H
9 #define POWERSUPPLY_H
10

11 =#ifdef __cplusplus

12 =extern "C" {

13 -#endif
14
15
         #include <xc.h>
16
        #include <stdio.h>
        #include "LED.h"
17
         #include "LCD.h"
18
19
20
         void powerSupply_init();
21
22
         short Supply[3];
23
24
         void SupplyDisplay(char*);
25
26
27
28 🛱 #ifdef __cplusplus
29 -}
30 -#endif
31
32 #endif /* POWERSUPPLY_H */
```

```
1 #include "Rotary.h"
2
3 □void Rotary_init() {
4
5
         TRISA
                = 0x03;
6
         ANSELA \&= \sim 0 \times 03;
7
         WPUA |= 0 \times 03;
8
9
         TotalRotation = 0;
10
         prevRState = PORTA & 0x03;
11
12 L}
13
14
15 pint Rotary Change() {
16
        int result = 0;
17 白
         if (TotalRotation >= NPerCycle) {
18
             result = TotalRotation/NPerCycle;
19
             TotalRotation %= NPerCycle;
20
         1
21 白
         else if (TotalRotation < 0) {</pre>
22
23
             result = ((TotalRotation + 1) / NPerCycle)-1;
24
             TotalRotation -= result * NPerCycle;
25
         }
26
         return result;
   L}
27
28
29 📮 void Rotary_Update(){
30
31
         int newState = PORTA & 0 \times 03;
32
33 白
         if (newState == 0 && prevRState == 2) {
34
             TotalRotation++;
35
         }
36 白
         if (newState == 2 && prevRState == 0) {
37
             TotalRotation--;
38
         }
39
         prevRState = newState;
40 L}
```

```
Rotary.h
```

```
1
   戶/*
 2
     * File: Rotary.h
    * Author: Michael
 3
    *
 4
 5 * Created on February 5, 2021
6 */
 7
 8 = #ifndef ROTARY H
9 #define ROTARY H
10
11 🛱#ifdef __cplusplus
12 Dextern "C" {
13
   -#endif
14
15
    #include <xc.h>
16
    #include "Rotary.h"
17
18
    void Rotary init();
19
    int Rotary Change();
20
    void Rotary_Update();
21
22
23
    volatile int TotalRotation;
24
    volatile char prevRState;
25
26
    #define NPerCycle 24
27
28
29
30
31
32 🛱 #ifdef __cplusplus
33 -}
34
   -#endif
35
36 #endif /* ROTARY H */
```

5.4.6 Appendix VII - Enclosure

The enclosure was designed to be 3D printed for efficiency and to allow the IO to be organized. The enclosure was designed in five parts to allow the user easy access to build the product. The first part is the base which has two of the walls attached to it, which has cuts into it to allow airflow for cooling. The base also has five pegs where the PCB will be installed. Lastly, the base has slots for the front, back, and top panels. The next part of the enclosure is the front panel. This part has slots for the IO components to be inserted and also has slits to be inserted into the base.

The next piece of the enclosure is the back panel, which is attached to the base using the slits on the sides of the part. The back also has a cut for the power cable to attach to the transformer. The top part is simply used to close off the inside of the power supply. It slides into the slots on the top of the base and is held in place by two locks. The locks are designed to be inserted into the slits on the sides to keep the top from moving forward or backward.



Base of the Enclosure

Front of the Enclosure



Back of the Enclosure



Top of the Enclosure



Lock for the Enclosure



Enclosure Model without Top



Complete Enclosure Model

