Loading your Propeller programs with an XBee

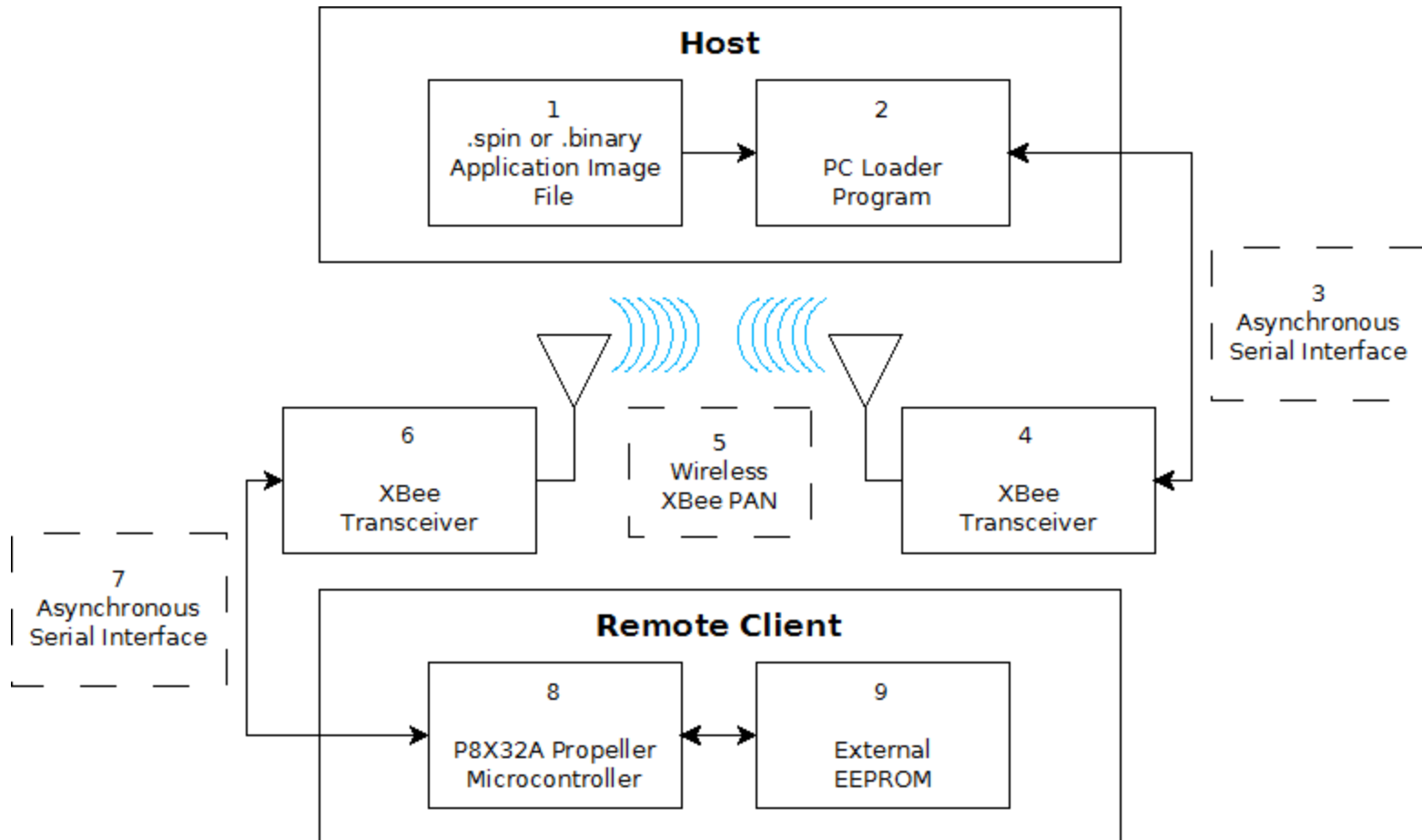Presentation of an Article

By Daniel Harris

Background, Theory, Requirements

- You wanna be able to debug and program your remote project.

- Soft Loading
  - Mimic the operation of the Propeller's resident boot loader

- The Propeller is able to do this because of its separate memory spaces.

