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# DM2000 User Manual

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## 1 Hardware

Figure 1 shows a picture of the DM2000. It consists of four serial peripherals which can freely connected

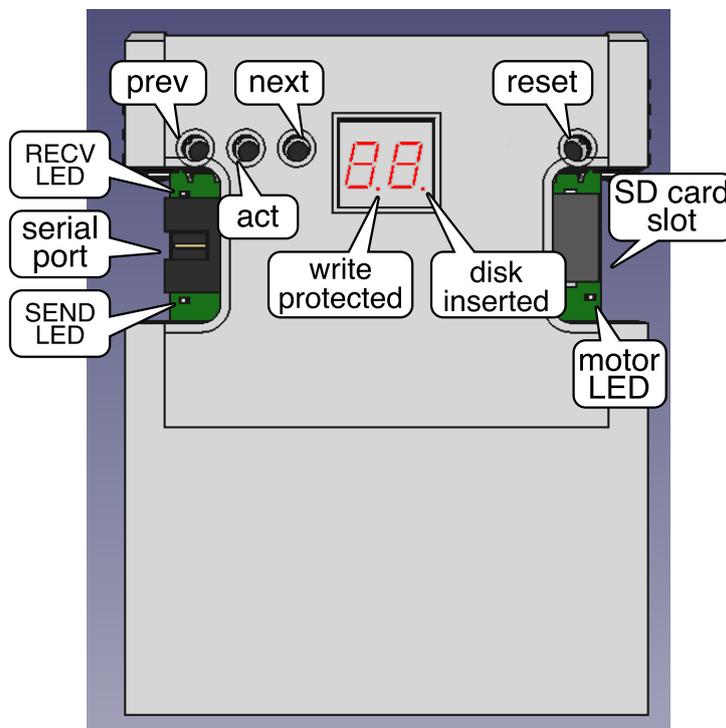


Figure 1: DM2000 top side.

to each other. The four serial peripherals are

- **S**: a 3.3V serial port, with pinout compatible to DL FEN, an **SF-7000** emulator. See Section **TTL serial** for further details.
- **U**: a **USB** to serial adapter. See Section **USB** for further details.
- **D**: a  $\pm 12V$  RS-232 serial on a **DE-9** connector. See Section **RS-232** for further details.
- **E**: An **ESP8266**. The intended usage of the ESP is simulating an Hayes modem. See Section **ESP** for further details.

The receive line (RxD) of any of these peripherals is denoted by XR, where X is one of S, U, D, or E. Similarly the transmit line (TxD) of any of these peripherals is denoted by XT, where X is one of S, U, D, or E. Activity on each of these lines is shown by the corresponding activity LEDs.

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The switching matrix consists of four pin headers. Each pin header allows connecting one receive line XR to the transmit line YT of any of the other devices by the use of a jumper. See Section [Switch matrix](#) for further details.

Power is provided through the USB-C connector, controlled using the power switch, and indicated by the PWR LED. Two push buttons, allow to program (FLASH button) and reset (RST button) the ESP8266. Refer to Section [Updating Zimodem firmware](#) for further details.

## 1.1 TTL serial

The TTL serial is provided as a 6 pin IDC connector. Pin associations are as follows:

Pin	Function
1	reserved
2	TX
3	not connected
4	RX
5	GND
6	GND

## 1.2 USB

The USB connector is intended for providing both power and a data connection. It can be connected either to a power adapter, such as a phone charger, if a serial over USB is not needed. Both USB-C to USB-C and USB-C to USB-A cables can be used to connect the device to a PC. The usb is connected to a CH340. When the device is connected to a PC, a new serial port is shown. Drivers should not be necessary on recent operating systems. Refer to <https://learn.sparkfun.com/tutorials/how-to-install-ch340-drivers/all> for further information on the installation of drivers for the CH340.

## 1.3 RS-232

The DE9 connector is wired as a standard RS-232 serial

Pin	Function
2	RX
3	TX
5	GND

and the other pins are left as not connected. *When connecting to a PC use a Simple Null Modem Cable.* When connecting to a physical modem a straight through serial cable should be used.

## 1.4 ESP

The socket located on the top of the device is intended for the insertion of an ESP-01 WiFi Module. See [https://docs.ai-thinker.com/\\_media/esp8266/esp8266\\_series\\_modules\\_user\\_manual\\_en.pdf](https://docs.ai-thinker.com/_media/esp8266/esp8266_series_modules_user_manual_en.pdf) for further details on the device. The device should be plugged in as shown in Figure 1. ***Inserting the ESP-01 in the wrong direction leads to damage of the ESP-01, the DM2000 and possibly of the devices connected to the DM2000.***

## 1.5 Switch matrix

Figure 2 shows the switch matrix configuration.

