

LAMPIRAN A
PROGRAM PADA PENGONTROL MIKRO AVR
ATMEGA 16

Program Pengontrolan Pendulum Terbalik Menggunakan *on/off*

This program was produced by the
CodeWizardAVR V1.25.3 Standard
Automatic Program Generator
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<http://www.hpinfotech.com>

Project :
Version :
Date : 1/5/2010
Author : F4CG
Company : F4CG
Comments:

Chip type : ATmega16
Program type : Application
Clock frequency : 11.059200 MHz
Memory model : Small
External SRAM size : 0
Data Stack size : 256
*****/

```
#include <mega16.h>  
#include <stdio.h>  
#include <delay.h>
```

```
// Alphanumeric LCD Module functions  
#asm  
.equ __lcd_port=0x15 ;PORTC  
#endasm  
#include <lcd.h>
```

```
#define ADC_VREF_TYPE 0x40
```

```
// Read the AD conversion result  
unsigned int read_adc(unsigned char  
adc_input)  
{  
ADMUX=adc_input | (ADC_VREF_TYPE  
& 0xff);  
// Start the AD conversion  
ADCSRA|=0x40;  
// Wait for the AD conversion to complete  
while ((ADCSRA & 0x10)==0);  
ADCSRA|=0x10;  
return ADCW;  
}
```

```
// Declare your global variables here
```

```
void main(void)  
{ char lcd_buffer[33];  
float vd,vpot,x1,x2,g,h;  
int temp,f,cek;
```

```
// Declare your local variables here
```

```
// Input/Output Ports initialization  
// Port A initialization  
// Func7=In Func6=In Func5=In Func4=In  
Func3=In Func2=In Func1=In Func0=In  
// State7=T State6=T State5=T State4=T  
State3=T State2=T State1=T State0=T  
PORTA=0x00;  
DDRA=0x00;
```

```
// Port B initialization  
// Func7=In Func6=In Func5=In Func4=In  
Func3=In Func2=In Func1=In Func0=In  
// State7=T State6=T State5=T State4=T  
State3=T State2=T State1=T State0=T  
PORTB=0x00;  
DDRB=0x00;
```

```
// Port C initialization  
// Func7=In Func6=In Func5=In Func4=In  
Func3=In Func2=In Func1=In Func0=In  
// State7=T State6=T State5=T State4=T  
State3=T State2=T State1=T State0=T  
PORTC=0x00;  
DDRC=0x00;
```

```
// Port D initialization  
// Func7=Out Func6=Out Func5=Out  
Func4=Out Func3=Out Func2=Out  
Func1=Out Func0=Out  
// State7=0 State6=0 State5=0 State4=0  
State3=0 State2=0 State1=0 State0=0  
PORTD=0x00;  
DDRD=0xFF;
```

```
// Timer/Counter 0 initialization  
// Clock source: System Clock  
// Clock value: Timer 0 Stopped  
// Mode: Normal top=FFh  
// OC0 output: Disconnected  
TCCR0=0x00;  
TCNT0=0x00;  
OCR0=0x00;
```

```
// Timer/Counter 1 initialization  
// Clock source: System Clock
```

```

// Clock value: Timer 1 Stopped
// Mode: Normal top=FFFFh
// OC1A output: Discon.
// OC1B output: Discon.
// Noise Canceler: Off
// Input Capture on Falling Edge
// Timer 1 Overflow Interrupt: Off
// Input Capture Interrupt: Off
// Compare A Match Interrupt: Off
// Compare B Match Interrupt: Off
TCCR1A=0x00;
TCCR1B=0x00;
TCNT1H=0x00;
TCNT1L=0x00;
ICR1H=0x00;
ICR1L=0x00;
OCR1AH=0x00;
OCR1AL=0x00;
OCR1BH=0x00;
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: Timer 2 Stopped
// Mode: Normal top=FFh
// OC2 output: Disconnected
ASSR=0x00;
TCCR2=0x00;
TCNT2=0x00;
OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off
MCUCR=0x00;
MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s)
initialization
TIMSK=0x00;
// USART initialization
// Communication Parameters: 8 Data, 1
Stop, No Parity
// USART Receiver: On
// USART Transmitter: On
// USART Mode: Asynchronous
// USART Baud rate: 9600
UCSRA=0x00;
UCSRB=0x18;
UCSRC=0x86;
UBRRH=0x00;
UBRRL=0x47;

// Analog Comparator initialization
// Analog Comparator: Off
// Analog Comparator Input Capture by
Timer/Counter 1: Off
ACSR=0x80;
SFIOR=0x00;

// ADC initialization
// ADC Clock frequency: 86.400 kHz
// ADC Voltage Reference: AVCC pin
// ADC Auto Trigger Source: None
ADMUX=ADC_VREF_TYPE & 0xff;
ADCSRA=0x87;

// LCD module initialization
lcd_init(16);

while (1)
    {temp=read_adc(0);
    vpot=((float)temp*0.0048);
    lcd_gotoxy(0,0);
    sprintf(lcd_buffer,"Vpot: %3.2f V",vpot);
    lcd_puts(lcd_buffer);
    delay_us(50);
cek++;
if(cek==500){
printf("%3.2f",vpot);cek=0;}

    vd=read_adc(1);
    g=((float)vd*0.0048);
    lcd_gotoxy(0,1);
    sprintf(lcd_buffer,"vd: %3.2f V",g);
    lcd_puts(lcd_buffer);
    delay_us(50);

if (g<=0.63)
    {
    PORTD.1=0;
    delay_us(10);
    PORTD.2=0;
    delay_us(10);
    }
if (g>=4.75)
    {
    PORTD.1=0;
    delay_us(10);
    PORTD.2=0;
    delay_us(10);
    }

if (g>=0.64 && g<=4.74)
    {
if (vpot<=2.44)
    {
    PORTD.1=1;
    delay_us(50);
}
}
}
}