- Requires 1 free cog and 2 I/O pins (sans P28-P31)
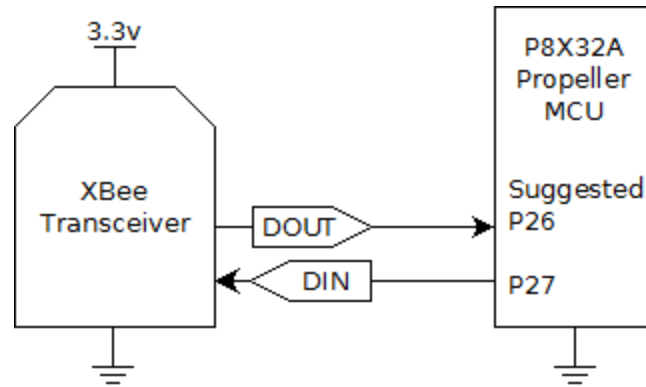
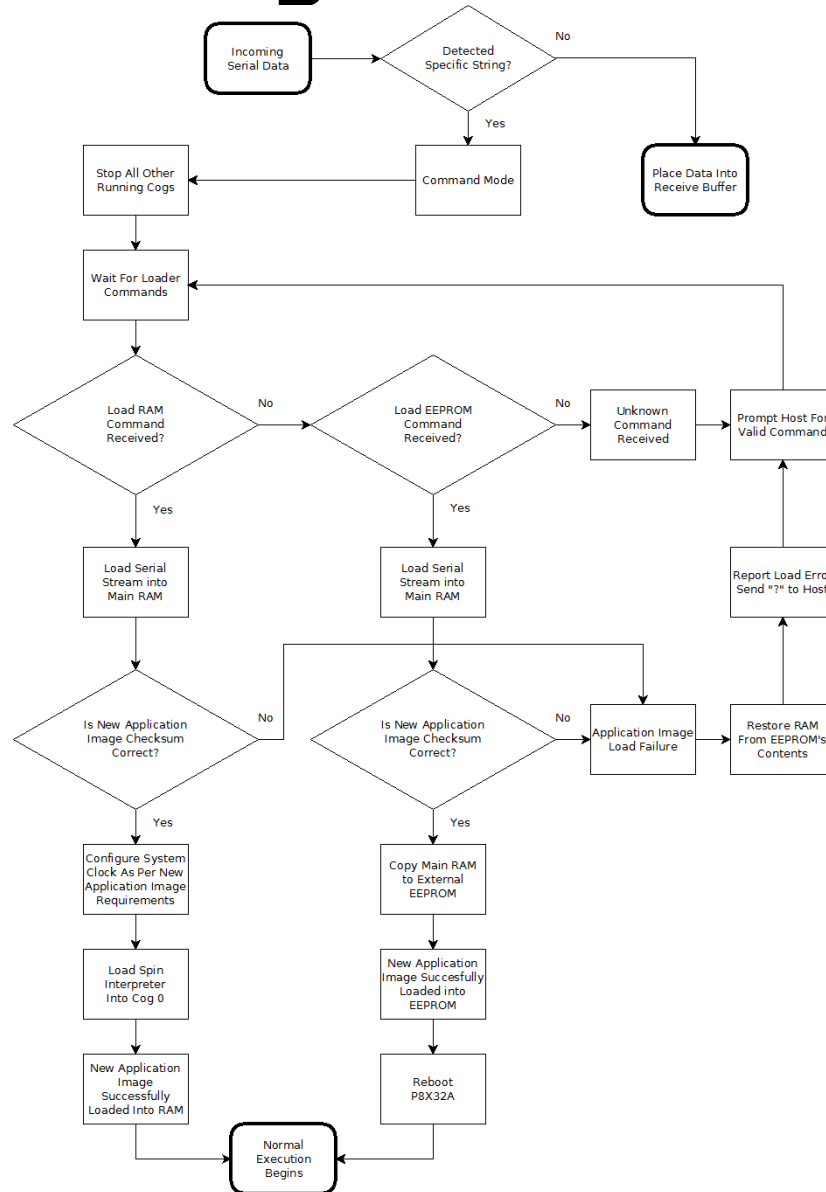- This gets you: wireless debugger and programmer

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Block structure of the system

Connection Diagram

Block Diagram of Program Logic

Lets take a look at some Spin Code

- Holy spinning Sauron, Batman!

- See Spin programs:
  - xbee_loader.spin
  - xbee_loader_test.spin

A Demo

- Modify the blink rate of the LED on pin P0

- repeat
- !outa[LED_PIN]
- waitcnt(cnt+clkfreq/2)

- ========= To ================

- repeat
- !outa[LED_PIN]
- waitcnt(cnt+clkfreq/8)

Its OVER!

- Questions??? Please?

- Aww, c'mon, don't leave me hanging like this...

- Anybody?

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