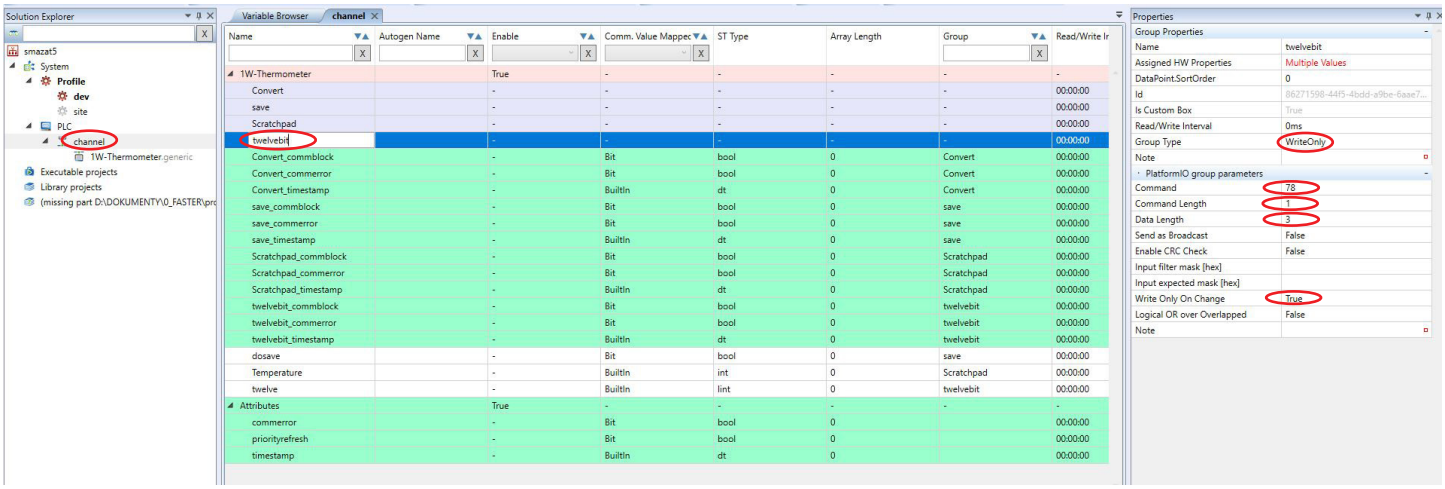
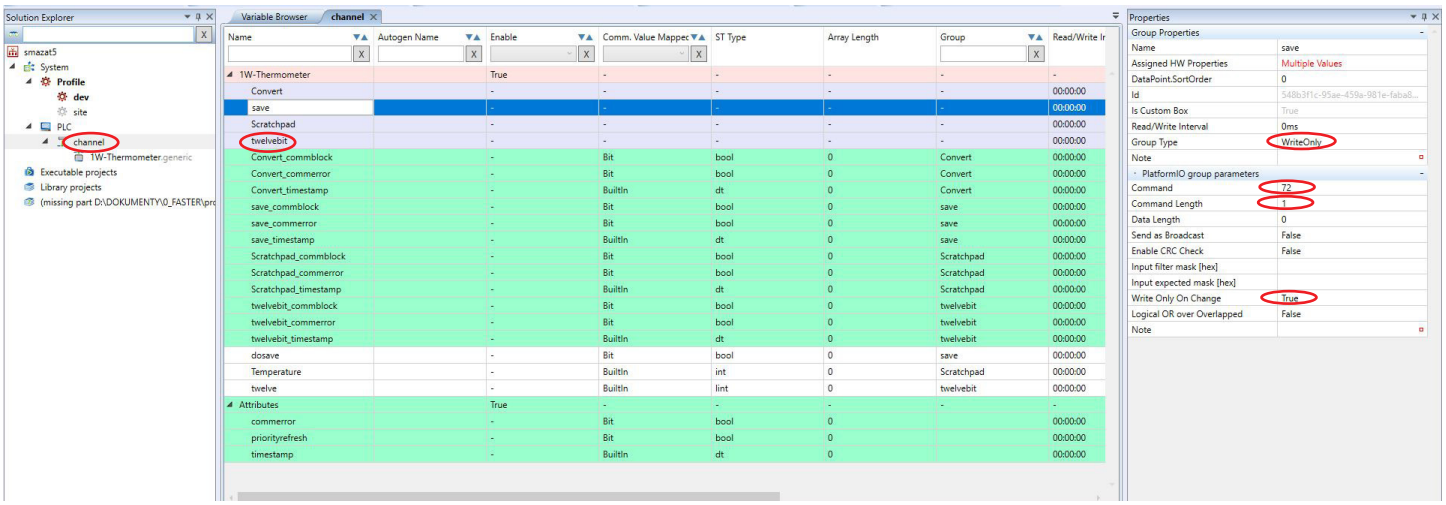
How to change DS18B20 temperature to 12bit resolution with using MERVIS environment

