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# 8.4 Inch Enclosed Unit Hardware Manual

06/01/2012

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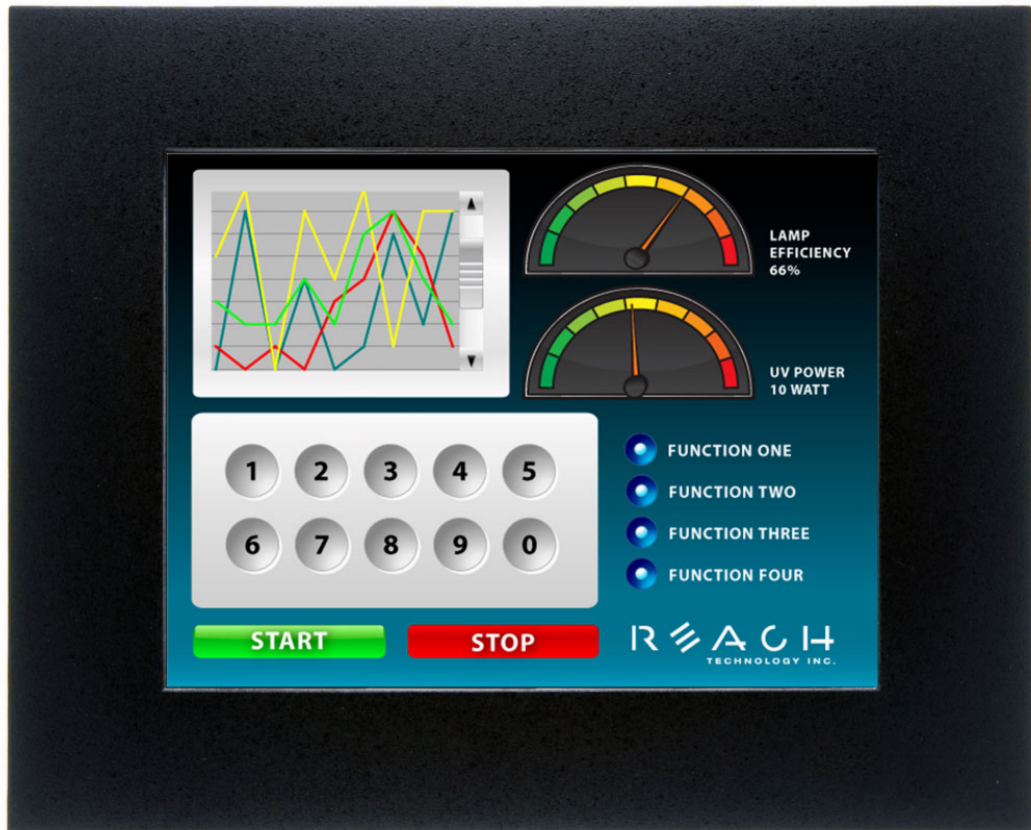
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# 1. Introduction

## 1.1. Overview

The 8.4 inch Enclosed Unit provides a complete enclosed color touch interface for your embedded system. A polycarbonate overlay covers the entire surface, making it completely sealed; the display window is optically bonded to the touch screen for bright, clear performance. When mounted in a NEMA 4 enclosure, the unit's die-cut rear gasket ensures protection from water and dust. Rear connectors are two-part "Phoenix" type for easy wiring. The Display Controller is Reach's SLCD5+. Using the SLCD family of controllers is simply the quickest way to generate a user interface without a lot of graphical programming. It has a small size to fit in space-constrained applications.



