



Application Note

AN_332

VI800A Ethernet - PoE

Sample Application

Version 1.0

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This document introduces a sample application to demonstrate the VI800A-ETH and VI800A-PoE modules. These accessory modules connect to the VM800P series of boards and provide either Ethernet connectivity (VI800A-ETH) or Ethernet connectivity with Power over Ethernet capability (VI800A-PoE).

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Future Technology Devices International Limited (FTDI)

Unit 1, 2 Seaward Place, Glasgow G41 1HH, United Kingdom

Tel.: +44 (0) 141 429 2777 Fax: + 44 (0) 141 429 2758

Web Site: <http://ftdichip.com>

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Table of Contents

1	Introduction	3
1.1	Audience	3
1.2	Scope	3
2	Overview	4
2.1	Hardware	4
2.2	Architecture	4
2.3	Hardware requirement	5
2.4	Software requirement	5
3	Software package introduction	6
3.1	Folder introduction	6
3.2	Dependency	6
4	Setup Steps	7
4.1	Preparing Hardware	7
5	WebClient Application	13
5.1	Overview	13
5.1.1	Ethernet class	13
5.1.2	IPAddress class	14
5.1.3	Client class	14
5.2	Flowchart	17
6	Application execution	18
7	Contact Information	21
	Appendix A– References	22
	Document References	22
	Acronyms and Abbreviations	22
	Appendix B – List of Figures	23
	List of Figures	23
	Appendix C – Revision History	24
	Internal Revision History	25

1 Introduction

This application demonstrates a simple application for the VI800A-ETH and VI800A-POE modules. The application gives a basic understanding of the plug-in board's features. The sample application is compatible with VM800P platforms.

Users can refer to the source code of the sample application, and then run the code to observe the demonstration. Editing the code is also encouraged to help learn the features of the plug-in module.

This document shows how to set up and use the sample application with the FTDI VM800P development kits in relation to an Arduino IDE.

For further details on the plug-in modules, please refer to the datasheets below:

- VI800A_ETH [DS_VI800A-ETH.pdf](#)
- VI800A_POE [DS_VI800A-POE.pdf](#)

To learn more about the Arduino IDE, please visit <http://www.arduino.cc>

Note: This application note uses sample application code and library API definitions/usage based on the Arduino IDE 1.0.5.

1.1 Audience

This document assumes that the reader is familiar with the VI800A-ETH or VI800A-PoE module features and operation as described in the module datasheets. In addition, familiarity of the Arduino IDE and C/C++ programming language is required to understand the sample application source code. Familiarity with SPI protocol (for the communication between VM800P and the module) and with Ethernet and/or PoE are also assumed.

1.2 Scope

The Sample Application mentioned in this document is part of the Arduino IDE (1.0.5) and runs on a VM800P platform with the Ethernet/PoE board attached. The source code and supporting files are available through the Examples menu of the Arduino IDE.

2 Overview

2.1 Hardware

The diagram below shows the basic hardware setup. The VI800A plug-in module (in this case the VI800A-ETH or -PoE) is connected to the FT800 plus board. The VM800P is then connected to the PC using a micro USB cable as shown in the figure below.