```

```
    PORTD.2=0;
    delay_us(50);
  }
  if (vpot>=2.47)
  {
    PORTD.2=1;
    delay_us(50);
    PORTD.1=0;
    delay_us(50);
  }

  if (vpot>=2.45 && vpot<=2.46)
  {
    {PORTD.1=0;
    delay_us(50);
    PORTD.2=0;
    delay_us(50);}
  }
}
```

Program Pengontrolan Pendulum Terbalik Menggunakan Pengontrol PID

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Comments:

Chip type : ATmega16
Program type : Application
Clock frequency : 11.059200 MHz
Memory model : Small
External SRAM size : 0
Data Stack size : 256
*****/

```
#include <mega16.h>
#include <delay.h>
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
```

```
// Alphanumeric LCD Module functions
#asm
.equ __lcd_port=0x15 ;PORTC
#endasm
#include <lcd.h>
```

```
#define ADC_VREF_TYPE 0x40
unsigned char key,key1[6];
unsigned char keypad();
unsigned int k,a,c,d,j,cek;
```

```
eprom float sp,kp,ki,kd;
```

```
// Read the AD conversion result
unsigned int read_adc(unsigned char
adc_input)
{
```

```
ADMUX=adc_input | (ADC_VREF_TYPE
& 0xff);
// Start the AD conversion
ADCSRA|=0x40;
// Wait for the AD conversion to complete
while ((ADCSRA & 0x10)==0);
ADCSRA|=0x10;
return ADCW;
}
```

```
// Declare your global variables here
unsigned int u,V;
unsigned char text[32],lcd_buffer[33];;
```

```
void main(void)
```

```
{ float pv,er,p,i,d,I,o,rate,PID,vd,vpot,g;
int temp;
// Declare your local variables here
```

```
// Input/Output Ports initialization
// Port A initialization
// Func7=In Func6=In Func5=In Func4=In
Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T
State3=T State2=T State1=T State0=T
PORTA=0x00;
DDRA=0x00;
```

```
// Port B initialization
// Func7=In Func6=In Func5=In Func4=In
Func3=Out Func2=Out Func1=Out
Func0=Out
// State7=P State6=P State5=P State4=P
State3=1 State2=1 State1=1 State0=1
PORTB=0xFF;
DDRB=0x0F;
```

```
// Port C initialization
// Func7=In Func6=In Func5=In Func4=In
Func3=In Func2=In Func1=In Func0=In
// State7=T State6=T State5=T State4=T
State3=T State2=T State1=T State0=T
PORTC=0x00;
DDRC=0x00;
```

```
// Port D initialization
// Func7=In Func6=In Func5=In Func4=In
Func3=Out Func2=Out Func1=In Func0=In
// State7=T State6=T State5=T State4=T
State3=0 State2=0 State1=T State0=T
PORTD=0x00;
DDRD=0x0C;
```

```
// Timer/Counter 0 initialization
```

```

// Clock source: System Clock
// Clock value: Timer 0 Stopped
// Mode: Normal top=FFh
// OC0 output: Disconnected
TCCR0=0x00;
TCNT0=0x00;
OCR0=0x00;

// Timer/Counter 1 initialization
// Clock source: System Clock
// Clock value: Timer 1 Stopped
// Mode: Normal top=FFFFh
// OC1A output: Discon.
// OC1B output: Discon.
// Noise Canceler: Off
// Input Capture on Falling Edge
// Timer 1 Overflow Interrupt: Off
// Input Capture Interrupt: Off
// Compare A Match Interrupt: Off
// Compare B Match Interrupt: Off
TCCR1A=0x00;
TCCR1B=0x00;
TCNT1H=0x00;
TCNT1L=0x00;
ICR1H=0x00;
ICR1L=0x00;
OCR1AH=0x00;
OCR1AL=0x00;
OCR1BH=0x00;
OCR1BL=0x00;

// Timer/Counter 2 initialization
// Clock source: System Clock
// Clock value: 10.800 kHz
// Mode: Fast PWM top=FFh
// OC2 output: Non-Inverted PWM
ASSR=0x00;
TCCR2=0x6F;
TCNT2=0x00;
OCR2=0x00;