## 1.2. **Features**

- ◆ Product Number: 50-0105-0X
- ◆ Reach Board Model: SLCD5+
- ◆ Display Manufacturer: NEC
- ◆ Display Type: TFT
- ◆ Colors: 65,536
- ◆ Display Viewing Area (mm): 128.2(H) x 170.9(W)
- ◆ Horizontal Viewing Angle (degrees): 160 (typ.)
- ◆ Vertical Viewing Angle (degrees): 80 (Top) 60 (Bottom) (typ.)
- ◆ Screen Resolution: 640x480 (VGA)
- ◆ Display Brightness (cd/m<sup>2</sup>): 640 (typ.), with touch
- ◆ LCD Panel Contrast Ratio: 1000:1 (typ.)
- ◆ Touch Panel Type: Resistive
- ◆ Operating Temperature: -20°C to 70°C
- ◆ Storage Temperature: -30°C to 80°C
- ◆ Supply Voltage: 12-24VDC±10%
- ◆ Supply Power: 12W max
- ◆ Interface Connector: two part Phoenix type
- ◆ Serial Interface: RS232 / RS485
- ◆ Backlight Display: LED
- ◆ Number of Serial Ports: 2
- ◆ SD Card Slot
- ◆ User Flash Memory: 28M
- ◆ RoHS: Yes

## 1.3. **Electrical Characteristics**

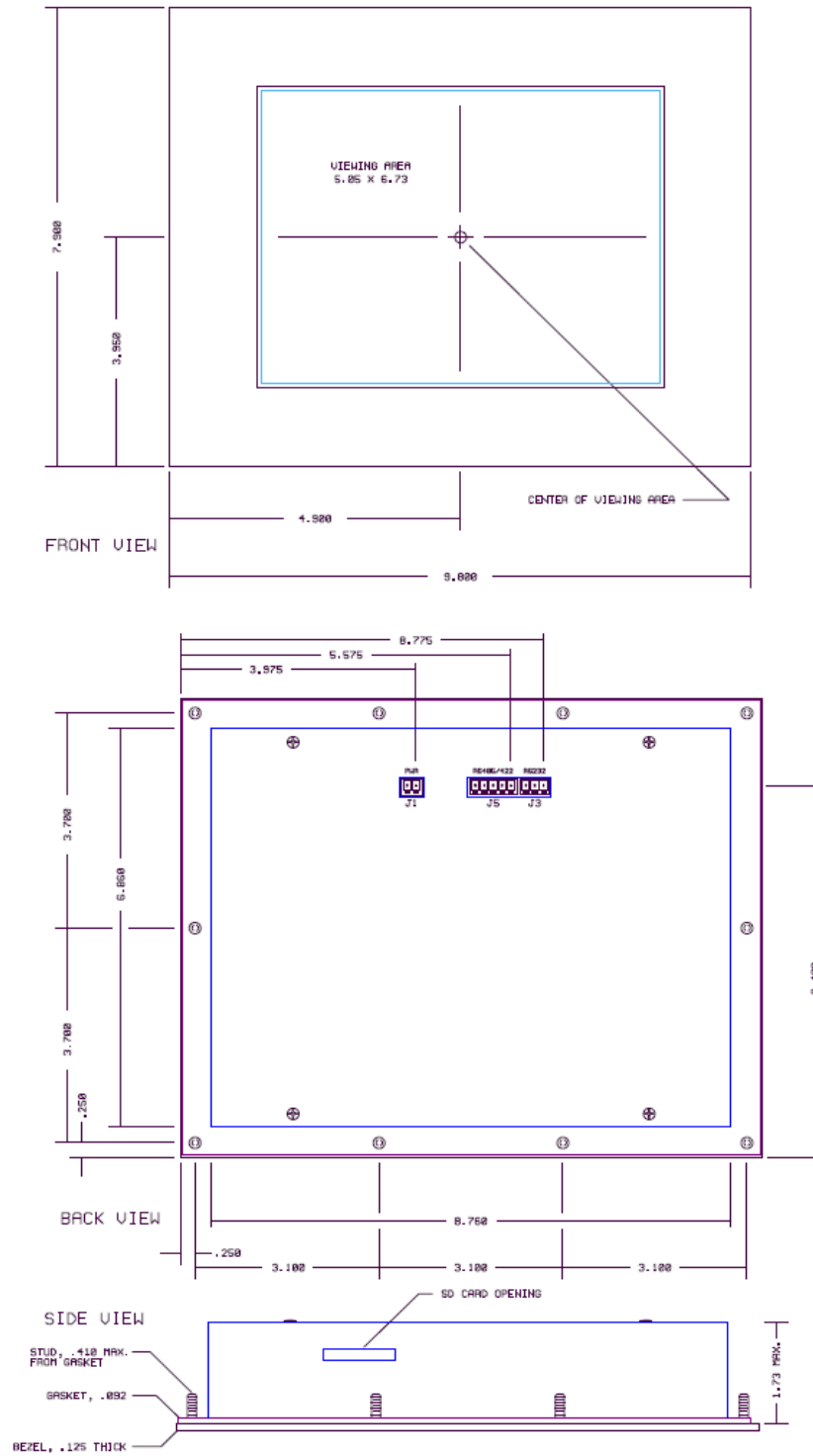
The 8.4 inch Enclosed Unit requires 12-24V DC. The Enclosed Unit draws a maximum of 12 Watts.