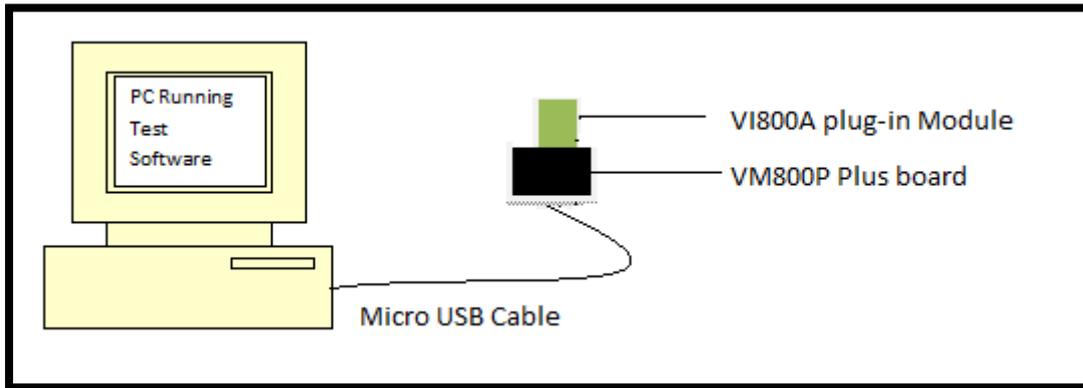


Figure 2-1 Block Diagram of Setup

2.2 Architecture

This application note demonstrates the web client application as an example for the VI800A-ETH and VI800A-PoE plug-in modules. [The web client application is part of the Arduino package release and is actively maintained by the Arduino committee.](#)

The block diagram below, demonstrates a brief architecture of the web client application with an application layer as well as the Ethernet library.

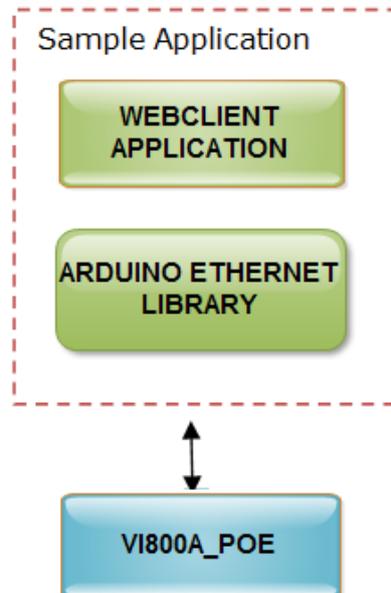


Figure 1-2 Architecture diagram

2.3 Hardware requirement

- VI800A-ETH board x 1 or VI800A-PoE board x 1
- FTDI FT800 Plus Board (VM800P) x 1
- Micro USB cable to connect VM800P to PC x 1
- TP-LINK PoE injector x 1 (for VI800A-PoE only)
- Ethernet cables

2.4 Software requirement

- [Arduino IDE 1.0.5 and later](#)
- The web client Application and Ethernet library release package (part of the standard Arduino IDE installation package)

3 Software Package Introduction

This section describes the folder structure of the web client application that is part of the standard Arduino release package.

3.1 Folder introduction

The web client application can be found at "\\arduino-1.x.x\\libraries\\Ethernet\\examples\\WebClient", which contains the source code and project file "WebClient.ino".

3.2 Dependency

The Web client Application uses the SPI library and Ethernet library provided by Arduino and is supplied with Arduino IDE. Please check the [Arduino website](#) for details.

4 Setup Steps

4.1 Preparing Hardware

1. Before making any connections, refer to the following screenshot of the FT800 Plus board (VM800P). There are two Daughter Card connectors (coloured red in the image below). The VI800A-ETH or the VI800A-PoE Plug-In module must be connected to the right-hand side connector (J6).

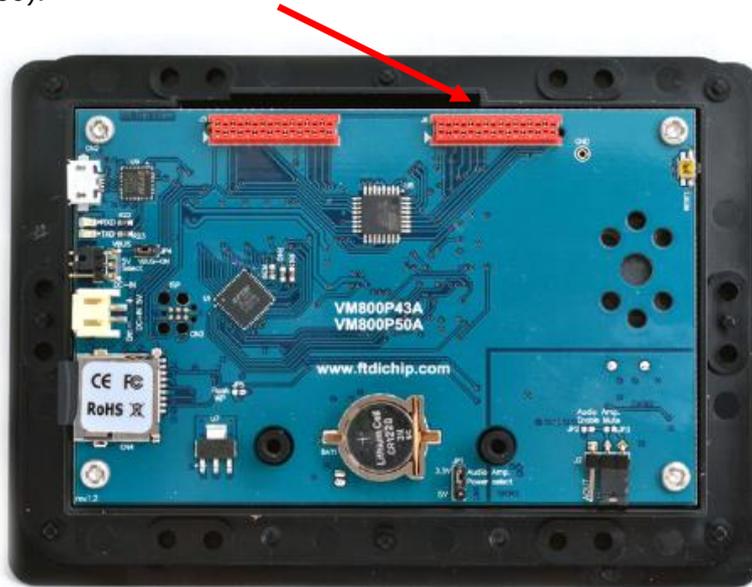


Figure 2-1 VM800P Board

2. The image below shows the VI800A-PoE module. When Jumper JP1 is connected, power will be taken from the Ethernet link (PoE). When jumper JP1 is not connected, power will be taken from the FT800 plus board. Please ensure that jumper JP1 is connected as shown below.



