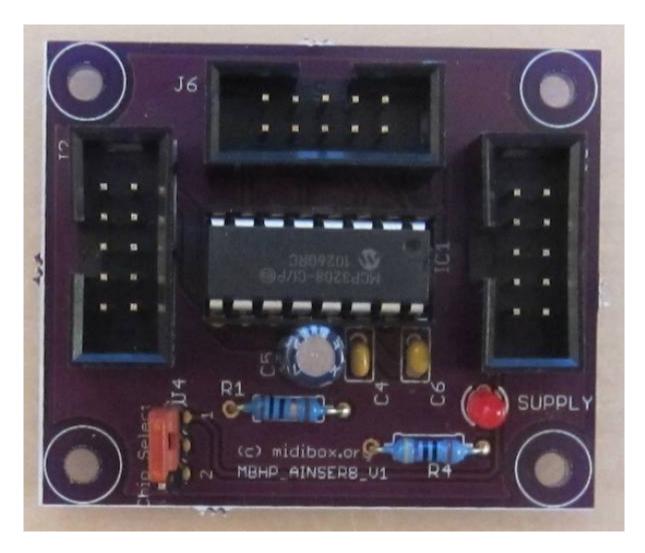
## **AINSER8 Module**



## Introduction

MBHP\_AINSER8 is a Reduced version of the MBHP\_AINSER64 module without 1-to-8 multiplexers and on-board VR, and *only supported by MIOS32!*. It is based on the 8-channel ADC MCP3208 from Microchip. It can be used to scan pots and/or faders with 12bit resolution between 0 and 5V. The accuracy and especially the signal/noise ratio is much better compared to the internal ADCs of STM32 for insignificantly higher costs (around 3 EUR).

Another advantage is the **Improved Scalability**. While with the previous MBHP\_AIN module the maximum number of scannable inputs was limited by the number of on-chip ADC channels, **the new approach allows to access multiple MBHP\_AINSER64 and MBHP\_AINSER8 modules from the same microcontroller.The ADC is accessed via SPI (e.g. J19 of the MBHP\_CORE\_STM32F4 module).** 

Multiple MBHP\_AINSER8 (or MBHP\_AINSER64) modules are connected to J19 in parallel, and accessed by strobing dedicated chip select lines. J19 provides two chip selects (called "RC1" and "RC2"), if more modules should be scanned, common IO pins could be used for the same purpose (e.g. available at J5). Alternatively, AINSER\* modules could be chained, or a 3-to-8 MUX could be used for accessing

8 modules via 3 IO pins of the microcontroller.

**Accuracy**: the on-chip ADCs of STM32 are jittering by at least +/- 16. Accordingly, the effective resolution which can be used for MIDI controller purposes is 10 bit. Such a high resolution is especially useful for PitchBender and NRPN messages.

Powering the module via USB (provided at J19 by the core module) is sufficient. It's recommended to use a "selfpowered" USB Hub like this one from Reichelt. It also decouples the power from the (noisy) PC supply, and allows to run the MIDIbox without a PC connection.

## **Inputs/ Outputs Port Table**

From:

http://midibox.org/dokuwiki/ - MIDIbox

Permanent link:

http://midibox.org/dokuwiki/doku.php?id=ainser8\_module&rev=1470303064

Last update: 2016/08/04 09:31