## 1.4. **Environmental**

The 8.4 inch Enclosed Unit is rated for commercial temperature operation of -20°C to 70°C.



## 1.5. Enclosure dimensional drawing



**Figure 1: Enclosure Physical Dimensions (inches)**

(Mounting studs are 8-32)

## 2. System Overview

### 2.1. General - Enclosed Unit

The Enclosed Unit acts as a "smart terminal" and is generally connected to a "host" processor that implements the desired Graphical User Interface (GUI). The host can be any kind of processor from an eight bit microcontroller to a PC. The host issues commands to the Unit and receives button press responses from the Unit. In this manual, the term "host" is used to describe the device connected to the Unit

The Unit contains flash memory that is used for bitmap and macro storage. (This is sometimes referred to as "external" flash to distinguish it from the processor's internal flash memory that stores the Unit processor firmware.) A bitmap is equivalent to a Windows™ bitmap file – it is a rectangular image. Macros are a sequence of Unit commands and are described in the [SLCD5/SLCD5+ Reference Manual](#).

The Unit is connected to the host processor via a serial port (RS232 or RS485). There are several reasons for having multiple ports:

- a) Host program development and debugging. One port is connected to the host and another to a PC. The PC is used to download images and macros that the host uses. The two ports allow both the host and PC to be connected without having to switch cables. The PC can also be used for interactive command execution / testing.
- b) The Unit supports serial pass-through via the "aout" and "ain" commands. This allows serial peripherals to be attached to the Unit and accessed by the host.

### 2.2. Demo (shipped with unit)

The kit comes shipped with a demo installed. This tutorial will uninstall the demo. To run the demo afterwards, place the supplied SLCD.BIN and RUNDEMO.INI files in the root directory of an empty SD card, install the card, and reset the board or cycle power. This will run the demo. Note that it may be slow to load because it is big, but in production on the SLCD5+, it will be loaded into flash for fast startup.

## **2.3. Connectors and Power**

### **Back Side Connections**

There are three sets of connectors (pictured on the following page) on the back of the unit for serial communications and power. Here is a description of each:

#### **1. “RS-232” Connection: Standard RS-232-C serial connection**

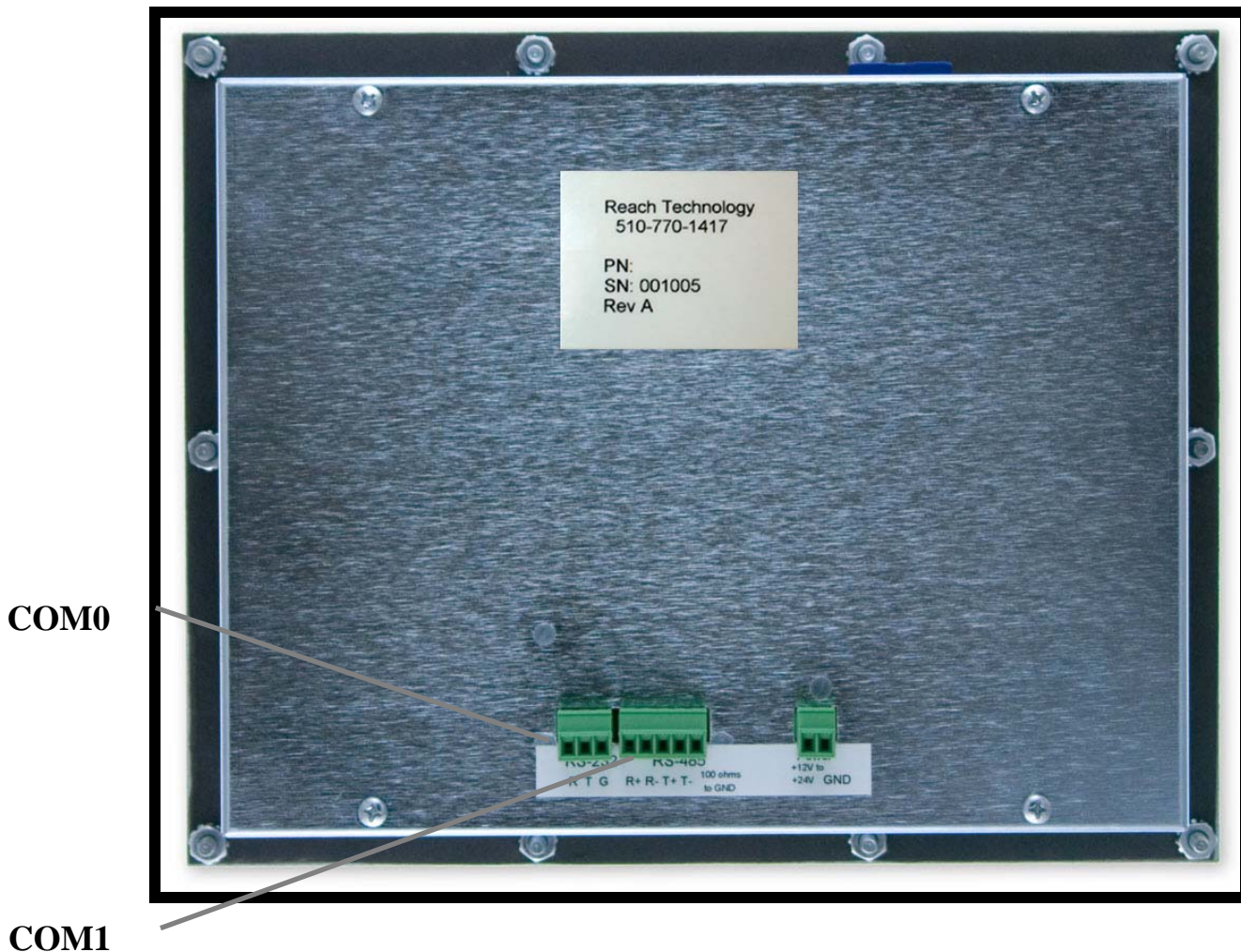
- 1.1. “R” - Received Data (IN direction)
- 1.2. “T” - Transmitted Data (OUT direction)
- 1.3. “G” - Signal Ground
- 1.4. Male Connector: Manufacturer: Phoenix Contact; P/N: 1803439; Other Name: MCV 1.5/3-G-3.81
- 1.5. Female Connector Manufacturer: Phoenix Contact; P/N: 1803581, Other Name: MC 1.5/3-ST-3.81

#### **2. “RS-485” Connection**

- 2.1. “R+” - RS-422 / RS-485 receive +
- 2.2. “R-” - RS-422 / RS-485 receive -
- 2.3. “T+” - RS-422 / RS-485 transmit +
- 2.4. “T-” - RS-422 / RS-485 transmit -
- 2.5. “100 ohms to GND” - Connect to shield / drain wire of RS422 / RS485 cable
- 2.6. Male Connector: Manufacturer: Phoenix Contact; P/N: 1803455; Other Name: MCV 1.5/5-G-3.81
- 2.7. Female Connector: Manufacturer: Phoenix Contact; P/N: 1803604, Other Name: MC 1.5/5-ST-3.81

