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Conventions Used in This Book

Hz	Hertz (Cycles per Second)
kHz	Kilohertz (Thousands of Cycles per Second)
MHz	Megahertz (Millions of Cycles per Second)
GHz	Gigahertz (Billions of Cycles per Second)
bps	Bits per Second
kbps	Thousands of Bits per Second
mbps	Millions of Bits per Second
KBytes	1,024 Bytes
MBytes	1,048,576 Bytes
GBytes	1,073,741,824 Bytes

2 Chapter 1

K	1,000 ohms
uF	microfarads
ms/msecs	milliseconds
us/usecs	microseconds
0x0nn, \$nn, 0nnh, and H'nn'	Hex Numbers
0b0nnn, %nnn, 0nnnb, and B'nnn'	Binary Number
nnn, 0nnnd, and .nnn	Decimal Number
AND and &	Bitwise "AND"
OR and	Bitwise "OR"
XOR and ^	Bitwise "XOR"
_Label	Negative Active Pin. In some manufacturer's data sheets this is represented with a leading "!" character or with a bar over the entire label.
[parameter]	The parameter is optional.
parameter parameter	One or another parameter can be used.

PICmicro[®] MCU Part Number Feature Comparison

Feature to Part Number Table

The following table lists the different PICmicro[®] MCU families with the features that are specific to them.

Part Number	Features
PIC12C5xx	8-Pin PICmicro® MCU. 12-Bit (Low-End) Processor. Internal Reset & Oscillator.
PIC12C6xx	8-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. 8-Bit ADC/Internal Reset & Oscillator/Optional EEPROM Data Memory.
PIC14C000	28-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Advanced ADC/Internal Voltage Reference/On Chip Temperature Sensor.
PIC16C5x	18- to 28-Pin PICmicro® MCU. 12-Bit (Low-End) Processor.
PIC16C505	14-Pin PICmicro® MCU. 12-Bit (Low-End) Processor. Internal Reset & Oscillator.
PIC16HV540	18-Pin PICmicro® MCU. 12-Bit (Low-End) Processor. Extended Vdd Capabilities with Built-In Regulator.
PIC16C55x	18-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor.
PIC16C6x	18- to 40-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Optional TMR1 & TMR2/Optional SPI/Optional USART/Optional PSP.
PIC16C62x	18-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Voltage Comparators Built-In with Voltage Reference/Optional EEPROM Data Memory.
PIC16F62x	18-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Flash Program Memory/Voltage Comparators Built-In with Voltage Reference/Internal Reset & Oscillator.
PIC16C642	28-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Voltage Comparators Built-In with Voltage Reference.

PIC16C662	40-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Voltage Comparators Built-In with Voltage Reference.
PIC16C71x	18-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. 8-Bit ADC.
PIC16C7x	18- to 40-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. 8-Bit ADC/Optional TMR1 & TMR2/Optional SPI/Optional USART/Optional PSP.
PIC16C77x	28- to 40-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. 12-Bit ADC/TMR1 & TMR2/USART/I2C/SPI/Optional PSP.
PIC16F8x	18-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Flash Data and Program Memory.
PIC16F87x	28- to 40-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. 10-Bit ADC/TMR1 & TMR2/USART/I2C/SPI/Optional PSP.
PIC16C92x	64-Pin PICmicro® MCU. 14-Bit (Mid-Range) Processor. Optional 8-Bit ADC/TMR1 & TMR2/LCD Controller.
PIC17C4x	40-Pin PICmicro® MCU. 16-Bit (High-End) Processor. USART/Multiply.
PIC17C5x	68-Pin PICmicro® MCU. 16-Bit (High-End) Processor. USART/I2C/Multiply/10-Bit ADC.
PIC17C6x	84-Pin PICmicro® MCU. 16-Bit (High-End) Processor. USART/I2C/SPI/Multiply/12-Bit ADC.
PIC18Cxxx	28- to 40-Pin PICmicro® MCU. 16-Bit Advanced (18Cxx) Processor. USART/I2C/SPI/10-Bit ADC.

Mid-range PICmicro® MCU Part Number to Feature Breakout

Part Number	Comments
16Cx1	18-Pin PICmicro® MCU. 1K Program Memory. No USART/SPI/I2C. PIC16C61 and PIC16C71 are currently “obsoleted.”
16Cx2	28-Pin PICmicro® MCU. 2K Program Memory. SPI/TMR1 & TMR2.
16Cx3	28-Pin PICmicro® MCU. 4K Program Memory. USART/SPI/TMR1 & TMR2.
16Cx4	40-Pin PICmicro® MCU. 4K Program Memory. USART/SPI/PSP/TMR1 & TMR2.
16Cx5	40-Pin PICmicro® MCU. 4K Program Memory. USART/SPI/PSP/TMR1 & TMR2.
16Cx6	28-Pin PICmicro® MCU. 8K Program Memory. USART/SPI/I2C/TMR1 & TMR2.
16Cx7	40-Pin PICmicro® MCU. 8K Program Memory. USART/SPI/I2C/PSP/TMR1 & TMR2.

Device Pinouts

As a rule of thumb, Pin-Through-Hole (“PTH”) parts (“P” and “JW”) are standard 0.300” and 0.600” widths with pins 0.100” apart in dual in-line packages. The height of the device is dependent on the package used. Surface Mount Technology (“SMT”) parts are either in dual in-line packages (“SO”) or in quad plastic chip carriers (“PT”, “PQ”, and “L”).

For actual device dimensions, check the datasheets (on the CD-ROM or from the Microchip Web site) for the PICmicro[®] MCU that you are planning on using. Different packages for different PICmicro[®] MCUs have different via pad and clearance specifications.

8 Chapter 3

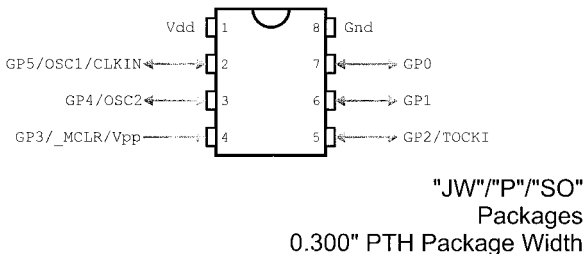


Figure 3.1 "PIC12C508"/"PIC12C509" Pinout

Low-End

There are no PLCC or QFP packages used for the low-end devices and the pinouts remain the same whether or not the PICmicro[®] MCU is in a surface mount technology or pin-through-hole package (Figs. 3.1–3.4).

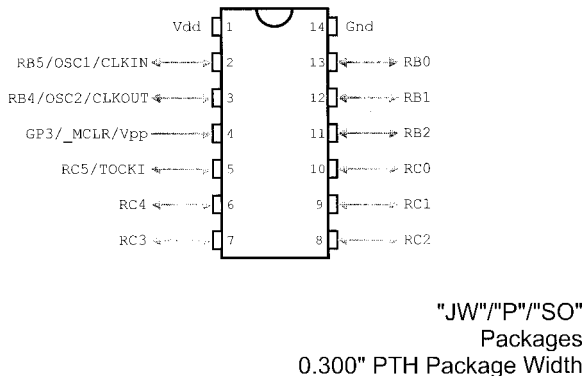


Figure 3.2 "PIC16C505" Pinout

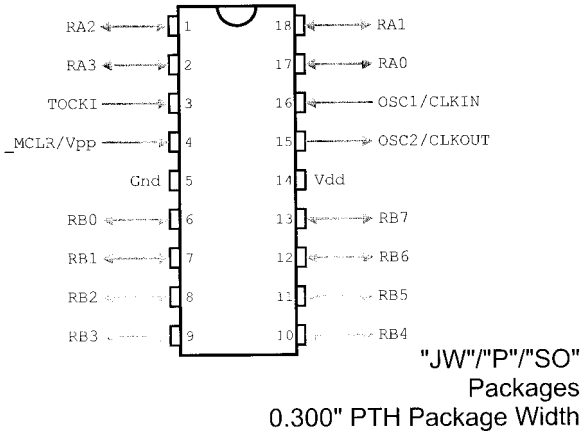


Figure 3.3 "PIC16C54"/"PIC16C56" Pinout

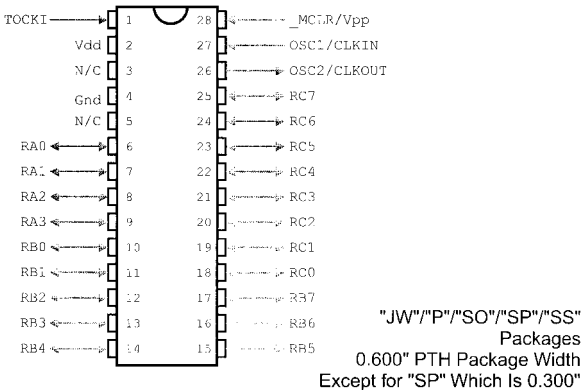


Figure 3.4 "PIC16C55"/"PIC16C57" Pinout

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Mid-Range

The mid-range devices have the widest range of pinouts of any of the PICmicro[®] MCU families (Figs. 3.5–3.10). For many of the devices, the pinout is similar, but the pin functions may be different. In these cases, the pins marked with “*” show that these pins have other, optional purposes. Actual part number functions can be confirmed with Microchip Datasheets.

The PIC14000, which is designed for “Mixed Signals” uses the 28-pin packaging of the standard devices, but the pinouts are different as shown in Fig. 3.11.

The PIC16C92x LCD Driver microcontrollers are fairly high pin count devices. Figure 3.12 shows the 64-pin “DIP” (“Dual In-line Package”) part. There is also a “PLCC” and “TQFP” package for the parts as well.

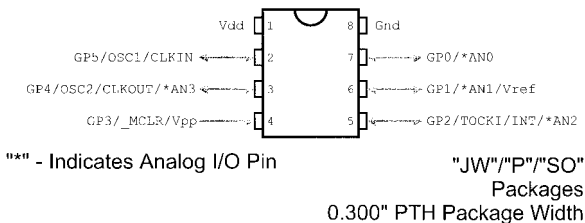
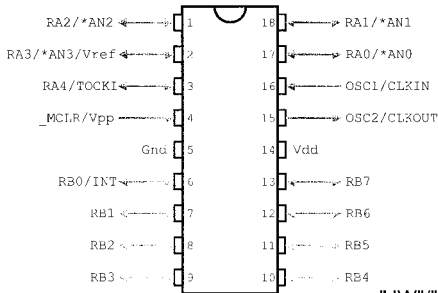
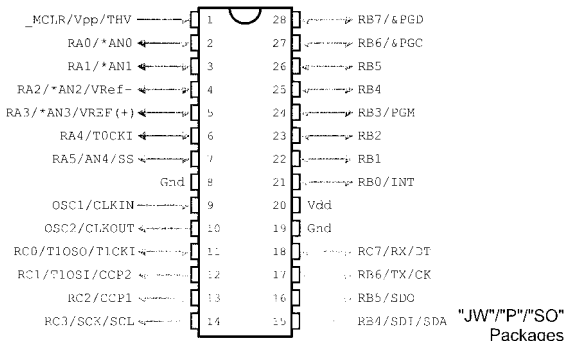


Figure 3.5 “PIC12C67x” Pinout



"**" - Indicates Analog I/O Pin
 For 16C62x and 16C71(x) 0.300" PTH Package Width
 "JW"/"P"/"SO" Packages

Figure 3.6 Mid-Range 18-Pin PICmicro® MCU Pinout



"**" - Indicates Analog I/O Pin
 "&" - Indicates PIC16F87x Program/Emulator
 "JW"/"P"/"SO" Packages
 0.300" PTH Package Width

Figure 3.7 Mid-Range PICmicro® MCU 28-Pin Device Pinout

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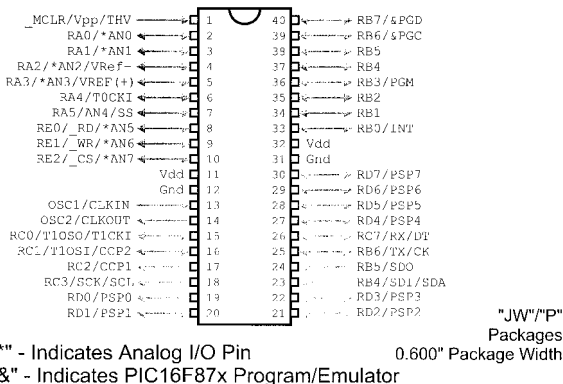


Figure 3.8 Mid-Range PICmicro® MCU 40-Pin Device Pinout

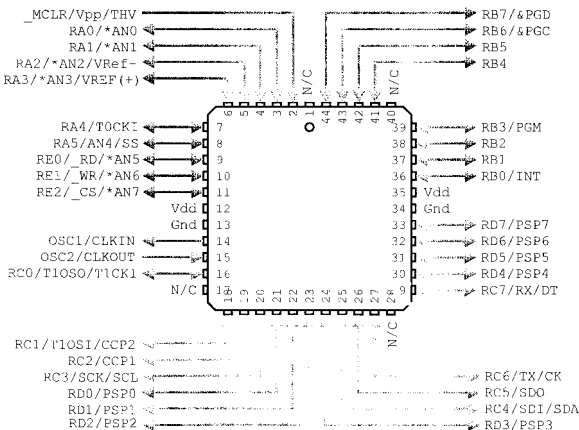


Figure 3.9 Mid-Range PICmicro® MCU 44-Pin "PLCC" Pinout

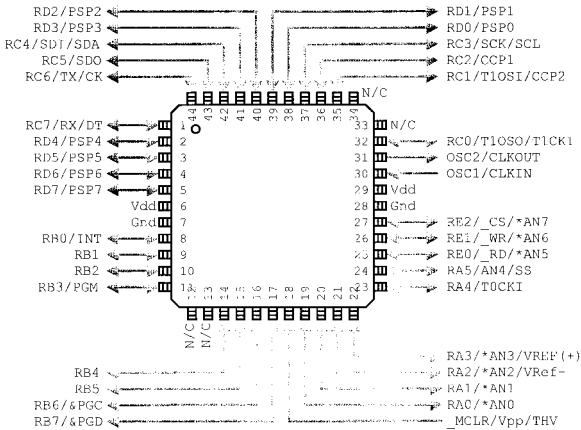


Figure 3.10 Mid-Range PICmicro® MCU 44-Pin "QFP" Pinout

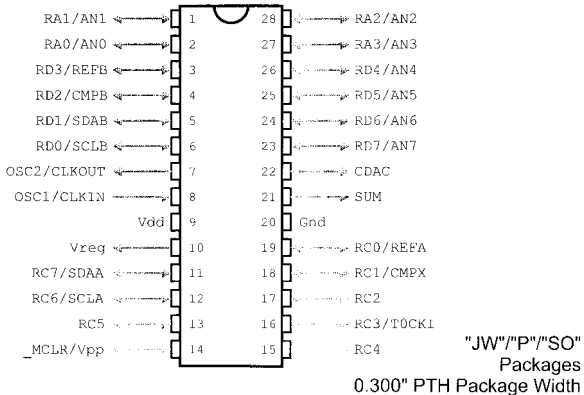


Figure 3.11 PIC14000 28-Pin Device Pinout

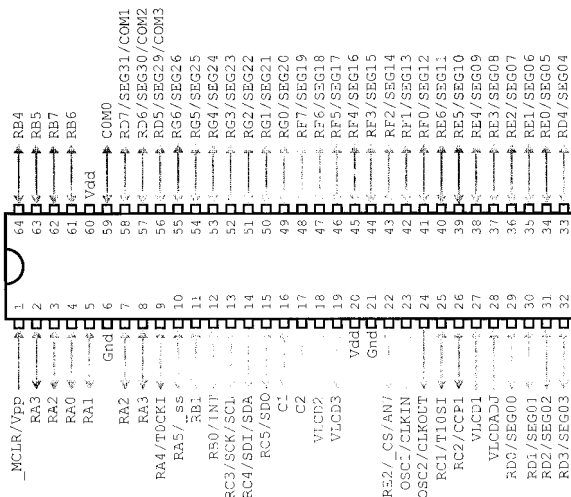


Figure 3.12 PIC16C92x 64-Pin Device Pinout

PIC17Cxx

The PIC17Cxx PICmicro[®] MCUs are available in 40- or 64-pin DIP packages as shown in Figs. 3.13 and 3.14. “PLCC” and “TQFP” surface mount packages as well for the 40-pin parts are displayed in the following graphics (Figs. 3.13–3.16).

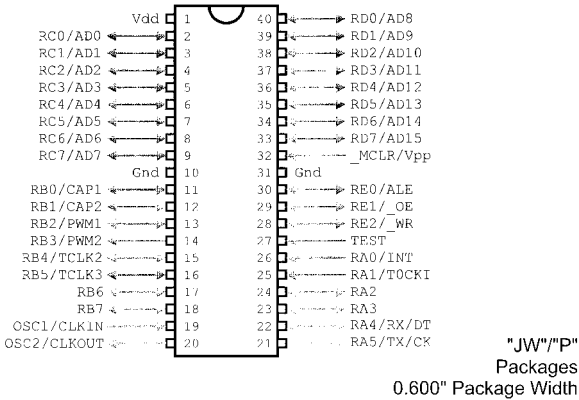


Figure 3.13 PIC17C4x 40-Pin Device Pinout

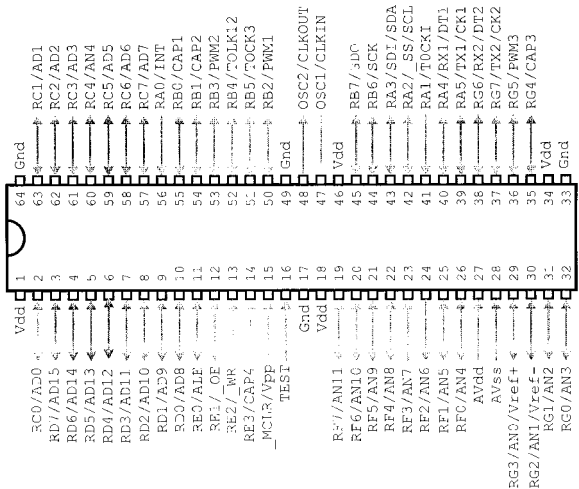


Figure 3.14 PIC17C75x 64-Pin Device Pinout

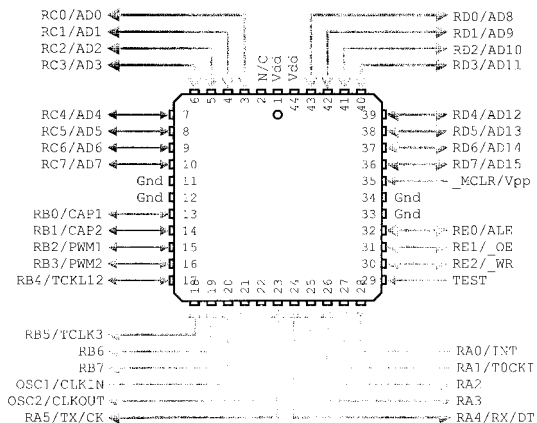


Figure 3.15 PIC17C4x 44-Pin “PLCC” Pinout

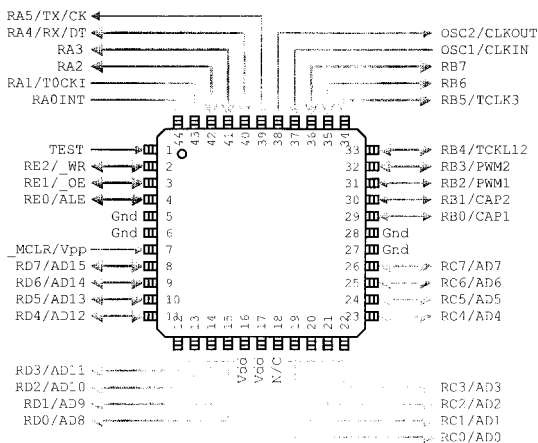


Figure 3.16 PIC17C4x 44-Pin “QFP” Pinout

PIC18Cxx

There is a lot of similarity between the mid-range PICmicro[®] MCU's pinouts and the PIC18Cxx parts, as will be seen in the following pinouts (Figs. 3.17–3.20). Note that several pins that are optional in one PICmicro[®] MCU family are not optional in others.

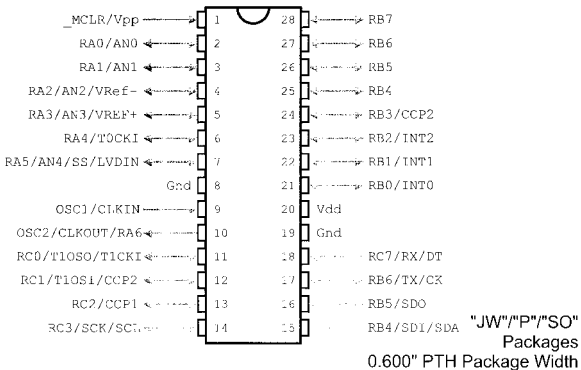


Figure 3.17 PIC18C2X2 28-Pin Device Pinout

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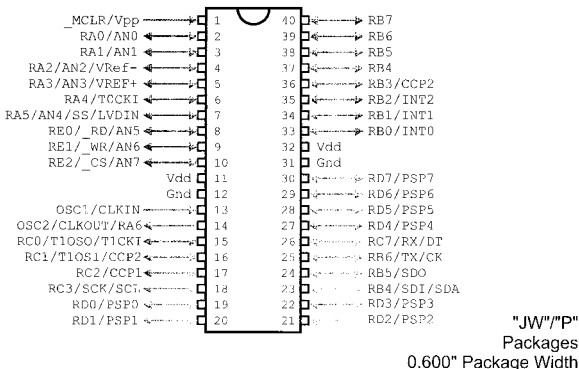


Figure 3.18 PIC18C4X2 40-Pin Device Pinout

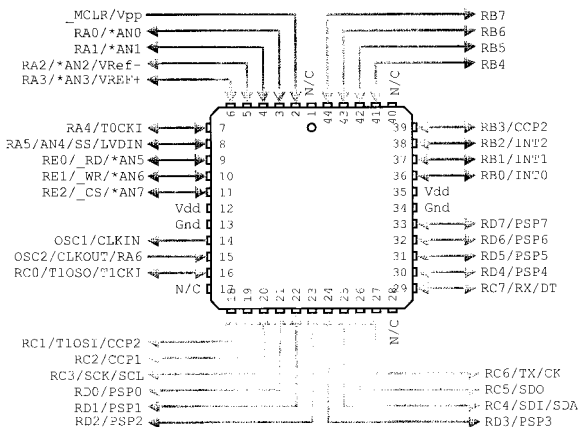


Figure 3.19 PIC18C4X2 44-Pin "PLCC" Pinout

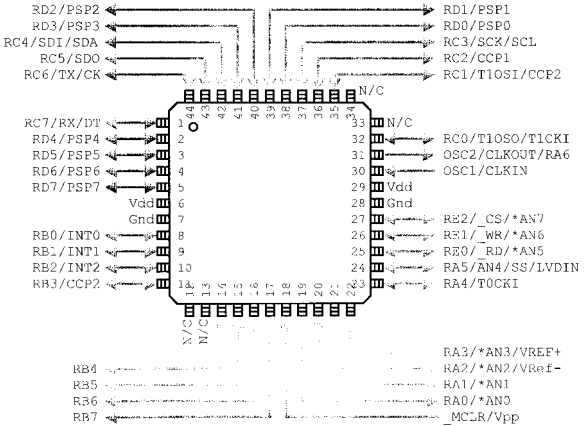


Figure 3.20 PIC18C4X2 44-Pin “QFP” Pinout

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PICmicro[®] MCU Instruction Sets

Unless otherwise noted, all instructions execute in one instruction cycle.

Parameters

There are a number of parameters that are used with the instructions. The parameters are defined as:

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Parameter	Symbol	Op code letter	Value range
Don't Care	N/A	x	
Byte Constant	k	k	0 to 0x0FF
Register Address	Reg	f	PICmicro [®] MCU Architecture Specific
Destination Selection Bit	d	d	0 or 1
Destination Address	Bit Address	b	0 to 7
Destination Address	Address	a	0 to 0x07FF
Destination Port	Port	p	PORTA (5) to PORTC (7)

Low-End Instruction Set

Register Banks are 32 bytes in size in the low-end devices. This makes “Reg” in the range of 0x00 to 0x01F.

Description	Instruction	Operation	Op code
Add Register Contents to “w” and optionally store result in “w”	addwf Reg, d	if (d == 1) Reg = Reg + w else w = Reg + w endif C = (Reg + w) > 0x0FF Z = ((Reg + w) & 0x0FF) == 0 DC = ((Reg & 0x0F) + (w & 0x0F)) > 0x0F	0001 11df ffff
AND Immediate with “w”	andlw k	w = w & k Z = (w & k) == 0	1110 kkkk kkkk
AND Register Contents with “w” and Optionally store result in “w”	andwf Reg, d	if (d == 1) Reg = Reg & w else w = Reg & w endif Z = (Reg & w) == 0	0001 01df ffff
Clear the Specified Bit in the Register	bcf Reg, bit	Reg = Reg & (0x0FF ^ (1 << Bit))	0100 bbbf ffff

Description	Instruction	Operation	Op code
Set the Specified Bit in the Register	<code>bcf Reg, bit</code>	$\text{Reg} = \text{Reg} \mid (1 \ll \text{Bit})$	0101 bbbf ffff
Skip if the Specified Bit In the Register is Clear. One Instruction Cycle if Skip not Executed, two if it is	<code>btfscc Reg, bit</code>	if $((\text{Reg} \& (1 \ll \text{Bit})) == 0)$ PC = PC + 1 endif	0110 bbbf ffff
Skip if the Specified Bit In the Register is Set. One Instruction Cycle if Skip not Executed, two if it is	<code>btfscc Reg, bit</code>	if $((\text{Reg} \& (1 \ll \text{Bit})) \neq 0)$ PC = PC + 1 endif	0111 bbbf ffff
Save the Stack Pointer and jump to the Specified Address (two Instruction cycles)	<code>call Address</code>	[SP] = PC SP = SP + 1 PC = ((STATUS & 0x0E0) << 4) + Address	1001 aaaa aaaa
Clear the Specified Register	<code>clrf Reg</code>	Reg = 0 Z = 1	0000 011f ffff
Clear the "w" Register	<code>clrw</code>	w = 0 Z = 1	0000 0100 0000
Clear the Watchdog Timer's Counter	<code>clrwdt</code>	WDT = 0 _TO = 1 _PD = 1	0000 0000 0100

Complement the Contents of the Specified Register and optionally store the results in “w”	comf Reg, d	<pre> if (d == 1) Reg = Reg ^ 0x0FF else w = Reg ^ 0x0FF endif Z = (Reg ^ 0x0FF) == 0 </pre>	0010 01df ffff
Decrement the Contents of the Register and Optionally store the results in “w”	decf Reg, d	<pre> if (d == 1) Reg = Reg - 1 else w = Reg - 1 endif Z = (Reg - 1) == 0 </pre>	0011 11df ffff
Decrement the Contents of the Register and Optionally store the results in “w” and Skip the next instruction if the results are equal to Zero. Two Instruction Cycles taken if Skip Executed	decfsz Reg, d	<pre> if (d == 1) Reg = Reg - 1 else w = Reg - 1 endif PC = PC + 1 if ((Reg - 1) == 0) PC = PC + 1 endif </pre>	0010 11df ffff
Jump to the Specified Address (two Instruction cycles)	goto Address	<pre> PC = ((STATUS & 0x0E0) << 4) + Address </pre>	101a aaaa aaaa

Description	Instruction	Operation	Op code
Increment the Contents of the Register and Optionally store the results in "w"	incf Reg, d	if (d == 1) Reg = Reg + 1 else w = Reg + 1 endif Z = (Reg + 1) == 0	0010 10df ffff
Increment the Contents of the Register and Optionally store the results in "w" and Skip the next instruction if the results are equal to Zero. Two Instruction Cycles taken if Skip Executed	incfsz Reg, d	if (d == 1) Reg = Reg + 1 else w = Reg + 1 endif PC = PC + 1 if ((Reg + 1) == 0) PC = PC + 1 endif	0011 11df ffff
OR Immediate with "w"	iorlw k	w = w k Z = (w k) == 0	1101 kkkk kkkk
OR Register Contents with "w" and Optionally store result in "w"	iorwf Reg, d	if (d == 1) Reg = Reg w else w = Reg w endif Z = (Reg w) == 0	0001 00df ffff

Check Register Contents equal to zero and Optionally store result in "w"	movf Reg, d	if (d == 0) w = Reg endif Z = Reg == 0	0010 00df ffff
Load "w" with an Immediate value	movlw k	w = k	1100 kkkk kkkk
Store the value in "w"	movwf Reg	Reg = w	0000 001f ffff
Waste one Instruction	nop		0000 0000 0000
Move the contents of "w" into the OPTION Register	option	TRIS(Port) = w	0000 0000 0010
Resume Execution after Subroutine and Place a constant value in "w" (Two Cycles used)	retlw k	w = k SP = SP - 1 PC = [SP]	1000 kkkk kkkk
Resume Execution after Subroutine and Place Zero in "w" (Two Cycles used). This is actually a "retlw 0" instruction that MPLAB provides	return	w = 0 SP = SP - 1 PC = [SP]	1000 0000 0000

Description	Instruction	Operation	Op code
Rotate the Register left through carry and optionally Save the Result in “w”	<code>rlf Reg, d</code>	<pre>Temp = C C = (Reg >> 7) & 1 if (d == 1) Reg = (Reg << 1) + Temp else w = (Reg << 1) + Temp endif</pre>	0011 01df ffff
Rotate the Register right through carry and optionally Save the Result in “w”	<code>rrf Reg, d</code>	<pre>Temp = C C = Reg & 1 if (d == 1) Reg = (Reg >> 1) + (Temp << 7) else w = (Reg >> 1) + (Temp << 7) endif</pre>	0011 00df ffff
Go into “Standby” Mode (Indeterminate number of cycles used)	<code>sleep</code>	<pre>_TO = 1 _PD = 0</pre>	0000 0000 0011

Subtract “w” Register Contents from Register and Optionally store Result in “w”

subwf Reg, d

```
if (d == 1)                                0000 10df ffff
    Reg = Reg +
    (w ^ 0x0FF) + 1
else
    w = Reg +
    (w ^ 0x0FF) + 1
endif
C = (Reg +
    (w ^ 0x0FF) + 1)
    > 0x0FF
Z = ((Reg +
    (w ^ 0x0FF) + 1)
    & 0x0FF) == 0
DC = ((Reg & 0x0F )
    + ((w ^ 0x0FF)
    & 0x0F) + 1)
    > 0x0F
```

Swap the Upper and lower nybbles of a Register and Optionally store result in “w”

swapf Reg, d

```
if (d == 1)                                0011 10df ffff
    Reg =
    ((Reg & 0x0F0)
    >> 4) +
    ((Reg & 0x00F)
    << 4)
else
    w = ((Reg & 0x0F0)
    >> 4) +
    ((Reg & 0x00F)
    << 4)
endif
```

Description	Instruction	Operation	Op code
Move the contents of "w" into the Tri-state control Register of the Port	<code>tris Port</code>	$TRIS(Port) = w$	0000 0000 0ppp
XOR Immediate with "w"	<code>xorlw k</code>	$w = w \wedge k$ $Z = (w \wedge k) == 0$	1111 kkkk kkkk
XOR Register Contents with "w" and Optionally store result in "w"	<code>xorwf Reg, d</code>	if (d == 1) $Reg = Reg \wedge w$ else $w = Reg \wedge w$ endif $Z = (Reg \wedge w) == 0$	0001 10df ffff

Mid-Range Instruction Set

Register Banks are 128-bytes in size in the low-end devices. This makes “Reg” in the range of 0 to 0x07F.

Description	Instruction	Operation	Op code
Add Immediate to “w”	addlw k	$w = w + k$ $C = (w + k) > 0x0FF$ $Z = ((w + k) \& 0x0FF) == 0$ $DC = ((w \& 0x0F) + (k \& 0x0F)) > 0x0F$	11 111x kkkk kkkk
Add Register Contents to “w” and optionally store result in “w”	addwf Reg, d	if (d == 1) Reg = Reg + w else w = Reg + w endif $C = (Reg + w) > 0x0FF$ $Z = ((Reg + w) \& 0x0FF) == 0$ $DC = ((Reg \& 0x0F) + (w \& 0x0F)) > 0x0F$	00 0111 dfff ffff
AND Immediate with “w”	andlw k	$w = w \& k$ $Z = (w \& k) == 0$	11 1001 kkkk kkkk

Description	Instruction	Operation	Op code
AND Register Contents with "w" and Optionally store result in "w"	andwf Reg, d	if (d == 1) Reg = Reg & w else w = Reg & w endif Z = (Reg & w) == 0	00 0101 dfff ffff
Clear the Specified Bit in the Register	bcbf Reg, bit	Reg = Reg & (0x0FF ^ (1 << Bit))	01 00bb bfff ffff
Set the Specified Bit in the Register	bcbf Reg, bit	Reg = Reg (1 << Bit)	01 01bb bfff ffff
Skip if the Specified Bit in the Register is Clear. One Instruction Cycle if Skip not Executed, two if Skip Executed	btfsc Reg, bit	if ((Reg & (1 << Bit)) == 0) PC = PC + 1 endif	01 10bb bfff ffff

Skip if the Specified Bit in the Register is Set. One Instruction Cycle if Skip not Executed, two if it is	btfsc Reg, bit	if ((Reg & (1 << Bit)) != 0) PC = PC + 1 endif	01 11bb bfff ffff
Save the Stack Pointer and jump to the Specified Address (two Instruction cycles)	call Address	[SP] = PC SP = SP + 1 PC = ((PCLATH << 8) & 0x01800) + Address	10 0aaa aaaa aaaa
Clear the Specified Register	clrf Reg	Reg = 0 Z = 1	00 0001 1fff ffff
Clear the "w" Register	clrw	w = 0 Z = 1	00 0001 0xxx xxxx
Clear the Watchdog Timer's Counter	clrwdt	WDT = 0 _TO = 1 _PD = 1	00 0000 0110 0100
Complement the Contents of the Specified Register and Optionally store the results in "w"	comf Reg, d	if (d == 1) Reg = Reg ^ 0x0FF else w = Reg ^ 0x0FF endif Z = (Reg ^ 0x0FF) == 0	00 1001 dfff ffff

Description	Instruction	Operation	Op code
Decrement the Contents of the Register and Optionally store the results in "w"	decf Reg, d	if (d == 1) Reg = Reg - 1 else w = Reg - 1 endif Z = (Reg - 1) == 0	00 0011 dfff ffff
Decrement the Contents of the Register and Optionally store the results in "w" and Skip the next instruction if the results are equal to Zero. Two Instruction Cycles taken if skip executed	decfsz Reg, d	if (d == 1) Reg = Reg - 1 else w = Reg - 1 endif if ((Reg - 1) == 0) PC = PC + 1 endif	00 1011 dfff ffff
Jump to the Specified Address (two Instruction cycles)	goto Address	PC = ((PCLATH << 8) & 0x01800) + Address	10 1aaa aaaa aaaa
Increment the Contents of the Register and Optionally store the results in "w"	incf Reg, d	if (d == 1) Reg = Reg + 1 else w = Reg + 1 endif Z = (Reg + 1) == 0	00 1010 dfff ffff

Increment the Contents of the Register and Optionally store the results in “w” and Skip the next instruction if the results are equal to Zero. Two Instruction Cycles taken if Skip Executed	<code>incfsz Reg, d</code>	<pre> if (d == 1) Reg = Reg + 1 else w = Reg + 1 endif if ((Reg + 1) == 0) PC = PC + 1 endif </pre>	<code>00 1111 dfff ffff</code>
OR Immediate with “w”	<code>iorlw k</code>	<pre> w = w k Z = (w k) == 0 </pre>	<code>11 1000 kkkk kkkk</code>
OR Register Contents with “w” and Optionally store result in “w”	<code>iorwf Reg, d</code>	<pre> if (d == 1) Reg = Reg w else w = Reg w endif Z = (Reg w) == 0 </pre>	<code>00 0100 dfff ffff</code>
Check Register Contents equal to zero and Optionally store Register contents in “w”	<code>movf Reg, d</code>	<pre> if (d == 0) w = Reg endif Z = Reg == 0 </pre>	<code>00 1000 dfff ffff</code>

Description	Instruction	Operation	Op code
Load "w" with an immediate value	movlw k	w = k	11 00xx kkkk kkkk
Store the value In "w"	movwf Reg	Reg = w	00 0000 1fff ffff
Waste one Instruction	nop		00 0000 0xx0 0000
Move the contents of "w" into the OPTION Register. Use of this instruction is not recommended	option	TRIS(Port) = w	00 0000 0110 0010
Resume Execution after Interrupt (Two Cycles used)	retfie	GIE = 1 SP = SP - 1 PC = [SP]	00 0000 0000 1001
Resume Execution after Subroutine and Place a constant Value in "w" (Two Cycles used)	retlw k	w = k SP = SP - 1 PC = [SP]	11 01xx kkkk kkkk

Resume Execute after Subroutine (Two Cycles used)

return

SP = SP - 1
PC = [SP]

00 0000 0000 1000

Rotate the Register left through carry and Optionally Save the Result in "w"

rlf Reg, d

Temp = C
C = (Reg >> 7) & 1
if (d == 1)
 Reg = (Reg << 1)
 + Temp
else
 w = (Reg << 1)
 + Temp
endif

00 1101 dfff ffff

Rotate the Register right through carry and Optionally Save the Result in "w"

rrf Reg, d

Temp = C
C = Reg & 1
if (d == 1)
 Reg = (Reg >> 1)
 + (Temp << 7)
else
 w = (Reg >> 1)
 + (Temp << 7)
endif

00 1100 dfff ffff

Go into "Standby" Mode (Indeterminate number of cycles used)

sleep

_TO = 1
_PD = 0

00 0000 0110 0011

Description	Instruction	Operation	Op code
Subtract "w" Contents from Immediate and Store the Result In "w"	sublw k	$w = k + (w \wedge 0x0FF) + 1$ $C = (k + (w \wedge 0x0FF) + 1) > 0x0FF$ $Z = ((k + (w \wedge 0x0FF) + 1) \& 0x0FF) == 0$ $DC = ((k \& 0x0F) + ((w \wedge 0x0FF) \& 0x0F) + 1) > 0x0F$	11 110x kkkk kkkk
Subtract "w" Register Contents from Register and Optionally store Result in "w"	subwf Reg, d	if (d == 1) Reg = Reg + (w ^ 0x0FF) + 1 else w = Reg + (w ^ 0x0FF) + 1 endif $C = (Reg + (w \wedge 0x0FF) + 1) > 0x0FF$ $Z = ((Reg + (w \wedge 0x0FF) + 1) \& 0x0FF) == 0$ $DC = ((Reg \& 0x0F) + ((w \wedge 0x0FF) \& 0x0F) + 1) > 0x0F$	00 0010 dfff ffff

Swap the Upper and lower Nybbles of a Register and Optionally store result in “w”	<code>swapf Reg, d</code>	<pre> if (d == 1) Reg = ((Reg & 0x0F0) >> 4) + ((Reg & 0x00F) << 4) else w = ((Reg & 0x0F0) >> 4) + ((Reg & 0x00F) << 4) endif </pre>	00 1110 dfff ffff
Move the contents of “w” into the Tri-state control Register of the Port. Use of this Instruction is not recommended	<code>tris Port</code>	<code>TRIS(Port) = w</code>	00 0000 0110 0ppp
XOR Immediate with “w”	<code>xorlw k</code>	<pre> w = w ^ k Z = (w ^ k) == 0 </pre>	11 1010 kkkk kkkk
XOR Register Contents with “w” and Optionally store result in “w”	<code>xorwf Reg, d</code>	<pre> if (d == 1) Reg = Reg ^ w else w = Reg ^ w endif Z = (Reg ^ w) == 0 </pre>	00 0110 dfff ffff

PIC17Cxx Instruction Set

The PIC17Cxx's instruction set is very similar to both the low-end and the mid-range instruction sets except for the basic “move” instructions. These instructions are quite a bit different because of the operation of the PIC17Cxx's “primary” register subset of the total 256 possible addresses.

Instruction	Format	Operation	Bit pattern
Add a Constant to the "wreg" and store the Result in "wreg"	addlw Constant	<pre>wreg = wreg + Constant if (((wreg > 0) & (Constant > 0)) & ((wreg + Constant > 0x07F)) OV = 1 else OV = 0 if ((wreg + Constant) > 0xFF) C = 1 else C = 0 if (((wreg & 0x0F) + (Constant & 0x0F)) > 0x0F) DC = 1 else DC = 0 if (((wreg + Constant) & 0xFF) == 0x000) Z = 1 else Z = 0</pre>	1011 0001 kkkk kkkk

Instruction	Format	Operation	Bit pattern
Add "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg"	addwf Reg, d	if ("d" == 1) wreg = wreg + Reg else Reg = wreg + Reg if (((wreg > 0) & (Reg > 0)) & ((wreg + Reg) > 0x07F)) OV = 1 else OV = 0 if ((wreg + Reg) > 0xFF) C = 1 else C = 0 if (((wreg & 0x0F) + (Reg & 0x0F)) > 0x0F) DC = 1 else DC = 0	0000 111d ffff ffff

Add "wreg" to the Contents of "Reg" and "C", store the Result According to "d" Result in "wreg"

addwfc Reg, d

```
if (((wreg +
    Reg) & 0x0FF)
    == 0x000)
    Z = 1
else
    Z = 0
```

```
if ("d" == 1)
    wreg = wreg
    + Reg + C
else
```

```
    Reg = wreg
    + Reg + C
```

```
if (((wreg > 0)
    & (Reg > 0))
    & ((wreg
    + Reg + C)
    > 0x07F))
    OV = 1
```

```
else
    OV = 0
```

```
if ((wreg +
    Reg + C) > 0x0FF)
    C = 1
```

```
else
    C = 0
```

```
if (((wreg & 0x0F) +
    (Reg & 0x0F) + C)
    > 0x0F)
    DC = 1
```

0001 000d ffff ffff

Instruction	Format	Operation	Bit pattern
AND a Constant to the "wreg" and store the Result in "wreg"	andlw Constant	<pre> else DC = 0 if (((wreg + Reg + C) & 0x0FF) == 0x000) Z = 1 else Z = 0 </pre>	1011 0101 kkkk kkkk
AND "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg"	andwf Reg, d	<pre> if ("d" == 1) wreg = wreg & Reg else Reg = wreg & Reg if ((wreg & Reg) == 0x000) Z = 1 else Z = 0 </pre>	0000 101d ffff ffff

Clear the Specified Bit in "Reg"	<code>bcf Reg, Bit</code>	$\text{Reg} = \text{Reg} \& (0x0FF \wedge (1 \ll \text{Bit}))$	1000 1bbb ffff ffff
Set the Specified Bit in "Reg"	<code>bsf Reg, Bit</code>	$\text{Reg} = \text{Reg} (1 \ll \text{Bit})$	1000 0bbb ffff ffff
Test the Specified Bit in "Reg" and skip if Clear. One Instruction Cycle if Skip not Executed, two if Skip Executed	<code>btfscl Reg, Bit</code>	if $((\text{Reg} \& (1 \ll \text{Bit})) == 0)$ $\text{PC} = \text{PC} + 1$	1001 1bbb ffff ffff
Test the Specified Bit in "Reg" and skip if Set. One Instruction Cycle if Skip not Executed, two if Skip Executed	<code>btfss Reg, Bit</code>	if $((\text{Reg} \& (1 \ll \text{Bit})) != 0)$ $\text{PC} = \text{PC} + 1$	1001 0bbb ffff ffff
Toggle the Specified Bit in "Reg"	<code>btg Reg, Bit</code>	$\text{Reg} = \text{Reg} \wedge (1 \ll \text{Bit})$	0011 1bbb ffff ffff
Call the "Label" Address. Two Instruction Cycles are Required	<code>call Label</code>	$\text{PUSH}(\text{PC})$ $\text{PCLATH} = \text{PC} (15:13) + \text{Label} (12:8)$ $\text{PCL} = \text{Label} (7:0)$	111k kkkk kkkk kkkk
Clear the Specified Register and Optionally "wreg"	<code>clrf Reg, s</code>	$\text{Reg} = 0$ if $(s == 0)$ $\text{wreg} = 0$	0010 100s ffff ffff

Instruction	Format	Operation	Bit pattern
Clear the Watchdog Register and STATUS flags	clrwdt	WDT = 0 WDT Postscaler = 0 _TO = 1 _PD = 1	0000 0000 0000 0100
Complement the Contents of the Specified Register	comf Reg, d	if ("d" == 0) wreg = Reg ^ 0x0FF else Reg = Reg ^ if ((Reg ^ 0x0FF) == 0x000) Z = 1 else Z = 0	0001 001d ffff ffff
Compare the Specified Register with wreg and skip if the Register == Wreg. If Skip Executed,	cpfseq Reg	if ((Reg - wreg) == 0) PC = PC + 1	0011 0001 ffff ffff

two Instruction Cycles
Executed Else one Cycle

Compare the Specified
Register with wreg and
skip if the Register >
wreg. If Skip Executed,
two Instruction Cycles
Executed Else one Cycle

cpfsgt Reg

if ((Reg -
wreg) > 0)
PC = PC + 1

0011 0010 ffff ffff

Compare the Specified
Register with wreg and
skip if the Register <
wreg. If Skip Executed,
two Instruction Cycles
Executed Else one Cycle

cpfslt Reg

if ((Reg -
wreg) < 0)
PC = PC + 1

0011 0000 ffff ffff

Do a Decimal Adjust after
Addition of Two BCD Values

daw Reg, s

if ((wreg & 0x0F)
> 9)
if (s == 0)
wreg = (wreg &
0x0F) + 0x010
else
Reg = (wreg &
0x0F) + 0x010

0010 111s ffff ffff

Instruction	Format	Operation	Bit pattern
Decrement the Contents of the Specified Register	decf Reg, d	<pre> if ("d" == 0) wreg = Reg - 1 else Reg = Reg - 1 if ((Reg - 1) == 0x000) Z = 1 else Z = 0 if (((Reg > 0) & ((Reg - 1) < 0x080)) OV = 1 else OV = 0 if (((Reg & 0x00F) - 1) & 0x080) != 0) DC = 0 else DC = 1 if ((Reg - 1) < 0) C = 0 else C = 1 </pre>	0000 011d ffff ffff

Decrement the Contents of the Specified Register and skip the Next Instruction if Result == 0. If Skip Executed, two Instruction Cycles Executed Else one Cycle	<code>decfsz Reg, d</code>	<pre> if ("d" == 0) wreg = Reg - 1 else Reg = Reg - 1 if ((Reg - 1) == 0x000) PC = PC + 1 </pre>	<code>0001 011d ffff ffff</code>
Decrement the Contents of the Specified Register and skip the Next Instruction if Result != 0. If Skip Executed, two Instruction Cycles Executed Else one Cycle	<code>dcfsnz Reg, d</code>	<pre> if ("d" == 0) wreg = Reg - 1 else Reg = Reg - 1 if ((Reg - 1) != 0x000) PC = PC + 1 </pre>	<code>0010 011d ffff ffff</code>
Goto the "Label" Address. Two Instruction Cycles	<code>goto Label</code>	<pre> PCLATH = PC (15:13) + Label (12:8) PCL = Label (7:0) </pre>	<code>1101 kkkk kkkk kkkk</code>

Instruction	Format	Operation	Bit pattern
Increment the Contents of the Specified Register	<code>incf Reg, d</code>	<pre> if ("d" == 0) wreg = Reg + 1 else Reg = Reg + 1 if ((Reg + 1) == 0x000) Z = 1 else Z = 0 if (((Reg > 0) & ((Reg + 1) > 0x07F)) OV = 1 else OV = 0 if (((Reg & 0x00F) + 1) & 0x010) != 0) DC = 1 else DC = 0 if ((Reg + 1) == 0x0100) C = 1 else C = 0 </pre>	0001 010d ffff ffff

<p>Increment the Contents of the Specified Register and skip the Next Instruction if Result == 0. If Skip Executed, two Instruction Cycles Executed Else one Cycle</p>	<p><code>incfsz Reg, d</code></p>	<p>if ("d" == 0) wreg = Reg + 1 else Reg = Reg + 1 if ((Reg + 1) == 0x000) PC = PC + 1</p>	<p>0001 111d ffff ffff</p>
<p>Increment the Contents of the Specified Register and skip the Next Instruction if Result != 0. If Skip Executed, two Instruction Cycles Executed Else one Cycle</p>	<p><code>infsnz Reg, d</code></p>	<p>if ("d" == 0) wreg = Reg + 1 else Reg = Reg + 1 if ((Reg + 1) != 0x000) PC = PC + 1</p>	<p>0010 010d ffff ffff</p>
<p>OR a Constant to the "wreg" and store the Result in "wreg"</p>	<p><code>iorlw Constant</code></p>	<p>wreg = wreg Constant if ((wreg Constant) == 0x000) Z = 1 else Z = 0</p>	<p>1011 0011 kkkk kkkk</p>

Instruction	Format	Operation	Bit pattern
OR "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg"	<code>iorwf Reg, d</code>	if ("d" == 1) wreg = wreg Reg else Reg = wreg Reg if ((wreg Reg) == 0x000) Z = 1 else Z = 0	0000 100d ffff ffff
Call the "Label" Address Using PCLATH and the Least Significant Eight bits of "Label". Two Instruction Cycles	<code>lcall Label</code>	PUSH (PC) PCL = Label (7:0)	1011 0111 kkkk kkkk
Move data from 256 Address Register Data to Primary Register Set	<code>movfp Reg, p</code>	p = Reg	011p pppp ffff ffff
Move Constant into low Nybble of BSR	<code>movlb Constant</code>	BSR (3:0) = Constant	1011 1000 0000 kkkk
Move Constant into high Nybble of BSR	<code>movlr Constant</code>	BSR (7:4) = Constant	1011 1010 kkkk 0000

Move Constant into wreg	movlw Constant	wreg = Constant	1011 0000 kkkk kkkk
Move data from Primary Register Data to 256 Address Register Set	movpf p, Reg	Reg = p if (p == 0) Z = 1 else Z = 0	010p pppp ffff ffff
Move contents of "wreg" into "Reg"	movwf Reg	Reg = wreg	0000 0001 ffff ffff
Multiply Constant by "wreg"	mullw Constant	PRODH:PROGL = Constant * wreg	1011 1100 kkkk kkkk
Multiply Register by "wreg"	mullwf Reg	PRODH:PROGL = Reg * wreg	0011 0100 ffff ffff

Instruction	Format	Operation	Bit pattern
Negate the Contents of "wreg" and Optionally store the Result in a Register	negw Reg, s	if (s == 0) Reg = -wreg wreg = -wreg if ((wreg < 0) & (-wreg < 0x080)) OV = 1 else OV = 0 if (-wreg > 0x0FF) C = 1 else C = 0 if ((-wreg & 0x0F) > 0x0F) DC = 1 else DC = 0 if (-wreg == 0x000) Z = 1 else Z = 0	0010 110s ffff ffff
Do Nothing for one Instruction Cycle	nop		0000 0000 0000 0000
Return from Interrupt Handler. Two Instruction Cycles	retfie	PC = POP () GLTIND = 0	0000 0000 0000 0101

Return from Subroutine with new value in wreg. Two Instruction Cycles	retlw Constant	wreg = Constant PC = POP ()	1011 0110 kkkk kkkk
Return from Subroutine. Two Instruction Cycles	return	PC = POP ()	0000 0000 0000 0010
Rotate Left Through the Carry Flag	rlcf Reg, d	if (d == 0) wreg (7:1) = Reg (6:0) wreg (0) = C C = Reg (7) else Reg (7:1) = Reg (6:0) Reg (0) = C C = Reg (7)	0001 101d ffff ffff
Rotate Left	rlcnf Reg, d	if (d == 0) wreg (7:1) = Reg (6:0) wreg (0) = Reg (7) else Reg (7:1) = Reg (6:0) Reg (0) = Reg (7)	0010 001d ffff ffff

Instruction	Format	Operation	Bit pattern
Rotate Right Through the Carry Flag	<code>rrcf Reg, d</code>	if ($d == 0$) wreg (6:0) = Reg (7:1) wreg (7) = C C = Reg (0) else Reg (6:0) = Reg (7:1) Reg (7) = C C = Reg (0)	<code>0001 100d ffff ffff</code>
Rotate Right	<code>rrcnf Reg, d</code>	if ($d == 0$) wreg (6:0) = Reg (7:1) wreg (7) = Reg (0) else Reg (6:0) = Reg (7:1) Reg (7) = Reg (0)	<code>0010 000d ffff ffff</code>
Set the Specified Register and Optionally "wreg"	<code>setf Reg, s</code>	Reg = 0x0FF if ($s == 0$) wreg = 0x0FF	<code>0010 101s ffff ffff</code>

Put the PICmicro[®] MCU in
a "Power Down" State

sleep

```
WDT = 0
WDT Postscaler = 0
_TO = 1
_PD = 0
PICmicro MCU
Power Down
```

0000 0000 0000 0011

Subtract "wreg" from a
Constant and store the
Result in "wreg"

sublw
Constant

```
wreg = Constant
- wreg
if (((wreg < 0)
& (Constant < 0))
& ((Constant
- wreg)
< 0x080))
OV = 1
else
OV = 0
if ((Constant -
wreg) > 0x0FF)
C = 1
else
C = 0
if (((Constant & 0x0F) -
wreg & 0x0F)
> 0x0F)
DC = 1
else
DC = 0
if (((Constant -
wreg) & 0x0FF)
== 0x000)
```

1011 0010 kkkk kkkk

Instruction	Format	Operation	Bit pattern
Subtract "wreg" from the Contents of "Reg" and store the Result According to "d" Result in "wreg"	subwf Reg, d	Z = 1 else Z = 0 if ("d" == 1) wreg = Reg - wreg else Reg = Reg - wreg if ((wreg < 0) & (Reg < 0)) & ((Reg - wreg) < 0x080)) OV = 1 else OV = 0 if ((Reg - wreg) > 0xFF) C = 1 else C = 0 if (((Reg & 0x0F) - (wreg & 0x0F)) > 0x0F) DC = 1	0000 010d ffff ffff

Subtract "wreg" from the Contents of "Reg" and "C", store the Result According to "d" Result in "wreg"

```
subwfb Reg, d
```

```

else
    DC = 0
    if (((Reg -
        wreg) & 0x0FF)
        == 0x000)
        Z = 1
    else
        Z = 0

if ("d" == 1)
    wreg = Reg
    - wreg - !C
else
    Reg = Reg
    - wreg - !C
if (((Reg > 0)
    & (wreg > 0))
    & ((Reg
    - wreg - !C)
    < 0x080))
    OV = 1
else
    OV = 0
if ((Reg -
    wreg - !C) > 0x0FF)
    C = 1
else
    C = 0
if (((Reg & 0x0F) -

```

```
0000 001d ffff ffff
```

Instruction	Format	Operation	Bit pattern
Swap the Contents of "Reg" and store the Result According to "d" Result in "wreg"	<code>swapf Reg, d</code>	<pre> (wreg & 0x0F) - !C) > 0x0F) DC = 1 else DC = 0 if (((Reg - wreg - !C) & 0xFF) == 0x000) Z = 1 else Z = 0 if ("d" == 1) wreg = ((Reg & 0x00F) << 4) + ((Reg & 0x0F0) >> 4) else Reg = ((Reg & 0x00F) << 4) + ((Reg & 0x0F0) >> 4) </pre>	<code>0001 110d ffff ffff</code>

Read the Contents of the Table Pointer or Read Program Memory into the Table Pointer. Two or three Instruction Cycles

tablrd t, i, f

```
if (t == 1)
    f = TBLATH
else
    f = TBLATH
    TBLAT =
        ProgMem(TBLPTR)
if (i == 1)
    TBLPTR =
        TBLPTR + 1
```

1010 10ti ffff ffff

Write new Contents of the Table Pointer or Write Program Memory from the Table Pointer. If the Destination is Internal EPROM, the Instruction Does not End until an Interrupt. Two Instruction Cycles or Until Timer Interrupt

tablwt t, i, f

```
if (t == 0)
    TBLATL = f
else
    TBLATH = f
    ProgMem(TBLPTR)
    TBLAT =
if (i == 1)
    TBLPTR =
        TBLPTR + 1
```

1010 11ti ffff ffff

Read the Contents of the Table Pointer

tlrd t, f

```
if (t == 1)
    f = TBLATH
else
    f = TBLATL
```

1010 00t0 ffff ffff

Write the Contents of the Register into the Table Pointer

tlwt t, f

```
if (t == 1)
    TBLATH = f
else
    TBLATL = f
```

1010 01t0 ffff ffff

Instruction	Format	Operation	Bit pattern
Compare the Specified Register zero and skip if the Register == 0. One Instruction Cycle if Skip not Executed, Two if it is	<code>tstfsz Reg</code>	if (Reg == 0) PC = PC + 1	0011 0011 ffff ffff
XOR a Constant to the "wreg" and store the Result in "wreg"	<code>xorlw Constant</code>	wreg = wreg ^ Constant if ((wreg ^ Constant) == 0x000) Z = 1 else Z = 0	1011 0100 kkkk kkkk
XOR "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg"	<code>xorwf Reg, d</code>	if ("d" == 1) wreg = wreg ^ Reg else Reg = wreg ^ Reg if ((wreg ^ Reg) == 0x000) Z = 1 else Z = 0	0000 110d ffff ffff

PIC18Cxx Instruction Set

Instruction	Format	Operation	Bit pattern
Add a Constant to the "wreg" and store the Result in "wreg"	<code>addlw Constant</code>	<pre> wreg = wreg + Constant if (((wreg > 0) & (Constant > 0)) & ((wreg + Constant) > 0x07F)) OV = 1 else OV = 0 if ((wreg + Constant) > 0xFF) C = 1 else C = 0 if ((wreg + Constant) & 0x080) != 0) N = 1 else N = 0 if (((wreg & 0x0F) + (Constant & 0x0F)) > 0x0F) DC = 1 else </pre>	<code>0000 1111 kkkk kkkk</code>

Instruction	Format	Operation	Bit pattern
<p>Add "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg". If "a" is set" then BSR used for Reg, else Access Bank is used.</p>	<p>addwf Reg, d, a</p>	<p>DC = 0 if (((wreg + Constant) & 0x0FF) == 0x000) Z = 1 else Z = 0</p> <p>if ("d" == 1) wreg = wreg + Reg else Reg = wreg + Reg if (((wreg > 0) & (Reg > 0)) & ((wreg + Reg) > 0x07F)) OV = 1 else OV = 0 if ((wreg + Reg) & 0x080) != 0) N = 1 else N = 0</p>	<p>0010 01da ffff ffff</p>

Add “wreg” to the Contents of “Reg” and “C”, store the Result
According to “d” Result in “wreg”.
If “a” is set then Reg is

```
addwfc Reg, d, a
```

```
if ((wreg +
    Reg) > 0x0FF)
    C = 1
else
    C = 0
if (((wreg & 0x0F) +
    (Reg & 0x0F))
    > 0x0F)
    DC = 1
else
    DC = 0
if (((wreg +
    Reg) & 0x0FF)
    == 0x000)
    Z = 1
else
    Z = 0
```

```
if (“d” == 1)
    wreg = wreg
    + Reg + C
else
    Reg = wreg
    + Reg + C
if (((wreg > 0)
    & (Reg > 0))
    & ((wreg
    + Reg + C)
    > 0x07F))
```

```
0010 00da ffff ffff
```

Instruction	Format	Operation	Bit pattern
in the BSR Bank else, Reg is in the Access Bank		$OV = 1$ else $OV = 0$ if $((wreg + Reg + C) \& 0x080) \neq 0$ $N = 1$ else $N = 0$ if $((wreg + Reg + C) > 0x0FF)$ $C = 1$ else $C = 0$ if $((wreg \& 0x0F) + (Reg \& 0x0F) + C) > 0x0F$ $DC = 1$ else $DC = 0$ if $((wreg + Reg + C) \& 0x0FF) == 0x000$ $Z = 1$ else $Z = 0$	

AND a Constant to the "wreg" and store the Result in "wreg"

`andlw Constant`

```
wreg = wreg
& Constant
if ((wreg &
Constant)
== 0x000)
Z = 1
else
Z = 0
if (((wreg & Constant)
& 0x080) != 0)
N = 1
else
N = 0
```

0000 1011 kkkk kkkk

AND "wreg" to the Contents of "Reg" and store the Result According to "d" Result in "wreg". If "a" is set, then Reg is in the BSR Bank, else it is in the Access Bank

`andwf Reg, d, a`

```
if ("d" == 1)
wreg = wreg
& Reg
else
Reg = wreg
& Reg
if ((wreg & Reg)
== 0x000)
Z = 1
else
Z = 0
if ((wreg & Reg)
& 0x080) != 0)
N = 1
else
N = 0
```

0001 01da ffff ffff

Instruction	Format	Operation	Bit pattern
Branch if the Carry Flag is Set. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.	bc Label	if (C == 1) $PC = PC + 2 +$ Label	1110 0010 kkkk kkkk
Clear the Specified Bit in "Reg". If "a" is set then Reg is in the BSR Bank else, Reg is in the Access Bank	bcf Reg, Bit, a	$Reg = Reg$ $\& (0xFF \wedge$ $(1 \ll Bit))$	1001 bbba ffff ffff

<p>Branch if Negative Flag is Set. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.</p>	bn Label	<p>if (N == 1) PC = PC + 2 + Label</p>	1110 0110 kkkk kkkk
<p>Branch if the Carry Flag is Reset. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.</p>	bnc Label	<p>if (C == 0) PC = PC + 2 + Label</p>	1110 0011 kkkk kkkk

Instruction	Format	Operation	Bit pattern
Branch if Negative Flag is Reset. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.	bnn Label	if ($N == 0$) $PC = PC + 2 +$ Label	1110 0111 kkkk kkkk
Branch if Overflow Flag is Reset. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.	bnov Label	if ($OV == 0$) $PC = PC + 2 +$ Label	1110 0101 kkkk kkkk

<p>Branch if the Zero Flag is Reset. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.</p>	<p>bnz Label</p>	<p>if ($Z == 0$) $PC = PC + 2 +$ Label</p>	<p>1110 0001 kkkk kkkk</p>
<p>Branch if Overflow Flag is Set. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.</p>	<p>bov Label</p>	<p>if ($OV == 1$) $PC = PC + 2 +$ Label</p>	<p>1110 0100 kkkk kkkk</p>

Instruction	Format	Operation	Bit pattern
Branch Always. Label is a Two's Complement Offset. Two Instruction Cycles	bra Label	$PC = PC + 2 +$ Label	1110 0kkk kkkk kkkk
Set the Specified Bit in "Reg". If "a" is set then Reg is in the BSR Bank, else Reg is in the Access Bank	bsf Reg, Bit, a	$Reg = Reg$ $ (1 \ll Bit)$	1000 bbba ffff ffff
Test the Specified Bit in "Reg" and skip if Clear. If "a" is set then the BSR is used for Reg, else the Access Bank is Used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed.	btfsc Reg, Bit, a	if ((Reg & (1 << Bit)) == 0) PC = NextIns	1011 bbba ffff ffff

Test the Specified Bit in "Reg" and skip if Set. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed.

`btfss Reg, Bit, a`

if ((Reg
& (1 << Bit))
!= 0)
PC = NextIns

1010 bbba ffff ffff

Toggle the Specified Bit in "Reg". If "a" is set then the BSR is used for Reg, else the Access Bank is used

`btg Reg, Bit, a`

Reg = Reg
^(1 << Bit)

0111 bbba ffff ffff

Instruction	Format	Operation	Bit pattern
Branch if the Zero Flag is Set. Label is a Two's Complement Offset. One Instruction Cycle if Branch Not Executed, Two if Branch Executed.	bz Label	if (Z == 1) PC = PC + 2 + Label	1110 0000 kkkk kkkk
Call the 20-Bit "Label" Address. If "s" is set, Save the Context Registers. Two Instruction Cycles	call Label,s	PUSH(PC) if (s == 1) PUSH (W, STATUS BSR) PC = Label	1110 110s kkkk kkkk 1111 kkkk kkkk kkkk

Clear the Specified Register. If "a" is set then the BSR is used for Reg, else the Access Bank is used	<code>clrf Reg, a</code>	Reg = 0 Z = 1	0110 101a ffff ffff
Clear the Watchdog Register and STATUS flags	<code>clrwdt</code>	WDT = 0 WDT Postscaler = 0 _TO = 1 _PD = 1	0000 0000 0000 0100
Complement the Contents of the Specified Register. If "a" is set then the BSR is used for Reg, else the Access Bank is used	<code>comf Reg, d, a</code>	if ("d" == 0) wreg = Reg ^ 0x0FF else Reg = Reg ^ if ((Reg ^ 0x0FF) == 0x000) Z = 1 else Z = 0 if ((Reg ^ 0x0FF) & 0x080) != 0) N = 1 else N = 0	0001 11da ffff ffff

Instruction	Format	Operation	Bit pattern
<p>Compare the Specified Register with wreg and skip if the Register == Wreg. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip</p>	<code>cpfseq Reg, a</code>	<p>if ((Reg – wreg) == 0) PC = NextIns</p>	<code>0110 001a ffff ffff</code>

Executed.

Compare the
Specified
Register with
wreg and skip
if the
Register >
wreg.
If "a" is set
then the BSR
is used for
Reg, else the
Access Bank
is used. One
Instruction
Cycle if Skip
Not Executed,
Two if Skip
Executed

cpfsgt Reg, a

if ((Reg -
wreg) > 0)
PC = NextIns

0110 010a ffff ffff

Instruction	Format	Operation	Bit pattern
<p>Compare the Specified Register with wreg and skip if the Register < wreg. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed</p>	cpfs1t Reg, a	<p>if ((Reg – wreg) < 0) PC = NextIns</p>	0110 000a ffff ffff
<p>Do a Decimal Adjust after Addition of Two BCD Values</p>	daw	<p>if ((wreg & 0x0F) > 9) wreg = (wreg & 0x0F) + 0x010</p>	0000 0000 0000 0111

Decrement
the Contents
of the
Specified
Register.
If "a" is set
then Reg is
in BSR Bank
else Access
Bank is used

`decf Reg,d,a`

```
if ("d" == 0)
  wreg = Reg - 1
else
  Reg = Reg - 1
if ((Reg - 1)
    == 0x000)
  Z = 1
else
  Z = 0
if (((Reg > 0)
    & ((Reg - 1)
    < 0x080))
    OV = 1
else
  OV = 0
if ((Reg - 1)
    & 0x080) != 0)
  N = 1
else
  N = 0
if (((Reg & 0x00F) - 1)
    & 0x080) != 0)
  DC = 0
else
  DC = 1
if ((Reg - 1)
    < 0)
  C = 0
else
  C = 1
```

`0000 01da ffff ffff`

Instruction	Format	Operation	Bit pattern
Decrement the Contents of the Specified Register and skip the Next Instruction if Result == 0. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed	decfsz Reg, d, a	if ("d" == 0) wreg = Reg - 1 else Reg = Reg - 1 if ((Reg - 1) == 0x000) PC = NextIns	0010 11da ffff ffff

<p>Decrement the Contents of the Specified Register and skip the Next Instruction if Result != 0. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed</p>	<p>dcfsnz Reg,d,a</p>	<p>if ("d" == 0) wreg = Reg - 1 else Reg = Reg - 1 if ((Reg - 1) != 0x000) PC = NextIns</p>	<p>0100 11da ffff ffff</p>
<p>Goto the 20-Bit "Label" Address. Two Instruction Cycles</p>	<p>goto Label</p>	<p>PC = Label</p>	<p>1110 1111 kkkk kkkk 1111 kkkk kkkk kkkk</p>

Instruction	Format	Operation	Bit pattern
Increment the Contents of the Specified Register. If "a" is set then Reg is in the BSR Bank else Access Bank is used.	<code>incf Reg, d, a</code>	<pre> if ("d" == 0) wreg = Reg + 1 else Reg = Reg + 1 if ((Reg + 1) == 0x000) Z = 1 else Z = 0 if (((Reg > 0) & ((Reg + 1) > 0x07F)) > 0) OV = 1 else OV = 0 if (((Reg + 1) & 0x080) != 0) N = 1 else N = 0 if (((Reg & 0x00F) + 1) & 0x010) != 0) DC = 1 else DC = 0 if ((Reg + 1) == 0x0100) </pre>	<code>0010 10da ffff ffff</code>

Increment
the Contents
of the
Specified
Register
and skip the
Next
Instruction if
Result == 0.
If "a" is set
then the BSR
is used for
Reg, else the
Access Bank
is used. One
Instruction
Cycle if Skip
Not Executed,
Two if Skip
Executed

`incfsz Reg,d,a`

```
C = 1
else
  C = 0

if ("d" == 0)
  wreg = Reg + 1
else
  Reg = Reg + 1
if ((Reg + 1)
    == 0x000)
  PC = NextIns
```

`0011 11da ffff ffff`

Instruction	Format	Operation	Bit pattern
<p>Increment the Contents of the Specified Register and skip the Next Instruction if Result != 0. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed</p>	$infsnz\ Reg, d, a$	<p>if ("d" == 0) wreg = Reg + 1 else Reg = Reg + 1 if ((Reg + 1) != 0x000) PC = NextIns</p>	$0100\ 10da\ ffff\ ffff$

OR a Constant to the “wreg” and store the Result in “wreg”

`iorlw Constant`

```
wreg = wreg
| Constant
if ((wreg |
Constant)
== 0x000)
Z = 1
else
Z = 0
if ((wreg | Constant)
& 0x080) != 0)
N = 1
else
N = 0
```

0000 1001 kkkk kkkk

OR “wreg” to the Contents of “Reg” and store the Result According to “d” Result in “wreg”. If “a” is set then Reg is in the BSR Bank, else it is in the Access Bank

`iorwf Reg,d,a`

```
if (“d” == 1)
wreg = wreg
| Reg
else
Reg = wreg
| Reg
if ((wreg | Reg)
== 0x000)
Z = 1
else
Z = 0
if ((wreg | Reg)
& 0x080) != 0)
N = 1
else
N = 0
```

0001 00da ffff ffff

Instruction	Format	Operation	Bit pattern
Load the Specified FSR Register with the Constant. Two Instruction Cycles	<code>lfsr f, Const</code>	$FSR(f) = Const$	1110 1110 00ff kkkk 1111 0000 kkkk kkkk
Move data from 256 Address Register Data to Primary Register Set. If "a" is set then the BSR is used for Reg, else the Access Bank is used	<code>movf Reg, d, a</code>	if (d == 0) wreg = Reg if (Reg == 0) Z = 1 else Z = 0 if ((Reg & 0x080) != 0) N = 1 else N = 0	0101 00da ffff ffff
Move Contents of the Source Register into the Destination Register. The Full 12-Bit Addresses are Specified. Two Instruction Cycles	<code>movff Regs, Regd</code>	$Regd = Regs$	1100 fffs fffs fffs 1111 fffd fffd fffd

Move Constant into low Nybble of BSR	<code>movlb Constant</code>	<code>BSR(3:0) = Constant</code>	<code>0000 0001 kkkk kkkk</code>
Move Constant into wreg	<code>movlw Constant</code>	<code>wreg = Constant</code>	<code>0000 1110 kkkk kkkk</code>
Move contents of "wreg" into "Reg". If "a" is set then the BSR is used for Reg, else the Access Bank is used	<code>movwf Reg, a</code>	<code>Reg = wreg</code>	<code>0110 111a ffff ffff</code>
Multiply Constant by "wreg"	<code>mullw Constant</code>	<code>PRODH:PROGL = Constant * wreg</code>	<code>0000 1101 kkkk kkkk</code>
Multiply Register by "wreg". If "a" is set then the BSR is used for Reg, else the Access Bank is used	<code>mullwf Reg</code>	<code>PRODH:PROGL = Reg * wreg</code>	<code>0000 0010a ffff ffff</code>

Instruction	Format	Operation	Bit pattern
Negate the Contents of "Reg" and store the result back in "Reg". If "a" is set, then Reg is in the BSR Bank, else Reg is in the Access Bank	negw Reg, a	Reg = -Reg if (-Reg < 0x080) OV = 1 else OV = 0 if ((-Reg & 0x080) != 0) N = 1 else N = 0 if (-Reg > 0x0FF) C = 1 else C = 0 if ((-Reg & 0x0F) > 0x0F) DC = 1 else DC = 0 if (-Reg == 0x000) Z = 1 else Z = 0	0110 110a ffff ffff

Do Nothing for one Instruction Cycle. Note Two Different Op Codes.	nop		0000 0000 0000 0000 1111 1111 1111 1111
Pop the top of the Instruction Pointer Stack and Discard the Result.	pop	POP ()	0000 0000 0000 0110
Push the top of the Instruction Pointer Stack.	push	PUSH (PC + 2)	0000 0000 0000 0101
Call the 11-Bit 2's Complement "Offset". Two Instruction Cycles	rcall Label	PUSH (PC) PC = PC + 2 + Label	1101 1kkk kkkk kkkk

Instruction	Format	Operation	Bit pattern
Reset the PICmicro® MCU Processor and all the Registers Affected by _MCLR Reset	Reset	_MCLR = 0 _MCLR = 1	0000 0000 1111 1111
Return from Interrupt Handler. If “s” is set, Restore the wreg, STATUS and BSR Registers. Two Instruction Cycles	retfie, s	PC = POP () GIE = 0 if (s == 1) wreg = POP () STATUS = POP () BSR = POP ()	0000 0000 0001 000s
Return from Subroutine with new value in wreg. Two Instruction Cycles	retlw Constant	wreg = Constant PC = POP ()	0000 1100 kkkk kkkk

Return from Subroutine. If "s" is set, Restore the Wreg, STATUS and BSR Registers. Two Instruction Cycles

return, s

PC = POP ()
 if (s == 1)
 wreg = POP ()
 STATUS = POP ()
 BSR = POP ()

0000 0000 0001 001s

Rotate Left Through the Carry Flag. If "a" is set then Reg is in BSR Bank else Reg is in the Access Bank

rlcf Reg, d, a

if (d == 0)
 wreg(7:1) =
 Reg(6:0)
 wreg(0) = C
 C = Reg (7)
 else
 Reg (7:1) =
 Reg (6:0)
 Reg (0) = C
 C = Reg (7)
 if (Reg (6) != 0)
 N = 1
 else
 N = 0

0011 01da ffff ffff

Instruction	Format	Operation	Bit pattern
Rotate Left. If "a" is set then Reg is in the BSR Bank else Reg is in the Access Bank	rlcnf Reg, d, a	if (d == 0) wreg (7:1) = Reg (6:0) wreg (0) = Reg (7) else Reg (7:1) = Reg (6:0) Reg(0) = Reg(7) if (Reg(6) != 0) N = 1 else N = 0	0100 01da ffff ffff
Rotate Right Through the Carry Flag. If "a" is set then Reg is in the BSR Bank else Reg is in the Access Bank	rrcf Reg, d, a	if (d == 0) wreg (6:0) = Reg (7:1) wreg (7) = C C = Reg (0) else Reg (6:0) = Reg (7:1) Reg (7) = C C = Reg (0) if (Reg (0) != 0) N = 1 else N = 0	0011 00da ffff ffff

Rotate Right.
 If "a" is set
 then Reg is in
 the BSR Bank
 else Reg is in
 the Access Bank

`rrcnf Reg, d, a`

```

if (d == 0)
  wreg (6:0) =
  Reg (7:1)
  wreg (7) =
  Reg (0)
else
  Reg (6:0) =
  Reg (7:1)
  Reg (7) =
  Reg (0)
if (Reg (0) != 0)
  N = 1
else
  N = 0
  
```

0100 00da ffff ffff

Set the
 Specified
 Register and
 Optionally
 "wreg".
 If "a" is set
 then the BSR
 is used for
 Reg, else the
 Access Bank
 is used

`setf Reg, s, a`

```

Reg = 0x0FF
if (s == 0)
  wreg = 0x0FF
  
```

0110 100a ffff ffff

Instruction	Format	Operation	Bit pattern
Put the PICmicro [®] MCU in a "Power Down" State	sleep	WDT = 0 WDT Postscaler = 0 _TO = 1 _PD = 0 PICmicro MCU Power Down	0000 0000 0000 0011
Subtract the Contents of "Reg" and C from wreg and store the Result According to "d" Result in "wreg". If "a" is set then Reg is in the BSR Bank else it is in the Access Bank	subwfb Reg, d, a	if ("d" == 1) wreg = wreg - Reg - !C else Reg = wreg - Reg - !C if (((Reg > 0) & (wreg > 0)) & ((wreg = Reg - !C) < 0x080)) OV = 1 else OV = 0 if (((wreg - Reg - C) & 0x080) != 0) N = 1 else N = 0	0101 01da ffff ffff

Subtract
“wreg” from a
Constant and
store the Result
in “wreg”

sublw Constant

```

if ((wreg -
    Reg - !C) > 0x0FF)
    C = 1
else
    C = 0
if (((wreg & 0x0F) -
    (Reg & 0x0F) - !C)
    > 0x0F)
    DC = 1
else
    DC = 0
if (((wreg -
    Reg - !C) & 0x0FF)
    == 0x000)
    Z = 1
else
    Z = 0

```

wreg = Constant

0000 1000 kkkk kkkk

```

- wreg
if (((wreg < 0)
    & (Constant < 0))
    & ((Constant
    - wreg)
    < 0x080))
    OV = 1
else
    OV = 0
if (((Constant -

```

Instruction	Format	Operation	Bit pattern
		<pre> wreg) & 0x080) != 0) N = 1 else N = 0 if ((Constant - wreg) < 0x0FF) C = 1 else C = 0 if (((Constant & 0x0F) - (wreg & 0x0F)) > 0x0F) DC = 1 else DC = 0 if (((Constant - wreg) & 0x0FF) == 0x000) Z = 1 else Z = 0 </pre>	

Subtract "wreg"
from the Contents
of "Reg" and
store the
Result
According to
"d" Result in
"wreg". If
"a" is set then
Reg is in the
BSR Bank else
Reg is in the
Access Bank

```
subwf Reg,d,a
```

```
if ("d" == 1)
    wreg = Reg -
    wreg
else
    Reg = Reg
    - wreg
if (((wreg < 0)
    & (Reg < 0))
    & ((Reg
    - wreg)
    < 0x080))
    OV = 1
else
    OV = 0
if (((Reg -
    wreg) & 0x080)
    != 0)
    N = 1
else
    N = 0
if ((Reg -
    wreg) > 0xFF)
    C = 1
else
    C = 0
if (((Reg & 0x0F) -
    (wreg & 0x0F))
    > 0x0F)
    DC = 1
```

```
0101 11da ffff ffff
```

Instruction	Format	Operation	Bit pattern
Subtract "wreg" from the Contents of "Reg" and "C", store the Result According to "d" Result in "wreg". If "a" is set, then Reg is in the BSR Bank else Reg is in the Access Bank	subwfb Reg,d,a	<pre> else DC = 0 if (((Reg - wreg) & 0x0FF) == 0x000) Z = 1 else Z = 0 if ("d" == 1) wreg = Reg - wreg -!C else Reg = Reg - wreg - !C if (((Reg > 0) & (wreg > 0)) & ((Reg - wreg - !C) < 0x080)) OV = 1 else OV = 0 if (((Reg - wreg - C) & 0x080) != 0) N = 1 </pre>	0101 10da ffff ffff

```
else
  N = 0
if ((Reg -
  wreg - !C) > 0x0FF)
  C = 1
else
  C = 0
if (((Reg & 0x0F) -
  (wreg & 0x0F) - !C)
  > 0x0F)
  DC = 1
else
  DC = 0
if (((Reg -
  wreg - !C) & 0x0FF)
  == 0x000)
  Z = 1
else
  Z = 0
```

Instruction	Format	Operation	Bit pattern
Swap the Contents of "Reg" and store the Result According to "d" Result in "wreg". If "a" is set, then Reg is, in the BSR Bank else Reg is in the Access Bank	swapf Reg, d, a	if ("d" == 1) wreg = ((Reg & 0x00F) << 4) + ((Reg & 0x0F0) >> 4) else Reg = ((Reg & 0x00F) << 4) + ((Reg & 0x0F0) >> 4)	0011 10da ffff ffff
Read the Program Memory Contents at the Table Pointer and Execute as "Option" Specifies. Two Instruction Cycles	tablrd Option	switch(Option) case * TABLAT = ProgMem (TBLPTR) case *+ TABLAT = ProgMem (TBLPTR) TBLPTR = TBLPTR + 1 case *- TABLAT = ProgMem (TBLPTR)	0000 0000 0000 10nn nn Option 00 * 01 *+ 10 *- 11 *+

Write the Contents of the Table Latch into Program Memory based on the "Option" Specification. Pointer. If the Destination is Internal EPROM, the Instruction does not End until an Interrupt. Two Instruction Cycles or Many if EPROM Write

tablw Option

```
TBLPTR =
  TBLPTR - 1
case +*
  TBLPTR =
    TBLPTR + 1
  TABLAT =
  ProgMem (TBLPTR)
```

switch(Option)	0000	0000	0000	11nn
case *		nn		Option
ProgMem (TBLPTR)		00		*
= TABLAT		01		++
case *+		10		*-
ProgMem(TBLPTR)		11		++
= TABLAT				
TBLPTR =				
TBLPTR + 1				
case *-				
ProgMem(TBLPTR)				
= TABLAT				
TBLPTR =				
TBLPTR + 1				
case +*				
TBLPTR =				
TBLPTR + 1				
ProgMem (TBLPTR)				
= TABLAT				

Instruction	Format	Operation	Bit pattern
Compare the Specified Register zero and skip if the Register == 0. If "a" is set then the BSR is used for Reg, else the Access Bank is used. One Instruction Cycle if Skip Not Executed, Two if Skip Executed	tstfsz Reg, a	if (Reg == 0) PC = NextIns	0110 011a ffff ffff

XOR a Constant to the “wreg” and store the Result in “wreg”

`xorlw Constant`

```
wreg = wreg
^ Constant
if ((wreg ^
Constant)
== 0x000)
Z = 1
else
Z = 0
if ((wreg ^ Constant)
& 0x080) != 0)
N = 1
else
N = 0
```

0000 1010 kkkk kkkk

XOR “wreg” to the Contents of “Reg” and store the Result According to “d” Result in “wreg”. If “a” is Set then Reg is in the BSR Bank else Reg is in the Access Bank

`xorwf Reg,d,a`

```
if (“d” == 1)
wreg = wreg
^ Reg
else
Reg = wreg
^ Reg
if ((wreg ^ Reg)
== 0x000)
Z = 1
else
Z = 0
if ((wreg ^ Reg)
& 0x080) != 0)
N = 1
else
N = 0
```

0001 10da ffff ffff

Microchip Special Instruction Mnemonics

The following “special instructions” are macros built into MPASM by Microchip to help make some low-end and mid-range PICmicro[®] MCU instructions more intuitive. These instructions are built into MPASM and their labels should *never* be used for macros, addresses (code or variable), or defines.