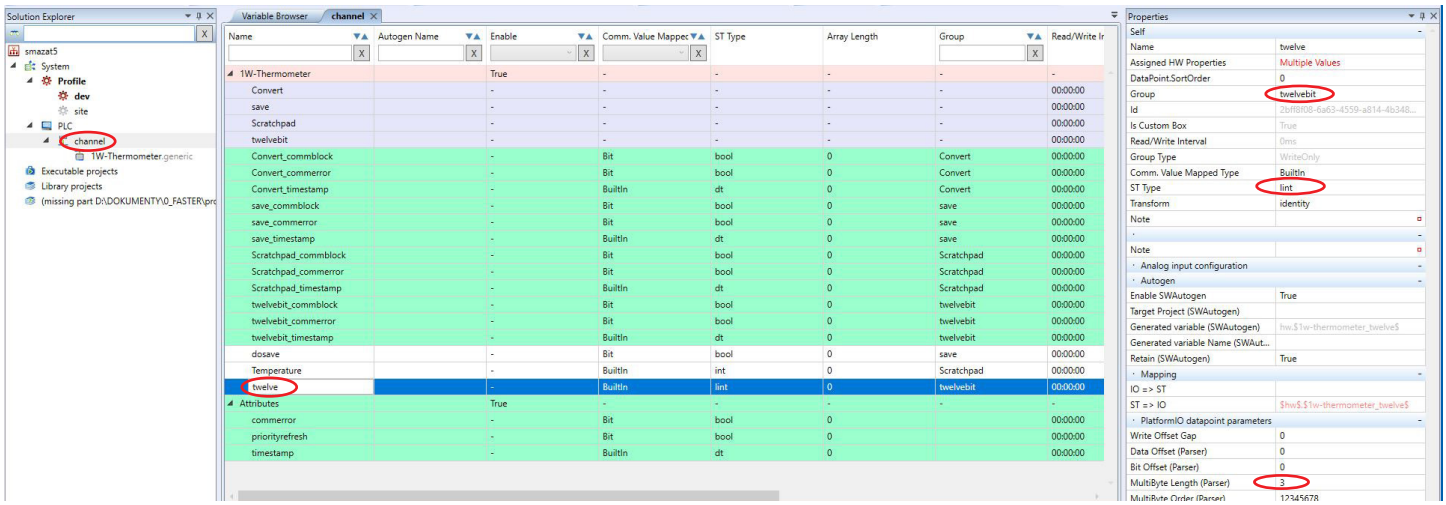
1. start new project
2. add 1Wire channel
3. assign DS18B020 thermometer
4. add new group in “channel” - name “twelvebit”