Figure 2-2 VI800A-PoE Plug-In Module

3. Now connect the VI800A-PoE to the VM800P plus board as shown below.



Figure 2-3 POE connected to VM800P

4. To test the PoE feature (VI800A-PoE only), a PoE injector or a switch which has PoE ports is required. In the example below, a TP-LINK PoE Injector is used to provide the PoE power.

Note: The following instructions assume the use of a PoE injector, if using a switch port which provides PoE functionality, please connect the Ethernet cable from the switch port to the Ethernet port on the VI800A-PoE module and proceed to step 9.

Note: If using the VI800A-ETH module (which does not support PoE) no PoE injector or PoE switch port is required. Please connect the Ethernet cable from the standard Ethernet port on the switch or router to the Ethernet port on the VI800A-ETH and proceed to step 9.



Figure 2-4 PoE Injector

5. One side of the PoE injector has a LAN IN connection and a Power In connection (which comes from the PSU provided with the injector).



Figure 2-5 LAN IN port and PWR connector

The other side of the injector has the connection for the combined data and power.



Figure 2-6 POWER+DATA OUT socket

6. First of all, the power supply is connected to the PoE injector as shown below, and the green power LED illuminates.



Figure 2-7 Power given to power injector

7. Then, using a standard Ethernet cable, connect the PoE injector to the VI800A-PoE. Connect one end to the 'POWER + DATA OUT' of the POE injector, and the other end to the VI800A-POE module's Ethernet port.



Figure 2-8 POWER+DATA OUT connection

8. Connect the Ethernet cable from the network to the PoE injector.

Connect one end of an Ethernet cable to the 'LAN IN' of the PoE injector and the other end to a port on the Network/Router.

9. After making these connections, Tx, Rx LEDs should be on, as shown below, as the PoE is getting power over Ethernet. The FXD LED should also be on.



Figure 2-9 LAN IN connection

The FXD LED is shown in the following screenshot.