Most of these special instructions are made up of one or more standard low-end or mid-range PICmicro[®] MCU instructions. Note that some of these special instructions may change the value of the zero flag.

“LCALL” should never be used because the PCLATH bits are not returned to the appropriate value for the code following “LCALL”. When a “goto” or “call” is executed after an “LCALL” statement and the PCLATH bits are not set appropriately for the current page, execution will jump into the “LCALL” page.

For the low-end PICmicro[®] MCUs, “LCALL” should be

bcf/bsf	STATUS, PA0
bcf/bsf	STATUS, PA1
bcf/bsf	STATUS, PA2
call	Label
bsf/bcf	STATUS, PA0
bsf/bcf	STATUS, PA1
bsf/bcf	STATUS, PA2

and for the mid-range, “LCALL” should be

bcf/bsf	PCLATH, 3
bcf/bsf	PCLATH, 4
call	Label
bsf/bcf	PCLATH, 3
bsf/bcf	PCLATH, 4

“negf” should never be used unless the destination is back into the file register source. If the destination is

“w”, note that the contents of the file register source will be changed with the complement of the value. Because of this added complexity, use of this special instruction is not recommended.

Description	Instruction	Actual Instructions		Operation
Add Carry to File Register	addcf Reg, d	btfscc incf	STATUS, C Reg, d	if (C == 1) if (d == 1) Reg = Reg + 1; else w = Reg + 1
Add Digit Carry to File Register	adddcf Reg, d	btfscc incf	STATUS, DC Reg, d	if (DC == 1) if (d == 1) Reg = Reg + 1; else w = Reg + 1;
Branch to Label	B Label	goto	Label	PC = ((PCLATH << 8) & 0x01800) + Label;
Branch on Carry Set	BC Label	btfscc goto	STATUS, C Label	if (C == 1) PC = ((PCLATH << 8) & 0x01800) + Label;
Branch on Digit Carry Set	BDC Label	btfscc goto	STATUS, DC Label	if (DC == 1) PC = ((PCLATH << 8) & 0x01800) + Label;
Branch on Carry Reset	BNC Label	btfssc goto	STATUS, C Label	if (C == 0) PC = ((PCLATH << 8) & 0x01800) + Label;

Branch on Digit Carry Reset	BNDC Label	btffs goto	STATUS, DC Label	if (DC == 0) PC = ((PCLATH << 8) & 0x01800) + Label;
Branch on Zero Reset	BNZ Label	btffs goto	STATUS, Z Label	if (Z == 0) PC = ((PCLATH << 8) & 0x01800)+Label;
Branch on Zero Set	BZ Label	btffs goto	STATUS, Z Label	if (Z == 1) PC = ((PCLATH << 8) & 0x01800)+Label;
Clear Carry	clrc	bcf	STATUS, C	C = 0;
Clear Digit Carry	clrdc	bcf	STATUS, DC	DC = 0;
Clear Zero	clrz	bcf	STATUS, Z	Z = 0;
Long Call — Do NOT use as Described Above	lcall Label	Low-End: bcf/bsf bcf/bsf bcf/bsf call Mid-Range: bcf/bsf bcf/bsf call	STATUS, PA0 STATUS, PA1 STATUS, PA2 Label PCLATH, 3 PCLATH, 3 Label	

Description	Instruction	Actual Instructions	Operation
Long Goto	lgoto Label	Low-End: bcf/bsf STATUS, PA0 bcf/bsf STATUS, PA1 bcf/bsf STATUS, PA2 goto Label Mid-Range: bcf/bsf PCLATH, 3 bcf/bsf PCLATH, 3 goto Label	
Load "w" with Contents of "Reg"	movfw Reg	movf Reg, w	w = Reg if (Reg == 0) Z = 1; else Z = 0;
Negate a File Register. — Do NOT use as Described Above	negf Reg, d	comf Reg, f incf Reg, d	Reg = Reg ^ 0x0FF if (d == 0) w = Reg + 1; else Reg = Reg + 1;
Set Carry	setc	bsf STATUS, C	C = 0;
Set Digit Carry	setdc	bsf STATUS, DC	DC = 0;
Set Zero	setz	bsf STATUS, Z	Z = 0;

Skip the next Instruction if the Carry Flag is Set	skpc	bt fss	STATUS, C	if (C == 1) PC = PC + 1;
Skip the next Instruction if the Digit Carry Flag is Set	skpdc	bt fss	STATUS, DC	if (DC == 1) PC = PC + 1;
Skip the next Instruction if the Carry Flag is Reset	skpnc	bt fsc	STATUS, C	if (C == 0) PC = PC + 1;
Skip the next Instruction if the Digit Carry Flag is Reset	skpndc	bt fsc	STATUS, DC	if (DC == 0) PC = PC + 1;
Skip the next Instruction if the Zero Flag is Reset	skpnz	bt fsc	STATUS, Z	if (Z == 0) PC = PC + 1;
Skip the next Instruction if the Zero Flag is Set	skpz	bt fss	STATUS, Z	if (Z == 1) PC = PC + 1;
Subtract Carry from File Register	subcf Reg, d	bt fsc decf	STATUS, C Reg, d	if (C == 1) if (d == 1) Reg = Reg - 1; else w = Reg - 1

Description	Instruction	Actual Instructions	Operation
Subtract Digit Carry To File Register	adddcf Reg, d	btfsc STATUS, DC incf Reg, d	if (DC == 1) if (d == 1) Reg = Reg - 1; else w = Reg - 1;
Load "Z" with 1 if Contents of "Reg" equal 0	movfw Reg	movf Reg, w	if (Reg == 0) Z = 1; else Z = 0;

Parallax PICmicro® MCU Instruction Set

Parallax Inc. (manufacturers of the “Basic Stamp”) have written a very popular assembler for the Microchip PICmicro® MCUs. "PASM" (as it is known) implements an assembler language that is similar to the Intel 8051 instruction set. The assembler also supports MPASM (standard Microchip) instruction formats as well.

Some of these instructions are designed specifically for the low-end PICmicro® MCUs (they have been noted). If you're working with a mid-range PICmicro® MCU, these instructions MUST NOT be used.

Note that many of these mnemonics result in multiple PICmicro® MCU instructions with unexpected changes to the STATUS and "w" register.

PASM is available from the Parallax web site.

– Literal Instructions

fr – File Register

PASM Data Instructions		Cycles	Context Resources Affected	Actual PICmicro® MCU Instructions	
Instruction	Description				
CLR	Clear Parameter				
"W"	w = 0	1	Zero	clrw	
fr	fr = 0	1	Zero	clr	fr
WDT	WDT = 0	1	_TO, _PD	clrwdt	
MOV	Move Data				
"W, #"	w = #	1	None	movlw	#
"W, fr"	w = fr	1	Zero	movf	fr, w
"W, /fr"	w = fr ^ 0x0FF	1	Zero	comf	fr, w
"W, fr-W"	w = fr+(w^0x0FF)+1	1	Z, C, DC	subwf	fr, w
"W, ++fr"	w = fr + 1	1	Z	incf	fr, w
"W, --fr"	w = fr - 1	1	Z	decf	fr, w
"W, >>fr"	w = fr >> 1	1	Carry	rrf	fr, w
"W, <<fr"	w = fr << 1	1	Carry	rlf	fr, w
"W, <>fr"	w = NibSwap fr	1	None	swapf	fr, w
"fr, W"	fr = w	1	None	movwf	fr
"!Port, W"	TRIS = w	1	None	TRIS	Port
"!Port, #"	TRIS = #	2	w	movlw	#
				TRIS	Port
"!Port, fr"	TRIS = fr	2	w, Zero	movf	fr, w
				TRIS	Port
"OPTION, W"	OPTION = w	1	None	OPTION	
"OPTION, #"	OPTION = #	2	w	movlw	#
				OPTION	

"OPTION, fr"	OPTION = fr	2	w, Zero	movf	fr, w
"fr, #"	fr = #	2	None	OPTION	#
"fr, fr2"	fr = fr2	2	Zero	movlw	fr
				movf	fr2, w
				movwf	fr
ADD Parm	ADD two Values				
"W, fr"	w = w + fr	1	Z, C, DC	addwf	fr, w
"fr, W"	fr = w + fr	1	Z, C, DC	addwf	fr, f
"fr, #"	fr = fr + #	2	w, Z, C, DC	movlw	#
				addwf	fr, f
"fr, fr2"	fr = fr + fr2	2	w, Z, C, DC	movf	fr2, w
				addwf	fr, f
SUB Parm	Subtraction				
"fr, W"	fr = fr+(w^0x0FF)+1	1	Z, C, DC	subwf	fr, f
"fr, #"	fr = fr+(#^0x0FF)+1	2	w, Z, C, DC	movlw	#
				subwf	fr, f
"fr, fr2"	fr=fr+(fr2^0x0FF)+1	2	w, Z, C, DC	movf	fr2, w
				subwf	fr, f
AND Parm	Bitwise AND				
"W, #"	w = w & #	1	Zero	andlw	#
"W, fr"	w = w & fr	1	Zero	andwf	fr, w
"fr, W"	fr = w & fr	1	Zero	andwf	fr, f
"fr, #"	fr = fr & #	2	w, Zero	movlw	#
				andwf	fr, f
"fr, fr2"	fr = fr & fr2	2	w, Zero	movf	fr2, w
				andwf	fr, f

PASM Data Instructions		Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions	
Instruction	Description				
OR Parm Bitwise Inclusive OR					
"W, #"	$w = w \mid \#$	1	Zero	iorlw	#
"W, fr"	$w = w \mid fr$	1	Zero	iorwf	fr, w
"fr, W"	$fr = fr \mid w$	1	Zero	iorwf	fr, f
"fr, #"	$fr = fr \mid \#$	2	w, Zero	movlw	#
				iorwf	fr, f
"fr, fr2"	$fr = fr \mid fr2$	2	w, Zero	movf	fr2, w
				iorwf	fr, f
XOR Parm Bitwise Exclusive OR					
"W, #"	$w = w \wedge \#$	1	Zero	xorlw	#
"W, fr"	$w = w \wedge fr$	1	Zero	xorwf	fr, w
"fr, W"	$fr = fr \wedge w$	1	Zero	xorwf	fr, f
"fr, #"	$fr = fr \wedge \#$	2	w, Zero	movlw	#
				xorwf	fr, f
"fr, fr2"	$fr = fr \wedge fr2$	2	w, Zero	movf	fr2, w
				xorwf	fr, f
DEC Parm Decrement Register					
"fr"	$fr = fr - 1$	1	Zero	decf	fr, f
INC Parm Increment Register					
"fr"	$fr = fr + 1$	1	Zero	incf	fr, f
NEG Parm Two's Complement Negation					
"fr"	$fr = 0 - fr$	2	Zero	comf	fr, f
				incf	fr, f

NOT Parm	Bitwise Complement				
"W"	$w = w \wedge 0x0FF$	1	Zero	xorlw	0x0FF
"fr"	$fr = fr \wedge 0x0FF$	1	Zero	comf	fr
TEST Parm	Test Parm Equal to Zero				
"W"	$Z = (w == 0)$	1	Zero	iorlw	0
"fr"	$Z = (fr == 0)$	1	Zero	movf	fr, f
RR Parm	Rotate Register to Right				
"fr"	$fr = fr \gg 1$	1	Carry	rrf	fr, f
RL Parm	Rotate Register to Left				
"fr"	$fr = fr \ll 1$	1	Carry	rlf	fr, f
SWAP Parm	Swap Nybbles of Register				
"fr"	$fr = \langle \rangle fr$	1	None	swapf	fr, f

PASM Bit Instructions

Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions
CLRB	fr, bit fr.bit = 0	1	None	bcf fr, bit
SETB	fr, bit fr.bit = 1	1	None	bsf fr, bit
CLC	Carry = 0	1	None	bcf STATUS, C
STC	Carry = 1	1	None	bsf STATUS, C
CLZ	Zero = 0	1	None	bcf STATUS, Z
STZ	Zero = 0	1	None	bsf STATUS, Z
ADDB	fr, bit fr = fr + Bit	2	Zero	btfsc fr, bit incf fr, f
SUBB	fr, bit fr = fr - bit	2	Zero	btfss fr, bit decf fr, f

PASM Bit Instructions				
Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions
MOVB fr.b, fr2.b2	Move Bit	4	None	btfss fr2, b2 bcf fr, b
MOVB fr.b, /fr2.b2	Move Invert	4	None	btfsc fr2, b2 bcf fr, b btfss fr2, b2 bsf fr, b
PASM PICmicro [®] MCU Microcontroller Instructions				
Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions
NOP	Do Nothing	1	Nothing	nop
SLEEP	Put PICmicro [®] MCU to Sleep	N/A	_TO, _PD	sleep
LSET Addr	Jump Setup	0-2	PA0, PA1	bcf/bsf STATUS, PA0
* - Low End Instruction, bcf/bsf of STATUS PAX Bits Address Dependant				

PASM PICmicro[®] MCU Conditional Skip Instructions

Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions
MOVSZ Parm	Skip if Result = 0			
"W, ++fr"	w = fr + 1	1/2	w	incfsz fr, w
"W, --fr"	w = fr - 1	1/2	w	decfsz fr, w
INCSZ fr	w=fr+1, if Z Skip	1/2	w	incfsz fr, f
DECSZ fr	w=fr-1, if Z Skip	1/2	w	decfsz fr, f
SB fr, bit	Skip if Bit Set	1/2	None	btffs fr, bit
SNB fr, bit	Skip if Bit Reset	1/2	None	btffc fr, bit
SC	Skip if Carry Set	1/2	None	btffs STATUS, C
SNC	Skip if C Reset	1/2	None	btffc STATUS, C
SZ	Skip if Zero Set	1/2	None	btffs STATUS, Z
SNZ	Skip if Zero Reset	1/2	None	btffc STATUS, Z
CJA fr, #	if fr > # Skip_Next	3/4	w, C, DC, Z	movlw # addwf fr, w btffs STATUS, C
CJA fr, fr2 if fr > fr2	Skip_Next	3/4	w, C, DC, Z	movf fr, w subwf fr2, w btffs STATUS, C
CJAE fr, # if fr > #	Skip_Next	3/4	w, C, DC, Z	movlw # subwf fr, w btffs STATUS, C
CJAE fr, fr2 if fr > fr2	Skip_Next	3/4	w, C, DC, Z	movf fr2, w subwf fr, w btffc STATUS, C

PASM PICmicro® MCU Conditional Skip Instructions

Instruction Description	Cycles	Context Resources Affected	Actual PICmicro® MCU Instructions
CSB fr, # if fr < # Skip_Next	3/4	w, C, DC, Z	movlw # subwf fr, w btfsc STATUS, C
CSB fr, fr2 if fr < fr2 Skip_Next	3/4	w, C, DC, Z	movf fr2, w subwf fr, w btfsc STATUS, C
CSBE fr, # if fr <= # Skip_Next	3/4	w, C, DC, Z	movlw # addwf fr, w btfsc STATUS, C
CSBE fr, fr2 if fr <= fr2 Skip_Next	3/4	w, C, DC, Z	movf fr, w subwf fr2, w btfss STATUS, C
CSE fr, # if fr == # Skip_Next	3/4	w, C, DC, Z	movlw # subwf fr, w btfss STATUS, Z
CSE fr, fr2 if fr == fr2 Skip_Next	3/4	w, C, DC, Z	movf fr2, w subwf fr, w btfss STATUS, Z
CSNE fr, # if fr == # Skip_Next	3/4	w, C, DC, Z	movlw # subwf fr, w btfsc STATUS, Z
CSNE fr, fr2 if fr == fr2 Skip_Next	3/4	w, C, DC, Z	movf fr2, w subwf fr, w btfsc STATUS, Z

PASM PICmicro[®] MCU Unconditional Branch Instructions

Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro [®] MCU Instructions	
JMP Param	Jump to Address				
"addr9"	PC = 9 Bit Address	2	None	goto	addr9
* - Low End Instruction					
"PC+W"	PC = PC + Offset w	2	Z, C, DC	addwf	PCL, f
"W"	PC = w	2	None	movwf	PCL
CALL addr8	Call Subroutine	2	None	call	addr8
* - Low End Instruction					
RET	Return & w = 0	2	w	retlw	0
SKIP	Skip Over Next Ins	2	None	btfss	FSR, 7
* - Low End Instruction, Bit 7 of FSR is always Set					
LJMP Addr	LSET before JMP	2-5	PA0-PA2	bcf/bsf	STATUS, PAx
				:	
				goto	Addr
* - Low End Instruction					
LCALL Addr	LSET before CALL	2-5	PA0-PA2	bcf/bsf	STATUS, PAx
				:	
				call	Addr
* - Low End Instruction					
RETW 'String'	Table Return	2	w	retlw	'S'
				retlw	't'
				retlw	'r'
				retlw	'i'
				retlw	'n'
				retlw	'g'

PASM PICmicro® MCU Conditional Branch Instructions

Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro® MCU Instructions
IJNZ fr, addr9	Increment/Jump	2/3	None	incfsz fr, f goto addr9
DJNZ fr, addr9	Decrement/Jump	2/3	None	decfsz fr, f goto addr9
JB fr, bit, addr9	Jump on Bit	2/3	None	btfsc fr, bit goto addr9
JNB fr, bit, addr9		2/3	None	btfss fr, bit goto addr9
JC addr9	Jump on Carry	2/3	None	btfsc STATUS, C goto addr9
JNC addr9	Jump on !Carry	2/3	None	btfss STATUS, C goto addr9
JZ addr9	Jump on Zero	2/3	None	btfsc STATUS, Z goto addr9
JNZ addr9	Jump on !Zero	2/3	None	btfss STATUS, Z goto addr9
CJA fr, #, addr9	if fr > # goto addr9	4/5	w, C, DC, Z	movlw # subwf fr, w btfss STATUS, C goto addr9
CJA fr, fr2, addr9	if fr > fr2 goto addr9	4/5	w, C, DC, Z	movf fr, w subwf fr2, w btfss STATUS, C goto addr9

CJAE fr, #, addr9 if fr >= # goto addr9	4/5	w, C, DC, Z	movlw # subwf fr, w btfss STATUS, C goto addr9
CJAE fr, fr2, addr9 if fr >= fr2 goto addr9	4/5	w, C, DC, Z	movf fr2, w subwf fr, w btfsc STATUS, C goto addr9
CJB fr, #, addr9 if fr < # goto addr9	4/5	w, C, DC, Z	movlw # subwf fr, w btfss STATUS, C goto addr9
CJB fr, fr2, addr9 if fr < fr2 goto addr9	4/5	w, C, DC, Z	movf fr2, w subwf fr, w btfss STATUS, C goto addr9
CJBE fr, #, addr9 if fr <= # goto addr9	4/5	w, C, DC, Z	movlw # addwf fr, w btfss STATUS, C goto addr9
CJBE fr, fr2, addr9 if fr <= fr2 goto addr9	4/5	w, C, DC, Z	movf fr, w subwf fr2, w btfsc STATUS, C goto addr9
CJE fr, #, addr9 if fr == # goto addr9	4/5	w, C, DC, Z	movlw # subwf fr, w btfsc STATUS, Z goto addr9

PASM PICmicro® MCU Unconditional Branch Instructions

Instruction	Description	Cycles	Context Resources Affected	Actual PICmicro® MCU Instructions
CJE	fr, fr2, addr9 if fr == fr2 goto addr9	4/5	w, C, DC, Z	movf fr2, w subwf fr, w btfsc STATUS, Z goto addr9
CJNE	fr, #, addr9 if fr == # goto addr9	4/5	w, C, DC, Z	movlw # subwf fr, w btfss STATUS, Z goto addr9
CJNE	fr, fr2, addr9 if fr == fr2 goto addr9	4/5	w, C, DC, Z	movf fr2, w subwf fr, w btfss STATUS, Z goto addr9

{#### - End Table}

PICmicro[®] MCU Processor Architectures

The PICmicro[®] MCU's Arithmetic Logic Unit

Standard PICmicro [®] MCU Processor ALU Operations	
Operation	Equivalent Operation
Move	AND with 0x0FF
Addition	None
Subtraction	Addition to a Negative
Negation	XOR with 0x0FF (Bitwise "Invert") and Increment
Increment	Addition to One
Decrement	Subtract by One/Addition by 0x0FF

Standard PICmicro® MCU Processor ALU Operations (Continued)	
AND	None
OR	None
XOR	None
Complement	XOR with 0x0FF
Shift Left	None
Shift Right	None

Along with these functions, the PIC17Cxx and PIC18Cxx also have an 8-bit \times 8-bit multiplier.

The PICmicro® MCU's "ALU" ("Arithmetic Logic Unit") could be blocked out as shown in Fig. 5.1.

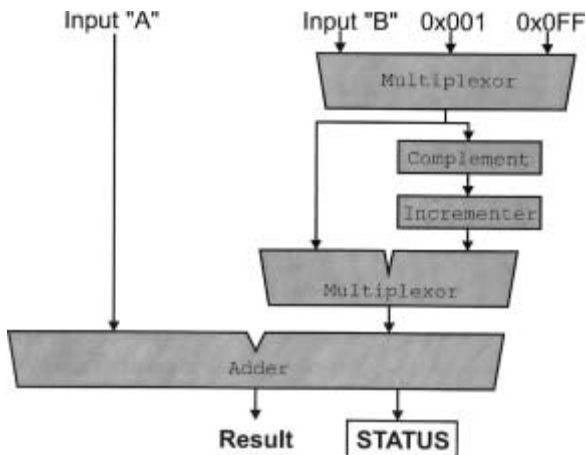


Figure 5.1 ALU Implementation Using Multiplexed Inputs

Low-End PICmicro[®] MCUs

The “Low-End” PICmicro[®] MCUs have the part numbers:

PIC12C5xx

PIC16C5x

PIC16C50x

where “x” can be any digit.

A sample low-end PICmicro[®] MCU processor architecture is shown in Fig. 5.2.

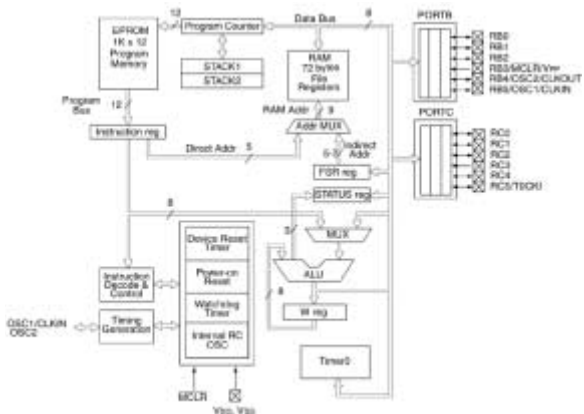


Figure 5.2 Low-end PICmicro[®] MCU Architecture

Reset addresses are at the last location in program memory. The following table lists the different reset vectors for different device program memory sizes.

Low-end PICmicro [®] MCU Program Memory Size to Reset Vector	
Program Memory Size	Reset Vector
512	0x01FF
1024	0x03FF
2048	0x07FF

It is recommended that the reset address is ignored in the Low-End PICmicro[®] MCUs (or used to load the oscillator calibration register [“OSCCAL”] value into “w”) before rolling over the Program Counter and starting at address 0x0000, like the other PICmicro[®] MCU devices.

Register access

The low-end register space is shown in Fig. 5.3.

The first 16 addresses of each bank are common. The 16 bank unique file registers are located in the last 16 addresses of the bank. This limitation of only being able to address data 16 bytes at a time prevents the construction of arrays or other data structures longer than 16 bytes.

Bank 0 can be accessed directly within instructions. Other banks can only be accessed using the FSR (and INDF) index registers. The following table lists bank offsets.

Bank 0	Bank 1	Bank 2	Bank 3	
Addr - Reg	Addr - Reg	Addr - Reg	Addr - Reg	
00 - INDF	20 - INDF	40 - INDF	60 - INDF	Shared Registers
01 - TMR0	21 - TMR0	41 - TMR0	61 - TMR0	
02 - PCL	22 - PCL	42 - PCL	62 - PCL	
03 - STATUS	23 - STATUS	43 - STATUS	63 - STATUS	
04 - FSR	24 - FSR	44 - FSR	64 - FSR	
05 - PORTA*	25 - PORTA*	45 - PORTA*	65 - PORTA*	
06 - PORTB	26 - PORTB	46 - PORTB	66 - PORTB	
07 - PORTC	27 - PORTC	47 - PORTC	67 - PORTC	
08-0F Shared File Regs	28-2F Shared File Regs	28-2F Shared File Regs	68-6F Shared File Regs	
10-1F Bank 0 File Regs	30-3F Bank 1 File Regs	50-4F Bank 2 File Regs	70-7F Bank 3 File Regs	Bank Unique Registers

* - "OSCCAL" may take place of "PORTA" in PICmicro® MCUs with Internal Oscillators

OPTION - Accessed via "OPTION" instruction

TRIS* - Accessed via "TRIS PORT*" instruction

Figure 5.3 Low-End PICmicro® MCU Register Map

Low-end PICmicro® MCU Unique Bank Address Table		
Bank	FSR	Start of 16 Unique Registers
0	0x000	0x010
1	0x020	0x030
2	0x040	0x050
3	0x060	0x070

Note that the PICmicro® MCU's FSR ("index") register can never equal zero. The table below lists which bits will be set in the low-end's FSR depending on how many bank registers the PICmicro® MCU has.

Low-end PICmicro® MCU Minimum FSR Value to Number of Banks		
Number of Banks	Set FSR bits	Minimum FSR value
1	7, 6, 5	0x0E0
2	7, 6	0x0C0
4	7	0x080

STATUS register

Low-end PICmicro [®] MCU Register Definitions		
Address	Bits	Bit Function
0x003	7	GPWUF - in PIC12C5xx and PIC16C505: when Set, Reset from Sleep on Pin Change. When Set, power up or _MCLR reset. In other Devices the Bit 7 is Unused.
	6-5	PA1-PA0 - Select the Page to execute out of: 00 - Page 0 (0x0000 to 0x01FF) 01 - Page 1 (0x0200 to 0x03FF) 10 - Page 2 (0x0400 to 0x05FF) 11 - Page 3 (0x0600 to 0x07FF)
	4	_TO - Set after Power Up, clrwtd and sleep instructions
	3	_PD - Set after Power Up, clrwtd instruction. Reset after sleep instruction
	2	Z - Set if the eight bit result is equal to zero
	1	DC - Set for low order Nybble carry after addition or subtraction instruction
	0	C - Set for Carry after addition or subtraction instruction

Program counter

The low-end PICmicro[®] MCU's program counter block diagram is given in Fig. 5.4.

The "PA0" and "PA1" bits of the STATUS register (bits five and six) perform the same function as the "PCLATH" register of the other PICmicro[®] MCUs. Bit PA0 is used to provide bit nine of the destination address to jump to during a "goto" or "call" instruction or when "PCL" is

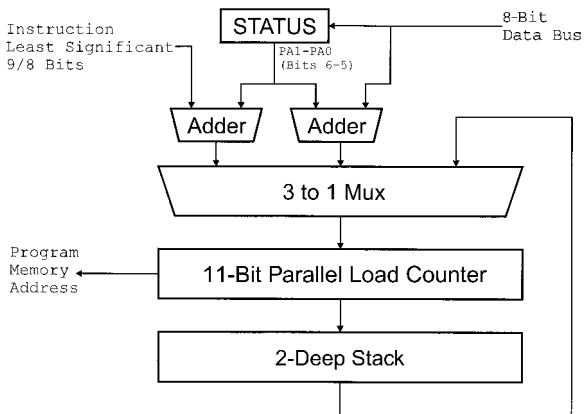


Figure 5.4 Low-End Program Counter Block Diagram

written to. Bit PA1 is address bit ten. In some low-end PICmicro® MCUs, bit seven of the STATUS register is referred to as “PA2”. This bit is not used by any of the current PICmicro® MCUs.

To jump to a new “page” address, the following instruction sequence is used:

Low-end PICmicro® MCU Program Counter Update Operation

```
STATUS = (STATUS & 0x01F) + ((HIGH new_address &
0x0FE) << 4);
PCL    = LOW new_address;
```

Note that subroutines and tables at addresses 0x0100 to 0x01FF, 0x0300 to 0x03FF, 0x0500 to 0x05FF, and

00x700 to 0x07FF cannot be accessed directly. Instead, redirection using a “goto” instruction is required.

The “call stack” is two elements deep.

Mid-Range PICmicro[®] MCUs

The mid-range PICmicro[®] MCUs have the part numbers:

PIC12C6xx

PIC14000

PIC16C55x

PIC16C6x (x)

PIC16C7x (x)

PIC16C8x

PIC16F8x (x)

PIC16C9xx

The mid-range PICmicro[®] MCU's have the block diagram shown in Fig. 5.5.

Upon Reset, execution starts at address 0x00000. Interrupts are handled at address 0x00004. The configuration registers are located at address 0x02007.

Register access

The Mid-Range PICmicro[®] MCUs can have up to four register “banks” of 0x080 (128) registers. Each register is accessed using the “RPx” bits of the STATUS register. For the different Register Banks and Register Addresses, the following table is used to set the RPx bits.

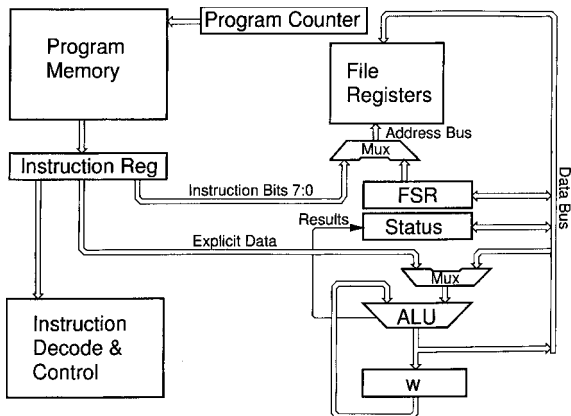


Figure 5.5 Mid-Range PICmicro[®] MCU Architecture

PICmicro [®] MCU PORT and TRIS Bit Access			
Register Address Range	RP1	RP0	XOR Value
0x000-0x07F	0	0	0
0x080-0x0FF	0	1	0x080
0x0100-0x017F	1	0	0x0100
0x0180-0x01FF	1	1	0x0180

The “XOR Value” is the value that is XORed with the Register Address to ensure it is within the bank address range of 0 to 0x07F.

When the FSR (Index) register is used to access data in Banks 1 through 3, the “IRP” bit of the STATUS register will be set appropriately and the least significant 8 bits of the address are loaded into the FSR register.

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The Register Address Map looks like the following:

Mid-Range Bank0/Bank1 Register Definitions			
Offset	Bank 0	Bank 1	Comments
0x000	INDF	INDF	
0x001	TMR0	OPTION	
0x002	PCL	PCL	
0x003	STATUS	STATUS	
0x004	FSR	FSR	
0x005	PORTA	TRISA	
0x006	PORTB	TRISB	
0x007	PORTC	TRISC	Available in 28/40 Pin Parts
0x008	PORTD	TRISD	Available in 40 Pin Parts
0x009	PORTE	TRISE	Available in 40 Pin Parts
0x00A	PCLATH	PCLATH	
0x00B	INTCON	INTCON	

The File Registers (Variable registers) start at either 0x00C or 0x020 of the bank depending on the “Hardware I/O” or “Special Function Registers” (“SFRs”) built into the device. It is recommended to start all variable declarations at 0x020 to avoid issues porting between a PICmicro[®] MCU that has file registers starting at 0x00C and one that has file registers starting at 0x020.

STATUS register

Mid-Range STATUS Register Definition	
Bit	Function
7	IRP - FSR Select Between the High and Low Register Banks
6-5	RP1:RP0 - Direct Addressing Select Banks (0 through 3)
4	_TO - Time Out Bit. Reset after a Watchdog Timer Reset

Mid-Range STATUS Register Definition (Continued)	
3	<code>_PD</code> - Power-down Active Bit. Reset after sleep instruction
2	<code>Z</code> - Set when the eight bit result is equal to zero
1	<code>DC</code> - Set when the low Nybble of addition/subtraction result carries to the high Nybble
0	<code>C</code> - Set when the addition/subtraction result carries to the next byte. Also used with the Rotate Instructions

Program counter

The mid-range PICmicro[®] MCU's program counter can be represented by the block diagram shown in Fig. 5.6.

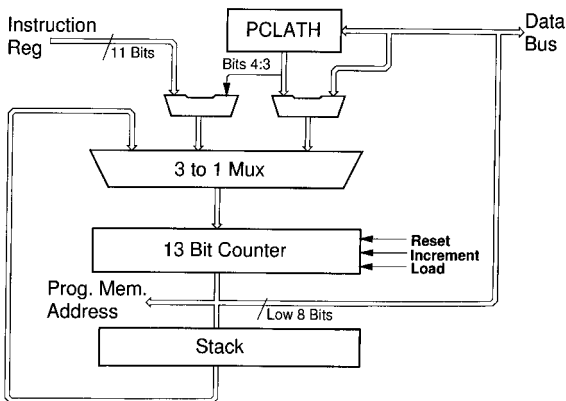


Figure 5.6 Mid-Range PICmicro[®] MCU Program Counter Block Diagram

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To jump to another bank, the following instruction sequence is used:

Mid-range PICmicro[®] MCU Program Counter Update Operation

```
PCLATH = (HIGH new_address;  
PCL     = LOW new_address;
```

All addresses within the mid-range PICmicro[®] MCU can be accessed with the PCLATH and PCL registers.

The “call stack” is eight elements deep.

Interrupt operation

Interrupts are controlled by the state of the INTCON Register and optionally the “PIE” and “PIR” registers. Interrupt handlers always start executing at address 0x004.

Mid-Range INTCON Register Definition

Bit	Function
7	GIE - Global Interrupt Enable. For any Interrupt Requests to be acknowledged, this bit must be set
6	Device Specific Interrupt Enable
5	TOIE - TMR0 Interrupt Overflow Request Enable
4	INTE - RB0/INT Pin Interrupt Request Enable
3	RBIE - PORTB Change Interrupt Request Enable
2	TOIF - TMR0 Interrupt Overflow Request
1	INTF - RB0/INT Pin Interrupt Request
0	RBIF - PORTB Change Interrupt Request

For an Interrupt Request (which sets the bit ending in “F”), the corresponding “Enable” bit (which is the bit ending in “E”) has to be set along with the “GIE” bit.

Some Enable and Interrupt Request bits may be in auxiliary registers or “PIR” or “PIE”.

Interrupt handler skeleton

The mid-range PICmicro® MCU has an interrupt skeleton of:

```

org      4
movwf   _w           ; Save Context Registers
movf    STATUS, w
bcf     STATUS, RP1 ; Make Bank 0 Active
bcf     STATUS, RP0
movwf   _status
movf    FSR, w
movwf   _fsr
movf    PCLATH, w
movwf   _pclath
clrf   PCLATH       ; Make sure Execution in Page 0

:                               ; Execute Interrupt Handler

movf    _pclath, w   ; Restore the Context
                               Registers
movwf   PCLATH
movf    _fsr, w
movwf   FSR
movf    _status, w
movwf   STATUS
swapf   _w, f
swapf   _w, w
retfie

```

To enable the TMR0 Interrupt Request, the following code is used:

Mid-Range Timer Interrupt Enable Code

```

clrf   TMR0           ; Reset TMR0
bcf    INTCON, TOIF  ; Reset TMR0 Interrupt Request
bsf    INTCON, TOIE  ; Enable TMR0 Interrupt Request
bsf    INTCON, GIE   ; Enable PICmicro® MCU Interrupts

```

PIC17Cxx

The PIC17Cxx architecture encompasses parts with the part numbers:

PIC17Cxx(x)

The unique features of the PIC17Cxx, as compared to the other PICmicro[®] MCU's, include:

1. The ability to access external, parallel memory.
2. Up to seven I/O ports.
3. A built-in 8×8 multiplier.
4. Up to 902 file registers in up to 16 banks.
5. Up to 64K address space.
6. The ability to read and write program memory.
7. Multiple interrupt vectors.

The PIC17Cxx processor has a block diagram as shown in Fig. 5.7.

The important differences between the PIC17Cxx architecture and the low-end and mid-range PICmicro[®] MCU architectures are as follows:

1. The accumulator, “WREG,” can be addressed in the register space.
2. The STATUS and OPTION register functions are spread across different registers.
3. The program counter works slightly differently from the other architectures.

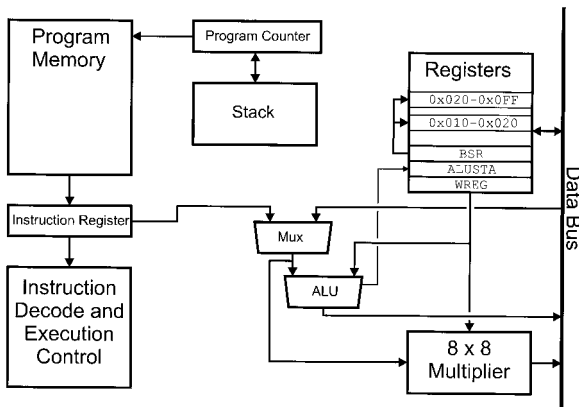


Figure 5.7 PIC17Cxx Processor Architecture

4. The “registers” are accessed differently and accesses can bypass the “WREG”.

The reset address of the PIC17Cxx is 0x00000.

Register access

The PIC17Cxx has a single 256 Register address space. Addresses 0x010 to 0x017 are banked and addressed using the lower nybble of the “BSR” register and contain the register selection information of the “Special Function Registers” (“SFRs”) or Hardware I/O Registers. The high nybble of BSR is used to select the File Register Bank at addresses 0x020 to 0x0FF.

PIC17Cxx Register Configuration

Addr	Register	Function/Bit	Definition
0x000		INDF0	Register Pointed to by FSR0
0x001		FSR0	Index Register 0
0x002		PCL	Low Byte of the Program Counter
0x003		PCLATH	Latched High Byte of the Program Counter
0x004		ALUSTA	Processor Status and Control Register
0x005		T0STA	TMR0 Status and Control Register
0x006		CPUSTA	Processor Operating Status Register
0x007		INTSTA	Interrupt Status and Control Register
0x008		INDF1	Register Pointed to by FSR1
0x009		FSR1	Index Register 1
0x00A		WREG	Processor Accumulator
0x00B		TMR0L	Low Byte of TMR0
0x00C		TMR0H	High Byte of TMR0
0x00D		TBLPTRL	Low Byte of the Table Pointer
0x00E		TBLPTRH	High Byte of the Table Pointer
0x00F		BSR	Bank Select Register
0x010-0x017		Special Function Registers	
0x018		PRODL	Low Byte of Multiplication Product
0x019		PRODH	High Byte of Multiplication Product
0x01A-0x01F		Unbanked File Registers	
0x020-0x0FF		Banked File Registers	

STATUS register

The PIC17Cxx has two registers that provide the same functions as the single “STATUS” register of the other three PICmicro[®] MCU architectures. The PIC17Cxx Bank Selection is made by the “BSR” Register.

PIC17Cxx ALUSTA Register Definition

Bit	Function
7-6	FSR1 Mode Select 1x - FSR1 Does not Change after Access 01 - Post Increment FSR1 00 - Post Decrement FSR1
5-4	FSR0 Mode Select 1x - FSR0 Does not Change after Access 01 - Post Increment FSR0 00 - Post Decrement FSR0
3	OV - Set when there is a two's complement overflow after addition/subtraction
2	Z - Set when the eight bit result is equal to Zero
1	DC - Set for low order Nybble carry after addition or subtraction instruction
0	C - Set for Carry after addition or subtraction instruction

PIC17Cxx CPUSTA Register Definition

Bit	Function
7-6	Unused
5	STKAV - When Set, there is Program Counter Stack Space Available
4	GLINTD - When Set, all Interrupts Are Disabled
3	<u>TO</u> - Set after Power Up or clrwtd Instruction. When Reset a Watchdog Timeout has occurred
2	<u>PD</u> - Set after Power Up or clrwtd Instruction. Reset by a "sleep" instruction
1	<u>POR</u> - Reset After Power Up in PIC17C5x. Not Available in All PIC17Cxx devices
0	<u>BOR</u> - Reset After Brown Out Reset. Not Available in All PIC17Cxx devices

Program counter

The PIC17Cxx's processor can access 64k 16-bit words of program memory, either internally or externally to the chip. Each instruction word is given a single address; so to address the 64k words (or 128k bytes), 16 bits are required. From the application developer's perspective, these 16 bits can be accessed via the "PCL" and "PCLATH" registers in exactly the same way as the low-end and mid-range PICmicro[®] MCUs. The PIC17Cxx's program counter block diagram is shown in Fig. 5.8.

The block diagram in Fig. 5.8 differs from the mid-range PICmicro[®] MCU's program counter block diagram in one important respect; when the "goto" and "call" instructions are executed, the upper 5 bits of the specified instruction overwrite the lower 5 bits of the PCLATH register. After execution of a "goto" or "call" instruction PCLATH has been changed to the current address.

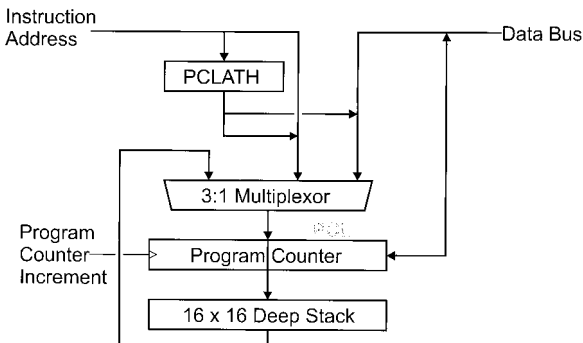


Figure 5.8 PIC17Cxx Program Counter

Interrupt operation

The PIC17Cxx can have four different interrupt vector addresses, depending on their source and priority. The Interrupts and their vectors are listed below:

PIC17Cxx Interrupt Vector Address and Priorities for Different Sources		
Priority	Vector Address	Source
High	0x0008	RAO/INT Pin Interrupt
	0x00010	TMRO Overflow Interrupt
	0x00018	TOCKI Pin Interrupt
Low	0x00020	Peripheral Device Interrupt

PIC17Cxx CPUSTA Register Definition			
Any	0x007	INTSTA	Interrupt Status and Control Register
			Bit Function
		7	PEIE - Set when Peripheral Interrupt is Pending
		6	TOCKIF - Set when RAO/TOCKI Pin has Interrupt Source. Cleared by Hardware when Interrupt Vector 0x0018 is executed
		5	TOIF - Set when TMRO Overflows. Cleared by Hardware when Interrupt Vector 0x0010 is executed
		4	INTF - Set when RAO/INT Pin Interrupt Request Active. Cleared by Hardware when Interrupt Vector 0x0008 is executed
		3	PEIE - Set to Enable Peripheral Interrupt Requests

PIC17Cxx CPUSTA Register Definition (<i>Continued</i>)	
2	TOCKIE - Set to Enable RA1/T0CKI Interrupt Request
1	T0IE - Set to Enable TMR0 Overflow Interrupt Request
0	INTE - Set to Enable RA0/INT Pin Interrupt Request

Interrupt handler skeleton

```

org      ??                ; Vector According to Source
movpf   ALUSTA, _alusta  ; Save Context Registers
movpf   WREG, _w
movpf   BSR, _bsr
movpf   PCLATH, _pclath
clrf   PCLATH            ; Make sure Execution in
                        ; Page 0
:
; Execute Interrupt Handler
movfp  _pclath, PCLATH  ; Restore the Context
                        ; Registers

movfp  _bsr, BSR
movfp  _w, WREG
movfp  _alusta, ALUSTA
retfie

```

PIC18Cxx

The PIC18Cxx architecture encompasses parts with the part numbers:

PIC18Cxx2

The unique features of the PIC18Cxx, as compared to the other PICmicro[®] MCU's, include:

1. A built-in 8×8 multiplier.
2. Up to 3,840 file registers in up to 16 banks.

3. Up to 1,048,576 words of program memory address space.
4. The ability to read and write program memory.
5. Prioritized Interrupt Requests.

The PIC18Cxx processor has a block diagram as shown in Fig. 5.9. The important differences between the PIC18Cxx architecture and the low-end and mid-range PICmicro® MCU architectures are as follows:

1. The accumulator, “WREG”, can be addressed in the register space.
2. The “Access Bank”, which is used to allow access to the first 128 file registers and the Hardware I/O registers without involving the BSR.

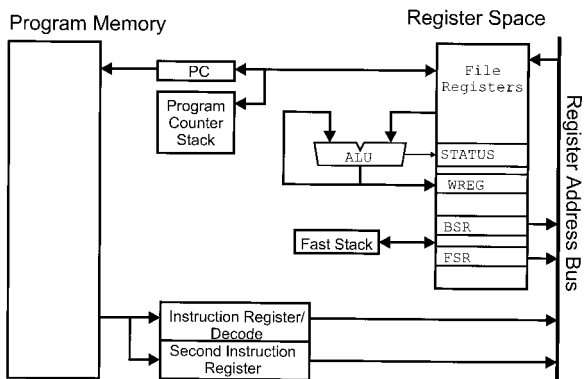


Figure 5.9 PIC18Cxx Architecture Block Diagram

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3. The program counter works slightly differently from the other architectures.
4. The “registers” are accessed differently and accesses can bypass the “WREG”.

The reset address of the PIC18Cxx is 0x00000.

Register access

The PIC18Cxx can access up to 4,096 8-bit registers that are available in a contiguous memory space. Twelve address bits are used to access each address within the “Register Map” space shown in Fig. 5.10.

To access a register directly, the PIC18Cxx’s “BSR” (“Bank Select Register”) register must be set to the bank the register is located in. The BSR register contains the upper 4 bits of the register’s address, with the

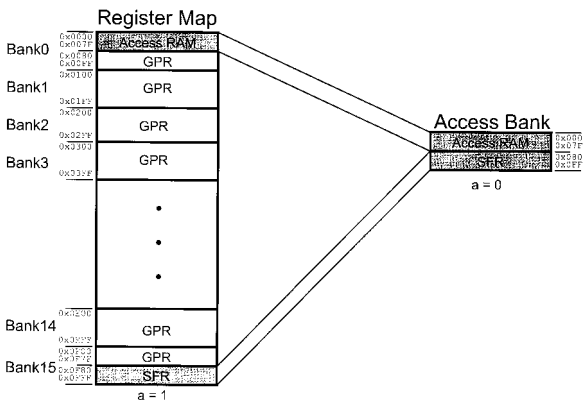


Figure 5.10 PIC18Cxx Register Format

lower 8 bits explicitly specified within the instruction. The direct address is calculated using the formula:

$$\text{Address} = (\text{BSR} \ll 8) + \text{Direct Address}$$

The index register operation of the PIC18Cxx is very well organized and will make it much easier for compiler writers to create PIC18Cxx compilers than for other PICmicro® MCUs. Along with the three 12-bit-long FSR registers, when data is accessed it can result in the FSR being incremented before or after the data access, decremented after or access to the address of the FSR contents added to the contents of the “w” register. A specific access option is selected by accessing different “INDF” register addresses. The table below lists the different INDF registers and their options concerning their respective FSR registers:

PIC18Cxx FSR Change Access Registers	
INDF Register Operation	
INDF#	Access the Register Pointed to by FSR#
POSTINC#	Access the Register Pointed to by FSR# and then Increment FSR#
POSTDEC#	Access the Register Pointed to by FSR# and then Decrement FSR#
PREINC#	Increment FSR# and then Access the Register Pointed to by FSR#
PLUSW#	Access the Register Pointed to by the Contents of the WREG added to FSR#

To simulate a “push” of the contents of the “WREG” using FSR0 as a Stack Pointer, use the operation:

```
POSTDEC0 = WREG;
```

A “pop WREG” could be implemented as:

```
WREG = PREINC0;
```

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Specific elements relative to the start of the stack could be accessed using the code:

```
WREG = 3;  
WREG = PLUSW0;
```

STATUS register

Two registers contain the status information for the PIC18Cxx and control the operation of the PICmicro[®] MCU.

PIC18Cxx STATUS Register Definition

Bit	Function
7-5	Unused
4	N - Set when the two's complement result after addition/subtraction is negative
3	OV - Set when there is a two's complement overflow after addition/subtraction
2	Z - Set when the eight bit result is equal to zero
1	DC - Set when the low Nybble of addition/subtraction result carries to the high nybble
0	C - Set when the addition/subtraction result carries to the next byte. Also used with the Rotate Instructions

PIC18Cxx RCON Register Definition

Bit	Function
7	IPEN - When Set Interrupt Priority Levels are enabled
6	LWRT - When Set, Enable writes to internal program memory
5	Unused
4	_RI - When Reset, the "Reset" Instruction was executed. This bit must be set in Software

PIC18Cxx RCON Register Definition (Continued)	
3	<code>_TO</code> - Time Out Bit. Reset after a Watchdog Timer Reset
2	<code>_PD</code> - Power-down Active Bit. Reset after sleep instruction
1	<code>_POR</code> - Reset after a "Power On" Reset has occurred. This bit must be Set in Software
0	<code>_BOR</code> - Reset after a "Brown Out" Reset has occurred. This bit must be Set in Software

Program counter

The PIC18Cxx program counter and stack is similar to the hardware used in the other devices except for three important differences. The first difference is the need for accessing more than 16 address bits for the maximum one million possible instructions of program memory. The second difference is the availability of the "fast stack", which allows interrupt context register saves and restores to take place without requiring any special code. The last difference is the ability to read and write from the stack. These differences add a lot of capabilities to the 18Cxx that allow applications that are not possible in the other PICmicro® MCU architectures to be implemented.

In the PIC18Cxx, when handling addresses outside the current program counter, not only does a "PCLATH" register (or "PA" bits as in the low-end devices) update as required, but it is also a high-order register for addresses above the first 64 instruction words. This register is known as "PCLATU". "PCLATU" works identically to the "PCLATH" register and its contents are loaded into the PIC18Cxx PICmicro® MCUs program counter when "PCL" is updated.

Each instruction in the PIC18Cxx starts on an "even" address. This means that the first instruction starts at ad-

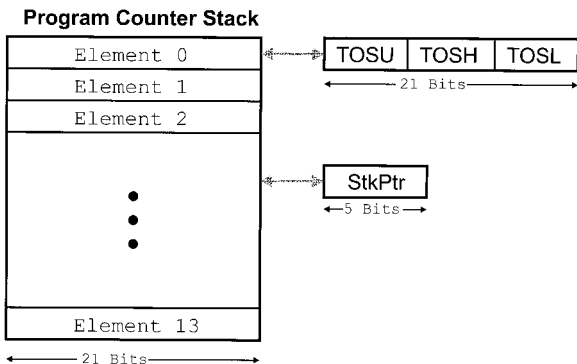


Figure 5.11 PIC18Cxx Program Counter Stack

dress zero, the second at address two, the third at address four and so on. Setting the program counter to an odd address will result in the MPLAB simulator halting and the PIC18Cxx working unpredictably. Changing the convention used in the previous PICmicro[®] MCUs to one, where each byte is addressed, means that some rules about addressing will have to be relearned for the PIC18Cxx.

The stack itself, at 31 entries, is deeper than the other PICmicro[®] MCU stacks and the hardware monitoring the stack is available as the “STKPTR” register. A block diagram of the stack is shown in Fig. 5.11.

The STKPTR register is defined as:

PIC18Cxx STKPTR Register Bit Definitions	
Bit	Description
7	STKFUL - Stack Full Flag which is set when the Stack is Full or Overflowed

PIC18Cxx STKPTR Register Bit Definitions (<i>Continued</i>)	
6	STKUNF - Stack Underflow Flag which is set when more Stack Elements have been Popped than Pushed.
5	Unused
4-0	SP4:SP0 - Stack Pointer

The “STKUNF” and “STKFUL” bits will be set if their respective conditions are met. If the “STVREN” bit of the configuration fuses is set, then when the STKUNF and STKFUL conditions are true the PICmicro® MCU will be reset.

The “fast stack” is used to simplify subroutine calls in applications that don’t have interrupts enabled as well as working with interrupt handlers. To use the fast stack in the “call” and “return” instructions a “1” parameter is put at the end of the instructions. To prevent the fast stack from being used, a “0” parameter is put at the end of the “call” and “return” instructions. The “fast stack” is a 3-byte memory location where the “w”, “STATUS” and “BSR” registers are stored automatically when an interrupt request is acknowledged and execution jumps to the interrupt vector. If interrupts are not used in an application, then these registers can be saved or restored with a “call” and “return”, for instance:

```

Call sub, 1 ; Call "sub" after saving "w", "STATUS"
           ; and "BSR"
:
sub       ; Execute "Sub", Ignore "w", "STATUS"
:       ; and "BSR"

return 1 ; Restore "w", "STATUS" and "BSR" before
         ; Return to Caller

```

The reason the “fast” option is not recommended in applications in which interrupts are enabled is due to the interrupt overwriting the saved data when it executes. For this reason, the “fast” option cannot be used with nested subroutines or interrupts.

Interrupt operation

Interrupt Operation works similarly to the mid-range PICmicro[®] MCU’s except for the addition of priority levels to the interrupt sources. If the “P” bit for the interrupt source is specified along with the “IPEN” bit of the RCON register, then the interrupt handler at address 0x00008 will execute. If the “IPEN” bit of the RCON register is set and the “P” bit for the interrupt source is reset, the interrupt handler at address 0x00018 will execute.

If “IPEN” is reset, then all interrupts will execute at address 0x00008.

Interrupt handler skeleton

If the “Fast Stack” is not used with PIC18Cxx interrupts, the code shown below can be used for the handler entry and exit code.

```

Int
  movwf   _w           ; Save Context Registers
  movff   STATUS, _status
  movff   BSR, _bsr

  :           ; Interrupt Handler Code

  movff   _bsr, BSR   ; Restore Context
                    Registers
  movf    _w, w
  movff   _status, STATUS
  retfie

```

PICmicro[®] MCU Register Mappings

While the register addresses are very similar between PICmicro[®] MCUs of the same architecture family, remember that the bits in the different registers may change function with different PICmicro[®] MCU part numbers. To be absolutely sure of the bits and their function inside a register, consult the Microchip part datasheet.

Low-End PICmicro[®] MCUs

The low-end PICmicro[®] MCU devices have five register bank address bits for up to 32 unique file register ad-

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addresses in each bank. Up to four register banks can be available in a low-end PICmicro[®] MCU with the first 16 addresses of each bank being common throughout the banks and the second 16 addresses being unique to the bank. This is shown in Fig. 6.1.

Using this scheme, low-end PICmicro[®] MCUs have anything from 25 to 73 unique file registers available for an application.

There are a few things to note with the low-end register addressing:

1. The “OPTION” and “TRIS” registers can only be written to by the “option” and “tris” instructions, respectively.
2. If the device has a built-in oscillator, the “OSCCAL” register is located in address five, which is normally the “PORTA” address.

Bank 0	Bank 1	Bank 2	Bank 3	
Addr - Reg	Addr - Reg	Addr - Reg	Addr - Reg	
00 - INDF	20 - INDF	40 - INDF	60 - INDF	Shared Registers
01 - TMR0	21 - TMR0	41 - TMR0	61 - TMR0	
02 - PCL	22 - PCL	42 - PCL	62 - PCL	
03 - STATUS	23 - STATUS	43 - STATUS	63 - STATUS	
04 - FSR	24 - FSR	44 - FSR	64 - FSR	
05 - PORTA*	25 - PORTA*	45 - PORTA*	65 - PORTA*	
06 - PORTB	26 - PORTB	46 - PORTB	66 - PORTB	
07 - PORTC	27 - PORTC	47 - PORTC	67 - PORTC	
08-0F Shared File Regs	28-2F Shared File Regs	28-2F Shared File Regs	68-6F Shared File Regs	
10-1F Bank 0 File Regs	30-3F Bank 1 File Regs	50-4F Bank 2 File Regs	70-7F Bank 3 File Regs	Bank Unique Registers

* - "OSCCAL" may take place of "PORTA" in PICmicro[®] MCUs with Internal Oscillators

OPTION - Accessed via "option" Instruction

TRIS* - Accessed via "TRIS PORT*" Instruction

Figure 6.1 Low-end PICmicro[®] MCU Register Map

3. The “STATUS” and “OPTION” registers are always the same for Low-End Devices.

Address	Register	Bits	Bit Function
0x003	STATUS	7	GPWUF - in PIC12C5xx and PIC16C505: when Set, Reset from Sleep on Pin Change. When Set, power up or _MCLR reset. In other Devices the Bit 7 is Unused.
		6-5	PAL-PA0 - Select the Page to execute out of: 00 - Page 0 (0x0000 to 0x01FF) 01 - Page 1 (0x0200 to 0x03FF) 10 - Page 2 (0x0400 to 0x05FF) 11 - Page 3 (0x0600 to 0x07FF)
		4	_TO - Set after Power Up, clrwtd and sleep instructions
		3	_PD - Set after Power Up, clrwtd instruction. Reset after sleep instruction
		2	Z - Set if the eight bit result is equal to zero
		1	DC - Set for low order Nybble carry after addition or subtraction instruction
		0	C - Set for Carry after addition or subtraction instruction
N/A	OPTION	7	_GPWU - In PIC12C5xx or PIC16C505: Reset to Enable Wake Up on Pin Change. In other devices, Bit 7 is Unused
		6	_GPPU - In PIC12C5xx or PIC16C505: Enable Pin Pull-Ups. In other devices, Bit 6 is Unused
		5	TOCS - TMRO Clock Source Select. When Set, TOCKI pin is Source. When Reset, Instruction Clock

4	TOSE - TMR0 Edge Select. When Reset, increment TMR0 on Rising Edge. When Set, increment TMR0 on Falling Edge																											
3	PSA - Prescaler Assignment Bit. When Set, the Prescaler is assigned to the Watchdog Timer else TMR0																											
2-0	PS2:PS0 - Prescaler Rate Select Bits																											
	<table> <thead> <tr> <th>Bits</th> <th>TMR0 Rate</th> <th>WDT Rate</th> </tr> </thead> <tbody> <tr> <td>111</td> <td>256:1</td> <td>128:1</td> </tr> <tr> <td>110</td> <td>128:1</td> <td>64:1</td> </tr> <tr> <td>101</td> <td>64:1</td> <td>32:1</td> </tr> <tr> <td>100</td> <td>32:1</td> <td>16:1</td> </tr> <tr> <td>011</td> <td>16:1</td> <td>8:1</td> </tr> <tr> <td>010</td> <td>8:1</td> <td>4:1</td> </tr> <tr> <td>001</td> <td>4:1</td> <td>2:1</td> </tr> <tr> <td>000</td> <td>2:1</td> <td>1:1</td> </tr> </tbody> </table>	Bits	TMR0 Rate	WDT Rate	111	256:1	128:1	110	128:1	64:1	101	64:1	32:1	100	32:1	16:1	011	16:1	8:1	010	8:1	4:1	001	4:1	2:1	000	2:1	1:1
Bits	TMR0 Rate	WDT Rate																										
111	256:1	128:1																										
110	128:1	64:1																										
101	64:1	32:1																										
100	32:1	16:1																										
011	16:1	8:1																										
010	8:1	4:1																										
001	4:1	2:1																										
000	2:1	1:1																										

4. The Low-End PICmicro[®] MCU FSR register can never equal zero.

Mid-Range PICmicro[®] MCUs

The standard mid-range PICmicro[®] MCU device addresses are as follows:

Offset	Bank 0	Bank 1	Comments
0x000	INDF	INDF	
0x001	TMR0	OPTION	
0x002	PCL	PCL	
0x003	STATUS	STATUS	
0x004	FSR	FSR	
0x005	PORTA	TRISA	
0x006	PORTB	TRISB	
0x007	PORTC	TRISC	Available in 28/40 Pin Parts
0x008	PORTD	TRISD	Available in 40 Pin Parts
0x009	PORTE	TRISE	Available in 40 Pin Parts
0x00A	PCLATH	PCLATH	
0x00B	INTCON	INTCON	

From these basic addresses, peripheral I/O registers (discussed below) are added to the register banks with file registers starting at either offset 0x00C or 0x020. For most modern mid-range PICmicro® MCUs, the file registers start at address 0x020 of the bank.

The specific part number datasheets will have to be checked to find where the file registers that are shared across the banks are located.

The STATUS Register, in the mid-range PICmicro® MCU is defined as:

Bit	Function
7	IRP - FSR Select Between the High and Low Register Banks
6-5	RP1:RP0 - Direct Addressing Select Banks (0 through 3)
4	_TO - Time Out Bit. Reset after a Watchdog Timer Reset
3	_PD - Power-down Active Bit. Reset after sleep instruction
2	Z - Set when the eight bit result is equal to zero
1	DC - Set when the low Nybble of addition/subtraction result carries to the high Nybble
0	C - Set when the addition/subtraction result carries to the next byte. Also used with the Rotate Instructions

The OPTION Register (which has the label “OPTION_REG” in the Microchip include files) is defined as:

Bit	Function
7	_RBPU - when reset, the PORTB Pin Pull Up is Enabled
6	INTEDG - When Set, Interrupt Request on Rising Edge of RB0/INT Pin
5	TOCS - When Set, TMR0 is incremented from the T0CKI Pin, else by the internal instruction clock
4	TOSE - When Set, TMR0 is Incremented on the High to Low (“Falling Edge”) of T0CKI

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3	PSA - Prescaler Assignment Bit. When Set, the Prescaler is assigned to the Watchdog Timer else to TMR0		
2-0	PS2:PS0 - Prescaler Rate Select.		
	Bits	TMR0 Rate	WDT Rate
	111	256:1	128:1
	110	128:1	64:1
	101	64:1	32:1
	000	32:1	16:1
	011	16:1	8:1
	010	8:1	4:1
	001	4:1	2:1
	000	2:1	1:1

Many devices have the “PCON” register that enhances the returned information contained in the “_TO” and “_PD” bits of the STATUS Register

Bit	Function
7	MPEEN - Set if there is a Memory Parity Error. This capability is built into a small number of PICmicro [®] MCUs
6-3	Unused
2	_PER - Reset when there was a Program Memory Parity Error. This capability is built into a small number of PICmicro [®] MCUs
1	_POR - Reset when execution is from a Power On Reset takes place
0	_BOR - Reset when execution is from a Brown Out Reset

The PCLATH Register’s contents are written to the Program Counter each time a “goto” or “call” instruction is executed or if the contents of PCL are changed.

Bit	Function
7-5	Unused
4	Select High and Low Pages
3	Select Odd or Even Pages
2-0	Select the 256 Instruction Address Block within Current Page. This data is used when PCL is written to

Some mid-range devices are now available with built-in RC oscillators. To make the operation of the oscillators more accurate, the “OSCCAL” register is written to with a factory specified “Calibration Value”.

Bit	Function
7-4	CAL3:CAL0 - Sixteen Bit Calibration Value
3	CALFST - Increase the speed of the RC Oscillator
2	CALSLW - Decrease the speed of the RC Oscillator
1-0	Unused

Interrupts are controlled from the “INTCON” register, which controls the basic mid-range PICmicro® MCU interrupts as well as access to enhanced interrupt features.

Bit	Function
7	GIE - Global Interrupt Enable. For any Interrupt Requests to be acknowledged, this bit must be set
6	Device Specific Interrupt Enable. See Below
5	T0IE - TMR0 Interrupt Overflow Request Enable
4	INTE - RB0/INT Pin Interrupt Request Enable
3	RBIE - PORTB Change Interrupt Request Enable
2	T0IF - TMR0 Interrupt Overflow Request
1	INTF - RB0/INT Pin Interrupt Request
0	RBIF - PORTB Change Interrupt Request

Bit 6 of INTCON may be a peripheral device interrupt enable/request bit or it can be “PEIE”, which when set will enable Peripheral Interrupts set in “PIR” and “PIE” registers. The “PIR” register(s) contains the “F” bits (Interrupt Request Active), while “PIE” contains the “E” bits (Interrupt Request Enable). As I work through the different peripherals, the “E” and “F” bits will be listed, but their actual location is part number specific and the datasheet will have to be consulted.

Data EEPROM is accessed via the EEADR and

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EEDATA registers with EECON1 and EECON2 providing the access control. EECON2 is a “pseudo-register” and the act of writing to it is used to “verify” that the operation request is valid. EECON1 is defined as:

Bit	Function
7-5	Unused
4	EEIF - EEPROM Write Complete Interrupt Request
3	WRERR - Bit Set when EEPROM Write was invalid
2	WREN - Set to Enabling Writing to EEPROM
1	WR - Write control Bit
0	RD - Set to Allow an EEPROM Data Read

The Data EEPROM Write Interrupt Request Bit (“EEIE”) is either in a PIE register or INTCON.

The Parallel Slave Port (“PSP”, available only in 40-Pin mid-range PICmicro[®] MCUs) is enabled by setting the PSPMODE bit. Interrupt requests are enabled by the PSPIE flag and requested by the PSPIF flag of the PIE and PIR registers, respectively. The Parallel Slave Port is controlled from “TRISE”. Note that when the Parallel Slave Port is enabled, PORTD and PORTE cannot be used for I/O.

Bit	Function
7	IBF - Bit Set when a Word has been Written into the PICmicro [®] MCU and has not been read
6	OBF - Bit Set when a Byte has been written to the PORTD Output Register and has not been read
5	I BOV - Bit Set when a Word has been Written into the PICmicro [®] MCU before the previous one has been read
4	PSPMODE - Bit set to enable Parallel Slave Port
3	Unused
2	TRISE2 - TRIS Bit for E2
1	TRISE1 - TRIS Bit for E1
0	TRISE0 - TRIS Bit for E0

Along with TMR0, some mid-range PICmicro® MCU's have TMR1 and TMR2, which are used for basic timing operations as well as “CCP” (“Compare, Capture, and PWM”) I/O. TMR1 is a 16-bit-wide register (accessed via “TMR1L” and “TMR1H”) that will request an interrupt on overflow (“TMR1IF”) if the “TMR1IE” bit is set. The T1CON register that is defined below controls the operation of TMR1:

Bit	Function
7-6	Unused
5-4	T1CKPS1:T1CKPS2: TMR1 Input Prescaler Select
3	T1OSCEN - Set to Enable External TMR1 Oscillator
2	_T1SYNC - If External Clock used for TMR1, then Synchronize to it when this bit is Reset
1	TMR1CS - When Set, TMR1 is driven by External Clock/TMR1 Oscillator
0	TMR1ON - Set to Enable TMR1

TMR2 is an 8-bit register that is continually compared against a value in the PR2 register. To have TMR2 operate like TMR0 as an 8-bit Timer with a range of 0x000 to 0x0FF, then the “PR2” (the register TMR2 is compared against) is set to 0x000. The TMR2 output can be used to drive a PWM signal out. Interrupts (“TMR2IF”) can be requested after the TMR2 overflow has passed through a Postscaler and “TMR2IE” is set. The T2CON register controls the operation of TMR2:

Bit	Function
7	Unused
6-3	TOUTPS3:TOUTPS0 - TMR2 Output Postscaler Select
	Bits Postscaler
	1111 16:1
	1110 15:1
	1101 14:1
	1100 13:1

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	1011	12:1
	1010	11:1
	1001	10:1
	1000	9:1
	0111	8:1
	0110	7:1
	0101	6:1
	0100	5:1
	0011	4:1
	0010	3:1
	0001	2:1
	0000	1:1
2	TMR2ON - Set to Enable TMR2	
1-0	T2CKPS1:T2CKPS0 - TMR2 Input Prescaler Select	
	Bits	Prescaler
	1x	16:1
	01	4:1
	00	1:1

TMR1 and TMR2 are used with one of the two “CCP” Modules for advanced I/O. TMR1 is used for Capture and Compare and TMR2 is used for PWM Output. The CCPR2x Registers are used for Storing Compare/Capture Values and the CCPx register specifies the Pin used for CCP. The CCPxCON register is used for controlling the CCP operation:

Bit	Function
7-6	Unused
5-4	DCxB1:DCxB0 - PWM Duty Cycle Bit 1 and Bit 0. These bits are only accessed by the PWM for its low output values
3-0	CCPxM3:CCPxM0 - CCPx Mode Select
	Bits Function
	11xx PWM Mode
	1011 Compare Mode, Trigger Special Event
	1010 Compare Mode, Trigger on Compare Match
	1001 Compare Mode, Initialize CCP Pin High, On Compare Match force CCP Low
	1000 Compare Mode, Initialize CCP Pin Low, On Compare Match force CCP High
	0111 Capture on Every 16th Rising Edge

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0110	Capture on Every 4th Rising Edge
0101	Capture on Every Rising Edge
0100	Capture on Every Falling Edge
001x	Unused
0001	Unused
0000	Capture/Compare/PWM Off

CCP Interrupts are requested via the “CCPxIF” flag and enabled by the “CCPXIE” flag where “x” is “1” or “2” depending on the active CCP Module.