#### **3. “Power” Connection**

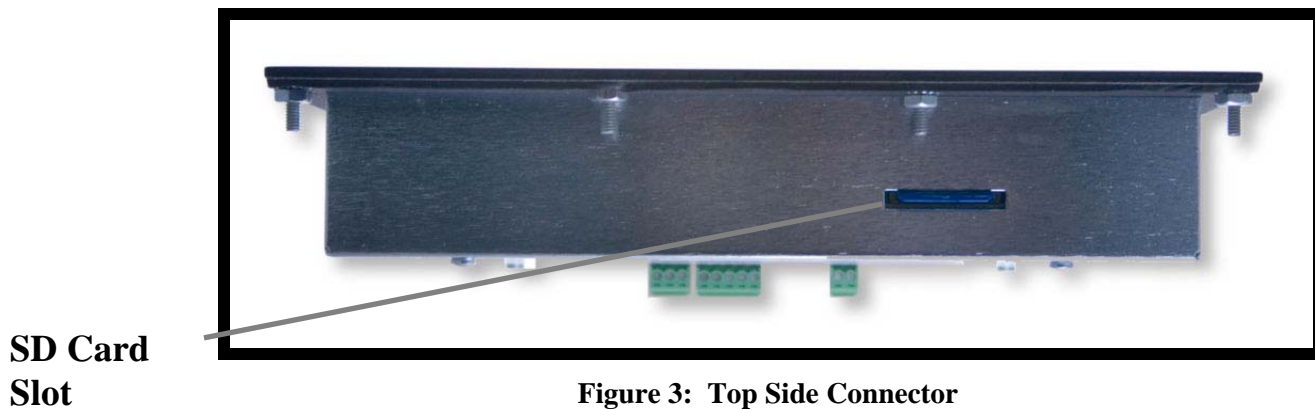
- 3.1. “+12 to +24V” - Positive 7.5-24 volts DC.
- 3.2. “GND” - Electrical Ground.
- 3.3. Male Connector: Manufacturer: Phoenix Contact; P/N: 1803426; Other Name: MCV 1.5/2-G-3.81
- 3.4. Female Connector: Manufacturer: Phoenix Contact; P/N: 1803578, Other Name: MC 1.5/2-ST-3.81



**Figure 2: Back Side Connectors**

**Top Side Connectors**

On the top side of the Enclosure Unit is a SD Card Slot.



**Figure 3: Top Side Connector**

## **2.4. Connector-Display Controller Interface Electronics**

This product supports both RS232-C and RS-485 communication interfaces. An electronics interface board (PowerCom2) inside the Enclosed Unit provides the electrical support between the external connectors and the Display Controller Board. This board also provides a physical interface between external and internal (Display Controller) connectors. As a matter of convenience and improved understanding, the schematic is provided. Details of the Display Controller Board can be found in the [SLCD5/SLCD5+ Reference Manual](#).