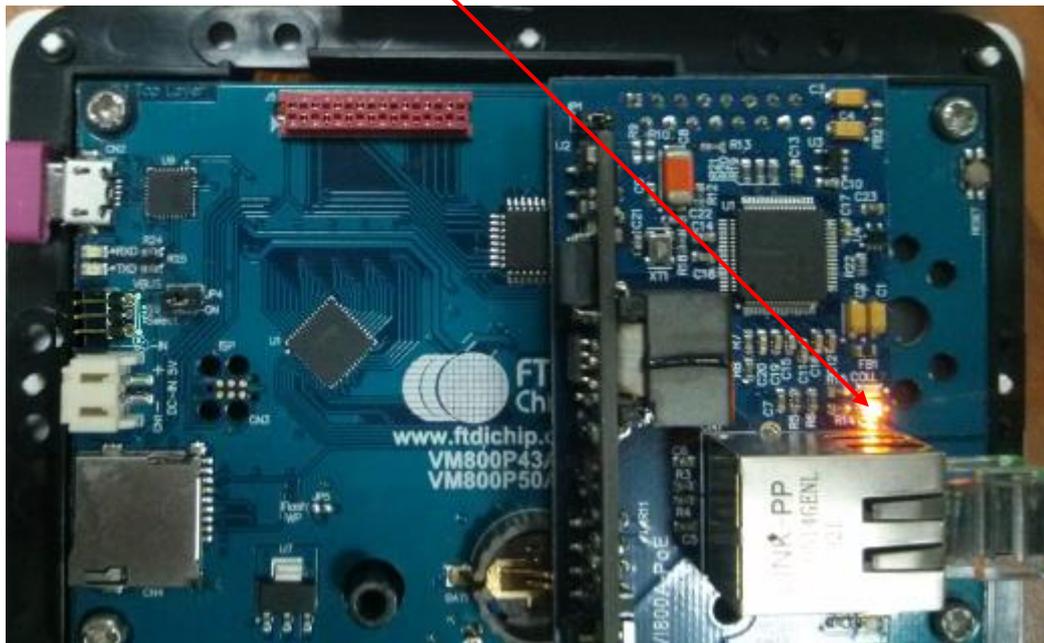


Figure 2-10 FXD LED ON

10. To upload the sample application, connect the VM800P to a PC using a micro USB cable. In order to power the board from USB for programming, the VM800P power select jumper can be connected to the VBUS position. Note that the PoE board power jumper must be disconnected at this point (see [Note](#) below).

When the board is to be powered entirely from the PoE connection, the power jumper on the VI800A-PoE can be fitted but the power select jumper on the VM800P must be disconnected (see [Note](#) below)



Figure 2-11 Complete Hardware setup for PoE

Note: It is important to ensure that the jumpers are configured for only one source of power. The board should not be powered from both USB and PoE simultaneously. When a USB cable is connected to the VM800P and a PoE connection is made to the VI800A-PoE simultaneously, only one of the jumpers highlighted by the arrows above must be enabled such that only one of these two power sources is connected. Otherwise, damage may result.

5 WebClient Application

5.1 Overview

This simple application is used to demonstrate an application with Arduino's Ethernet library.

A brief description of the Ethernet library APIs which are used in the WebClient application is given in the following sections.

5.1.1 Ethernet class

5.1.1.1 *Ethernet.begin()*

Description

Initializes the ethernet library and network settings.

With version 1.0, the library supports DHCP. When using `Ethernet.begin(mac)` with the proper network setup, the Ethernet shield will automatically obtain an IP address. This increases the sketch size significantly.

Syntax

```
Ethernet.begin(mac);  
Ethernet.begin(mac, ip);  
Ethernet.begin(mac, ip, dns);  
Ethernet.begin(mac, ip, dns, gateway);  
Ethernet.begin(mac, ip, dns, gateway, subnet);
```

Parameters

`mac`: the MAC (Media access control) address for the device (array of 6 bytes). This is the Ethernet hardware address of your shield.

`ip`: the IP address of the device (array of 4 bytes)

`dns`: the IP address of the DNS server (array of 4 bytes). optional: defaults to the device IP address with the last octet set to 1

`gateway`: the IP address of the network gateway (array of 4 bytes). optional: defaults to the device IP address with the last octet set to 1

`subnet`: the subnet mask of the network (array of 4 bytes). optional: defaults to 255.255.255.0

Returns

The DHCP version of this function, `Ethernet.begin(mac)`, returns an int: 1 on a successful DHCP connection, 0 on failure. The other versions don't return anything.

5.1.2 IPAddress class

The IPAddress class works with local and remote IP addressing.

5.1.2.1 *IPAddress()*

Description

Defines an IP address. It can be used to declare both local and remote addresses.

Syntax

```
IPAddress(address);
```

Parameters

address: a comma delimited list representing the address (4 bytes, ex. 192, 168, 1, 1)

Returns

None

5.1.3 Client class

The client class creates clients that can connect to servers and send and receive data.

5.1.3.1 *EthernetClient()*

Description

Creates a client which can connect to a specified internet IP address and port (defined in the client.connect() function).

Syntax

```
EthernetClient()
```

Parameters

None

5.1.3.2 *connected()*

Description

Whether or not the client is connected. Note that a client is considered connected if the connection has been closed but there is still unread data.

Syntax

```
client.connected()
```

Parameters

none

Returns

Returns true if the client is connected, false if not.

5.1.3.3 connect()

Description

Connects to a specified IP address and port. The return value indicates success or failure. Also supports DNS lookups when using a domain name.