There are three different “SSP” Modules built into the PICmicro® MCU. Each one provides somewhat different Options and understanding how they work will be critical to your applications and if I2C is going to be used with them. The basic SSP modules (“SSP” and “BSSP”) provide a full SPI Interface and I2C “Slave Mode” Interface. The SSPBUF Register provides simple buffering while the SSPADD buffers the received address for comparing against I/O operations. To control the Operation of the SSP, the “SSPCON” register is used:

Bit	Function
7	WCOL - Set if SSPBUF was written to while transmitting data or not in correct mode for transmit
6	SSPOV - Set when SSP Receive overflow occurs
5	SSPEN - Enables Pins for SSP Mode
4	CKP - In SPI, Set for Idle Clock High. In I2C Mode, set to Enable Clock
3-0	SSPM3:SSPM0 - SSP Mode Select
	1111 - I2C Slave Mode, 10 Bit Address
	1110 - I2C Slave Mode, 7 Bit Address
	110x - Reserved
	1011 - I2C firmware controlled Master
	1010 - Reserved
	1001 - Reserved
	1000 - Reserved
	0111 - I2C Slave Mode, 10 Bit Address
	0110 - I2C Slave Mode, 7 Bit Address
	0101 - SSP Slave, _SS Disabled
	0100 - SSP Slave, _SS Enabled

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0011 - SPI Master, Clock = TMR2
0010 - SPI Master, Fosc/64
0001 - SPI Master, Fosc/16
0000 - SPI Master, Fosc/4

The SSPSTAT Register is also used to Control the SSP:

Bit	Function
7	SMP - Data Sampled at end of data output time if Set, else middle
6	CKE - Data transmitted on rising edge of SCK when Set
5	D/_A - Used by I2C. When Set indicates last byte transferred was data. When Reset indicates last byte transferred was address
4	P - Set when Stop Bit Detected
3	S - Set when Start Bit Indicated
2	R/_W - Set when command received was a Read
1	UA - Set when application must update SSPADD Register
0	BF - Set when Buffer is full in RX and when TX is in process

The “Master” SSP (“MSSP”) accesses similar registers for the same functions, with a Second SSPCON Register. The important difference between the MSSP and the other SSP modules is the enabled I2C Master hardware in the MSSP. The MSSP’s “SSPCON1” register is defined as:

Bit	Function
7	WCOL - Set if SSPBUF was written to while transmitting data or not in correct mode for transmit
6	SSPOV - Set when SSP Receive overflow occurs
5	SSPEN - Enables Pins for SSP Mode
4	CKP - In SPI, Set for Idle Clock High. In I2C Mode, set to Enable Clock
3-0	SSPM3:SSPM0 - SSP Mode Select
	1xx1 - Reserved
	1x1x - Reserved
	1000 - I2C Master Mode, Clock = $Fosc / (4 * (SSPADD + 1))$

0111 - I2C Slave Mode, 10 Bit Address
0110 - I2C Slave Mode, 7 Bit Address
0101 - SSP Slave, _SS Disabled
0100 - SSP Slave, _SS Enabled
0011 - SPI Master, Clock = TMR2
0010 - SPI Master, Fosc/64
0001 - SPI Master, Fosc/16
0000 - SPI Master, Fosc/4

SSPCON2 is used for I2C Master mode and is defined as:

Bit	Function
7	GCEN - Set to Enable Interrupt when General Call Address is Received
6	ACKSTAT - Set when Acknowledge Received from I2C Slave Device
5	ACKDT - Reset to send Acknowledge at the end of a Byte Receive
4	ACKEN - Acknowledge I2C Sequence when Set
3	RCEN - Set to Enable I2C Receive Mode
2	PEN - Reset to Initiate Stop Condition on I2C Clock and Data
1	RSEN - Set to Initiate Repeated Start Condition on I2C Clock and Data
0	SEN - Set to Initiate Start Condition on I2C Clock and Data

The SSPSTAT Register for MSSP is

Bit	Function
7	SMP - Data Sampled at end of data output time if Set, else middle
6	CKE - Data transmitted on rising edge of SCK when Set
5	D/_A - Used by I2C. When Set indicates last byte transferred was data. When Reset indicates last byte transferred was address
4	P - Set when Stop Bit Detected
3	S - Set when Start Bit Indicated
2	R/_W - Set when command received was a Read
1	UA - Set when application must update SSPADD Register
0	BF - Set when Buffer is full in RX and when TX

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is in process

Interrupts are Requested from the SSP via the “SSPIF” bit and enabled by the “SSPIE” bit.

“Non-Return to Zero” (“NRZ”) Asynchronous Serial Communications are accomplished by the built-in “USART”. This circuit can also be used for Synchronous Serial Communications. The clock Speed is determined by the SPBRG. The TXREG and RCREG registers are used to transfer data. The “RCSTA” is the primary USART control Register

Bit	Function
7	SPEN - Set to Enable the USART
6	RX9 - Set to Enable 9-Bit Serial Reception
5	SREN - Set to enable single receive for Synchronous Mode
4	CREN - Set to Enable Continuous Receive Mode
3	ADDEN - Enables Address Detection in Asynchronous Mode
2	FERR - Framing Error Bit
1	OERR - Set after Overrun Error
0	RX9D - Ninth bit of Data Received

and the “TXSTA” is used to control the Serial Output.

Bit	Function
7	CSRC - Set for Synchronous Clock Generated Internally
6	TX9 - Set to Enable Nine Bit Data Transmission
5	TXEN - Set to Enable Transmit
4	SYNC - Set to Select Synchronous Mode
3	Unused
2	BRGH - Set to Select the High Baud Rate
1	TRMT - Set when Transmit Shift Register is Empty
0	TX9D - Ninth bit of Transmit Data

The RCIF interrupt request bit, when set, means there is a character received in the USART. RCIF is enabled by

RCIE. TXIF is set when the TX Holding Register is empty and is enabled by TXIE.

Comparator Equipped PICmicro® MCUs have a built-in Reference Voltage Source that is controlled by the VRCON Register:

Bit	Function
7	VREN - Set to Turn on Voltage Reference Circuit
6	VROE - Set to Output Voltage Reference Externally
5	VRR - Set for Low Voltage Reference Range, Reset for High Voltage Reference Range
4	Unused
3-0	VR3:VR0 - Select the Reference Voltage Output

The Voltage Reference Output is defined by the formula:

$$V_{ref} = (1/4 * V_{dd} * (1 - VRR)) + V_{dd} * (VR3:VR0 / (24 + (8 * (1 - VRR))))$$

For Vdd equal to 5.0 Volts, the following table lists different Vref values:

VR3:VR0	VRR = 1	VRR = 0
1111	3.13 Volts	3.59 Volts
1110	2.92 Volts	3.44 Volts
1101	2.71 Volts	3.28 Volts
1100	2.50 Volts	3.13 Volts
1011	2.29 Volts	2.97 Volts
1010	2.08 Volts	2.81 Volts
1001	1.88 Volts	2.66 Volts
1000	1.67 Volts	2.50 Volts
0111	1.46 Volts	2.34 Volts
0110	1.25 Volts	3.19 Volts
0101	1.04 Volts	2.03 Volts
0100	0.83 Volts	1.88 Volts
0011	0.63 Volts	1.72 Volts
0010	0.42 Volts	1.56 Volts
0001	0.21 Volts	1.41 Volts
0000	0.00 Volts	1.25 Volts

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The Voltage Reference is normally used with the Voltage Comparator, which is controlled by the “CMCON” Register.

Bit	Function						
7	C2OUT - Set when C2Vin+ is Greater than C2Vin-						
6	C1OUT - Set when C1Vin+ is Greater than C1Vin-						
5-4	Unused						
3	CIS - Comparator Input Switch, See CM2:CM0						
2-0	CM2:CM0 - Comparator Mode Select						
	Bits	CIS	C1Vin+	C1Vin-	C2Vin+	C2Vin-	Comments
	111	x	Gnd	Gnd	Gnd	Gnd	Comparators Off
	110	x	AN2	AN0	AN2	AN1	AN3 = C1OUT RA4 = C2OUT
	101	x	Gnd	Gnd	AN2	AN1	
	100	x	AN3	AN0	AN2	AN1	
	011	x	AN2	AN0	AN2	AN1	
	010	1	Vref	AN3	Vref	AN2	
	010	0	Vref	AN0	Vref	AN1	
	001	1	AN2	AN3	AN2	AN1	
	001	0	AN2	AN0	AN2	AN1	
	000	x	AN3	AN0	AN2	AN1	Comparators Off

Interrupts Requested by Change on Comparator Outputs are specified CMIF and enabled by CMIE.

There are also some Analog to Digital Converter (“ADC”) Options that can be used with the PICmicro[®] MCU. The operation of the ADC is controlled by AD-CON0 Register:

Bit	Function
7-6	ADCS1:ADCS0 - ADC Conversion Clock Select.
	11 - Internal RC Oscillator
	10 - Divide PICmicro [®] MCU clock by 32
	01 - Divide PICmicro [®] MCU clock by 8
	00 - Divide PICmicro [®] MCU clock by 2
5-3	CHS2:CHS0 - ADC Conversion Channel Select Bits
	111 - AN7
	110 - AN6
	101 - AN5
	100 - AN4

011	- AN3
010	- AN2
001	- AN1
000	- AN0
2	GO_DONE - Set to Start A/D Conversion, Reset by Hardware when Conversion Before
1	Unused
0	ADON - Set to Turn on the ADC Function

Selecting the PORTA, Analog/Digital Functions, there are a number of different formats of ADCON1 that you should be aware of. For basic 18-pin PICmicro® MCU's ADCs, ADCON1 is defined as:

Bit	Function
7-2	Unused
1-0	PCFG1:PCFG0 - A/D Select
	Bits AN3 AN2 AN1 AN0
	11 D D D D
	10 D D A A
	01 Vref+ A A A
	00 A A A A

For more advanced 18-pin PICmicro® MCUs, ADCON1 is defined as:

Bit	Function
7-3	Unused
2-0	PCFG2:PCFG0 - A/D Select
	Bits AN3 AN2 AN1 AN0
	111 D D D D
	110 D D D A
	101 D D Vref+ A
	100 D D A A
	011 D A Vref+ A
	010 D A A A
	001 A A Vref+ A
	000 A A A A

28- and 40-pin PICmicro® MCUs have the ADCON1 Register:

Bit	Function
7-3	Unused

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2-0	PCFG2:PCFG0 - A/D Select								
Bits	AN7	AN6	AN5	AN4	AN3	AN2	AN1	AN0	
11x	D	D	D	D	D	D	D	D	D
101	D	D	D	D	Vref+	D	A	A	
100	D	D	D	D	A	D	A	A	
011	D	D	A	A	Vref+	A	A	A	
010	D	D	D	A	A	A	A	A	
001	A	A	A	A	Vref+	A	A	A	
000	A	A	A	A	A	A	A	A	

The result of the ADC Operation is stored in ADRES and ADIF is set upon completion of the ADC operation to request an interrupt if ADIE is set.

Ten-bit ADCs are also available in the PICmicro[®] MCU, with a different ADCON1 Register:

Bit	Function										
7-6	Unused										
5	ADFM - When Set, the Result is "Right Justified" else "Left Justified"										
4	Unused										
3-0	PCFG3:PCFG0 - A/D Select										
Bits	AN7	AN6	AN5	AN4	AN3	AN2	AN1	AN0	VR+	VR-	
1111	D	D	D	D	VR+	VR-	D	A	A	AN3	AN2
1110	D	D	D	D	D	D	D	A	Vdd	Vss	
1101	D	D	D	D	VR+	VR-	A	A	AN3	AN2	
1100	D	D	D	A	VR+	VR-	A	A	AN3	AN2	
1011	D	D	A	A	VR+	VR-	A	A	AN3	AN2	
1010	D	D	A	A	VR+	A	A	A	AN3	Vss	
1001	D	D	A	A	A	A	A	A	Vdd	Vss	
1000	A	A	A	A	VR+	VR-	A	A	AN3	AN2	
011x	D	D	D	D	D	D	D	D	N/A	N/A	
0101	D	D	D	D	VR+	D	A	A	AN3	Vss	
0100	D	D	D	D	A	D	A	A	Vdd	Vss	
0011	D	D	D	D	VR+	A	A	A	AN3	Vss	
0010	D	D	D	A	A	A	A	A	Vdd	Vss	
0001	A	A	A	A	VR+	A	A	A	AN3	Vss	
0000	A	A	A	A	A	A	A	A	Vdd	Vss	

In the case of 10-bit ADCs, the result is stored in ADRESL and ADRESH.

This mid-range register list does not include the PIC16C92x's LED Control Registers. This, as well as any

other I/O Hardware registers that were not available when this was written, can be found in the Microchip Datasheets.

PIC17Cxx

The PIC17Cxx banking scheme has register addresses 0x010 to 0x017 and 0x020 to 0x0FF being banked and accessed by the BSR register separately. All other register addresses are common regardless of the banks selected within the BSR. The register space of 0x010 to 0x017 consists of the I/O Hardware registers listed according to bank.

Address Range 0x000 to 0x01F is considered to be the “Primary” Register set (“p”) in the PIC17Cxx “move” instructions. For PIC17C4x devices there are four “Primary Banks” (address 0x010 to 0x017); in the PIC17C5x, there are eight “Primary Banks”.

BSR	Addr	Register	Function/Bit Definition
Any	0x000	INDF0	Register Pointed to by FSR0
Any	0x001	FSR0	Index Register 0
Any	0x002	PCL	Low Byte of the Program Counter
Any	0x003	PCLATH	Latched High Byte of the Program Counter
Any	0x004	ALUSTA	Processor Status and Control Register
			Bit Function
			7-6 FSR1 Mode Select
			1x - FSR1 Does not Change after Access
			01 - Post Increment FSR1
			00 - Post Decrement FSR1
			5-4 FSR0 Mode Select
			1x - FSR0 Does not Change after Access
			01 - Post Increment FSR0
			00 - Post Decrement FSR0
			3 OV - Set when there is a two's complement overflow after addition/subtraction
			2 Z - Set when the eight bit result is equal to Zero
			1 DC - Set for low order Nybble carry after addition or subtraction instruction
			0 C - Set for Carry after addition or subtraction instruction
Any	0x005	TOSTA	TMR0 Status and Control Register
			Bit Function
			7 INTEDG - Select the RA0/INT Pin Interrupt request Edge. When Reset, Rising Edge Increments TMR0 else, Falling Edge Increments TMR0
			6 TOSE - TMR0 Clock Input Edge Select - When Set, the Rising edge of the incoming clock increments TMR0 else Falling Edge increments TMR0

- 5 TOCS - TMR0 Clock Source Select - When Set the Instruction Clock is used, else the T0CKI pin is used
- 4-1 PS3-PS0 - TMR0 Prescaler Selection.

Bits	Prescaler
1xxx	256:1
0111	128:1
0110	64:1
0101	32:1
0100	16:1
0011	8:1
0010	4:1
0001	2:1
0000	1:1
- 0 Unused

Any 0x006 CPUSTA

Processor Operating Status Register

- Bit Function
- 7-6 Unused
- 5 STKAV - When Set, there is Program Counter Stack Space Available
- 4 GLINTD - When Set, all Interrupts Are Disabled
- 3 _TO - Set after Power Up or clrwtd Instruction. When Reset a Watchdog Timeout has occurred
- 2 _PD - Set after Power Up or clrwtd Instruction. Reset by a "sleep" instruction
- 1 _POR - Reset After Power Up in PIC17C5x. Not Available in All PIC17Cxx devices
- 0 _BOR - Reset After Brown Out Reset. Not Available in All PIC17Cxx devices

BSR	Addr	Register	Function/Bit Definition
Any	0x007	INTSTA	Interrupt Status and Control Register
			Bit Function
			7 PEIE - Set when Peripheral Interrupt is Pending
			6 TOCKIF - Set when RA1/TOCKI Pin has Interrupt Source. Cleared by Hardware when Interrupt Vector 0x0018 is executed
			5 TOIF - Set when TMR0 Overflows. Cleared by Hardware when Interrupt Vector 0x0010 is executed
			4 INTF - Set when RA0/INT Pin Interrupt Request Active. Cleared by Hardware when Interrupt Vector 0x0008 is executed
			3 PEIE - Set to Enable Peripheral Interrupt Requests
			2 TOCKIE - Set to Enable RA1/TOCKI Interrupt Request
			1 TOIE - Set to Enable TMR0 Overflow Interrupt Request
			0 INTE - Set to Enable RA0/INT Pin Interrupt Request
Any	0x008	INDF1	Register Pointed to by FSR1
Any	0x009	FSR1	Index Register 1
Any	0x00A	WREG	Processor Accumulator
Any	0x00B	TMR0L	Low Byte of TMR0
Any	0x00C	TMR0H	High Byte of TMR0
Any	0x00D	TBLPTRL	Low Byte of the Table Pointer
Any	0x00E	TBLPTRH	High Byte of the Table Pointer
Any	0x00F	BSR	Bank Select Register
			Bit Function
			7-4 Select General Purpose RAM Bank at Addresses 0x020 to 0x0FF
			3-0 Select the I/O Hardware Register Bank at Addresses 0x010 to 0x017

0	0x010	PORTA	PORTA I/O Bits
			Bit Function
			7 $\overline{\text{RBPU}}$ - When Reset, Pull Up on PORTB is Enabled
			6 Unused
			5 RA5/TX - Input or USART TX Pin. Schmidt Trigger Input
			4 RA4/RX - Input or USART RX Pin. Schmidt Trigger Input
			3 RA3 - Schmidt Trigger Input/Open Drain Output
			2 RA2 - Schmidt Trigger Input/Open Drain Output
			1 RA1/T0CKI - Bit Input or TMR0 Input. Schmidt Trigger Input
			0 RA0/INT - Bit Input or External Interrupt
0	0x011	DDRB	PORTB Data Direction Port. When Bit Reset, Pin is in "Output" Mode
0	0x012	PORTB	PORTB I/O Bits
			Bit Function
			7-6 RB7:RB6 - I/O Pin with Interrupt in Input Change. Schmidt Trigger Input
			5 RB5 - I/O Pin with TMR3 Clock Input. Interrupt on Input Change. Schmidt Trigger Input
			4 RB4 - I/O Pin with TMR1/TMR2 Clock Input. Interrupt on Input Change. Schmidt Trigger Input
			3 RB3 - I/O Pin with CCP2 PWM Output. Schmidt Trigger Input
			2 RB2 - I/O Pin with CCP1 PWM Output. Schmidt Trigger Input
			1 RB1 - I/O Pin with CCP2 Capture Input. Schmidt Trigger Input
			0 RB0 - I/O Pin with CCP1 Capture Input. Schmidt Trigger Input

BSR	Addr	Register	Function/Bit Definition
0	0x013	RCSTA	USART Receive Status and Control Register
			Bit Function
			7 SPEN - Set to Enable the USART
			6 RX9 - Set to Enable 9-Bit Serial Reception
			5 SREN - Set to enable single receive for Synchronous Mode
			4 CREN - Set to Enable Continuous Receive Mode
			3 Unused
			2 FERR - Framing Error Bit
			1 OERR - Set after Overrun Error
			0 RX9D - Ninth bit of Data Received
0	0x014	RCREG	USART Receiver Holding Register
0	0x015	TXSTA	USART Transmit Status and Control Register
			Bit Function
			7 CSRC - Set for Synchronous Clock Generated
			6 TX9 - Set to Enable Nine Bit Data Transmission
			5 TXEN - Set to Enable Transmit
			4 SYNC - Set to Select Synchronous Mode
			3 Unused
			2 BRGH - Set to Select the High Baud Rate
			1 TRMT - Set when Transmit Shift Register is Empty
			0 TX9D - Ninth bit of Transmit Data
0	0x016	TXREG	USART Transmit Holding Register
0	0x017	SPBRG	USART Clock Divisor Register
1	0x010	DDRC	PORTC Data Direction Port. When bit is reset, PORTC bit is in "Output" mode
1	0x011	PORTC	PORTC I/O Pins or External Memory Data/Address Pins
1	0x012	DDRD	PORTD Data Direction Port. When bit is reset, PORTD bit is in "Output" mode

Internally

1	0x013	PORTD	PORTD I/O Pins or External Memory Data/Address Pins
1	0x014	DDRE	PORTE Data Direction Port. When bit is reset, PORTE bit is in "Output" mode
1	0x015	PORTE	<p>PORTE I/O Pins or External Memory Data/Address Pins Control Pins</p> <p>Bit Function</p> <p> 2 RE2/_WR - I/O Pin or System Bus Write</p> <p> 1 RE1/_OE - I/O Pin or System Bus Read</p> <p> 0 RE0/ALE - I/O Pin or System Bus Address Latch Enable</p>
1	0x016	PIR1	<p>Interrupt Status Register 1. This may be the only Interrupt Status Register in Some Devices (in which case it is labeled "PIR")</p> <p>Bit Function</p> <p> 7 RBIF - Set if PORTB Interrupt on Change Active</p> <p> 6 TMR3IF - Set if TMR3 has Overflowed or Capture Timer has rolled over</p> <p> 5 TMR2IF - Set if TMR2 has Overflowed</p> <p> 4 TMR1IF - Set if TMR1 has Overflowed</p> <p> 3 CA2IF - Set if Capture2 Event Occurred</p> <p> 2 CA1IF - Set if Capture1 Event Occurred</p> <p> 1 TXIF - USART Transmit Interrupt Request</p> <p> 0 RCIF - USART Receive Interrupt Request</p>
1	0x017	PIE1	<p>Interrupt Control Register 1. This may be the only Interrupt Control Register in some Devices (in which case it is labeled "PIE")</p> <p>Bit Function</p> <p> 7 RBIE - Set to Enable PORTB Interrupt on Change</p> <p> 6 TMR3IE - Set to Enable TMR3 Interrupt</p> <p> 5 TMR2IE - Set to Enable TMR2 Interrupt</p>

BSR	Addr	Register	Function/Bit Definition
			4 TMR1IE - Set to Enable TMR1 Interrupt
			3 CA2IE - Set to Enable Capture2 Event Interrupt
			2 CA1IE - Set to Enable Capture1 Even Interrupt
			1 TXIE - Set to Enable USART Transmit Interrupt Request
			0 RCIE - Set to Enable USART Receive Interrupt Request
2	0x010	TMR1	TMR1 Data Register
2	0x011	TMR2	TMR2 Data Register
2	0x012	TMR3L	Low Byte of the TMR3 Data Register
2	0x013	TMR3H	High Byte of the TMR3 Data Register
2	0x014	PR1	TMR1 Period Register
2	0x015	PR2	TMR2 Period Register
2	0x016	PR3L	Low Byte of the TMR3 Period Register
2	0x017	PR3H	High Byte of the TMR3 Period Register
3	0x010	PW1DCL	PWM1 Least Significant two Compare Bits Bit Function 7 DC1 - Bit 1 of the PWM Compare 6 DC0 - Bit 0 of the PWM Compare 5-0 Unused
3	0x011	PW2DCL	PWM2 Least Significant two Compare Bits Bit Function 7 DC1 - Bit 1 of the PWM Compare 6 DC0 - Bit 0 of the PWM Compare 5 TM2PW2 - Set to Select PWM2 Clock Source as TMR2 and PR2 else PWM2 Clock Source is TMR1 and PR1 4-0 Unused
3	0x012	PW1DCH	High Eight Bits of PWM1 Compare
3	0x013	PW2DCH	High Eight Bits of PWM2 Compare
3	0x014	CA2L	Low Byte of Capture 2 Data

3	0x015 CA2H	High Byte of Capture 2 Data
3	0x016 T1CON	TMR1 and TMR2 Control Register
		Bit Function
		7-6 CA2ED1:CA2ED0 - Capture 2 Mode Select
		11 - Capture on 16th Rising Edge
		10 - Capture on 4th Rising Edge
		01 - Capture on Every Rising Edge
		00 - Capture on Every Falling Edge
		5-4 CA1ED1:CA1ED0 - Capture 1 Mode Select
		11 - Capture on 16th Rising Edge
		10 - Capture on 4th Rising Edge
		01 - Capture on Every Rising Edge
		00 - Capture on Every Falling Edge
		3 TMR2:TMR1 Mode Select. When Set, TMR2:TMR1 are a 16 bit Timer else two separate eight bit Timers
		2 TMR3CS - When Set TMR3 Increments from Falling Edge of RB3/TCLK3 Pin else Increments from Instruction Clock
		1 TMR2CS - When Set TMR2 Increments from Falling Edge of the RB4/TCKL12 Pin else Increments from Instruction Clock
		0 TMR1CS - When Set TMR1 Increments from Falling Edge of the RB4/TCKL12 Pin else Increments from Instruction Clock
3	0x017 TCON2	TMR1 and TMR2 Control Register 2
		Bit Function
		7 CA2OVF - Set if Overflow Occurred in Capture2 Register
		6 CA1OVF - Set if Overflow Occurred in Capture1 Register

BSR	Addr	Register	Function/Bit Definition
			5 PWM2ON - Set if PWM2 is Enabled
			4 PWM1ON - Set if PWM1 is Enabled
			3 CA1/_PR3 - Set to Enable Capture1 else Enables the Period Register
			2 TMR3ON - Set to Enable TMR3
			1 TMR2ON - Set to Enable TMR2. Must be Set if TMR2/TMR1 are combined
			0 TMR1ON - Set to Enable TMR1. When TMR2/TMR1 are combined, controls operation of 16 bit Timer
4	0x010	PIR2	Interrupt Status Register 2
			Bit Function
			7 SSPIF - Set if SSP Interrupt has been Requested
			6 BCLIF - Set if there is a Bus Collision Interrupt Request
			5 ADIF - Set if there is an ADC Interrupt Request
			4 Unused
			3 CA4IF - Set if Capture4 Event has Requested an Interrupt
			2 CA3IF - Set if Capture4 Event has Requested an Interrupt
			1 TX2IF - Set if USART2 Transmit Interrupt Requested
			0 RC2IF - Set if USART2 Receive Interrupt Requested
4	0x011	PIE2	Interrupt Control Register 2
			Bit Function
			7 SSPIE - Set to Enable SSP Interrupt
			6 BCLIE - Set to Enable Bus Collision Interrupt
			5 ADIE - Set to Enable ADC Interrupts
			4 Unused

			3	CA4IE - Set to Enable Capture4 Interrupt
			2	CA3IE - Set to Enable Capture3 Interrupt
			1	TX2IE - Set to Enable USART2 Transmit Interrupt
			1	RC2IE - Set to Enable USART2 Receive Interrupt
4	0x012	RCSTA2		USART2 Receive Status and Control Register
				Bit Function
			7	SPEN - Set to Enable the USART
			6	RX9 - Set to Enable 9-Bit Serial Reception
			5	SREN - Set to enable single receive for Synchronous Mode
			4	CREN - Set to Enable Continuous Receive Mode
			3	Unused
			2	FERR - Framing Error Bit
			1	OEERR - Set after Overrun Error
			0	RX9D - Ninth bit of Data Received
4	0x014	RCREG2		USART2 Receiver Holding Register
4	0x015	TXSTA2		USART2 Transmit Status and Control Register
				Bit Function
			7	CSRC - Set for Synchronous Clock Generated Internally
			6	TX9 - Set to Enable Nine Bit Data Transmission
			5	TXEN - Set to Enable Transmit
			4	SYNC - Set to Select Synchronous Mode
			3	Unused
			2	BRGH - Set to Select the High Baud Rate
			1	TRMT - Set when Transmit Shift Register is Empty
			0	TX9D - Ninth bit of Transmit Data
4	0x016	TXREG2		USART2 Transmit Holding Register
4	0x017	SPBRG2		USART2 Clock Divisor Register
5	0x010	DDRF		PORTF Data Direction Port. When bit is reset, PORTF bit is in "Output" mode

BSR	Addr	Register	Function/Bit Definition
5	0x011	PORTF	PORTF I/O Pins or Analog Inputs 4 through 11
5	0x012	DDRG	PORTG Data Direction Port. When bit is reset, PORTG bit is in "Output" mode
5	0x013	PORTG	PORTG I/O Pins
			Bit Function
			7 RG7/TX2 - Schmidt Trigger I/O or USART2 TX Pin
			6 RG6/RX2 - Schmidt Trigger I/O or USART2 RX Pin
			5 RG5/PWM3 - Schmidt Trigger I/O or PWM3 Output
			4 RG4/CAP3 - Schmidt Trigger I/O or Capture3 Pin
			3 RG3/AN0 - Schmidt Trigger I/O or Analog Input
			2 RG2/AN1 - Schmidt Trigger I/O or Analog Input
			1 RG1/AN2 - Schmidt Trigger I/O or Analog Input
			0 RG0/AN3 - Schmidt Trigger I/O or Analog Input
5	0x014	ADCON0	ADC Control Register 1
			Bit Function
			7-4 CHS2:CHS0 - Analog Channel Select
			11xx Reserved
			1011 AN11
			1010 AN10
			1001 AN9

BSR	Addr	Register	Function/Bit Definition
	101	D A	A A D D D D A A A
	100	A A	A A D D D D A A A
	011	A A	A A D D D A A A A
	010	A A	A A D D A A A A A
	001	A A	A A D A A A A A A
	000	A A	A A A A A A A A A
			0 PCFG0 - When Set VR+ and VR- Pins are used for Vref+ and Vref- else Vdd and Vss
5	0x016	ADRESL	Low Byte of ADC Result
5	0x017	ADRESH	High Byte of ADC Result
6	0x010	SSPADD	MSSP Address Compare Register
6	0x011	SSPCON1	MSSP Control Register1
			Bit Function
			7 WCOL - Set if SSPBUF was written to while transmitting data or not in correct mode for transmit
			6 SSPOV - Set when SSP Receive overflow occurs
			5 SSPEN - Enables Pins for SSP Mode
			4 CKP - In SPI, Set for Idle Clock High. In I2C Mode, set to Enable Clock
			3-0 SSPM3:SSPM0 - SSP Mode Select
			1111 - I2C Slave Mode, 10 Bit Address
			1110 - I2C Slave Mode, 7 Bit Address
			110x - Reserved
			1011 - I2C firmware controlled Master
			1010 - Reserved
			1001 - Reserved

			1000 - I2C Master, Fosc/(4*(SSPAD+1))
			0111 - I2C Slave Mode, 10 Bit Address
			0110 - I2C Slave Mode, 7 Bit Address
			0101 - SSP Slave, _SS Disabled
			0100 - SSP Slave, _SS Enabled
			0011 - SPI Master, Clock = TMR2
			0010 - SPI Master, Fosc/64
			0001 - SPI Master, Fosc/16
			0000 - SPI Master, Fosc/4
6	0x012 SSPCON2	MSSP Control Register2	
		Bit	Function
		7	GCEN - Set to Enable Interrupt when General Call Address is Received
		6	ACKSTAT - Set when Acknowledge Received from I2C Slave Device
		5	ACKDT - Reset to send Acknowledge at the end of a Byte Receive
		4	ACKEN - Acknowledge I2C Sequence when Set
		3	RCEN - Set to Enable I2C Receive Mode
		2	PEN - Reset to Initiate Stop Condition on I2C Clock and Data
		1	RSEN - Set to Initiate Repeated Start Condition on I2C Clock and Data
		0	SEN - Set to Initiate Start Condition on I2C Clock and Data
6	0x013 SSPSTAT	MSSP Status Register	
		Bit	Function
		7	SMP - Data Sampled at end of data output time if Set, else middle

BSR	Addr	Register	Function/Bit Definition
			6 CKE - Data transmitted on rising edge of SCK when Set
			5 D/_A - When Set indicates last byte transferred was data. When Reset indicates last byte transferred was address
			4 P - Set when Stop Bit Detected
			3 S - Set when Start Bit Indicated
			2 R/_W - Set when command received was a Read
			1 UA - Set when application must update SSPADD Register
			0 BF - Set when Buffer is full in RX and when TX is in process
6	0x014	SSPBUF	MSSP Data Buffer
7	0x010	PW3DCL	PWM3 Least Significant two Compare Bits
			Bit Function
			7 DC1 - Bit 1 of the PWM Compare
			6 DC0 - Bit 0 of the PWM Compare
			5 TM2PW3 - Set to Select PWM3 Clock Source as TMR2 and PR2 else PWM3 Clock Source is TMR1 and PR1
			4-0 Unused
7	0x011	PW3DCH	High Eight Bits of PWM3 Compare
7	0x012	CA3L	Low Byte of Capture 3 Data
7	0x013	CA3H	High Byte of Capture 3 Data
7	0x014	CA4L	Low Byte of Capture 4 Data
7	0x015	CA4H	High Byte of Capture 4 Data

7	0x016	TCON3	CCP3/CCP4 Control Register
			Bit Function
			7 Unused
			6 CA4OVF - Set if Overflow on Capture4
			5 CA3OVF - Set if Overflow on Capture3
			4-3 CA4ED1:CA4ED0 - Capture4 Select
			11 - Capture on 16th Rising Edge
			10 - Capture on 4th Rising Edge
			01 - Capture on Every Rising Edge
			00 - Capture on Every Falling Edge
			2-1 CA3ED1:CA3ED0 - Capture3 Select
			11 - Capture on 16th Rising Edge
			10 - Capture on 4th Rising Edge
			01 - Capture on Every Rising Edge
			00 - Capture on Every Falling Edge
			0 PWM3ON - Set to Enable PWM3
Any	0x018	PRODL	Low Byte of Multiplication Product
Any	0x019	PRODH	High Byte of Multiplication Product

PIC18Cxx

The hardware registers built into the PIC18Cxx are defined in the following table. Note that these registers are either accessed via the “Access Bank” or using the BSR set to 0x0F.

Address	Register	Function/Bit Definition																
0x0#80	PORTA	<p>PORTA Read/Write Register. Pin options are defined below:</p> <table> <thead> <tr> <th>Bit</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>Unused</td> </tr> <tr> <td>6</td> <td>OSC2</td> </tr> <tr> <td>5</td> <td>Slave Select/Optional AN4</td> </tr> <tr> <td>4</td> <td>Open Drain Output/Schmidt Trigger Input</td> </tr> <tr> <td>3-0</td> <td>Optional AN3-AN0</td> </tr> </tbody> </table>	Bit	Function	7	Unused	6	OSC2	5	Slave Select/Optional AN4	4	Open Drain Output/Schmidt Trigger Input	3-0	Optional AN3-AN0				
Bit	Function																	
7	Unused																	
6	OSC2																	
5	Slave Select/Optional AN4																	
4	Open Drain Output/Schmidt Trigger Input																	
3-0	Optional AN3-AN0																	
0x0#81	PORTB	<p>PORTB Read/Write Register. I/O Pins can be pulled by software. Pin options are defined below:</p> <table> <thead> <tr> <th>Bit</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>7-6</td> <td>ICSP Programming Pins/Interrupt on Pin Change</td> </tr> <tr> <td>5</td> <td>Interrupt on Pin Change</td> </tr> <tr> <td>4</td> <td>Interrupt on Pin Change</td> </tr> <tr> <td>3</td> <td>CCP2 I/O and PWM Output</td> </tr> <tr> <td>2</td> <td>Interrupt Source 3</td> </tr> <tr> <td>1</td> <td>Interrupt Source 2</td> </tr> <tr> <td>0</td> <td>Interrupt Source 1</td> </tr> </tbody> </table>	Bit	Function	7-6	ICSP Programming Pins/Interrupt on Pin Change	5	Interrupt on Pin Change	4	Interrupt on Pin Change	3	CCP2 I/O and PWM Output	2	Interrupt Source 3	1	Interrupt Source 2	0	Interrupt Source 1
Bit	Function																	
7-6	ICSP Programming Pins/Interrupt on Pin Change																	
5	Interrupt on Pin Change																	
4	Interrupt on Pin Change																	
3	CCP2 I/O and PWM Output																	
2	Interrupt Source 3																	
1	Interrupt Source 2																	
0	Interrupt Source 1																	
0x0#82	PORTC	<p>PORTC Read/Write Registers. I/O Pins have Schmidt Trigger Inputs. Pin options are defined below:</p> <table> <thead> <tr> <th>Bit</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>UART Receive Pin</td> </tr> <tr> <td>6</td> <td>UART Transmit Pin</td> </tr> <tr> <td>5</td> <td>Synchronous Serial Port Data</td> </tr> <tr> <td>4</td> <td>SPI Data or I2C Data</td> </tr> <tr> <td>3</td> <td>SPI Clock or I2C Clock</td> </tr> </tbody> </table>	Bit	Function	7	UART Receive Pin	6	UART Transmit Pin	5	Synchronous Serial Port Data	4	SPI Data or I2C Data	3	SPI Clock or I2C Clock				
Bit	Function																	
7	UART Receive Pin																	
6	UART Transmit Pin																	
5	Synchronous Serial Port Data																	
4	SPI Data or I2C Data																	
3	SPI Clock or I2C Clock																	

Address	Register	Function/Bit Definition
		2 CCP1 I/O and PWM Output/TMR1 Clock Output
		0 TMR1 Clock Input
0x0#83	PORTD	PORTD Only Available on 40 Pin PIC18Cxx Devices. Schmidt Trigger Inputs. Used for Data Slave Port.
0x0#84	PORTE	PORTE Only Available on 40 Pin PIC18Cxx. Schmidt Trigger Inputs for I/O Mode. Used for Data Slave Port as Defined below: Bit Function 7-3 Unused 2 Negative Active Chip Select 1 Negative Active Write Enable to PIC18Cxx 0 Negative Active Output Enable ("RD") from PIC18Cxx
0x0#89	LATA	Data Output Latch/Bypassing PORTA
0x0#8A	LATB	Data Output Latch/Bypassing PORTB
0x0#8B	LATC	Data Output Latch/Bypassing PORTC
0x0#8C	LATD	Data Output Latch/Bypassing PORTD. Only available on 40 Pin PIC18Cxx
0x0#8D	LATE	Data Output Latch/Bypassing PORTE. Only available on 40 Pin PIC18Cxx
0x0#92	TRISA	I/O Pin Tristate Control Register. Set bit to "0" for output mode
0x0#93	TRISB	I/O Pin Tristate Control Register. Set bit to "0" for output mode
0x0#94	TRISC	I/O Pin Tristate Control Register. Set bit to "0" for output mode
0x0#95	TRISD	I/O Pin Tristate Control Register. Only available on 40 Pin PIC18Cxx. Set bit to "0" for output mode

0x0#96	TRISE	I/O Pin Tristate Control Register. Only available on 40 Pin PIC18Cxx. Set bit to "0" for output mode. Special function bits Specified below:
		Bit Function
		7 IBF - Set when PSP is enabled and a byte has been written to the PICmicro [®] MCU
		6 OBF - Set when PSP is enabled and a byte output has not been read from the PICmicro [®] MCU
		5 IBOV - Set when PSP is enabled and the byte written to the PICmicro [®] MCU has been overwritten by a subsequent Byte
		4 PSPMODE - Set to Enable PICmicro [®] MCU's PSP I/O Port
		3 Unused
		2 TRISE2 - TRIS Bit for RE2
		1 TRISE1 - TRIS Bit for RE1
		0 TRISE0 - TRIS Bit for RE0
0x0#9D	PIE1	Peripheral Interrupt Enable Register
		Bit Function
		7 PSPIE - Set to Enable PSP Interrupt Request on Read/Write
		6 ADIE - Set to Enable Interrupt Request on Completion of A/D Operation
		5 RCIE - Set to Enable Interrupt Request on USART Data Receive
		4 TXIE - Set to Enable Interrupt Request on USART Transmit Holding Register Empty
		3 SSPIE - Master Synchronous Serial Port Interrupt Enable Bit

Address	Register	Function/Bit Definition
		2 CCP1IE - Set to Enable CCP1 Interrupt Request Enable
		1 TMR2IE - Timer2 to PR2 Match Interrupt Request Enable
		0 TMR1IE - TMR1 Overflow Interrupt Request Enable
0x0#9E	PIR1	Peripheral Interrupt Request Register
		Bit Function
		7 PSPIF - Set on PSP Read/Write
		6 ADIF - Set when A/D Complete
		5 RCIF - Set on USART Data Receive
		4 TXIF - Set on USART Transmit Holding Register Empty
		3 SSPIF - Set on Synchronous Serial Port Data Transmission/Reception Complete
		2 CCP1IF - Set on TMR1 Capture or Compare Match
		1 TMR2IF - Set on Timer2 to PR2 Match
		0 TMR1IF - Set on TMR1 Overflow
0x0#9F	IPR1	Peripheral Interrupt Priority Register
		Bit Function
		7 PSPIP - Set to Give PSP Interrupt Request on Read/Write Priority
		7 ADIP - Set to Give Interrupt Request on Completion of A/D Operation Priority
		5 RCIP - Set to Give Interrupt Request on USART Data Receive Priority
		4 TXIP - Set to Enable Interrupt Request on USART Transmit Holding Register Empty Priority
		3 SSPIP - Master Synchronous Serial Port Interrupt Priority when Set
		2 CCP1IP - Set to Give CCP1 Interrupt Request Priority

		1	TMR2IP - Timer2 to PR2 Match Interrupt Request Priority when Set
		0	TMR1IF - TMR1 Overflow Interrupt Request Priority when Set
0x0#9A	PIE2		Peripheral Interrupt Enable Register
		Bit	Function
		7-4	Unused
		3	BCLIE - Bus Collision Interrupt Request Enabled when Set
		2	LVDIE - Low Voltage Detect Interrupt Request Enabled when Set
		1	TMR3IE - TMR3 Overflow Interrupt Request Enabled when Set
		0	CCP2IE - CCP2 Interrupt Request Enabled when Set
0x0#9B	PIR2		Peripheral Interrupt Request Register
		Bit	Function
		7-4	Unused
		3	BCLIF - Set for Bus Collision Interrupt Request
		2	LVDIF - Set for Low Voltage Detect Interrupt Request
		1	TMR3IF - Set for TMR3 Overflow Interrupt Request
		0	CCP2IF - Set for CCP2 Interrupt Request
0x0#9C	IPR2		Peripheral Interrupt Priority Register
		Bit	Function
		7-4	Unused
		3	BCLIF - Set for Bus Collision Interrupt given Priority
		2	LVDIF - Set for Low Voltage Detect Interrupt given Priority

Address	Register	Function/Bit Definition
		1 TMR3IF - Set for TMR3 Overflow Interrupt Request given Priority
		0 CCP2IF - Set for CCP2 Interrupt Request given Priority
0x0#AB	RCSTA	USART Receive Status and Control Register
		Bit Function
		7 SPEN - Set to Enable the USART
		6 RX9 - Set to Enable 9-Bit Serial Reception
		5 SREN - Set to enable single receive for Synchronous Mode
		4 CREN - Set to Enable Continuous Receive Mode
		3 ADDEN - Enables Address Detection in Asynchronous Mode
		2 FERR - Framing Error Bit
		1 OERR - Set after Overrun Error
		0 RX9D - Ninth bit of Data Received
0x0#AC	TXSTA	USART Transmit Status and Control Register
		Bit Function
		7 CSRC - Set for Synchronous Clock Generated Internally
		6 TX9 - Set to Enable Nine Bit Data Transmission
		5 TXEN - Set to Enable Transmit
		4 SYNC - Set to Select Synchronous Mode
		3 Unused
		2 BRGH - Set to Select the High Baud Rate
		1 TRMT - Set when Transmit Shift Register is Empty
		0 TX9D - Ninth bit of Transmit Data
0x0#AD	TXREG	USART Transmit Buffer Register

0x0#AE	RCREG	USART Receive Holding Register
0x0#AF	SPBRG	USART Clock Divisor Register
0x0#B1	T3CON	TMR3 Control Register
		Bit Function
		7 RD16 - Enable Read/Write of TMR3 as a 16 Bit Operation
		6,3 T3CCP2:T3CCP2 - TMR3 and TMR1 to CCPx Enable Bits
		1x - TMR3 is CCP Clock Source
		01 - TMR3 is CCP2 Clock Source/TMR1 is CCP1 Clock Source
		00 - TMR1 is CCP Clock Source
		5-4 T3CKPS1:T3CKPS0 - TMR3 Input Clock Prescaler Control
		11 - 1:8 Prescaler
		10 - 1:4 Prescaler
		01 - 1:2 Prescaler
		00 - 1:1 Prescaler
		2 _T3SYNC - When Reset, TMR3 External Clock is Synchronized
		1 TMR3CS - Set to Select External Clock for TMR3. Reset to Select Instruction Clock
		0 TMR3ON - Set to Enable TMR3
0x0#B2	TMR3L	Low Byte of TMR3
0x0#B3	TMR3H	High Byte of TMR3
0x0#BA	CCP2CON	CCP2 Control Register
		Bit Function
		7-6 Unused
		5-4 DC2BX1:DC2BX0 - Two Least Significant Bits for the 10 Bit PWM

Address	Register	Function/Bit Definition
		3-0 CCP2M3:CCP2M0 - CCP2 Mode Select Bits
		11xx - PWM Mode
		1011 - Trigger Special Event Compare Mode
		1010 - Generate Interrupt on Compare Match
		1001 - Initialize CCP2 High and Force Low on Compare Match
		1000 - Initialize CCP1 High and Force High on Compare Match
		0111 - Capture on Every 16th Rising Edge
		0110 - Capture on Every 4th Rising Edge
		0101 - Capture on Every Rising Edge
		0100 - Capture on Every Falling Edge
		0011 - Reserved
		0010 - Toggle output on Compare Match
		0001 - Reserved
		0000 - Capture/Compare/PWM off
0x0#BB	CCPR2L	Least Significant Capture/Compare/PWM2 Register
0x0#BC	CCPR2H	Most Significant Capture/Compare/PWM2 Register
0x0#BD	CCP1CON	CCP1 Control Register
		Bit Function
		7-6 Unused
		5-4 DC1BX1:DC1BX0 - Two Least Significant Bits for the 10 Bit PWM
		3-0 CCP1M3:CCP1M0 - CCP1 Mode Select Bits
		11xx - PWM Mode
		1011 - Trigger Special Event Compare Mode
		1010 - Generate Interrupt on Compare Match
		1001 - Initialize CCP2 High and Force Low on Compare Match

		1000 - Initialize CCP1 High and Force High on Compare Match
		0111 - Capture on Every 16th Rising Edge
		0110 - Capture on Every 4th Rising Edge
		0101 - Capture on Every Rising Edge
		0100 - Capture on Every Falling Edge
		0011 - Reserved
		0010 - Toggle output on Compare Match
		0001 - Reserved
		0000 - Capture/Compare/PWM off
0x0#BE	CCPR1L	Least Significant Capture/Compare/PWM1 Register
0x0#BF	CCPR1H	Most Significant Capture/Compare/PWM1 Register
0x0#C1	ADCON1	A/D Control Register1
		Bit Function
		7 ADFM - Set to Return Result in Right Justified Format, Reset to Return Result in Left Justified Format
		6 ADCS2 - Upper Bit of A/D Conversion Clock Select. See "ADCON0" for Bit Definition
		5-4 Unused
		3-0 PCFG3:PCFG0 - A/D Pin Configuration Select Bits
		Bits AN7 AN6 AN5 AN4 AN3 AN2 AN1 AN0 VR+ VR-
		1111 D D D D VR+ VR- D A AN3 AN2
		1110 D D D D D D D A Vdd Vss
		1101 D D D D VR+ VR- A A AN3 AN2
		1100 D D D A VR+ VR- A A AN3 AN2
		1011 D D A A VR+ VR- A A AN3 AN2
		1010 D D A A VR+ A A A AN3 Vss

Address	Register	Function/Bit	Definition
		1001	D D A A A A Vdd Vss
		1000	A A A A VR+ VR- A A AN3 AN2
		011x	D D D D D D D D N/A N/A
		0101	D D D D VR+ D A A AN3 Vss
		0100	D D D D A D A A Vdd Vss
		0011	D D D D VR+ A A A AN3 Vss
		0010	D D D A A A A Vdd Vss
		0001	A A A A VR+ A A A AN3 Vss
		0000	A A A A A A A Vdd Vss
0x0#C2	ADCON0	A/D Control Register2	
		Bit	Function
		7-6	ADCS1:ADCS0 - ADC Conversion Clock Select, with ADCS2 from "ADCON1"
		111	- Internal RC Oscillator
		110	- Divide PICmicro [®] MCU clock by 64
		101	- Divide PICmicro [®] MCU clock by 16
		100	- Divide PICmicro [®] MCU clock by 4
		011	- Internal RC Oscillator
		010	- Divide PICmicro [®] MCU clock by 32
		001	- Divide PICmicro [®] MCU clock by 8
		000	- Divide PICmicro [®] MCU clock by 2
		5-3	CHS2:CHS0 - ADC Conversion Channel Select Bits
		111	- AN7
		110	- AN6
		101	- AN5
		100	- AN4
		011	- AN3

			010 - AN2
			001 - AN1
			000 - AN0
		2	GO/_DONE - Set to Start A/D Conversion, Reset by Hardware when Conversion Before
		1	Unused
		0	ADON - Set to Turn on the ADC Function
0x0#C3	ADRESL		Low Byte of the ADC Result
0x0#C4	ADRESH		High Byte of the ADC Result
0x0#C5	SSPCON2		MSSP Control Register2
		Bit	Function
		7	GCEN - Set to Enable Interrupt when General Call Address is Received
		6	ACKSTAT - Set when Acknowledge Received from I2C Slave Device
		5	ACKDT - Reset to send Acknowledge at the end of a Byte Receive
		4	ACKEN - Acknowledge I2C Sequence when Set
		3	RCEN - Set to Enable I2C Receive Mode
		2	PEN - Reset to Initiate Stop Condition on I2C Clock and Data
		1	RSEN - Set to Initiate Repeated Start Condition on I2C Clock and Data
		0	SEN - Set to Initiate Start Condition on I2C Clock and Data
0x0#C6	SSPCON1		MSSP Control Register1
		Bit	Function
		7	WCOL - Set if SSPBUF was written to while transmitting data or not in correct mode for transmit

Address	Register	Function/Bit Definition
		6 SSPOV - Set when SSP Receive overflow occurs
		5 SSPEN - Enables Pins for SSP Mode
		4 CKP - In SPI, Set for Idle Clock High. In I2C Mode, set to Enable Clock
		3-0 SSPM3:SSPM0 - SSP Mode Select
		1111 - I2C Slave Mode, 10 Bit Address
		1110 - I2C Slave Mode, 7 Bit Address
		110x - Reserved
		1011 - I2C firmware controlled Master
		1010 - Reserved
		1001 - Reserved
		1000 - I2C Master, $Fosc/(4*(SSPAD+1))$
		0111 - I2C Slave Mode, 10 Bit Address
		0110 - I2C Slave Mode, 7 Bit Address
		0101 - SSP Slave, $_SS$ Disabled
		0100 - SSP Slave, $_SS$ Enabled
		0011 - SPI Master, Clock = TMR2
		0010 - SPI Master, $Fosc/64$
		0001 - SPI Master, $Fosc/16$
		0000 - SPI Master, $Fosc/4$
0x0#C7	SSPSTAT	MSSP Status Register
		Bit Function
		7 SMP - Data Sampled at end of data output time if Set, else middle
		6 CKE - Data transmitted on rising edge of SCK when Set
		5 D/_A - When Set indicates last byte transferred was data. When Reset indicates last byte transferred

was address

4 P - Set when Stop Bit Detected

3 S - Set when Start Bit Indicated

2 R/_W - Set when command received was a Read

1 UA - Set when application must update SSPADD Register

0 BF - Set when Buffer is full in RX and when TX is in process

0x0#C8 SSPADD MSSP Address Compare Register

0x0#C9 SSPBUF MSSP Data Buffer

0x0#CA T2CON TMR2 Control Register

Bit	Function
7	Unused
6:3	TOUTPS3:TOUTPS0 - TMR2 Output Postscaler
	1111 - 16x
	1110 - 15x
	1101 - 14x
	1100 - 13x
	1011 - 12x
	1010 - 11x
	1001 - 10x
	1000 - 9x
	0111 - 8x
	0110 - 7x
	0101 - 6x
	0100 - 5x
	0011 - 4x
	0010 - 3x
	0001 - 2x
	0000 - 1x
2	TMR2ON - Set to Enable TMR2

Address	Register	Function/Bit Definition
		1-0 T2CKPS1:T2CKPS0 - TMR2 Prescaler Select Bits 1x - Prescaler is 16 01 - Prescaler is 4 00 - Prescaler is 1
0x0#CB	PR2	TMR2 Period Compare Register
0x0#CC	TMR2	TMR2 Register
0x0#CD	T1CON	TMR1 Control Register Bit Function 7 RD16 - When Set, Enables 16 Bit TMR1 Operations 6 Unused 5:4 T1CKPS1:T1CKPS0 - TMR1 Input Clock Prescaler Select 11 - 1:8 Prescaler 10 - 1:4 Prescaler 01 - 1:2 Prescaler 00 - 1:1 Prescaler 3 T1OSCEN - Set to Enable TMR1 Oscillator 2 _T1SYNC - Set to Synchronize External Clock Input 1 TMR1CS - TMR1 Clock Source Select. Set to Select External Clock 0 TMR1ON - Set to Enable TMR1
0x0#CE	TMR1L	Low Byte of TMR1
0x0#CF	TMR1H	High Byte of TMR1
0x0#D0	RCON	Power Up Status Register Bit Function 7 IPEN - Set to Enable Priority Levels on Interrupts 6 LWRT - Set to Enable "TBLWT" Instruction to Internal Memory 5 Unused

		4	_RI - Reset when the "Reset" Instruction in Software
		3	_TO - Set after Power Up, clrwdt or sleep instructions
		2	_PD - Set by Power Up or clrwdt Instruction. Reset by sleep instruction
		1	_POR - Reset if a Power On Reset has Occurred
		0	_BOR - Reset if a Brown Out Reset has Occurred
0x0#D1	WDTCON		Watchdog Timer Control Register
			Bit Function
		7-1	Unused
		0	SWDTEN - Set to Enable the Watchdog Timer if "_WDT_ON" is specified in "__CONFIG"
0x0#D2	LVDCON		Low Voltage Detect Control Register
			Bit Function
		7-6	Unused
		5	IRVST - Set to indicate Low Voltage Detect Logic will Generate Interrupt
		4	LVDEN - Set to Enable Low Voltage Detect
		3-0	LVDL3:LVDL0 - Specify the Low Voltage Detect Limits
			1111 - External Voltage Used (LVDIN)
			1110 - 4.5V Min - 4.77V Max
			1101 - 4.2V Min - 4.45V Max
			1100 - 4.0V Min - 4.24V Max
			1011 - 3.8V Min - 4.03V Max
			1010 - 3.6V Min - 3.82V Max
			1001 - 3.5V Min - 3.71V Max
			1000 - 3.3V Min - 3.50V Max
			0111 - 3.0V Min - 3.18V Max
			0110 - 2.8V Min - 2.97V Max

Address	Register	Function/Bit Definition
		0101 - 2.7V Min - 2.86V Max
		0100 - 2.5V Min - 2.65V Max
		0011 - 2.4V Min - 2.54V Max
		0010 - 2.2V Min - 2.33V Max
		0001 - 2.0V Min - 2.12V Max
		0000 - 1.8V Min - 1.91V Max
0x0#D3	OSCCON	Select PICmicro [®] MCU Clock Source
		Bit Function
		7-1 Unused
		0 SCS - Reset to use Primary Oscillator. Set to use TMR1's Oscillator
0x0#D5	T0CON	TMR0 Control Register
		Bit Function
		7 TMR0ON - Set to Enable TMR0
		6 T08Bit - Set to Enable TMR0 as an 8 Bit Timer. Reset to Enable TMR0 as a 16 Bit Timer
		5 T0CS - Set to make TMR0 Clock Source T0CKI pin. Reset to use Instruction Clock
		4 T0SE - Set to Make TMR0 Increment on Falling Edge of Clock
		3 PSA - Reset to Assign TMR0 Prescaler
		2-0 TOPS2:T0PS0 - TMR0 Prescaler Value
		111 - 1:256 Prescaler
		110 - 1:128 Prescaler
		101 - 1:64 Prescaler
		100 - 1:32 Prescaler
		011 - 1:16 Prescaler
		010 - 1:8 Prescaler

		001 - 1:4 Prescaler
		000 - 1:2 Prescaler
0x0#D6	TMR0L	Low Byte of TMR0
0x0#D7	TMR0H	High Byte of TMR0
0x0#D8	STATUS	PICmicro [®] MCU Processor Status Register
		Bit Function
		7-6 Unused
		4 N - Set when the Result has bit seven set
		3 OV - Set when the Result overflows a two's complement number (bit seven changes polarity inadvertently)
		2 Z - Set when the Least Significant eight bits of the Result are all Zero
		1 DC - Set when the Lower Nybble of the addition/subtraction overflows
		0 C - Set in Addition when the result is greater than 0x0FF. Reset in Subtraction when the result is negative
0x0#D9	FSR2L	Low Byte of FSR Register 2
0x0#DA	FSR2H	High Byte of FSR Register 2
0x0#DB	PLUSW2	INDF2 Consisting of FSR2 + WREG for Address
0x0#DC	PREINC2	INDF2 With FSR2 Incremented Before Access
0x0#DD	POSTDEC2	INDF2 With FSR2 Decrementd After Access
0x0#DE	POSTINC2	INDF2 With FSR2 Incremented After Access
0x0#DF	INDF2	Register Pointed to by FSR2
0x0#E0	BSR	Bank Select Register - Select Register Bank
		Bit Function
		7-4 Unused
		3-0 BSR3:BSR0, Bank Select Register Bits
0x0#E1	FSR1L	Low Byte of FSR Register 1

Address	Register	Function/Bit Definition
0x0#E2	FSR1H	High Byte of FSR Register 1
0x0#E3	PLUSW1	INDF1 Consisting of FSR1 + WREG for Address
0x0#E4	PREINC1	INDF1 With FSR1 Incremented Before Access
0x0#E5	POSTDEC1	INDF1 With FSR1 Decrement After Access
0x0#E6	POSTINC1	INDF1 With FSR1 Incremented After Access
0x0#E7	INDF1	Register Pointed to by FSR1
0x0#E8	WREG	PICmicro [®] MCU Accumulator
0x0#E9	FSR0L	Low Byte of FSR Register 0
0x0#EA	FSR0H	High Byte of FSR Register 0
0x0#EB	PLUSW0	INDF0 Consisting of FSR0 + WREG for Address
0x0#EC	PREINC0	INDF0 With FSR0 Incremented Before Access
0x0#ED	POSTDEC0	INDF0 With FSR0 Decrement After Access
0x0#EE	POSTINC0	INDF0 With FSR0 Incremented After Access
0x0#EF	INDF0	Register Pointed to by FSR0
0x0#F0	INTCON3	Interrupt Control Register 3
		Bit Function
		7 INT2IP - INT2 External Interrupt Priority. Set for "High"
		6 INT1IP - INT1 External Interrupt Priority. Set for "High"
		5 Unused
		4 INT2IE - Set to Enable External Int2
		3 INT1IE - Set to Enable External Int1
		2 Unused
		1 INT2IF - Set when External Int2 Requested
		0 INT1IF - Set when External Int1 Requested
0x0#F1	INTCON2	Interrupt Control Register 2
		Bit Function

		7	_RBPU - Reset to Enable PORTB Pull Ups
		6	INTEDG0 - Set for External Int0 on Rising Edge
		5	INTEDG1 - Set for External Int1 on Rising Edge
		4	INTEDG2 - Set for External Int2 on Rising Edge
		3	Unused
		2	TMR0IP - High TMR0 Interrupt Request Priority when Set
		1	Unused
		0	RBIP - High PORTB Change Interrupt Request Priority when Set
0x0#F2	INTCON		Interrupt Control Register
		Bit	Function
		7	GIE/GIEH - When Set, Enables all Interrupt Request Sources (unmasked sources when "IPEN" is reset)
		6	PEIE/GEIL - Enables all Low Priority Interrupt Request Sources when Set
		5	TMR0IE - When Set Enable TMR0 Interrupt Requests
		4	INT0IE - When Set Enable INTO Interrupt Requests
		3	RBIE - When Set Enable PORTB Change
		2	TMR0IF - When Set TMR0 Interrupt Request Active
		1	INT0IF - When Set INTO External Interrupt Request Active
		0	RBIF - When Set PORTB Change on Interrupt Request Active
0x0#F3	PRODL		Low Byte of "Multiply" Instruction Product
0x0#F4	PRODH		High Byte of "Multiply" Instruction Product
0x0#F5	TABLAT		Table Read and Write Buffer
0x0#F6	TBLPTRL		Low Byte of Program Memory Table Pointer
0x0#F7	TBLPTRH		Middle Byte of Program Memory Table Pointer

Address	Register	Function/Bit Definition
0x0#F8	TBLPTRU	High Byte of Program Memory Table Pointer
0x0#F9	PCL	Low Byte of PICmicro [®] MCU Program Counter
0x0#FA	PCLATH	Latched Middle Byte of PICmicro [®] MCU Program Counter
0x0#FB	PCKATHU	Latched High Byte of PICmicro [®] MCU Program Counter
0x0#FC	STKPTR	Stack Pointer/Index
		Bit Function
		7 STKFUL - Bit Set when Stack is Full or Overflowed
		6 STKUNF - Bit Set when Stack Underflows
		5 Unused
		4-0 SP4:SP0 - Stack Pointer Location Bits
0x0#FD	TOSL	Low Byte Access to Top of Program Counter Stack
0x0#FE	TOSL	Middle Byte Access to Top of Program Counter Stack
0x0#FF	TOSU	High Byte Access to Top of Program Counter Stack

Built-In Hardware Features

Configuration Registers

The Configuration Register Fuses are responsible for specifying:

- Oscillators Mode Used
- Program Memory Protection
- reset parameters
- Watchdog Timer
- 16F87x debug mode

The configuration register fuses are unique to each PICmicro[®] MCU part number. The addresses for the different registers are shown in the table below:

Device Family	Configuration Register Address(es)
Low-End	0x0FFF
Mid-Range	0x02007
PIC17Cxx	0x0FE00-0x0FE07 Low Byte 0x0FE0F-0x0FE08 High Byte
PIC18Cxx	0x0300000-0x0300007

In each PICmicro[®] MCU's MPLAB device ".inc" files, there is a list of parameters for the different options. These parameters are used with the "__CONFIG" statement of an assembler file. I have a few recommendations about this that I will repeat throughout the book. For the PIC18Cxx, there are multiple "__CONFIG#" statements (where "#" is "0" through "7") and each statement is given a set of bits that can specify different functions.

The "__CONFIG" options are ANDed together to form a word that is programmed into the configuration addresses.

Oscillators

The basic oscillator options are as follows:

1. Internal Clocking
2. R/C Networks
3. Crystals
4. Ceramic Resonators
5. External Oscillators

The “Internal Clocking” option is available in many new PICmicro® MCUs and consists of a capacitor and variable resistor for the oscillator. The “OSCCAL” register shown in Fig. 7.1 is a register that is loaded with a “calibration value”, which is provided by Microchip. This type of oscillator will have an accuracy of 1.5% or better while running at 4 MHz.

The second type of oscillator is the external “RC” oscillator in which a resistor/capacitor network provides the clocking for the PICmicro® MCU as is shown in Fig. 7.2.

The resistor capacitor charging/discharging voltage is buffered through a Schmidt Trigger noninverting buffer, which is used to enable or disable an N-Channel MOSFET transistor pull-down switch. The values for the resistor and capacitor can be found in the Microchip documentation.

Crystals and ceramic resonators use a similar connection scheme for operation. The crystal or ceramic resonator is wired into the circuit as shown in Fig. 7.3. The two capacitors are used to add impedance to the

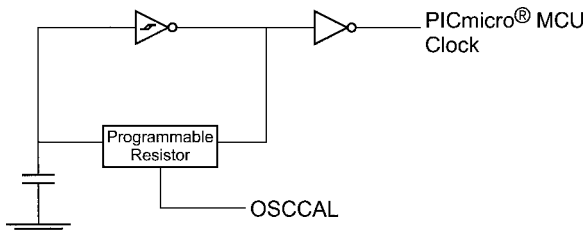


Figure 7.1 PICmicro® MCU Built-In Oscillator

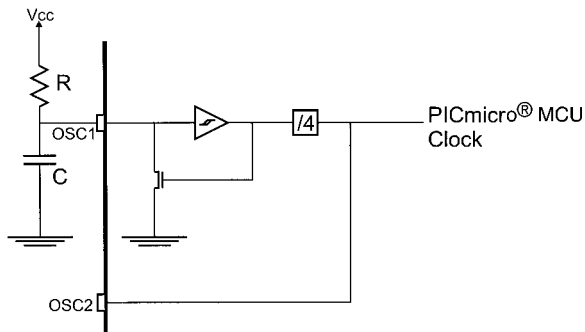


Figure 7.2 PICmicro[®] MCU RC Oscillator

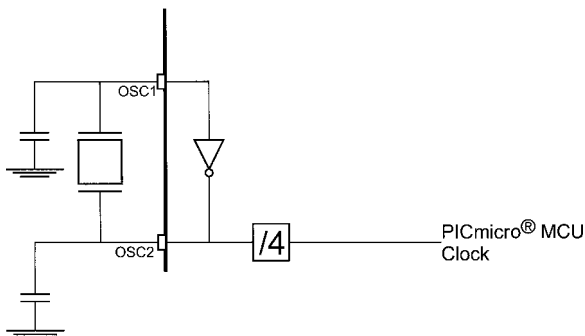


Figure 7.3 PICmicro[®] MCU Crystal Oscillator

crystal/resonator circuit and their values for reliable operation are specified by Microchip and their ranges are presented elsewhere in this book. As well, for best results, a “parallel circuit” crystal should be used.

There are three speed ranges defined for each device, with the speed specification defining the current output in the PICmicro® MCUs crystal/resonator oscillator circuit.

The speed ranges are

PICmicro® MCU Oscillator Frequency Ranges	
Range	Frequency
LP	0 - 200 kHz
XT	200 kHz - 4 MHz
HS	4 MHz - 20 MHz (or the Device Maximum)

These speed ranges are selected in the “configuration register”.

Using the crystal or ceramic resonator, the OSC2 pin can be used to drive one CMOS input as is shown in Fig. 7.4.

The last type of oscillator is the external oscillator and is driven directly into the OSC1 pin as shown in Fig. 7.5.

The PIC18Cxx has seven different oscillator modes that are available to the application designer. Along with the standard modes described above, there is a PLL clock four time multiplier circuit available, which allows the PICmicro® MCU to run with one instruction cycle per clock cycle. There is also the ability to run from the TMR1 Clock, which can be a slow-speed, power saving clock option for the application.

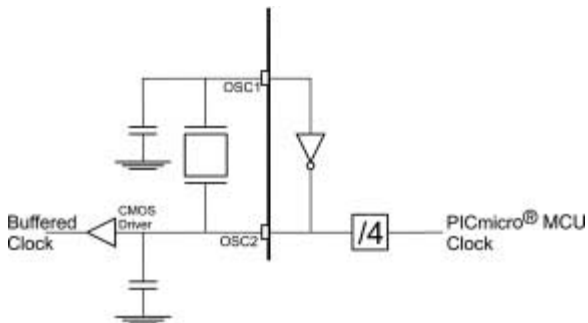


Figure 7.4 Buffered PICmicro® MCU Crystal Oscillator

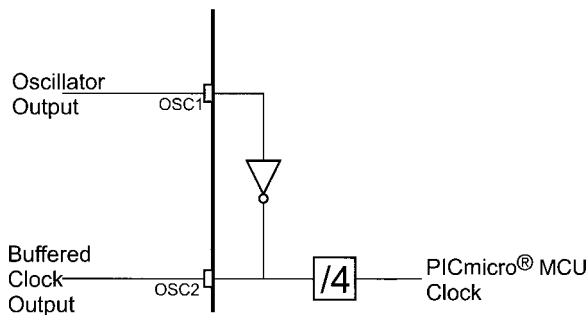


Figure 7.5 External PICmicro® MCU Oscillator

1. RC oscillator
2. LP oscillator
3. XT oscillator
4. HS oscillator
5. 4x HS oscillator
6. External oscillator
7. TMR1 clock

The “external oscillator” option will take in an external clock signal and output a one-quarter speed clock on OSC2 unless the OSC2 pin is to be used as “RA6” (like the RC oscillator mode and known as “ECIO”). The external oscillator will work for all data speeds from DC to 40MHz that the 18Cxx can run at.

When the TMR1 oscillator is enabled (by setting the “SCS” bit), execution moves over immediately to the TMR1 clock and the standard oscillator is shut down. This transition is very fast, with only eight TMR1 clock cycles lost before execution resumes with TMR1 as the clock source.

When transitioning from TMR1 to the standard oscillator, the oscillator is restarted with a 1,024 cycle delay for the clock to stabilize before resuming execution. The oscillator circuit in the PIC18Cxx appears in block diagram form as shown in Fig. 7.6.

Sleep

The PICmicro[®] MCU’s “sleep” function and instruction provides the capability of “shutting down” the PICmicro[®] MCU by turning off the oscillator and making the PICmicro[®] MCU wait for reset (“_MCLR” or “WDT”),

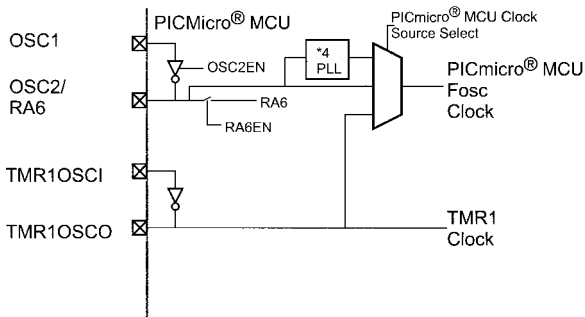


Figure 7.6 PIC18Cxx Oscillator Block Diagram

an external interrupt, or an externally clocked timer interrupt. Most internal timer interrupt requests are not able to become active because the PICmicro[®] MCU instruction clock driving the internal hardware clocks is shut off.

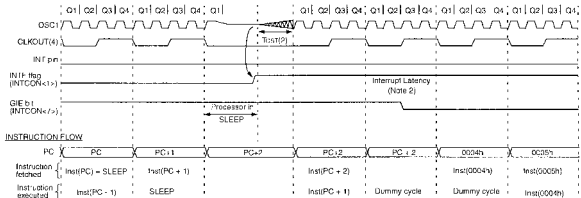
Entering “sleep” is accomplished by simply executing the “sleep” instruction. “Sleep” will be terminated by the following events:

Sleep Termination Events and Execution Resume Addresses	
Event	Execution Resume
$\overline{\text{MCLR}}$ Reset	Reset Vector
WDT Reset	Reset Vector
External Interrupt	Next/Instructions or Interrupt Vector
TMR1 Interrupt	Next Instructions or Interrupt Vector

The interrupt requests can only wake the device if the appropriate “IE” bits are set. After the “sleep” instruction, the next instruction is always executed, even if the “GIE” bit is set. For this reason it is recommended that a “nop” be always placed after the sleep instruction to ensure no invalid instruction is executed before the interrupt handler:

Two Instruction Sequence used to Initiate “Sleep”
sleep nop

The clock restart from “sleep” will be similar to that of a power-on reset, with the clock executing for 1,024 cycles before the “nop” instruction is executed (“Inst(PC + 1)” in the diagram below). This is shown in Fig. 7.7.



- Note 1: XT, HS or LP oscillator mode assumed.
 2: $T_{OS1} = 1024T_{OSC}$ (drawing not to scale) This delay will not be there for RC osc mode.
 3: GIE = '1' assumed. In this case after wake-up, the processor jumps to the interrupt routine. If GIE = '0', execution will continue in-line.
 4: CLKOUT is not available in these osc modes, but shown here for timing reference.

Figure 7.7 Sleep Wave Form

Option Register

In the low-end devices, the option register is defined as:

Low-End PICmicro® MCU “OPTION” Register Definition	
Bit	Label/Function
7	<code>_GPWU</code> - Enable pull-up wakeup on pin change]
6	<code>_GPPU</code> - Enable I/O PORTB Weak Pull-ups] Device Specific
5	TOCS - TMRO clock source select 1 - Tock1 pin 0 - Instruction clock
4	TOSE - TMRO Increment Source Edge Select 1 - High to Low on Tock1 Pin 0 - Low to High on Tock1 Pin
3	PSA - Prescaler Assignment Bit 1 - Prescaler Assigned to Watchdog Timer 0 - Prescaler Assigned to TMRO
2-0	PS2-PS0 - Prescaler Rate Select 000 - 1:1 001 - 1:2 010 - 1:4 011 - 1:8 100 - 1:16 101 - 1:32 110 - 1:64 111 - 1:128

Updating the OPTION register in the low-end is accomplished by the “option” instruction, which moves the contents of “w” into the OPTION_REG (which is the MPLAB label for the option register).

The mid-range devices option register is quite similar, but does not have any device specific bits:

Mid-Range PICmicro® MCU “OPTION” Register Definition	
Bit	Label/Function
7	_RBPU - Enable PORTB Weak Pull-ups 1 - Pull-ups Disabled 0 - Pull-ups Enabled
6	INTEDEG - Interrupt Request On: 1 - low to high on RBO/INT 0 - high to low on RBO/INT
5	TOCS - TMRO clock source select 1 - Tock1 Pin 0 - Instruction Clock
4	TOSE - TMRO Update Edge Select 1 - Increment on High to Low 0 - Increment on Low to High
3	PSA - Prescaler Assignment Bit 1 - Prescaler Assigned to Watchdog Timer 0 - Prescaler Assigned to TMRO
2-0	PS2-PS0 - prescaler rate select 000 - 1:1 001 - 1:2 010 - 1:4 011 - 1:8 100 - 1:16 101 - 1:32 110 - 1:64 111 - 1:128

The 17Cxx PICmicro® MCU's do not have an option register as many of the functions continued by option are either not present (such as the prescaler and PORTB weak pull-ups) or are provided in other registers. The 18Cxx provides a mid-range “compatible” option register, but it is not at the same address as the mid-range devices and cannot be written to using an “option” instruction.

Input/Output Ports and TRIS Registers

The block diagram of a “typical” PICmicro® MCU I/O pin is shown in Fig. 7.8. Each register “port” is made up of a

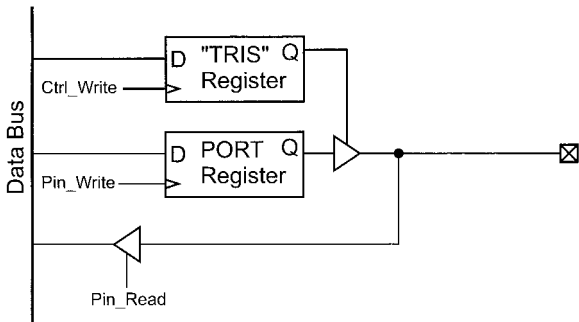


Figure 7.8 Standard PICmicro® MCU I/O Pin Block Diagram

number of these circuits, one for each I/O bit. The convention used for accessing I/O pins is

R%#

where “%” is the port letter (port A, port B, etc.) and “#” is the bit number of the port.

The TRIS (“TRI-state buffer enable”) register is used to control the output capabilities of the I/O pin. When the register is loaded with a “1” (which is the power-up default), the pin is input only (or in “input mode”), with the tristate buffer disabled and not driving the pin. When a “0” is loaded into a pin’s TRIS bit, the tristate buffer is enabled (“output mode”) and the value that is in the “data out” register is driven onto the pin.

The use of the “tris” instruction is not recommended in the mid-range PICmicro® MCU as the instruction can only access PORTA, PORTB, and PORTC. PORTD and PORTE cannot be controlled by the “tris” instruction.

The recommended way of accessing the mid-range PICmicro[®] MCU's TRIS registers is to change the "RPO" bit of the STATUS register and read or write the register directly as is shown below:

```

bsf      STATUS, RPO
movlw   NewTRISA
movwf   TRISA ^ 0x080
bcf     STATUS, RPO
    
```

Note, Pin 4 of PORTA ("RA4") in the mid-range PICmicro[®] MCUs is an "open drain" only output and its design is shown in Fig. 7.9. This pin cannot source a positive voltage out unless it is pulled up.