// External Interrupt(s) initialization
// INT0: Off
// INT1: Off
// INT2: Off
MCUCR=0x00;
MCUCSR=0x00;

// Timer(s)/Counter(s) Interrupt(s)
initialization
TIMSK=0x00;

// USART initialization
// Communication Parameters: 8 Data, 1
Stop, No Parity

// USART Receiver: On
// USART Transmitter: On
// USART Mode: Asynchronous
// USART Baud rate: 9600
UCSRA=0x00;
UCSRB=0x18;
UCSRC=0x86;
UBRRH=0x00;
UBRRL=0x47;

// Analog Comparator initialization
// Analog Comparator: Off
// Analog Comparator Input Capture by
Timer/Counter 1: Off
ACSR=0x80;
SFIOR=0x00;

// ADC initialization
// ADC Clock frequency: 86.400 kHz
// ADC Voltage Reference: AVCC pin
// ADC Auto Trigger Source: None
ADMUX=ADC_VREF_TYPE & 0xff;
ADCSRA=0x87;

// LCD module initialization
lcd_init(16);
u=0;
while (1)
{

// program tampilan awal:

awal:
lcd_clear();
key=keypad();
lcd_gotoxy(0,0);
lcd_putsf("A=INPUT B=DATA");
lcd_gotoxy(0,1);
lcd_putsf("C=StArT MoTOr");
delay_ms(100);
if(key=='A'){
goto inputdata;}
else if(key=='B')
{goto lihat;}
else if(key=='C')
{lcd_clear();goto adc;}
delay_ms(100);
goto awal;

lihat:
lcd_clear();
lcd_gotoxy(0,0);
sprintf(text,"SP: %3.3f",sp);

```

```

    lcd_puts(text);
    lcd_gotoxy(0,1);
    sprintf(text,"KP: %3.3f",kp);
    lcd_puts(text);
    delay_ms(2000);
    lcd_clear();

    lcd_gotoxy(0,0);
    sprintf(text,"Ki: %3.3f",ki);
    lcd_puts(text);
    lcd_gotoxy(0,1);
    sprintf(text,"Kd: %3.3f",kd);
    lcd_puts(text);
    delay_ms(2000);
    goto awal;
// program
inputdata=====
=====
=====

inputdata:
key=keypad();
lcd_clear();
lcd_gotoxy(0,1);
lcd_putsf("INPUT NILAI:");
delay_ms(500);
c=0;
for(j=0;j<=5;j++)
{
key=keypad();
key1[c]=key;
lcd_gotoxy(0,1);
lcd_clear();
    if(c==0)
{lcd_gotoxy(0,0);sprintf(text,"INPUT 1:");}
    else if(c==1)
    {lcd_gotoxy(0,0);
lcd_putsf("INPUT 2:");lcd_gotoxy(0,1);
    sprintf(text,"%c",key1[0]);}
    else if(c==2)
    {lcd_gotoxy(0,0);
lcd_putsf("INPUT 3:");lcd_gotoxy(0,1);

sprintf(text,"%c%c",key1[0],key1[1]);}
    else if(c==3)
    {lcd_gotoxy(0,0);
lcd_putsf("INPUT 4:");lcd_gotoxy(0,1);

sprintf(text,"%c%c%c",key1[0],key1[1],key
1[2]);}
    else if(c==4)
    {lcd_gotoxy(0,0);
lcd_putsf("INPUT 5:");lcd_gotoxy(0,1);

sprintf(text,"%c%c%c%c%c",key1[0],key1[1],
key1[2],key1[3]);}
    else if(c==5)
    {lcd_gotoxy(0,0);
lcd_putsf("INPUT 6:");lcd_gotoxy(0,1);

sprintf(text,"%c%c%c%c%c",key1[0],key1[
1],key1[2],key1[3],key1[4]);}
    lcd_puts(text);
    delay_ms(200);
    c++;
    if(key==247)
    {
        j=j-1;
        c=c-1; } }
    lcd_clear();

sprintf(text,"%c%c%c%c%c",key1[0],ke
y1[1],key1[2],key1[3],key1[4],key1[5]);
    lcd_puts(text);
    delay_ms(2000);
ulang:
lcd_clear();
lcd_gotoxy(0,0);
lcd_putsf("pilih A=SP");
lcd_gotoxy(6,1);
lcd_putsf("B=KP");
lcd_gotoxy(12,0);
lcd_putsf("C=Ki");
lcd_gotoxy(12,1);
lcd_putsf("D=Kd");
delay_ms(100);
key=keypad();
if(key=='A')
    goto setpoint;
else if(key=='B')
    goto nilai_kp;
else if(key=='C')
    goto nilai_ki;
else if(key=='D')
    goto nilai_kd;
else
delay_ms(100);
goto ulang;

setpoint:
sp=atof(key1);
lcd_clear();
lcd_gotoxy(0,0);
sprintf(text,"SP:%3.3f",sp);
lcd_puts(text);
delay_ms(2000);
goto awal;
nilai_kp:

```

```

kp=atof(key1);
lcd_clear();
lcd_gotoxy(0,0);
  sprintf(text,"KP:%3.3f",kp);
lcd_puts(text);
  delay_ms(2000);
  goto awal;
nilai_ki:
ki=atof(key1);
lcd_clear();
lcd_gotoxy(0,0);
  sprintf(text,"Ki:%3.3f",ki);
lcd_puts(text);
  delay_ms(2000);
  goto awal;
nilai_kd:
kd=atof(key1);
lcd_clear();
lcd_gotoxy(0,0);
  sprintf(text,"Kd:%3.3f",kd);
lcd_puts(text);
  delay_ms(2000);
  goto awal;

adc:
temp=read_adc(0);
vpot=((float)temp*0.0048);
lcd_gotoxy(0,0);
sprintf(lcd_buffer,"Vp:%3.2f
%3.2f",vpot,PID);
lcd_puts(lcd_buffer);
delay_us(50);
cek++;
if(cek==500){
printf("%3.2f",vpot);cek=0;}

vd=read_adc(1);
g=((float)vd*0.0048);
lcd_gotoxy(0,1);
sprintf(lcd_buffer,"vd:%3.2f %3.2f",g,er);
lcd_puts(lcd_buffer);
delay_us(50);

//buat PID

pv=vpot;

if(u==0)
  {o=sp-pv;
  i=0;
  goto hitungPID;}
else goto hitungPID;

```

hitungPID:

```

er=sp-pv;
//P konroller
p=kp*er;
// I konroller
i=i+er;
I=i*ki;
// D konroller
rate=er-o;
d=rate*kd;
// PID
PID = p+I+d;

o=sp-pv;
u++;

if (g<=0.63 || g>=4.75)
  {
  PORTD.2=0;
  delay_us(50);
  PORTD.3=0;
  delay_us(50);
  }

if (g>=0.64 && g<=4.74)
  {
if (PID>0)
  {
  PORTD.2=1;
  delay_us(50);
  PORTD.3=0;
  delay_us(50);
  V=0,5*((PID^2)^1/2) + 6;
  OCR2= 28,33* V;
  }
if (PID<0)
  {
  PORTD.2=0;
  delay_us(50);
  PORTD.3=1;
  delay_us(50);
  V=0,5*((PID^2)^1/2) + 6;
  OCR2= 28,33* V;
  }
}

if (PID==0)
  {PORTD.2=0;
  delay_us(50);
  PORTD.3=0;
  delay_us(50);}

g<=2.10 && g>=1.9)