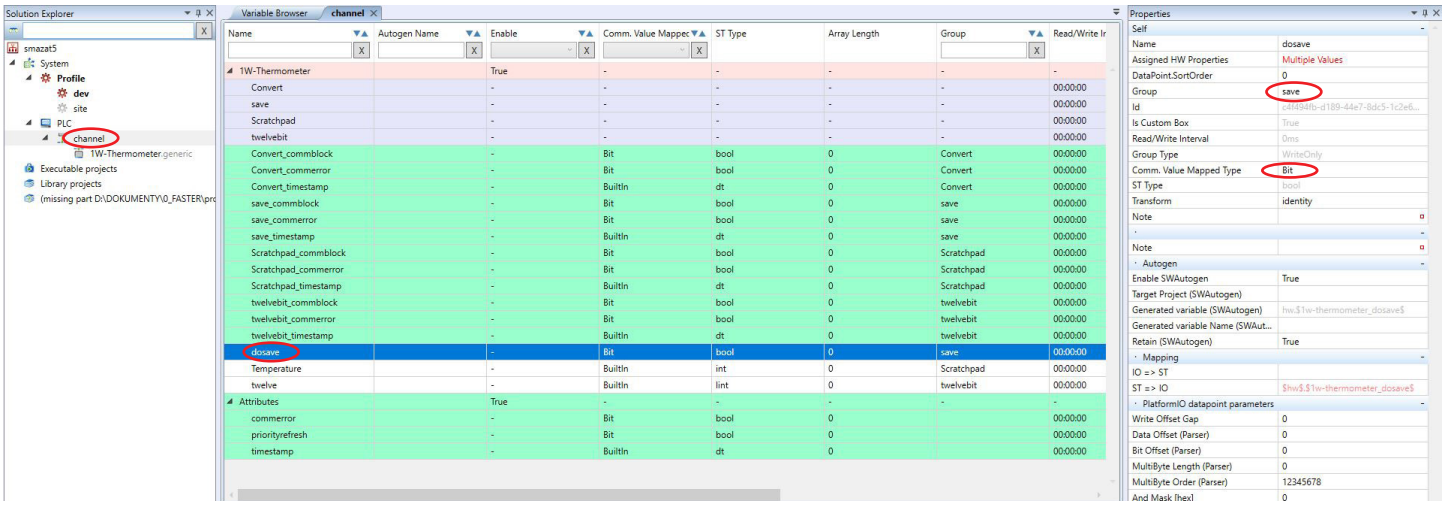
5. add new group in “channel” - name “save”



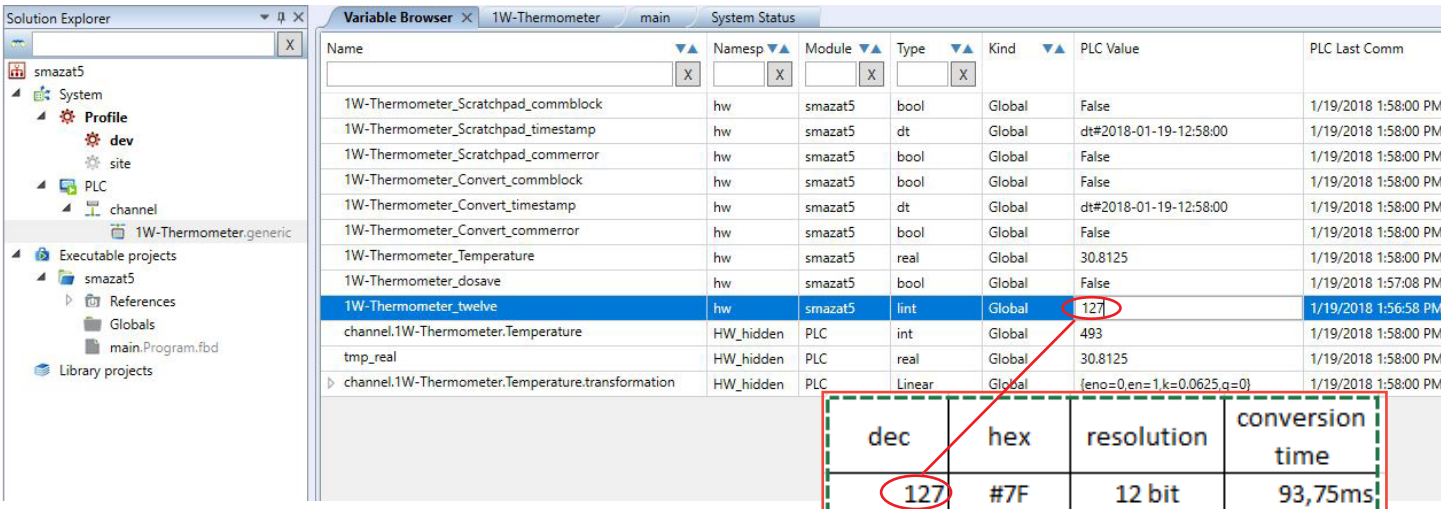
6. add new “data point” in “channel” - name “twelve”



