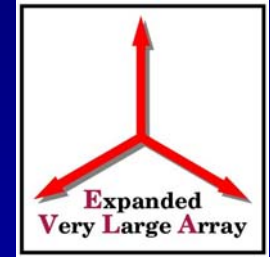


MIB FUNCTIONALITY



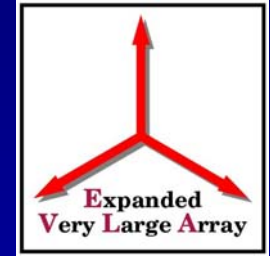
INTERFACE TO ETHERNET



- Ethernet Protocol Drives the Probable Need For RTOS Kernel In MIB
- Ethernet Protocols to be Used – Probably TCP/IP, UDP, ICMP
- Multiple Commands or Monitors Can be Sent in a Single Ethernet Frame



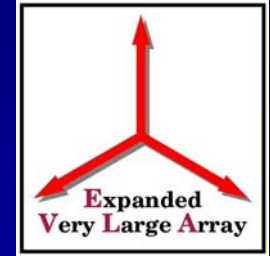
RTOS



- Will Implement TCP/IP Stack
- May Also be Used to Prioritize Tasks and Handle Interrupts
- Should be as Compact as Possible
- We Want to Obtain the RTOS Source Code



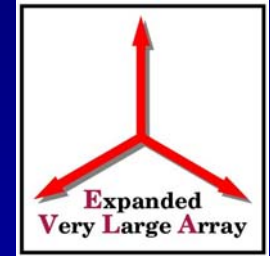
COMMANDS



- Commands Can be Queued for Implementation at an Absolute Time
- Commands Can be Sent for Immediate Implementation
- Commands Are Addressed to an Individual MIB
- A Single Command Can Cause the MIB to Implement Multiple Actions



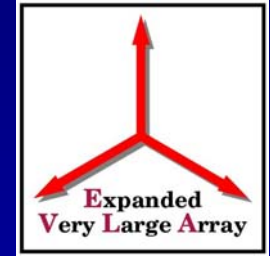
MONITOR DATA VALUES



- MIB Can Periodically Send Monitor Data Values
- Monitor Data Values Can be Requested by Control Computer
- All Monitor Data Values are Time Stamped
- Monitors Are Addressed to a Specific Destination Target



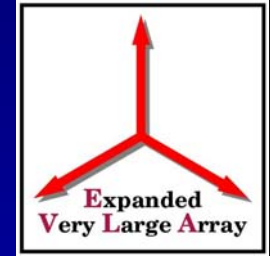
MIB TO MIB COMMUNICATION



- Some MIB to MIB Communication Would Be Beneficial, and is Planned



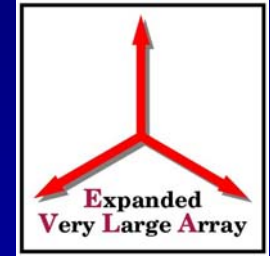
LOADING OF CODE



- MIB Loads Code From Flash Memory on MIB and Module at Power Up
- MIB Firmware Runs From On-Chip Memory
- Flash Memory on Module Can be Loaded by Ethernet



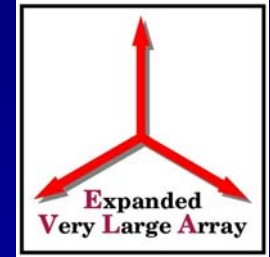
MODULE SERIAL NUMBER, SLOT ID



- MIB Will Obtain Module Serial Number and Slot ID From the Module



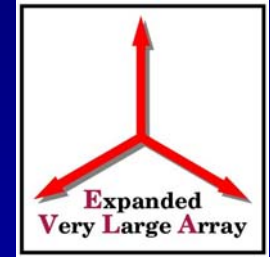
SAFETY OF MODULE



- The MIB will NOT Implement Tasks Necessary for Safety or Protection of Module



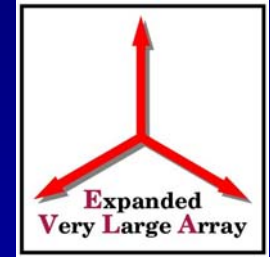
A/D AND D/A CAPABILITIES



- A/D And D/A Capabilities Will NOT be Directly Implemented by the MIB
- The MIB Will Communicate With A/D and D/A Converters on the Module Via SPI



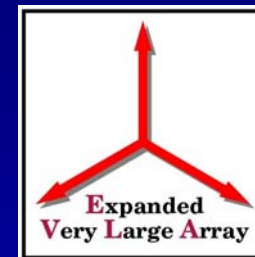
TIMING PULSES AVAILABLE TO MIB



- 1 PPS
- 10 Second Pulse
- 19.2 Hz (Transition)
- 10 ms



TIME



-
- On Board Timer Will Keep Absolute Time to At Least 10 ms Resolution
 - Time Will be Obtained From Control Computer Ahead of a Timing Pulse, and the Timer Will Start at the Arrival of the Pulse