The weak pull-up on the PORTB pins is enabled by the "_RPBU" bit of the OPTION register and is enabled when this bit is reset and the bit itself is set for out-

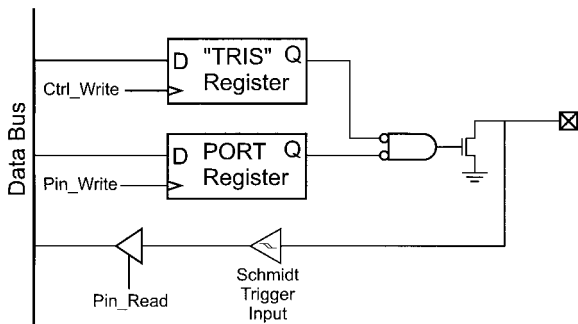


Figure 7.9 PORTA Bit 4 I/O Pin Block Diagram

put. The “weak” pull-up is approximately 50 k and can simplify button inputs, eliminating the need for an external pull-up resistor. The port B pin block diagram is shown in Fig. 7.10. When the built-in oscillator is selected by the “_IntRC_OSC” parameter of the “__CONFIG” statement in your source file the pins used for the oscillator are available for IO. When the PICmicro[®] MCU is programmed, a value for the “calibration register” (“OSCCAL”) has to be inserted. By convention, a

```
movlw OSCCAL-value
```

instruction is put in at the reset address and then at address zero (when the program counter overflows), this value is saved into the OSCCAL register using a

```
movwf OSCCAL
```

instruction.

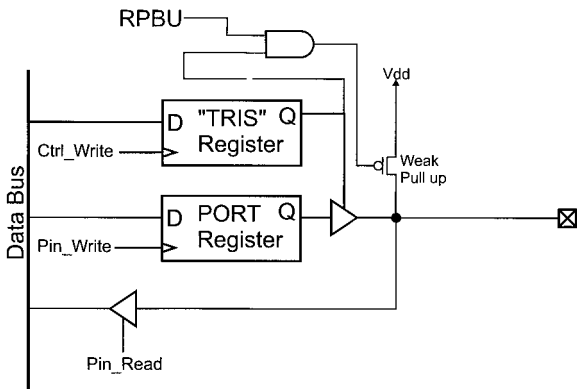


Figure 7.10 PICmicro[®] MCU PORTB I/O Pin Block Diagram

```

__CONFIG _MCLRE_OFF & _IntRC_OSC ; Add Application
                                   Specific
                                   ; "CP" and "WDT"
                                   parameters

org 0
movf   OSCCAL
movlw  0x0FF ^ (1 << TOCS)
option
; All I/O pins are NOW Available and Internal 4 MHz
  Clock is Running
; - Start Application
    
```

Watchdog Timer

The Watchdog Timer is an 18 msec (approximately) RC delay, which will reset the PICmicro[®] MCU if it times out. Normally in an application, it is reset before timing out by executing a “clrwdt” instruction. The block diagram of the WDT is shown in Fig. 7.11.

TMR0

TMR0 is an 8-bit incrementing counter that can be “preset” (loaded) by application code with a specific

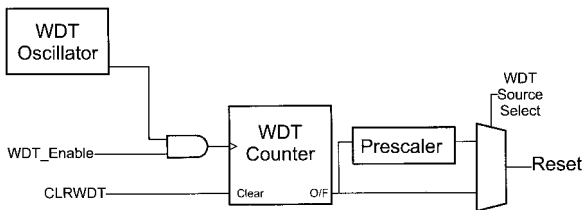


Figure 7.11 PICmicro[®] MCU Watchdog Timer Block Diagram

value. The counter can either be clocked by an external source or by the instruction clock. Each TMR0 input is matched to two instruction clocks for “synchronization.” This feature limits the maximum speed of the timer to one half the instruction clock speed. The TMR0 block diagram is shown in Fig. 7.12. The “TOCS” and “TOCE” bits are used to select the clock source and the clock edge, which increments TMR0 (rising or falling edge). These bits are located in the “OPTION” register.

TMR0 can be driven by external devices through the “T0CKI” pin. The “T0CKI” pin is dedicated to this function in the low-end devices (although in the 12C5xx and 16C505 PICmicro® MCUs the pin can be used for digital I/O). In the other PICmicro® MCU architectures, the pin can also be used to provide digital I/O. When a clock is driven into the TMR0 input, the input is buffered by an internal “Schmidt Trigger” to help minimize noise-related problems with the input.

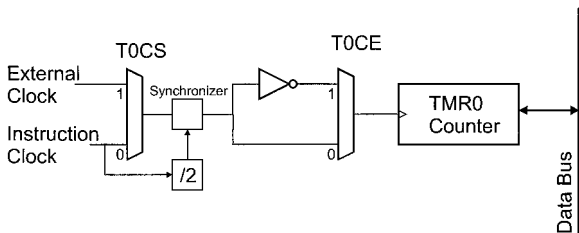


Figure 7.12 TMR0 Block Diagram

TMR0 in the mid-range PIC17Cxx and PIC18Cxx can be used to request interrupts when it “overflows” to 0x000 from 0x0FF.

Input to TMR0 can be made with and without the “prescaler”, which provides a “divide by” feature to the TMR0 input. For the low-end and mid-range PICmicro® MCU’s, TMR0 is located at register address 0x001. The contents of TMR0 can be read from and written to directly.

Delays (time from which TMR0 is initialized until it overflows) are calculated by using the formula:

$$\text{TMR0 Initial} = 256 - (\text{Delay Time} * \text{Clock Frequency} / 8)$$

Prescaler

The “prescaler” is a power-of-two counter that can be selected for use with either the Watchdog Timer or TMR0. Its purpose is to divide the incoming clock signals by a software selectable power-of-two value to allow the 8-bit TMR0 to time longer events or increase the watchdog delay from 18 msecs to 2.3 seconds (Fig. 7.13).

The prescaler’s operation is controlled by the four “PSA” bits in the OPTION register. “PSA” selects whether the watchdog timer uses the prescaler (when PSA is “set”) or TMR uses the prescaler (when PSA is “reset”). Note that the prescaler has to be assigned to either the watchdog timer or TMR0. Both functions are able to execute with no prescaler or with the prescaler’s delay count set to one.

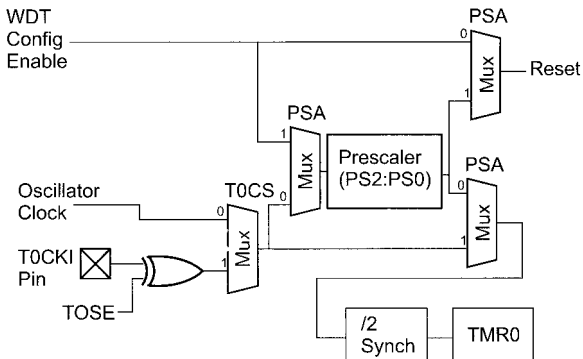


Figure 7.13 PICmicro® MCU Prescaler Circuit

Prescaler Values to Delays

PS2 - PS0	prescaler delay
000	1 cycle
001	2 cycles
010	4 cycles
011	8 cycles
100	16 cycles
101	32 cycles
110	64 cycles
111	128 cycles

TMR1

TMR1 is 16 bits and can have four different inputs as is shown in Fig. 7.14.

To access TMR1 data, the “TMR1L” and “TMR1H” registers are read and written. If the TMR1 value registers are written, the TMR1 prescaler is reset. A TMR1 inter-

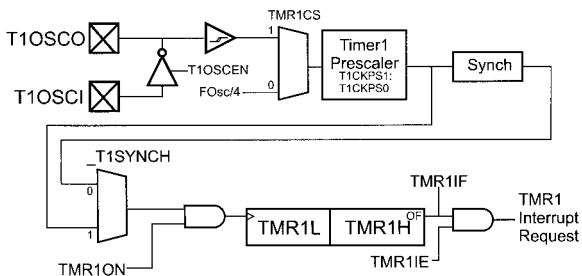


Figure 7.14 Timer1 (“TMR1”) Block Diagram

rupt request (“TMR1IF”) is made when TMR1 overflows and the TMR1IE bit is set.

TMR1IF and TMR1IE are normally located in the “PIR” and “PIE” registers. To request an interrupt, along with TMR1IE and “GIE” being set, the INTCON “PIE” bit must also be set.

To control the operation of TMR1, the T1CON register is accessed with its bits defined as:

T1CON Bit Definition

Bit	Description
7-6	Unused
5-4	T1CKPS1:T1CKPS0 - Select TMR1 Prescaler Value 11 - 1:8 prescaler 10 - 1:4 prescaler 01 - 1:2 prescaler 00 - 1:1 prescaler
3	T1OSLEN - Set to Enable TMR1’s built in Oscillator
2	T1SYNCH - when TMR1CS reset the TMR1 clock is synchronized to the Instruction Clock
1	TMR1CS - When Set, External Clock is Used
0	TMR1ON - When Set, TMR1 is Enabled

The external oscillator is designed for fairly low-speed real-time clock applications. Normally a 32.768 kHz watch crystal is used along with two 33 pF capacitors. 100 kHz or 200 kHz crystals can be used with TMR1, but the capacitance required for the circuit changes to 15 pF. The TMR1 oscillator circuit is shown in Fig. 7.15.

In the PIC18Cxx devices, TMR1 can be specified as the processor clock to allow low-speed, low-power application execution without putting the PICmicro[®] MCU to “sleep”.

The TMR1 prescaler allows 24-bit instruction cycle delay values to be used with TMR1. These delays can either be a constant value or an “overflow”, similar to TMR0. To calculate a delay, use the formula:

$$\text{Delay} = (65,536 - \text{TMR1Init}) \times \text{prescaler} / \text{T1frequency}$$

where the “T1frequency” can be the instruction clock, TMR1 oscillator or an external clock driving TMR1.

$$\text{TMR1Init} = 65,536 - (\text{Delay} \times \text{T1Frequency} / \text{prescaler})$$

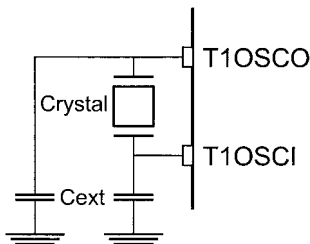


Figure 7.15 Timer1 (“TMR1”) Oscillator Circuit

TMR2

TMR2 (Fig. 7.16) is used as a recurring event timer. When it is used with the CCP module, it is used to provide a Pulse Width Modulated timebase frequency. In normal operations, it can be used to create a 16-bit instruction cycle delay.

TMR2 is continually compared against the value in “PR2”. When the contents of TMR2 and PR2 match, TMR2 is reset, the event is passed to the CCP as “TMR2 Reset”. If the TMR2 is to be used to produce a delay within the application, a postscaler is incremented when TMR2 overflows and eventually passes an interrupt request to the processor.

TMR2 is controlled by the T2CON register, which is defined as:

T2CON Bit Definition	
Bit	Description
7	Unused
6-5	TOUTPS3:TOUTPS0 - TMR2 Postscaler Select
	1111 - 16:1 Postscaler
	1110 - 15:1 Postscaler
	:
	0000 - 1:1 Postscaler

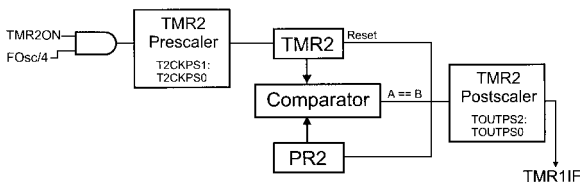


Figure 7.16 Timer2 (“TMR2”) Block Diagram

T2CON Bit Definition (Continued)

2	TMR2ON - When Set, TMR2 Prescaler is Enabled
1-0	T2CKPS1:T2CKPS0 - TMR2 Prescaler Select
	1x - 16:1 prescaler
	01 - 4:1 prescaler
	00 - 1:1 prescaler

The “TMR2” register can be read or written at any time with the caution that writes may cause the prescaler to be zeroed. Updates to TMR2 do not reset the TMR2 prescaler. The timer itself is not synchronized with the instruction clock because it can only be used with the instruction clock.

PR2 contains the reset, or count up to, value. The delay before reset is defined as:

$$\text{Delay} = \text{prescaler} \times (\text{PR2} + 1) / (\text{Fosc} / 4)$$

If “PR2” is equal to zero, the delay is:

$$\text{Delay} = (\text{prescaler} \times 256) / (\text{Fosc} / 4)$$

Interrupts use the “TMR2IE” and “TMR2IF” bits that are similar to the corresponding bits in TMR1. These bits are located in the “PIR” and “PIE” registers. Because of the exact interrupt frequency, TMR2 is well suited for applications that provide “bit banging” functions like asynchronous serial communications or Pulse Width Modulated signal outputs.

Compare/Capture/PWM (CCP) Module

Included with TMR1 and TMR2 is a control register and a set of logic functions (known as the “CCP”), which enhances the operation of the timers and can simplify applications. This hardware may be provided singly or in

pairs, which allows multiple functions to execute at the same time. If there are two CCP modules built into the PICmicro[®] MCU, then one is known as “CCP1” and the other as “CCP2”. In the case where there are two CCP modules built-in, then all the registers are identified with the “CCP1” or “CCP2” prefix.

The CCP hardware is controlled by the “CCP1CON” (or “CCP2CON”) register, which is defined as:

CCPxCON Bit Definition	
Bit	Function
7-6	Unused
5-4	DC1B1 :DC1B0 - CEPST significant 2 bits of the PWM compare value.
3-0	CCP1M3 :CCP1M0 - CCP module operating mode.
	11xx - PWM Mode
	1011 - Compare Mode - Trigger Special Event
	1010 - Compare Mode - Generate Software Interrupt
	1001 - Compare Mode - on Match CCP pin low
	1000 - Compare Mode - on Match CCP pin high
	0111 - Capture on every 16th rising edge
	0110 - Capture on every 4th rising edge
	0101 - Capture on every rising edge
	0100 - Capture on every falling edge
	00xx - CCP off

“Capture mode” loads the CCPR registers (“CCPR14”, “CCPR1C”, “CCPR2H”, and “CCPR2L”) according to the mode the CCP register is set in. This function is shown in Fig. 7.17 and shows that the current TMR1 value is saved when the specified compare condition is met.

Before enabling the capture mode, TMR1 must be enabled (usually running with the PICmicro[®] MCU clock). The “edge detect” circuit in Fig. 7.17 is a four-to-one multiplexor, which chooses between the prescaled ris-

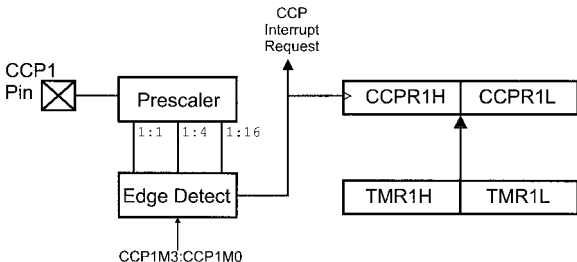


Figure 7.17 CCP “Capture” Module

ing edge input or a falling edge input and passes the selected edge to latch the current TMR1 value and optionally request an interrupt.

In capture mode, TMR1 is running continuously and is loaded when the condition on the CCPx pin matches the condition specified by the CCPxMS:CCPxM0 bits. When a capture occurs, then an interrupt request is made. This interrupt request should be acknowledged and the contents of CCPRxH and CCPRxL saved to avoid having them written over and the value in them lost.

“Compare” mode changes the state of the CCPx pin of the PICmicro[®] MCU when the contents of TMR1 match the value in the CCPRxH and CCPRxL registers as shown in Fig. 7.18. This mode is used to trigger or control external hardware after a specific delay.

“PWM” CCP mode outputs a PWM signal using the TMR2 reset at a specific value capability. The block diagram of PWM mode is shown in Fig. 7.19. The mode is a combination of the normal execution of TMR2 and capture mode; the standard TMR2 provides the PWM period while the compare control provides the “on” time specification.

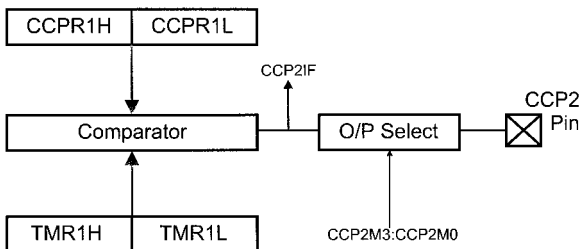


Figure 7.18 CCP "Compare" Module

When the PWM circuit executes, TMR2 counts until its most significant 8 bits are equal to the contents of PR2. When TMR2 equals PR2, TMR2 is reset to zero and the CCPx pin is set "high". TMR2 is run in a 10-bit mode

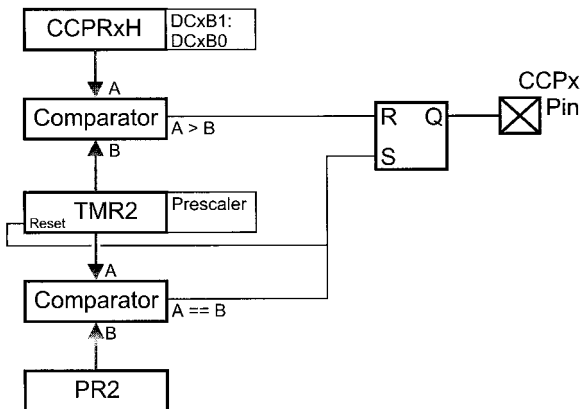


Figure 7.19 CCP "PWM" Module

(the 4:1 prescaler is enabled before PWM operation). This 10-bit value is then compared to a program value in CCPxM (along with the two DCxBx bits in CCPxCON) and when they match, the CCPx output pin is reset low.

Code to Setup up a 65% Duty Cycle PWM

```

movlw 199
movwf PR2 ; Set up TMR2
          Operation

movlw (1 << TMR2 on) +1
movwf T2CON ; Start it Running
            with a 50 msec
            ; Period
            ; 65% of the Period

movlw 130
movwf CCPxH
movlw (1 << DC xB1) +0x00F
movwf CCPxCON ; Start PWM

; PWM is operating

```

The table below gives the fractional DCxBX bit values:

CCP DCxBX Bit Definition

Fraction	DCxB1:DCxB0
0.00	00
0.25	01
0.50	10
0.75	11

USART Module

There are three modules to the USART, the clock generator, the serial data transmission unit and the serial data reception unit. The two serial I/O units require the clock generator for shifting data out at the write interval. The clock generator's block diagram is Fig. 7.20.

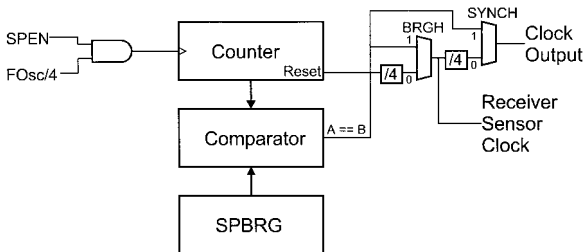


Figure 7.20 USART Clock Block Diagram

In the clock generator circuit, the “SPBRG” register is used as a comparison value for the counter. When the counter is equal to the “SPBRG” register’s value, a clock “tick” output is made and the counter is reset. The counter operation is gated and controlled by the “SPEN” (“serial port enable”) bit along with the “synch” (which selects whether the port is in synchronous or asynchronous mode) and “BRGH” which selects the data rate.

For asynchronous operation, the data speed is specified by the formula:

$$\text{Data Rate} = \text{Fosc} / (16 \times (4^{**} (1 - \text{BRGH})) \times (\text{SPBRG} + 1))$$

This formula can be rearranged so that the SPBRG value can be derived from the desired data rate:

$$\text{SPBRG} = \text{Fosc} / (\text{Data Rate} \times 16 \times (4^{**}(1 - \text{BRGH})) - 1$$

The transmission unit of the USART can send 8 or 9 bits in a clocked (synchronous) or unclocked (asynchronous) manner. Data transmission is initiated by sending

a byte to the “TXREG” register. The block diagram of the hardware is shown in Fig. 7.21.

The transmit hold register can be loaded with a new value to be sent immediately following the passing of the byte in the “Transmit shift register”. This single buffering of the data allows data to be sent continuously without the software polling the TXREG to find out when is the correct time to send out another byte. USART transmit interrupt requests are made when the TX holding register is empty. This feature is available for both synchronous and asynchronous transmission modes.

The USART receive unit is the most complex of the USART’s three parts. This complexity comes from the need for it to determine whether or not the incoming asynchronous data is valid or not using the “Pin Buffer and Control” unit built into the USART receive pin. The block diagram for the USART’s receiver is shown in Fig. 7.22.

If the port is in synchronous mode, data is shifted in

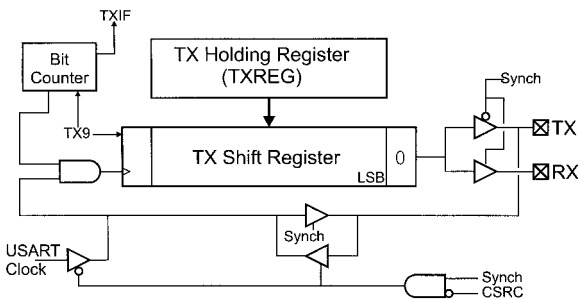


Figure 7.21 USART Transmit Hardware Block Diagram

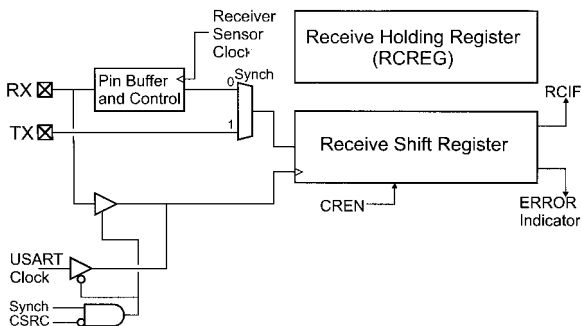


Figure 7.22 USART Receive Hardware Block Diagram

either according to the USART's clock or using an external device's clock.

Like the TX unit, the RX unit has a "holding register", so if data is not immediately processed, and an incoming byte is received, the data will not be lost. But, if the data is not picked up by the time the next byte has been received, then an "overrun" error will occur. Another type of error is the "framing error", which is set if the "stop" bit of the incoming NRZ packet is not zero. These errors are recorded in the "RCSTA" (receiver status) register and have to be reset by software.

For asynchronous data, the "Receiver Sensor Clock" is used to provide a polling clock for the incoming data. This sixteen time data rate clock's input into the "Pin Buffer and Control" unit provides a polling clock for the hardware. When the input data line is low for three Receive Sensor Clock periods, data is then read in from the "middle" of the next bit as is shown in Fig. 7.23. When data is being received, the line is polled three

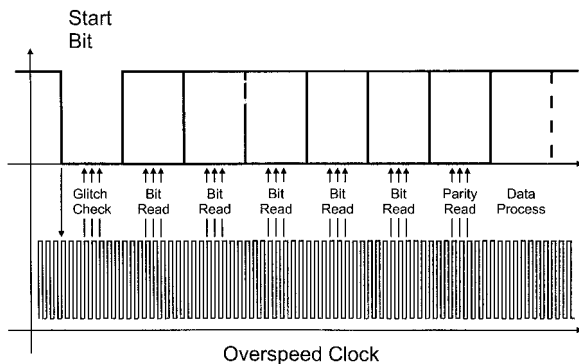


Figure 7.23 Reading an Asynch Data Packet

times and the majority of states read is determined to be the correct data value. This repeats for the 8 or 9 bits of data with the stop bit being the final check.

In some PICmicro[®] MCUs, the USART receive unit can also be used to receive two asynchronous bytes in the format “Data:Address”, where “Address” is a byte destined for a specific device on a bus. When the “AD-DEN” bit of the “RCSTA” register is set, no interrupts will be requested until both the address and data bytes have been received. To distinguish between the bytes, the ninth address bit is set (while the ninth bit of data packets are reset). When this interrupt request is received, the interrupt handler checks the device address for its value before responding to the data byte.

To control the USART, two registers are used explicitly. The “TXSTA” (“transmitter status”) register is located at address 0x098 in the mid-range PICmicro[®] MCUs and has the bit definitions:

USART TXSTA Bit Definition

Bit	Definition
7	CSRC - Clock Source Select used in Synchronous Mode. When Set, the USART Clock Generator is Used
6	TX9 - Set to Enable nine bit Serial I/O
5	TXEN - Set to Enable Data Transmission
4	SYNC - Set to Enable Synchronous Transmission
3	Unused
2	BRGH - Used in Asynchronous Mode to Enable Fast Data Transmission. It is Recommended to keep this bit Reset
1	TRMT - Set if the Transmission Shift Register is Empty
0	TXD - Nine bit of Transmitted Data

The “SPBRG” register is usually at address 0x099 for the mid-range PICmicro® MCUs.

The “RCSTA” (receiver status) register is at address 0x018 in the mid-range PICmicro® MCUs and is defined as:

USART RCSTA Bit Definition

Bit	Definition
7	SPEN - Set to Enable the USART
6	RX9 - Set to Enable nine bit USART Receive
5	SREN - Set to Enable Single Byte Synchronous Data Receive. Reset when data has been received
4	CREN - Set to Enable Continuous Receive
3	ADDEN - Set to Receive Data:Address Information. May be unused in many PICmicro® MCU Part Numbers
2	FERR - “Framing Error” bit
1	OERR - “Overrun Error” bit
0	RX9D - Received ninth bit

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The TXREG is normally at address 0x019 and RCREG is normally at address 0x01A for the mid-range PICmicro[®] MCUs. The TXIF, TXIE, RCIE, and RCIF bits are in different interrupt enable request registers and bit numbers are specific to the part being used.

To set up asynchronous serial communication transmit, the following code is used:

Code to set up USART Asynchronous Serial
Transmission

```
bsf    STATUS, RPO
bcf    TXSTA, SYNCH    ; Not in Synchronous mode
bcf    TXSTA, BRGH    ; BRGH =0

movlw  DataRate        ; Set USART Data Rate
movwf  SPBRG

bcf    STATUS, RPO    ; Enable serial port
bsf    RCSTA ^ 0x080, SPEN
bsf    STATUS, RPO
bcf    TXSTA, TX9     ; Only 8 bits to send
bsf    TXSTA, TXEN    ; Enable Data Transmit
bcf    STATUS, RPO
```

To send a byte in “w”, use the code:

USART Asynchronous Serial Transmission Byte Send
Code

```
btfs  TXSTA, TRMT
goto  $ - 1          ; Wait for Holding Register
                        ; to become Free/Empty
movwf TXREG          ; Load Holding Register

                        ; If Transmit Shift Register
                        ; is Empty, byte will be sent
```

To set up an asynchronous read, the following code is used:

```
bsf    STATUS, RPO
bcf    TXSTA, SYNCH           ; Want Asynch
                                   Communications
bcf    TXSTA, BRGH           ; Low Speed Clock
movlw  DataRate              ; Set Data Rate
movwf  SPBRG
bsf    RCSTA ^ 0x080, SPEN   ; Enable Serial Port
bcf    TCSTA ^ 0x080, RX9    ; Eight Bits to
                                   Receive
```

To receive data, use the code:

```
btfss  PIR1, RXIF           ; Wait for a Character to be
goto $ - 1                  ; Received
movf   RCREG, w             ; Get the byte Received
bcf    RXIF                 ; Reset the RX byte Interrupt
                                   Request Flag
```

SSP Module

The Synchronous Serial Protocol Module is used to send and receive data serially using a synchronous (with a clock) protocol like the data stream shown in Fig. 7.24.

SPI operation

SPI is an 8-bit synchronous serial protocol that uses three data bits to interface to external devices. Data is clocked out, with the most significant bit first, on rising or falling edges of the clock. The clock itself is generated

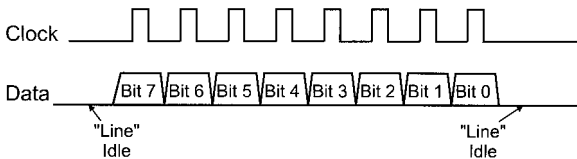


Figure 7.24 SPI Synchronous Serial Data Waveform

within the PICmicro[®] MCU (“master mode”), or it is provided by an external device and used by the PICmicro[®] MCU (“slave mode”) to clock out the data. The SPI data stream looks like Fig. 7.24.

The clock can be “positive” as shown in Fig. 7.24 with a “0” “idle” or negative (high “line idle”) with a “1” idle and the clock pulsing to “0” and back again. The Data receive latch is generally on the return to idle state transition.

The “BSSP” module is the “Basic SSP” module and provides data pulling on the return to idle clock edge. The original SSP module provides the ability to vary when data is output and read. Controlling the operation of the different SSP modules is the “SSPCON” register.

SSP/BSSP SSPCON Bit Definition

Bit	Function
7	WCOL - Write collision, set when new byte written to SSPBUF while transfer is taking place
6	SSPOV - Receive Overflow, indicates that the unread byte is SSPBUF Over written while in SPI slave mode
5	SSPEN - Set to enable the SSP module
4	CKP - Clock polarity select, set to have a high idle

SSP/BSSP SSPCON Bit Definition (Continued)	
3-0	SSPM3:SSPM0 SPI mode select
1xxx	I2C and reserved modes
011x	I2C slave modes
0101	SPI slave mode, clock = SCK pin, _SS not used
0100	SPI slave mode, clock = SCK pin, _SS enabled
0011	SPI master mode, TMR2 clock used
0010	SPI master mode, INSCK/16
0001	SPI master mode, INSCK/4
0000	SPI master mode, INSCK

The block diagram for the SSP module is shown in Fig. 7.25.

In master mode, when a byte is written to SSPBUF, an 8-bit, most-significant-bit first data transfer process is initiated. The status of the transfer can be checked by the SSPSTAT register “BF” flag; the SSPSTAT register is defined as:

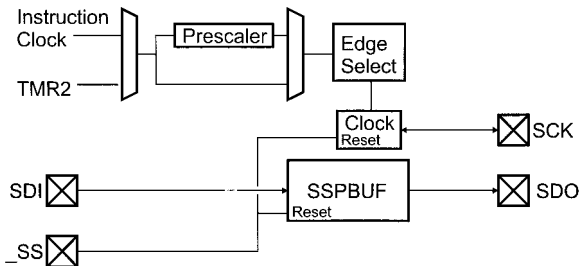


Figure 7.25 SSP SPI Module

SSP/BSSP SSPSTAT Bit Definition

Bit	Function
7	SMP - Set to have data sampled after active to idle transition, reset to sample at active to idle transition, not available in BSSP
6	CKE - Set to TX data on idle to active transition, else TX data on active to idle transition, not available in BSSP
5	D/_A - Used by I2C
4	P - Used by I2C
3	S - Used by I2C
2	R/_W - Used by I2C
1	UA - Used by I2C
0	BF - Busy flag, reset while SPI operation active

The SSP SPI transfers can be used for single byte synchronous serial transmits of receivers with serial devices. Figure 7.26 shows the circuit to transmit a byte to

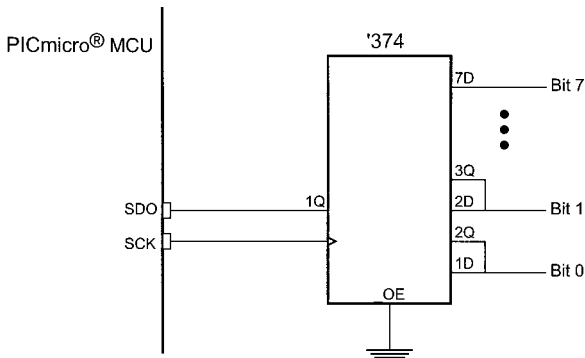


Figure 7.26 SSP SPI Module Used to Shift Data Out

a 74LS374 wired as a serial in/parallel out shift register. Figure 7.27 shows a 74LS374 being used with a 74LS244 as a synchronous parallel in/serial out register. Both of these operations are initiated by a write to SSPBUF.

```

bsf      IOPin                ; Want to Latch Data
                                   into the '374
bcf      SCK
bsf      STATUS, RPO
bcf      IOPin
bcf      SCK
bcf      STATUS, RPO
bsf      SCK                ; Latch the Data into
                                   the '374
bcf      SCK
bcf      IOPin                ; Disable '244
                                   output, Enable '374
movlw   (I << SMP) + (I << CKE)
movwf   SSPSTAT                ; Set up the SSP
                                   Shift In
movlw   (I << SSPEN) + (I << CKP) + 0x000
    
```

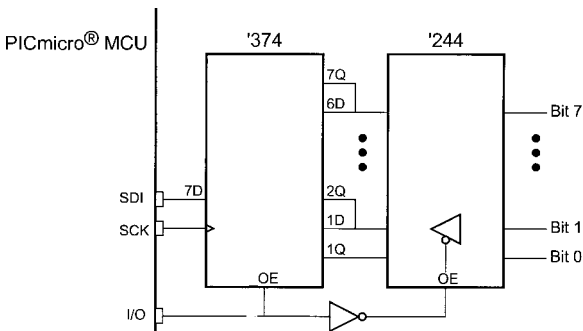


Figure 7.27 SSP SPI Module Used to Shift Data In

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```
movwf  SSPCON
movf   TXData, f           ; Load the Byte to
                           ; Send
movwf  SSPBUF             ; Start Data Transfer
btfss  SSPTAT, BF
goto   $ - 1              ; Wait for Data
                           ; Receive to
                           ; Complete
                           ; Data Ready in
                           ; SSPBUF when
                           ; Execution
                           ; Here
bcf    SSPCON, $SPEN      ; Turn off SSP
```

When using the SSP, the data rate can either be selected as a multiple of the executing clock or use the TMR2 overflow output. The actual timing is dependent on the hardware the PICmicro[®] MCU SSP master is communicating with.

When in slave mode, along with an external clock being provided, there is a transmit reset pin known as “_SS”. When this pin is asserted high, the SSP output is stopped (the SDO TRIS bit is changed to input mode) and the SSP is reset with a count of zero. When the bit is reset, the clock will start up again, the original most significant bit is reset, followed by the remaining 7 bits.

I2C operation

The enhanced MSSP will be designed into all new devices that have the SSP module. In this section, the single master I2C interface is focused on.

There are five registers that are accessed for MSSP I2C operation, they are the SSP control registers (“SSPCON” and “SSPCON2”), the SSP status register (“SSPSTAT”),

the SSP receive/transmit register (“SSPBUF”) and the SSP address register (“SSPADD”). These registers are available in the SSP and BSSP, but are slightly different for the MSSP.

The MSSP control registers are defined as:

MSSP SSPCON Bit Definition	
Bit	Function
7	WCOL - Write collision, set when new byte written to SSPBUF while transfer is taking place
6	SSPOV - Receive Overflow, indicates that the unread byte is SSPBUF over written
5	SSPEN - Set to enable the SSP module
4	CKP - In I2C Modes, if bit is reset, the I2C “SCL” Clock Line is Low. Keep this bit set.
3-0	SSPM3:SSPM0 SPI mode select
	1111 - I2C 10 Bit Master Mode/Start and Stop Bit Interrupts
	1110 - I2C 7 Bit Master Mode/Start and Stop Bit Interrupts
	1101 - Reserved
	1100 - Reserved
	1011 - I2C Master Mode with Slave Idle
	1010 - Reserved
	1001 - Reserved
	1000 - I2C Master Mode with SSPADD Clock Definition
	0111 - I2C Slave Mode, 10 Bit Address
	0110 - I2C Slave Mode, 7 Bit Address
	0101 - SPI slave mode, clock = SCK pin, _SS not used
	0100 - SPI slave mode, clock = SCK pin, _SS enabled
	0011 - SPI master mode, TMR2 clock used
	0010 - SPI master mode, INSCK/16
	0001 - SPI master mode, INSCK/4
	0000 - SPI master mode, INSCK

MSSP SSPCON2 Bit Definition

Bit	Function
7	GCEN - Enable Interrupt when "General Call Address" (0x0000) is Received
6	ACKSTAT - Received Acknowledge Status. Set when Acknowledge was Received
5	ACKDT - Acknowledge Value Driven out on Data Write
4	ACKEN - Acknowledge Sequence Enable Bit which when Set will Initiate an Acknowledge sequence on SDA/SCL. Cleared by Hardware
3	RCEN - I2C Receive Enable Bit
2	PEN - Stop Condition Initiate Bit. When Set, Stop Condition on SDA/SCL. Cleared by Hardware
1	RSEN - Set to Initiate the Repeated Start Condition on SDA/SCL. Cleared by Hardware
0	SEN - When Set, a Start Condition is Initiated on the SDA/SCL. Cleared by hardware.

The status of the transfer can be checked by the SSPSTAT register "BF" flag; the SSPSTAT register is defined as:

MSSP SSPSTAT Bit Definition

Bit	Function
7	SMP - Set to have data sampled after active to idle transition, reset to sample at active to idle transition, not available in BSSP
6	CKE - Set to TX data on idle to active transition, else TX data on active to idle transition, not available in BSSP
5	D/_A - Used by I2C
4	P - Used by I2C
3	S - Used by I2C
2	R/_W - Used by I2C
1	UA_ - Used by I2C
0	BF - Busy flag, reset while SPI operation active

I2C connections between the PICmicro[®] MCU's I2C “SDA” (data) and “SCL” (clock) pins is very simple with just a Pull Up on each line as shown in Fig. 7.28. 1K resistors are recommended for 400 kHz data transfers and a 10K for 100 kHz data rates. Note that before any of the I2C modes are to be used, the “TRIS” bits of the respective “SDA” and “SCL” pins *must* be in input mode. Unlike many of the other built-in advanced I/O functions, MSSP does not control the TRIS bits. Not having the TRIS bits in input mode will not allow the I2C functions to operate.

In “Master Mode”, the PICmicro[®] MCU is responsible for driving the clock (“SCL”) line for the I2C network. This is done by selecting one of the SPI Master Modes and loading the SSPADD register with a value to provide a data rate that is defined by the formula:

$$\text{I2C Data Rate} = \text{Fosc} / (4 * (\text{SSPADD} + 1))$$

This can be rearranged to:

$$\text{SSPADD} = (\text{Fosc} / (4 * \text{I2C Data Rate})) - 1$$

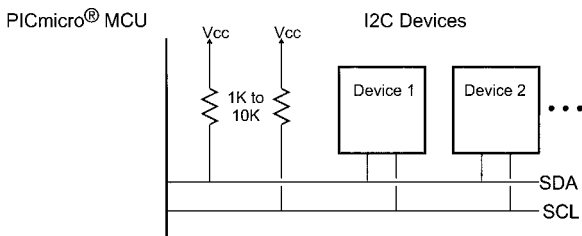


Figure 7.28 I2C Connection to PICmicro[®] MCU

To send data from the PICmicro[®] MCU to an I2C device using the MSSP, the following steps must be taken:

1. The SDA/SCL lines **MUST** be put into “Input Mode” (i.e., their respective “TRIS” bits must be set).
2. I2C Master Mode is enabled. This is accomplished by setting the “SSPEN” bit of SSPCON and writing 0b01000 to the SSPM3:SSPM0 bits of the SSPCON register.
3. A “Start Condition” is initiated by setting the “SEN” bit of SSPCON2. This bit is then polled until it is reset.
4. SSPBUF is loaded with the address of the device to access. Note that for many I2C devices, the least significant bit transmitted is the “Read/Write” bit. The “R/_W” bit of SSPSTAT is polled until it is reset (which indicates the transmit has been completed).
5. The ACK bit from the receiving device is checked by reading the “ACKDT” bit of the SSPCON2 register.
6. SSPBUF is loaded with the first 8 bits of data or a secondary address that is within the device being accessed. The “R/_W” bit of SSPSTAT is polled until it is reset.
7. The ACK bit from the receiving device is checked by reading the “ACKDT” bit of the SSPCON2 register.
8. A new “Start Condition” may have to be initiated between the first and subsequent data bytes. This is initiated by setting the “SEN” bit of SSPCON2. This bit is then polled until it is reset.
9. Operations six through eight are repeated until all data is sent or a “NACK” (negative Acknowledge) is received from the receiving device.

10. A “Stop Condition” is initiated by setting the “PEN” bit of SSPCON2. This bit is then polled until it is reset.

This sequence of operations is shown in Fig. 7.29. Note that in Fig. 7.29, the “SSPIF” interrupt request flag operation is shown. In the sequence above, I avoid interrupts, but the “SSPIF” bit can be used to either request an interrupt or to avoid the need to poll different bits to wait for the various operations to complete.

To receive data from a device requires a similar set of operations with the only difference being that after the address byte(s) have been sent, the MSSP is configured to receive data when the transfer is initiated:

1. The SDA/SCL lines MUST be put into “Input Mode” (i.e., their respective “TRIS” bits must be set).

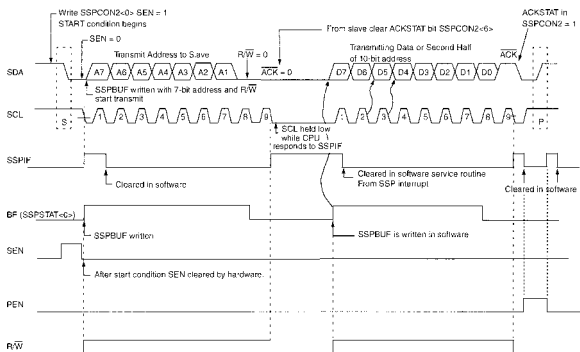


Figure 7.29 MSSP 12C data address/transmission

2. I2C Master Mode is enabled. This is accomplished by setting the “SSPEN” bit of SSPCON and writing 0b01000 to the SSPM3:SSPM0 bits of the SSPCON register.
3. A “Start Condition” is initiated by setting the “SEN” bit of SSPCON2. This bit is then polled until it is reset.
4. SSPBUF is loaded with the address of the device to access. Note that for many I2C devices, the least significant bit transmitted is the “Read/Write” bit. The “R/_W” bit of SSPSTAT is polled until it is reset (which indicates the transmit has been completed).
5. The ACK bit from the receiving device is checked by reading the “ACKDT” bit of the SSPCON2 register.
6. SSPBUF is optionally loaded with the secondary address within the device being read from. The “R/_W” bit of SSPSTAT is polled until it is reset.
7. If a secondary address was written to the device being read from, reading the “ACKDT” bit of the SSPCON2 register checks the ACK bit from the receiving device.
8. A new “Start Condition” may have to be initiated between the first and subsequent data bytes. This is initiated by setting the “SEN” bit of SSPCON2. This bit is then polled until it is reset.
9. If the secondary address byte was sent, then a second device address byte (with the “Read” indicated) may have to be sent to the device being read. The “R/_W” bit of SSPSTAT is polled until it is reset.
10. The “ACKDT” will be set (“NACK”) or reset (“ACK”) to indicate whether or not the data byte transfer is to be acknowledged in the device being read.

11. The “RCEN” bit in the SSPCON2 register is set to start a data byte receive. The “BF” bit of the SSPSTAT register is polled until the data byte has been received.
12. Operations ten through eleven are repeated until all data is received and a “NACK” (negative Acknowledge) is sent to the device being read.
13. A “Stop Condition” is initiated by setting the “PEN” bit of SSPCON2. This bit is then polled until it is reset.

Fig. 7.30 shows the data receive operation waveform.

Along with the single “Master” mode, the MSSP is also capable of driving data in “Multi-Master” mode. In this mode, if a data write “collision” is detected, it stops transmitting data and requests an interrupt to indicate there is a problem. An I2C “collision” is the case where

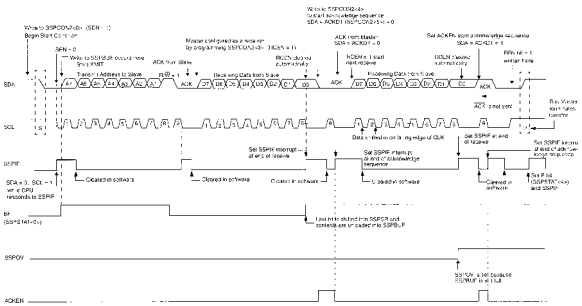


Figure 7.30 MSSP 12C data address/read

the current device is transmitting a “High” data value but there is a “Low” data value on the SDA line. This condition is shown in Fig. 7.31. The “WCOL” bit of the SSPCON register indicates that the collision has taken place.

When the collision occurs, the I2C software must wait some period of time before polling the SDA and SCL lines to ensure that they are high and then initiating a “Repeated Start Condition” operation. A “Repeated Start Condition” is the process of restarting the I2C data transfer right from the beginning (even if it was halfway through when the collision occurred).

Built-In ADC

All PICmicro[®] MCU devices that have a “seven” as the second to last character in the part number have a built-in analog to digital converter, which will indicate an analog voltage level from zero to V_{dd}, with 8- or 10-bit accuracy. The PORTA pins can be used as either digital I/O or analog inputs. The actual bit accuracy, utilization of pins and operating speed is a function of the

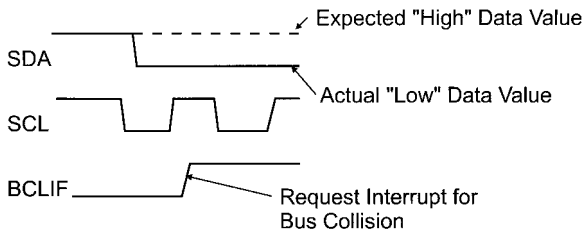


Figure 7.31 I2C MPPS “Collision” Response

PICmicro[®] MCU part number and the clock speed the PICmicro[®] MCU runs at.

When a pin is configured for analog input, it follows the models shown in Fig. 7.32.

“Rs” in the “Vsource” circuit is the in-line resistance of the power supply. In order to get reasonable times for charging the ADC’s “holding capacitor”, this value should be less than 10K.

The time required for the holding capacitor to load the analog voltage and to stabilize is

$$T_{ack} = 5ms + [(temp - 25C) \times 0.05 \text{ ms/C}] + (3.19C \times 10^{**7}) \times (8k + R_s)$$

which works out to anywhere from 7.6 usecs to 10.7 usecs at room temperature. For most applications, this calculation can be ignored and a “stabilization” time of 15 usecs can be used as a rule of thumb.

Once the voltage is stabilized at the capacitor, a test for each bit is made. 9.5 cycles are required to do an 8-bit conversion. The bit conversion cycle time (known as “TAD”) can be anywhere from 1.6 to 6.4 usecs and can

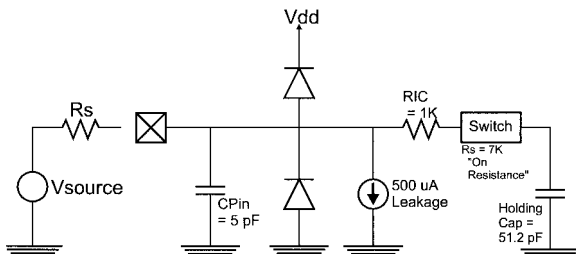


Figure 7.32 PICmicro[®] MCU Internal ADC Equivalent Input

either use the PICmicro[®] MCU's instruction clock or a built-in 250 kHz RC oscillator. To get a valid TAD time using the PICmicro[®] MCU's instruction clock, a two, eight, or thirty-two prescaler is built into the ADC.

A built-in 250 kHz oscillator is used to carry out the ADC conversion when the PICmicro[®] MCU is asleep or to avoid using the prescaler. For maximum ADC accuracy, Microchip recommends that the PICmicro[®] MCU be put to sleep during the ADC conversion for maximum accuracy (and minimum internal voltage or current upsets). If the PICmicro[®] MCU is put to sleep, then the minimum conversion time is much longer than what is possible using the built-in clock because the PICmicro[®] MCU has to restart when the ADC completion interrupt has been received.

The minimum conversion time is defined as the total time required for the holding capacitor to stabilize at the input voltage and for the ADC operation to complete.

To measure analog voltages, the analog input pins or the PICmicro[®] MCU, which are in "PORTA", have to be set to analog input on power up, the analog input pins are normally set to analog input and not digital I/O. To specify the modes, the "ADCON1" register is written to. In the following table, the two least significant bits (known as PCFG1:PCFG0) of the "ADCON1" register is shown with the types of I/O pin operation selected in a PIC16C71:

Sample ADCON1 Bit Definitions for the PIC16C71

ADCON1 bits	AN3	AN2	AN1	AN0
11	D	D	D	D
10	D	D	A	A
01	Vref	A	A	A
00	A	A	A	A

The “ADCON0” register is used to control the operation of the ADC. The bits of the register are typically defined as:

ADCON0 Bit Definitions	
Bit	Function
7-6	ADCS1: ADCS0 bits used to select the TAD clock. 11 - Internal 250 kHz Oscillator 10 - FOSC/32 01 - FOSC/8 00 -FOSC/2
5-3	CHS2:CHS0 - Bits used to Select which Analog Input is to be Measured. These bits and their operation is Part Number Specific
2	GO/_DONE - Set Bit to Start ADC Conversion, Reset by Hardware when ADC Conversion is Complete.
1	ADIF - Set upon Completion of ADC Conversion and Requests an Interrupt.
0	ADON - Set to Enable the ADC

The ADC consumes power even when it is not being used and for this reason, if the ADC is not being used “ADON” should be reset.

If the PICmicro® MCU’s ADC is capable of returning a 10-bit result, the data is stored in the two “ADRESH” and “ADRESL” registers. When 10-bit ADC results are available, the data can be stored in ADRESH/ADRESL in two different formats. The first is to store the data “right justified” with the most significant six bits of ADRESH loaded with “zero” and the least two significant bits loaded with the two most significant bits of the result. This format is useful if the result is going to be used as a 16-bit number, with all the bits used to calculate an average.

The second 10-bit ADC result format is “left justified” in which the eight most significant bits are stored in “ADRESH”. This format is used when only an 8-bit value is required in the application and the two least significant bits can be “lopped” off or ignored.

To do an analog to digital conversion, the following steps are taken:

1. Write to ADCON1 indicating what are the digital I/O pins and which are the analog I/O pins. At this time, if a 10-bit conversion is going to be done, set the format flag in ADCON 1 appropriately.
2. Write to ADCON0, setting ADON, resetting ADIF and GO/_DONE and specifying the ADC TAD clock and the pin to be used.
3. Wait for the input signal to stabilize.
4. Set the GO/_DONE bit. If this is a high-accuracy measurement, ADIE should be enabled for interrupts and then the PICmicro[®] MCU put to “sleep”.
5. Poll “GO/_DONE” until it is reset (conversion done).
6. Read the result form “ADRES” and optionally “ADRESH”.

To read an analog voltage from the RAO pin of a PIC167C1 running a 4-MHz PICmicro[®] MCU, the code would be

```

bsf      STATUS, RPO
movlw   0x002
movwf   ADCON1 ^ 0x080 ; AN1/AN0 are Analog Inputs
bcf     STATUS, RPO
movlw   0x041          ; Start up the ADC
movwf   ADCON0

movlw   5
addlw   0x0FF          ; Delay 20 usec for Holding

```



```

btfss    STATUS, Z      ; Capacitor to Stabilize
goto     $ - 2

bsf      ADCON0, GO     ; start the ADC conversion

btfsc    ADCON0, GO     ; Wait for the ADC
                        Conversion
goto     $ - 1         ; to End

movf     ADRES, w       ; Read the ADC result
    
```

Built-In Comparators

In the PIC16C2x, analog voltages can be processed by the use of comparators that indicate when a voltage is greater than another voltage. The inputs “compared” can be switched between different I/O pins as well as ground or a reference voltage that can be generated inside the PICmicro[®] MCU chip.

Enabling comparators is a very straightforward operation with the only prerequisite being that the pins used for the analog compare must be in “input” mode. Comparator response is virtually instantaneous, which allows “alarm” or other fast responses from changes in the comparator inputs (Fig. 7.33).

There are two comparators in the PIC16C62X controlled by the “CMCON” register, which is defined as:

CMCON Bit Definitions	
Bit	description
7	C2OUT - Comparator 2 Output (High if + > -)
6	C1OUT - Comparator 1 Output (High if + > -)
5-4	Unused
3	CIS - Comparator Input switch
2-0	CM2:CM0 - Comparator Mode

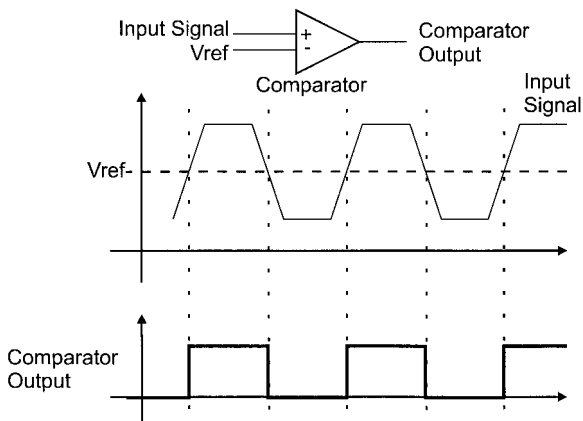


Figure 7.33 Comparator Response

The CIS and CM2:CM0 bits work together to select the operation of the comparators.

Comparator Module I/O Specification						
CM	CIS	Comp 1		Comp 2		
		+ input	- input	+ input	- input	
000	X	RA0	RA3 (1)	RA2	RA1 (4)	
001	0	RA2	RA0	RA2	RA1	
001	1	RA2	RA3	RA2	RA1	
010	0	Vref	RA3	Vref	RA1	
010	1	Vref	RA3	Vref	RA2	
011	X	RA2	RA0 (3)	RA2	RA1	
100	X	RA3	RA0 (4)	RA2	RA1	
101	X	DON'T	CARE	RA2	RA1	
110	X	RA2	RA0 (5)	RA2	RA1 (6)	
111	X	RA3	RA0 (7)	RA2	RA1 (8)	

From these selections, there are some notes.

1. For CM2:CM0 equal to 000, RA3 through RA0 cannot be used for digital I/O.
2. For CM2:CM0 equal to 000, RA2 and RA1 cannot be used for digital I/O.
3. RA3 can be used for digital I/O.
4. RA0 and RA3 can be used for digital I/O.
5. RA3 is a digital output, same as comparator 1 output.
6. RA4 is the open drain output of comparator 2.
7. RA0 and RA3 can be used for digital I/O.
8. RA1 and RA2 can be used for digital I/O.

Upon power up, the comparator CM bits are all reset, which means RA0 to RA3 are in analog input mode. If you want to disable analog input, the CM bits must be set (write 0x007 to CMC0M).

Interrupts can be enabled that will interrupt the processor when one of the comparator's output changes. This is enabled differently for each PICmicro[®] MCU with built-in comparators. Like the PORTB change on interrupt, after a comparator change interrupt request has been received, the CMC0M register must be read to reset the interrupt handler.

Along with comparing to external values, the PIC16C62x can also generate a reference voltage ("Vref" in the table above) using its own built-in 4-bit digital-to-analog converter. The digital-to-analog converter circuit is shown in Fig. 7.34.

The Vref control bits are found in the VRCON register and are defined as:

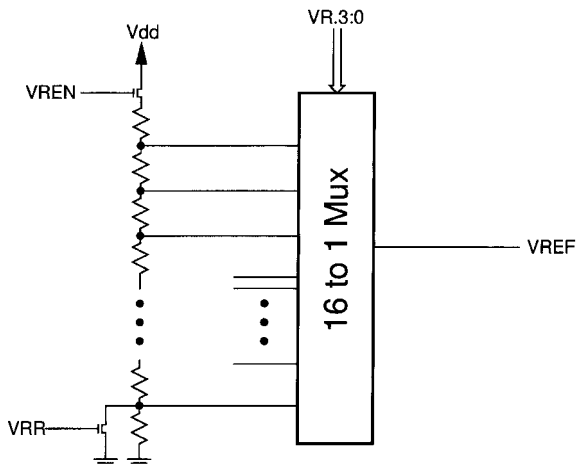


Figure 7.34 16C62x VRef circuit.

Comparator VRCON Bit Definitions

Bit	description
7	VREN - Vref Enable when Set
6	VROE - Vref output enable when set RA2 - Vref
5	VRR - Vref Range Select 1 = Low Range 0 = High Range
4	Unused
3-0	VR3:VR0 - Voltage Selection Bits

The Vref output is dependent on the state of the “VRR” bit. The Vref voltage output can be expressed mathematically if VRR is set as:

$$V_{ref} = V_{dd} * (VRCON \& 0x00F) / 24$$

Or, if it is reset as:

$$V_{ref} = V_{dd} * (8 + (VRCON \& 0x00F)) / 32$$

Note that when VRR is set, the maximum voltage of V_{ref} is 15/24 of V_{dd} , or just less than two-thirds V_{dd} . When VRR is reset, V_{ref} can be almost three-quarters of V_{dd} .

Parallel Slave Port

The PSP is very easy to wire up with separate chip select and read/write pins for enabling the data transfer. The block diagram of the PSP is shown in Fig. 7.35.

A read and write operation waveform is shown in Fig. 7.36.

The minimum access time is one clock (not “instruc-

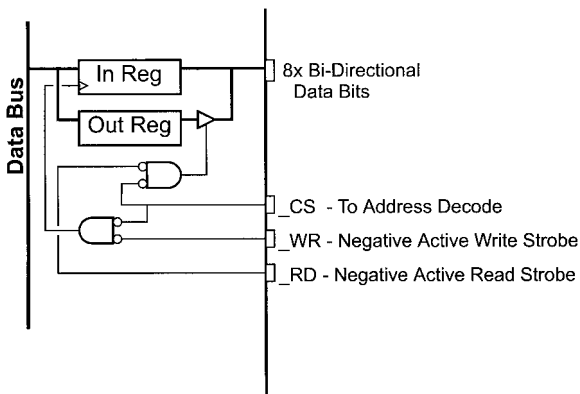


Figure 7.35 Parallel Slave Port (“PSP”) Hardware

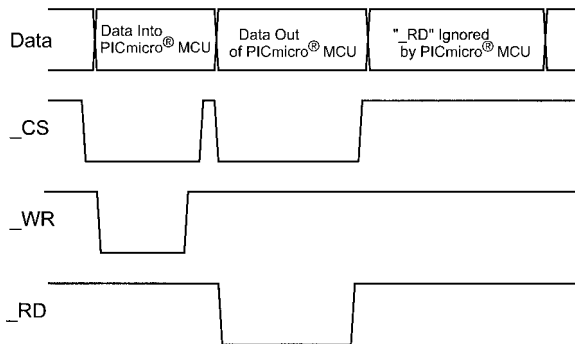


Figure 7.36 Parallel Slave Port Operation

tion clock”) cycle. For a PICmicro[®] MCU running at 20 MHz, the minimum access time is 50 nsecs.

To enable the parallel slave port, the “PSP mode” bit of the TRISE register must be set. When this bit is set, port D becomes driven from the “_CS”, “_RD”, and “_WR” bits, which are RE2, RE1, and RE0, respectively. When the PSP mode bit is set, the values in PORTD, PORTE, TRISD, and TRISE are ignored.

When PSP mode is enabled and _CS and _RD are active, PORTD drives out the contents of “OUTREG”. When “OUTREG” (which is at PORTD’s address) is written to, the “OBF” (“Output Buffer Full”) bit of TRISE is set. This feature, along with the input data flags in TRISE is not available in all devices. The PBF bit will become reset automatically, when the byte in the OUTREG is read by the device driving the external parallel bus.

When a byte is written into the parallel slave port (_CS and _WR are active), the value is saved in “INREG” until it is overwritten by a new value. If the optional status registers are available, the “IBF” bit is set when the

INREG is written to and cleared when the byte in INREG is read. If the byte is not read before the next byte is written into “INREG”, the “IBOV” bit, which indicates the overwrite condition is set.

In older PICmicro[®] MCUs that have PSP port, the “IBF”, “OBF”, and “IBOV” bits are not available in TRISE.

Built-In EEPROM Data Memory Access

The “EECON1”, “EECON2”, “EEADR”, and “EEDATA” are used to control access to the EEPROM. “EEADR” and “EEDATA” are used to provide the address and data interface into the up to 256 byte data EEPROM memory. “EECON” and “EECON2” are used to initiate the type of access as well as indicate that the operation has completed. “EECON2” is a “pseudo-register” that cannot be read from, but is written to with the data, 0x055/0x0AA to indicate the write is valid.

EECON1, contains the following bits for controlling the access:

Critical EECON1 Bits	
Bit	Function
EEPCD	Set to Access Program Memory. Reset to Access Data EEPROM only in 16F62x and 16F87x.
WRERR	Set if a write Error is Terminated early to indicate Data Write may not have been Successful.
WREN	When set, a write to EEPROM begins.
WR	Set to indicate an upcoming Write Operation. Cleared when the Write Operation is complete.
RD	Set to indicate Read Operation. Cleared by next Instruction Automatically.

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Using these bits, a Read can be initiated as:

```
movf / movlw    address/ADDR, w
bcf             STATUS, RPO
movwf         EEADR
bsf           STATUS, RPO
bsf           EECON1, ^ 0x08, RD
bcf           STATUS, RPO
movf         EEDATA, w           ; w = EEPROM
                                   [address/ADDR]
```

Write operations are similar, but have two important differences. The first is that the operation can take up to ten milliseconds to complete, which means the “WR” bit of EECON1 has to be polled for completion, or in the EEPROM, interrupt request hardware enabled. The second difference as mentioned above, is that a “timed write” has to be implemented to carry out the operation.

```
movlw /movf    constant/DATA, w
bcf           STATUS, RPO
movwf        EEDATA
movlw /movf    address/ADDR, w
movwf        EEADR
bsf          STATUS,RPO
bsf          EECON1 ^ 0x080, WREN
bcf          INTCON,GIE
movlw        0x055           ] CRITICAL SECTION
movwf        EECON2 ^ 0x080   ]
movlw        0x0AA           ]
movwf        EECON2 ^ 0x080   ]
bsf          EECON1 ^ 0x080, WR ]
bsf          INTCON, GIE
btfsc       EECON1 ^ 0x080, WR ] Poll for
                                   Operation Ended

goto        $ - 1           ]
bcf          EECON1 ^ 0x080, WREN
bcf          STATUS, RPO
bsf          INTCON, GIE
```


The EEPROM included PIC12CE5xx parts use the most significant bits of the “GPIO” (“general purpose I/O”) register and its corresponding “TRIS” register. The PIC12CE5xx’s EEPROM interface can be described as shown in the block diagram Fig. 7.37.

In Fig. 7.37, the GPIO bits six and seven do not have “TRIS” control bits. As well, bit six (the 12CEEPROM bit), “SDA”) has an open-drain driver. This driver circuit is designed to let both the PICmicro® MCU and the EEPROM drive the data line at different intervals without having to disable the PICmicro® MCUs write of the EEPROM. Information is written to the EEPROM device using the waveform shown in Fig. 7.38.

The “start” and “stop” bits are used to indicate the beginning and end of an operation and can be used halfway through to halt an operation. The start and stop bits are actually invalid cases (data cannot change while one clock is active or “high”).

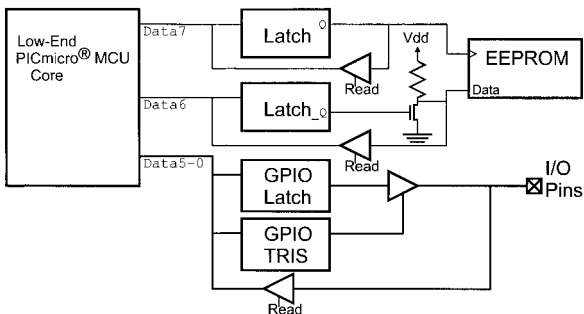


Figure 7.37 PIC12CE5xx EEPROM Interface

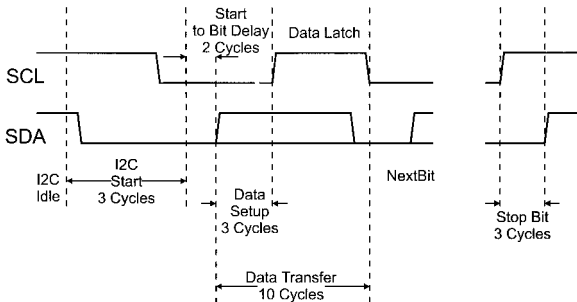


Figure 7.38 PIC12CE5xx EEPROM Interface Waveform

This operation means that the GPIO port must be accessed carefully; always make sure the SDA and SCL GPIO bits have a “one” in them or else the built-in EEPROM may be accessed incorrectly, causing problems with subsequent reads.

The instruction

```
clrf    GPIO
```

should never be used in applications that access low-end data EEPROM.

Data is written most significant bit first, which is probably backwards to most applications. Before any transfer, a “control byte” has to be written. The “control byte’s” data is in the format:

```
0b01010000R
```

where “R” is the “Read/_Write” byte (indicating what is coming next). If the “read/write” bit is set, then a read of

the EEPROM at the current address pointer will take place. If a write is to take place, the “read/write” bit is reset.

After a byte is sent, the SDA line is pulled low to indicate an “acknowledgment” (“ACK” or just “A” in the bit stream representations below). This bit is set low (as an acknowledgment) when the operation has completed successfully. If the acknowledgment bit is high (“NACK”), it does not necessarily mean there was a failure; if it is issued by the EEPROM then it indicates a previous write has not completed. The PICmicro[®] MCU will issue it to stop the EEPROM from preparing to send additional bytes out of its memory in a multi-byte read.

There are five operations that can be carried out with the EEPROM that is built into the PIC12CE5xx. They are

1. Current Address Set.
2. Current Address Set/Data Byte Write.
3. Data Byte Read at Current Address.
4. Sequential (“multi-byte”) Read at Current Address.
5. Write completion poll.

The EEPROM in the PIC12CE5xx is only 16 bytes in size. Each byte is accessed using a 4-bit address. This address is set using a control byte with the “R” bit reset followed by the address. The bit stream looks like:

```
idle - Start - 1010000A - 0000addrA - DataByteA -  
Stop - idle
```

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In the second byte sent, the 0b00000addr pattern indicates that the four “addr” address bits become the address to set the EEPROM’s internal address pointer to for subsequent operations. After the two bytes have been sent, the SCL and SDA lines are returned to “IDLE” for three cycles, using the instruction:

```
movlw    0x0C0
iorwf    GPIO, f    ; set SDA /SCL
```

before another operation can complete.

The address data write is similar to the address write, but does not force the two lines into IDLE mode and it passes along a data byte before stopping the transfer:

```
Idle - Start - 10100000A - 0000addrA - DataByteA
- Stop - idle
```

Data bytes can be read singly or sequentially depending on the state of “ACK” from the PICmicro[®] MCU to the EEPROM after reading a byte. To halt a read, when the last byte to be read has been received, the PICmicro[®] MCU issues a “NACK” (or “N” in the bitstream listing) to indicate that the operation has completed.

A single byte read looks like:

```
idle - Start - 10100001A - DataByteN - Stop - idle
```

while a 2-byte read looks like:

```
idle - Start - 10100001A - DataByteA - DataByteN
- Stop - idle
```

The last operation is sending dummy “write” control bytes to poll the EEPROM to see whether or not a byte

write has completed (10 msecs are required). If the write has completed, then an “ACK” will be returned else a “NACK” will be returned.

EPROM Program Memory Access

To read from the EPROM (or external memory), the following code can be used:

```

movfp   SaveAddress + 1, TBLPTRH   ; Setup TBLPTR
                                           to the Data
movfp   SaveAddress, TBLPTRL      ; being Read

tablrd  0, 0, SaveData            ; Load TBLAT
                                           with Memory
tlrd    1, SaveData + 1          ; Contents
tlrd    0, SaveData

movfp   SaveData + 1, WREG        ; High
                                           Instruction
                                           Byte
:
movfp   SaveData, WREG           ; Low
                                           Instruction
                                           Byte
:

```

To write to the built-in EPROM of the PIC17Cxx, the “_MCLR” line will have to be driven to Vpp (13 to 14 volts). When the program memory is being written, all instruction execution in the PIC17Cxx stops. To resume operation after a program memory write, an interrupt, like returning from a TMR0 interrupt request, is executed. Sample code for writing to the PIC17Cxx’s program memory is as follows:

```

org     0x00010
TMR0Int                               ; Timer
                                           Interrupt
                                           Request

```

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```

; Acknowledge

retfie

:

movfp SaveAddress, TBLPTRL ; Point to the
                           ; Memory being
movfp SaveAddress + 1, TBLPTRH ; written to

bcf PORTA, 3 ; Turn on
              ; Programming
              ; Voltage

movlw HIGH ((100000 / 5) + 256) ; Delay 100
                                ; msec for
movwf Dlay ; Programming
           ; Voltage to
           ; Stabilize

movlw LOW ((100000 / 5) + 256)
addlw 0x0FF
btfsc ALUSTA, Z
decfsz Dlay, f
goto $ - 3

movlw HIGH (65536 - 10000) ; Delay 10
                           ; msec for
                           ; EPROM
                           ; Write

movwf TMR0H
movlw LOW (65536 - 10000)
movwf TMR0L

bsf T0STA, T0CS ; Start up the
                 ; Timer

movlw 1 << T0IE ; Enable
                ; Interrupts

movwf INTSTA
bcf CPUSTA, GLINTD

tlwt 0, SaveData ; Load Table
                  ; Pointer with
                  ; Data

tlwt 1, SaveData + 1
tablwt 1, 0, SaveData + 1 ; Write the
                           ; Data In
```


Writing to program memory is similar to writing to data, but also has the two nops in which the operation takes place. There are no polling or interrupts available for this operation, instead, the processor halts during this operation. Even though the processor has stopped for a program memory write, peripheral function (ADC's, serial I/O, etc.) are still active.

```

bsf          STATUS, RP1
movlw /movf  LOW address/ADDR, w
movwf       EEADR
movlw /movwf HIGH address/ADDR, w
movwf       EEADRH
movlw /movwf LOW Constant/DATA, w
movwf       EEDATA
movlw /movwf HIGH Constant/DATA, w ; Maximum 0x03F
movwf       EEDATAH
bsf          STATUS, RPO
bsf          EECON1 ^ 0x0180, EEPGO
bsf          EECON1 ^ 0x0180, WREN
bcf          INTCON, GIE          ] Critically
movlw       0x055                 ] timed
movwf       EECON2 ^ 0x0180      ] code.
movlw       0x0AA                 ]
movwf       EECON2 ^ 0x0180, OR  ]
nop         ] operation
nop         ] executes
bcf          EECON1 ^ 0x0180, WREN
bsf         INTCON, GIE

```

External Parallel Memory

Parallel memory devices can be connected to the 17Cxx PICmicro[®] MCU devices to enhance the PICmicro[®] MCUs program memory space. The interface provided is up to 64k of 16 data bit “words” via a multiplexed address/data bus. The multiplexed bus may seem somewhat difficult to use, but it actually is not; memory devices can be added quite easily and quickly.

There are four memory modes available to the 17Cxx PICmicro[®] MCUs:

PIC17Cxx Memory Modes	
Mode	Program memory characteristics
Microcontroller	Internal to the PICmicro [®] MCU, able to read Configuration Fuses and Read and Write Program Memory
Protected Microcontroller	Internal to the PICmicro [®] MCU, able to read Configuration fuses Program Memory can be read but not Written
Extended Microcontroller	Program Memory Internal to PICmicro [®] MCU Accessible. External Memory in Address Space Above Read and Writeable as well. Unable to read Configuration Fuses.
Microprocessor	No internal Program Memory or Configuration Fuses Accessible. Whole 64k program memory space Accessible outside PICmicro [®] MCU

These modes can be seen in Fig. 7.39.

An unprogrammed PC17Cxx's configuration fuses sets the PICmicro[®] MCU into "microprocessor" mode that cannot access any internal program memory. This allows output devices to be placed into applications, with external program memory providing the application code. This feature allows a way of debugging an application before it is burned into the PICmicro[®] MCU.

External memory can be read from or written to, using the "TABLRD" and "TABLWT" instructions. In extended microcontrollers and microprocessor modes, the internal program memory can be read using the "TABLRD" instruction in the microcontroller modes. These "Table" instructions use the "Table Pointer" register ("TBLPTRH" for the high 8 bits and "TBLPTRL" for the low 8 bits) to address the operation. During table reads and writes, the "table latch" register ("TABLATH" for the high byte and "TABLATL" for the low byte) is

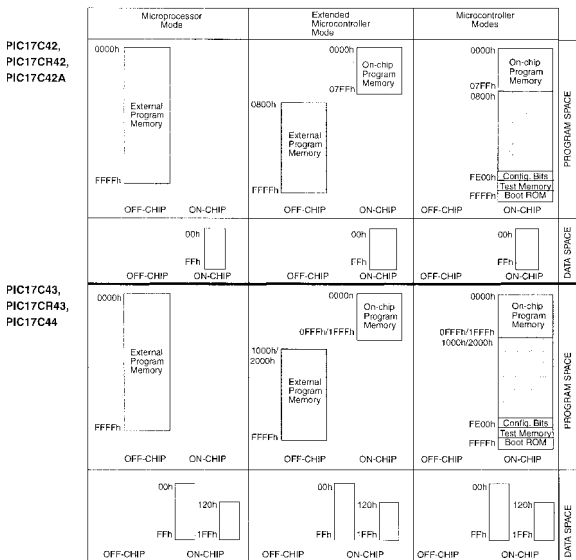


Figure 7.39

used to buffer the 16 bits during the transfer because the 17Cxx PICmicro[®] MCUs processor can only access data 8 bits at a time.

The block diagram for accessing program memory in the 17Cxx family of PICmicro[®] MCUs is shown in Fig. 7.40.

To execute a read or write to program memory, the address in the table pointer has to be first set up. Writing to each of the two 8-bit registers does this. Next, if the operation is a read, the “TABLRD” instruction is executed with a dummy destination to update the table

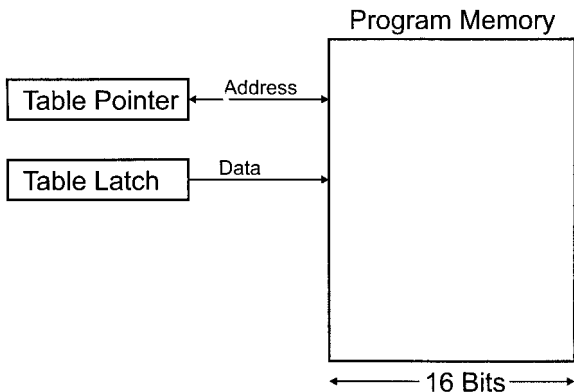


Figure 7.40 PIC17Cxx External Memory Access

latch register. Once this is done, two read instructions are carried out to read the 16 bits at the specified address. This instruction sequence is

PIC17Cxx Program Memory Table Read Code

```

movlw   HIGH PM_address   ; Set up Table Pointer
movwf   TBLPTRH
movlw   LOW PM_address
movwf   TABLPTL
tablrd  0, 0, WREG         ; Update Latch Register
t1rd    1, WREG            ; Read High Byte
movwf   HIGH Destination
tablrd  0, 0, WREG         ; Read Low Byte
movwf   LOW Destination

```

The external program memory read is identical to the internal EPROM program memory read.

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PICmicro[®] MCU Hardware Interfacing

Power

Connecting a PICmicro[®] MCU only requires a 0.01 to 0.1 μF “decoupling” cap across the “Vdd” and “Vss” pins. A typical Power connection is shown in Fig. 8.1. This capacitor should be of low “ESR” type (typically of “tantalum” type).

“Standard” PICmicro[®] MCUs are designed for anywhere from 4.0 to 6.0 volts of power. Some PICmicro[®] MCUs have been “qualified” to run from 2.0 to 6.0 volts and are identified for having this capability as being

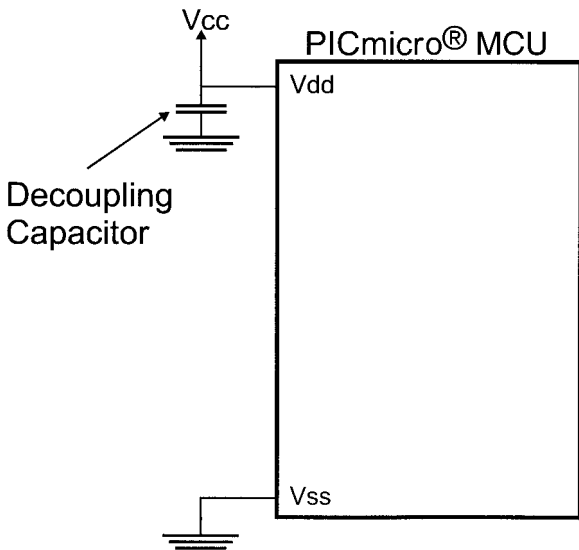


Figure 8.1 PICmicro® MCU Power Connections

“low-voltage” devices. These low-voltage parts are identical to the high-voltage supply parts except that they have been tested at the factory to run with input voltages down to 2.0 volts. Low voltage PICmicro® MCU parts are identified by the addition of the letter “L” before the “C” or “F” in the part number.

