Prop Magazine
March 2008

DeSilva Tosses Towel (or takes Sabbatical)
http://forums.parallax.com/forums/default.aspx?f=25&m=256944
 Sabbitical seems likely, see book below
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basics,
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bookmarked Propeller manual pdf, w/ google search tips, Ray's logic link
 http://forums.parallax.com/forums/default.aspx?f=25&m=254507
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book: DeSilva outlines his How to start Microcontrolling using the Parallax Propeller,
http://forums.parallax.com/forums/default.aspx?f=25&m=257218
.

Spin, global variables across cogs and objects: discussion.
http://forums.parallax.com/forums/default.aspx?f=25&m=254609
.

external web pages: "Building blocks"
Useful information for new propeller users.
Simple audio interface boards get a mention with two pictures.
http://forums.parallax.com/forums/default.aspx?f=25&m=251102
.

controlling servos, using Beau's servo32v3.spin (in Prop Tool, starting with version
1.06).
http://forums.parallax.com/forums/default.aspx?f=25&m=255594
.

bit masking, in spin and assembly
http://forums.parallax.com/forums/default.aspx?f=25&m=256775
.

variables between cogs
http://forums.parallax.com/forums/default.aspx?f=25&m=257464
.

cognew or coginit and kiss thoughts. (IE don't make stuff hard to do)
http://forums.parallax.com/forums/default.aspx?f=25&m=257791
.

division, spin,
with tips for flogging integer math to do floating point work
http://forums.parallax.com/forums/default.aspx?f=25&m=258422
.

clear thinking is possible -- kiss
http://forums.parallax.com/forums/default.aspx?f=25&m=255146
.

lots to chew on -- laptop serial to prop, robot fits where?
http://forums.parallax.com/forums/default.aspx?f=25&m=258177
.
prop plug and reset avoidance, w/ nested links to previous threads.
http://forums.parallax.com/forums/default.aspx?f=25&m=258255
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basics and beyond,
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Assembly: Sample code that uses a cog's $1f0-1ff special purpose registers as part of the program space.
http://forums.parallax.com/forums/default.aspx?f=25&m=256591
.
synchronizing cogs, program counter
http://forums.parallax.com/forums/default.aspx?f=25&m=257095
.
Spin, 1 second timers:
http://forums.parallax.com/forums/default.aspx?f=25&m=254589
.
event timestamping, spin
http://forums.parallax.com/forums/default.aspx?f=25&m=256874
.
simple ADC, link to rayman's web page with program zip, schematic and resistor calculator applet.
sending serial data (to Pololu Micro Dual Serial Motor Controller)
http://forums.parallax.com/forums/default.aspx?f=25&m=256547
.
more simple ADC in spin.
http://forums.parallax.com/forums/default.aspx?f=25&m=256645
.
spin execution speed, profiling
http://forums.parallax.com/forums/default.aspx?f=25&m=256763
.
towards closed loop controller (industrial)
http://forums.parallax.com/forums/default.aspx?f=25&m=257608
.
Spin syntax, OR's in Cases: Peter's Ladder Logic thread (below) spun out of this thread where Ron suggests the CASE construct is much like PLC's.
http://forums.parallax.com/forums/default.aspx?f=25&m=256295
.
"Is my propeller dead?", troubleshooting gambits. Not mentioned, low 9v battery on ed kit
http://forums.parallax.com/forums/default.aspx?f=25&m=255083
.
Assembly, ina is source only. Plus nice code minimalization discussion. (w examples)
http://forums.parallax.com/forums/default.aspx?f=25&m=258143

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CommentedFullDuplexSerial.spin (grasshopper's collation of Mike Green's wisdom)
http://forums.parallax.com/forums/default.aspx?f=25&m=258162
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PropDOS 1.6 released by Oldbitcollector
http://forums.parallax.com/forums/default.aspx?f=25&p=1&m=224206
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and then a full text editor for PropDOS -- "Think of this as NOTEPAD"
http://forums.parallax.com/forums/default.aspx?f=25&m=255771
.
Mirror releases current code for Gear
This is the current Gear thread including the stimulus plug-in. Also links backward to the
original version.
http://forums.parallax.com/forums/default.aspx?f=25&m=242685
.
Oldbitcollector's PropBBS for Ethernet
http://forums.parallax.com/forums/default.aspx?f=25&m=257661
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and now, FemtoBASIC in Color
http://forums.parallax.com/forums/default.aspx?f=25&m=231506
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games,
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Spinpong
http://forums.parallax.com/forums/default.aspx?f=25&m=256210
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hardware,
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position sensing,
kicks around using a LVDT (Linear Variable Differential Transformer) to measure an
physical movement.
http://forums.parallax.com/forums/default.aspx?f=25&m=255994
{ LVDT: http://en.wikipedia.org/wiki/Linear_variable_differential_transformer }
Also Beau points back to his July 31 2006 post for a homemade LVDT joystick, an
overlooked wonder. Good stuff.
http://forums.parallax.com/forums/default.aspx?f=25&m=138059
.
towards implementing ADS8341 16 bit 4 channel A/D converter
http://forums.parallax.com/forums/default.aspx?f=25&m=257373
.
links to chinese caliper threads
http://forums.parallax.com/forums/default.aspx?f=25&m=255194
.