# PowerCom2 Schematic

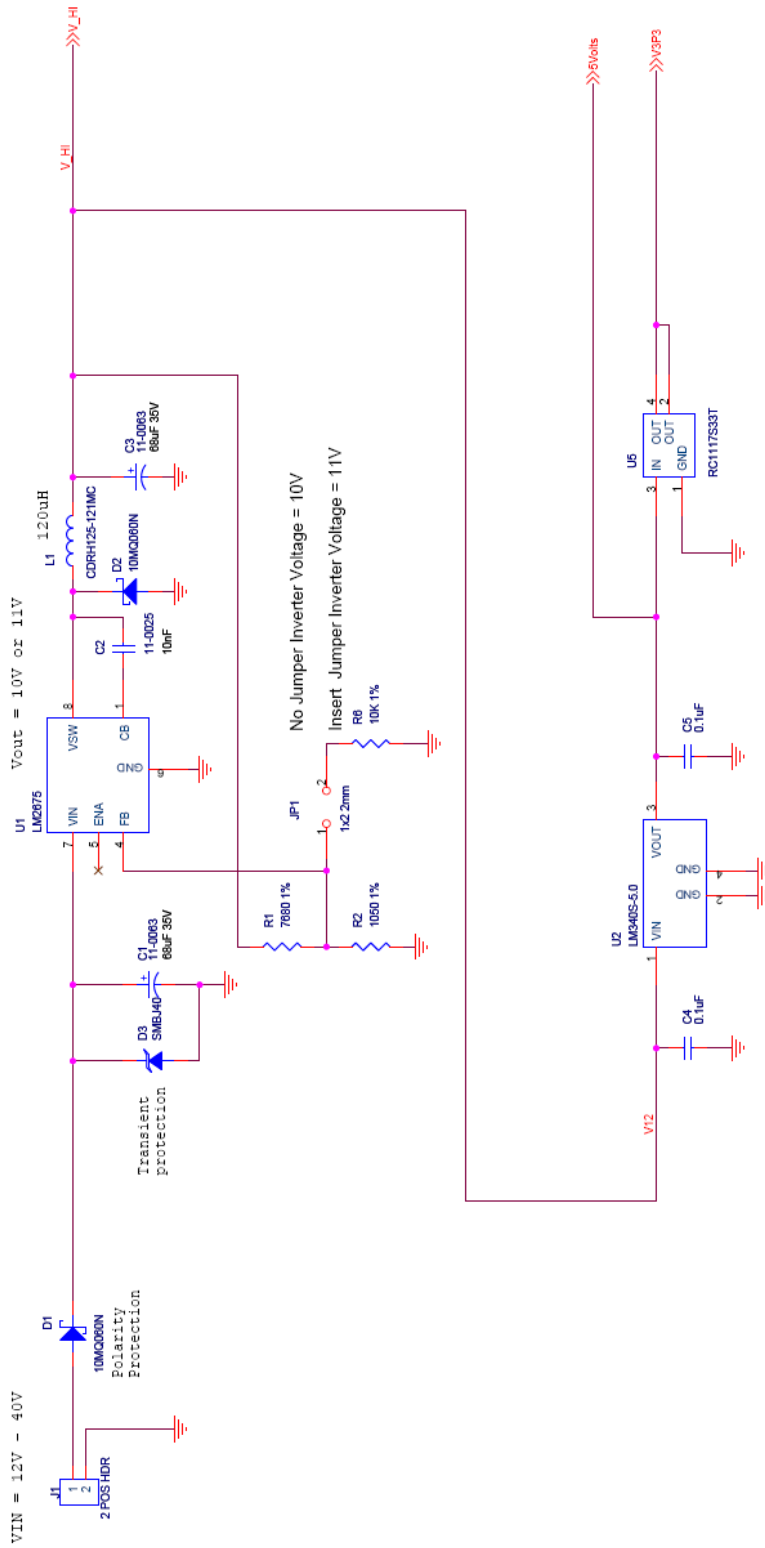


Figure 4: PowerCom2 Schematic (Page 1)