7. add new “data point” in “channel” - name “doSave”

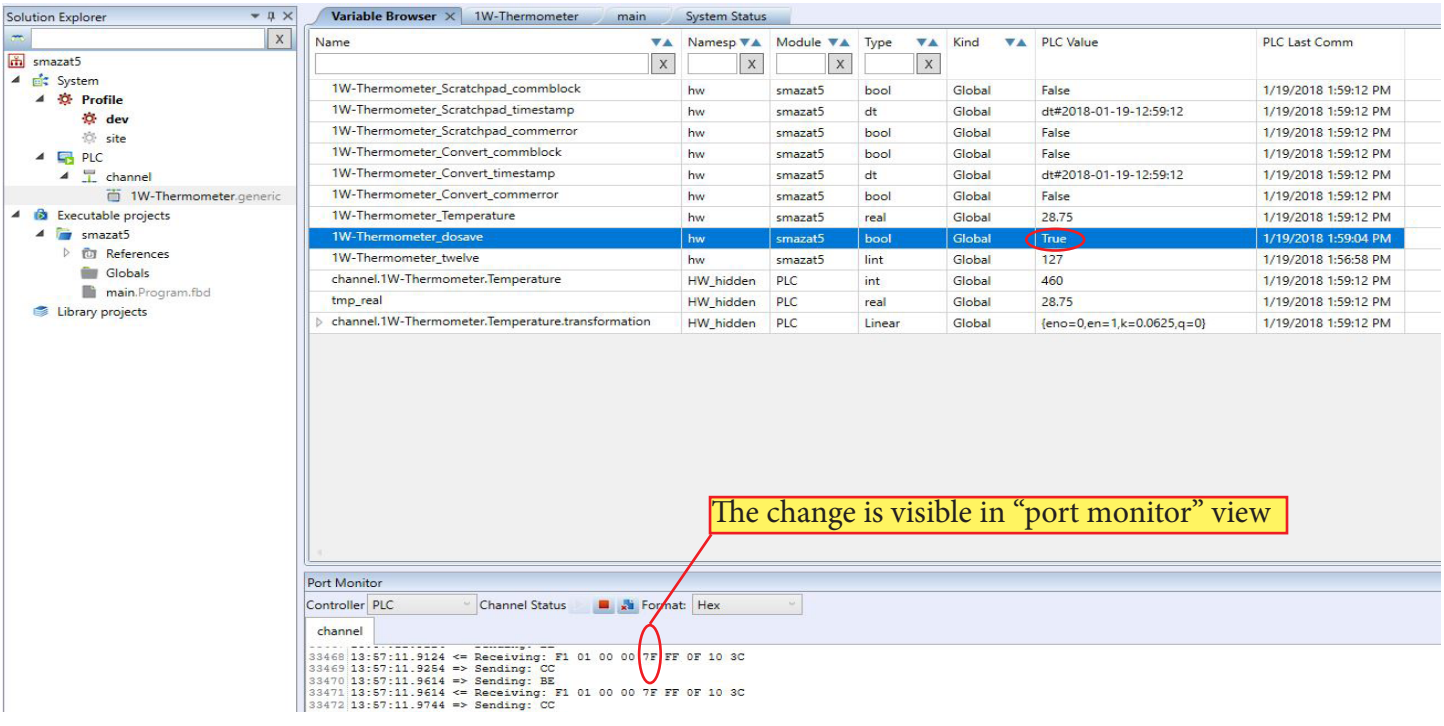


8. build and run - after writing 127 the DS18B20 run in 12bit resolution mode / till switch OFF/



dec	hex	resolution	conversion time
127	#7F	12 bit	93,75ms
95	#5F	11 bit	185,5ms
63	#3F	10 bit	375ms
31	#1F	9 bit	750ms