Syntax

```
client.connect()  
client.connect(ip, port)  
client.connect(URL, port)
```

Parameters

ip: the IP address that the client will connect to (array of 4 bytes)

URL: the domain name the client will connect to (string, ex.: "arduino.cc")

port: the port that the client will connect to (int)

Returns

Returns true if the connection succeeds, false if not.

5.1.3.4 available()

Description

Returns the number of bytes available for reading (that is, the amount of data that has been written to the client by the server it is connected to).

available() inherits from the Stream utility class.

Syntax

```
client.available()
```

Parameters

none

Returns

The number of bytes available.

5.1.3.5 read()

Read the next byte received from the server the client is connected to (after the last call to read()).

read() inherits from the Stream utility class.

Syntax

client.read()

Parameters

none

Returns

The next byte (or character), or -1 if none is available.

5.1.3.6 stop()

Description

Disconnect from the server.

Syntax

client.stop()

Parameters

none

Returns

none

5.2 Flowchart

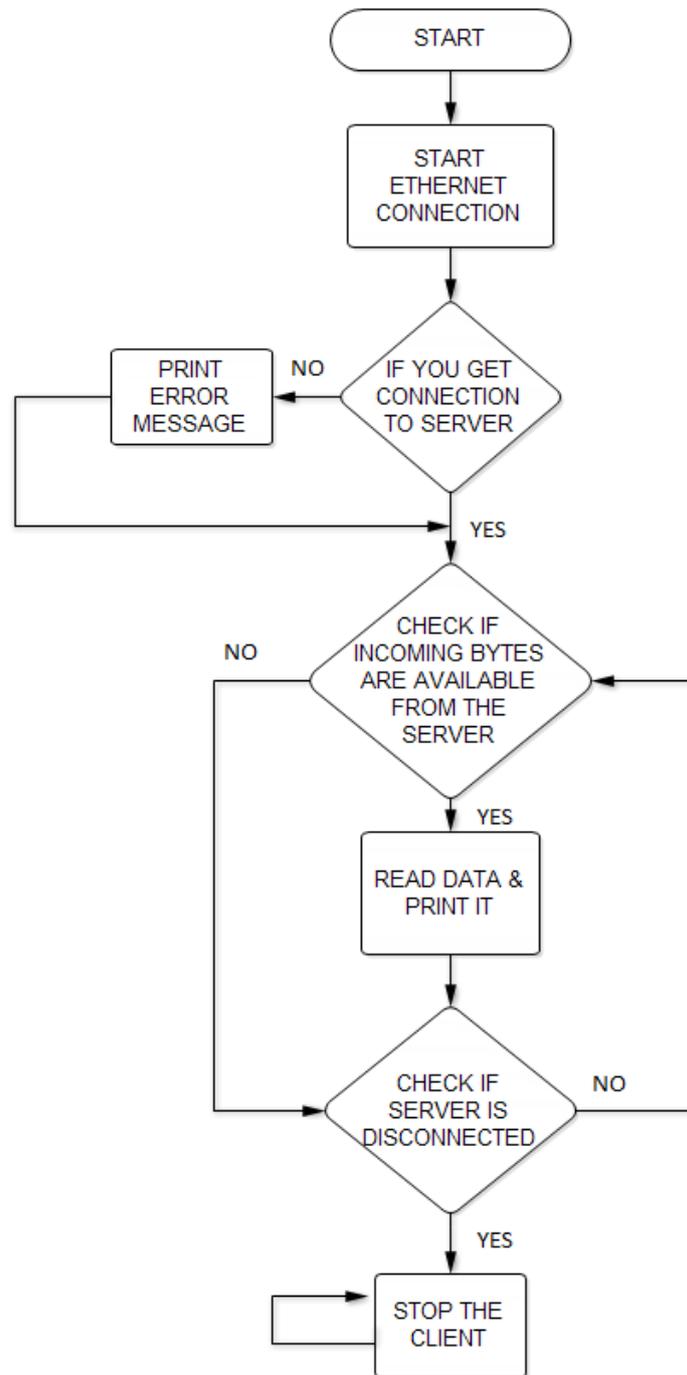


Figure 3-1 Flowchart

6 Application execution

1. After making connections for the VI800A-PoE or -ETH module as described previously, now upload the program.
2. Open the file "\\arduino-1.x.x\\libraries\\Ethernet\\examples\\WebClient \\ WebClient.ino " with the Arduino IDE and the following screen will be shown. Click on the upload button or press "Ctrl+R" to rebuild and "Ctrl+U" to upload the binary generated into the VM800P board.