Note that the “brown out reset” built into many PICmicro® MCUs is designed to become active at 4.5 volts. This makes the brown out reset incompatible with most low-voltage applications, although there are some

PICmicro® MCUs that have a programmable brown out reset voltage level.

In Fig. 8.2, if V_{dd} goes below the brown out voltage of the Zener diode, then $_MCLR$ will be pulled low and the PICmicro® MCU will become reset.

The PIC16HV540 has a built-in voltage regulator that allows the PICmicro® MCU to be driven without any external regulators for battery application or poorly regulated power input. The PICmicro® MCU itself is pin and program compatible with the PIC16F54, with PORTA and PORTB having different voltage outputs.

To connect a PIC16HV540 to a battery, the circuit can be as simple as is shown in Fig. 8.3, with “sleep” used for turning the device “off” and putting it in a low-power state.

The device’s block diagram looks like Fig. 8.4.

The voltage regulator can work as either a 5- or 3-volt regulator by setting or resetting, respectively, the “RL”

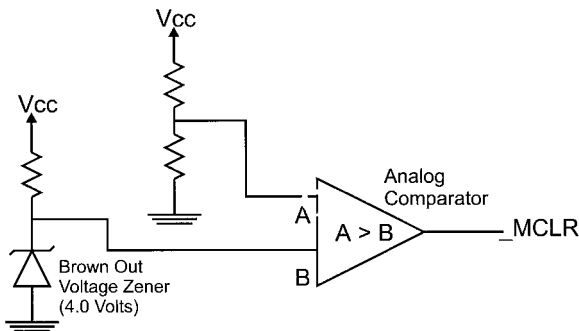


Figure 8.2 “Brown Out” Reset Circuit

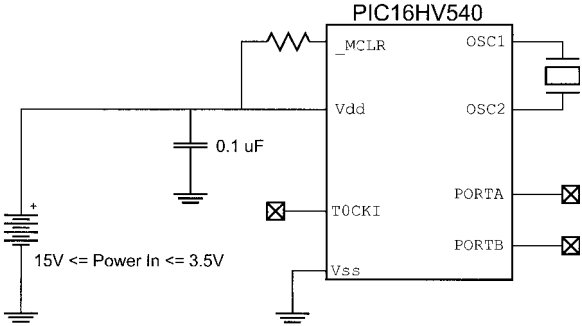


Figure 8.3 High-Voltage PICmicro[®] MCU Connections

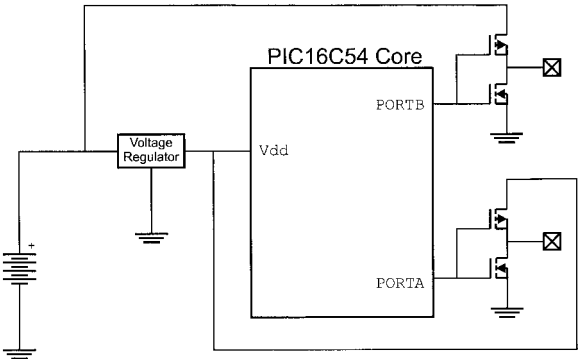


Figure 8.4 Actual High-Voltage PICmicro[®] MCU Circuit

bit of the “option 2” register, which is in the “OPTION/TRIS” address space of the low-end PICmicro® MCU processor. This register is an auxiliary configuration fuses register, which can be modified within an application. The bits of the OPTION2 register are defined as:

PIC16HV540 “OPTION2” Register Definition	
Bit	Description
7-6	Unused
5	WPC - When set, device will Wake Up On RBO - RB3 changing
4	SWE - Software Watchdog Timer. If the WDT is not Enabled in the Configuration Fuses, setting this bit will enable it in software
3	RL - Regulated voltage select bit (Set for 5 Volts, Reset for 3 Volts)
2	SL - Sleep Voltage Level Setting (if Set, use “RL” Voltage, when Reset, use 3 Volts)
1	BL - Brown Out Voltage Select. When Set - 3.1 volts for 5 Volt Operation and when Reset - 2.2 Volts for 3 Volt Operation
0	BE - Brown Out Checking Enabled when Set.

OPTION2 is written using the TRIS instruction as:

```
TRIS    7
```

or

```
TRIS    OPTION2
```

Reset

If the simple reset shown in Fig. 8.5 is used for reset, then the “PWRTE” option should be enabled to allow the PICmicro® MCU’s power input to stabilize before the device starts executing.

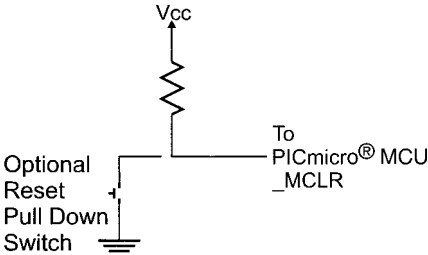


Figure 8.5 Simple External PICmicro® MCU Reset Circuit

Digital Logic Interfacing

Typical PICmicro® MCU output voltages are

$$\begin{aligned} \text{Vol ("output low voltage")} &= 0.6 \text{ V (max)} \\ \text{Voh ("output high voltage")} &= \text{VDD} \\ &\quad - 0.7 \text{ V (min)} \end{aligned}$$

The input “threshold” voltage, the point at which the input changes from an “I” to an “O” and vice versa, is also dependent on the input power “Vdd” voltage level. The threshold is different for different devices. For a number of different PICmicro® MCU part numbers, this value is specified as being in the range:

$$\begin{aligned} 0.25 \text{ Vdd} + 0.8\text{V} &\geq \text{Vthreshold} \\ &\geq 0.48 \text{ Vdd} \end{aligned}$$

Parallel Bus Device Interfacing

Parallel busses can be created using PORTB for eight data bits and using other PORT pins for the “_RD” and “_WR” lines as shown in Fig. 8.6. Code to access the Parallel Bus Devices follows.

```

bsf    STATUS, RPO      ; Put PORTB into Input Mode
movlw  0x0FF
movwf  TRISB ^ 0X080
bcf    STATUS, RPO
bcf    PORTA, 0         ; Drop the "_RD" line
call   Dlay             ; Delay until Data Output
                        ; Valid
movf   PORT B, w        ; Read Data from the Port
bsf    PORT A, 0        ; "_RD" = 1 (disable "_RD"
                        ; Line)
    
```

Writing parallel bus devices is accomplished by the code:

```

bsf    STATUS, RPO
clrf   TRIS B ^ 0X080 ; PORTB Output
bcf    STATUS, RPO
    
```

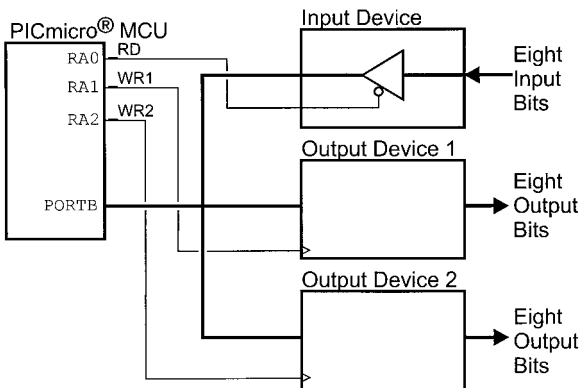


Figure 8.6 PICmicro® MCU Simulated Parallel IO Port

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```
bcf    PORTA, 1      ; Enable the "_WR1" Line
movwf  PORTB         ; output the Data
call   Dlay          ; Wait Data Receive Valid
bsf    PORTA         ; "_WR1" = 1.
```

Button Interfacing

The typical button interface circuit is seen in Fig. 8.7.

The first button debouncing macro is inserted in the source code and waits for a Port Pin to reach a set state for a specific amount of time before continuing.

```
Debounce macro HiLo, Port, Bit
if HiLo == Lo
    btfss Port, Bit ; Is the Button Pressed?
else
    btfsc Port, Bit
endif
goto $ - 1 ; Yes - Wait for it to be Released
movlw InitDlay ; Wait for Release to be Debounced
movwf Dlay ; Have to Delay 20 msec
movlw 0
if HiLo == Lo
    btfss Port, Bit ; If Button Pressed, Wait Again for
    ; it
```

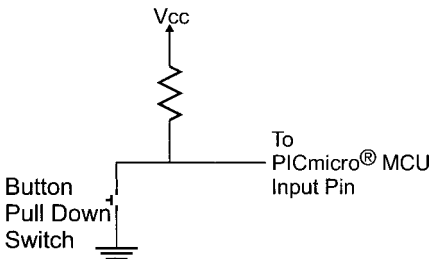


Figure 8.7 Simple Button Interface

```

else
  btfsc Port, Bit
endif
  goto $ - 6      ; to be Released
ifndef Debug     ; Skip Small Loop if "Debug"
                 ; Defined
  addlw 1        ; Increment the Delay Count
  btfsc STATUS, Z ; Loop If Low Byte (w) Not Equal
                 ; to Zero
else
  nop           ; Match the Number of Instructions
  nop
endif
  decfsz Delay
  goto $ - 5
endm

```

The "InitDelay" constant is calculated using the formula:

$$\text{TimeDelay} = \frac{(((\text{InitDelay} - 1) * 256) * 7)}{(\text{Frequency} / 4)}$$

or

$$\text{InitDelay} = \frac{((\text{TimeDelay} * (\text{Frequency} / 4))}{(256 * 7)} + 1$$

The second button debounce macro works similarly to the Parallax Basic Stamp's PBASIC "Button" Function.

```

Button macro Port, Pin, Down, Delay, Rate, Variable,
Target, Address
local ButtonEnd
  incf Variable, w      ; Increment the Counter
                        Variable
  if ((Down == 0) && (Target == 0)) || ((Down == 1)
&& (Target == 1))
    btfsc Port, Pin    ; If Low, then Valid Pin
  else

```

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```
    btfss Port, Pin                ; If High, then Valid
                                   Pin
endif
    clrw                          ; Not Pressed, Clear the
                                   Counter
    movwf Variable                ; Save the Counter Value
    movlw Delay & 0x07F
    subwf Variable, w             ; Button Debounced?
    btfsc STATUS, Z
        goto Address              ; If Equal, then "Yes"
if ((Delay & 0x080) != 0)        ; Is Autorepeat used?
    btfsc STATUS, C
        decf Variable              ; No - Decrement if >
                                   "Delay"
else
    btfss STATUS, C
        goto ButtonEnd            ; Less than Expected -
                                   End
    xorlw Rate                    ; At the Autorepeat
                                   Point yet?

    btfsc STATUS, Z
        goto ButtonEnd            ; No - Keep Incrementing
    movlw Delay                  ; Yes, Reset back to the
                                   Original
    movwf Variable                ; Count and Repeat
    goto Address
endif
ButtonEnd                        ; Macro Finished
endm
```

The macro's parameters are defined as:

PicBasic "Button" Debounce Macro Code Parameters	
Parameter	Function
Port, Pin	The Button Pin (ie "PORTA, 0")
Down	The State When the Button is Pressed

**PicBasic "Button" Debounce Macro Code Parameters
(Continued)**

Delay	The number of iterations of the Macro code before the "Address" is jumped to (to 127). If Set to 0, then Jump if "Target" met without any debouncing. If Bit 7 of "Delay" is set, then no auto-repeats.
Rate	After the Initial jump to "address", the number of cycles (to 127) before autorepeating.
Target	The state ("1" or "0") to respond to.
Address	The Address to Jump to when the Button is pressed or Auto-repeats

Switch Matrix Keypad/Keyboard Interfacing

A switch matrix is simply a two-dimensional matrix of wires, with switches at each vertex. The switch is used to interconnect rows and columns (which are optionally pulled to ground) in the matrix, as can be seen in Fig. 8.8.

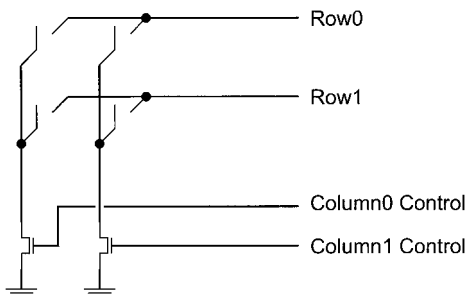


Figure 8.8 Switch Matrix with Pull Down Transistors

In this case, by connecting one of the columns to ground, if a switch is closed, the pull down on the row will connect the line to ground. When the row is polled by an I/O pin, a “0” or low voltage will be returned instead of a “1” (which is what will be returned if the switch in the row that is connected to the ground is open).

The PICmicro[®] MCU is well suited to implementing switch matrix keyboards with PORTB’s internal pull-ups and the ability of the I/O ports to simulate the open-drain pull-downs of the columns as is shown in Fig. 8.9.

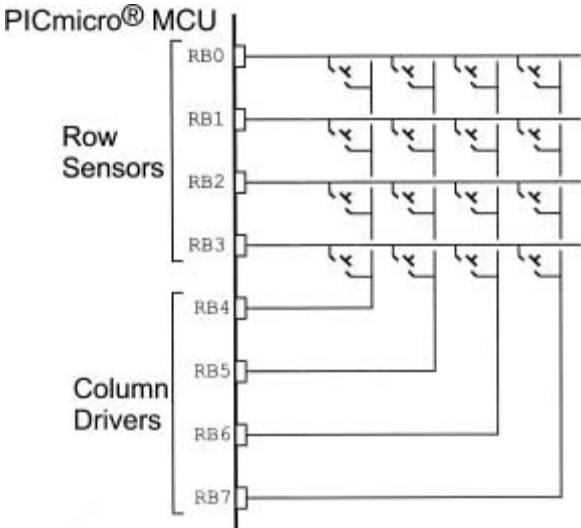


Figure 8.9 4 × 4 Switch Matrix Connected to PORTB

Normally, the pins connected to the columns are left in tristate (input) mode. When a column is being scanned, the column pin is output enabled driving a “0” and the four input bits are scanned to see if any are pulled low. In this case, the keyboard can be scanned for any closed switches (buttons pressed) using the code:

```
int KeyScan()           // Scan the Keyboard and
{                       // Return when a key is
                       // pressed
    int i = 0;
    int key = -1;

    while (key == -1) {

        for (i = 0; (i < 4) & ((PORTB & 0x00F)
            == 0x0F0); i++);

        switch (PORTB & 0x00F) { // Find Key that is
                                // Pressed
            case 0x00E:         // Row 0
                key = i;
                break;
            case 0x00D:         // Row1
            case 0x00C:
                key = 0x04 + i;
                break;
            case 0x00B:         // Row2
            case 0x00A:
            case 0x009:
            case 0x008:
                key = 0x08 + i;
                break;
            else                 // Row3
                key = 0x0C + i;
                break;
        } //end switch
    } // end while

    return key;
} // End KeyScan
```

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The “KeyScan” function will only return when a key has been pressed. This routine will not allow keys to be debounced or for other code to execute while it is executing.

These issues can be resolved by putting the key scan into an interrupt handler, which executes every 5 msecs:

```
Interrupt KeyScan( )    // 5 msec Interval Keyboard
                        Scan
{
    int i = 0;
    int key = -1

    for (i = 0; (i <4) & ((PORTB & 0x00F) == 0x00F));
        i++);

    if (PORTB & 0x00F) != 0x00F) { // Key Pressed
        switch (PORTB & 0x00F) { // Find Key that is
                                Pressed
            case 0x00E: // Row 0
                key = i;
                break;
            case 0x00D: // Row1
            case 0x00C:
                key = 0x04 + i;
                break;
            case 0x00B: // Row2
            case 0x00A:
            case 0x009:
            case 0x008:
                key = 0x08 + i;
                break;
            else // Row3
                key = 0x0C+i;
                break;
        } //end switch
        if (key == KeySave) {
            keycount = keycount + 1; // Increment Count
            if (keycount == 4)
                keyvalid = key; // Debounced Key
        } else
            keycount = 0; // No match - Start
                           Again
    }
```

```

KeySave = key;          // Save Current key for
                        // next 5 msec
}                        // Interval

} // End KeySave

```

This interrupt handler will set “keyvalid” variable to the row/column combination of the key button (which is known as a “scan code”) when the same value comes up four times in a row. For time scan this is the debounce routine for the keypad. If the value doesn’t change for four intervals (20 msec in total), the key is determined to be debounced.

Combining Input and Output

When interfacing the PICmicro® MCU to a driver and receiver (such as a memory with a separate output and input), a resistor can be used to avoid bus contention at any of the pins as is shown in Fig. 8.10.

Buttons can also be put on PICmicro® MCU I/O lines as is shown in Fig. 8.11.

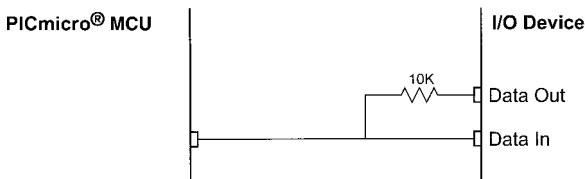


Figure 8.10 Combining “I/O” on One PICmicro® MCU Pin

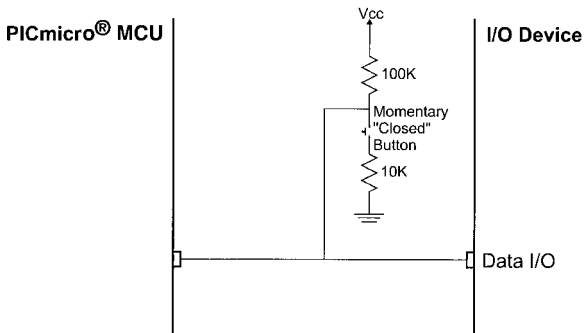


Figure 8.11 Combining Button Input with Digital I/O

Simulated “Open Collector”/“Open Drain” I/O

“Open Collector” (“Open Drain”) I/O pins in the PICmicro[®] MCU are wired as in Fig. 8.12. These pins are available in different devices for different functions. This action can be simulated by using the code listed below that enables the I/O pin output as low if the Carry flag is reset. If the Carry flag is set, then the pin is put into input mode.

```

bcf    PORT#, pin    ; Make Sure PORTB Pin Bit is
                        "0"
bsf    STATUS, RPO
btfss  STATUS, C    ; If Carry Set, Disable Open
                    ; Collector
    goto $ + 4      ; Carry Reset, Enable Open
                    ; Collector

nop
bsf    TRIS ^ 0x080, pin
goto  $ + 3

```

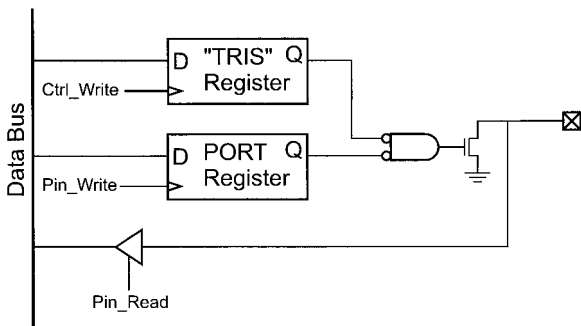


Figure 8.12 "Open Drain" I/O Pin Configuration

```
bcf    TRIS ^ 0x080, pin
goto  $ + 1
bcf    STATUS, RPO
```

LEDs

The typical circuit that used to control an LED from a PICmicro® MCU I/O pin is shown in Fig. 8.13. With this circuit, the LED will light when the microcontroller's output pin is set to "0" (ground potential). When the pin is set to input or outputs a "1", the LED will be turned off.

Multisegment LED displays

Seven Segment LED Displays (Fig. 8.14) can be added to a circuit without a lot of software effort. By turning on specific LEDs (each of which lights up a "segment" in

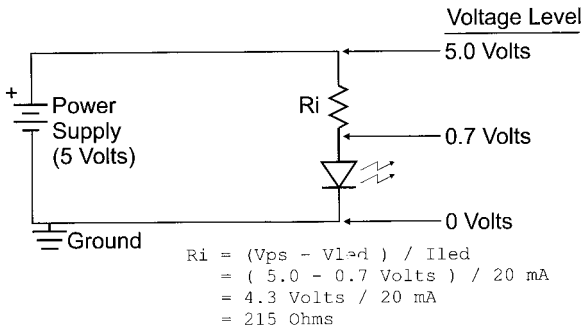


Figure 8.13 LED Circuit Operation

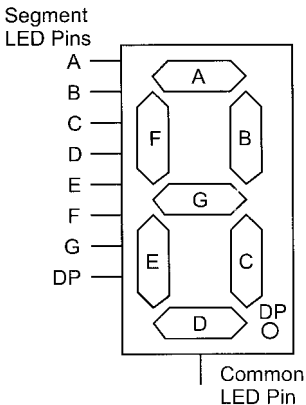


Figure 8.14 Organization of a 7-Segment LED Display

the display), the display can be used to output decimal numbers.

Each one of the LEDs in the display is given an identifier and a single pin of the LED is brought out of the package. The other LED pins are connected together and wired to a common pin. This common LED pin is used to identify the type of Seven Segment Display (as either "Common Cathode" or "Common Anode").

The typical method of wiring multiple Seven Segment LED Displays together is to wire them all in parallel and then control the current flow through the common Pin. Because the current is generally too high for a single microcontroller pin, a transistor is used to pass the current to the common power signal. This transistor selects which display is active as shown in Fig. 8.15. In this cir-

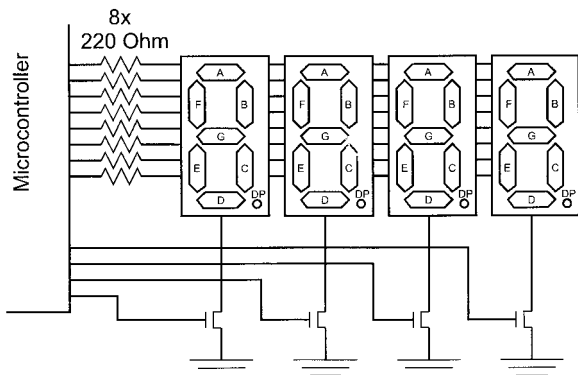


Figure 8.15 Wiring Four 7-Segment LED Displays

cuit, the PICmicro[®] MCU will shift between the displays showing each digit in a very short "time slice". This is usually done in a Timer Interrupt Handler. The basis for the interrupt handler's code is listed below:

```

Int
- Save Context Registers
- Reset Timer and Interrupt
- LED_Display = 0           ; Turn Off all the
                           LEDs
- LED_Output = Display[ Cur ]
- Cur = (Cur + 1) mod #Displays ; Point to Next
                           Sequence
                           Display
- LED_Display = 1 << Cur     ; Display LED for
                           Current Display
- Restore Context Registers
- Return from Interrupt

```

This code will cycle through each of the digits (and displays), with current going through the transistors for each one. To avoid flicker, generally the code should run so that each digit is turned on/off at least 50 times per second. The more digits present, the faster you, the interrupt handler, will have to cycle the interrupt handler (i.e., eight Seven Segment Displays must cycle at least 2,000 digits per second, which is twice as fast as four displays).

LCD Interfaces

The most common connector used for the 44780-based LCDs is 14 pins in a row, with pin centers 0.100" apart. The pins are wired as:

Hitachi 44780 Based LCD Pinout	
Pin	Description
1	Ground
2	Vcc
3	Contrast Voltage
4	"R/S" - Instruction/Register Select
5	"R/W" - Read/Write LCD Registers
6	"E" - Clock
7-14	D0-D7 Data Pins

The contrast voltage to the display is typically controlled using a potentiometer wired as a voltage divider. This will provide an easily variable voltage between Ground and Vcc, which will be used to specify the contrast (or "darkness") of the characters on the LCD screen. This circuit is shown in Fig. 8.16.

The interface is a parallel bus, allowing simple and fast reading/writing of data to and from the LCD as shown in Fig. 8.17.

This waveform will write an ASCII byte out to the LCD's screen. The ASCII code to be displayed is 8-bits long and is sent to the LCD either 4- or 8-bits at a time. If 4-bit mode is used, two "nybbles" of data (sent high 4-bits and then low 4-bits with an "E" Clock pulse with each nybble) are sent to make up a full 8-bit transfer.

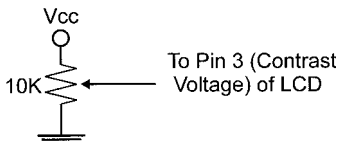


Figure 8.16 LCD Contrast Voltage Circuit

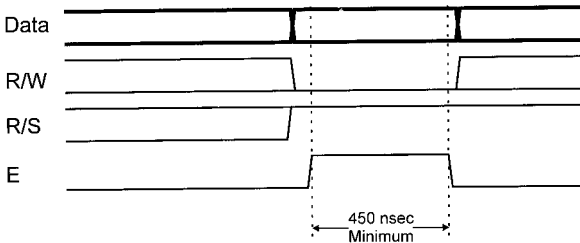


Figure 8.17 LCD Data Write Waveform

The "E" Clock is used to initiate the data transfer within the LCD.

Sending parallel data as either 4- or 8-bits are the two primary modes of operation. While there are secondary considerations and modes, deciding how to send the data to the LCD is the most critical decision to be made for an LCD interface application.

Eight bit mode is best used when speed is required in an application and at least ten I/O pins are available. Four bit mode requires a minimum of 6 bits. To wire a microcontroller to an LCD in 4-bit mode, just the top 4-bits (DB4-7) are written to.

The "R/S" bit is used to select whether data or an instruction is being transferred between the microcontroller and the LCD. If the bit is set, then the byte at the current LCD "Cursor" position can be read or written. When the bit is reset, either an instruction is being sent to the LCD or the execution status of the last instruction is read back (whether or not it has completed).

The different instructions available for use with the 44780 are shown in the following table:

Hitachi 44780 Based LCD Commands

R/S	R/W	D7	D6	D5	D4	D3	D2	D1	D0	Instruction/ Description
4	5	14	13	12	11	10	9	8	7	Pins
0	0	0	0	0	0	0	0	0	1	Clear Display
0	0	0	0	0	0	0	0	1	*	Return Cursor and LCD to Home Position
0	0	0	0	0	0	0	1	ID	S	Set Cursor Move Direction
0	0	0	0	0	0	1	D	C	B	Enable Display/Cursor
0	0	0	0	0	1	SC	RL	*	*	Move Cursor/Shift Display
0	0	0	0	1	DL	N	F	*	*	Reset/Set Interface Length
0	0	0	1	A	A	A	A	A	A	Move Cursor to CGRAM
0	0	1	A	A	A	A	A	A	A	Move Cursor to Display
0	1	BF	*	*	*	*	*	*	*	Poll the "Busy Flag"
1	0	H	H	H	H	H	H	H	H	Write Hex Character to the Display at the Current Cursor Position
1	1	H	H	H	H	H	H	H	H	Read Hex Character at the Current Cursor Position on the Display

The bit descriptions for the different commands are

"*" - Not Used/Ignored. This bit can be either "1" or "0"

Set Cursor Move Direction:

ID - Increment the Cursor after Each Byte Written to Display if Set

S - Shift Display when Byte Written to Display

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Enable Display/Cursor

D - Turn Display On(1)/Off(0)

C - Turn Cursor On(1)/Off(0)

B - Cursor Blink On(1)/Off(0)

Move Cursor/Shift Display

SC - Display Shift On(1)/Off(0)

RL - Direction of Shift Right(1)/Left(0)

Set Interface Length

DL - Set Data Interface Length 8(1)/4(0)

N - Number of Display Lines 1(0)/2(1)

F - Character Font 5x10(1)/5x7(0)

Poll the "Busy Flag"

BF - This bit is set while the LCD is processing

Move Cursor to CGRAM/Display

A - Address

Read/Write ASCII to the Display

H - Data

Reading Data back is best used in applications that require data to be moved back and forth on the LCD (such as in applications which scroll data between lines). The "Busy Flag" can be polled to determine when the last instruction that has been sent has completed processing.

For most applications, there really is no reason to read from the LCD. "R/W" is tied to ground and the software simply waits the maximum amount of time for each instruction to complete. This is 4.1 msec for clearing the display or moving the cursor/display to the "home position" and 160 usecs for all other commands. As well as making application software simpler, it also frees up a microcontroller pin for other uses.

One area of confusion is how to move to different locations on the display and, as a follow on, how to move to different lines on an LCD display. The following table shows how different LCD displays that use a single

44780 can be set up with the addresses for specific character locations. The LCDs listed are the most popular arrangements available and the "Layout" is given as number of columns by number of lines:

Hitachi 44780 Based LCD Types and Character Locations						
LCD	Top Left	Ninth	Second Line	Third Line	Fourth Line	Comments
8x1	0	N/A	N/A	N/A	N/A	Note 1.
16x1	0	0x040	N/A	N/A	N/A	Note 1.
16x1	0	8	N/A	N/A	N/A	Note 3.
8x2	0	N/A	0x040	N/A	N/A	Note 1.
10x2	0	0x008	0x040	N/A	N/A	Note 2.
16x2	0	0x008	0x040	N/A	N/A	Note 2.
20x2	0	0x008	0x040	N/A	N/A	Note 2.
24x2	0	0x008	0x040	N/A	N/A	Note 2.
30x2	0	0x008	0x040	N/A	N/A	Note 2.
32x2	0	0x008	0x040	N/A	N/A	Note 2.
40x2	0	0x008	0x040	N/A	N/A	Note 2.
16x4	0	0x008	0x040	0x020	0x040	Note 2.
20x4	0	0x008	0x040	0x020	0x040	Note 2.
40x4	0	N/A	N/A	N/A	N/A	Note 4.

Note 1: Single 44780/No Support Chip.
 Note 2: 44780 with Support Chip.
 Note 3: 44780 with Support Chip. This is quite rare.
 Note 4: Two 44780s with Support Chips. Addressing is device specific.

Cursors for the 44780 can be turned on as a simple underscore at any time using the "Enable Display/Cursor" LCD instruction and setting the "C" bit. The "B" ("Block Mode") bit is not recommended as this causes a flashing full character square to be displayed and it really isn't that attractive.

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The LCD can be thought of as a "Teletype" display because in normal operation, after a character has been sent to the LCD, the internal "Cursor" is moved one character to the right. The "Clear Display" and "Return Cursor and LCD to Home Position" instructions are used to reset the Cursor's position to the top right character on the display. An example of moving the cursor is shown in Fig. 8.18.

To move the Cursor, the "Move Cursor to Display" instruction is used. For this instruction, bit 7 of the instruction byte is set with the remaining 7 bits used as the address of the character on the LCD the cursor is to move to. These 7 bits provide 128 addresses, which matches the maximum number of LCD character addresses available. The table above should be used to determine the address of a character offset on a particular line of an LCD display. The LCD Character Set is shown in Fig. 8.19.

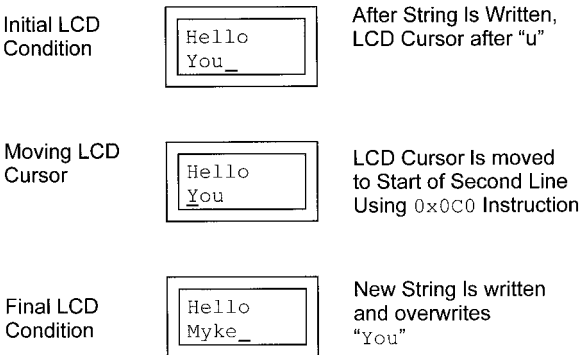


Figure 8.18 Moving an LCD Cursor

Char. code

	0	0	0	0	0	0	0	1	1	1	1	1	1
	0	0	0	1	1	1	1	0	0	1	1	1	1
	0	1	1	0	0	1	1	1	1	0	0	1	1
	0	0	1	0	1	0	1	0	1	0	1	0	1
xxxx0000			0	0	P	`	P		-	タ	ミ	α	ρ
xxxx0001		!	1	A	Q	a	q	。	ア	チ	△	ä	q
xxxx0010		"	2	B	R	b	r	「	イ	ツ	×	β	θ
xxxx0011		#	3	C	S	c	s	」	ウ	テ	ε	ε	∞
xxxx0100		\$	4	D	T	d	t	、	エ	ト	†	μ	Ω
xxxx0101		%	5	E	U	e	u	・	オ	ナ	1	σ	ü
xxxx0110		&	6	F	V	f	v	ヲ	カ	ニ	ヨ	ρ	Σ
xxxx0111		'	7	G	W	g	w	フ	キ	ヌ	ラ	q	π
xxxx1000		(8	H	X	h	x	イ	ク	ネ	リ	∫	∞
xxxx1001)	9	I	Y	i	y	ウ	ケ	ル	”	∫	∞
xxxx1010		*:	J	Z	j	z	エ	コ	ハ	レ	i	∫	∞
xxxx1011		+:	K	[k	[オ	サ	ヒ	ロ	×	∫	∞
xxxx1100		,<	L	¥	l	l	パ	シ	フ	ワ	φ	∫	∞
xxxx1101		-=	M]	m]	ユ	ス	ハ	ン	も	÷	∞
xxxx1110		.>	N	^	n	^	ヨ	セ	ホ	”	ñ		∞
xxxx1111		/?	O	_	o	_	ッ	ソ	マ	°	ö	■	∞

Figure 8.19 LCD Character Set

Eight programmable characters are available and use codes 0x000 to 0x007. They are programmed by pointing the LCD's "Cursor" to the Character Generator RAM ("CGRAM") Area at eight times the character address. The next 8 bytes written to the RAM are the line information of the programmable character, starting from the top. The "Character Box" is shown in Fig. 8.20.

The user defined character line information is saved in the LCD's "CGRAM" area. This 64 bytes of memory is accessed using the "Move Cursor into CGRAM" instruction in a similar manner to that of moving the cursor to a specific address in the memory with one important difference.

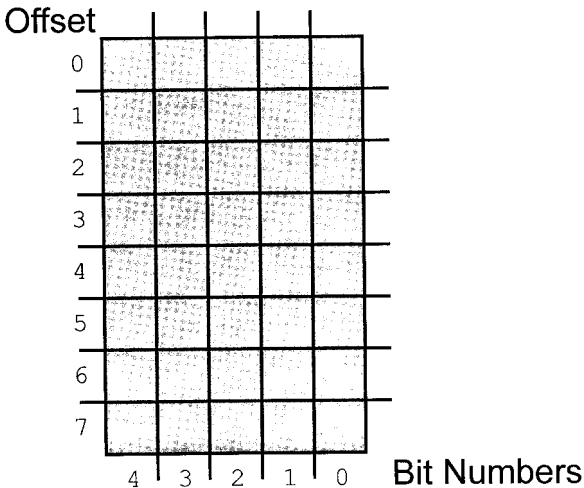


Figure 8.20 LCD Character "Box"

This difference is that each character starts at eight times its character value. This means that user definable character 0 has its data starting at address 0 of the CGRAM, character 1 starts at address 8, character 2 starts at address 0x010 (16) and so on. To get a specific line within the user definable character, its offset from the top (the top line has an offset of 0) is added to the starting address. In most applications, characters are written to all at one time with character 0 first. In this case, the instruction 0x040 is written to the LCD followed by all the user-defined characters.

Before commands or data can be sent to the LCD module, the module must be initialized. For 8-bit mode, this is done using the following series of operations:

1. Wait more than 15 msecs after power is applied.
2. Write 0x030 to LCD and wait 5 msecs for the instruction to complete.
3. Write 0x030 to LCD and wait 160 usecs for instruction to complete.
4. Write 0x030 AGAIN to LCD and wait 160 usecs or Poll the Busy Flag.
5. Set the Operating Characteristics of the LCD.
 - Write "Set Interface Length"
 - Write 0x010 to turn off the Display
 - Write 0x001 to Clear the Display
 - Write "Set Cursor Move Direction" Setting
Cursor Behavior Bits
 - Write "Enable Display/Cursor" & enable Display
and Optional Cursor

The first macro is "LCD8", which provides a basic interface to the LCD with "worst" case start-up delays. To invoke it, the statement

```
LCD8 DataPort, EPort, EPin, RSPort, RSPin,  
RWPort, RWPin, Frequency
```

is put in where “DataPort” is the 8-bit I/O port. “EPort” and “EPin” are the “E” clock Definition. “RSPort” and “RSPin” are the “RS” LCD Data Type Input. “RWPort” and “RWPin” are the pins used to poll the LCD for data reply (and are essentially unused). “Frequency” is the PICmicro[®] MCU operating speed and is used to calculate the delay values. The only variable required for the “LCD8” and “LCD8Poll” macros is the 8-bit variable “Dlay”.

This macro should work with any low-end or mid-range PICmicro[®] MCU. Note that the “LCDPORTInit” subroutine cannot be used with low-end PICmicro[®] MCUs. To initialize the I/O ports the “TRIS” statements will have to be programmed in manually.

```

LCD8 Macro DataPort, EPort, EPin, RSPort, RSPin,
  RWPort, RWPin, Freq
  variable Dlay5Value, Dlay160Value, Dlay160Bit1 =
    -1, Dlay160Bit2 = -1
  variable BitCount = 0
  variable Value = 128, Bit = 7
Dlay5Value = ((5007 * (Freq / 1000) / 4000) / 7)
              + 256
Dlay160Value = (163 * (Freq / 1000) / 4000) / 3

  while (Bit >= 0)                ; Find the Number of
                                  ; Bits and their
                                  ; positions in
                                  ; "Dlay160Value"
    if ((Dlay160Value & Value) != 0)
      if (Dlay160Bit1 == -1)      ; Set the Upper Bit
        Dlay160Bit1 = Bit
      else
        if (Dlay160Bit2 == -1)
          Dlay160Bit2 = Bit
        endif
      endif
    BitCount = BitCount + 1
  endif

```

```

Value = Value >> 1
Bit = Bit - 1
endw
if (BitCount > 2) ; Just Want max two
; Bits
if ((Dlay160Bit1 - 1) == Dlay160Bit2)
Dlay160Bit1 = Dlay160Bit1 + 1 ; Shift Top up by 1
Dlay160Bit2 = -1 ; Delete Second
else
Dlay160Bit2 = Dlay160Bit2 + 1 ; Shift Bottom up by
; 1
endif
endif

Dlay5 ; Delay 5 msecs
movlw (Dlay5Value & 0xFF00) >> 8
movwf Dlay
movlw Dlay5Value & 0xFF
subwf Dlay, w
xorlw 0xFF
addwf Dlay, w
btfsc STATUS, Z
decfsz Dlay, f
goto $ - 5
return

LCDPORTInit ; Initialize the I/O
; Ports
bsf STATUS, RP0 ; ONLY used by mid-
; range

movlw 0x000
movwf DataPort
bcf EPort, EPin
bcf RSPort, RSPin
bcf RWPport, RWPpin
bcf STATUS, RP0
bcf EPort, EPin
bcf RSPort, RSPin
bcf RWPport, RWPpin
return

LCDIns ; Send the
; Instruction to the
; LCD
movwf DataPort
bcf RSPort, RSPin

```

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```
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bcf     EPort, EPin
  bsf     Dlay, Dlay160Bit1        ; Delay 160 usecs
if (Dlay160Bit2 != -1)
  bsf     Dlay, Dlay160Bit2
endif
  decfsz  Dlay, f
  goto    $ - 1
  andlw   0x0FC                    ; Have to Delay 5
                                   ; msecs?

  btfsc   STATUS, Z
  call    Dlay5
  return

LCDChar                             ; Send the Character
                                   ; to the LCD

  movwf   DataPort
  bsf     RSPort, RSPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place
```

```

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
    bcf     EPort, EPin
    bsf     Dlay, Dlay160Bit1    ; Delay 160 usecs
if (Dlay160Bit-2 != -1)
    bsf     Dlay, Dlay160Bit2
endif
    decfsz  Dlay, f
    goto    $ - 1
    return

LCDInit                                ; Do the 8 Bit
                                        ; Initialization
    call    Dlay5                        ; Wait 15 msecs
    call    Dlay5
    call    Dlay5
    movlw   0x030
    call    LCDIns                        ; Send the Reset
                                        ; Instruction
    call    Dlay5
    movlw   0x030
    call    LCDIns
    movlw   0x030
    call    LCDIns
    movlw   0x038                        ; Set Interface
                                        ; Length
    call    LCDIns
    movlw   0x010                        ; Turn Off Display
    call    LCDIns
    movlw   0x001                        ; Clear Display RAM
    call    LCDIns
    movlw   0x006                        ; Set Cursor
                                        ; Movement
    call    LCDIns
    movlw   0x00E                        ; Turn on
                                        ; Display/Cursor
    call    LCDIns
    return
endm

```

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The “LCD8Poll” macro is slightly more sophisticated than the “LCD8” macro. Instead of providing “hard-coded” delays in the application, the code “polls” the LCD to see if the Operation is complete before continuing. This is done by putting the “DataPort” into “Input Mode” and then strobing the “E” bit (with RS reset and RW set) and looking at bit 7 of the I/O port. The macro code is

```
LCD8Poll Macro DataPort, EPort, EPin, RSPort, RSPin,
RWPort, RWPin, Freq
variable Dlay5Value, Dlay160Value, Dlay160Bit1 =
-1, Dlay160Bit2 = -1
variable BitCount = 0
variable Value = 128, Bit = 7
errorlevel 0,-224
Dlay5Value = ((5007 * (Freq / 1000) / 4000) / 7)
+ 256
Dlay160Value = (163 * (Freq / 1000) / 4000) / 3

while (Bit >= 0) ; Find the Number of
; Bits and their
; Positions in
; "Dlay160Value"
if ((Dlay160Value & Value) != 0)
if (Dlay160Bit1 == -1) ; Set the Upper Bit
Dlay160Bit1 = Bit
else
if (Dlay160Bit2 == -1)
Dlay160Bit2 = Bit
endif
endif
BitCount = BitCount + 1
endif
Value = Value >> 1
Bit = Bit - 1
endw
if (BitCount > 2) ; Just Want max two
; Bits
if ((Dlay160Bit1 - 1) == Dlay160Bit2)
Dlay160Bit1 = Dlay160Bit1 + 1 ; Shift Top up by 1
Dlay160Bit2 = -1 ; Delete Second
else
```

```

Dlay160Bit2 = Dlay160Bit2 + 1 ; Shift Bottom up by
                                ; 1
endif
endif
Dlay5 ; Delay 5 msecs
movlw (Dlay5Value & 0xFF00) >> 8
movwf Dlay
movlw Dlay5Value & 0xFF
subwf Dlay, w
xorlw 0xFF
addwf Dlay, w
btfsc STATUS, Z
    decfsz Dlay, f
    goto $ - 5
return

LCDPORTInit ; Initialize the I/O
              ; Ports
    bsf STATUS, RPO ; ONLY used by mid-
                    ; range
    movlw 0x000
    movwf DataPort
    bcf EPort, EPin
    bcf RSPort, RSPin
    bcf RWPort, RWPin
    bcf STATUS, RPO
    bcf EPort, EPin
    bcf RSPort, RSPin
    bcf RWPort, RWPin
    return

LCDIns ; Send the
        ; Instruction to
        ; the LCD
    movwf Dlay
    movlw 0xFF ; Read the "BF" Flag
    tris DataPort
    bcf RSPort, RSPin ; Read the
                    ; Instruction
                    ; Register
    bsf RWPort, RWPin
    goto $ + 1
    bsf EPort, EPin
    nop
    movf DataPort, w ; Read the Data Port
                    ; Value

```

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```

nop
bcf      EPort, EPin
andlw   0x080                ; Is the High Bit
                                ; Set?

btfss   STATUS, Z
goto    $ - 7
bcf      RWPort, RWPin
movlw   0                    ; Put the DataPort
                                ; Back into Output
                                ; Mode

tris    DataPort
movf    Dlay, w              ; Get the Saved
                                ; Character

movwf   DataPort
if (Freq > 8000000)         ; Make Sure Proper
                                ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto $ + 1
endif
endif
bsf     EPort, EPin
if (Freq > 8000000)         ; Make Sure Proper
                                ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto $ + 1
endif
endif
bcf     EPort, EPin
return

LCDChar                ; Send the Character
                                ; to the LCD

movwf   Dlay
movlw   0x0FF              ; Read the "BF" Flag
tris    DataPort
bcf     RSPort, RSPin      ; Read the
                                ; Instruction
                                ; Register

bsf     RWPort, RWPin
goto    $ + 1
bsf     EPort, EPin
nop
```


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```
movf    DataPort, w           ; Read the Data Port
                               ; Value
nop
bcf     EPort, EPin
andlw   0x080                 ; Is the High Bit
                               ; Set?
btfss   STATUS, Z
        goto    $ - 7
bsf     RSPort, RSPin
bcf     RWPort, RWPin
movlw   0                     ; Put the DataPort
                               ; Back into Output
                               ; Mode

tris    DataPort
movf    Dlay, w               ; Get the Saved
                               ; Character
movwf   DataPort
if (Freq > 8000000)           ; Make Sure Proper
                               ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
bsf     EPort, EPin
if (Freq > 8000000)           ; Make Sure Proper
                               ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
bcf     EPort, EPin
return

LCDInit                           ; Do the 8 Bit
                                   ; Initialization
    call    Dlay5                ; Wait 15 msecs
    call    Dlay5
    call    Dlay5
    movlw   0x030
    movwf   DataPort
if (Freq > 8000000)           ; Make Sure Proper
                               ; Delay is In Place
```

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```
if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bcf     EPort, EPin                ; Send the Reset
                                   ; Instruction

  call    Dlay5
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bcf     EPort, EPin                ; Send the Reset
                                   ; Instruction

  bsf     Dlay, Dlay160Bit1          ; Delay 160 usecs
if (Dlay160Bit2 != -1)
  bsf     Dlay, Dlay160Bit2
endif
  decfsz  Dlay, f
  goto    $ - 1
  movlw   0x030
  call    LCDIns
```

```

movlw    0x038                ; Set Interface
                                ; Length
call     LCDIns
movlw    0x010                ; Turn Off Display
call     LCDIns
movlw    0x001                ; Clear Display RAM
call     LCDIns
movlw    0x006                ; Set Cursor
                                ; Movement
call     LCDIns
movlw    0x00E                ; Turn on
                                ; Display/Cursor

call     LCDIns
return
errorlevel 0,+224            ; Enable "TRIS"
                                ; Indicators

endm

```

The LCD should be initialized in 4-bit mode, data is written to the LCD in terms of nybbles. This is done because initially just single nybbles are sent (and not two, which make up a byte and a full instruction). When a byte is sent, the high nybble is sent before the low nybble and the "E" pin is toggled each time a nybble is sent to the LCD. To initialize in 4-bit mode:

1. Wait more than 15 msecs after power is applied.
2. Write 0x03 to LCD and wait 5 msecs for the instruction to complete.
3. Write 0x03 to LCD and wait 160 usecs for instruction to complete.
4. Write 0x03 AGAIN to LCD and wait 160 usecs (or poll the Busy Flag).
5. Set the Operating Characteristics of the LCD.
 - Write 0x02 to the LCD to Enable Four Bit Mode

All following instruction/Data Writes require two nybble writes:

- Write "Set Interface Length"
- Write 0x01/0x00 to turn off the Display

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- Write 0x00/0x01 to Clear the Display
- Write "Set Cursor Move Direction" Setting
Cursor Behavior Bits
- Write "Enable Display/Cursor" & enable Display
and Optional Cursor

The 4-bit LCD interfacing (the "LCD4" Macro) is modified from the "LCD8" macro. To invoke the macro, the similar statement

```
LCD4 DataPort, DataBit, EPort, EPin, RSPort, RSPin,  
RWPort, RWPin, Freq
```

is used. The "DataBit" parameter is lowest of the four data bits. It can only be "0" or "4". The macro requires the "LCDTemp" Variable along with "Dlay". The Macro is

```
LCD4 Macro DataPort, DataBit, EPort, EPin, RSPort,  
RSPin, RWPort, RWPin, Freq  
variable Dlay5Value, Dlay160Value, Dlay160Bit1 =  
-1, Dlay160Bit2 = -1  
variable BitCount = 0  
variable Value = 128, Bit = 7  
Dlay5Value = ((5007 * (Freq / 1000) / 4000) / 7)  
+ 256  
Dlay160Value = (163 * (Freq / 1000) / 4000) / 3  
  
if ((DataBit != 0) && (DataBit != 4))  
error "Invalid 'DataBit' Specification - Can only  
be '0' or '4'"  
endif  
  
while (Bit >= 0) ; Find the Number of  
; Bits and their  
; Positions in  
; "Dlay160Value"  
if ((Dlay160Value & Value) != 0)  
if (Dlay160Bit1 == -1) ; Set the Upper Bit  
Dlay160Bit1 = Bit  
else
```

```

    if (Dlay160Bit2 == -1)
Dlay160Bit2 = Bit
    endif
    endif
    BitCount = BitCount + 1
    endif
    Value = Value >> 1
    Bit = Bit - 1
    endw
    if (BitCount > 2)                ; Just Want max two
                                        ; Bits
        if ((Dlay160Bit1 - 1) == Dlay160Bit2)
Dlay160Bit1 = Dlay160Bit1 + 1 ; Shift Top up by 1
Dlay160Bit2 = -1           ; Delete Second
        else
Dlay160Bit2 = Dlay160Bit2 + 1 ; Shift Bottom up
                                        ; by 1
        endif
    endif
endif

Dlay5                ; Delay 5 msecs
    movlw    (Dlay5Value & 0x0FF00) >> 8
    movwf    Dlay
    movlw    Dlay5Value & 0x0FF
    subwf    Dlay, w
    xorlw    0x0FF
    addwf    Dlay, w
    btfsc    STATUS, Z
        decfsz Dlay, f
        goto  $ - 5
    return

LCDPORTInit                ; Initialize the I/O
                            ; Ports
    bsf      STATUS, RP0    ; ONLY used by mid-
                            ; range

    if (DataBit == 0)
        movlw 0x0F0
    else
        movlw 0x00F
    endif
    movwf    DataPort
    bcf      EPort, EPin
    bcf      RSPort, RSPin
    bcf      RWPort, RWPin
    bcf      STATUS, RP0

```

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```
    bcf      EPort, EPin
    bcf      RSPort, RSPin
    bcf      RWPort, RWPin
    return

LCDIns                                ; Send the
                                        ; Instruction to
                                        ; the LCD
    movwf   LCDTemp                    ; Save the Value
    if (DataBit == 0)
        swapf LCDTemp, w                ; Most Significant
                                        ; Nybble First
        andlw 0x00F
    else
        andlw 0x0F0
    endif
    movwf   DataPort
    bcf      RSPort, RSPin
    if (Freq > 8000000)                  ; Make Sure Proper
                                        ; Delay is In Place

    if (Freq < 16000000)
        nop
    else
        goto $ + 1
    endif
    endif
    bsf      EPort, EPin
    if (Freq > 8000000)                  ; Make Sure Proper
                                        ; Delay is In Place

    if (Freq < 16000000)
        nop
    else
        goto $ + 1
    endif
    endif
    bcf      EPort, EPin
    if (DataBit == 0)
        movf  LCDTemp, w
        andlw 0x00F
    else
        swapf LCDTemp, w                ; Least Significant
                                        ; Nybble Second

        andlw 0x0F0
    endif
    endif
```

```

movwf  DataPort
bcf    RSPort, RSPin
if (Freq > 8000000)           ; Make Sure Proper
                                ; Delay is In Place
if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
bsf    EPort, EPin
if (Freq > 8000000)           ; Make Sure Proper
                                ; Delay is In Place
if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
bcf    EPort, EPin
bsf    Dlay, Dlay160Bit1     ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf    Dlay, Dlay160Bit2
endif
decfsz Dlay, f
    goto    $ - 1
movf   LCDTemp, w
andlw  0x0FC                 ; Have to Delay 5
                                ; msecs?

btfsc  STATUS, Z
    call  Dlay5
return

LCDChar                               ; Send the Character
                                ; to the LCD
                                ; Save the Value
    movwf  LCDTemp
if (DataBit == 0)
    swapf  LCDTemp, w        ; Most Significant
                                ; Nybble First
    andlw  0x00F
else
    andlw  0x0F0
endif
movwf   DataPort
bsf     RSPort, RSPin

```

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```
if (Freq > 8000000)                ; Make Sure Proper
; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bcf     EPort, EPin
if (DataBit == 0)
  movf   LCDTemp, w
  andlw  0x00F
else
  swapf  LCDTemp, w                ; Least Significant
; Nybble Second

  andlw  0x0F0
endif
  movwf  DataPort
  bsf    RSPort, RSPin
if (Freq > 8000000)                ; Make Sure Proper
; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bsf     EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
; Delay is In Place

if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
```


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```
    bcf      EPort, EPin
    bsf      Dlay, Dlay160Bit1      ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf      Dlay, Dlay160Bit2
endif
    decfsz   Dlay, f
    goto    $ - 1
    return

LCDInit                                     ; Do the 8 Bit
                                           ; Initialization
    call    Dlay5                          ; Wait 15 msecs
    call    Dlay5
    call    Dlay5
if (DataBit == 0)                          ; Send the Reset
                                           ; Instruction
    movlw   0x003
else
    movlw   0x030
endif
    movwf   DataPort
if (Freq > 8000000)                          ; Make Sure Proper
                                           ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
    bsf      EPort, EPin
if (Freq > 8000000)                          ; Make Sure Proper
                                           ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
    bcf      EPort, EPin
    call    Dlay5
    bsf      EPort, EPin                    ; Send Another Reset
                                           ; Instruction
if (Freq > 8000000)                          ; Make Sure Proper
                                           ; Delay is In Place

if (Freq < 16000000)
```

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```
    nop
else
    goto    $ + 1
endif
endif
    bcf     EPort, EPin
    bsf     Dlay, Dlay160Bit1    ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf     Dlay, Dlay160Bit2
endif
    decfsz Dlay, f
    goto    $ - 1
    bsf     EPort, EPin          ; Send the Third
                                ; Reset Instruction
if (Freq > 8000000)             ; Make Sure Proper
                                ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
    bcf     EPort, EPin
    bsf     Dlay, Dlay160Bit1    ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf     Dlay, Dlay160Bit2
endif
    decfsz Dlay, f
    goto    $ - 1
if (DataBit == 0)              ; Send the Data
                                ; Length
                                ; Specification

    movlw   0x002
else
    movlw   0x020
endif
    movwf   DataPort
if (Freq > 8000000)             ; Make Sure Proper
                                ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
```

```

endif
  bsf      EPort, EPin
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place
if (Freq < 16000000)
  nop
else
  goto    $ + 1
endif
endif
  bcf      EPort, EPin
  bsf     Dlay, Dlay160Bit1        ; Delay 160 usecs
if (Dlay160Bit2 != -1)
  bsf     Dlay, Dlay160Bit2
endif
decfsz   Dlay, f
  goto    $ - 1
movlw    0x028                    ; Set Interface
                                   ; Length
call     LCDIns
movlw    0x010                    ; Turn Off Display
call     LCDIns
movlw    0x001                    ; Clear Display RAM
call     LCDIns
movlw    0x006                    ; Set Cursor
                                   ; Movement
call     LCDIns
movlw    0x00E                    ; Turn on
                                   ; Display/Cursor
call     LCDIns
return
endm

```

It is recommended that the I/O pins and the 4-bit “DataPort” are on the same 8-bit I/O Port. The reason for doing this is that when using this code, writes to the “DataPort” will change the output values of other I/O register bits.

The interface requirements to the PICmicro® MCU can be reduced by using the circuit shown in Fig. 8.21

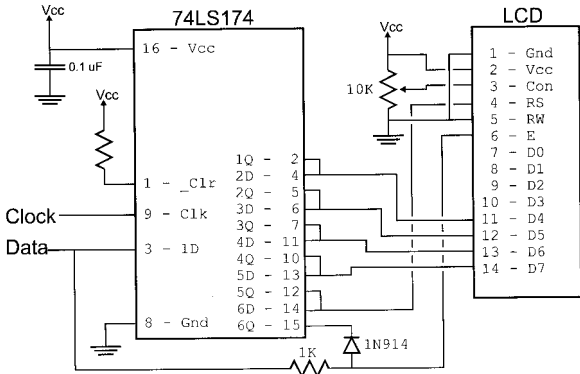


Figure 8.21 2-Wire LCD Interface

in which the serial data is combined with the contents of the shift register to produce the “E” strobe at the appropriate interval. This circuit “ANDs” (using the 1K resistor and IN914 diode) the output of the sixth “D-Flip Flop” of the 74LS174 and the “Data” bit from the device writing to the LCD to form the “E” Strobe. This method requires one less pin than a three-wire shift register interface and a few more instructions of code. The two-wire LCD interface circuit is shown in Fig. 8.21.

The 74LS174 can be wired as a shift register (as is shown in the schematic diagram) instead of a serial-in/parallel-out shift register. This circuit should work without any problems with a dedicated serial-in/parallel-out shift register chip, but the timings/clock polarities may be different. When the 74LS174 is used, note that

the data is latched on the rising (from logic “low” to “high”) edge of the clock signal. Figure 8.22 is a timing diagram for the two-wire interface and shows the 74LS174 being cleared, loaded, and then the “E” Strobe when the data is valid and “6Q” and incoming “Data” is high.

Before data can be written to it, loading every latch with zeros clears the shift register. Next, a “1” (to provide the “E” Gate) is written followed by the “R/S” bit and the four data bits. Once the latch is loaded in correctly, the “Data” line is pulsed to Strobe the “E” bit. The biggest difference between the three-wire and two-wire interface is that the shift register has to be cleared before it can be loaded and the two-wire operation re-

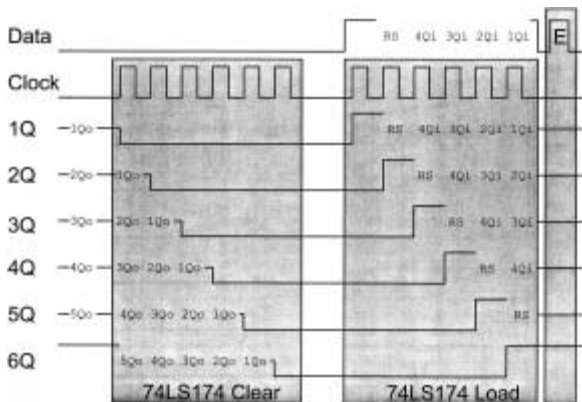


Figure 8.22 2-Wire LCD Write Waveform

quires more than twice the number of clock cycles to load 4-bits into the LCD.

One note about the LCD's "E" Strobe is that in some documentation it is specified as "high" level active while in others, it is specified as falling edge active. It *seems* to be falling edge active, which is why the two-wire LCD interface presented below works even if the line ends up being high at the end of data being shifted in. If the falling edge is used (like in the two-wire interface) then make sure that before the "E" line is output on "0", there is at least a 450 nsecs delay with no lines changing state.

The two-wire LCD interface macro uses the same parameters as the previous macros. This interface is quite a bit slower than the other ones that I have presented, but uses the fewest PICmicro[®] MCU I/O pins. The "LCD2" Macro only requires the "Dlay" and "LCDTemp" variables.

```

LCD2 Macro ClockPort, ClockPin, DataPort, DataPin,
  Freq
  variable Dlay5Value, Dlay160Value, Dlay160Bit1
    = -1, Dlay160Bit2 = -1
  variable BitCount = 0, i
  variable Value = 128, Bit = 7
Dlay5Value = ((5007 * (Freq / 1000) / 4000) / 7)
              + 256
Dlay160Value = (163 * (Freq / 1000) / 4000) / 3

  while (Bit >= 0)                ; Find the Number of
                                  ; Bits and their
                                  ; Positions in
                                  ; "Dlay160Value"
    if ((Dlay160Value & Value) != 0)
      if (Dlay160Bit1 == -1)      ; Set the Upper Bit
Dlay160Bit1 = Bit
      else
        if (Dlay160Bit2 == -1)
Dlay160Bit2 = Bit
      endif
    endif
  endif

```

```

BitCount = BitCount + 1
endif
Value = Value >> 1
Bit = Bit - 1
endw
if (BitCount > 2)                ; Just Want max two
                                ; Bits
if ((Dlay160Bit1 - 1) == Dlay160Bit2)
Dlay160Bit1 = Dlay160Bit1 + 1    ; Shift Top up by 1
Dlay160Bit2 = -1                ; Delete Second
else
Dlay160Bit2 = Dlay160Bit2 + 1    ; Shift Bottom up
                                ; by 1
endif
endif

Dlay5                                ; Delay 5 msecs
movlw (Dlay5Value & 0xFF00) >> 8
movwf Dlay
movlw Dlay5Value & 0xFF
subwf Dlay, w
xorlw 0xFF
addwf Dlay, w
btfsc STATUS, Z
decfsz Dlay, f
goto $ - 5
return

LCDPORTInit                            ; Initialize the I/O
                                        ; Ports
bsf STATUS, RP0                        ; ONLY used by mid-
                                        ; range
bcf ClockPort, ClockPin
bcf DataPort, DataPin
bcf STATUS, RP0
bcf ClockPort, ClockPin
bcf DataPort, DataPin
return

LCDIns                                ; Send the
                                        ; Instruction to
                                        ; the LCD
movwf LCDTemp                            ; Save the Value
movlw 6                                  ; Clear the Shift
                                        ; Register

```

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```
movwf    Dlay
bsf      ClockPort, ClockPin
bcf      ClockPort, ClockPin
decfsz   Dlay, f
    goto $ - 3
movwf    Dlay           ; w still equals 6
movf     LCDTemp, w     ; Shift out the
                        ; Upper 4 Bits

swapf    LCDTemp, f
bsf      LCDTemp, 5     ; Make LCDTemp
                        ; Correct for
                        ; Shifting

bcf      LCDTemp, 4     ; This is "RS" Bit
bcf      DataPort, DataPin ; Shift Out Each Bit
btfsc    LCDTemp, 5     ; 5 is the Current
                        ; MSB
    bsf    DataPort, DataPin ; Shift Out the Next
                        ; Highest Bit

bsf      ClockPort, ClockPin
bcf      ClockPort, ClockPin
rlf      LCDTemp, f
decfsz   Dlay, f
    goto $ - 7
bsf      DataPort, DataPin ; Latch in the Data
if (Freq > 8000000)       ; Make Sure Proper
                        ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto $ + 1
endif
endif
bcf      DataPort, DataPin
bsf      Dlay, 2        ; Dlay = 6 for Shift
                        ; Out

bsf      Dlay, 1
bsf      ClockPort, ClockPin ; Clear the Shift
                        ; Register

bcf      ClockPort, ClockPin
decfsz   Dlay, f
    goto $ - 3
movwf    LCDTemp       ; Shift out the Low
                        ; Nybble

bsf      Dlay, 2        ; Dlay = 6 for Shift
                        ; Out

bsf      Dlay, 1
```



```

bsf      LCDTemp, 5           ; Make LCDTemp
                               ; Correct for
                               ; Shifting
bcf      LCDTemp, 4           ; This is "RS" Bit
bcf      DataPort, DataPin    ; Shift Out Each Bit
btfsc   LCDTemp, 5           ; 5 is the Current
                               ; MSB
        bsf      DataPort, DataPin ; Shift Out the Next
                               ; Highest Bit

bsf      ClockPort, ClockPin
bcf      ClockPort, ClockPin
rlf      LCDTemp, f
decfsz  Dlay, f
        goto    $ - 7
        bsf      DataPort, DataPin ; Latch in the Data
if (Freq > 8000000)           ; Make Sure Proper
                               ; Delay is In Place
if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
        bcf      DataPort, DataPin
        bsf      Dlay, Dlay160Bit1 ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf      Dlay, Dlay160Bit2
endif
decfsz  Dlay, f
        goto    $ - 1
andlw   0x0FC                 ; Have to Delay 5
                               ; msecs?

btfsc   STATUS, Z
        call    Dlay5
return

LCDChar           ; Send the Character
                  ; to the LCD
movwf   LCDTemp   ; Save the Value
movlw   6          ; Clear the Shift
                  ; Register

movwf   Dlay
bsf     ClockPort, ClockPin
bcf     ClockPort, ClockPin
decfsz Dlay, f
        goto    $ - 3
    
```

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```
movwf    Dlay                ; w still equals 6
movf     LCDTemp, w          ; Shift out the
                               ; Upper 4 Bits

swapf    LCDTemp, f
bsf      LCDTemp, 5          ; Make LCDTemp
                               ; Correct for
                               ; Shifting

bsf      LCDTemp, 4          ; This is "RS" Bit
bcf      DataPort, DataPin   ; Shift Out Each Bit
btfsc    LCDTemp, 5          ; 5 is the Current
                               ; MSB
        bsf      DataPort, DataPin ; Shift Out the Next
                               ; Highest Bit

bsf      ClockPort, ClockPin
bcf      ClockPort, ClockPin
rlf      LCDTemp, f
decfsz   Dlay, f
goto     $ - 7
bsf      DataPort, DataPin   ; Latch in the Data
if (Freq > 8000000)          ; Make Sure Proper
                               ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto     $ + 1
endif
endif
bcf      DataPort, DataPin
bsf      Dlay, 2              ; Dlay = 6 for Shift
                               ; Out

bsf      Dlay, 1
bsf      ClockPort, ClockPin ; Clear the Shift
                               ; Register

bcf      ClockPort, ClockPin
decfsz   Dlay, f
goto     $ - 3
movwf    LCDTemp              ; Shift out the Low
                               ; Nybble

bsf      Dlay, 2              ; Dlay = 6 for Shift
                               ; Out

bsf      Dlay, 1
bsf      LCDTemp, 5          ; Make LCDTemp
                               ; Correct for
                               ; Shifting

bsf      LCDTemp, 4          ; This is "RS" Bit
bcf      DataPort, DataPin   ; Shift Out Each Bit
```

```

    btfsc    LCDTemp, 5           ; 5 is the Current
                                   ;   MSB
        bsf    DataPort, DataPin ; Shift Out the Next
                                   ;   Highest Bit

    bsf     ClockPort, ClockPin
    bcf     ClockPort, ClockPin
    rlf     LCDTemp, f
    decfsz  Dlay, f
    goto    $ - 7
    bsf     DataPort, DataPin     ; Latch in the Data
if (Freq > 8000000)              ; Make Sure Proper
                                   ;   Delay is In Place

if (Freq < 16000000)
    nop
else
    goto    $ + 1
endif
endif
    bcf     DataPort, DataPin
    bsf     Dlay, Dlay160Bit1     ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf     Dlay, Dlay160Bit2
endif
    decfsz  Dlay, f
    goto    $ - 1
    return

LCDInit                          ; Do the 8 Bit
                                   ;   Initialization
    call    Dlay5                 ; Wait 15 msecs
    call    Dlay5
    call    Dlay5
    movlw   0x023                 ; Initialize the I/O
                                   ;   Port
    movwf   LCDTemp              ; Save the Value
    movlw   6                    ; Clear the Shift
                                   ;   Register

    movwf   Dlay
    bsf     Clockport, ClockPin
    bcf     Clockport, ClockPin
    decfsz  Dlay, f
    goto    $ - 3
    movwf   Dlay
    bcf     DataPort, DataPin     ; Shift Out Each Bit
    btfsc   LCDTemp, 5           ; 5 is the Current
                                   ;   MSB

```

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```
    bsf    DataPort, DataPin    ; Shift Out the Next
                                   ; Highest Bit

    bsf    ClockPort, ClockPin
    bcf    ClockPort, ClockPin
    rlf    LCDTemp, f
    decfsz Dlay, f
    goto  $ - 7
    bsf    DataPort, DataPin    ; Latch in the Data
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto  $ + 1
endif
endif
    bcf    DataPort, DataPin
    call  Dlay5
    bsf    DataPort, DataPin    ; Send another 0x03
                                   ; to the LCD
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto  $ + 1
endif
endif
    bcf    DataPort, DataPin
    bsf    Dlay, Dlay160Bit1    ; Delay 160 usecs
if (Dlay160Bit2 != -1)
    bsf    Dlay, Dlay160Bit2
endif
    decfsz Dlay, f
    goto  $ - 1
    bsf    DataPort, DataPin    ; Send another 0x03
                                   ; to the LCD
if (Freq > 8000000)                ; Make Sure Proper
                                   ; Delay is In Place

if (Freq < 16000000)
    nop
else
    goto  $ + 1
endif
endif
```

```

bcf      DataPort, DataPin
bsf      Dlay, Dlay160Bit1      ; Delay 160 usecs
if (Dlay160Bit2 != -1)
  bsf    Dlay, Dlay160Bit2
endif
decfsz  Dlay, f
  goto  $ - 1
movlw   0x022                    ; Initialize the I/O
                                   ; Port
movwf   LCDTemp                 ; Save the Value
movlw   6                        ; Clear the Shift
                                   ; Register
movwf   Dlay
bsf     ClockPort, ClockPin
bcf     ClockPort, ClockPin
decfsz  Dlay, f
  goto  $ - 3
movwf   Dlay
bcf     DataPort, DataPin      ; Shift Out Each Bit
btfsc   LCDTemp, 5            ; 5 is the Current MSB
  bsf    DataPort, DataPin    ; Shift Out the Next
                                   ; Highest Bit
bsf     ClockPort, ClockPin
bcf     ClockPort, ClockPin
rlf     LCDTemp, f
decfsz  Dlay, f
  goto  $ - 7
bsf     DataPort, DataPin      ; Latch in the Data
if (Freq > 8000000)           ; Make Sure Proper
                                   ; Delay is In Place
if (Freq < 16000000)
  nop
else
  goto  $ + 1
endif
endif
bcf     DataPort, DataPin
bsf     Dlay, Dlay160Bit1      ; Delay 160 usecs
if (Dlay160Bit2 != -1)
  bsf    Dlay, Dlay160Bit2
endif
decfsz  Dlay, f
  goto  $ - 1
movlw   0x028                    ; Set Interface
                                   ; Length
call    LCDIns
movlw   0x010                    ; Turn Off Display

```


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```

    bcf     STATUS, C
    btfsc  DataPort, DataPin    ; Sample the
                                ; Incoming Data

    bsf     STATUS, C
DlayMacro (Dlay / 2) - 2
    bcf     ClockPort, ClockPin
    rlf     I2CTemp, f          ; Shift in the Bit
    andlw  0x07F                ; Store the Ack of
                                ; Bit 7 of the Data

    btfsc  STATUS, C
    iorlw  0x080                ; If High, Set Bit 7
    addlw  0x001                ; Finished, Do the
                                ; Next Bit
DlayMacro Dlay - 9              ; Put in "TLow"
    btfss  STATUS, DC
    goto   I2CRLoop
    bcf     DataPort, DataPin
    bsf     STATUS, RP0         ; Send Ack Bit
    bcf     DataPort, DataPin
    bcf     STATUS, RP0
    andlw  0x080                ; High or Low?
    btfss  STATUS, Z
    bsf     DataPort, DataPin   ; Low, Send Ack
DlayMacro Dlay / 18             ; Any Reason to
                                ; delay?

    bsf     ClockPort, ClockPin
DlayMacro Dlay
    bcf     ClockPort, ClockPin
    bcf     DataPort, DataPin
    movf   I2CTemp, w           ; Get the Received
                                ; Byte
    return                            ; Return with Clock
                                ; = Data = Low

I2CSend                            ; Send the 8 Bits in
                                ; "w" and Return
                                ; Ack

    movwf  I2CTemp
    movlw  0x010 - 8
I2CSLoop
    rlf     I2CTemp, f          ; Shift up the Data
                                ; into "C"

    btfsc  STATUS, C
    goto   $ + 4
    nop
    bcf     DataPort, DataPin   ; Low Bit

```



```

goto    $ + 3
bsf     DataPort, DataPin    ; High Bit
goto    $ + 1
bsf     ClockPort, ClockPin ; Strobe Out the
                                ; Data

DlayMacro Dlay
    bcf     ClockPort, ClockPin
DlayMacro Dlay - 12
    addlw  1
    btfss  STATUS, DC
    goto   I2CSLoop
DlayMacro 6
    bsf     STATUS, RP0      ; Now, Get the Ack
                                ; Bit

    bsf     DataPort, DataPin
    bcf     STATUS, RP0
    bsf     ClockPort, ClockPin
DlayMacro (Dlay / 2) - 1
    bcf     STATUS, C
    btfss  DataPort, DataPin
    bsf     STATUS, C      ; Line Low, "Ack"
                                ; Received

DlayMacro (Dlay / 2) - 2
    bsf     STATUS, RP0
    bcf     DataPort, DataPin
    bcf     STATUS, RP0
    bcf     ClockPort, ClockPin
    bcf     DataPort, DataPin
    return                                ; Return with Ack in
                                ; Carry,
endm                                         ; Clock = Data = Low

```

The macro is similar to

```
I2CSetup I2CClock, I2CData, Rate, Frequency
```

where

Pin	Description
I2CClock	Port and Pin used for the "SCL" line - Pulled up with 1K to 10K Resistor
I2CData	Serial Data - Pulled up with 1K to 10K Resistor

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Rate I2C Data Rate specified in kHz (normally
100 or 400)
Frequency PICmicro[®] MCU's Clock Frequency

Data is sent to an I2C Device using the format:

idle - Start - CommandWriteA - AddressByteA - Start
- CommandReadA - DataA - DataN - Stop - idle

Using the subroutines in the "I2CSetup" macro, the PICmicro[®] MCU code for carrying out a 16-bit read would be

```
call    I2CStart           ; Start the
                        ; Transfer

movlw   CommandWrite      ; Send the Address
                        ; to Read the
call    I2CSend           ; Sixteen Bit Word

movlw   AddressByte
call    I2CSend

call    I2CStart           ; Reset the I2C
                        ; EEPROM to Read
                        ; Back

movlw   CommandRead      ; Send the Read
                        ; Command

call    I2CSend

bsf     STATUS, C         ; Read the Byte
                        ; with Ack

call    I2CRead
movwf   I2CData

bcf     STATUS, C         ; Read the next
                        ; byte and stop
                        ; the
call    I2Cread           ; transfer with
                        ; the Nack

movwf   I2CData + 1

call    I2CStop           ; Finished with the
                        ; I2C Operation
```

RS-232 Interfaces

RS-232 is an older standard with somewhat unusual voltage levels. A “Mark” (“1”) is actually -12 volts and a “Space” (“0”) is $+12$ volts. Voltages in the “switching region” (± 3 volts) may or may not be read as a “0” or “1” depending on the device.

The “Handshaking” lines use the same logic levels as the transmit/receive lines discussed above and are used to interface between devices and control the flow of information between computers.

The “Request To Send” (“RTS”) and “Clear To Send” (“CTS”) lines are used to control data flow between the computer (“DCE”) and the modem (“DTE” device). When the PC is ready to send data, it asserts (outputs a “Mark”) on RTS. If the DTE device is capable of receiving data, it will assert the “CTS” line. If the PC is unable to receive data (i.e., the buffer is full or it is processing what it already has), it will de-assert the “RTS” line to notify the DTE device that it cannot receive any additional information.

The “Data Transmitter Ready” (“DTR”) and “Data Set Ready” (“DSR”) lines are used to establish communications. When the PC is ready to communicate with the DTE device, it asserts “DTR”. If the DTE device is available and ready to accept data, it will assert “DSR” to notify the computer that the link is up and ready for data transmission. If there is a hardware error in the link, then the DTE device will de-assert the DSR line to notify the computer of the problem. Modems if the carrier between the receiver is lost will de-assert the DSR line.

“Data Carrier Detect” (“DCD”) is asserted when the modem has connected with another device (i.e., the other device has “picked up the phone”). The “Ring Indicator” (“RI”) is used to indicate to a PC whether or

not the phone on the other end of the line is ringing or if it is busy. These lines (along with the other handshaking lines) are very rarely used in PICmicro[®] MCU applications.