9. for permanent change - set “doSave” to “True”



MEMORY

The DS18B20's memory is organized as shown in Figure 7. The memory consists of an SRAM scratchpad with nonvolatile EEPROM storage for the high and low alarm trigger registers (T_H and T_L) and configuration register. Note that if the DS18B20 alarm function is not used, the T_H and T_L registers can serve as general-purpose memory. All memory commands are described in detail in the *DS18B20 Function Commands* section.

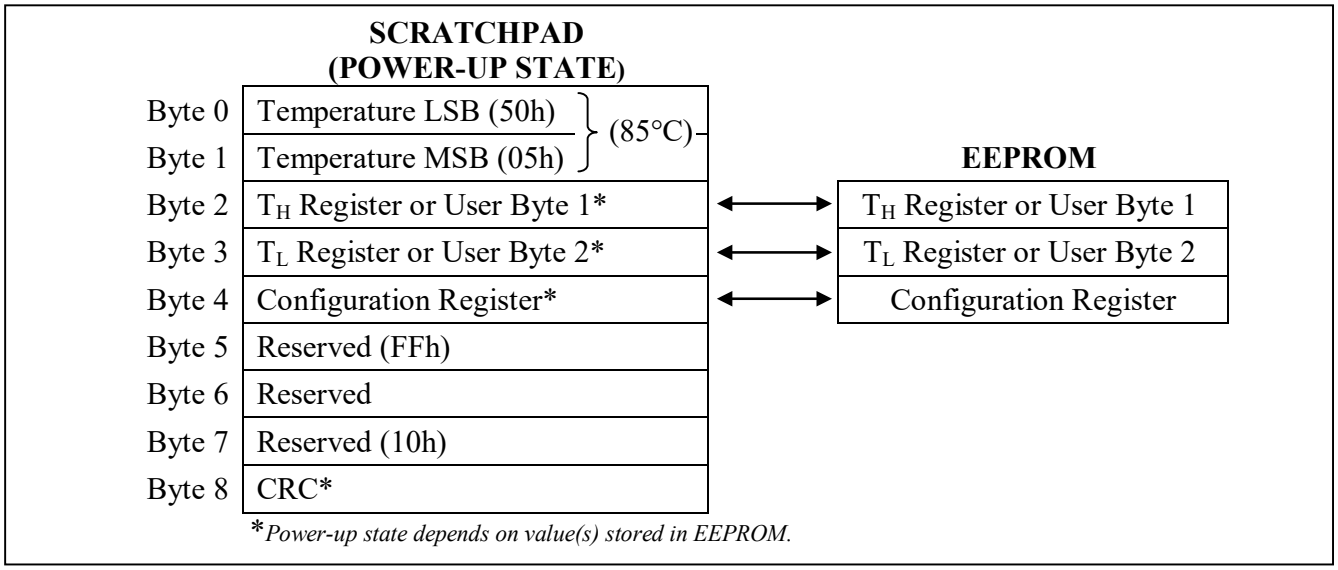
Byte 0 and byte 1 of the scratchpad contain the LSB and the MSB of the temperature register, respectively. These bytes are read-only. Bytes 2 and 3 provide access to T_H and T_L registers. Byte 4 contains the configuration register data, which is explained in detail in the *Configuration Register* section. Bytes 5, 6, and 7 are reserved for internal use by the device and cannot be overwritten.