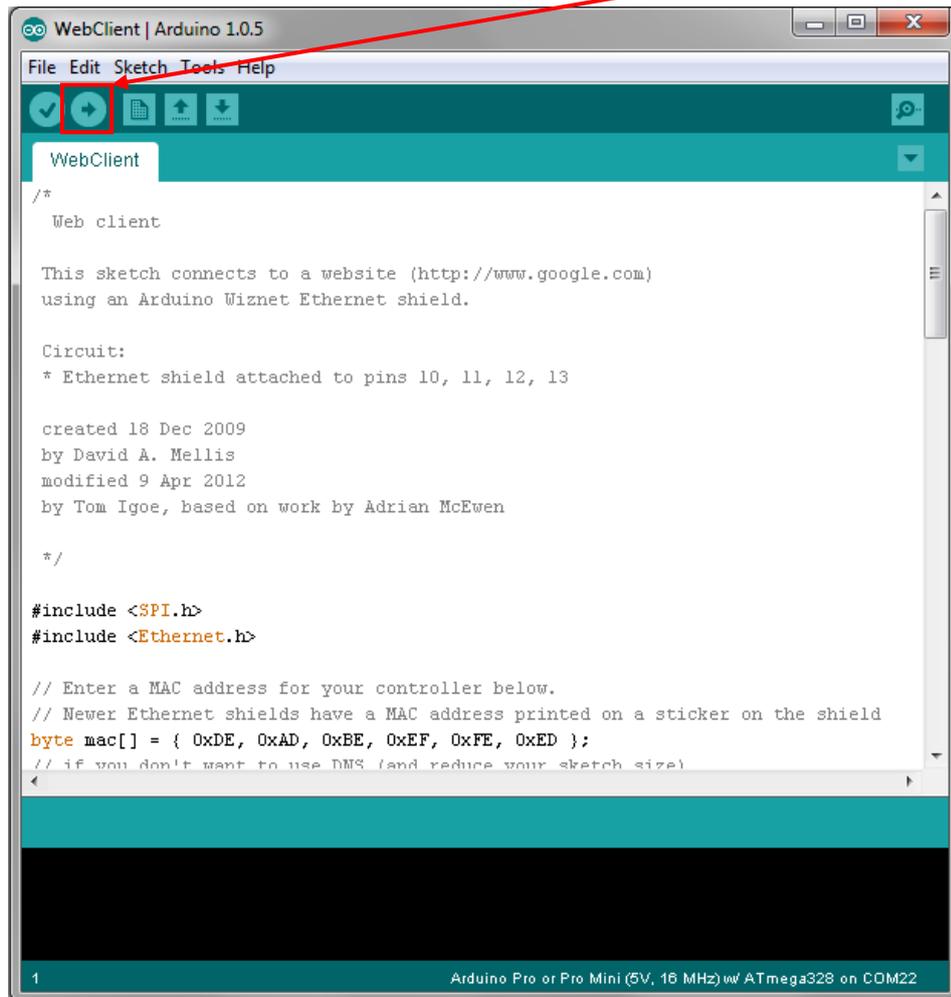


Figure 4-1 Upload program

3. Open serial monitor by clicking this button,

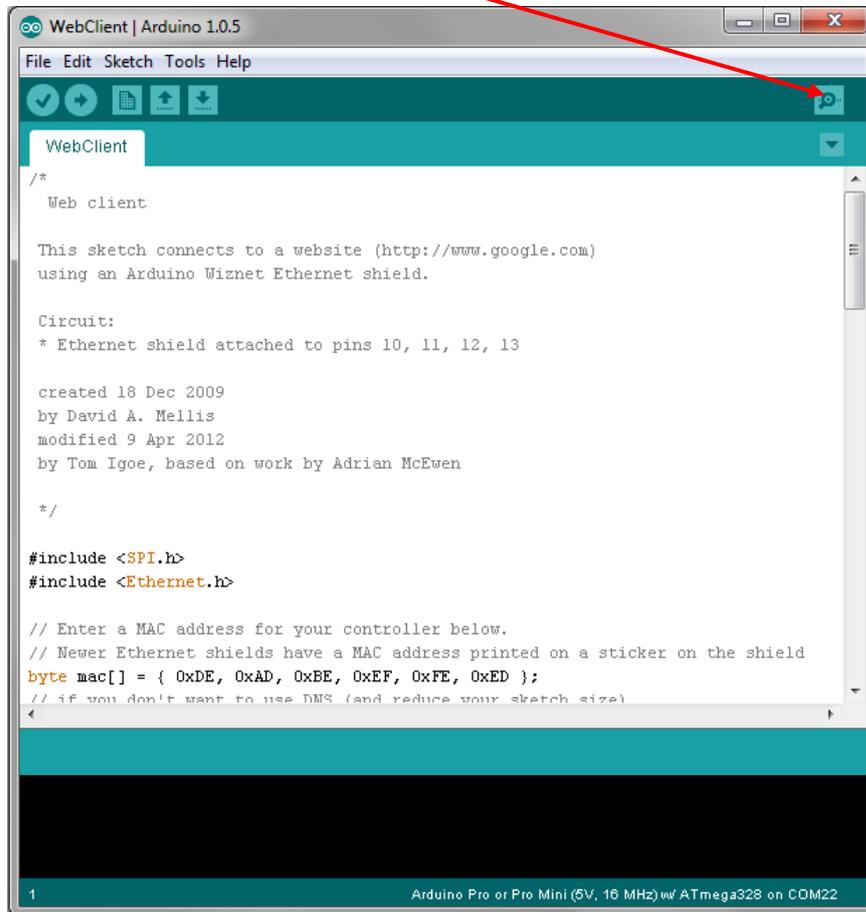


Figure 4-2 Open serial monitor

- After opening the serial monitor, the following window will open, showing a connection has been made.