towards interfacing with vinculum vdrive 2 from FTDI to USB memory stick
http://forums.parallax.com/forums/default.aspx?f=25&m=257357
.

Tim's assembly graphics driver for µOLED-96-Prop (eeprom bin release)
http://forums.parallax.com/forums/default.aspx?f=25&m=258383
(Subtext: Beat this to win the contest.)
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messing w/magnets (railguns and why one needs a blockhouse on range)
http://forums.parallax.com/forums/default.aspx?f=25&m=253606
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advanced,
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cogstop, coginit and cognew considerations. (Use cogstop....or not; nor CASE)
and finally, add a wait so that a new stack settles down.
http://forums.parallax.com/forums/default.aspx?f=25&p=2&m=250812
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assembly, towards programs bigger than cog memory.
A rudimentary introduction to this topic but has links to LMM and prior threads
http://forums.parallax.com/forums/default.aspx?f=25&m=254117
.

notes on high speed sampling (25MHz), towards low rez vision. [no code, schematic, just
theory]
sidebars: assembly 8x8 font routine (w/ bugs, more or less squashed), size & alignment
issues
http://forums.parallax.com/forums/default.aspx?f=25&p=1&m=255764
.

Malloc memory manager, version 011.
http://forums.parallax.com/forums/default.aspx?f=25&m=256052
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advanced skinny branches, Forth: Peter Jakacki offers up a droll implementation of
Ladder Logic http://en.wikipedia.org/wiki/Ladder_logic
used typically by Programmable Logic Controllers (PLC's)
http://en.wikipedia.org/wiki/Programmable_logic_controller
The discussion delves into the how-to but not so much the why-do-it.
http://forums.parallax.com/forums/default.aspx?f=25&m=256393
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high frequency synthesis, with link back to a 2006 thread with Chip's teaser about
a quickie microphone to fm transmitter (no specifics alas, shall we pester him?)
http://forums.parallax.com/forums/default.aspx?f=25&m=255074
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Skinning the onion -- any further and you're scraping hardware.
Chip Gracey releases ROM source code. Booter, spin interpreter and runner.
http://forums.parallax.com/forums/default.aspx?f=25&p=1&m=252691
.

programming advanced, towards developing an independent spin compiler
Some solid ground here too, with fundamental text links. Sourceforge details too.
http://forums.parallax.com/forums/default.aspx?f=25&p=1&m=253050
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spawning eeproms for the prop
http://forums.parallax.com/forums/default.aspx?f=25&m=257265
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under development, Ale's Large Memory Model assembler
http://forums.parallax.com/forums/default.aspx?f=25&m=233324
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schedule.
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Prop Graphics Workshop at ATEA (April 2 - 4)
http://forums.parallax.com/forums/default.aspx?f=25&m=233234
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μOLED-96-Prop design contest (April 30)
http://forums.parallax.com/forums/default.aspx?f=25&m=248327
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2008 Prop design contest (September 1, 2008)
http://www.parallax.com/Default.aspx?tabid=603
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IRC Saturdays at 17:00 gmt
http://forums.parallax.com/forums/default.aspx?f=25&m=252351
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Propeller Tool,
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Running multiple tools simultaneously now possible
http://forums.parallax.com/forums/default.aspx?f=25&m=255765
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DYI tales,
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automobile lcd (rca input) from ebay
http://forums.parallax.com/forums/default.aspx?f=25&m=249064
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outside apps,
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character (cursor) bitmap encoder for Windows
http://forums.parallax.com/forums/default.aspx?f=25&m=257207
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projects,
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two player game console
http://forums.parallax.com/forums/default.aspx?f=25&p=1&m=251914

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