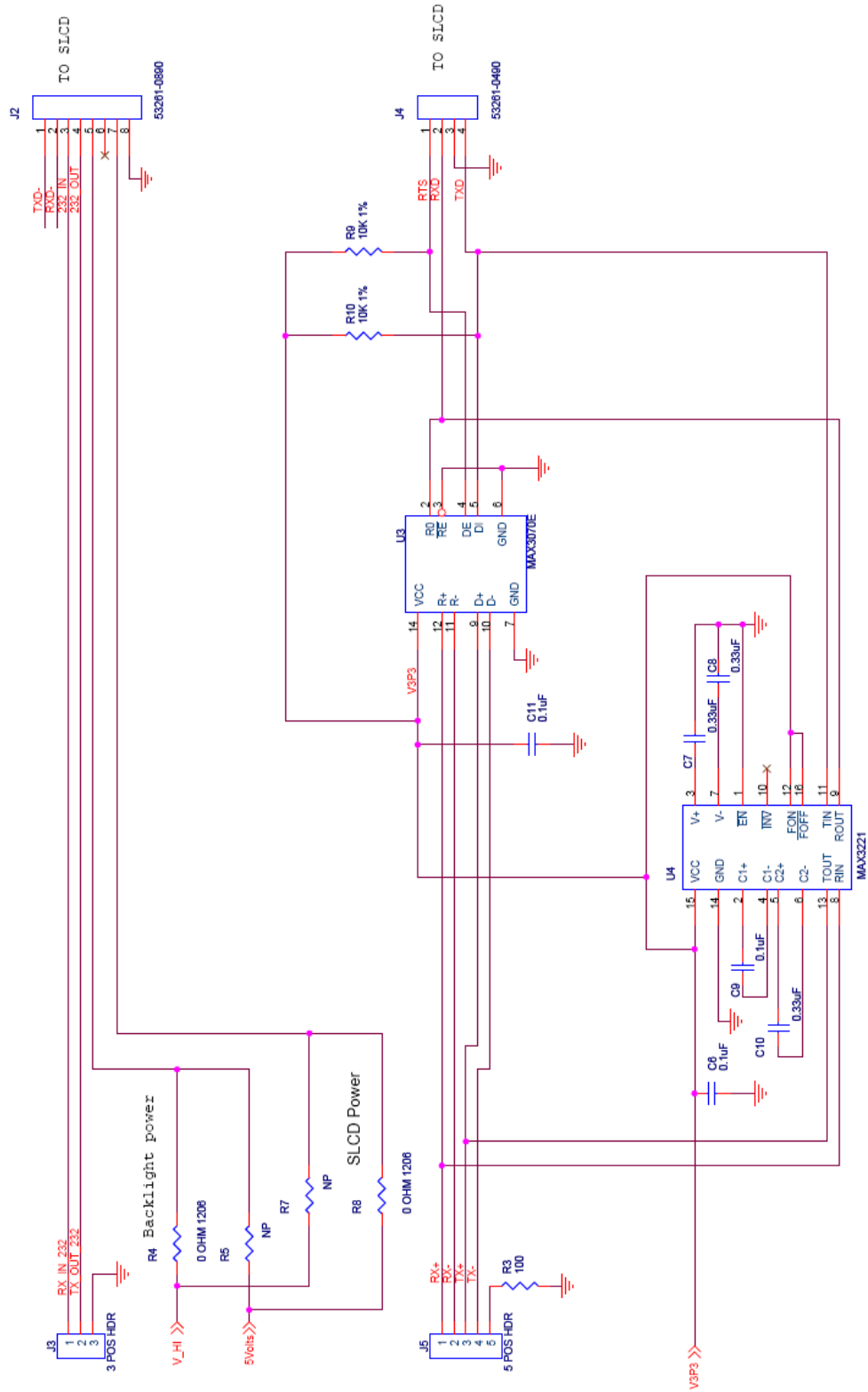


Figure 5: PowerCom2 Schematic (Page 2)

## 2.1. *Developing the GUI Application*

The host sends commands to create buttons and display data on the screen and also responds to button presses. See the separate [SLCD5/SLCD5+ Reference Manual](#) for the command protocol and command syntax, and for a description of the BMPload program used to store bitmaps and other data into the unit. Connect one of the Unit's serial ports to an available serial port on the host. Typically, this will be the "com0" port on the unit which is the default main control port. As shipped, the RS-232 Connection is set to 115,200 baud, 8 bit, 1 start, 1 stop, no parity.

In order to easily download bitmaps and test out commands to see what they do before coding them into the host, the Unit should also be connected to a PC. This can be done via the other RS-232 port.

How this dual port connection (host on one port, PC on another) works is as follows. Only one port is the active or "main" at any time. When any other port receives three <return> characters in a row, it auto switches to become the main port. This way, the PC can take control of the unit to download new bitmaps or send commands. The BMPload program automatically auto switches and then restores the active port. The reset button, "\*\*RESET" command, or a power cycle also restores the previously active main port. The active port is also displayed on the power-on screen if no power-on macro is defined.