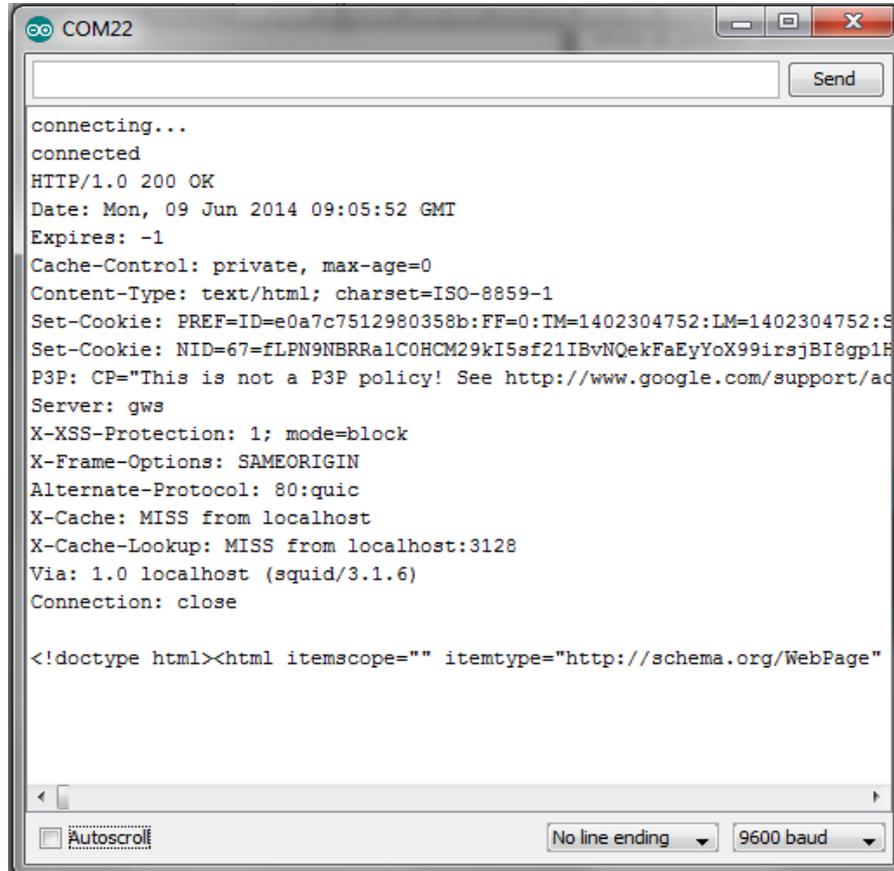


Figure 4-3 Serial monitor window showing Connection details

- The sample code in combination with the API functions described previously can now be used to create applications where the VM800P has network access.

7 Contact Information

Head Office – Glasgow, UK

Future Technology Devices International Limited
Unit 1, 2 Seaward Place, Centurion Business Park
Glasgow G41 1HH
United Kingdom
Tel: +44 (0) 141 429 2777
Fax: +44 (0) 141 429 2758

E-mail (Sales) sales1@ftdichip.com
E-mail (Support) support1@ftdichip.com
E-mail (General Enquiries) admin1@ftdichip.com

Branch Office – Taipei, Taiwan

Future Technology Devices International Limited
(Taiwan)
2F, No. 516, Sec. 1, NeiHu Road
Taipei 114
Taiwan, R.O.C.
Tel: +886 (0) 2 8791 3570
Fax: +886 (0) 2 8791 3576

E-mail (Sales) tw.sales1@ftdichip.com
E-mail (Support) tw.support1@ftdichip.com
E-mail (General Enquiries) tw.admin1@ftdichip.com

Web Site

<http://ftdichip.com>

Branch Office – Tigard, Oregon, USA

Future Technology Devices International Limited
(USA)
7130 SW Fir Loop
Tigard, OR 97223-8160
USA
Tel: +1 (503) 547 0988
Fax: +1 (503) 547 0987

E-Mail (Sales) us.sales@ftdichip.com
E-Mail (Support) us.support@ftdichip.com
E-Mail (General Enquiries) us.admin@ftdichip.com

Branch Office – Shanghai, China

Future Technology Devices International Limited
(China)
Room 1103, No. 666 West Huaihai Road,