There is a common ground connection between the DCE and DTE devices. This connection is critical for the RS-232 level converters to determine the actual incoming voltages. The ground pin should never be connected to a chassis or shield ground (to avoid large current flows or being shifted, preventing accurate reading of incoming voltage signals).

Most modern RS-232 connections are implemented using a “Three-Wire RS-232” set up as shown in Fig. 8.23. DTR/DSR and RTS/CTS lines are normally shorted

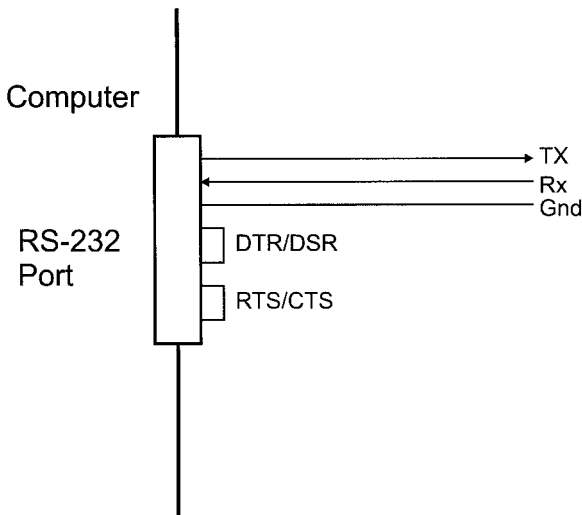


Figure 8.23 Typical RS-232 Wiring

together at the PICmicro® MCU end. The DCD and RI lines are left unconnected. With the handshaking lines shorted together, data can be sent and received without having to develop software to handle the different handshaking protocols. The 1488/1489 RS-232 Level Converter Circuits is a common method of implementing RS-232 Serial Port Interfaces if +12 and -12 volts is available to the circuit. The “#C” input is a flow control for the gates (normally RS-232 comes in the “#A” pin and is driven as TTL out of “#Y”) and is normally left floating (“unconnected”). The pinout and wiring for these devices in a PC are shown in Fig. 8.24. If only a +5 volt power supply is available, the MAX232 chip can be used to provide the correct RS-232 signal levels. This circuit is wired as shown in Fig. 8.25. Another method for translating RS-232 and TTL/CMOS voltage levels is to use the transmitter’s negative voltage. The circuit in Fig. 8.26 shows how this can be done using a single MOSFET transistor and two resistors.

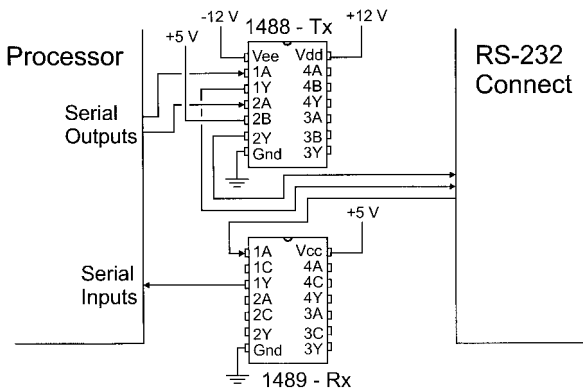


Figure 8.24 1488/1489 RS-232 Connections

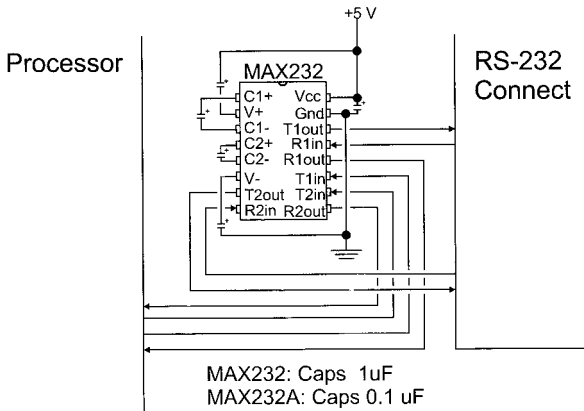


Figure 8.25 MAXIM MAX232 RS-232 Connections

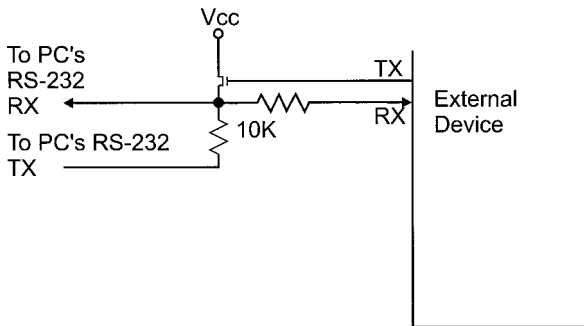


Figure 8.26 RS-232 to External Device

This circuit relies on the RS-232 communications only running in “Half-Duplex” mode (i.e., only one device can transmit at a given time). When the external device wants to transmit to the PC, it sends the data either as a “Mark” (leaving the voltage to be returned to the PC as a negative value) or as a “Space” by turning on the transistor and enabling the positive voltage output to move to the PC’s receivers.

When the PICmicro® MCU transmits a byte to the external device through this circuit, it will receive the packet it is sent because this circuit connects the PICmicro® MCU’s receiving pin (more or less) directly to its transmitting pin. The software running in the PICmicro® MCU (as well as the “host” device) will have to handle this.

Another issue to notice is that data out of the external device will have to be inverted to get the correct transmission voltage levels (i.e., a “0” will output a “1”) to make sure the transistor turns on at the right time (i.e., a positive voltage for a space). Unfortunately, this means that the built-in serial port in the PICmicro® MCU cannot be used with this circuit because the output is “positive” and it cannot invert the data as required by the circuit.

There is a chip, the Dallas Semiconductor DS275, which basically incorporates the above-mentioned circuit (with built-in inverters) into the single package shown in Fig. 8.27. The DS1275 is an earlier version of this chip.

With the availability of low current PICmicro® MCUs, the incoming RS-232 lines can be used to power the application. This can be done using the host’s RS-232 Ports to supply the current needed by the application as shown in Fig. 8.28.

When the DTR and RTS lines are outputting a “Space”, a positive voltage (relative to ground) is available. This

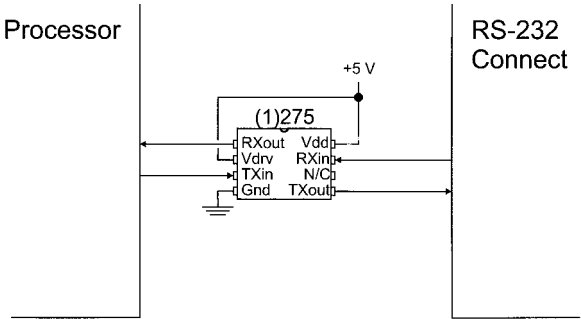


Figure 8.27 Dal Semi (1)275 RS-232 Interface

voltage can be regulated and the output used to power the devices attached to the serial port (up to about 5 mA). For extra current, the TX line can also be added into the circuit as well with a “break” being sent from the PC to output a positive voltage.

The 5 mA is enough current to power the Transistor/Resistor type of RS-232 Transmitter and a PICmicro®

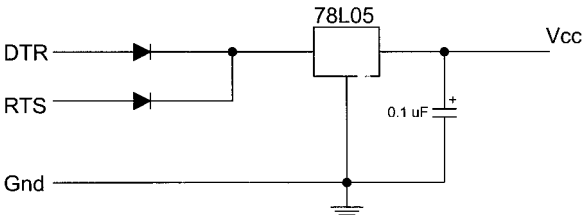


Figure 8.28 “Stealing” Power from the PC’s Serial Port

MCU running at 4 MHz along with some additional hardware (such as a single LCD).

RS-485/RS-422

RS-485/RS-422 are “differential pair” serial communications electrical standards that consist of a balanced driver with positive and negative outputs that are fed into a comparator. The output from the comparator is a “1” or a “0” depending on whether or not the “positive line” is at a higher voltage than the negative. Figure 8.29 shows the normal symbols used to describe a differential pair connection.

To minimize AC transmission line effects, the two wires should be twisted around each other. “Twisted pair” wiring can either be bought commercially or made by simply twisting two wires together, twisted wires have a characteristic impedance of 75 ohms or greater.

A common standard for differential pair communications is “RS-422”. This standard, which uses many commercially available chips, provides:

1. Multiple receiver operation.
2. Maximum data rate of 10 mbps.
3. Maximum cable length of 4,000 meters (with a 100 kHz signal).

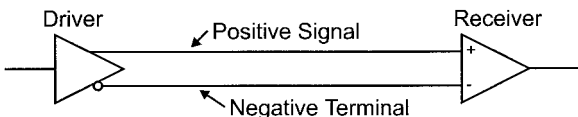


Figure 8.29 Differential Pair Serial Data Transmission

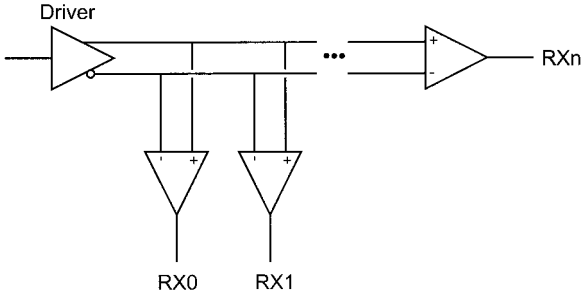


Figure 8.30 Multiple Receiver RS-422

Multiple receiver operation, shown in Fig. 8.30, allows signals to be “broadcast” to multiple devices. The best distance and speed changes with the number of receivers of the differential pair along with its length. The 4,000 m at 100 kHz or 40 m at 10 MHz are examples of this balancing between line length and data rate. For long data lengths a few hundred ohm “terminating resistor” may be required between the positive terminal and negative terminal at the end of the lines to minimize reflections coming from the receiver and affecting other receivers.

RS-485 is very similar to RS-422, except it allows multiple drivers on the same network. The common chip is the “75176”, which has the ability to drive and receive on the lines as shown in Fig. 8.31.

The only issue to be on the lookout for when creating RS-485/RS-422 connections is to keep the cable polarities correct (positive to positive and negative to negative). Reversing the connectors will result in lost signals and misread transmission values.

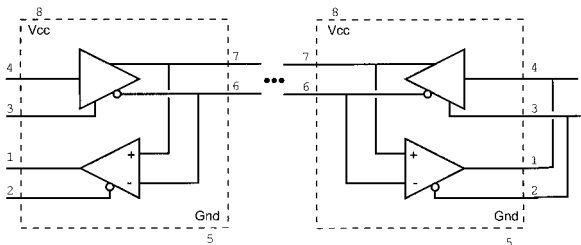


Figure 8.31 RS-485 Connection Using a 75176

Asynchronous Serial I/O Software Routines

The first method is a traditional “bit banging” interface that can be used by both the low-end and mid-range PICmicro® MCUs. To set up the serial interfaces, the macro

```
NRZSerialNI Macro TXPort, TXPin, RXPort, RXPin,
Polarity, Rate, Freq
```

is invoked, where “TXPort” and “TXPin” along with “RXPort” and “RXPin” are used to define the Transmit port and the Receive port, respectively. As I will discuss in the next section, these pairs of pins can be combined into a single define to make the definition easier. The “Polarity” of the signals is defined as “Pos” for “Positive” or positive logic and “Neg” for “Negative” or inverted logic (useful for interfacing to RS-232 directly through a current limiting resistor). “Rate” is the data rate (in bits per second) and “Freq” is the speed at which the processor is executing in Hz.

When the macro is expanded, the bit delay calculations are made internally and the bit banging serial receive and

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transmit subroutines are inserted into the application. The macros can be used by either low-end or mid-range PICmicro[®] MCUs without modification. The macro code is

```
NRZSerialNI Macro TXPort, TXPin, RXPort, RXPin,
    Polarity, Rate, Frequency
    variable BitDlay
    BitDlay = Frequency / (4 * Rate)

SerialRX                                ; Receive 8-N-1
if (Polarity == Pos)
    btfsc  RXPort, RXPin                ; Wait for a Bit to
                                        ; Come in
else
    btfss  RXPort, RXPin
endif
    goto  $ - 1

DlayMacro BitDlay / 2                    ; Wait 1/2 a Bit to
                                        ; Confirm

if (Polarity == Pos)
    btfsc  RXPort, RXPin                ; Confirm Data is
                                        ; Correct
else
    btfss  RXPort, RXPin
endif
    goto  SerialRX                      ; If Just a "Glitch",
                                        ; Restart Start Bit
                                        ; Poll
    movlw  8                             ; Wait for 8 Bits
SRXLoop
if ((BitDlay - 10) > 770)                ; Check to See if
                                        ; Value is Too Large
DlayMacro 770                            ; Put in a "Double"
                                        ; Delay
DlayMacro BitDlay - (770 + 10)
else
DlayMacro BitDlay - 10                    ; Wait for the Middle
                                        ; of the Next Bit
endif

    bcf    STATUS, C                     ; Check the Incoming
                                        ; Data
```

```

if (Polarity == Pos)
    btfsc    RXPort, RXPIN
else
    btfss    RXPort, RXPIN
endif
    bsf      STATUS, C
    rrf      NRZTemp, f           ; Shift in the Bit
    subwf    NRZTemp, w         ; Decrement and End if
                                ; == 0

    xorlw    0x0FF
    addwf    NRZTemp, w
    btfss    STATUS, Z
    goto     SRXLoop

if ((BitDelay - 9) > 770)      ; Check to See if
                                ; Value is Too Large
DelayMacro 770                ; Put in a "Double"
                                ; Delay
DelayMacro BitDelay - (770 + 9)
else
DelayMacro BitDelay - 9       ; Wait for the Middle
                                ; of the Next Bit
endif
if (Polarity == Pos)         ; Is there a Stop Bit?

    btfss    RXPort, RXPIN
else
    btfsc    RXPort, RXPIN
endif
    goto     SerialRX         ; No, Start All Over
                                ; Again

    movf     NRZTemp, w       ; Return the Received
                                ; Byte
    return   ; Note - Zero Returned
                                ; in Low-End
                                ; Devices

SerialTX
    movwf    NRZTemp         ; Save the Byte to
                                ; Output

    movlw    10
    bcf      STATUS, C       ; Start with Sending
                                ; the Start Bit

```

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```
STXLoop
if (Polarity == Pos)           ; Output the Current
                               ; Bit
    btfsc    STATUS, C
else
    btfss    STATUS, C
endif
    goto     $ + 4             ; 6 Cycles Required
                               ; Each Time

    nop
    bcf      TXPort, TXPin    ; Output a "Low"
    goto     $ + 3
    bsf      TXPort, TXPin    ; Output a "High"
    goto     $ + 1
if ((BitDlay - 15) > 770)     ; Check to See if
                               ; Value is Too Large
DlayMacro 770                 ; Put in a "Double"
                               ; Delay
DlayMacro BitDlay - (770 + 15)
else
DlayMacro BitDlay - 15       ; Wait for the Middle
                               ; of the Next Bit
endif
    subwf    NRZTemp, w       ; Decrement the Bit
                               ; Counter

    xorlw    0x0FF
    addwf    NRZTemp, w
    btfsc    STATUS, Z
    return   ; Can Return to Caller
    bsf      STATUS, C        ; Shift Down the Next
                               ; Bit

    rrf      NRZTemp, f
    goto     STXLoop
endm
```

Mid-Range "Bit Banging" NRZ Serial Interface Initialization Code

```
NRZSerialNISetup Macro TXPort, TXPin, Polarity
SerialSetup           ; Setup the Serial I/O
                       ; Bits

    bsf      STATUS, RP0
    bcf      TXPort, TXPin    ; Make TX Pin an
                               ; Output
```

```

    bcf      STATUS, RP0
    if (Polarity == Pos)
        bsf      TXPort, TXPin      ; Transmit "idle"
    else
        bcf      TXPort, TXPin
    endif
    return
endm

```

The TMR0 interrupt based asynchronous serial functions shown in the macro below poll the data bit three times each data period to check for the incoming data. This method does not prevent the PICmicro® MCU from carrying out any other tasks.

```

NRZSerialI Macro TXPort, TXPin, RXPort, RXPIn,
    Polarity, Rate, Frequency
    variable BitDlay, Prescaler, TMR0Reset
    BitDlay = (Frequency / (3 * 4 * Rate)) - 10
    TMR0Reset = BitDlay / 2      ; Using TMR0,
                                ; Calculate the
                                ; Timer Reset Value
    Prescaler = 0                ; And the Prescaler
    while (TMR0Reset > 0x0FF)    ; Find the Proper
                                ; Reset Value

    TMR0Reset = TMR0Reset / 2
    Prescaler = Prescaler + 1
    endw
    if (Prescaler > 7)           ; Can't Use TMR0
        error "Bit Delay cannot use TMR0 for Polling Clock"
    endif
    TMR0Reset = 256 - TMR0Reset ; Get the TMR0 Reset
                                ; Value

    goto    AfterInt            ; Jump to After
                                ; Interrupt

    org    4
Int       ; Interrupt Handler
    movwf  _w
    movf   STATUS, w
    bcf    STATUS, RP0          ; Make Sure in Bank 0
    movwf  _status

```



```

nop
goto    _RXEnd13

_RXNo           ; 5 Cycles from
               ; "Int_RX" - No Bit
               ; to Receive

    btfsc    RXCount, 0      ; Something Running?
    goto    _RXEnd8         ; End 8 Cycles from
                           ; "Int_RX" - Yes,
                           ; Skip

Over
    btfsc    RXCount, 3      ; Checking Start Bits?
    goto    _RXStartCheck

if (Polarity == Pos)
    btfsc    RXPort, RXPIN   ; If Line Low -
                           ; "Start" Bit
else
    btfss    RXPort, RXPIN
endif
    bcf      RXCount, 2      ; Don't Have a "Start"
                           ; Bit

    goto    _RXEnd13        ; End 18 cycles from
                           ; "Int_RX"

_RXStartCheck   ; 10 Cycles to Here

if (Polarity == Pos)
    btfsc    RXPort, RXPIN
else
    btfss    RXPort, RXPIN
endif
    movlw   0x0FF           ; Nothing - Clear
                           ; "RXCount"

    addlw   1
    movwf   RXCount

    goto    _RXEnd          ; 16 Cycles to End

_RXAtEnd        ; 9 Cycles from
               ; "Int_RX" - Check
               ; Last
               ; Bit

if (Polarity == Pos)

```

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```
    btfsc    RXPort, RXPin
else
    btfss    RXPort, RXPin
endif
    bsf      RXFlag

    clrf     RXCount           ; Finished - Reset
                                ; Check - 12
                                ; Cycles

    goto    $ + 1
    goto    _RXEnd

_RXEnd

; Next, Check for Transmitting a Character -
; Intrinsic Delay 22 Cycles
Int_TX

    movlw   0x004             ; Interrupt Transmit
                                ; Increment Value

    addwf   TXCount, f
    btfss   STATUS, DC       ; Send the Next Byte?
    goto    _TXSendDelayCheck

    bsf     TXCount, 2       ; Want to Increment 3x
                                ; not Four for each
                                ; Bit

    bsf     STATUS, C
    rrf     TXByte, f
    movf    TXPort, w        ; Send Next Bit
    andlw   0xFF ^ (1 << TXPin)
if (Polarity == Pos)
    btfsc   STATUS, C
else
    btfss   STATUS, C
endif
    iorlw   1 << TXPin
    movwf   TXPort           ; Cycle 12 is the Bit
                                ; Send

    goto    _TXCompletedGoOn ; TX Takes 14 Cycles

_TXSendDelayCheck           ; Don't Send Bit,
                                ; Check for Start Bit
```


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```
    movf    RXByte, w           ; Return the Character
                                ;   Read in

    return

SerialTX

    movf    TXCount, f         ; Anything Being Sent?
    btfss   STATUS, Z          ; Wait for the
                                ;   Previous Send to
                                ;   End

    goto    $ - 2

    movwf   TXByte             ; Send out the
                                ;   Character

    bsf     TXCount, 0         ; Indicate to the
                                ;   Interrupt Handler
                                ;   that it can Send
                                ;   Something

    return

AfterInt                                     ; Can Return the Value
    bsf     STATUS, RP0        ; Setup the
                                ;   Interrupts/TX
                                ;   Output

    bcf     TXPort, TXPin
    movlw   0x0D0 + Prescaler
    movwf   OPTION_REG ^ 0x080; User Prescaler with
                                ;   TMR0

    bcf     STATUS, RP0
    if (Polarity == Pos)
        bsf     TXPort, TXPin    ; Output "Idle" for
                                ;   Data Transmit
    else
        bcf     TXPort, TXPin
    endif
    movlw   TMR0Reset           ; Reset the Timer
    movwf   TMR0
    movlw   (1 << GIE) + (1 << TOIE)
    movwf   INTCON              ; Start up the
                                ;   Interrupts
    clrf    RXCount             ; Make Sure No Counts
                                ;   are Starting

    clrf    TXCount

endm
```

Along with the macro invocation, the following variables will have to be declared for the code to work:

<code>_w, _status</code>	- Interrupt Handler Context Save Registers
<code>RXByte, TXByte</code>	- Data Transmit and Receive Bytes
<code>RXCount, TXCount</code>	- Serial Transfer Data Count/Status Variables
<code>Flags</code>	- Execution Flag Variable

Along with these variables the “RXFlag” bit will also have to be defined for use by the code to indicate when a valid byte has been received.

Dallas Semiconductor One-Wire Interface

Dallas Semiconductor has created a line of peripherals that are very attractive for use with microcontrollers as they only require one line for transferring data. This single-wire protocol is available in a variety of devices, but the most popular are the DS1820 and DS1821 digital thermometers. These devices can be networked together on the same bus (they have a built-in serial number to allow multiple devices to operate on the same bus) and are accurate to within one degree Fahrenheit.

The DS1820 is available in a variety of packages, with the most common being a three-pin “TO-92” package that looks like a plastic transistor package and can be wired to a PICmicro® MCU as shown in Fig. 8.32.

The DS1820 has many features that would be useful in a variety of different applications. These include the ability of sharing the single-wire bus with other devices. A unique serial number is burned into the device that allows it to be written to individually and gives it the ability to be powered by the host device. Data transfers over the “one-Wire” bus are initiated by the Host system (in the application cases, this is the PICmicro® MCU) and

are carried out 8-bits at a time (with the least significant bit transmitted first). Each bit transfer takes at least 60 usec. The “one-Wire” bus is pulled up externally (as is shown in Fig. 8.32) and is pulled down by either the host or the peripheral device to transfer data. If the Bus is pulled down for a very short interval, a “1” is being transmitted. If the Bus is pulled down for more than 15 usecs, then a “0” is being transmitted. The differences in the “1” and “0” bits are shown in Fig. 8.33.

All Data Transfers are initiated by the host system. If it is transmitting data, then it holds down the line for the specified period. If it is receiving data from the DS1820, then the host pulls down the line and releases it and then polls the line to see how long it takes for it to go back up. During Data Transfers, make sure that Interrupts cannot take place (because this would affect how the data is sent or read if the interrupt takes place during the data transfer).

Before each command is set to the DS1820, a “Reset” and “Presence” Pulse is transferred. A “Reset” Pulse con-

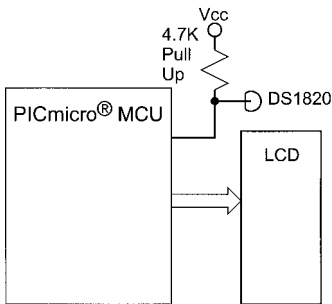


Figure 8.32 Example Thermometer Application

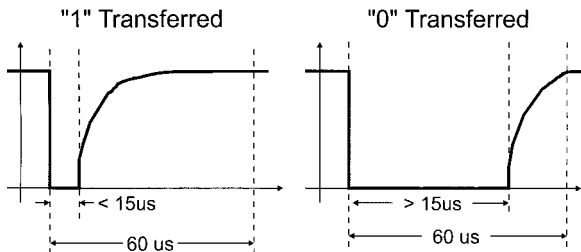


Figure 8.33 Dallas Semi. "1-Wire" Data Transfer

sists of the host pulling down the line for 480 usecs to 960 usecs. The DS1820 replies by pulling down the line for roughly 100 usecs (60 to 240 usecs is the specified value). To simplify the software, do not check for the presence pulse (because I knew in the application that I had the thermometer connected to the bus). In another application (where the thermometer can be disconnected), putting a check in for the "Presence" Pulse may be required.

To carry out a temperature "read" of a single DS1820 connected to a microcontroller, the following instruction sequence is used:

1. Send a "Reset" Pulse and delay while the "Presence" Pulse is returned.
2. Send 0x0CC, which is the "Skip ROM" command, which tells the DS1820 to assume that the next command is directed towards it.
3. Send 0x044, which is the Temperature Conversion Initiate instruction. The current temperature will be sampled and stored for later read back.
4. Wait 500+ usecs for the Temperature Conversion to complete.
5. Send a "Reset" Pulse and delay while the "Presence" Pulse is returned.
6. Send 0x0CC, "Skip ROM" Command Again.

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7. Send 0x0BE to read the "Scratchpad" RAM that contains the Current Temperature (in degrees Celsius times two).
8. Read the nine bytes of "Scratchpad" RAM.
9. Display the Temperature (if bit 0 of the second byte returned from the "Scratchpad" RAM, the first byte is negated and a "-" is put on the LCD Display) by dividing the first byte by 2 and sending the converted value to the LCD.

The total procedure for doing a temperature measurement takes about 5 msecs. PICmicro[®] MCU code to access the DS1820 is given in the following listings for a PICmicro[®] MCU running at 4 MHz:

```
DSReset                ; Reset the DS1820
  bcf    DS1820        ; Hold the DS1820 Low for
                        ; 500 usecs to reset

  movlw  125
  addlw  0x0FF        ; Add -1 until Reset is
                        ; Equal to Zero

  btfss  STATUS, Z
  goto  $ - 2
  bsf    DS1820
  bcf    DSTRIS
  movlw  0            ; Wait 1 msec before
                        ; sending a command

  addlw  0x0FF
  btfss  STATUS, Z
  goto  $ - 2
  bsf    DSTRIS
  bsf    DS1820
  return
```

DS1820 Byte Send Code

```
DSSend                ; Send the Byte in "w" to
                        ; the DS1820

  movwf  Temp
  movlw  8
DSSendLoop
  bcf    INTCON, GIE  ; Make Sure Operation
                        ; isn't interrupted
```



```

bcf      DS1820          ; Drop the DS1820's
                        ; Control Line
rrf      Temp, f        ; Load Carry with Contents
                        ; of the Buffer

btfsc   STATUS, C
bsf     DS1820          ; If "1" Sent, Restore
                        ; After 4 Cycles
bsf     Count, 3        ; Loop for 24 Cycles
decfsz  Count, f
goto    $ - 1
goto    $ + 1          ; Add 2 Cycles for a 30
                        ; usec delay
bsf     DS1820          ; The Line is High
bsf     INTCON, GIE    ; Restore the Interrupts
bsf     Count, 3        ; Loop Another 24 Cycles
                        ; for Execution Delay

decfsz  Count, f
goto    $ - 1
addlw   0x0FF          ; Subtract 1 from the Bit
                        ; Count

btfss   STATUS, Z
goto    DSSendLoop
return  ; Finished, Return to Caller

```

DS1820 Byte Read Code

```

DSRead          ; Receive the Byte from
                ; the DS1820 and put in
movlw  8        ; "w"
DSReadLoop
bcf     INTCON, GIE ; Make Sure Operation
                        ; isn't interrupted
bcf     DS1820     ; Drop the DS1820's
                        ; Control Line
bsf     DSTRIS    ; Turn Port into a
                        ; simulated Open Drain
                        ; Output

nop
bsf     STATUS, C  ; What is Being Returned?
btfss  DS1820
bcf     STATUS, C  ; If Line is high, a "1"
rrf     Temp, f   ; Shift in the Data bit
bsf     INTCON, GIE ; Can Interrupt from here
clrf   Count
decfsz  Count, f
goto    $ - 1
bsf     DS1820

```

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```
bcf      DSTRIS
bsf      DS1820
addlw   0x0FF      ; Loop Around for another
                  ; Bit

btfss   STATUS, Z
  goto   DSReadLoop
movf    FSR0L, w   ; Return the Byte Read in
return  ; Finished, Return to
                  ; Caller
```

The Process to read from the DS1820 is

1. Reset the DS1820
2. Send 0CCh followed by 044h to begin the Temperature sense and conversion.
3. Wait 480 usecs for the Temperature conversion to complete.
4. Send another reset to the DS1820
5. Send 0CCh and 0BEh to read the temperature
6. Wait 100 usecs before reading the first byte in the DS1820
7. Read the first, or "SP0" byte of the DS1820
8. Wait another 100 usecs before reading the second or "SP1" byte of the DS1820

Reading a Potentiometer Using Parallel I/O Pins

For measuring resistance values without an ADC, a simple RC network can be used with the PICmicro[®] MCU as is shown in Fig. 8.34. To measure the resistance (assuming the capacitor is of a known value), the PICmicro[®] MCU first charges the capacitor to 5 volts (or its nominal output) using the I/O pin in “output” mode. Once this is done, the pin changes to “input” mode and waits for the capacitor to discharge through the potentiometer. Looking at this operation on an oscilloscope, the waveform produced by the circuit looks like Fig. 8.35. In Fig. 8.35, the “Charge” cycle and “Discharge” cycle can

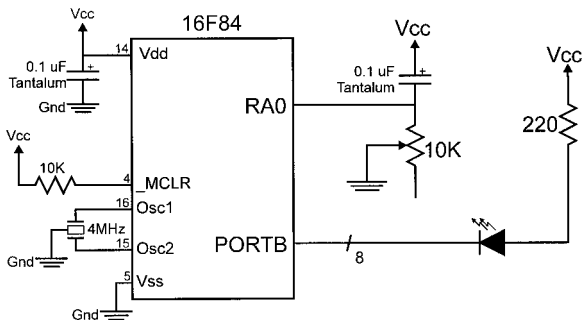


Figure 8.34 Reading a Potentiometer Position without an ADC

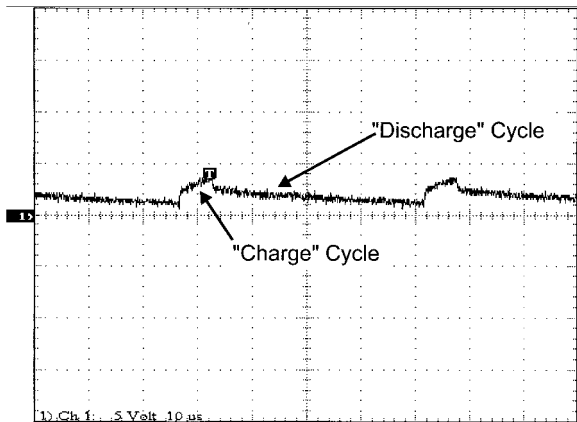


Figure 8.35 Oscilloscope Picture for ADCLess Operation

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clearly be seen. From basic electronic theory, we know that the time required for the capacitor to charge is

$$\text{time} = R \times C \times \ln(\text{Vend} / \text{Vstart})$$

where the V_{start} and V_{end} are the starting and ending voltages. Since the capacitor value, the voltages and the time it took for the capacitor to discharge, the formula above can be rearranged to find R :

$$R = \text{time} / (C \times \ln(\text{Vend} / \text{Vstart}))$$

The code used to test the analog I/O uses the following logic:

```
int PotRead()           // Read the Resistance at
                        // the I/O Pin
{
    int i;
    TRIS.Pin = Output;  // Set the Output Mode
    Pin = 1;            // Output a "1" to Charge
                        // the Capacitor
    for (i = 0; i < 5usec, i++ );

    TRIS.Pin = Input;   // Now, Time How Long it
    TMR0 = 0;           // Takes for
    while (Pin == 1);   // the Capacitor to
                        // Discharge through
                        // the Potentiometer

    return TMR0;        // Return the TMR0 Value
                        // for the
                        // Discharge Time
} // end PotRead
```

Motor Drivers

A network of switches (transistors) can be used to control turning a motor in either direction. This is known as an “H-Bridge” and is shown in Fig. 8.36.

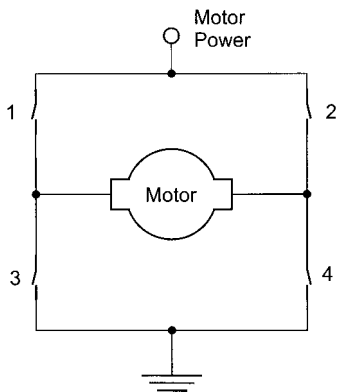


Figure 8.36 “H” Bridge Motor Driver

In this circuit, if all the switches are open, no current will flow and the motor won't turn. If switches “1” and “4” are closed, the motor will turn in one direction. If switches “2” and “3” are closed, the motor will turn in the other direction. Both switches on one side of the bridge should *never* be closed at the same time as this will cause the motor power supply to burn out or a fuse to blow because there is a short circuit directly between the motor power and ground.

Controlling a motor's speed is normally done by “pulsing” the control signals in the form of a Pulse Wave Modulated (“PWM”) signal as shown in Fig. 8.37. This will control the average power delivered to the motors. The higher the ratio of the “Pulse Width” to the “Period”, the more power delivered to the motor.

The frequency of the PWM signal should be greater than 20 kHz to avoid the PWM from producing an audible signal in the motors as the field is turned on and off.

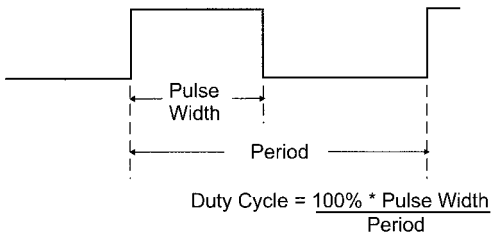


Figure 8.37 Pulse Wave Modulated Signal Waveform

The 293D chip can control two motors (one on each side of a robot), connected to the buffer outputs (pins 3, 6, 11, and 14). Pins 2, 7, 10, and 15 are used to control the voltage level (the “switches” in the H-Bridge diagram above) of the buffer outputs. Pin 1 and Pin 9 are used to control whether or not the buffers are enabled. These can be PWM inputs, which makes control of the motor speed very easy to implement. “Vs” is + 5 volts used to power the logic in the chip and “Vss” is the Power supplied to the motors and can be anywhere from 4.5 to 36 volts. A maximum of 500 mA can be supplied to the motors. The 293D contains integral shunt diodes. This means that to attach a motor to the 293D, no external shunt diodes are required as shown in Fig. 8.38. In Fig. 8.38, there is an optional “snubber” resistor and capacitor. These two components, wired across the brush contacts of the motor will help reduce electromagnetic emissions and noise “spikes” from the motor. Erratic operation from the microcontroller when the motors are running can be corrected by adding the 0.1 uF capacitor and 5 ohm (2 watt) resistor “snubber” across the motor’s brushes as shown in the circuit above.

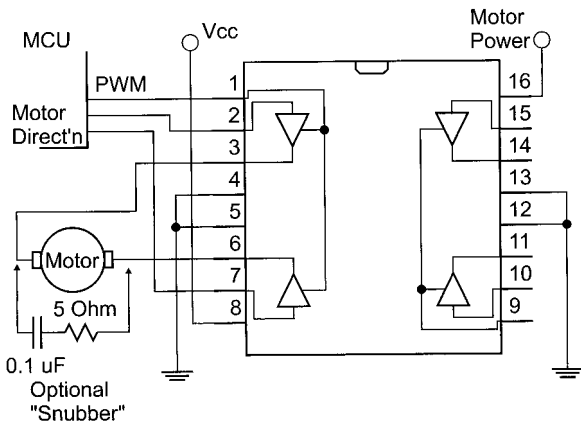


Figure 8.38 Wiring a Motor to the 293D

There is an issue with using the 293D and 298 motor controller chips which is that they are bipolar devices with a 0.7 volt drop across each driver (for 1.4–1.5 volts for a dual driver circuit as is shown in Fig. 8.38. This drop, with the significant amount of current required for a motor, results in a fairly significant amount of power dissipation within the driver. The 293D is limited to 1 Amp total output and the 298 is limited to 3 Amps. For these circuits to work best, a significant amount of heat sinking is required.

To minimize the problem of heating and power loss Power MOSFET transistors can be used to implement an H-Bridge motor control.

Stepper motors are much simpler to develop control software for than regular DC motors. This is because the motor is turned one step at a time or can turn at a spe-

cific rate (specified by the speed in which the “Steps” are executed). In terms of the hardware interface, stepper motors are a bit more complex to wire and require more current (meaning that they are less efficient), but these are offset by the advantages in software control.

A “Bipolar” Stepper motor consists of a permanent magnet on the motor’s shaft that has its position specified by a pair of coils (Fig. 8.39). To move the magnet and the shafts, the coils are energized in different patterns to attract the magnet. For the example above, the following sequence would be used to turn the magnet (and the shaft) clockwise.

Commands to Move a Stepper Motor			
Step	Angle	Coil “A”	Coil “B”
1	0	S	
2	90		N
3	180	N	
4	270		S
5	360/0	S	

In this sequence, Coil “A” attracts the North Pole of the magnet to put the magnet in an initial position. Then Coil “B” attracts the South Pole, turning the magnet 90

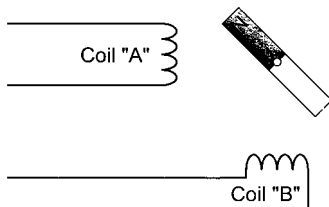


Figure 8.39 Stepper Motor

degrees. This continues on to turn the motor, 90 degrees for each "Step".

The output shaft of a stepper motor is often geared down so that each step causes a very small angular deflection (a couple of degrees at most rather than the 90 degrees in the example above). This provides more torque output from the motor and greater positional control of the output shaft.

R/C Servo Control

Servos designed for use in radio-controlled airplanes, cars, and boats can be easily interfaced to a PICmicro® MCU. They are often used for robots and applications where simple mechanical movement is required. This may be surprising to you because a positional servo is considered to be an analog device. The output of an R/C Servo is usually a wheel that can be rotated from zero to 90 degrees. (There are also servos available that can turn from zero to 180 degrees as well as servos with very high torque outputs for special applications). Typically, they only require +5 volts, ground, and an input signal.

An R/C Servo is indeed an analog device, the input is a PWM signal at digital voltage levels. This pulse is between 1.0 and 2.0 msec long and repeats every 20 msec (Fig. 8.40).

The length of the PWM Pulse determines the position of the servo's wheel. A 1.0 msec pulse will cause the wheel to go to zero degrees while a 2.0 msec pulse will cause the wheel to go to 90 degrees.

For producing a PWM signal using a PICmicro® MCU, the TMR0 timer interrupt (set for every 20 msec),

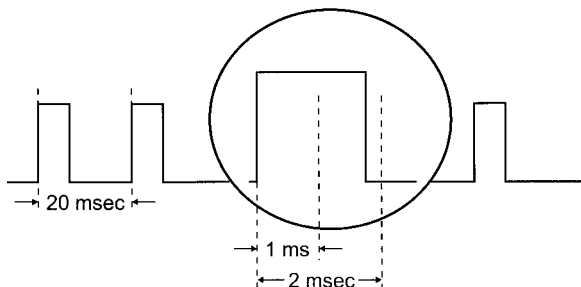


Figure 8.40 Servo PWM Waveform

which outputs a 1.0 to 2.0 msec PWM signal can be used. The pseudo-code for the interrupt handler is

```

Interrupt() {                                     // Interrupt Handler
                                                Code
int    i = 0;

    BitOutput( Servo, 1);                       // Output the Signal
    for (i = 0; i < (1 msec + ServoDelay); i++ );
    BitOutput( Servo, 2);
    for (; i < 2 msec; i++ );                   // Delay full 2
                                                msec
} // End Interrupt Handler

```

Audio Output

The PICmicro[®] MCU can output audio signals using a circuit like the one shown in Fig. 8.41.

Timing the output signal is generally accomplished by toggling an output pin at a set period within the TMR0 in-

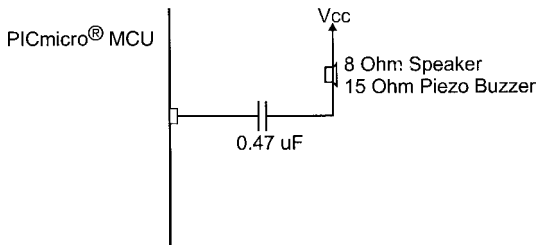


Figure 8.41 Circuit for Driving PICmicro® MCU Audio

terrupt handler. To generate a 1kHz signal shown in a PICmicro® MCU running a 4MHz, you can use the code below (which does not use the prescaler) for TMR0 and the PICmicro® MCU's interrupt capability.

```

    org      4
int
    movwf   _w                ; Save Context
                                ; Registers
    bcf     INTCON, TOIF      ; Reset the
                                ; Interrupt
    movlw   256 - (250 - 4)
    movwf   TMR0              ; Reset TMR0 for
                                ; another 500 usecs
    btfsc   SPKR              ; Toggle the Speaker
    goto   $ + 2
    bsf     SPKER              ; Speaker Output
                                ; High
    goto   $ + 2
    bcf     SPKER              ; Speaker Output Low
    swapf   _w, f              ; Restore Context
                                ; Registers
    swapf   _w, w
    retfie

```

AC Power Control

“TRIACS” come under the heading of “Thyristors” and are used to switch AC signals on and off. TRIACS do not rectify the AC voltage because they consist of two “Silicon Controlled Rectifiers” (“SCRs”), which allows the AC Current to pass without any “clipping”. A typical circuit for Triacs is shown in Fig. 8.42.

TRIACS do not allow AC current to pass unless their “gates” are biased relative to the two AC contacts. To do this, a PICmicro[®] MCU output can pull the control to ground. The current required to “close” many of the TRIACS is 25 mA and can be provided by standard PICmicro[®] MCU outputs easily.

CAUTION: AC voltages and currents can damage components, start fires, burn, or even kill through electrocution. It is recommended that AC control circuits are tested with low-voltage sources before they are used in “mains” voltage circuits.

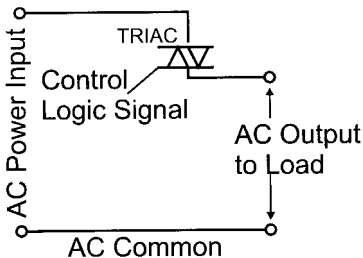


Figure 8.42 Typical TRIAC AC Control Circuit

Hall-Effect Sensors

A “Hall-effect switch” is a device in which if a current passing through a piece of silicon is deflected by a magnetic field, the output changes state as shown in Fig. 8.43.

The Hall-effect switch output can either be “Totem Pole” or “Open Collector” and can drive a PICmicro® MCU input directly. If an “Open Collector” output is used with the Hall-effect switch, then a pull up is required to ensure positive voltages will be received by the PICmicro® MCU when there is no magnetic field in place.

Sony Infrared TV Remote Control

Most (if not all) I/R TV remotes use a “Manchester” encoding scheme in which the data bits are embedded in the packet by varying the lengths of certain data levels. This can be seen in Fig. 8.44, from a theoretical Perspective and in Fig. 8.45, which shows the output from a 40-kHz Infrared Receiver receiving a signal from a “Sony” brand TV remote control. The normal signal

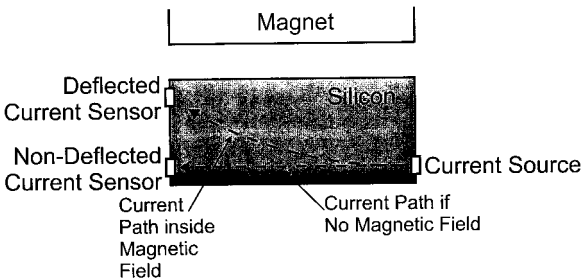


Figure 8.43 Hall-Effect Switch Operation

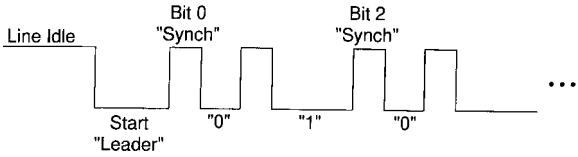


Figure 8.44 I/R TV remote data stream.

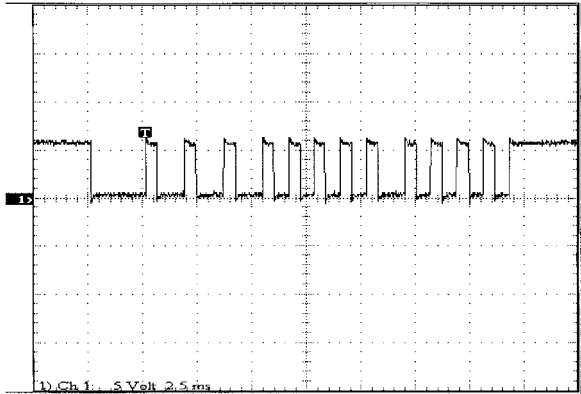


Figure 8.45 Scope View of TV I/R Remote Control Input

coming from an I/R receiver circuit is “High” when nothing is coming (line idle) and then goes “low” with a “leader” signal to indicate that data is coming in. The data consists of a bit “Synch,” which when it completes the bit value is transmitted as the length of time before the next bit “Synch”.

“Sony” brand TV remotes have 12 data bits and a 40-kHz carrier. The timings are as follows (and use a “Base Timing” “T” of 550 usecs).

Sony I/R Remote Control Timing		
Feature	"T" Timing	Actual Length
-----	-----	-----
Leader	4T	2.20 msec
Synch	T	0.55 msec
"0"	T	0.55 msec
"1"	2T	1.10 msec

To read the incoming signal, the following code can be used in a PICmicro® MCU running at 4 MHz and a single I/R receiver can be used to pass the signal to the PICmicro® MCU:

Sony I/R Read Code		
clrf	IntCount	; Reset the ; Counters
clrf	ReadCount	
GetPack		; Get the Next ; Packet Coming In
movlw	0x088	; Wait for Port ; Change Interrupt
movwf	INTCON	

Sony I/R Read Code (Continued)

```

Loop                                ; Loop Here for
                                    ; Each Update of
                                    ; the Screen

    movlw    150                    ; Wait for 25 msec
                                    ; of Data from I/R

    subwf   IntCount, w
    btfss  STATUS, Z
    goto   Loop                    ; Has NOT timed out

    clrf   INTCON                   ; No more interrupts
                                    ; for a while

    movf   ReadCount, w             ; Get the Read in
                                    ; CRC

    clrf   IntCount                 ; Reset for the
                                    ; Next Packet

    clrf   ReadCount

    call   DispHex                  ; Now, Display the
                                    ; Character

    movlw  0x08E                    ; Reset the Cursor
    call  WriteINS

    goto  GetPack                   ; Wait for the Next
                                    ; I/R Packet

Int                                ; Interrupt, Check
                                    ; I/R Input

    movwf  _w                       ; Save the Context
                                    ; Registers

    swapf  STATUS, w
    movwf  _status

    movlw  0x020                    ; Just wait for a
                                    ; Timer Interrupt

    movwf  INTCON

    movlw  256 - 20                 ; Reset the Timer

```


Sony I/R Read Code (Continued)

```

movwf    TMR0

incf     IntCount           ; Increment the
                               ; Count Register

bcf      STATUS, C         ; Now, Figure out
                               ; what to Add to
                               ; LSB
btfsc   PORTB, 6          ; Is the Incoming
                               ; Value Set?
        goto    Int_Set

btfsc   ReadCount, 5       ; Do we Update the
                               ; Value coming in?
bsf     STATUS, C

        goto    Int_End

Int_Set                               ; Incoming Set
btfss   ReadCount, 5       ; Is the Current
                               ; Bit Set?
        bsf     STATUS, C   ; No, Turn on the
                               ; Incoming Bit

Int_End
rlf     ReadCount          ; Shift Over with
                               ; New Input Data

swapf   _status, w        ; Restore the
                               ; Context
                               ; Registers

movwf   STATUS
swapf   _w
swapf   _w, w
retfie

```

This code starts sampling the incoming data after the Leader was received and the “1”s and “0”s were treated as the inputs to a Linear Feedback Shift Register. For the Code above, an 8-bit LFSR was used to produce “Cyclical Redundancy Check” (“CRC”) codes. In this

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case, the Input wasn't the high bit of the shift register—instead it is the input from the I/R Receiver.

Using this code, the following CRC codes were generated from the “Sony” I/R TV Remote Control Transmitter:

Key	Code
Power	0x052
Vol+	0x05E
Vol-	0x0BB
Ch+	0x0DC
Ch-	0x062
"0"	0x017
"1"	0x07A
"2"	0x08D
"3"	0x033
"4"	0x01F
"5"	0x04E
"6"	0x072
"7"	0x0CC
"8"	0x0B9
"9"	0x023

PICmicro[®] MCU Programming

“Hex” File Format

The purpose of MPLAB and other assemblers and compilers is to convert PICmicro[®] MCU application source code into a data format that can be used by a programmer to load the application into a PICmicro[®] MCU. The most popular format (used by Microchip and most other programmers, including the two presented in this chapter) is the Intel 8-bit hex file format.

When source code is assembled, a hex file (“Example.hex”) is generated. This file is in the format:

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```
:10000000FF308600831686018312A001A101A00B98
:0A0010000728A10B07288603072824
:02400E00F13F80
:00000001FF
```

Each line consists of a starting address and data to be placed starting at this address. The different positions of each line are defined by:

"Hex File" Line Definition	
Byte	Function
First (1)	Always ":" to indicate the Start of the Line.
2-3	Two Times the Number of Instructions on the Line.
4-7	Two Times the Starting Address for the Instructions on the Line. This is in "Motorola" Format (High Byte followed by Low Byte).
8-9	The Line Type (00 - Data, 01 - End).
10-13	The First Instruction to be loaded into the PICmicro [®] MCU at the Specified Address. This data is in "Intel" Format (Low Byte followed by High Byte).
:	Additional Instructions to be loaded at Subsequent Addresses. These instructions are also in "Intel" Format.
End - 4	The Checksum of the Line.
End - 2	ASCII Carriage Return/Line Feed Characters

The checksum is calculated by summing each byte in a line and subtracting the least significant bits from 0x0100. For the second line in the example hex file above, the checksum is calculated as:

```

0A
00
10
00
07
28
A1
0B
07
28
86
03
07
+ 28
-----
1DC

```

The least significant 8-bits (0x0DC) are subtracted from 0x0100 to get the checksum:

```

0x0100
- 0x00DC
-----
0x0024

```

This calculated checksum value of 0x024 is the same as the last two bytes of the original line.

Low-End PICmicro® MCU Programming

The low-end PICmicro® MCUs use 17 pins for programming and are programmed using a “Parallel” protocol. The pins are defined as:

Low-End PICmicro® MCU Programming Pins	
Pins	Function
RA0-RA3	D0-D3 of the Instruction Word
RB0-RB7	D4-D11 of the Instruction Word

Low-End PICmicro[®] MCU Programming Pins (Continued)

Pins	Function
T0CK1	Program/Verify Clock
OSC1	Program Counter Input
_MCLR/Vpp	Programming Power
Vdd	PICmicro [®] MCU Power
Vss	Ground ("Gnd")

A programmer designed for low-end PICmicro[®] MCU programming generally looks like Fig. 9.1.

To program a memory location, the following procedure is used:

1. The new word is driven onto RA0-RA3 and RB0-RB7.
2. The "prog" single shot sends a 100 usec programming pulse to the PICmicro[®] MCU.
3. The data word driver ("driver enable") is turned off.

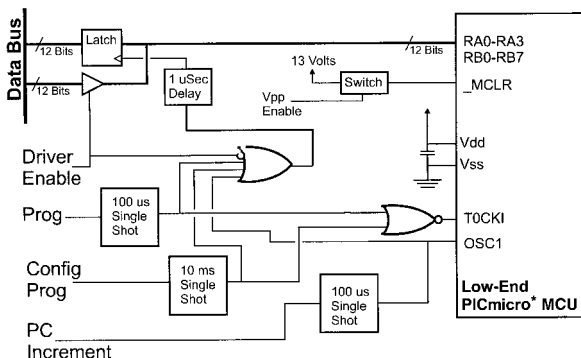


Figure 9.1 Low-End PICmicro[®] MCU Programmer

4. A programming pulse is driven that reads back the word address to confirm the programming was correct. In Fig. 9.1, the read-back latch is loaded on the falling edge of the “on” gate to get the data driven by the PICmicro[®] MCU.
5. Steps two through four are repeated a maximum of 25 times or until the data stored in the latch are correct.
6. Steps one through four are repeated three times and each time it is required to get the correct data out of the PICmicro[®] MCU. This is used to ensure the data is programmed in reliably.
7. “OSC1” is pulsed to increment to the next address. This operation also causes the PICmicro[®] MCU to drive out the data at the current address before incrementing the PICmicro[®] MCU’s program counter (which happens on the falling edge of OSC1).

In Fig. 9.2, the programming steps one to four listed above are shown along with the latch clock signal. Note

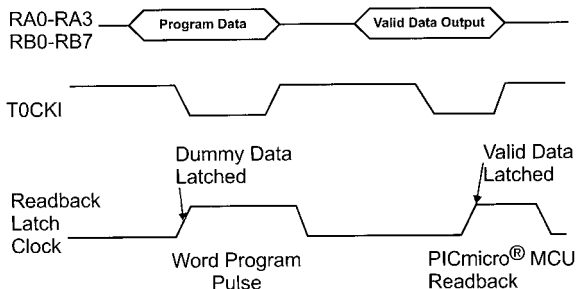


Figure 9.2 Low-End PICmicro[®] MCU Programming Waveform

that upon power up, the “configuration fuses” are the first address to be accessed, followed by the contents of the program memory.

Just pulsing the “OSC1” pin can be used to implement a “fast verify” as shown in Fig. 9.3. As noted above, each time “OSC1” is pulsed, data at the current address will be output and then increment the PICmicro[®] MCU’s Program Counter. Figure 9.3 shows the fast verify right from the start with the configuration fuse value output first before the contents of the program memory are output.

The low-end PICmicro[®] MCU configuration fuses, while Microchip documentation indicates they are at address 0x0FFF, are the first words to be programmed. When programming a low-end PICmicro[®] MCU, the configuration fuses should be skipped over the first time the PICmicro[®] MCU is programmed. After doing this, power should be shut off and the PICmicro[®] MCU put back into programming mode. The reason for programming the configuration fuses last is to make sure the “code protect” bit of the configuration register is not reset (en-

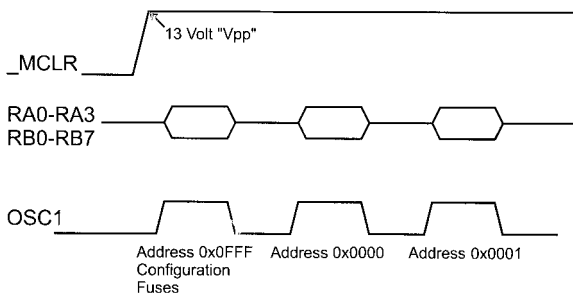


Figure 9.3 Low-End PICmicro[®] MCU “Fast Verify” Waveform

abled) during program memory programming. If code protection is enabled then data read back will be scrambled during programming, which makes verification of the code impossible.

Mid-Range Serial Programming

Serial programming (known as “In Circuit Serial Programming” or “ICSP”) for the low-end (which implements) and mid-range parts consists of pin access:

Mid-Range PICmicro® MCU ICSP Programming Pins									
Pin	12C5xx	16C50x	18 Pin	28 Pin	40 Pin				
			Mid	Mid					
1 Vpp	4 <u>MCLR</u>	4 <u>MCLR</u>	4 <u>MCLR</u>	1 <u>MCLR</u>	1 <u>MCLR</u>				
2 Vdd	1 Vdd	1 Vdd	14 Vdd	26 Vdd	11,32				
Vdd									
3 GND	8 Vss	14 Vss	5 Vss	8,21 Vss	12,31 Vss				
4 DATA	7 GPO	13 RB0	13 RB7	28 RB7	40 RB7				

5 CLOCK 6 GP1 12 RB1 12 RB6 27 RB6 39 RB6

To program and read data, the PICmicro® MCU must be put into “programming mode” by raising the “MCLR” pin to 13 to 14 volts, and the “data” and “clock” lines pulled low for several milliseconds. Once, the PICmicro® MCU is in programming mode, “Data” can then be shifted in and out using the “Clock” line.

Putting the PICmicro® MCU into programming mode requires the data waveform shown in Fig. 9.4. When MCLR is driven to Vpp, the internal program counter of the PICmicro® MCU is reset. The PICmicro® MCU’s program counter is used to keep track of the current pro-

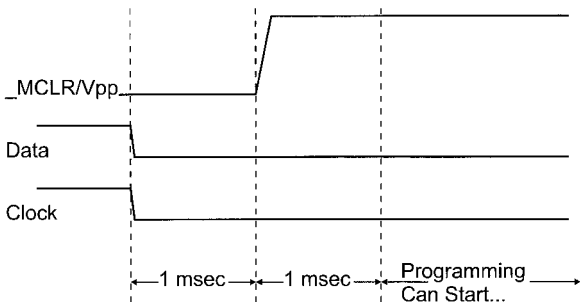


Figure 9.4 Programmer Initialization

gram memory address in the EPROM that is being accessed.

Mid-Range PICmicro® MCU EPROM ICSP Programming Commands

Command	Bit Pattern	Data	Comments
Load Data	0b0000010	0, 14 Bits Data, 0	Load word for programming
Begin Programming	0b0001000	none	Start Programming Cycle
End Programming	0b0001110	none	End Programming Cycle after 100 msec
Increment Address	0b0000110	none	Increment the PICmicro® MCU's Program Counter
Read Data	0b0000100	0, 14 Bits Data, 0	Read Program Memory at Program Counter
Load Config	0b0000000	0x07FFE	Set the PICmicro® MCU's

Program Counter
to 0x02000

Data is shifted in and out of the PICmicro[®] MCU using a synchronous protocol. Data is shifted out least significant bit (LSB) first on the falling edge of the clock line. The minimum period for the clock is 200 nsecs with the data bit centered as shown in Fig. 9.5, which is sending an “increment address” command.

When data is to be transferred, the same protocol is used, but a 16-bit transfer (LSB first) follows after one microsecond has passed since the transmission of the command. The 16 bits consist of the instruction word shifted to the left by one. This means the first and last bits of the data transfer are always “zero”.

Before programming can start, the program memory should be checked to make sure it is blank. This is accomplished by simply reading the program memory (“Read Data” command listed above) and comparing the data returned to 0x07FFE. After every compare, the PICmicro[®] MCU’s program counter is incremented (using the “increment address” command) to the size of the devices program memory. Once the program memory is checked, the PICmicro[®] MCU’s program counter is “jumped” to 0x02000 (using the “Load Configuration”

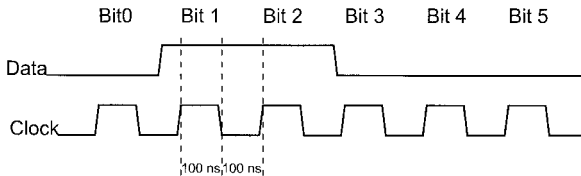


Figure 9.5 Programmer Command—6 Bits

Command) and then the next eight words are checked for 0x07FFE.

For different mid-range devices, the following table of PICmicro[®] MCU part numbers can be used to determine the amount of program memory available within them:

Mid-Range PICmicro[®] MCU EPROM Sizes by Part Number Mask

Device	Sizes
PIC16Cx1	1k
PIC16Cxx0	0.5k
PIC16Cxx1	1k
PIC16Cxx2	2k

PIC16Cx2	2k
PIC16Cx3	4k
PIC16Cx4	2k
PIC16Cx5	4k
PIC16Cx6	8k
PIC16Cx7	8k

The process for programming an instruction word in a mid-range EPROM-based PICmicro[®] MCU is

1. A “Load Data” command with the word value is written to the PICmicro[®] MCU.
2. A “Begin Programming” command is written to the PICmicro[®] MCU.
3. Wait 100 msecs.
4. An “End Programming” command is written to the PICmicro[®] MCU.
5. A “Read Data” command is sent to the PICmicro[®] MCU and 14 bits (the LSB and MSB of the 16-bit

data transferred are ignored) in the program memory instruction are read back.

6. Steps one through five are repeated up to 25 times until the data read back is correct. Steps one through five are known as a “Programming Cycle”.
7. Steps one through four are repeated three times the number of cycles required to get a valid instruction word read. This is known as “Overprogramming”.
8. The PICmicro® MCU’s Program Counter is incremented using the “Increment Address” command.
9. Steps one through eight are repeated for the entire application to the configuration fuses.
10. A “Load Config” command is sent to the PICmicro® MCU to set the Program Counter to 0x02000.
11. The PICmicro® MCU’s configuration fuses are programmed using the “Programming Cycle” detailed in steps one through seven.

The process for programming program memory could be blocked out with the pseudo-code:

```

ICSPProgram()      // Program to be burned in is in
                   // an array of
{                   // addresses and data

int PC = 0;        // PICmicro® MCU’s program counter
int i, j, k;
int retvalue = 0;

    for (i = 0; (i - PGMsize) && (retvalue == 0); I++)
    {
        if (PC != address[i]) {

```

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```
    if ((address[I] >= 0x02000) && (PC < 0x02000))
    {
        LoadConfiguration(0x07FFE);
        PC = 0x02000;
    }

for (; PC < address[i]; PC++)
    IncrementAddress();

for (i = 0; (i < 25) && (retvalue != data[I]);
    I++) {
    LoadData(ins[i] << 1); // Programming Cycle
    BeginProgramming();
    Dlay(100usec);
    EndProgramming();

    Retvalue = ReadData();
}

if (i == 25)
    retvalue = -1; // Programming Error
else {
    retvalue = 0; // Okay, Repeat Programming
                // Cycle 3x
    for (k = 0; k < (j * 3); k++){
        LoadData(ins[i] << 1);
        BeginProgramming();
        Dlay(100usec);
        EndProgramming();
    } // endif
} // endif
} // endfor
} // end ICSPProgram
```

After the program memory has been loaded with the application code, V_{pp} should be cycled off and on and the PICmicro[®] MCUs program memory is read out and compared against the expected contents. When this verify is executed, V_{pp} should be cycled again with V_{dd} a minimum voltage (4.5 volts) and then repeated again with V_{dd} at a maximum voltage (5.0 volts) value. This second

verify is used by “Production PICmicro® MCU Programmers”. Programmers not having these minimum/maximum V_{dd} verify steps are known as “Prototype PICmicro® MCU Programmers”.

The PIC12C50x and PIC16C50x low-end parts are programmed using a similar protocol as the EPROM based mid-range PICmicro® MCUs. The command first enters programming mode (with the data and clock pins pulled low followed by `_MCLR` driven to +13 volts) and the PICmicro® MCU’s program counter is set to 0x0FFF, which is the configuration register address.

The PIC12C50x and PIC16C505 use a 12-bit instruction word. When data is passed to the PICmicro® MCU, the upper 3 bits (instead of the upper one) are “zero” and ignored by the device as it is programmed. The first bit sent is still “0”, with the LED of the instruction word following.

A simple way of calculating the 16 data bits to be programmed into the PIC12C50x and PIC16C505 microcontrollers from the instruction is to save the instruction in a 16 bit variable and shift it “up” (to the “left”) by one bit. The commands available for program-

ming the PIC12C50x and PIC16C505 have a 6-bit header and optional 16-bit instruction or configuration fuse data word.

PIC12C5xx and PIC16C505 Programming Commands

Command	Bits
Load data	000010 +0, data(12), 000
Read data	000100 +0, data(12), 000
Increment PC	001000

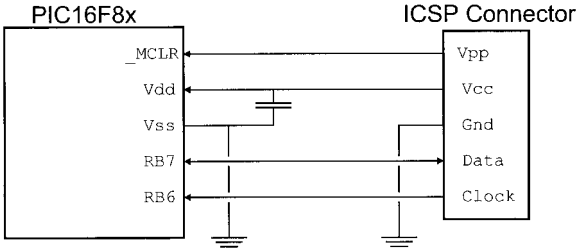


Figure 9.6 PIC16F8x ICSP Connection

```
End programming      001110
```

Microchip uses a modified version of the programming algorithm outlined above for the 16F8x “Flash”-based parts. Along with the programming algorithm being much simpler, the actual programming circuit is much easier to implement in hardware. Figure 9.6 shows a typical Flash programming circuit.

Electrically, the programming voltages are basically the same as what is required for the mid-range devices. There is one difference, however, and that is in the voltage and current required for `Vpp`. For the mid-range parts, up to 50 mA is required for EPROM programming.

Because the 16F8x parts have built-in EPROM data and Flash VPP generator, this circuit will provide the actual voltages and currents to program and engage the data and program memory resulting in micro-Amperes of current required from the programmer in “Programming Mode”.

The same data packet format is used for the 16F8x as was used for the mid-range EPROM parts, but the com-

mands and how they work are slightly different. The table below lists the different commands:

Mid-Range Flash PICmicro® MCU Programming Commands

Command	Bits	Data
Load Configuration	000000	07FFE In
Load Data for Program	000010	Word x 2 Going In

The data, like in the mid-range EPROM part, is always 16 bits with the first and last bit always equal to zero. Data is always transferred LSB first using the same timings as specified earlier in the chapter for the mid-range parts. When transferring 14 bits of data from the hex file instruction word, it can be multiplied by two, leaving the LSB and MSB reset.

The programming cycle for the PIC 16F8x is as follows:

1. “Load Data for Program Memory” command with Instruction word.
2. Send “Begin Programming” command.
3. Wait 10 msecs.
4. “Read Data from Program Memory” command and verify the contents of the Program Memory.
5. Send “Increment PICmicro® MCU’s Program Counter” command.
6. Steps one through five are the Flash PICmicro® MCU “Programming Cycle”. These steps are repeated for every instruction in the hex file.
7. A “Load Configuration” command is sent to set the Program Counter to point to address 0x02000.
8. Steps one through four are repeated for the Configuration Information.

To erase the Flash Program Memory, use the Microchip specified erase for code protected devices. This operation will erase all Flash and EEPROM memory in the PICmicro[®] MCU device, even if code protection is enabled.

1. Hold RB6 and RB7 low and apply V_{pp} , wait at least 2 msecs.
2. Execute Load Configuration (0b0000000+ 0x07FFE).
3. Increment the PC to the Configuration Register Word (Send 0b0000110 seven times).
4. Send command 0b0000001 to the PICmicro[®] MCU.
5. Send command 0b0000111 to the PICmicro[®] MCU.
6. Send “begin programming” (0b0001000) to the PICmicro[®] MCU.
7. Wait 10 ms.
8. Send command 0b0000001.
9. Send command 0b0000111.

Note that there are two undocumented commands (“0b0000001” and “0b0000111”) in this sequence.

PIC17Cxx Programming

The PIC17Cxx is connected to a programmer using the wiring shown in Fig. 9.7. Note that PORTB and PORTC are used for transferring data 16 bits at a time and PORTA is used for the control bits that control the operation of the programmer. The “_MCLR” pin is pulled high to 13 volts as would be expected to put the PICmicro[®] MCU into “Programming Mode”.

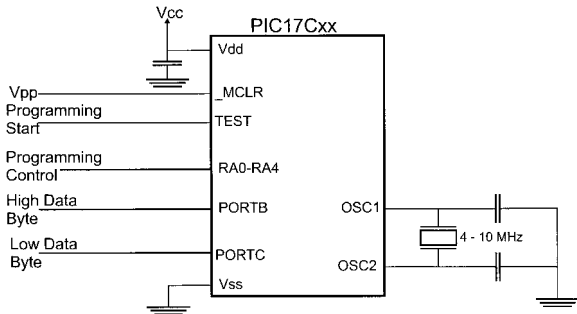


Figure 9.7 PIC17Cxx Parallel Programming Connections

While the programming of the PIC17Cxx is described as being in “parallel”, a special “Boot ROM” routine executes within the PICmicro® MCU and this accepts data from the I/O ports and programs the code into the PICmicro® MCU. To help facilitate this, the “test” line, which is normally tied low, is pulled high during application execution to make sure that the programming functions can be accessed. The clock, which can be any value from 4 MHz to 10 MHz is used to execute the “Boot ROM” code for the programming operations to execute.

To put the PICmicro® MCU into programming mode, the “test” line is made active before MCLR is pulled to Vpp and then 0x0E1 is driven on PORTB to command the boot code to enter the programmer routine. This sequence is shown in Fig. 9.8. To end programming mode, MCLR must be pulled to ground 10 msec or more before power is taken away from the PICmicro® MCU. “Test” should be de-asserted after MCLR is pulled low.

When programming, the RA0 pin is pulsed high for at

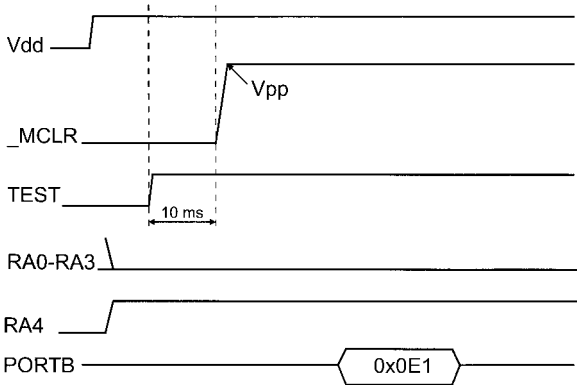


Figure 9.8 PIC17Cxx Parallel Programming Start-Up

least 10 instruction cycles (10 μ s for the PICmicro[®] MCU running at 4 MHz) to load in the instruction address followed by the PICmicro[®] MCU latching out the data (so that it can be verified). After the data have been verified, RA0 is pulsed high for 100 μ s to program the data. If RA1 is low during the RA0 pulse, then the PICmicro[®] MCU program counter will be incremented. If it goes high during the pulse, the internal program counter will not be incremented and the instruction word contents can be read back in the next RA1 cycles without having to load in a new address.

The latter operation is preferred and looks like the waveforms shown in Fig. 9.9. This waveform should be repeated until the data is loaded or up to 25 times. Once it is programmed in, then three times the number of programming cycles must be used to “lock” and “overprogram” the data in. This process is similar to that of the other EPROM parts.

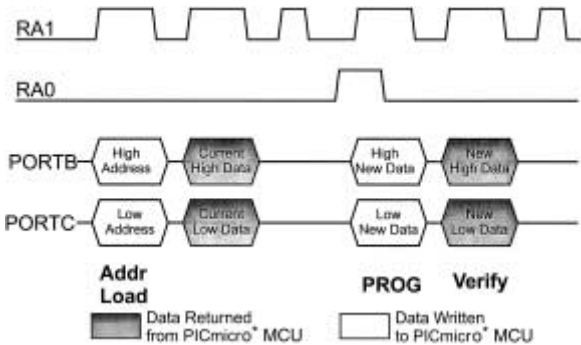


Figure 9.9 PIC17Cxx Parallel Programming Waveform

Writing to the specified addresses between 0x0FE00 and 0x0FE0F programs and verifies the configuration word. To program (“make 0”) one of the configuration bits, write to its register. Reading back the configuration word uses the first three RA1 cycles of Fig. 9.9 at either 0x0FE00 or 0x0FE08. Reading 0x0FE00 will return the low byte of the configuration word in PORTC (0x0FF will be in PORTB) and reading 0x0FE08 will return the high byte in PORTC.

The configuration bits for the PIC17Cxx are defined as:

PIC17Cxx Configuration Bits	
Address	Bit
F0SC0	0x0FE00
F0SC1	0x0FE01
WDTPS0	0x0FE03
WDTPS1	0x0FE04
PM0	0x0FE05
PM1	0x0FE06
PM2	0x0FE0F

where the bits are defined as:

PIC17Cxx Configuration Bit Definition	
PM2:PM0	Processor mode
111	Microprocessor Mode
110	Microcontroller Mode
101	Extended Microcontroller Mode
000	Code Protected Microcontroller Mode
WDTPS1:WDTPS0	Watchdog Timer and Postscaler Mode
11	WDT Enabled, Postscaler = 1:1
10	WDT Enabled, Postscaler = 256:1
01	WDT Enabled, Postscaler = 64:1
00	WDT Disabled, 16 bit Overflow Timer
FOSC1:FOSC0	Oscillator Mode
11	External Oscillator
10	XT Oscillator
01	RC Oscillator
00	LF Oscillator

Note, configuration bit addresses must be written to in ascending order. Programming the bit in nonregister ascending order can result in unpredictable programming of the configuration word as the “Processor” Mode changes to a “Code Protected” mode before the data is loaded in completely.

PIC17Cxx ICSP Programming

The capability of a PIC17Cxx application to write to program memory is enabled when the `_MCLR` is driven by more than 13 volts and a `tablwt` instruction is executed. When `tablwt` is executed, the data loaded into the `TABLATH` and `TABLATL` registers is programmed into

the memory locations. This instruction keeps executing (it does not complete after two cycles, as it would if the TBLPRH and TBLPTRL registers were pointing outside the internal EPROM) until it is terminated by an interrupt request or `_MCLR` reset.

To perform a word write, the following mainline process would be used:

1. Disable TMR0 interrupts.
2. Load TABPTRH and TABPTRL with the address.
3. Load TABLATH or TABLATL with the data to be stored.
4. Enable a 1,000 usec TMR0 delay interrupt (initialize TMR0 and enable TMR0 interrupt).
5. Execute `tablwt` instruction with the missing half of data.
6. Disable TMR0 interrupts.
7. Read back data—Check for match.
8. If no match—Return error.