Each device is associated to a direction, corresponding to the approximate position of the corresponding connector:

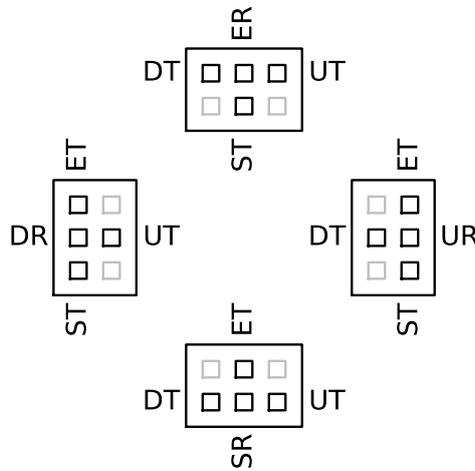


Figure 2: Switch matrix configuration.

- up for device E
- down for device S
- left for device D
- right for device U

The pin header for the receive line of a certain device is the one in the direction corresponding to the direction associated to the device. For instance, the receive line of device S, associated to the bottom direction, can be connected using the bottom pin header. Inside a pin header, the transmission line of each of the other devices is in the associated direction. For instance, to connect the receive line of S (down) to the transmission line of D (left), a jumper should be connected as shown in Fig. 3.

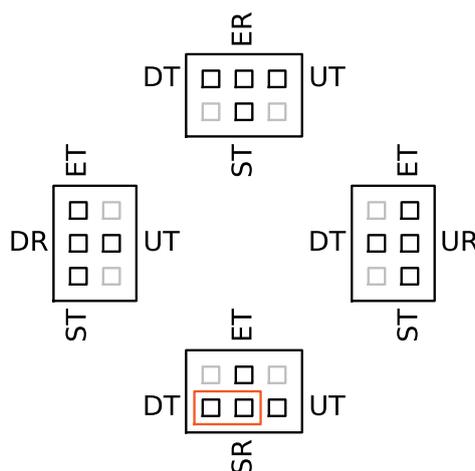


Figure 3: Jumper connection of SR to DT..

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## 2 Connecting the SC-3000 to a Linux machine

Make the connections UR-ST and SR-UT, as shown in Fig. 4.

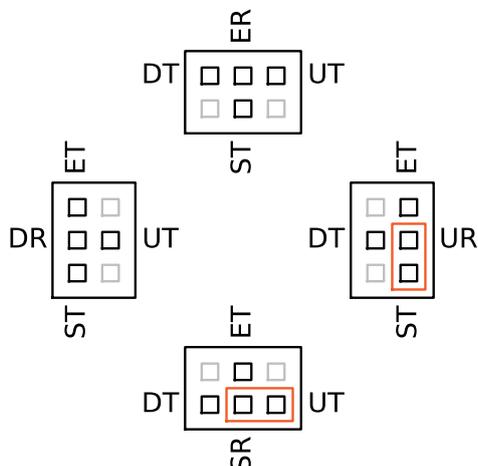


Figure 4: Jumper configuration for connecting FEN to a PC.

Connect the USB port to a Linux machine. A new USB tty should appear. Using `dmesg` you should see something like

```
[26436.778832] usb 3-2.4.3: new full-speed USB device number 67 using xhci_hcd
[26436.886319] usb 3-2.4.3: New USB device found, idVendor=1a86, idProduct=7523, bcdDevice= 2.64
[26436.886325] usb 3-2.4.3: New USB device strings: Mfr=0, Product=2, SerialNumber=0
[26436.886327] usb 3-2.4.3: Product: USB Serial
[26436.941831] ch341 3-2.4.3:1.0: ch341-uart converter detected
[26436.948388] usb 3-2.4.3: ch341-uart converter now attached to ttyUSB0
```

On the Linux machine type

```
sudo stty -F /dev/ttyUSB0 1200
TERM=vt52 sudo -E systemctl start serial-getty@ttyUSB0.service
```

where `ttyUSB0` is the serial port created by attaching the DM2000.

Once logged in, on the SC-3000 type (or add it to `.bashrc`)

```
export TERM=vt52
stty rows 24 cols 40
```

## 3 Connecting the SC-3000 to a BBS

The ESP-01 emulates an Hayes modem. The first step to connect to a BBS is thus making the connections ER-ST and SR-ET, as shown in Fig. 5.

A terminal emulator program must be started on the SC-3000. A possible choice is `DL VT52 terminal emulator`. The following section provides an example of the commands to be typed on the SC-3000.