Once a PC is connected, use HyperTerminal or similar terminal emulator to send and receive commands from the unit. HyperTerminal has limitations that can cause problems; specifically, some versions cannot send the "escape" character. We recommend the [RealTerm](http://sourceforge.net/projects/realterm) (http://sourceforge.net/projects/realterm ) open source program. Remember to issue three returns, and on the fourth you will get the ">" prompt from the unit.

Note: the protocol is full duplex, but the unit does not echo received characters and terminates return data with a <return> only instead of <return><linefeed>. You will need to set "half duplex" or "echo characters locally" and "add newline to return" options on the terminal emulator. Received characters are not echoed because in a real application the host can be sending a command at the same time the unit is sending a button press notification. Also, it is more efficient to terminate unit responses with just a <return> instead of a <return><linefeed>.

Also note that the "\*\*prevCons" command will also restore the previously active main port after an auto switch. Also, the control port autoswitch character is <return> by default but can be set to a different value with the "\*\*auxEsc" command.

The Enclosed Unit has non-volatile memory that remembers which port is the main control port. This allows any of the Enclosed Unit serial ports to be the main port on power-on. See the SET CONTROL PORT command in the [SLCD5/SLCD5+ Reference Manual](#).



### 3. Software Command Reference

The software commands and utilities are described in a separate document, [SLCD5/SLCD5+ Reference Manual](#).

## Appendix A - Parts and suppliers for Enclosed Unit controller connections

### A.1 DB9 Connector

Reach provides an optional serial cable (P/N: 23-0056) that has a DB9 female on one end and a three pin screw terminal mating connector on the other. This cable is designed to be connected one-to-one to the male DB9 serial port on a PC. The wiring diagram of this cable is shown below:

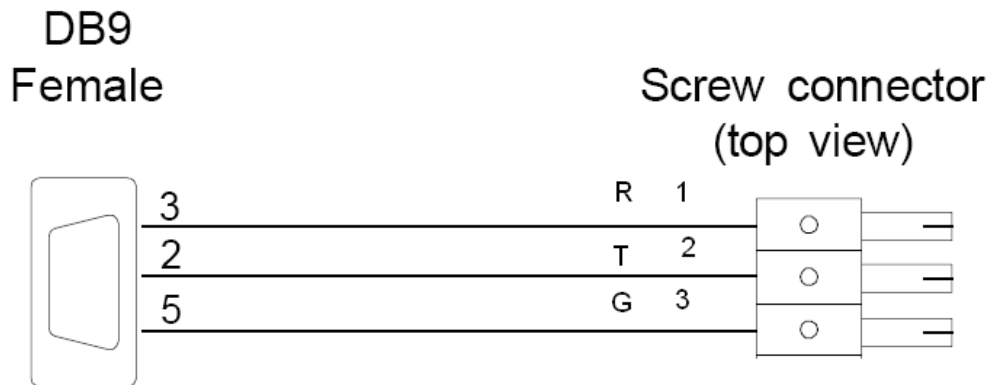


Figure 6: PC Compatible DB9 Serial Cable (P/N: 23-0056)

## Appendix B - Ordering information

### B.1 Contact Reach directly for ordering information.

Reach Technology Inc  
4575 Cushing Parkway  
Fremont, California 94538  
[www.reachtech.com](http://www.reachtech.com)  
(510) 770-1417 x112  
sales@reachtech.com

Order Number: 50-0105-0X, Description: 8.4 NEC Enclosed Unit

## Appendix C - Troubleshooting

### C.1 *Touch unreliable or non-operative*

If the touch screen is unreliable or non-operative, do the following:

Run the TOUCH CALIBRATE command, "tc." This will reset the calibration values and allow you to recalibrate the touch screen.

To determine the accuracy and sensitivity of the touch, you can use the "debug" command as follows:

\*debug 1<return>

This puts an "X" on the screen whenever a valid touch is recognized. To turn off, use:

\*debug 0<return>