Shanghai, 200052
China
Tel: +86 21 62351596
Fax: +86 21 62351595

E-mail (Sales) cn.sales@ftdichip.com
E-mail (Support) cn.support@ftdichip.com
E-mail (General Enquiries) cn.admin@ftdichip.com

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Appendix A– References

Document References

1. [FT800 Datasheet](#)
2. [FT800 Programmers Guide](#)
3. [EVE Product Page](#)

Acronyms and Abbreviations

Terms	Description
Arduino Pro	The open source platform variety based on ATMEL's ATMEGA chipset
EVE	Embedded Video Engine
SPI	Serial Peripheral Interface
UI	User Interface
USB	Universal Serial Bus

Appendix B – List of Figures

List of Figures

Figure 1-1 Block Diagram of Setup	4
Figure 1-2 Architecture diagram	5
Figure 2-1 VM800P Board	7
Figure 2-2 EB800-Ethernet Plug-In Module	8
Figure 2-3 POE connected to VM800P	8
Figure 2-4 PoE Injector	9
Figure 2-5 LAN IN port and PWR connector	9
Figure 2-6 POWER+DATA OUT socket	9
Figure 2-7 Power given to power injector	10
Figure 2-8 POWER+DATA OUT connection	10
Figure 2-9 LAN IN connection	11
Figure 2-10 FXD LED ON	11
Figure 2-11 Complete Hardware setup for PoE	12
Figure 3-1 Flowchart	17
Figure 4-1 Upload program	18
Figure 4-2 Open serial monitor	19
Figure 4-3 Serial monitor window showing Connection details	20

Appendix C – Revision History

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1.0	Initial release	2014-10-23