The interrupt handler for this process can just be executing a “`retfie`” instruction. Sample code for writing to the PIC17Cxx’s program memory is

```

org      0x00010
TMR0Int                                ; Timer Interrupt
                                           ; Request
                                           ; Acknowledge

retfie

:

movfp   SaveAddress,                    ; Point to the
      TBLPTRL                            ; Memory being

```

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```
movfp   SaveAddress + 1,      ; written to
        TBLPTRH

bcf     PORTA, 3              ; Turn on Programming
                                   ; Voltage

movlw   HIGH ((100000 / 5)    ; Delay 100 msec
        + 256)                ; for
movwf   Delay                 ; Programming Voltage
                                   ; to Stabilize

movlw   LOW ((100000 / 5)
        + 256)
addlw   0x0FF
btfsc   ALUSTA, Z
        decfsz Delay, f
        goto    $ - 3

movlw   HIGH (65536 -        ; Delay 10 msec for
        10000)                ; EPROM Write
movwf   TMR0H
movlw   LOW (65536 - 10000)
movwf   TMR0L

bsf     T0STA, T0CS          ; Start up the Timer

movlw   1 << T0IE            ; Enable Interrupts
movwf   INTSTA
bcf     CPUSTA, GLINTD

tlwt   0, SaveData           ; Load Table Pointer
                                   ; with Data

tlwt   1, SaveData + 1
tablwt 1, 0, SaveData + 1    ; Write the Data In
nop
nop

clrf   INTSTA, f            ; Turn Off Interrupts
bsf    CPUSTA, GLINTD

movlw  2
call   SendMSG

bsf    PORTA, 3
```


To enable internal programming, `_MCLR` has to be “switched” from 5 volts (VDD) to 13 volts. The Microchip circuit that is recommended is shown in Fig. 9.10. This circuit will drive the PIC17Cxx’s `_MCLR` pin at 5 volts until “RA2” is pulled low. When RA2 is pulled low, the voltage driven in to `_MCLR` will become 13 volts (or “Vpp”). The programming current at 13 volts is a minimum of 30 mA.

The “boot code” is a host interface application that reads data and then programs it at the specified address. This code must be burned into the PICmicro® MCU before “ICSP” can execute. The typical “boot code” for a PIC17Cxx PICmicro® MCU would be as follows:

1. Establish communication with programming host.
2. If no communication link is established jump to application code.

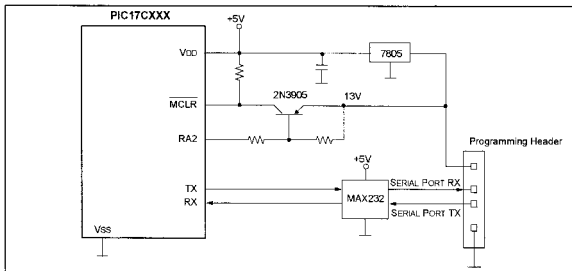


Figure 9.10 PIC17Cxxx in circuit serial programming schematic

3. Enable V_{pp} ($RA2 = 0$).
4. Wait for host to send instruction word address.
5. Program in the word.
6. Confirm word is programmed correctly.
7. Loop back to four.

PIC18Cxx Programming

Like the PIC17Cxx, the PIC18Cxx has the capability to “self program” using the table “read and write” instructions. In the PIC18Cxx, this capability is not only available within applications, but is used to program an erased device.

To program the PIC18Cxx, instructions are downloaded into the PICmicro[®] MCU after setting the “_MCLR” pin to V_{pp} (13 to 14 volts, as in the other EPROM PICmicro[®] MCUs) with both RB6 and RB7 low. Passing instructions (which contain the program data) to the PICmicro[®] MCU is accomplished by first sending a 4-bit “Special Instruction” followed by an optional 16-bit instruction. The 4-bit Special Instruction is sent most significant bit first and can either specify that an instruction follows or that it is a “mnemonic” for a “TBLRD” or “TBLWT” instruction as shown in the table below:

PIC18Cxx Programming “Mnemonics”			
Special Instruction	Mnemonic	Instruction Operation	Cycles
0000	nop	Shift in Next Instruction	1
1000	TBLRD *	Read Table	2
1001	TBLRD *+	Read Table, Increment TBLPTR	2

PIC18Cxx Programming “Mnemonics” (Continued)			
Special Instruction	Mnemonic	Instruction Operation	Cycles
1010	TBLRD *-	Read Table, Decrement TBLPTR	2
1011	TBLRD +*	Increment TBLPTR, Read Table	2
1100	TBLWT *	Write Table	2
1101	TBLWT **	Write Table, Increment TBLPTR	2
1110	TBLWT *-	Write Table, Decrement TBLPTR	2
1111	TBLWT +*	Increment TBLPTR, Write Table	2

The data transmission looks like Fig. 9.11. The four “nop” bit code is transmitted first followed by the 16-bit instruction.

If the instruction is a table operation, then the “Special Instruction” code can be used instead of the “nop” to simplify the data transfer. At the end of Fig. 9.11, the bit pattern 0b01101 (“TBLWT *-”) is sent to the PICmicro® MCU.

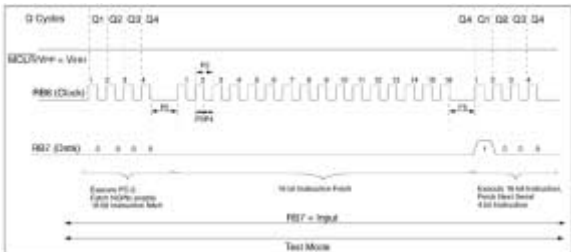


Figure 9.11 Serial Instruction Timing for 1 Cycle 16-Bit Instructions

While the table reads and writes only require 4 bits, to carry out the program operation, there are always 16 bits following the mnemonic (just as if it were a “nop”) for data transfer and this avoids the need for explicitly loading and unloading the table latch registers using instructions. In Fig. 9.12, the “tblwt*” instruction (write to table and do not change TBLPTR) is shown.

After the first 20-bit sequence, a second 20-bit sequence is executed to allow the programming operation to complete (this is what is meant by the “2” in the “Cycles” in the table above). The PICmicro® MCU ignores the second sequence of 20 bits and the initial sequence is processed. Reading data from the PICmicro® MCU’s program memory is accomplished in exactly the same way.

To set up a table read or write, first the TBLPTR has to be initialized. This is done using standard “movlw” and “movwf” instruction. For example, to program address

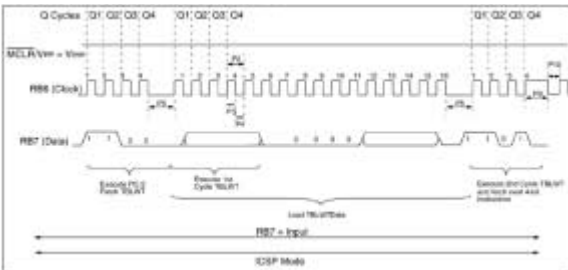


Figure 9.12 TBLWT Instruction Sequence

0x012345 with 0x06789, the data sequence is written to the PIC18Cxx:

```

Mnemonic      Instruction/Data
nop           movlw   UPPER 0x012345
nop           movwf   TBLPTRU
nop           movlw   HIGH 0x012345
nop           movwf   TBLPTRH
nop           movlw   LOW 0x012345
nop           movwf   TBLPTRL
tblwt *      0x06789
    
```

Microchip ICSP Programming Connector

The “ICSP” Programming Connector defined by Microchip uses the pinout shown in the table below:

Microchip “ICSP” Pin Definition}			
PIN	12C5xx	16Cxx	16Fxx
1 .Vpp	-MCLR/Vpp	-MCLR/Vpp	-MCLR/Vpp
2 .Vdd	Vdd	Vdd	Vdd
3 .Vss	Vss	Vss	Vss
4 .DATA	GP0	RB7	RB7
5 .CLOCK	GP1	RB6	RB6

To connect a PICmicro® MCU, which has been put into an application circuit, the following interface shown in Fig. 9.13 should be used.

The PICmicro® MCU must be isolatable from the application circuit. The diode on the “_MCLR/Vpp” pin and the “breakable connections” on Vdd, RB7, and RB6 isolate the PICmicro® MCU. These “breaks” are best provided by unsoldered “zero ohm” resistors or uncon-

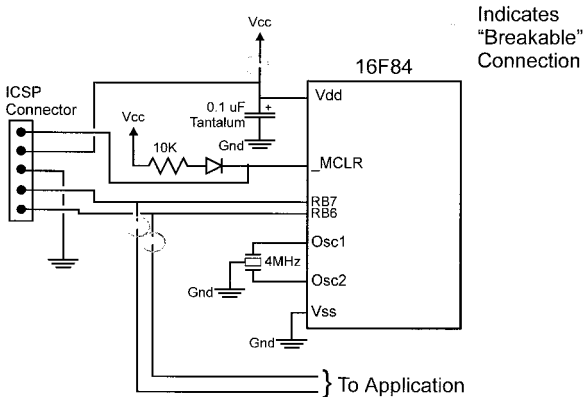


Figure 9.13 16F84 ICSP Circuit

nected jumpers in the circuit. This has to be done because the ICSP specification will only provide 50 mA for Vdd and has 1K ohm resistors in the data and clock lines to protect the driver circuits.

Third Party/Downloadable Programmers

When considering a PICmicro[®] MCU programmer, the following questions should be asked:

1. What are the supported PICmicro[®] MCU devices?
2. What is the interface and how is the application timed?
3. How are the Configuration Fuses programmed?
4. What Operating System does it run under?

Chapter
10

PC Interfaces

Memory Map

Figure 10.1 shows a graphic of the PC's memory map.

I/O Space Map

Only the lower 10 bits of the I/O space have been specified for the basic PC/AT register operation. Some PC/XT specific registers have been omitted from this list. It is not obvious in the table below, but I/O port addresses 0x0000 to 0x00FF are on the motherboard while the addresses above are on adapter cards.

For some motherboards, registers are accessed at ad-

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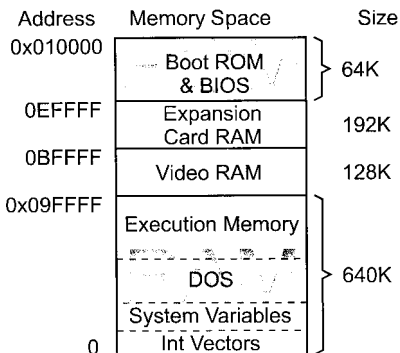


Figure 10.1 The PC's Memory Map

addresses 0x0400 and above. To avoid problems, make sure that you only specify addresses below 0x0400.

Address	Register Description
0000h	DMA channel 0 address (low addressed first, then high)
0001h	DMA channel 0 word count (low addressed first, then high)
0002h	DMA channel 1 address (low addressed first, then high)
0003h	DMA channel 1 word count (low addressed first, then high)
0004h	DMA channel 2 address (low addressed first, then high)
0005h	DMA channel 2 word count (low addressed first, then high)
0006h	DMA channel 3 address (low addressed first, then high)
0007h	DMA channel 3 word count (low addressed first, then high)
0008h	Read - DMA 1 channel 0-3 status register

Bit 7 = Channel 3 Request
 Bit 6 = Channel 2 Request
 Bit 5 = Channel 1 Request
 Bit 4 = Channel 0 Request
 Bit 3 = Channel Terminal Count on Channel 3
 Bit 2 = Channel Terminal Count on Channel 2
 Bit 1 = Channel Terminal Count on Channel 1
 Bit 0 = Channel Terminal Count on Channel 0
 Write - DMA 1 channel 0-3 command register
 Bit 7 = DACK Sense Active High
 Bit 6 = DREQ Sense Active High
 Bit 5 = Extended Write Selection
 Bit 4 = Rotating Priority
 Bit 3 = Compressed Timing
 Bit 2 = Enable Controller
 0009h DMA 1 write request register
 000Ah DMA 1 channel 0-3 mask register
 Bit 7-3 = Reserved
 Bit 2 = Mask bit
 Bit 1-0 = Channel Select
 - 00 channel 0
 - 01 channel 1
 - 10 channel 2
 - 11 channel 3
 000Bh DMA 1 channel 0-3 mode register
 Bit 7-6 = Operating Mode
 - 00 demand mode
 - 01 single mode
 - 10 block mode
 - 11 cascade mode
 Bit 5 = address increment select
 Bit 3-2 = Operation
 - 00 verify operation
 - 01 write to memory
 - 10 read from memory
 - 11 reserved
 Bit 1-0 = Channel Select
 - 00 channel 0
 - 01 channel 1
 - 10 channel 2
 - 11 channel 3

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000Ch	DMA 1 clear byte pointer flip-flop
000Dh	Read - DMA 1 read temporary register Write - DMA 1 master clear
000Eh	DMA 1 clear mask register
000Fh	DMA 1 write mask register
0020h	Interrupt Controller 1 initialization command word Bit 7-5 = 0 - only used in 80/85 mode Bit 4 = ICW1 Request Bit 3 = Interrupt Request Mode - 0 Edge triggered mode - 1 Level triggered mode Bit 2 = Interrupt Vector Size - 0 Eight Byte Interrupt Vectors - 1 Four Byte Interrupt Vectors Bit 1 = Operating Mode - 0 Cascade mode - 1 Single mode Bit 0 = IC4 Requirements - 0 not needed - 1 needed
0021h	Interrupt Controller 1 Interrupt Mask Register bit 7 = 0 enable parallel printer interrupt bit 6 = 0 enable diskette interrupt bit 5 = 0 enable fixed disk interrupt bit 4 = 0 enable serial port 1 interrupt bit 3 = 0 enable serial port 2 interrupt bit 2 = 0 enable video interrupt bit 1 = 0 enable keyboard, mouse, RTC interrupt bit 0 = 0 enable timer interrupt
0040h	8254 Timer Counter 0 & Counter Divisor Register
0041h	8254 Timer Counter 1 & Counter Divisor Register
0042h	8254 Timer Counter 2 & Counter Divisor Register
0043h	8254 Timer Mode/Control port Bit 7-6 = Counter Select - 00 Counter 0 - 01 Counter 1 - 10 Counter 2

- Bit 5-4 = Counter Read/Write Operation
 - 01 Read/Write Low Counter Byte
 - 10 Read/Write High Counter Byte
 - 11 Read/Write Low, then High Counter Bytes
- Bit 3-1 = Counter Mode Select
 - 000 mode 0
 - 001 mode 1/Programmable One Shot
 - x10 mode 2/Rate Generator
 - x11 mode 3/Square Wave Generator
 - 100 mode 4/Software Triggered Strobe
 - 101 mode 5/Hardware Triggered Strobe
- Bit 0 = Counter Type
 - 0 Binary Counter
 - 1 BCD Counter
- 0060h Read - Keyboard Controller
 - Bit 7 = Keyboard Inhibit (Reset)
 - Bit 6 = CGA (Reset)
 - Bit 5 = Manufacturing Jumper Install
 - Bit 4 = Reset if System RAM 512K
 - Bit 3-0 = Reserved
- Write - Keyboard Controller
 - Bit 7 = Keyboard Data Output
 - Bit 6 = Keyboard Clock Output
 - Bit 5 = Input Buffer Full (Reset)
 - Bit 4 = Output Buffer Empty (Reset)
 - Bit 3-2 = Reserved
 - Bit 1 = Address Line 20 Gate
 - Bit 0 = System Reset
- 0061h Read - Keyboard Controller Port B control register
 - Bit 7 = Parity Check
 - Bit 6 = Channel Check
 - Bit 5 = Current Timer 2 Output
 - Bit 4 = Toggles with each Refresh Request
 - Bit 3 = Channel Check Status
 - Bit 2 = Parity Check Status
 - Bit 1 = Speaker Data Status
 - Bit 0 = Timer 2 Gate to Speaker Status

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Write - 8255 Compatible Port
Bit 7 = Clear Keyboard
Bit 6 = Hold Keyboard Clock Low
Bit 5 = I/O Check Enable
Bit 4 = RAM Parity Check Enable
Bit 3 = Read low/high switches
Bit 2 = Reserved
Bit 1 = Speaker Clock Enable
Bit 0 = Timer 2 Gate to Speaker Enable

0064h Read - Keyboard Controller Status
Bit 7 = Parity Error on Keyboard
Transmission
Bit 6 = Receive Timeout
Bit 5 = Transmit Timeout
Bit 4 = Keyboard Inhibit
Bit 3 = Input Register Type
- 1 data in input register is
command
- 0 data in input register is
data
Bit 2 = System Flag Status
Bit 1 = Input Buffer Status
Bit 0 = Output Buffer Status

Write Keyboard Controller Input Buffer
20 = Read Byte Zero of Internal
RAM, this is the last KB
command send to 8042
21-3F = Reads the Byte Specified in
the Lower 5 Bits of the
command in the 8042's
internal RAM
60-7F = Writes the Data Byte to the
Address Specified in the 5
Lower Bits of the Command

0065h Address Line 20 Gate Control
Bit 2 = A20 gate control
1 - A20 enabled
0 - A20 disabled

0070h CMOS RAM index register port
Bit 7 = NMI Enable
Bit 6-0 = CMOS RAM Index

0071h CMOS RAM data port
00 = Current Second in BCD
01 = Alarm Second in BCD
02 = Current Minute in BCD
03 = Alarm Minute in BCD

	04 = Current Hour in BCD
	05 = Alarm Hour in BCD
	06 = Day of Week in BCD
	07 = Day of Month in BCD
	08 = Month in BCD
	09 = Year in BCD (00-99)
	0A = Status Register A
	Bit 7 = Update Progress
	Bit 6-4 = Divider that Identifies the time-based Frequency
	Bit 3-0 = Rate Selection Output
	0B = Status Register B
	Bit 7 = Run/Halt Control
	Bit 6 = Periodic Interrupt Enable
	Bit 5 = Alarm Interrupt Enable
	Bit 4 = Update-Ended Interrupt Enable
	Bit 3 = Square Wave Interrupt Enable
	Bit 2 = Calendar Format
	Bit 1 = Hour Mode
	Bit 0 = Daylight Savings time Enable
	0C = Status Register C
	Bit 7 = Interrupt Request Flag
	Bit 6 = Periodic Interrupt Flag
	Bit 5 = Alarm Interrupt Flag
	Bit 4 = Update Interrupt Flag
	Bit 3-0 = Reserved
	0D = Status Register D
	Bit 7 = Real-Time Clock power
0080h	"MFG_PORT" Write Address
0080h	DMA Page Register page register (temporary storage)
0081h	DMA Channel 2 Page Address
0082h	DMA Channel 3 Page Address
0083h	DMA Channel 1 Page Address
0084h	Extra Page Register
0085h	Extra Page Register
0086h	Extra Page Register
0087h	DMA Channel 0 Page Address
0088h	Extra Page Register
0089h	DMA Channel 6 Page Address
008Ah	DMA Channel 7 Page Address
008Bh	DMA Channel 5 Page Address
008Ch	Extra Page Register
008Dh	Extra Page Register
008Eh	Extra Page Register
008Fh	DMA Refresh Page Register

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00A0h	Interrupt Controller 2 Initialization Command Word
	Bit 7-5 = 0 - only used in 80/85 mode
	Bit 4 = ICW1 Request
	Bit 3 = Interrupt Request Mode
	- 0 Edge triggered mode
	- 1 Level triggered mode
	Bit 2 = Interrupt Vector Size
	- 0 Eight Byte Interrupt Vectors
	- 1 Four Byte Interrupt Vectors
	Bit 1 = Operating Mode
	- 0 Cascade mode
	- 1 Single mode
	Bit 0 = IC4 Requirements
	- 0 not needed
	- 1 needed
00A1h	Interrupt Controller 2 Mask Register
	Bit 7 = Reserved
	Bit 6 = Fixed Disk
	Bit 5 = Coprocessor exception
	Bit 4 = Mouse Interrupt
	Bit 3 = Reserved
	Bit 2 = Reserved
	Bit 1 = Redirect Cascade
	Bit 0 = Real-Time Clock
00D0h	Read - DMA Controller 2 Channel 4-7 status register
	Bit 7 = Channel 7 Request
	Bit 6 = Channel 6 Request
	Bit 5 = Channel 5 Request
	Bit 4 = Channel 4 Request
	Bit 3 = Channel 7 Terminal Count
	Bit 2 = Channel 6 Terminal Count
	Bit 1 = Channel 5 Terminal Count
	Bit 0 = Channel 4 Terminal Count
	Write DMA Controller 2 Channel 4-7 command register
	Bit 7 = DACK Sense Active High
	Bit 6 = DREQ Sense Active High
	Bit 5 = Extended Write Selection
	Bit 4 = Rotating Priority
	Bit 3 = Compressed Timing
	Bit 2 = Enable Controller
00D2h	DMA Controller 2 Channel 4-7 Write Request Register

00D4h	<p>DMA Controller 2 Channel 4-7 Write Single Mask Register</p> <ul style="list-style-type: none"> Bit 7-3 = Reserved Bit 2 = Mask bit Bit 1-0 = Channel Select <ul style="list-style-type: none"> - 00 channel 0 - 01 channel 1 - 10 channel 2 - 11 channel 3
00D6h	<p>DMA Controller 2 Channel 4-7 Mode Register</p> <ul style="list-style-type: none"> Bit 7-6 = Operating Mode <ul style="list-style-type: none"> - 00 demand mode - 01 single mode - 10 block mode - 11 cascade mode Bit 5 = address increment select Bit 3-2 = Operation <ul style="list-style-type: none"> - 00 verify operation - 01 write to memory - 10 read from memory - 11 reserved Bit 1-0 = Channel Select <ul style="list-style-type: none"> - 00 channel 0 - 01 channel 1 - 10 channel 2 - 11 channel 3
00D8h	DMA Controller 2 Channel 4-7 Clear Byte Pointer
00Dah	<p>Read - DMA Controller Channel 4-7 Read Temporary Register</p> <p>Write - DMA Controller Channel 4-7 Master Clear</p>
00DCh	DMA Controller 2 Channel 4-7 Clear Mask Register
00DEh	DMA Controller 2 Channel 4-7 Write Mask Register
00F0h	Math Coprocessor Clear Busy Latch
00F1h	Math Coprocessor Reset
00F8h	Opcode Transfer Register
00FAh	Opcode Transfer Register
00FCh	Opcode Transfer Register
01F0h	Hard Disk Controller Data Register
01F1h	<p>Hard Disk Controller Error Register</p> <ul style="list-style-type: none"> Bit 7 = Failing Drive Bit 6-3 = Reserved

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Bit 2-0 = Status
- 001 No Error
- 010 Formatter Device Error
= 011 Sector Buffer Error
= 100 ECC Circuitry Error
= 101 Controlling Microprocessor Error

01F2h Sector Count
01F3h Sector Number
01F4h Cylinder Low
01F5h Cylinder High
01F6h Drive/Head
01F7h Read - Hard Disk Controller Status Register
bit 7 = Controller Execution Status
bit 6 = Drive Status
bit 5 = Write Fault
bit 4 = Seek Complete
bit 3 = Sector Buffer Requires Servicing
bit 2 = Disk Data Read Successfully Corrected
bit 1 = Index
bit 0 = Previous Command Ended in Error
Write - Hard Disk Controller Command Register

0201h Read - Joystick Position and Status
Bit 7 = Status B Joystick Button 2
Bit 6 = Status B Joystick Button 1
Bit 5 = Status A Joystick Button 2
Bit 4 = Status A Joystick Button 1
Bit 3 = B joystick Y coordinate
Bit 2 = B joystick X coordinate
Bit 1 = A joystick Y coordinate
Bit 0 = A joystick X coordinate
Write - Fire Joystick's four one-shots

0220h SoundBlaster - Left speaker Status/Address
Address:
01 = Enable waveform control
02 = Timer #1 data
03 = Timer #2 data
04 = Timer control flags
08 = Speech synthesis mode

	20-35 = Amplitude Modulation/Vibrato
	40-55 = Level key scaling/Total level
	60-75 = Attack/Decay rate
	80-95 = Sustain/Release rate
	A0-B8 = Octave/Frequency Number
	C0-C8 = Feedback/Algorithm
	E0-F5 = Waveform Selection
0221h	SoundBlaster - Left speaker Data
0222h	SoundBlaster - Right speaker/Address
	Address:
	01 = Enable waveform control
	02 = Timer #1 data
	03 = Timer #2 data
	04 = Timer control flags
	08 = Speech synthesis mode
	20-35 = Amplitude Modulation/Vibrato
	40-55 = Level key scaling/Total level
	60-75 = Attack/Decay rate
	80-95 = Sustain/Release rate
	A0-B8 = Octave/Frequency Number
	C0-C8 = Feedback/Algorithm
	E0-F5 = Waveform Selection
0223h	Right speaker -- Data port
0278h	LPT2 data port
0279h	LPT2 Status Port
	Bit 7 = Busy
	Bit 6 = Acknowledge
	Bit 5 = Out of Paper
	Bit 4 = Printer Selected
	Bit 3 = Error
	Bit 2 = IRQ Occurred
	Bit 1-0 = Reserved
027Ah	LPT2 Control Port
	Bit 7-6 = Reserved
	Bit 5 = Data Output Control
	Bit 4 = IRQ Enable
	Bit 3 = Select Printer
	Bit 2 = Initialize
	Bit 1 = Line Feed
	Bit 0 = Strobe
02E8h	8514/A Display Status
02E8h	8514/A Horizontal Total
02EAh	8514/A DAC Mask
02EBh	8514/A DAC Read Index
02ECh	8514/A DAC Write Index

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02EDh	8514/A DAC Data
02F8h	Serial Port 3 Transmitter/Receiver registers/Divisor Latch Low
02F9h	Serial Port 2 Interrupt Enable Register/Divisor Latch High
02FAh	Serial Port 2 Interrupt Identification Register
02FBh	Serial Port 2 Line Control Register
02FCh	Serial Port 2 Modem Control Register
02FDh	Serial Port 2 Line Status Register
02FFh	Serial Port 2 Scratchpad Register
0300h-031Fh	IBM Prototype Card Addresses
0360h-036Fh	Network Cards
0370h	Secondary Diskette Controller Status A
0371h	Secondary Diskette Controller Status B
0372h	Secondary Diskette Controller Digital Output Register
0374h	Read - Secondary Diskette Controller Main Status Register Secondary Diskette Controller Data Rate Select Register
0375h	Secondary Diskette Controller Command/Data Register
0377h	Read - Secondary Diskette Controller Digital Input Register Write - Select Register for Diskette Data Transfer Rate
0378h	LPT1 data port
0379h	LPT1 Status Port Bit 7 = Busy Bit 6 = Acknowledge Bit 5 = Out of Paper Bit 4 = Printer Selected Bit 3 = Error Bit 2 = IRQ Occurred Bit 1-0 = Reserved
037Ah	LPT1 Control Port Bit 7-6 = Reserved Bit 5 = Data Output Control Bit 4 = IRQ Enable Bit 3 = Select Printer Bit 2 = Initialize Bit 1 = Line Feed Bit 0 = Strobe
0380h-038Fh	Secondary SDLC Registers

0390h-039Fh	IBM Cluster adapter
03A0h-03AFh	Primary SDLC Registers
03B4h	MDA CRT Index Register
03B5h	MDA CRT Data Register
	Address Function
	00 Horizontal Total
	01 Horizontal Displayed
	02 Horizontal Sync Position
	03 Horizontal Sync Pulse Width
	04 Vertical Total
	05 Vertical Displayed
	06 Vertical Sync Position
	07 Vertical Sync Pulse Width
	08 Interlace Mode
	09 Maximum Scan Lines
	0A Cursor Start
	0B Cursor End
	0C Start Address High
	0D Start Address Low
	0E Cursor Location High
	0F Cursor Location Low
	10 Light Pen High
	11 Light Pen Low
03B8h	MDA Mode Control Register
	bit 7-6 = Reserved
	bit 5 = Blink Enable
	bit 4 = Reserved
	bit 3 = Video Enable
	bit 2-1 = Reserved
	bit 0 = High Resolution Mode
03B9h	EGA Color Select
03BAh	Read - EGA CRT Status Register
	Write - EGA/VGA feature control register
03BBh	Reserved for EGA
03BCh	LPT1 Data Port
03BDh	LPT1 Status Port
	Bit 7 = Busy
	Bit 6 = Acknowledge
	Bit 5 = Out of Paper
	Bit 4 = Printer Selected
	Bit 3 = Error
	Bit 2 = IRQ Occurred
	Bit 1-0 = Reserved
03BEh	LPT 1 Control Port
	Bit 7-5 = Reserved

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	Bit 4 = IRQ Enable
	Bit 3 = Select Printer
	Bit 2 = Initialize
	Bit 1 = Line Feed
	Bit 0 = Strobe
03BFh	Hercules Configuration Switch Register
	Bit 7-2 = Reserved
	Bit 1 = Enable Upper 32K Graphic Buffer
	Bit 0 = Disable Graphics Mode
03C0h	EGA/VGA ATC Index/Data Register
03C1h	VGA Other Attribute Register
03C2h	Read - EGA/VGA Input Status 0 Register
	Write - VGA Miscellaneous Output Register
03C4h	VGA Sequencer Index Register
03C5h	VGA Other Sequencer Index Register
03C6h	VGA PEL Mask Register
03C7h	VGA PEL Address Read Mode/VGA DAC state register
03C8h	VGA PEL Address Write Mode
03C9h	VGA PEL Data Register
03CAh	VGA Feature Control Register
03CCh	VGA Miscellaneous Output Register
03CEh	VGA Graphics Address Register
03CFh	VGA Other Graphics Register
03D4h	CGA CRT Index Register
03D5h	CGA CRT (6845) data register
03D8h	CGA Mode Control Register
	Bit 7-6 = Reserved
	Bit 5 = Blink Enable
	Bit 4 = 640*200 Graphics Mode Select
	Bit 3 = Video Enable
	Bit 2 = Monochrome Signal Select
	Bit 1 = Text Mode Select
	Bit 0 = Text Mode Select
03D9h	CGA Palette Register
	Bit 7-6 = Reserved
	Bit 5 = Active Color Set Select
	Bit 4 = Intense Color Select
	Bit 3 = Intense Border Select
	Bit 2 = Red Border/Background/Foreground Select
	Bit 1 = Green Border/Background/Foreground Select

	Bit 0 = Blue Border/Background/ Foreground Select
03DAh	CGA Status Register
	Bit 7-4 = Reserved
	Bit 3 = Vertical Retrace Status
	Bit 2 = Light Pen Status
	Bit 1 = Light Pen Trigger Set
	Bit 0 = Memory Select
03EAh	EGA/VGA Feature Control Register
03EBh	Clear Light Pen Latch
03ECh	Preset Light Pen Latch
03E8h	Serial Port 3 Transmitter/Receiver registers/Divisor Latch Low
03E9h	Serial Port 3 Interrupt Enable Register/Divisor Latch High
03EAh	Serial Port 3 Interrupt Identification Register
03EBh	Serial Port 3 Line Control Register
03ECh	Serial Port 3 Modem Control Register
03EDh	Serial Port 3 Line Status Register
03EFh	Serial Port 3 Scratchpad Register
03F0h	Primary Diskette Controller Status A
03F1h	Primary Diskette Controller Status B
03F2h	Primary Diskette Controller Digital Output Register
03F4h	Read - Primary Diskette Controller Main Status Register
	Primary Diskette Controller Data Rate Select Register
03F5h	Primary Diskette Controller Command/Data Register
03F7h	Read - Primary Diskette Controller Digital Input Register
	Write - Select Register for Diskette Data Transfer Rate
03F8h	Serial Port 3 Transmitter/Receiver registers/Divisor Latch Low
03F9h	Serial Port 1 Interrupt Enable Register/Divisor Latch High
03FAh	Serial Port 1 Interrupt Identification Register
03FBh	Serial Port 1 Line Control Register
03FCh	Serial Port 1 Modem Control Register
03FDh	Serial Port 1 Line Status Register
03FFh	Serial Port 1 Scratchpad Register

Interrupt Function by Number

Interrupt	Name and Comments
00h	Divide by Zero Error
01h	Single Step
02h	Nonmaskable
03h	Breakpoint (Instruction 0x0CC)
04h	Overflow
05h	Print Screen
06h-07h	Reserved
08h	Time of Day Services
09h	Keyboard Interrupt
0Ah	Slaved Second Interrupt Controller
0Bh	COM1/COM3 Interrupt
0Ch	COM2/COM3 Interrupt
0Dh	Hard Disk Interrupt/ LPT2 Interrupt
0Eh	Diskette Interrupt
0Fh	LPT1 Interrupt
10h	Video BIOS
11h	BIOS Equipment Check
12h	BIOS Memory Size Determine
13h	Disk I/O BIOS
14h	Serial Communications BIOS
15h	BIOS System Services
16h	Keyboard I/O BIOS
17h	Printer BIOS
18h	Resident BASIC Start Vector
19h	BootStrap Loader
1Ah	Time of Day BIOS Interrupt
1Bh	Keyboard Break Vector
1Ch	Timer Tick Vector
1Dh	Table Address of Video Parameters
1Eh	Table Address of Disk Parameters
1Fh	Table Address of Graphic Characters

20h	MS-DOS Program Terminate
21h	MS-DOS Function APIs
22h	MS-DOS Terminate Vector
23h	MS-DOS "Ctrl-C" Vector
24h	MS-DOS Error Handler Vector
25h-26h	MS-DOS Absolute Disk I/O
27h	MS-DOS Terminate Stay Resident API
28h-2Eh	MS-DOS Reserved
2Fh	MS-DOS Multiplex Interrupt
30h-32h	MS-DOS Reserved
33h	Mouse BIOS
34h-3Fh	MS-DOS Reserved
40h	Revectorized Disk I/O BIOS Interrupt 13h
41h	Table Address of Hard Drive 0 Parameters
42h	Revectorized EGA BIOS Interrupt 10h
43h	Table Address of EGA Parameters
44h-34h	Reserved
46h	Table Address of Hard Drive 1 Parameters
47h-49h	Reserved
4Ah	ROM BIOS Alarm Handler
4Bh-4Fh	Reserved
50h	PC/AT Alarm BIOS Interrupt
51h-59h	Reserved
5Ah	NETBIOS Function APIs
5Bh	NETBIOS Remap of Vector 19h
5Ch	NETBIOS Entry Point
5Dh-66h	Reserved
67h	LIM EMS Memory Function APIs
68h-6Fh	Reserved

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70h	RTC Interrupt
71h	Slave Interrupt Controller Redirect
72h	IRQ10
73h	IRQ11
74h	IRQ12
75h	IRQ13
76h	IRQ14
77h	IRQ15
78h-7Fh	Not Allocated/ Available for Use
80h-85h	Reserved for Cassette BASIC
86h-F0h	Used by BASIC
F1h-FFh	Used during PC Boot as a Temporary Stack Area. Should NOT be used for Interrupts or Variables

ISA Bus

When the PC was designed, IBM designed the motherboard and specified the ISA slots in such a way that the complexity of the bus was hidden from the user (Fig. 10.2). The read/write cycle on the ISA bus is shown in Fig. 10.3. This waveform is identical for the I/O address space reads and writes.

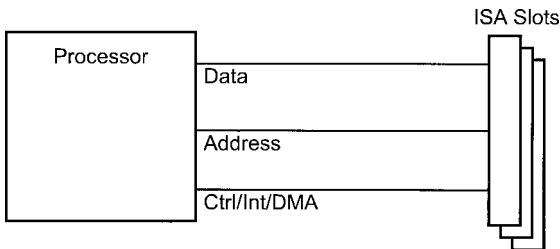


Figure 10.2 Processor/ISA Block Diagram

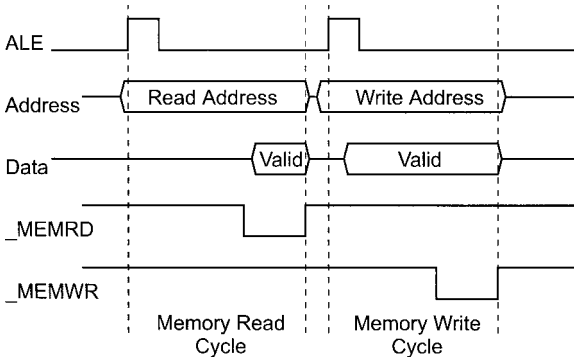


Figure 10.3 ISA Bus Timing

ISA pinouts

The 8-bit ISA bus consists of a two-sided 31-pin card edge connector with the pins defined as:

ISA Bus Pinout		
Pin	"A" (Connector)	"B" (Solder)
1	I/O CH CHK	Ground
2	D7	Reset
3	D6	+5 V
4	D5	IRQ2
5	D4	+5 V
6	D3	DRQ2
7	D2	-12 V
8	D1	_CARD SLCTD
9	D0	+12 V
10	IO CH RDY	Ground
11	AEN	_MEMW
12	A19	_MEMR
13	A18	_IOW
14	A17	_IOR

ISA Bus Pinout (Continued)		
15	A16	_DACK3
16	A15	DRQ3
17	A14	_DACK1
18	A13	DRQ1
19	A12	_DACK0 (_REFRESH)
20	A11	OSC
21	A10	IRQ7
22	A9	IRQ6
23	A8	IRQ5
24	A7	IRQ4
25	A6	IRQ3
26	A5	_DACK2
27	A4	T/C
28	A3	BALE
29	A2	+5 V
30	A1	CLOCK - 14.31818 MHz
31	A0	Gnd

The data and address busses are buffered to the processor. Addresses from 0x00000 to 0x0FFFFFF (zero to one megabyte) can be accessed with the 8-bit connector. Memory devices can be located 0x0C0000 to 0x0DFFF, but care must be taken to avoid “contention” with other devices located within this memory space. The ISA Bus Pin Functions are given below:

Pin	Function
BALE	“Buffered ALE” and was the term used in the original PC because the ALE line was produced by the 8088’s instruction sequence clock. This pin was buffered to avoid having the ISA bus directly processor driven. Today, this bit is more commonly known as “ALE” and provides essentially the same operation and timing as “BALE”
_I/O CH CHK	Pin was designed for use with parity checked memory. If a byte was read

	that did not match the saved parity, a NMI interrupt request was made of the processor. In Modern Systems, this Pin can be pulled Low (made active) to indicate a system error
I/O CH RDY	Line driven low by an adapter if it needs more time to complete an operation
<u>_IOR/</u> <u>_IOW</u>	I/O Register Read and Write Enables
<u>_MEMR/</u> <u>_MEMW</u>	Indicate the processor is reading and writing to ISA bus memory
IRQ3-IRQ7	Hardware Interrupt Request Lines. When these lines are driven high, the 8259As on the motherboard (which are known as "Programmable Interrupt Controllers" or "PICs") will process the request in a descending order of priority. These lines are driven high to request an interrupt. A PICmicro [®] MCU can drive these lines, but it should only be active when a "high" is driven onto the interrupt line to allow other devices to share the interrupt pins. If a PICmicro [®] MCU is used to drive these lines active, then there must be some way for the processor to reset the PICmicro [®] MCU interrupt request
CLOCK	Runs at four times NTSC "Color Burst" frequency (14.31818 MHz). The 14.31818 MHz clock was distributed to the system to provide clocking for the "MDA" and "CGA" video display cards. This clock can be useful for providing a simple clock for microcontroller and other clocked devices on adapter cards.
OSC	Pin is driven at up to 8 MHz.
DRQ#	Used to Request a DMA transfer to take place. When the corresponding " <u>_DACK#</u> " pin is driven high, the DMA controller is reading or writing an I/O address of an adapter card. When the DMA controllers have

control of the bus over the processor, the "AEN" pin is active to indicate to other adapters that a DMA operation is in process. When all the DMA data has been transferred, the "T/C" bit is pulsed high to indicate the operation has completed. When the "T/C" bit becomes active, the adapter should request a hardware interrupt to indicate to software that the operation is complete.

_DACK# Active when the DMA Channel is reading/writing the I/O device. "_DACK0" or "_REFRESH" is used with DRAM memory to request a "RAS only refresh" of the system memory

_MASTER Driven by an adapter when it is requesting to take over the bus and drive its own signals.

Interrupts

Interrupts IRQ3, IRQ4, and IRQ7 are recommended for use in a PC system. Interrupts are driven high and should use the circuit shown in Fig. 10.4 to allow multi-

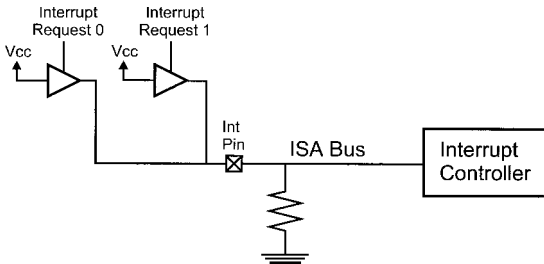


Figure 10.4 Multiple Interrupt Request Circuit

ple requests. The PC Interrupt Handler should be defined as:

1. Save the original vector using MS-DOS interrupt 021h AH = 035h API.
2. Set the new vector using MS-DOS interrupt 021h AH = 025h API.
3. Enable the Interrupt Request Mask bit in the 8259.

To enable the interrupt request mask bit in the 8259, the appropriate interrupt mask register bit has to be reset. This register is at the 8259's "Base Address" plus one. This can be done with the following statement:

```
outp(IntBase + 1, inp(IntBase + 1) & ((0x0FF ^
(1 << Bit)));
```

To "release" the interrupt vector and the interrupt source at the end of the application, the following steps must be taken:

1. Disable the Interrupt Request mask bit in the 8259.
2. Restore the original vector using MS-DOS Interrupt 021h AH = 025h API.

Keyboard and Mouse Ports

The PCs keyboard and mouse ports operate with a synchronous serial data protocol that was first introduced with the original IBM PC. This protocol allows data to be sent from the keyboard in such a way that multiple pressed keys can be recognized within the PC without any key presses being lost. The standard was enhanced with the PC/AT as a bidirectional communication

method. Three years later, when the PS/2 was introduced, the “mouse” interface also used the keyboard’s protocol, freeing up a serial port or ISA slot which, up to this point, was needed for the mouse interface. The keyboard protocol used in the PC was so successful that IBM used it for all its PC, terminal, and workstation product lines that have been developed from 1981 and it is also used by many other PC vendors.

Connector specification

The female 6-pin “Mini-DIN” keyboard connector facing out of the PC is shown in Fig. 10.5. The port can usually supply up to 100 mA over and above the keyboard requirements. The power (+5 VDC) may or may not be fused, so any hardware put on the port must not draw excessive current to prevent damage to the motherboard.

Keyboard operation with timing diagrams

Data from the keyboard looks like the waveform shown in Fig. 10.6. The parity bit is “odd”, which is to say the eight data bits plus the parity is an odd number. The data line should not change for at least 5 usecs from the

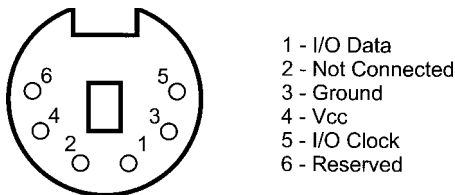


Figure 10.5 PC Keyboard Connector Pinout

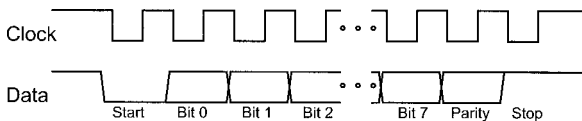


Figure 10.6 Keyboard to PC Data Protocol

change of the clock line. The clock line should be high or low for at least 30 usecs (with 40 usecs being typical).

Data that is sent from the system unit to the keyboard is similar, but with the clock inverted. The data changes while the clock is low and is latched in when the clock goes high as is shown in Fig. 10.7. When data is sent from the keyboard, the clock is pulled low and then data is sent with the keyboard accepting data when the clock is pulsed high. The bit timings are the same as data from the keyboard.

These two protocols are used to allow a device wired in parallel to monitor the communication to and from the PC.

Additional devices can be added to the keyboard/mouse connector in parallel as is shown in Fig. 10.8.

Keyboard scan codes

In MS-DOS, the Keyboard Codes are normally a combination of the keyboard scan code and appropriate ASCII

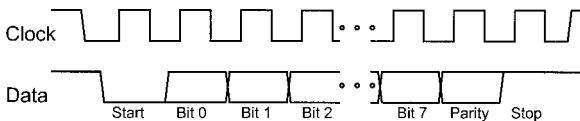


Figure 10.7 PC to Keyboard Data Protocol

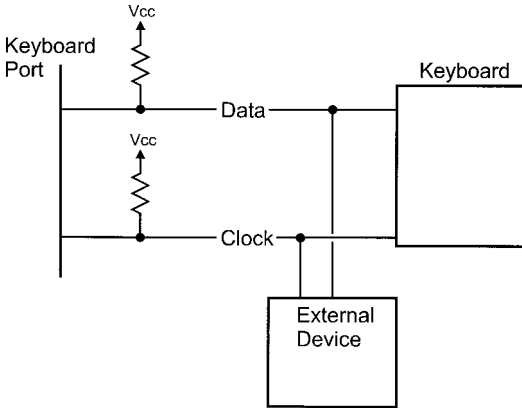


Figure 10.8 Sharing a Keyboard with Another Device

code. The table below shows the different codes returned for keystrokes by themselves, and with a “Shift”, “Ctrl”, or “Alt” Modifier.

The table below shows the codes in scan/ASCII configuration for the extended function keyboard characters. The standard function codes are the same except that “F11”, “F12”, and the keypad “Center Key” do not return any codes and for the explicit arrow and explicit “Insert”, “Home”, “Page Up”, “Delete”, “End”, and “Page Down” keys, the 0x0E0 ASCII code is actually 0x000.

All values in the table below are in hex and I have put in the scan codes as they appear on my PC. I have not made allowances for upper and lower case in this table as this is processed by the PC itself. “KP” indicates the Keypad and it, or a single “A” (which indicates Alternate arrow and other keys), followed by “UA”, “DA”, “LA”, or

“RA” indicates an Arrow. “I”, “D”, “H”, “PU”, “PD”, or “E” with “KP” or “A” indicates the “Insert”, “Delete”, “Home”, “Page Up”, “Page Down”, or “End” on the Keypad, respectively.

The Keypad numbers, when “Alt” is pressed is used to enter in specific ASCII codes in Decimal. For example, “Alt”, “6”, “5” will enter in an ASCII “A” character. These keys in the table below are marked “#”.

PC Keyboard Scan Codes				
Key	Standard Codes	“Shift” Codes	“Ctrl” Codes	“Alt” Codes
Esc	01/1B	01/1B	01/1B	01/00
1	02/31	02/21	--	78/00
2	03/32	03/40	03/00	79/00
3	04/33	04/23	--	7A/00
4	05/34	05/24	--	7B/00
5	06/35	06/25	--	7C/00
6	07/36	07/5E	07/1E	7D/00
7	08/37	08/26	--	7E/00
8	09/38	09/2A	--	7F/00
9	0A/39	0A/28	--	80/00
0	0B/30	0B/29	--	81/00
-	0C/2D	0C/5F	0C/1F	82/00
=	0D/3D	9C/2B	--	83/00
BS	0E/08	0E/08	0E/7F	0E/00
Tab	0F/09	0F/00	94/00	A5/00
Q	10/71	10/51	10/11	10/00
W	11/77	11/57	11/17	11/00
E	12/65	12/45	12/05	12/00
R	13/72	13/52	13/12	13/00
T	14/74	14/54	14/14	14/00
Y	15/79	15/59	15/19	15/00
U	16/75	16/55	16/15	16/00
I	17/69	17/49	17/09	17/00
O	18/6F	18/4F	18/0F	18/00
P	19/70	19/50	19/10	19/00
[1A/5B	1A/7B	1A/1B	1A/00
]	1B/5D	1B/7D	1B/1D	1B/00

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PC Keyboard Scan Codes (Continued)

Enter	1C/0D	1C/0D	1C/0A	1C/00
A	1D/61	1E/41	1E/01	1E/00
S	1F/73	1F/53	1F/13	1F/00
D	20/64	20/44	20/04	20/00
F	21/66	21/46	21/06	21/00
G	22/67	22/47	22/07	22/00
H	23/68	23/48	23/08	23/00
J	24/6A	24/4A	24/0A	24/00
K	25/6B	25/4B	25/0B	25/00
L	26/6C	26/4C	26/0C	26/00
;	27/3B	27/3A	--	27/00
`	28/27	28/22	--	28/00
~	29/60	29/7E	--	29/00
\	2B/5C	2B/7C	2B/1C	2B/00
Z	2C/7A	2C/5A	2C/1A	2C/00
X	2D/78	2D/58	2D/18	2D/00
C	2E/63	2E/43	2E/03	2E/00
V	2F/76	2F/56	2F/18	2F/00
B	30/62	30/42	30/02	30/00
N	31/6E	31/4E	31/0E	31/00
M	32/6D	32/4D	32/0D	32/00
,	33/2C	33/3C	--	33/00
.	34/2E	34/3E	--	34/00
/	35/2F	35/3F	--	35/00
KP *	37/2A	37/2A	96/00	37/00
SPACE	39/20	39/20	39/20	39/20
F1	3B/00	54/00	5E/00	68/00
F2	3C/00	55/00	5F/00	69/00
F3	3D/00	56/00	60/00	6A/00
F4	3E/00	57/00	61/00	6B/00
F5	3F/00	58/00	62/00	6C/00
F6	40/00	59/00	63/00	6D/00
F7	41/00	5A/00	64/00	6E/00
F8	42/00	5B/00	65/00	6F/00
F9	43/00	5C/00	66/00	70/00
F10	44/00	5D/00	67/00	71/00
F11	85/00	87/00	89/00	8B/00
F12	86/00	88/00	8A/00	8C/00
KP H	47/00	47/37	77/00	#
KP UA	48/00	48/38	8D/00	#
KP PU	49/00	49/39	84/00	#
KP -	4A/2D	4A/2D	8E/00	4A/00

PC Keyboard Scan Codes (Continued)				
KP LA	4B/00	4B/34	73/00	#
KP C	4C/00	4C/35	8F/00	#
KP RA	4D/00	4D/36	74/00	#
KP +	4E/2B	4E/2B	90/00	4E/00
KP E	4F/00	4F/31	75/00	#
KP DA	50/00	50/32	91/00	#
KP PD	51/00	51/33	76/00	#
KP I	52/00	52/30	92/00	--
KP D	53/00	53/2E	93/00	--
KP Enter	E0/0D	E0/0D	E0/0A	--
KP /	E0/2F	E0/2F	95/00	--
PAUSE	--	--	72/00	--
BREAK	--	--	00/00	--
A H	47/E0	47/E0	77/E0	97/00
A UA	48/E0	48/E0	8D/E0	98/00
A PU	49/E0	49/E0	84/E0	99/00
A LA	4B/E0	4B/E0	73/E0	9B/00
A RA	4D/E0	4D/E0	74/E0	9D/00
A E	4F/E0	4F/E0	75/E0	9F/00
A DA	50/E0	50/E0	91/E0	A0/00
A PD	51/E0	51/E0	76/E0	A1/00
A I	52/E0	52/E0	92/E0	A2/00
A D	53/E0	53/E0	93/E0	A3/00

Keyboard controller commands

The PC itself has a number of commands that it can send to the keyboard that include:

PC to Keyboard Commands	
Code	Function
0x0ED	Set Indicator LED's. The next Character out is the LED status
0x0EE	Echo - Keyboard Returns 0x0EE
0x0EF-0x0F2	Ignored by the Keyboard
0x0F3	Set Typematic rate, next character is the rate

PC to Keyboard Commands (<i>Continued</i>)	
0x0F4	Enable Key Scanning
0x0F5	Set to Default (no LEDs on, default Typematic rate) and disable Key Scanning
0x0F6	Set to Default (no LEDs on, default Typematic rate) and enable Key Scanning
0x0F7-0x0FD	Ignored by the Keyboard
0x0FE	Request Keyboard to resend the last character
0x0FF	Reset the Keyboard's Microcontroller

In all these cases (except for the “ignore” and “echo” commands), the keyboard sends back the “Acknowledge” character 0x0FA.

BIOS interfaces

When Data is transferred between the PC's processor and the keyboard controller, the following information is passed as well:

Keyboard Flags Byte	
Bit	Function
7	Set when “Insert” State Active
6	Set when “Caps Lock” Active
5	Set when “Num Lock” Active
4	Set when “Scroll Lock” Active
3	Set when a “Alt” Key Held Down
2	Set when a “Ctrl” Key Held Down
1	Set when the Left “Shift” Key Held Down
0	Set when the Right “Shift” Key Held Down

or

Extended Keyboard Flags Byte	
Bit	Function
7	Set when "SysReq" Key Pressed
6	Set when "Caps Lock" Key Pressed
5	Set when "Num Lock" Key Pressed
4	Set when "Scroll Lock" Key Pressed
3	Set when Right "Alt" Key Pressed
2	Set when Right "Ctrl" Key Pressed
1	Set when Left "Alt" Key Pressed
0	Set when Left "Ctrl" Key Pressed

To access the keyboard BIOS functions, an "int 016h" instruction is executed with the registers set up as defined in the table below:

Function	Input	Output	Comments
Read Character	AH = 00h	AH = Scan Code AL = ASCII Character	This Command returns the next unread key from the buffer or waits for a Key to return.
Read Status return	AH = 01h	AH = Scan Code AL = ASCII Character Zero = Set if No Character Available	Poll the Keyboard Buffer and the next keystroke or set the Zero Flag.
Read Flags	AH = 02h	AH = 00 AL = Keyboard Flags Byte	Return the Keyboard Flags Byte
Set Typematic Rate and Delay	AH = 03h AL = 5 BH = Delay 0 - 250ms, 1 - 500ms, 2 - 750ms, 3 - 1000ms BL = Rate 0 - 30 cps,	None	Set the keyboard delay before Resending the held down Character and then the rate at which they are set. This function should

4 - 20 cps
 8 - 15 cps
 12 - 10 cps
 16 - 7.5 cps
 20 - 5 cps
 24 - 3.75 cps
 28 - 2.5 cps

be set by the operating system utilities rather than from an application. I have not put in the intermediate values.

Read Typematic Rate and Delay

AH = 03h
 AL = 6

BH = Delay
 BL = Rate

Read the Current Delay and Rate set into the Keyboard.

Keyboard Write

AH = 05h
 BH = Scan Code
 BL = ASCII Character

AL = 0 if Buffer Written Successfully

This command writes a new Character into the keyboard buffer (and not to the keyboard or other external Device as the name would imply).

Keyboard Functionality Determination

AH = 09h

AL = Function Code
 Bit 3 - Set If can read Delay/Rate

This API returns the capabilities of the keyboard and hardware to change the

Function	Input	Output	Comments
		Bit 2 - Set If can Set Delay/Rate Bit 1 - Set If cannot Set Delay/ Rate Bit 0 - Set If return To default Delay/Rate Supported	Typematic Rate and Delay.
Extended Keyboard Read	AH = 10h	AH = Scan Code AL = ASCII Code	Return the full keyboard code if Keyboard Buffer has an unread key or wait for a key to return.
Extended Keyboard Status	AH = 11h	AH = Scan Code AL = ASCII Code Zero = Set if No character To return	Check the Keyboard buffer and return the next key to process or set the Zero Flag.
Extended Shift Status	AH = 12h	AH = Extended Keyboard Flags AL = Keyboard Flags Byte	Return the Extended Keyboard Shift/Ctrl/Alt Status.

Keyboard commands

To simply process a keystroke in “C”, the following “switch” code could be used:

```
switch ((KeySave = KEYREAD()) & 0x0FF) { // Process
    the Key
    case 0x000: // Special
                Function
                Keys
    case 0x0E0:
        KeySave = (KeySave >> 8) & 0x0FF; // Process
                                            the Scan
                                            Code
        :
        break;
    case 0x00D: // Handle
                "Enter"
        :
        break;
        : // Handle
          Other
          Special
          Keys
    default: // Other,
             Unneeded
             Keys
        :
} // endswitch
```

Serial Port

The PC's serial port's design has not changed since the PC was introduced in 1981. Since that time, a 9-pin connector has been specified for the port (in the PC/AT) and the ability to buffer data within the serial port has been added.

Connector pinouts

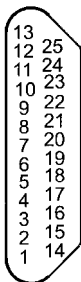
DB-9 and D-9 pin RS-232 connectors are shown in Fig. 10.9. These connectors are wired as:

PC RS-232 Pinout			
Pin Name	25 Pin	9 Pin	I/O Direction
TxD	2	3	Output ("O")
RxD	3	2	Input ("I")
Gnd	7	5	
RTS	4	7	O
CTS	5	8	I
DTR	20	4	O
DSR	6	6	I
RI	22	9	I
DCD	8	1	I

8250 block diagram

The "8250" UART is the basis for serial communications within the PC (Fig.10.10).

DB-25 (Male)



D-9 (Male)

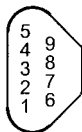


Figure 10.9 IBM PC DB-25 and D-9 Pin RS-232 Connectors

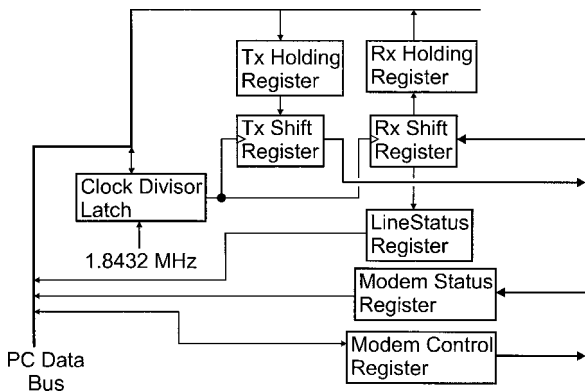


Figure 10.10 8250 Block Diagram

Serial port base addresses

The Serial Port “Base Addresses” are as follows:

PC Serial Port Base Addresses		
Port	Base Address	Interrupt Number
COM1	0x03F8	0x00C
COM2	0x02F8	0x00B
COM3	0x03E8	0x00C
COM4	0x02E8	0x00B

Each “Base Address” is used as an initial offset to eight registers that are used by the Serial Port Controller (The “8250”). The “Interrupt Number” is the interrupt vector requested when an interrupt condition is encountered. Note that “COM4” has conflicting addresses with the 8514/A (“SuperVGA”) Graphics Adapter.

8250 registers

The 8250 consists of eight registers offset from the “base address”.

PC Serial Port Register Offsets	
Base Address Offset	Register Name
0	Transmitter Holding Register/Receiver Character Buffer/LSB Divisor Latch
1	Interrupt Enable Register/MSB Divisor Latch
2	Interrupt Identification Register
3	Line Control Register
4	Modem Control Register
5	Line Status Register
6	Modem Status Register
7	Scratchpad Register

Data Speed is specified by loading a 16-bit divisor value into the Rx/Tx Holding Register and Interrupt Enable Register addresses after bit 7 of the Line Control Register is set. The value loaded into the register is multiplied by 16 and divided into 1.8432 MHz to get the actual data rate.

$$\text{Data Rate} = 1.8432 \text{ MHz} / (16 \times \text{Divisor})$$

The divisors for different standard data rates are

PC Serial Port Speed Divisor Table	
Data Rate	Divisor
110 bps	0x0417
300 bps	0x0180

PC Serial Port Speed Divisor Table (Continued)

Data Rate	Divisor
600 bps	0x00C0
1200 bps	0x0060
2400 bps	0x0030
9600 bps	0x000C
19200 bps	0x0006
115200 bps	0x0001

After a character is received, it will set a number of conditions (including error conditions) that can only be reset by reading the character in the Receive Holding Register. For this reason it is always a good idea to read the serial port at the start of an application. By reading the port, the status and left over characters are “cleared” out.

Writing to the base address (with no offset added) loads a character into the “Transmit Holding Register”, which will be loaded as soon as the shift out register has completed sending the previous character. Often, when starting transmission, nothing will be in the shift register so the character is loaded immediately into the shift register, freeing up the holding register for the next character.

When any interrupts are enabled in the 8250, they will output an interrupt request (Fig. 10.11). This may not be desirable, so in the PC, some hardware was added to globally mask the interrupt.

“_Out2” is controlled within the “Modem Control Register”.

PC Serial Port Interrupt Enable Register (Base + 1)

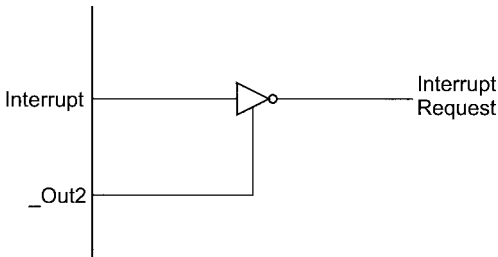
Bit	Description
4-7	Unused, normally set to zero.

PC Serial Port Interrupt Enable Register (Base + 1)
(Continued)

Bit	Description
3	When set an interrupt request on change of state for modem interface lines.
2	Request interrupt for change in receiver holding register status
1	Request interrupt if the holding register is empty
0	Request interrupt for received character

PC Serial Port Interrupt Identification Register (Base + 2)

Bits	Description
3-7	Unused, Normally set to zero
1-2	Interrupt ID Bits
B2 B1	Priority Request Type
0 0	Lowest Change in Modem Status Lines
0 1	Third Transmitter Holding Register Empty
1 0	Second Data Received
1 1	Highest Receive Line Status Change


Figure 10.11 IBM PC Serial Interrupt Enable Hardware

PC Serial Port Line Control Register (Base + 3)

Bit	Description
7	When set, the Transmitter Holding and Interrupt Enable Registers are used for loading the data speed divisor
6	When set, the 8250 outputs a "Break Conditions" (sending a space) until this bit is reset
3-5	Parity Type Specification
	B5 B4 B3
	0 0 0 - No Parity
	0 0 1 - Odd Parity
	0 1 0 - No Parity
	0 1 1 - Even Parity
	1 0 0 - No Parity
	1 0 1 - "Mark" Parity
	1 1 0 - No Parity
	1 1 1 - "Space" Parity
2	When set, two stop bits are sent in the Packet, otherwise one
0-1	Number of Data Bits sent in a Packet
	B1 B0
	0 0 - 5 Bits
	0 1 - 6 Bits
	1 0 - 7 Bits
	1 1 - 8 Bits

PC Serial Port Modem Control Register (Base + 4)

Bit	Pin	Description
5-7		Unused, normally set to zero
4	Loop	When Set, Data from the transmitter is looped internally to the receiver
3	Out2	When Set, Interrupt Requests from the 8250 are unmasked
2	Out1	This bit/pin is not controlling any hardware features in the serial port
1	_RTS	When this bit is Reset, the RTS line is at "Mark" State
0	_DTR	When this bit is Reset, the DTR line is at "Mark" State

PC Serial Port Line Status Register (Base + 5)

Bit	Description
7	Unused, Normally set to zero
6	Set when the transmitter shift register is empty
5	Set when the transmitter holding register is empty
4	Set when the receive line is held at a space value for longer than the current packet size
3	This bit is Set when the last character had a framing error (ie stop bit set to "Space")
2	Set when the last character had a parity error
1	Set when the latest character has overrun the receiver holding register
0	Set when a character has been received but not read

PC Serial Modem Status Register (Base + 6)

Bit	Pin	Description
7	DCD	When Set, an asserted DCD signal is being received
6	RI	When Set, the modem is detecting a ring on the device it is connected to
5	DSR	When Set, a DSR "Mark" is being received
4	CTS	When Set, a CTS "Mark" is being received
3	DCD	When this bit is set, the DCD line has changed state since the last check
2	RI	When set, this bit indicates that the Ring Indicator line has changed from a Mark to a Space

PC Serial Modem Status Register (Base + 6) (Continued)		
Bit	Pin	Description
1	DSR	When this bit is set, the DSR line has changed state since the last check
0	CTS	When this bit is set, the CTS line has changed state since the last check

Interrupts

To enable Interrupts for COM1/COM3 (at Interrupt 0x00C), the following code is used:

```

SetInt( 0x0C, SerIntHndlr );           // Point the
                                        // Interrupt
                                        // Handler to
                                        // the Correct
                                        // Handler
Dummy = inp( RxHoldingRegister ); // Turn Off any
                                        // Pending
                                        // Interrupts
outp( IntMaskRegister, inp( IntMaskRegister ) &
      0x0FB );
                                        // Enable
                                        // COM1/COM3
                                        // Interrupts in
                                        // Controller
outp( InterruptEnableRegister, 0x003 ); // Request
                                        // Interrupts
                                        // on TxHolding
                                        // Register
                                        // Empty and Rx
                                        // Holding
                                        // Register Full
outp( ModemControlRegister, inp
      ( ModemControlRegister ) | Out2); // Unmask
                                        // Interrupt
                                        // Requests
                                        // from
                                        // 8250

```

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Once an interrupt request is made by the hardware, control is passed to the service routine:

```
SerIntHndlr:           // Serial Interrupt
                      // Handler
```

Assume that the Interrupting COM port is identified

```
switch ( InterruptIDRegister ) { // Handle the
                                // Interrupt
                                // Request
case 4:                          // Received Character
    InString[ i++ ] = RxHoldingRegister;
    break;
case 2:                          // TxHolding Register
                                // Empty
    TxHoldingRegister = OutString[ j++ ]; // Send
                                           the
                                           Next
                                           // Character
    break;
default:                          // Some other kind of
                                // Interrupt
    Dummy = RxHoldingRegister; // Clear the
                                Receiving Data
} // endswitch

InterruptControlRegister = EOI; // Reset the
                                // Interrupt
                                // Controller

returnFromInterrupt;           // Return from the
                                // Interrupt.
```

Interrupt 14h—RS-232 communications APIs

The following APIs are available within the PC—to access and load registers as specified and execute an “int 014h” instruction.

Function	Input	Output	Comments
Initialize Communications Port	AH = 00h AL = Init Parameter DX = Port Number	AH = Line Status AL = Modem Status	Initialize the Serial port. Note, AH = 004h Provides Extended Capabilities
Write Character	AH = 01h AL = Character DX = Port	AH = Line Status AL = Modem Status	Send the Character when the Modem Handshake Allows or Time Out.
Read Character	AH = 02h DX = Port	AH = Line Status AL = Character	Wait for the Character to be Received when the Modem Handshake allows or Time Out.
Status Request	AH = 03h DX = Port	AH = Line Status AL = Modem Status	Return the Current Serial Port Status.

Extended	AH = 04h	AH = Line	This is a more
Port	AL = 0 for	Status	Complete Serial
Initialize	no Break, 1	AL = Modem	Port Initialize.
	For Sending	Status	
	Break		
	BH = Parity		
	0 - No Parity		
	1 - Odd		
	Parity		
	2 - Even		
	Parity		
	3 - Odd		
	Stick		
	Parity		
	4 - Even		
	Stick		
	Parity		
	BL = Stop		
	Bits		
	0 - One		
	1 - Two		
	CH = Word		
	Length		
	0 - 5 Bits		
	1 - 6 Bits		
	2 - 7 Bits		
	3 - 8 Bits		

Function	Input	Output	Comments
	CL = Data Rate 0 - 110 bps 1 - 150 bps 2 - 300 bps 3 - 600 bps 4 - 1200 bps 5 - 2400 bps 6 - 4800 bps 7 - 9600 bps 8 - 19200 bps DX = Port		
Read Modem Control Register	AH = 05h AL = 0 DX = Port	BL = Modem Control Register	Return the Contents of the Modem Control Register
Write to Modem Control Register	AH = 05h AL = 1 BL = New Modem Control Register Value	AH = Line Status AL = Modem Status	Set the Modem Control Register to a New State.

Parallel Port

The parallel port is the first device that most people look to when simple I/O expansion must be implemented in the PC. The parallel port itself is very simple; the design used in the PC/AT consists of just seven TTL chips and provides a simple, byte-wide parallel bidirectional interface into the PC.

Block diagram/connector

PC Parallel Port can be blocked out as shown in Fig. 10.12. The Parallel Port Connector is shown in Fig. 10.13. The Pinout for the Connector is

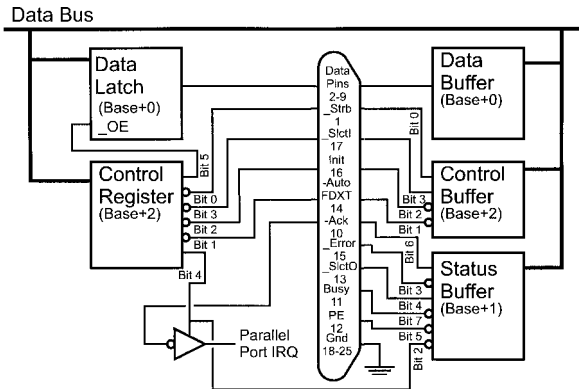


Figure 10.12 Parallel Port Block Diagram

DB-25 (Female)

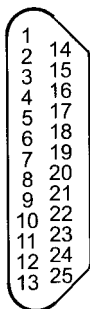


Figure 10.13 IBM PC DB-25 Parallel Port Connector

Pin	Label	Direction	Function
1	<code>_STROBE</code>	Output	Negative Active Data Strobe
2	D0	Bi-Directional	Parallel Data Bit 0
3	D1	Bi-Directional	Parallel Data Bit 1
4	D2	Bi-Directional	Parallel Data Bit 2
5	D3	Bi-Directional	Parallel Data Bit 3
6	D4	Bi-Directional	Parallel Data Bit 4
7	D5	Bi-Directional	Parallel Data Bit 5
8	D6	Bi-Directional	Parallel Data Bit 6
9	D7	Bi-Directional	Parallel Data Bit 7
10	<code>_ACK</code>	Input	Pulsed Low When Data Accepted
11	BUSY	Input	High while Printer cannot accept another Character
12	NOPAPER	Input	High Indicates that Printer has run out of Paper
13	SELECTED	Input	High Indicates Printer is Active and Selected

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14	_AUTOFEED	OC/Output	Forces Printer to Eject the Current Page when pulled low
15	_ERROR	Input	Low Indicates Printer cannot Print any more Characters
16	_INIT	OC/Output	Low Resets the Printer
17	_SELECT	OC/Output	Low Indicates Printer is about to be Written to
18-25	Ground	N/A	Signal Ground

Base registers

The installed Parallel Ports can be read at address 0x00040:0x00008 and 0x040:0x0000C. The common Parallel Port addresses are

Port	Base Address	Interrupt Number
LPT1	0x0378/0x03BC	0x00F/0x00D
LPT2	0x0378	0x00F
LPT3	0x0278	0x00D

Registers

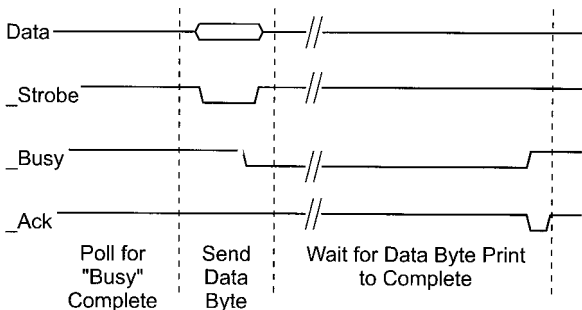
Printer Port Data Register (Base Offset + 0)	
Bit	Function
7-0	Data Bits. Normally Output, can be set to Input for Bi-Directional Operation by setting bit 5 of the "Control Register"

Printer Port Status Register (Base Offset + 1)

Bit	Function
7	BUSY Pin Data Passed to Parallel Port
6	<u>ACK</u> . When Low, " <u>ACK</u> " is active
5	<u>NOPAPER</u> . When High, Printer is out of Paper
4	<u>SELECTED</u> . When High, Printer is responding that it is Selected
3	<u>ERROR</u> . When Low, " <u>ERROR</u> " is active
2-0	Undefined

Printer Port Control Register (Base Offset + 2)

Bit	Function
7-6	Undefined
5	Set to Put data pins in "Input Mode"
4	Set to enable Printer Interrupt Requests from " <u>ACK</u> " Pin. Can be Read back
3	<u>SELECT</u> . Set to make " <u>SELECT</u> " Pin Active (Low). Can be Read back
2	<u>INIT</u> . Reset to make " <u>INIT</u> " Pin Active (Low - Initialize Printer). Pin is NOT Inverted. Can be Read back
1	<u>AUTOFEED</u> . Set to make " <u>AUTOFEED</u> " Pin Active (Low) and current page ejected. Can be Read back
0	<u>STROBE</u> . Set to make " <u>STROBE</u> " Pin Active (Low). Can be Read back

Data output waveform**Figure 10.14** Parallel Port Printer Byte Write Waveform**BIOS interfaces**

The Printer Status Byte passes back information from the printer port (along with program status information) via the "AH" register during Parallel Port BIOS Calls:

Bit	Function
7	Not Busy
6	Acknowledge
5	Out of Paper
4	Selected
3	Error
0	Time-Out

To Enable one of the Parallel Port BIOS Requests, an "int 017h" instruction is executed with the following Register specifications:

Function	Input	Output	Comments
Write Character	AH = 00h AL = Character DX = Printer Number	AH = Status	Send the Specified Character. If the Printer is not present or not working, the "Time-Out" Bit will be set.
Initialize Printer Port	AH = 01h DX = Printer Number	AH = Status	Initialize the Printer Port and Printer connected to it.
Status Request	AH = 02h DX = Printer Number	AH = Status	Return the Current Printer Status.

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Useful Code “Snippets”

Jumping outside the Current Page

The general case, low-end PICmicro[®] MCU interpage “goto” is

```
movf    STATUS, w    ; Going to Modify the High
                    ; Three Bits
andlw   0x01F        ; of the STATUS Word
iorlw   HIGH ((Label << 4) & 0x0E0)
movwf   STATUS
goto    (Label & 0x01FF) | ($ & 0x0E00)
```

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The mid-range and PIC17Cxx interpage “goto” is

Mid-Range/PIC17Cxx General Case Table Jump Code		
movlw	HIGH Label	; Get the Current 256 Instruction Block
movwf	PCLATH	; Store it so the Next Jump is Correct
goto	(Label & 0x07FF) (\$ & 0x01800)	

The PIC18Cxx interpage “goto” (and “call”) can jump to anywhere within the PICmicro® MCU program memory space. If a “branch always” (“BRA”) instruction is to be used, the PIC8Cxx code would be

PIC18Cxx General Case Table Jump Code		
movlw	UPPER Label	; Get the Current 256 Instruction Block
movwf	PCLATU	; Store it so the Next Jump is Correct
movlw	HIGH Label	
movwf	PCLATH	
bra	(Label & 0x07FF) (\$ & 0x01E000)	

If a “call” to a subroutine in another page is implemented, make sure that PCLATH (and PCLATU) is restored upon return from the call.

Tables

The general case low-end PICmicro® MCU table code is

```

Table1                                ; Return Table Value for
                                        Contents of "w"
                                        ; Anywhere in PICmicro®
                                        MCU Memory
movwf  Temp                            ; Save the Table Index
movf   STATUS, w                        ; Going to Modify the
                                        High Three Bits
andlw  0x01F                            ; of the STATUS Word
iorlw  HIGH ((TableEntries << 4) & 0x0E0)
movwf  STATUS
movlw  LOW TableEntries ; Instruction Block
addwf  Temp, w                          ; Compute the Offset
                                        within the 256
movwf  PCL                               ; Write the correct
                                        address to the
                                        ; Program Counter

TableEntries
dt     "Table", 0

```

Note that in the low-end PICmicro® MCU case, the index to “TableEntries” should never be in the second 256 instructions of a page.

The general case mid-range and PIC17Cxx table code is

```

Table2                                ; Return Table Value for
                                        Contents of "w"
                                        ; Anywhere in PICmicro®
                                        MCU Memory
movwf  Temp                            ; Save the Table Index
movlw  HIGH TableEntries; Get the Current 256
                                        Instruction Block
movwf  PCLATH                           ; Store it so the Next
                                        Jump is Correct
movf   Temp, w                          ; ("movfp Temp, WREG" in
                                        PIC17Cxx)

```

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```
    addlw  LOW TableEntries ; Instruction Block
    btfsc  STATUS, C
        incf  PCLATH, f      ; If in next, increment
                               PCLATH
    movwf  PCL                ; Write the correct
                               address to the
                               ; Program Counter

TableEntries
    dt     "Table", 0
```

The PIC18Cxx requires that the index be multiplied by two before PCL is changed and requires both the “PCLATU” and “PCLATH” registers to be updated:

```
Table3                ; Return Table Value for
                       ; Contents of "w"
                       ; Anywhere in PICmicro® MCU
                       ; Memory
    movwf  Temp        ; Save the Table Index
    movlw  UPPER       ; Get the Current 256
    TableEntries      ; Instruction Block
    movwf  PCLATU     ; Store it so the Next Jump is
                       ; Correct

    movlw  HIGH TableEntries
    movwf  PCLATH
    bcf    STATUS, C
    rlc    Temp, w    ; Multiply Index by 2
    btfss  STATUS, C ; If Carry Set, Increment
                       PCLATH/PCLATU

    goto   TableSkip1
    infsnz PCLATH, f
    incf  PCLATU, f

TableSkip1
    addlw  LOW        ; Get the Offset into the Table
    TableEntries
    btfss  STATUS, C ; Increment PCLATH/PCLATU if
                       necessary

    goto   TableSkip2
    infsnz PCLATH, f
    incf  PCLATU, f
```



```

movwf PCL          ; Write the correct address to
                   the
                   ; Program Counter
TableEntries
dt "Table", 0

```

Conditional Branching

The following table shows the code used for different comparisons and jumping on Specific Conditions. Note that both variable and constant values are included.