Byte 8 of the scratchpad is read-only and contains the CRC code for bytes 0 through 7 of the scratchpad. The DS18B20 generates this CRC using the method described in the *CRC Generation* section.

Data is written to bytes 2, 3, and 4 of the scratchpad using the Write Scratchpad [4Eh] command; the data must be transmitted to the DS18B20 starting with the least significant bit of byte 2. To verify data integrity, the scratchpad can be read (using the Read Scratchpad [BEh] command) after the data is written. When reading the scratchpad, data is transferred over the 1-Wire bus starting with the least significant bit of byte 0. To transfer the T_H, T_L and configuration data from the scratchpad to EEPROM, the master must issue the Copy Scratchpad [48h] command.

Data in the EEPROM registers is retained when the device is powered down; at power-up the EEPROM data is reloaded into the corresponding scratchpad locations. Data can also be reloaded from EEPROM to the scratchpad at any time using the Recall E^2 [B8h] command. The master can issue read time slots following the Recall E^2 command and the DS18B20 will indicate the status of the recall by transmitting 0 while the recall is in progress and 1 when the recall is done.

Figure 7. DS18B20 Memory Map



CONFIGURATION REGISTER

Byte 4 of the scratchpad memory contains the configuration register, which is organized as illustrated in Figure 8**.** The user can set the conversion resolution of the DS18B20 using the R0 and R1 bits in this register as shown in Table 2. The power-up default of these bits is R0 = 1 and R1 = 1 (12-bit resolution). Note that there is a direct tradeoff between resolution and conversion time. Bit 7 and bits 0 to 4 in the configuration register are reserved for internal use by the device and cannot be overwritten.

Figure 8. Configuration Register

BIT 7	BIT 6	BIT 5	BIT 4	BIT 3	BIT 2	BIT 1	BIT 0
0	R1	R0	1	1	1	1	1

Table 2. Thermometer Resolution Configuration

R1	R0	RESOLUTION (BITS)	MAX CONVERSION TIME	
0	0	9	93.75ms	($t_{CONV}/8$)
0	1	10	187.5ms	($t_{CONV}/4$)
1	0	11	375ms	($t_{CONV}/2$)
1	1	12	750ms	(t_{CONV})

CRC GENERATION

CRC bytes are provided as part of the DS18B20's 64-bit ROM code and in the 9th byte of the scratchpad memory. The ROM code CRC is calculated from the first 56 bits of the ROM code and is contained in the most significant byte of the ROM. The scratchpad CRC is calculated from the data stored in the scratchpad, and therefore it changes when the data in the scratchpad changes. The CRCs provide the bus master with a method of data validation when data is read from the DS18B20. To verify that data has been read correctly, the bus master must re-calculate the CRC from the received data and then compare this value to either the ROM code CRC (for ROM reads) or to the scratchpad CRC (for scratchpad reads). If the calculated CRC matches the read CRC, the data has been received error free. The comparison of CRC values and the decision to continue with an operation are determined entirely by the bus master. There is no circuitry inside the DS18B20 that prevents a command sequence from proceeding if the DS18B20 CRC (ROM or scratchpad) does not match the value generated by the bus master.

The equivalent polynomial function of the CRC (ROM or scratchpad) is:

$$CRC = X^8 + X^5 + X^4 + 1$$

The bus master can re-calculate the CRC and compare it to the CRC values from the DS18B20 using the polynomial generator shown in Figure 9. This circuit consists of a shift register and XOR gates, and the shift register bits are initialized to 0. Starting with the least significant bit of the ROM code or the least significant bit of byte 0 in the scratchpad, one bit at a time should shifted into the shift register. After shifting in the 56th bit from the ROM or the most significant bit of byte 7 from the scratchpad, the polynomial generator will contain the re-calculated CRC. Next, the 8-bit ROM code or scratchpad CRC from the DS18B20 must be shifted into the circuit. At this point, if the re-calculated CRC was correct, the shift register will contain all 0s. Additional information about the Maxim 1-Wire cyclic redundancy check