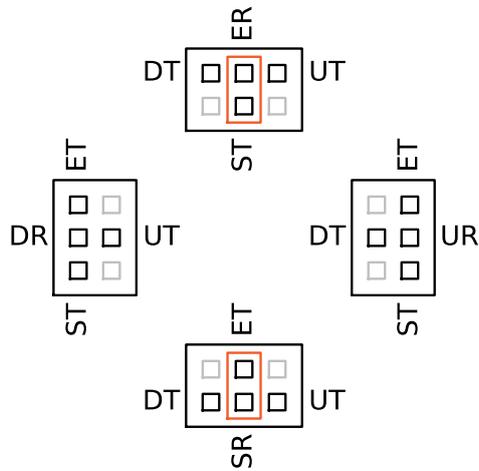


Figure 5: Jumper configuration for connecting FEN to the ESP-01.

## 4 Zimodem

The ESP-01 of the DM2000 comes preloaded with Zimodem <https://github.com/bozimmerman/Zimodem>. Refer to Zimodem documentation for details. This is intended as a minimal start guide.

The connection can be checked by typing

ATI

(followed by carriage return). The modem should return something like

```
Zimodem Firmware v4.0.0
sdk=2.2.2-dev(38a443e) chipid=1327304 cpu@80
totsize=1024k ssize=381k fsize=51k speed=40m
INITIALIZED
READY.
OK
```

The SSIDs of the accessible wireless access points can be listed by the command

ATW

and the result should be something like

```
NETWORK SSID (-71)*
OK
```

To connect you should provide the command

```
ATW"NETWORK_SSID,NETWORK_PASSWORD"
```

which on success returns

OK

The command

ATI



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```
Board: Generic ESP8266 Module
Builtin Led "1"
CPU Frequency "80 Mhz"
Crystal Frequency "26 Mhz"
Flash size "1Mb (FS:512KB OTA:~246KB)"
Flash Mode "DIO"
Flash Frequency "40MHz"
Reset Method "no dtr (aka ck)"
```

and select the correct Port (usually the last one).

While holding the FLASH button pressed down, push and release the RST button. Press the upload button. The Arduino message area should report something similar to the following

```
Warning: Board breadboard:avr:atmega328bb doesn't define a 'build.board' preference.
```

```
Auto-set to: AVR_ATMEGA328BB
```

```
Executable segment sizes:
```

```
IROM   : 347980          - code in flash          (default or ICACHE_FLASH_ATTR)
```

```
IRAM   : 27472 / 32768 - code in IRAM          (ICACHE_RAM_ATTR, ISRs...)
```

```
DATA   : 1316 )         - initialized variables (global, static) in RAM/HEAP
```

```
RODATA : 7240 ) / 81920 - constants             (global, static) in RAM/HEAP
```

```
BSS    : 31520 )         - zeroed variables      (global, static) in RAM/HEAP
```

```
Sketch uses 384008 bytes (88%) of program storage space. Maximum is 434160 bytes.
```

```
Global variables use 40076 bytes (48%) of dynamic memory, leaving 41844 bytes for
```

```
local variables. Maximum is 81920 bytes.
```

```
esptool.py v2.8
```

```
Serial port /dev/ttyUSB1
```

```
Connecting...
```

```
Chip is ESP8266EX
```

```
Features: WiFi
```

```
Crystal is 26MHz
```

```
MAC: 18:fe:34:a6:a2:01
```

```
Uploading stub...
```

```
Running stub...
```

```
Stub running...
```

```
Configuring flash size...
```

```
Auto-detected Flash size: 1MB
```

```
Flash params set to 0x0220
```

```
Compressed 388160 bytes to 281532...
```

```
Writing at 0x00000000... (5 %)
```

```
Writing at 0x00004000... (11 %)
```

```
Writing at 0x00008000... (16 %)
```

```
Writing at 0x0000c000... (22 %)
```

```
Writing at 0x00010000... (27 %)
```

```
Writing at 0x00014000... (33 %)
```

```
Writing at 0x00018000... (38 %)
```

```
Writing at 0x0001c000... (44 %)
```

```
Writing at 0x00020000... (50 %)
```

```
Writing at 0x00024000... (55 %)
```

```
Writing at 0x00028000... (61 %)
```

```
Writing at 0x0002c000... (66 %)
```

```
Writing at 0x00030000... (72 %)
```

```
Writing at 0x00034000... (77 %)
```

```
Writing at 0x00038000... (83 %)
```

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Writing at 0x0003c000... (88 %)  
Writing at 0x00040000... (94 %)  
Writing at 0x00044000... (100 %)  
Wrote 388160 bytes (281532 compressed) at 0x00000000 in 24.8 seconds (effective 125.4 kbit/s)...  
Hash of data verified.

Leaving...  
Soft resetting...