```



```
g<=4.55 && g>=4.3)
}
```

```
}
```

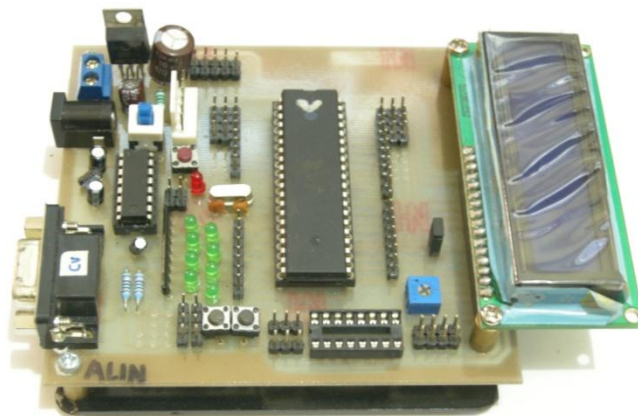
```
key=keypad();
if(key=='D')goto awal;
else goto adc;
};
}
```

```
unsigned char keypad()
{
PORTB=0b11111110;
if(PINB.4==0)return('*');
if(PINB.5==0)return('2');
if(PINB.6==0)return('3');
if(PINB.7==0)return('A');
//=====
PORTB=0b11111101;
if(PINB.4==0)return('1');
if(PINB.5==0)return('5');
if(PINB.6==0)return('6');
if(PINB.7==0)return('B');
//=====
PORTB=0b11111011;
if(PINB.4==0)return('4');
if(PINB.5==0)return('8');
if(PINB.6==0)return('9');
if(PINB.7==0)return('C');
//=====
PORTB=0b11110111;
if(PINB.4==0)return('7');
if(PINB.5==0)return('0');
if(PINB.6==0)return('.');
if(PINB.7==0)return('D');
//=====
}
```

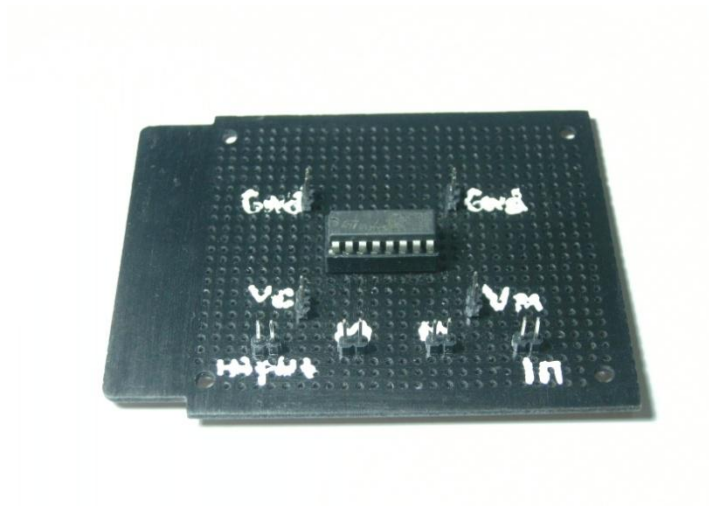
LAMPIRAN B
FOTO ALAT



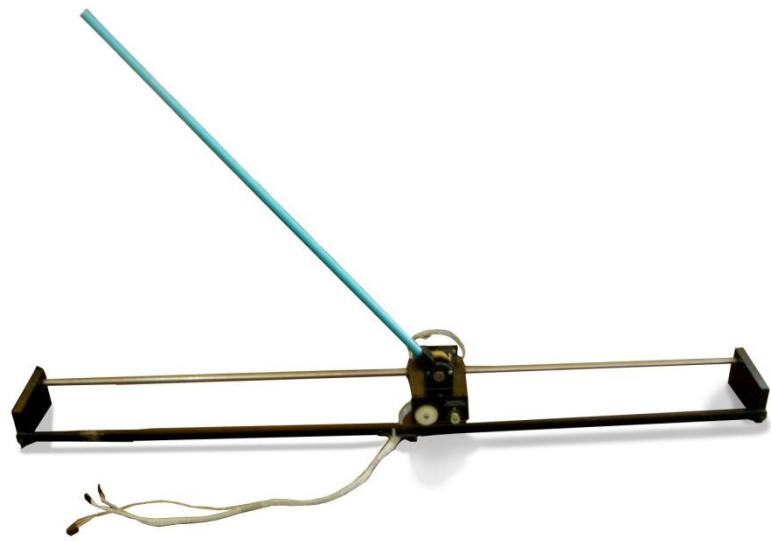
B-1 Foto Sistem Pendulum Terbalik



B-2 Foto Pengontrol Mikro AVR ATMEGA16



B-3 Foto *Motor Driver*



B-4 Foto Pendulum Terbalik

LAMPIRAN C
DATASHEET