11.7 Condition to Subtraction Instruction Cross Reference				
Jump "if"	Condition to Check	Code		
A == B	A - B = 0	movf A, w/movlw subwf B, w/sublw btfsc STATUS, Z goto Label ;	A B Z = 1	Jump if Z = 1
A != B	A - B = 0	movf A, w/movlw subwf B, w/sublw btfss STATUS, Z goto Label ;	A B Z = 0	Jump if Z = 0
A > B	B - A < 0	movf B, w/movlw subwf B, w/sublw btfss STATUS, C goto Label ;	A B C = 0	Jump if C = 0
A >= B	A - B >= 0	movf B, w/movlw subwf A, w/sublw btfsc STATUS, C goto Label ;	B B C = 1	Jump if C = 1

Condition to Subtraction Instruction Cross Reference (Continued)

Jump "if"	Condition to Check	Code
A < B	A - B < 0	<pre> movf B, w/movlw B subwf A, w/sublw A btfss STATUS, C goto Label ; Jump if C = 0 </pre>
A <= B	B - A > 0	<pre> movf A, w/movlw A subwf B, w/movlw B btfsc STATUS, C goto Label ; Jump if C = 1 </pre>

Time Delays

Here is a simple, generic delay of zero to 777 cycles as a macro.

```

DlayMacro Macro Cycles    ; Delay Macro for Edges
    variable i, TCycles, Value, TFlag
    TCycles = Cycles
    Value = 1 << 7
    i = 7
    TFlag = 0
    if (TCycles > 5)
        while (i >= 0)
            if ((TFlag == 0) && ((Value * 3) <= TCycles))
                bsf    DlayCount, i
            TFlag = 1
            TCycles = TCycles - (Value * 3)
        else
            if ((TFlag != 0) && (((Value * 3) + 1) <= TCycles))
                bsf    DlayCount, i
            TCycles = TCycles - ((Value * 3) + 1)
        endif
    endif
    Value = Value >> 1
    i = i - 1
    endw
    if (TCycles > 3)
        Error "Delay Cycles too Large for Macro"
    endif

```

```

decfsz DlayCount, f
  goto $ - 1
endif
while (TCycles > 1)
  goto $ + 1
TCycles = TCycles - 2
endw
if (TCycles == 1)
  nop ; Delay the Last Cycle
endif
endm

```

Below is a 16-bit Delay. Each loop Iteration requires five instruction cycles and the delay can be defined as:

$$\text{Delay} = (\text{InstructionCycleDelay} / 5)$$

Note that in the variable initialization, 256 is added to the “InstructionCycleDelay” to take into account the loop when the low byte is initially set.

```

movlw HIGH ((InstructionCycleDelay / 5) + 256)
movwf HiCount
movlw LOW ((InstructionCycleDelay / 5) + 256)
Dlay:
  addlw 0x0FF ; Decrement the Counter by 1
  btfsc STATUS, Z
  decfsz HiCount, f ; Decrement the High Byte Counter
  goto Dlay

```

Negating the Contents of a Register

Converting the contents of a File Register to its 2’s complement value without affecting “w” is simply accomplished by:

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```
comf  Reg, f           ; Invert the bits in the
                        ; Register
incf  Reg, f           ; Add One to them to turn
                        ; into 2's
                        ; Complement
```

This code should not be used on any special hardware control registers.

The “w” register can be negated in the low-end PICmicro[®] MCU using the instructions:

```
addwf Reg, w          ; w = w + Reg
subwf  Reg, w          ; w = Reg - w
                        ; w = Reg - ( w + Reg )
                        ; w = -w
```

Any file register can be used for this code because its contents are never changed.

In mid-range PICmicro[®] MCUs, the single instruction:

```
sublw  0              ; w = 0 - w
```

could be used.

Incrementing/Decrementing “w”

The following assembly language code can be used to increment/decrement “w” in low-end PICmicro[®] MCUs that do not have “addlw” and “sublw” instructions.

"Reg" can be any register that does not change during the execution of the three instructions. For the low-end parts, any file register can be used because there is no danger of them being updated by an interrupt handler.

To Increment:

```
xorlw 0x0FF ; Get 1s Complement of Number
addwf Reg, w ; w = Reg + (w^0x0FF)
subwf Reg, w ; w = Reg + ((Reg + (w^0x0FF))^0x0FF)
                + 1
                ; w = w + 1
```

To decrement, the instructions are rearranged:

```
subwf Reg, w ; w = Reg + (2^0x0FF) + 1
xorlw 0x0FF ; Get 1s Complement of Result
addwf Reg, w ; w = w - 1
```

Rotating a Byte in Place

These two lines will rotate the contents of a file register without losing data in the “Carry Flag”. Rotates right and left can be implemented with this snippet. Note that the carry flag is changed.

```
rlf Register, w ; Load Carry with the high bit
rlf Register, f ; Shift over with high bit
                    going low
```

Copy Bits from One Register to Another

Here is a fast way to save specific bits from one register into another.

```

movf   Source, w
xorwf  Destination, w
andlw  B'xxxxxxxx' ; Replace "x" with "1" to
                    Copy the Bit
xorwf  Destination, f

```

Converting a Nybble to ASCII

The most obvious way of doing this is

```

NybbletoASCII

addwf  PCL, f ; Add the Contents of
              the Nybble to PCL/
dt     "0123456789ABCDEF" ; return the ASCII as a
                          Table Offset

```

Another way is

```

NybbletoASCII ; Convert a Nybble in "w" to
              ASCII
addlw  0x036 ; Add '0' + 6 to Value
btfsc  STATUS, DC ; If Digit Carry Set, then
              'A' - 'F'
addlw  7 ; Add Difference Between '9'
          and 'A'

```

```

addlw    0-6

return           ; Return the ASCII of Digit in
                "w"

```

Converting an ASCII Byte to a Hex Nybble

Using the aspect that the high nybble of ASCII “A” to “F” is 16 greater than the high nybble of “0” to “9”, a value is conditionally added to make the result 0x000 to 0x00F.

```

ASCIItoNybble
  addlw  0x0C0      ; If "A" to "F", Set the Carry
                  ; Flag
  btfss  STATUS, C ; If Carry Set, then 'A' - 'F'
  addlw  7          ; Add Difference Between '9'
                  ; and 'A'
  addlw  9

  return           ; Return the ASCII of Digit in
                  ; "w"

```

Note that ASCII characters other than “0” to “9” and “A” to “F” will result in an incorrect result.

Using T0CKI as an Interrupt Source Pin

The following code will reset TMR0 when rising edge is received.

```

movlw  B'11000000' ; First Setup with Instruction Clock
option                               ; as TMR0 Source

movlw  B'11100000' ; Option Setup for T0CK1 TMR0 Source

```

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```
clrf    TMR0          ; Set TMR0 to 0x0FF
decf   TMR0, f

option          ; Enable Timer on Outside Interrupt
              ; Edge
              ; NOTE - Executing this Instruction
              ; after "decf" will Load the
              ; Synchronizer with a "1"

btfsc  TMR0, 1      ; Wait for incoming Rising Edge
goto   $ - 1

; When Execution Here, the Input has toggled
```

This code can also be used on a low-end PICmicro[®] MCU to monitor when an input changes instead of continuously polling the input pin.

Dividing by Three

Here is an algorithm from Andy Warren for dividing a positive value by three; by knowing that “divide by three” can be represented by the series:

$$x/3 = x/2 - x/4 + x/8 - x/16 + x/32 - x/64 \dots$$

it can be implemented in the PICmicro[®] MCU as:

```
Div3:          ; Divide Contents of "w" by 3

    movwf Dividend
    clrf  Quotient

Div3_Loop     ; Loop Until the Dividend == 0
```



```

bcf    STATUS, C
rrf    Dividend, f ; Dividend /2 (ie "x/2" in Series)
movf   Dividend, w ; Is it Equal to Zero?
btfsc  STATUS, Z
    goto Div3_Done ; If it is, then Stop

addwf  Quotient ; Add the Value to the Quotient

rrf    Dividend, f ; Dividend /2 (ie "x/4" in Series)
movf   Dividend, w
btfsc  STATUS, Z
    goto Div3_Done

subwf  Quotient, f ; Quotient = Quotient-(Dividend 4)

goto   Div3_Loop

Div3_Done

    movf  Quotient, w ; Return the Quotient
return

```

Sixteen-Bit Pulse Measurement with 5-Cycle Delay

The code that measures the pulse width for a “high” pulse is

```

clrf   PulseWidth ; Reset the Timer
clrf   PulseWidth + 1

btfss  PORTn, Bit ; Wait for the Pulse to
    go high
    goto $ - 1

incfsz PulseWidth, f ; Increment the Counter
decf   PulseWidth + 1, f
btfsc  PORTn, Bit ; Loop while Still High
    goto $ - 3

```

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```
movf    PulseWidth, w          ; Make 16 Bit Result
                                     Valid
addwf   PulseWidth + 1, f
```

Detect a Change in a Register

This code can be used to detect changes in the I/O ports, timers, or other registers that can be updated externally to the software execution.

```
movf    Reg, w
andlw   Mask                    ; Mask out unused bits
xorwf   old, w                  ; Compare to previous value
btfsc   STATUS, Z               ; If Zero set, bits are the Same
    goto no_change
xorwf   old                      ; Bits are different, Store New
                                     pattern in "old"
```

Test a Byte within a Range

Code that Tests “Num” to be within a specific byte range and jumps to the “in_range” label if true.

```
movf    Num, w
addlw   255 - hi_lim            ; "Num" is equal to -hi_lim
addlw   hi_lim - lo_lim + 1    ; "Num" is > 255 if it is
                                     above
btfsc   STATUS, C              ; the lo-lim
    goto in_range
```

Convert ASCII to Upper Case

This is a practical application of the previous snippet.

```
ToUpper:
    addlw 255 - 'z'      ; Get the High limit
    addlw 'z' - 'a' + 1 ; Add Lower Limit to Set Carry
    btfss STATUS, C    ; If Carry Set, then Lower Case
    addlw h'20'        ; Carry NOT Set, Restore
                        ; Character
    addlw 'A'          ; Add 'A' to restore the
                        ; Character

    return
```

Swap the Contents of “w” with a Register

Fast method of exchanging “w” with a register without requiring a third “temporary” file register.

```
xorwf Reg, f      ; w = w, Reg = Reg ^ w
xorwf Reg, w      ; w = w ^ (Reg ^ w), Reg = Reg ^ w
                  ; w = Reg, Reg = Reg ^ w
xorwf Reg, f      ; w = Reg, Reg = Reg ^ w ^ Reg
                  ; w = Reg, Reg = w
```

Swap the Contents of Two Registers

Here is a fast snippet to swap the contents of two file registers:

```
movf    X, w
subwf   Y, w      ; W = Y - X
```

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```
addwf X, f ; X = X + (Y - X)
subwf Y, f ; Y = Y - (Y - X)
```

Compare and Swap if $Y < X$

This snippet is useful for “Bubble” Sort Routines.

```
movf X, w
subwf Y, w ; Is Y >= X?
btfsc STATUS, C ; If Carry Set, Yes
goto $ + 2 ; Don't Swap
addwf X, f ; Else, X = X + (Y - X)
subwf Y, f ; Y = Y - (Y - X)
```

Counting the Number of "1"s in a Byte

The code below is Dmitry Kirashov's optimization of the classic problem of counting the number of “1”s in a byte in 12 instructions/12 cycles.

```
                                ; (c) 1998 by Dmitry Kirashov

rrf X, w ; "X" Contains Byte
andlw 0x55 ; -a-c-e-g
subwf X, f ; ABCDEFGH
                                ; where AB=a+b, etc.
                                ; the same trick as in example_1

movwf X
andlw 0x33 ; --CD--GH
addwf X, f
rrf X, f ; 0AB00EF0
                                ; 00CD00GH
```

```

addwf X, f      ; 0AB00EF0
                ; 0CD00GH0
rrf X, f        ; 0ABCD.0EFGH

swapf X, w
addwf X, w
andlw 0x0F      ; Bit Count in "w"

```

Generating Parity for a Byte

At the end of the routine, bit 0 of “X” will have the “Even” Parity bit of the original number. “Even” Parity means that if all the “1”s in the byte are summed along with Parity Bit, an even number will be produced.

```

swapf X, w
xorwf X, f
rrf X, w
xorwf X, f

btfsc X, 2
incf X, f

```

Keeping a Variable within a Range

Sometimes when handling data, you will have to keep integers within a range. The four instructions below will make sure that the variable “Temp” will always be in the range of Zero to “Constant”.

```

movlw Constant ; 0 <= Temp <= Constant
subwf Temp, w

```

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```
btfsc STATUS, C
subwf Temp, f
```

Swapping Bit Pairs

```
                                ; (c) 1998 by Dmitry Kirashov

movwf X                        ; Save the Incoming Byte in
                                ; a temporary register
                                ; w = X = ABCDEFGH
andlw 0x055                    ; w = 0B0D0F0H
addwf X, f                     ; X = ABCDEFGH + 0B0D0F0H

rrf X, f                       ; X = (ABCDEFGH + 0B0D0F0h) >> 1
addwf X, w                     ; w = BADCFEHG
```

Bitwise Operations

Setting a bit by “ANDing” two others together is accomplished by:

```
bsf Result ; Assume the result is True
btfsc BitA ; If BitA != 1 then result is False
btfss BitB ; If BitB == 0 then result is False
bcf Result ; Result is False, Reset the Bit
```

“ORing” two bits together is similar to the “AND” operation, except the result is expected to be false and when either bit is set, the result is true:

```

bcf      Result    ; Assume the result is False
btfss   BitA      ; If BitA != 0 then result is True
        btfsc   BitB      ; If BitB == 0 then result is False
        bsf     Result    ; Result is True, Set the Bit

```

There are two ways of implementing the “NOT” operation based on where the input value is relative to the output value. If they are the same (i.e., the operation is to complement a specific bit), the code to be used is simply:

```

movlw   1 << BitNumber    ; Complement Specific
                               Bit for "NOT"
xorwf   BitRegister, f

```

If the bit is in another register, then the value stored is the complement of it:

```

bcf     Result    ; Assume that the Input Bit is Set
btfss  Bit       ; - If it is Set, then Result Correct
        bsf     Result    ; Input Bit Reset, Set the Result

```

Constant Multiplication

The following macro will insert 8-bit multiplication by a constant code:

```

multiply macro Register, ; Multiply 8 bit value by a
        Value variable i = 0, ; constant
        TValue

```

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```
TValue = Value           ; Save the Constant Multiplier
  movf   Register, w
  movwf  Temporary      ; Use "Temporary" as Shifted
                        Value

  clrf   Temporary + 1
  clrf   Product
  clrf   Product + 1
while (i < 8)
if ((TValue & 1) != 0) ; If LSB Set, Add the Value
  movf   Temporary + 1, w
  addwf  Product + 1, f
  movf   Temporary, w
  addwf  Product, f
  btfsc  STATUS, C
  incf   Product + 1, f
endif
  bcf    STATUS, C      ; Shift Up Temporary
                        multiplicand

  rlf    Temporary, f
  rlf    Temporary + 1, f
TValue = TValue >> 1   ; Shift down to check the Next
                        Bit

i = i + 1
endw
endm
```

Constant Division

The following code will return a rounded quotient for a variable divided by a constant:

```
divide macro Register, Value ; Divide 8 bit value
  variable i = 0, TValue    by a constant
TValue = 0x010000 / Value   ; Get the Constant Divider
  movf   Register, w
  movwf  Temporary + 1     ; Use "Temporary" as the
                        Shifted Value

  clrf   Temporary
  clrf   Quotient
  clrf   Quotient + 1
```


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```
while (i < 8)
    bcf     STATUS, C           ; Shift Down the Temporary
    rrf     Temporary + 1, f
    rrf     Temporary, f
    if ((TValue & 0x08000) != 0); If LSB Set, Add the
                                Value
        movf    Temporary + 1, w
        addwf   Quotient + 1, f
        movf    Temporary, w
        addwf   Quotient, f
        btfsc   STATUS, C
            incf    Quotient + 1, f
    endif
TValue = TValue << 1           ; Shift up to check the
                                Next Bit
i = i + 1
endw
    movf    Quotient + 1, w     ; Provide Result Rounding
    btfsc   Quotient, 7
        incf    Quotient + 1, w
    movwf   Quotient
endm
```

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Chapter 12

16-Bit Numbers

Defining 16 Bit Numbers

16-bit numbers can have their addresses declared specifically, as in the example below:

```
RAM      equ    12          ; Start of RAM for the
                          ;   PIC16C71

Reg_8    equ    RAM        ; Define the 8 Bit
                          ;   Register

Reg_16   equ    RAM + 1    ; Define the first 16
                          ;   Bit Register

Reg2_16  equ    RAM + 3    ; Define the 2nd 16 Bit
                          ;   Register
```

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or, using the “CBLOCK” Command in MPASM with the number of bytes in the variable specified:

```
CBLOCK 12                ; Start of RAM for the
                        ; 16C71
Reg_8                    ; Define the 8 Bit
                        ; Register
Reg_16:2                 ; Define the first 16
                        ; Bit Register
Reg2_16:2                ; Define the 2nd 16 Bit
                        ; Register
ENDC
```

Increments and Decrements

Incrementing a 16-bit value in the low-end or mid-range is accomplished by:

```
incf   Reg, f           ; Increment the Low byte
btfsc  STATUS, Z        ; Do we have Zero
                        ; (Multiple of 256)?
incf   Reg + 1, f       ; Increment High byte
                        ; (if necessary)
```

For the PIC17Cxx or a PIC18Cxx, the “infsnz” instruction is used to simplify the 16-bit increment by one instruction:

```
infsnz Reg, f           ; Increment “Reg’s” Low
                        ; Byte and Skip
incf   Reg + 1, f       ; High Byte Increment
                        ; if Result is Not
                        ; Equal to Zero
```

The decrement of a 16-bit value for the PICmicro[®] MCUs is a four instruction (instruction cycle) process:

```
movf   Reg, f           ; Set “Z” if LOW “Reg”
                        ; == 0
btfsc  STATUS, Z
decf   Reg + 1, f       ; If Low byte is Zero,
                        ; Decrement High
decf   Reg, f
```


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For the PIC17Cxx and PIC18Cxx, the “subwfb” instruction is used:

```
movlw   LOW 0x01234           ; Subtract the Low Byte
                               ;   First
bsf     STATUS, C             ; Don't pass any
                               ;   "Borrow"
subwfb  Reg, f                 ; Reg = Reg - w - !C
movlw   HIGH 0x01234
subwfb  Reg + 1, f            ; Reg + 1 = Reg + 1 - w
                               ;   - !C
```

The “addwfc” and “subwfb” enhancements can be used in all the 16-bit addition and subtraction operations given below. When using these instructions follow the same format of finding the least significant byte's result followed by the most significant byte's result, which is opposite to how the operations are carried out in the low-end and mid-range PICmicro[®] MCUs.

When adding to and subtracting from a 16-bit variable and storing the result in another variable in the low-end and mid-range PICmicro[®] MCUs:

```
Destination = Source + 0x05678
```

the assembly code will look like:

```
movlw   HIGH 0x05678         ; Add High Byte First
addwf   Source + 1, w
movwf   Destination + 1, f   ; Store Result in
                               ;   Destination
movlw   LOW 0x05678         ; Add Low Byte Next
addwf   Source, w
movwf   Destination, f      ; Store Result
btfsc   STATUS, C           ; Is the Carry Flag Set?
incf    Destination + 1, f   ; Yes, Increment High
                               ;   Byte
```

Addition of a 16-bit variable to another 16-bit variable is similar to that of adding a Constant to a 16-bit variable.

If the destination is the same as one of the values, for instance:

$$a = a + b$$

the low-end and mid-range assembly language code looks like:

```

movf    b + 1, w                ; Add the High Bytes
addwf   a + 1, f
movf    b, w                    ; Add the Low Bytes
addwf   a, f
btfsc   STATUS, C              ; Add the Carry to High
                                           ; Byte
incf    a + 1, f

```

If the Destination is different from both values to be added, for instance,

$$c = a + b$$

the code is changed to save the sums in "w" and then store them in "c":

```

movf    a + 1, w                ; Add the High Bytes
addwf   b + 1, w
movwf   c + 1
movf    a, w                    ; Add the Low Bytes
addwf   b, w
movwf   c
btfsc   STATUS, C              ; Increment due to Carry
incf    c + 1

```

Subtraction is carried out in the same way, but care must be taken to ensure that the subtracting Register is kept straight. To implement

$$c = a - b$$

in assembly language, the following code would be used in the low-end and mid-range PICmicro[®] MCUs:

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```
movf    b + 1, w           ; Get Value to be
                               ; subtracted
subwf   a + 1, w           ; Do the High Byte
movwf   c + 1
movf    b, w               ; Get the Value to be
                               ; Subbed
subwf   a, w
movwf   c
btfss   STATUS, C         ; Look for the Carry
decf    c + 1
```

Bitwise Operations on Constants and Variables

ANDing a 16-bit variable with 0x0A55A would be implemented in this way:

```
movlw   HIGH 0x0A55A      ; Get Value for ANDING
andwf   Reg + 1, f        ; Do the High Byte
movlw   LOW 0x0A55A      ; Get Value for ANDING
andwf   Reg, f            ; Do the Low Byte

bcf     STATUS, C         ; Clear the Carry Flag
                               ; for new bit
rlf     Reg, f            ; Shift the Low Byte
rlf     Reg + 1, f        ; Shift High Byte with
                               ; Low Carry
```

and to shift right:

```
bcf     STATUS, C         ; Clear Carry Flag for
                               ; the New bit
rrf     Reg + 1, f        ; Shift down the High
                               ; Byte
rrf     Reg, f            ; Shift Low Byte with
                               ; Valid Carry
```


Comparisons with 16-Bit Variables

12.3

```

movf    Reg2 + 1, w           ; Get the High Byte of
                               ; the Result
subwf   Reg1 + 1, w
movwf   _2                    ; Store in a Temporary
                               ; Register
movf    Reg2, w              ; Get the Low Byte
subwf   Reg1, w
btfss   STATUS, C            ; Decrement High if
                               ; Necessary
decf    _2

```

At the end of this series of instructions, “w” contains $\text{Reg2} - \text{Reg1}$ and “_2” contains $\text{Reg2HI} - \text{Reg1HI}$ with the borrow result of $\text{Reg2} - \text{Reg1}$.

There are six basic conditions that you can look for: Equals, Not Equals, Greater Than, Greater Than or Equal To, Less Than, Less Than or Equal To. So, to discover whether or not I have any of these conditions, the following code can be added.

For Equals and Not Equals, the value in “w” is ORed with “_2” to see if the Result is equal to zero.

```

iorwf   _2, w                 ; Is the Result == 0?

```

for Equals add the lines:

12.4

```

btfss   STATUS, Z            ; Execute following Code
                               ; if == 0
goto    Zero_Skip           ; Else, Code != 0, Skip
                               ; Over

```

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for Not Equals, append:

```
    btfsc    STATUS, Z           ; Execute following if
                                ;     != 0
    goto     NotZero_Skip      ; Else, Code == 0, Skip
                                ;     Over
```

If Greater Than (the 16-bit variable is greater than the comparison value), then the result will not be less than Zero. Actually, the same code (just with a different Bit Skip) can be used to test.

For Greater Than:

```
    btfsc    _2, 7             ; Not Negative, 16 Bit
                                ;     is Greater
    goto     NotGreater_Skip   ; Else, Skip if Not
                                ;     Greater than
    iorwf    _2, w             ; Is it Equal to Zero?
    btfsc    STATUS, z         ; No, It is Greater
                                ;     than
    Goto     NotGreater_Skip   ; Else, if Zero, Not
                                ;     Greater than
```

Note that just the most significant bit of the 16-bit difference is checked. If this bit is set (= 1), then the 16-bit variable is less than the Comparison. If it is reset (= 0), then it is greater than and you should check to see if the result is not equal to zero (or else it is equal).

For Less Than:

```

btfss  _2, 7           ; Negative, 16 Bit is
                        ; Less Than
goto   NotLess_Skip   ; Else, Skip because Not
                        ; Less Than

```

To check for Greater Than or Equal To, the last three lines of the code checking for Greater Than are simply erased. To check for Less Than or Equal To, the three lines from Not Equals are added before the check for less than.

Here is the complete code for compare and skip on Reg1 less than or equal to Reg2:

```

movf   Reg2 + 1, w     ; Get the High Byte of
                        ; the Result
subwf  Reg1 + 1, w
movwf  _2              ; Store in a Temporary
                        ; Register
movf   Reg2, w        ; Get the Low Byte
subwf  Reg1, w
btfss  STATUS, C      ; Decrement High if
                        ; Necessary

decf   _2
iorwf  _2, w          ; Check for Equal to
                        ; Zero
btfsc  STATUS, Z      ; If Not Zero, Jump Over
goto   EqualLess_Skip ; Equals, Jump to the
                        ; Code
btfsc  _2, 7          ; If Number is Negative,
                        ; execute
goto   EqualLess_Skip ; Else, Jump Over

```

Multiplication

Here is multiplication that requires a separate byte for counting the iterations through “Loop”:

```

    clrf    Product
    clrf    Product + 1

    movlw  16                ; Operating on 16 Bits
    movwf  BitCount

Loop                                ; Loop Here for Each Bit

    rrf    Multiplier + 1, f ; Shift the Multiplier
                                ; down
    rrf    Multiplier, f     ; by one
    btfss  STATUS, C        ; If the bit is set, add
    goto   Skip             ; the Multiplicand to
                                ; the "Product"

    movf   Multiplicand + 1, w
    addwf  Product + 1, f
    movf   Multiplicand, w
    addwf  Product, f
    btfsc  STATUS, C
    incf   Product + 1, f

Skip                                ; Shift up Multiplicand
                                ; and
    bcf    STATUS, C        ; Loop Around
    rlf    Multiplicand, f
    rlf    Multiplicand + 1, f

    decfsz BitCount
    goto   Loop

```

The code given below is the most efficient way of doing a 16-bit multiply with a 32-bit result. It is not immediately obvious, but it is very clever. Rather than use a

32-bit add each time the shifted data is detected, it provides a 16-bit (with valid carry) add and then shifts the data down. This Code does not change “Multiplicand”, but does change “Multiplier”.

Note that in the code, a 32-bit value for “Product” (using a “Product:5” line in the “CBLOCK” variable declare statement) is used.

```

    clrf    Product + 2          ; "Product" will be the
    clrf    Product + 3          ; Result of the
                                   ; Operation

    movlw   16                  ; Operating on 16 Bits
    movwf   BitCount

Loop                                     ; Loop Here for Each Bit

    rrf     Multiplier + 1, f    ; Shift the Multiplier
    rrf     Multiplier, f       ; down by one

    btfss   STATUS, C           ; If the bit is set, add
    goto    Skip                ; the Multiplicand to
                                   ; the Product"

    clrf    Product + 4
    movf    Multiplicand + 1, w
    addwf   Product + 3, f
    btfsc   STATUS, C           ; Make Sure the Carry is
                                   ; Passed
    incf    Product + 4, f      ; to the Next Byte
    movf    Multiplicand, w
    addwf   Product + 2, f
    btfsc   STATUS, C
    incfsz  Product + 3, f      ; Make Sure Carry is
                                   ; Passed with
    goto    $ + 2               ; the Shift
    incf    Product + 4, f

Skip                                     ; Shift "Product" Down
                                   ; with

```

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```
bcf      STATUS, C
rrf      Product + 4, f
rrf      Product + 3, f      ; the Reset Carry from
                               ; the
rrf      Product + 2, f      ; Multiplier shift down
                               ; or
rrf      Product + 1, f      ; the result of the
                               ; sixteen
rrf      Product, f         ; bit addition.

decfsz   BitCount
goto     Loop
```

Both of the Multiplication routines shown here will work with positive and negative numbers.

For the PICmicro[®] MCUs that have built-in eight by eight multipliers (PIC17Cxx and PIC18Cxx), the code for 16-bit multiplication can be accomplished using the code:

```
clrf     Product + 2        ; Clear the High-Order
                               ; Bits
clrf     Product + 3
movf     Al, w              ; Do the "L"
                               ; Multiplication first
mulwf    Bl
movf     PRODL, w          ; Save result
movwf    Product
movf     PRODH, w
movwf    Product + 1
movf     Al, w              ; Do the "I"
                               ; Multiplication
mulwf    Bh
movf     PRODL, w          ; Save the Most
                               ; Significant Byte
                               ; First
addwf    Product + 1, f
movf     PRODH, w
```

```

addwfc Product + 2, f      ; Add to the Last Result
movf    Ah, w              ; Do the "O"
                               ; Multiplication

mulwf   B1
movf    PRODL, w           ; Add the Lower Byte
                               ; Next

addwfc  Product + 1, f
movf    PRODH, w           ; Add the High Byte
                               ; First

addwfc  Product + 2, f
btfsc   STATUS, C          ; Add the Carry
    incf Product + 3, f
movf    Ah, w              ; Do the "F"
                               ; Multiplication

mulwf   Bh
movf    PORDL, w
addwfc  Product + 2, f
movf    PRODH, w
addwfc  Product + 3, f

```

Division

The division routine provided here first finds how far the divisor can be shifted up before comparing to the quotient. The "Count" variable in this routine is a 16-bit variable that is used both to count the bits and add to the quotient. "Temp" is an 8-bit temporary Storage Variable. At the end of the division routine, "Dividend" will contain the remainder of the operation.

```

clrf    Quotient
clrf    Quotient + 1

movlw   1                ; Initialize Count
movwf   Count
clrf    Count + 1

```

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```
StartLoop                ; Find How Large
                        ; "Divisor" can
                        ; be
    btfsc    Divisor + 1, 7 ; If at the "top", then
                        ; do
    goto     Loop         ; the Division

    bcf      STATUS, C    ; Shift Count and
                        ; Divisor Up

    rlf     Count, f
    rlf     Count + 1, f

    rlf     Divisor, f
    rlf     Divisor + 1, f

    goto    StartLoop

Loop                    ; Now, Take Away
                        ; "Divisor"
                        ; from "Dividend"
    movf    Divisor + 1, w ; If Divisor < Dividend
                        ; then
    subwf   Dividend + 1, w ; Don't Take Away
    movwf   Temp
    movf    Divisor, w
    subwf   Dividend, w
    btfss   STATUS, C
    decf    Temp, f
    btfsc   Temp, 7      ; If "Temp" Negative
                        ; then
    goto    Skip         ; Divisor < Dividend

    movwf   Dividend     ; Save the New Dividend
    movf    Temp, w
    movwf   Dividend + 1

    movf    Count, w    ; Add Count to the
                        ; Quotient
    addwf   Quotient + 1, f
    movf    Count, w
    addwf   Quotient + 1, f ; No Opportunity for
                        ; Carry

Skip                   ; Shift Divisor/Count
                        ; Down
```



```

bcf     STATUS, C
rrf     Divisor + 1, f
rrf     Divisor, f

rrf     Count + 1, f           ; If Carry Set after
                                ;   Count
rrf     Count, f              ;   Shift, Finished

btfss   STATUS, C              ; If Carry NOT Set, then
goto    Loop                   ;   Process next Bit

```

This division routine is designed to only handle positive numbers—there is not a general algorithm that handles both positive and negative numbers and passes back both the quotient and remainder with the correct polarity efficiently.

A general form for a division routine (using the algorithm shown above) could be the division of the core of the pseudo-code in a bit-shift analogous algorithm to multiplication that can handle positive and negative numbers.

```

if (Dividend < 0) {           // Change dividend to
                                //   positive number
    Dividend = 0 - Dividend;
    dividendneg = 1;          // Mark we have to
                                //   change it back
} else
    dividendneg = 0;
if (Divisor < 0) {           // Repeat with the
                                //   Divisor
    Divisor = 0 - Divisor;
    divisorneg = 1;
} else
    divisorneg = 0;

Count = 0;                    // Going to Count where
                                //   division starts

```

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```
Quotient = 0; // Store the Quotient
while (( Divisor & 0x0400 ) != 0) {
    // Find the Start of the
    // Division
    Count = Count + 1; // Increment the Number
    // of Bits Shifted
    Divisor = Divisor << 1;
}

while (Count != 0) { // Now, do the Division
    if (Dividend >= Divisor) { // A subtract can take
        // place
        Quotient = Quotient + 2 ^ Count;
        Dividend = Dividend - Divisor;
    }
    Count = Count - 1;
    Divisor = Divisor >> 1;
}

if (Dividendneg == 1) // Now, change the
    // values
    if (Divisorneg == 1) {
        Quotient = Quotient;
        Remainder = 0 - Dividend;
    } else {
        Quotient = 0 - Quotient;
        Remainder = 0 - Dividend;
    }
else // The Dividend was
    // Positive
    if (Divisorneg == 1) {
        Quotient = 0 - Quotient;
        Remainder = Dividend;
    } else {
        Quotient = Quotient;
        Remainder = Dividend;
    }
}
```

Chapter
13

PICmicro[®] MCU Operations Tables

The following information is based on the datasheets available at the time of printing and are meant to be used for providing a basic operating reference. Some data is not complete due to “Advanced” copies of the datasheets. “I_{dd}”, or “intrinsic” current requirements, is the amount of current required for the base PICmicro[®] MCU to operate and does not include current required for peripheral functions.

I/O Pin Current Capabilities

Current Source/Sink requirements are in milli-Amperes (“mA”).

I/O Pin Current Source/Sink Capabilities

Device	Pin Source/Sink	Port Source/Sink	Device Source/Sink	Comments
PIC12C5xx	25/25	25/25	100/100	GPIO used for Data
PIC14C000	25/25	200/200	250/300	I/O Pins Also Available for LCD driving
PIC16C5x	20/25	40/50	50/150	
PIC16C55x	25/25	200/200	250/300	
PIC16C6x	20/25-50/80	100/150	100/150	
PIC16C62x	25/25	200/200	250/300	
PIC16C7x	25/25	200/200	250/300	
PIC16F84	20/25	50/80-100/150	100/150	
PIC16F87x	25/25	200/200	250/300	
PIC17C4x	20/35	100/150	200/250	RA2/RA3 able to Sink 60 mA
PIC18Cxx (x)	25/25	200/200	50/300	

RC Oscillator Component Values

The following table and chart outline different Resistor/Capacitor values and current requirements for the low-end PICmicro® MCUs and the PIC16F84 using an RC oscillator. Note that RC oscillator operation can have variances up to 30% according to Microchip documentation and are only recommended for time-insensitive applications.

For the low-end PICmicro® MCUs, Table 13.1 shows different capacitor values and Fig. 13.1 shows current consumption for different operating speeds.

The PIC16F84 is a very common beginning user PICmicro® MCU. Table 13.2 shows different frequencies for different resistor/capacitor combinations and Fig. 13.2 shows the varying I_{dd} current required for different frequencies.

TABLE 13.1

Capacitor	Resistor	Average Fosc @ 5 V, 25°C	
		Fosc	% Variation
20 pF	3.3 k	4.073 MHz	± 27%
	5 k	3.02 MHz	± 21%
	10 k	2.22 MHz	± 21%
	100 k	382.15 kHz	± 31%
100 pF	3.3 k	1.83 MHz	± 12%
	5 k	1.19 MHz	± 12%
	10 k	884.64 kHz	± 18%
	100 k	71.56 kHz	± 25%
300 pF	3.3 k	600 kHz	± 10%
	5.0 k	484.1 kHz	± 14%
	10 k	357.83 kHz	± 15%
	100 k	29.44 kHz	± 18%

The frequencies are measured on DIP packages.

The percentage variation indicated here is part-to-part variation due to normal process distribution. The variation indicated is ±3 standard deviation from average value for VDD = 5 V.

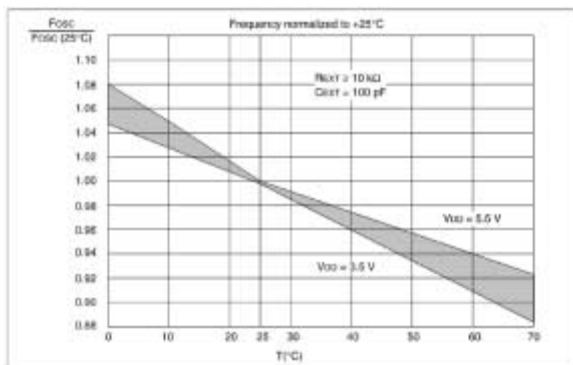


Figure 13.1

TABLE 13.2

Cext	Rext	Average	
		Fosc @ 5V, 25°C	
20 pF	3.3k	4.88 MHz	± 27%
	5.1k	5.94 MHz	± 25%
	10k	2.34 MHz	± 29%
	100k	250.16 kHz	± 33%
100 pF	3.3k	1.49 MHz	± 25%
	5.1k	1.12 MHz	± 25%
	10k	620.31 kHz	± 30%
	100k	90.26 kHz	± 28%
300 pF	3.3k	524.24 kHz	± 29%
	5.1k	415.52 kHz	± 30%
	10k	270.33 kHz	± 28%
	100k	25.37 kHz	± 25%

*Measured in PDIP Packages. The percentage variation indicated here is part to part variation due to normal process distribution. The variation indicated is ± 3 standard deviation from average value.

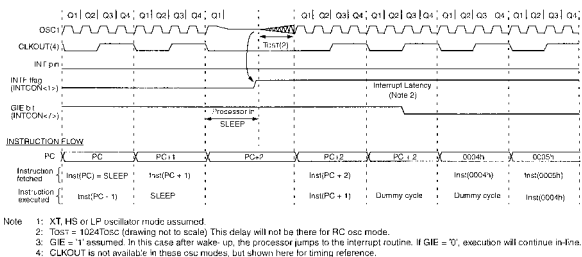


Figure 13.2

LP Oscillator Operating Characteristics

The following table outlines different capacitor values for different “LP” oscillator executing frequencies using a crystal. Note that “LP” mode is active between 0 and 200 KHz only. The I_{dd} (intrinsic) current requirements are quoted for 32.768 kHz and powered by 5 volts and are in micro-Amperes except where noted.

LP Operating Mode Part Specification and I_{dd} Current Requirements			
Device	32.768 KHz	200 KHz	I_{dd} Current
PIC12C5xx	15 pF	N/A	10 μ A
PIC16C5x	15 pF	N/A	32 μ A
PIC16C55x	68-100 pF	15-30 pF	32 μ A
PIC16C6x	33-68 pF	15-47 pF	21 μ A
PIC16C62x	68-100 pF	15-30 pF	32 μ A
PIC16C7x	15-47 pF	15-33 pF	48 μ A
PIC16F84	68-100 pF	15-33 pF	32 μ A
PIC16F87x	33 pF	15 pF	48 μ A
PIC18Cxx (x)	33 pF	15 pF	N/A

XT Oscillator Operating Characteristics

The following table outlines different capacitor values for different “XT” oscillator executing frequencies using a crystal or ceramic resonator. Note that “XT” mode is active between 0 and 4 MHz. The I_{dd} (intrinsic) current requirements are quoted at 4 MHz and are in milli-Amperes except where noted.

XT Operating Mode Part Specification and I_{dd} Current Requirements				
Device	200 KHz	1 MHz	4 MHz	I_{dd} Current
PIC12C5xx	47-68 pF	15 pF	15 pF	0.78 mA
PIC16C5x	15-30 pF	15-30 pF	15 pF	1.8 mA
PIC16C55x	N/A	15-68 pF	15-68 pF	3.3 mA
PIC16C6x	33-68 pF	15-68 pF	15-33 pF	1.6 mA
PIC16C62x	33-68 pF	15-58 pF	15-68 pF	3.3 mA
PIC16C7x	33-68pF	15-68 pF	15-33 pF	5 mA
PIC16F84	68-100 pF	15-33 pF	15-33 pF	4.5 mA
PIC16F87x	47-68 pF	15 pF	15 pF	2 mA
PIC17C4x	N/A	33-150 pF	15-68 pF	1.6 mA
PIC18Cxx (x)	47-68 pF	15 pF	15 pF	N/A

HS Oscillator Operating Characteristics

The following table outlines different capacitor values for different “HS” oscillator executing frequencies using a crystal or ceramic resonator. Note that “HS” mode is active for frequencies greater than 4 MHz. As a rule of thumb, the maximum speed for low-end and mid-range PICmicro® MCU EPROM program memory devices is 20 MHz. For Flash program memory parts, the maximum speed is usually 10 MHz, except where noted. For the PIC17Cxx, the maximum speed is 33 MHz and for the PIC18Cxx the maximum clock speed is 10 MHz. In

the PIC18Cxx, the HS clock can be multiplied by four for an actual internal clock speed of 40 MHz.

Idd (intrinsic) current requirements are taken from the maximum speed and the PICmicro® MCU powered by 5 volts. Capacitor values are in pFs and Idd current is in milli-Amperes except where noted.

HS Operating Mode Part Specification and Idd Current Requirements						
Device	4 MHz	10 MHz	20 MHz	32 MHz	Idd	Curr
PIC14C000	15-68 pF	10-47 pF	10-47 pF	N/A	4	mA
PIC16C5x	15 pF	15 pF	15 pF	N/A	5	mA
PIC16C55x	15-30 pF	15-30 pF	15-30 pF	N/A	20	mA
PIC16C6x	15-47 pF	15-47 pF	15-47 pF	N/A	35	mA
PIC16C62x	15-47 pF	15-30 pF	15-30 pF	N/A	20	mA
PIC16C7x	15-47 pF	15-47 pF	15-47 pF	N/A	30	mA
PIC16F84	15-33 pF	15-33 pF	N/A	N/A	10	mA
PIC16F87x	15 pF	15-33 pF	15-33 pF	N/A	20	mA
PIC17C4x	15-68 pF	15-47 pF	15-47 pF	0	40	mA
PIC18Cxx (x)	15 pF	15-33 pF	15-33 pF	N/A	45	mA

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Chapter

14

PICmicro[®] MCU Application Debugging Checklist

Debugging Checklist

Problem	Potential Causes	Check
PICmicro [®] MCU Application does Not Start	1 No/Bad Power	1a Make Sure Vdd is between 4.5 Volts and 5.5 Volts Relative to Vss
		1b Make Sure Vdd "ripple" is Less than 100 mV
	2 No/Bad Reset	2a Make Sure "_MCLR" is pulled up to 4.5 Volts to 5.5 Volts
		2b Make Sure Disabled _MCLR Pin is not pulled below Ground
	3 Missing/Bad Decoupling Capacitor	3a Check for 0.01 uF to 0.1 uF Capacitor Close to PICmicro [®] MCU's Vdd Pin
		3b Check for Correct Capacitor Value
	4 Part Orientation	4a Check that PICmicro [®] MCU Part is Installed Correctly
		4b Make Sure the PICmicro [®] MCU is NOT getting very hot
	5 Oscillator Not Running	5a Check both the OSC1 and OSC2 Pins With an Oscilloscope or Logic Probe
		5b If Internal Oscillator, Check Configuration Fuses For Correct Setting
		5c Check for Present and Correct Capacitors
		5d Check for Correct Frequency
		5e Check for Correct Pin Connections
	6 Device Programming Incorrect	6a Check/Verify Device Programming
		6b Look for I/O Pins being set high or low

- | | | | |
|----|---|-----|--|
| 7 | Watchdog Timer
Enabled | 7a | Check I/O pins for changing
between input Output states |
| | | 7b | Check Actual Configuration
Fuse Value |
| 8 | Uninitialized
Variable/Value
Incorrect | 8a | Check Variable
initialization at
application start |
| | | 8b | After resetting the simulated
PICmicro [®] MCU, load file
registers with a random value
(such as 0x05A) |
| 9 | Interrupt Handler
NOT allowing
execution exit
From Handler | 9a | Simulate Interrupt Handler
and make sure that
execution can return to
Mainline before next Interrupt
Request is Acknowledged |
| | | 9b | Make Sure that correct
Interrupt Flag ("IF") is Reset
in Handler |
| 10 | Variable Address
Overlaid onto
a Hardware I/O
Register | 10a | Make Sure that the
Variable "CBLOCK"
statement is in the File
Register area of the PICmicro [®]
MCU and not in the Hardware
I/O Area |
| 11 | Outputs switching
too fast to See | 11a | Probe the Outputs using a
Logic Probe or Oscilloscope |
| 1 | Watchdog Timer
Enabled | 1a | Check Configuration Fuse
Values |
| | | 1b | Check for I/O pins
changing state with Reset |

PICmicro[®] MCU
Device Seems to
Reset Itself
Unexpectedly

Debugging Checklist (*Continued*)

Problem	Potential Causes	Check
Supply	2 High Internal Current and Inadequate Decoupling	2a Check for Correlation to Reset with changes in Load drawn by PICmicro [®] MCU 2b Check for Power Supply "sags" when the Load is drawn
	3 Check for a "noisy" Power Supply	3a Check for greater than 100 mV "Ripple" from Power
	4 Execution Jumps past Application End	4a Check Code for Subroutine without "return" instruction or Table that is accessed past its End
	5 Uninitialized Variable/Value Incorrect	5a Check Variable initialization for missed Variable 5b Set Variables to Random values (such as 0x05A) before starting simulation to find problem
	Peripheral Hardware Not Active	1 Pin Programming not Correct
2 Incorrect Part Number		2a Check to see if the Part Being Actually Used has hardware 2b Check to see that Part Being used Has Hardware Registers

No Output Mode For I/O Pin	<ul style="list-style-type: none"> 3 Hardware Switching too fast to observe 1 Incorrect TRIS Specification 	<p>That Match Source</p> <ul style="list-style-type: none"> 3a Check the Hardware using a Logic Probe or an Oscilloscope 1a Check Values Saved in TRIS Registers 1b Check for inadvertently Execution 1c "Float" Pin (disconnect from Circuit) to see if Pin is Actually in Output Mode with a Logic Probe
	<ul style="list-style-type: none"> 2 If Peripheral Hardware Built into Pin, Check for Activation 	<ul style="list-style-type: none"> 2a This problem may NOT be apparent in MPLAB Simulation because Peripherals are often Not Modeled 2b If Pin Shared with "TOCKI" in 12C5xx or 16C505, check for Correct State of "OPTION" Register
	<ul style="list-style-type: none"> 3 If Dual-Use Pin Check for Output Capability 	<ul style="list-style-type: none"> 3a If Pin Shared with "_MCLR" in 12C5xx or 16C505, then no output Capabilities are built in 3b If Pin Shared with "TOCKI" in 12C5xx or 16C505, check for Correct State of "OPTION" Register
Output Pin Not Changing State	<ul style="list-style-type: none"> 1 Pin NOT in Output Mode 	<ul style="list-style-type: none"> 1a "Float" Pin (disconnect from Circuit) to see if Pin is Actually in Output Mode with a Logic Probe 1b Check Causes for "No Output" Mode for I/O Pin

Debugging Checklist (*Continued*)

Problem	Potential Causes	Check
	2 Pin being held by high Current Source/Sink	2a "Float" Pin and see if State Changes are Possible with Pin Disconnected 2b Look for Shorts to Vcc/Gnd 2c Look for Missing/Incorrect Resistors or Components
	3 Output Changing State too Quickly to be Observed	3a Check output with a Logic Probe or an Oscilloscope
	Pin Changes State Unexpectedly	1a Check Value written to I/O Port 1b Check Computed Values that are used to Modify Pin Values 1c Look for Saved Port Values that are Incorrect or Inappropriate
	2 Look for Hardware that "Backdrives" the Pin	2a "Float" Pin (disconnect from Circuit) to see if state is incorrect 2b Check Output Enable pins of Tri-State Drivers on the Pin's Net
	3 Variable Address Overlaid onto a Hardware I/O Register	3a Make Sure that the Variable "CBLOCK" statement is in the File Register area of the PICmicro [®] MCU and not in the Hardware I/O Area

Output Timing
Not as
Expected

- 1 Delay Calculations
Incorrect
- 2 Interrupt Handler
Active during Timed
Output
- 3 Check Instruction
Timings

Register Values
Incorrect/Change
Unexpectedly

- 1 Check for Interrupt
Handler Active
- 2 Make sure Variables
are not located in
Hardware Register
Space

- 1a Check to see if the
Calculations match the
Actual Output
- 1b Use the Assembler Calculator to
Calculate Delays and match to
Developer Values
- 2a Check for Enabled
Interrupts
- 2b Put "bcf INTCON, GIE" Before
Timed code and "bsf INTCON,
GIE" after
- 3a Note that "goto", "call",
"return" and PCL Modifications
require Two Instruction Cycles
- 1a Look for Instances in the
Interrupt Handler when
Register is Changed
- 1b Mask Interrupt Handler During
Critical Periods Of Register
Operation
- 1c Use another Register in the
Interrupt Handler and update
Mainline's version as
appropriate
- 2a Check actual Register
Address from Listing
File to Hardware
Register Addresses
- 2b Make sure Variables are in
memory space "Above" the
Hardware Registers for all
PICmicro[®] MCU Family Devices
the Application Runs on

Debugging Checklist (*Continued*)

Problem	Potential Causes	Check
	3 Variable Registers in "shadowed" Memory Space	3a Check File Register Addresses with "Shadowed" Registers 3b Mark unused "Shadow" Registers as "BADRAM"
LED Not Lighting	1 LED Polarity Incorrect 2 Check PICmicro [®] MCU Pin for NOT Changing to Output 3 PWM Active with setting that turns off LED 4 PICmicro [®] MCU Not Working 5 Output Changing too fast to Observe	1a Short PICmicro [®] MCU Pin to Ground to ensure LED Can Light 2a Check PICmicro [®] MCU Pin as Specified Above 3a Check PWM Output with an Oscilloscope or Logic Probe 3b Check for PWM Code Active 4a Check the PICmicro [®] MCU as Specified Above 5a Check the output using a Logic Probe or an Oscilloscope
Button: No Response	1 Pin Pullup/Pull Down Incorrect 2 Pin in Output Mode	1a Check the Wiring of the Button to the PICmicro [®] MCU, Vcc and Gnd 1b Check the operation of the PICmicro [®] MCU's Internal Pull Ups 2a Check to make sure the PICmicro [®] MCU I/O Pin is in "Input" Mode 2b Look for inadvertent Changes to

			the "TRIS" Register
	3	Output Changing to quickly to be Observed	3a Check Pin output using a Logic Probe or an Oscilloscope
Button: Strange Response	1	Poor Debounce	1a Check for Multiple Button Presses Recognized by Software
			1b Check Voltage Levels on Hardware to Ensure Button Press is within 0.2 Volts from Vcc or Gnd
	2	Interrupt Handler Response Incorrect	2a Check the Interrupt Handler's Operation with The Input Conditions
LCD: No Output	1	Check Wiring	1a Check Ground is on Pin 1
			1b Check Data Pins
			1c Make Sure "R/W" line is held low during Writes
	2	Check Contrast	2a Contrast Different for Different LCDs
	3	Check Timing	3a Make Sure that LCD "E" Strokes are a minimum of 450 nsecs in width
			3b Make Sure signals do not Change during "E" Strokes

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Chapter
15

**PICmicro[®] MCU
Application Software
Development Tools**

**Microsoft Compatible Editor
“Ctrl” Key Combinations**

Keystrokes	Operation
Up Arrow	Move Cursor up one Line
Down Arrow	Move Cursor down one Line
Left Arrow	Move Cursor left one Character
Right Arrow	Move Cursor right on Arrow
Page Up	Move viewed Window Up
Page Down	Move viewed Window Down
Ctrl - Left Arrow	Jump to Start of Word

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Ctrl - Right Arrow	Jump to Start of next Word
Ctrl - Page Up	Move Cursor to Top of viewed Window
Ctrl - Page Down	Move Cursor to Bottom of viewed Window
Home	Move Cursor to Start of Line
End	Move Cursor to End of Line
Ctrl - Home	Jump to Start of File
Ctrl - End	Jump to End of File
Shift - Left Arrow	Increase the Marked Block by one character to the left
Shift - Right Arrow	Increase the Marked Block by one character to the right
Shift - Up Arrow	Increase the Marked Block by one line up
Shift - Down Arrow	Increase the Marked Block by one line down
Ctrl Shift - Left Arrow	Increase the Marked Block by one word to the left
Ctrl Shift - Right Arrow	Increase the Marked Block by one word to the Right

MPSIM.INI

A typical MPSIM.INI File for an application is

```
; MPSIM File for PROG2 - Turning on an LED
;
; Myke Predko - 96.05.20
;
P 84 ; Use a 16C84
SR X ; Hex Numbers in the Simulator
ZR ; Zero the Registers
RE ; Reset Elapsed Time and Step Count
DW D ; Disable the WDT
V W,X,2 ; Display: the "W" Register
AD F3,B,8 ; Status Register
AD F4,X,2 ; FSR Register
AD OPT,X,2 ; Option Register
AD FB,B,8 ; INTCON Register
AD F2,X,3 ; PCL Register
AD FA,X,3 ; PCLATH Register
AD F1,X,2 ; TMR0 Register
```

```

AD IOA,X,2      ; Port "A" Tris Register
AD F5,X,2      ; Port "A" Register
AD IOB,X,2     ; Port "B" Tris Register
AD F6,X,2      ; Port "B" Register
AD FC,X,2      ; "Test" Register
rs
sc 4            ; Set the Clock to 1MHz
lo prog2
di 0,0         ; Display the First Instruction

```

MPLAB

MPLAB is a complete “Integrated Development Environment” (“IDE”) for all the different PICmicro® MCU architecture families that runs under Microsoft’s “Windows” version 3.1x or later operating systems. MPLAB integrates the different operations of developing a PICmicro® MCU application. This is done from a user configurable “desk top” (see Fig. 15.1) with different capabilities built into the program.

MPLAB can integrate the following different functions:

- editor
- assemblers
- compilers
- linkers
- programmers
- emulators

The following files are accessed by MPLAB:

File Extension	Function
.asm	Application Source File
.\$\$\$	Backup of the Application Source File
.cod	“Label Reference” for MPLAB Simulator/Emulator



Figure 15.1 “MPLAB” IDE with PICStart Plus Interface

.err	Error Summary File
.lst	Listing File
.hex	Hex File to be loaded into the PICmicro [®] MCU
.bkx	Backup of the Hex File
.pjt	Project file

MPLAB has the capability of displaying specific register and bit contents in the PICmicro[®] MCU. These windows, such as the one shown in Fig. 15.2 allow you to select the registers to monitor. To define a Watch Window or add more registers to it, the “Register Selection” Window is brought up for you to select the registers you would like to monitor. The “Properties” Window is selected from the “Register Selection” Window (as is shown in Fig. 15.3) to specify the characteristics of the register that is displayed.

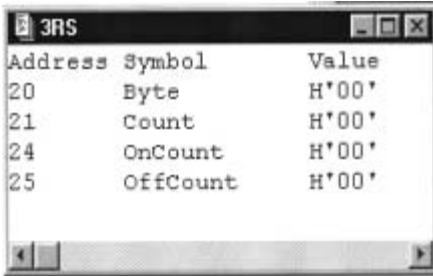


Figure 15.2 Sample “Watch Window”

The most basic input method is the “Asynchronous Stimulus” window (shown in Fig. 15.4) which consists of a set of buttons that can be programmed to drive any of the simulated PICmicro® MCU pins and can set the button to change the pin by:

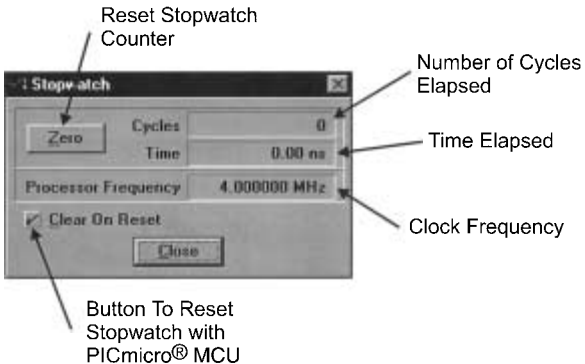


Figure 15.3 MPLAB stopwatch

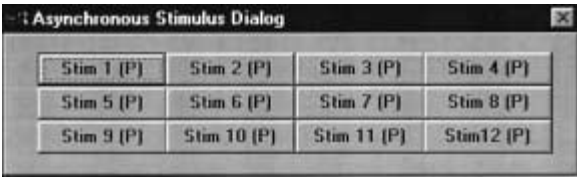


Figure 15.4 “Asynchronous Stimulus” Window

Pulse

Low

High

Toggle

The “Pulse” option, pulses the input pin to the complemented state and then back to the original state within one instruction cycle. This mode is useful for clocking TMR0 or requesting an external interrupt. Setting the pin “High” or “Low” will drive the set value onto the pin. To change the value of the pin between the two states, you can program two buttons in parallel with each other and each button changes the state. This can also be done with a single “Toggle” button, which changes the input state each time the button is pressed.

Clocks can be input into the simulated PICmicro[®] MCU by clicking on the “Debug” pull down, “Simulator Stimulus” and “Clock Stimulus . . .” selections. The clock stimulus dialog box (Fig. 15.5) can input regular clocks into a PICmicro[®] MCU by selecting the pin and then the “High” and “Low” time of the clock along with whether or not the clock is inverted (which means at reset, the clock will be low rather than high). The clock counts in Fig. 15.5 are in instruction cycles. Clock stim-

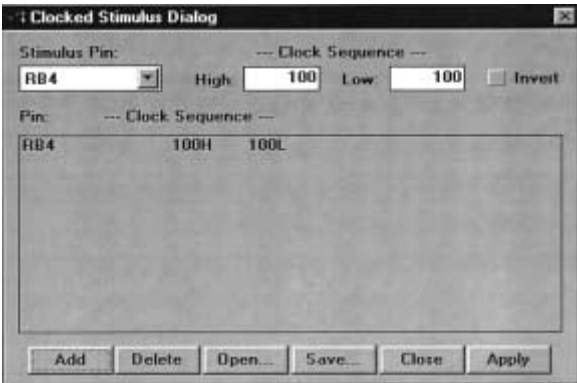


Figure 15.5 MPLAB “Clocked Stimulus”

ulus can be used for simple I/O tests, but it is really best suited for putting in repeating inputs that drive clocks or interrupts.

The “Register Stimulus” feature will store a two-digit hex value in a specified register every time a specific address is encountered in the simulated application execution. To load the operating parameters of the Register Stimulus method, the “debug” pull down is clicked, followed by “Simulator Stimulus” and then “Register Stimulus” is “Enabled”. This brings up the small window shown in Fig. 15.6 on which you will select the address of the register to change as well as the address that this happens at. Once the addresses have been specified, the register stimulus file is selected by clicking on “Browse . . .”. The register “Modify” Window (shown in Fig. 15.7) is available

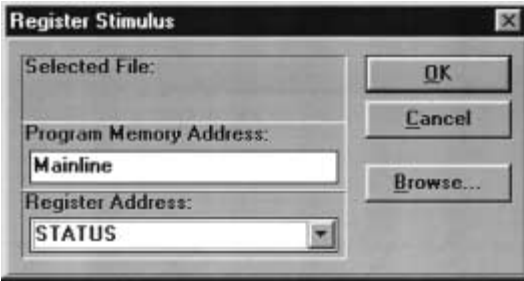


Figure 15.6 MPLAB “Register Stimulus” Specification

by clicking on the “Window” pull down and then selecting “Modify . . .”. This window can access any register in the simulated device, including “w”, which cannot be directly addressed in the low-end and mid-range devices.

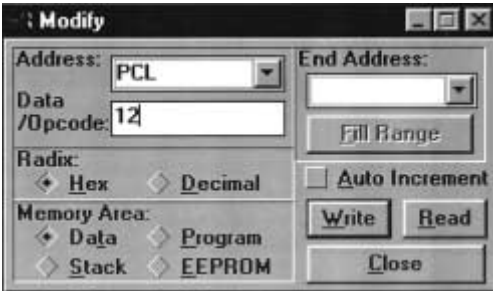


Figure 15.7 MPLAB “Register Modify” Window

Stimulus (.STI) files

Stimulus Files require a clock “Step” specification along with the pins to be driven. Comments in the file are preceded by a “!” character. The file below is a sample stimulus file (which, by convention, always ends in “.sti”):

```
!
! Sample Stimulus File
!
Step   MCLR   RB4     ! Define the Bits to be
          Controlled
      1     1     1     ! Initialize the Bit Values
! Wait for the Program and Hardware to be
  Initialized
  500     0     1     ! Reset the PICmicro® MCU
 1000     1     1
 1500     1     0     ! Change the State of the Port
                    Bit
 2000     1     1     ! Restore it for rest of
                    program
```

Stimulus Files are the recommended method to simulate an application and understand what are the potential software problems.

MPLAB assembler directives

Directive	Usage Example	Comments
<code>__BADRAM</code>	<code>__BADRAM Start, End</code>	Flag a range of file registers which are unimplemented
<code>BANKISEL</code>	<code>BANKISEL <label></code>	Update the "IRP" bit of the "STATUS" register before the "FSR" register is used to access a register indirectly. This directive is normally used with linked source files.
<code>BANKSEL</code>	<code>BANKSEL Label</code>	Update the "RPx" bits of the "STATUS" register before accessing a file register directly. This directive is not available for the low-end devices (for these devices, the FSR register should be used to access the specific address indirectly). This directive is also not available for the High-end PICmicro [®] MCUs which should use the "movlb" instruction.
<code>CBLOCK</code>	<code>CBLOCK Address Var1, Var2 VarA:2 ENDC</code>	Used to Define a starting address for variables or constants which require increasing values. To declare multiple byte variables or constants which increment by more than one, a colon (":") is placed after the label and before the number to increment by. This is shown for "VarA" in the usage example. The "ENDC" directive is required to "turn off" CBLOCK operation.
<code>CODE</code>	<code>CODE [Address]</code>	Used with an object file to define the start of application code in the source file. A "Label" can be

specified before the directive to give a specific label to the object file block of code. If no "Address" is specified, then MPLINK will calculate the appropriate address for the CODE statement and the instructions that follow it.

<code>__CONFIG</code>	<code>__CONFIG Value</code>	This directive is used to set the PICmicro [®] MCU's configuration bits to a specific value. " <code>__CONFIG</code> " automatically sets the correct address for the specific PICmicro [®] MCU. The "Value" is made up of constants declared in the PICmicro [®] MCU's ".inc" file.
<code>CONSTANT/ =/EQU</code>	<code>CONSTANT Label = Value or Label = Value or Label EQU Value</code>	Define a Constant Using one of the three formatting methods shown in usage example. The constant "Value" references to the "Label" and is evaluated when the "Label" is defined. For replacing a Label with a string, use " <code>#DEFINE</code> ".
<code>DA/DATA/DB</code>	<code>DA Value "string" or DATA Value "string" DB Value "string"</code>	Set program memory words with the specified data values. If a "string" is defined, then each byte is put into its own word. The "DW" directive is recommended to be used instead of "DATA" or "DB" because its operation is less ambiguous when it comes to how the data is stored. Note that "DATA"/"DB"/"DW" do not store the data according as part of a "retlw" instruction. For the "retlw" instruction to be included with the data, the "DT" directive must be used. These directives are best suited for use in Serial EEPROM Source Files.

Directive	Usage Example	Comments
DE	ORG 0x02100 DE Value "string"	This instruction is used to save initialization data for the PICmicro [®] MCU's built in Data EEPROM. Note that an "org 0x02100" statement has to precede the "de" directive to ensure that the PICmicro [®] MCU's program counter will be at the correct address for programming.
#DEFINE	#DEFINE Label [string]	Specify that any time "Label" is encountered, it is replaced by the string. Note that string is optional and the defined "Label" can be used for conditional assembly. If "Label" is to be replaced by a constant, then one of the "CONSTANT" declarations should be used. This directive is placed in the first column of the source file.
DT	DT Value [.Value...] "string"	Place the "Value" in a "retlw" statement. If DT's parameter is part of a "string", then each byte of the string is given its own "retlw" statement. This directive is used for implementing read-only tables in the PICmicro [®] MCU.
DW	DW Value[,Value...]	Reserve program memory for the specified "Value". This value will be placed in a full program memory word.
ELSE		Used in conjunction with "IF", "IFDEF" or "IFDEF" to provide an alternative path for conditional assembly. Look at these directives for examples of how "ELSE" is used.

END	END	End the program block. This directive is required at the end of all application source files.
ENDC		Used to end the "CBLOCK" Label constant value saving and updating. See "CBLOCK" for an example of how this directive is used.
ENDIF		Used to end an "if" statement conditional code block. See "IF", "IFDEF" or "IFNDEF" for an example of how this directive is used.
ENDM		Used to end the "MACRO" Definition. See "CBLOCK" for an example of how this directive is used.
ENDW		Used to end the block of code repeated by the "WHILE" Conditional Loop instruction. See "WHILE" for an example of how this directive is used.
ERROR	ERROR "string"	Force an "ERROR" into the code with the "string" message inserted into the Listing/Error Files.
ERRORLEVEL	ERRORLEVEL 0 1 2, +# -#	Change the assembler's response to the specific "Error" ("2"), "Warning" ("1") or Message ("0") Number ("#"). Specifying "-" before the Number will cause any occurrences of the Error, Warning or Message to be ignored by the assembler and not reported. Specifying "+" before the Number will cause any occurrences of the Error, Warning or Message to be output by the Assembler.
EXITM		For use within a MACRO to force the stopping of the MACRO expansion. Using this directive is not

Directive	Usage Example	Comments
		recommended except in the case where the MACRO's execution is in error and should not continue until the error has been fixed. Using "EXITM" in the body of the MACRO could result in "Phase Errors" which can be very hard to find.
EXPAND	EXPAND	Enable printing MACRO Expansions in the listing file after they have been disabled by the "NOEXPAND" directive. Printing of MACRO Expansions is the default in MPLAB.
EXTERN	EXTERN Label	Make a program memory Label in an object file available to other object files.
FILL	FILL Value, Count	Put in "Value" for "Count" words. If "Value" is surrounded by parenthesis, then an instruction can be put in (ie "(goto 0)"). In earlier versions of MPLAB, "Fill" did not have a "Count" parameter and replaced any program memory address that does not have an instruction assigned to it or areas that is not reserved (using "RES") with the "Value".
GLOBAL	GLOBAL Label	Specify a Label within an object file that can be accessed by other object files. "GLOBAL" is different from "EXTERN" as it can only be put into the source after the label is defined.
IDATA	IDATA [Address]	Used to specify a data area within an object file. If no "Address" is specified, then the assembler

calculates the address. A Label can be used with IDATA for referencing it.

<code>__IDLOCS</code>	<code>__IDLOCS Value</code>	Set the four ID Locations of the PICmicro [®] MCU with the four nybbles of "Value". This directive is not available for the 17Cxx devices.									
<code>IF</code>	<code>IF Parm1 COND Parm2</code> <code> ; "True" Code</code> <code>ELSE</code> <code> ; "False" Code</code> <code>ENDIF</code>	If "Parm1 COND Parm2" is "true", then insert and assemble the "True" code. Else, insert and assemble the "False" code. The "Else" directive and "False" codes are optional.									
<code>IFDEF</code>	<code>IFDEF Label</code> <code> ; "True" Code</code> <code>ELSE</code> <code> ; "False" Code</code> <code>ENDIF</code>	If the Label has been defined (using "#DEFINE"), then insert and assemble the "True" code. Else, insert and assemble the "False" code. The "Else" directive and "False" codes are optional.									
<code>IFNDEF</code>	<code>IFNDEF Label</code> <code> ; "True" Code</code> <code>ELSE</code> <code> ; "False" Code</code> <code>ENDIF</code>	If the Label has NOT been defined (using "#DEFINE"), then insert and assemble the "True" code. Else, insert and assemble the "False" code. The "Else" directive and "False" codes are optional.									
<code>INCLUDE</code>	<code>INCLUDE</code> <code> "FileName.Ext"</code>	Load "FileName.Ext" at the current location within the source code.									
<code>LIST</code>	<code>LIST option[, ...]</code>	Define the assembler options for the source file. The available options are: <table><thead><tr><th>Option</th><th>Default</th><th>Description</th></tr></thead><tbody><tr><td>b=nnn</td><td>8</td><td>Set tab spaces.</td></tr><tr><td>c=nnn</td><td>132</td><td>Set column width.</td></tr></tbody></table>	Option	Default	Description	b=nnn	8	Set tab spaces.	c=nnn	132	Set column width.
Option	Default	Description									
b=nnn	8	Set tab spaces.									
c=nnn	132	Set column width.									

Directive	Usage Example	Comments		Description
		Option	Default	Description
		f=format	INHX8M	Set the hex file output.
		free	FIXED	Use free-format parser.
		fixed	FIXED	Use fixed-format parser.
		mm=ON OFF	ON	Print memory map in list file.
		n=nnn	60	Set lines per page.
		p=type	None	Set PICmicro [®] MCU type.
		r=radix	HEX	Set default radix (HEX, DEC, or OCT available)
		st=ON OFF	ON	Print symbol table in list file.
		t=ON OFF	OFF	Truncate lines of listing.
		w=0 1 2	0	Set the message level.
		x=ON OFF	ON	Turn macro expansion on or off.
LOCAL	Fillup MACRO Size Local i i = 0	Define a Variable that is local to a MACRO and cannot be accessed outside of the MACRO.		

```

        WHILE (i < Size)
        DW 0x015AA
i = i + 1
        ENDW
        ENDM

```

MACRO	Label MACRO [Parm[, ...]] bsf Parm, 0 ENDM	Define a block of code that will replace the "Label" every time it is encountered. The optional Parameters will replace the parameters in the Macro itself.
__MAXRAM	__MAXRAM End	Define the last File Register Address in a PICmicro [®] MCU that can be used.
MESSG	MESSG "string"	Cause "String" to be inserted into the source file at the "MESSG" statement. No errors or warnings are generated for this instruction.
NOEXPAND	NOEXPAND	Turn off Macro expansion in the Listing File.
NOLIST	NOLIST	Turn off Source Code Listing Output in Listing File.
ORG	ORG Address	Set the Starting Address for the following code to be placed at.
PAGE	PAGE	Insert a Page Break before the "PAGE" directive.
PAGESEL	PAGESEL Label goto Label	Insert the Instruction Page of a Label before jumping to that Label or calling the subroutine at it.

Directive	Usage Example	Comments
PROCESSOR	PROCESSOR type	This directive is available for commonality with earlier Microchip PICmicro [®] MCU assemblers. The Processor option of the "LIST" directive should be used instead.
RADIX	RADIX Radix	This directive is available for commonality with earlier Microchip PICmicro [®] MCU assemblers. Available options are "HEX", "DEC" and "OCT". The default radix should be selected in the "LIST" directive instead.
RES	RES MemorySize	Reserve a block of program memory in an object file for use by another. A label may be placed before the RES directive to save what the value is.
SET	Label SET Value	"SET" is similar to the "CONSTANT", "EQU" and "=" directives, except that the "Label" can be changed later in the code with another "SET" directive statement.
SPACE	SPACE Value	Insert a Set number of blank lines into a listing file.
SUBTITLE	SUBTITLE "string"	Insert "string" on the line following the "TITLE" string on each page of a listing file.
TITLE	TITLE "string"	Insert "string" on the top line on each page of a listing file.

UDATA	UDATA [Address] Label1 RES 1 Label2 RES 2	Declare the beginning of an uninitialized data section. "RES" labels should follow to mark variables in the uninitialized data space. This command is designed for Serial EEPROMS.
UDATA_ACS	UDATA_ACS [Address] Label1 RES 1 Label2 RES 2	Declare the beginning of an uninitialized data section in a 18Cxx PICmicro [®] MCU. "RES" labels should follow to mark variables in the uninitialized data space.
UDATA_OVR	UDATA_OVR [Address] Label1 RES 1 Label2 RES 2	Declare the beginning of an uninitialized data section that can be overwritten by other files (as an "Overlay"). "RES" labels should follow to mark variables in the uninitialized data space. This command is designed for Serial EEPROMS.
UDATA_SHR	UDATA_SHR [Address] Label1 RES 1	Declare the beginning of data memory that is "shared" across all the register banks.
#UNDEFINE	#UNDEFINE Label	Delete a Label that was "#DEFINED".
VARIABLE	VARIABLE Label [= Value]	Declare an assembly-time variable that can be updated within the code using a simple assignment statement.
WHILE	WHILE Parm1 COND Parm2 ; while "True" ENDW	Execute code within the "WHILE"/"ENDW" directives while the "Parm1 COND Parm2" test is true. Note that in the listing file, the code will appear as if the code within the "WHILE"/"WEND" directives was repeated a number of times.

Standard Declaration and Include (“`.inc`”) Files

The Microchip developed standard “include” files are recommended to be included into source code rather than using developer supplied register definitions. There is an “`.inc`” file for every PICmicro[®] MCU part number in the format:

```
p<I>PICmicro® MCU</I>.inc
```

where “*PICmicro[®] MCU*” is the PICmicro[®] MCU part number.

Linking–Linked Applications

Before creating the linked application object, the source files to be linked together have to be created. Once the files are created, “links” are created to addresses that have to be accessed between the different files. It is important to remember that variables as well as instruction addresses have to be common.

The following two example source code files show how addresses are linked together. The first is the “mainline”:

```
TITLE - Test3 - Jump to Test3A
;
; Example Application using the MPLAB Linker
;
; Myke Predko
; 2000.02.02
;
; Hardware Notes:
; PIC16F84 running in a Simulator
;
```



```

LIST      R=DEC                ; list directive to
                                define processor
#include "p16F84.inc"          ; processor specific
                                variable
definitions

__CONFIG __CP_OFF & __WDT_ON & __PWRTE_ON & __XT_OSC

EXTERN TEST3A                  ; Specify Mainline
                                Location
GLOBAL TEST3Astart
GLOBAL flag                    ; Variable passed to
                                Linked File

;***** VARIABLE DEFINITIONS (examples)

; example of using Uninitialized Data Section
INT_VAR      UDATA      0x0C
w_temp       RES        1      ; variable used for
                                context saving
status_temp  RES        1      ; variable used for
                                context saving
flag         RES        2      ; temporary variable
                                (shared locations
                                - G_DATA)
;*****
RESET_VECTOR CODE      0x000    ; processor reset
                                vector
                                goto      start ; go to beginning of
                                program

INT_VECTOR  CODE      0x004    ; interrupt vector
                                location
                                movwf w_temp

PROG CODE 0x005
                                movf     STATUS, w
                                movwf   status_temp

; isr code can go here or be located as a call
; subroutine elsewhere

                                movf     status_temp, w ; Restore
                                                                Context
                                                                Registers
                                movwf   STATUS
                                swpf    w_temp, f

```

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```
                swapf    w_temp, w
                retfie

start
                goto    TEST3A

TEST3Astart

                END                ; directive 'end
                                   of program'
```

The second is the file that is linked to the “mainline”:

```
TITLE "Test3A - Actually Execute the Code"
;
; Example Application using the MPLAB Linker
;
; Myke Predko
; 2000.02.02
;
; Hardware Notes:
; PIC16F84 running in a Simulator
;

EXTERN flag                ; External Values
                           Linked into Code

EXTERN TEST3Astart

list r=dec
#include "p16f84.inc"

TEST3ACODE CODE
TEST3A
    GLOBAL TEST3A                ; Address to Pass to
                                   Linked File
        banksel flag            ; example
        clrf flag                ; example
; remaining code goes here

    movlw 77
    movwf flag
    movlw 0x001
    subwf flag, f
    btfss STATUS, Z
        goto $ - 2
```

```

goto $                                ; Loop Here Forever

                                END                                ; directive
                                ; 'end of
                                ; program'

```

Application Code Template

The following file should be used as a mid-range PICmicro® MCU application source code template.

```

title "FileName - One Line Description"
#define _version "x.xx"
;
; Update History:
;
; Application Description/Comments
;
; Author
;
; Hardware Notes:
;
LIST R=DEC                                ; Device Specification
INCLUDE "p16cxx.inc"                      ; Include Files/Registers

; Variable Register Declarations

; Macros

__CONFIG __CP_OFF & __XT_OSC & __PWRTE_ON & __WDT_OFF &
__BODEN_OFF

org 0
Mainline

goto Mainline_Code

org 4                                ; Interrupt Handler at
                                Address 4

Int

MainLine_Code

; Subroutines

end

```

The BASIC Language

BASIC variables do not have to be declared except in specialized cases. The variable name itself follows normal conventions of a letter or “_” character as the first character, followed by alphanumeric characters and “_” for variable names. Variable (and Address “Label”) names may be case sensitive, depending on the version.

To Specify Data Types, a “Suffix” character is added to the end of the Variable name:

Suffix	Function
\$	String Data
%	Integer
&	Long Integer (32 Bits) - Microsoft BASIC Extension
!	Single Precision (32 Bits) - Microsoft BASIC Extension
#	Double Precision (64 Bits) - Microsoft BASIC Extension

The following table lists the different BASIC functions:

Statement	Function
BASE	Starting Array Element
DATA	Data Block Header
DIM	Dimension Array Declaration
OPTION	Starting Array Element
LET	Assignment Statement (Not Mandatory)
RANDOMIZE	Reset Random Number “Seed”
INPUT [Prompt ,]	Variables Get Terminal Input
PRINT	Output to a Terminal
?	Output to a Terminal
READ	Get “Data” Information
GOTO	Jump to Line Number/Label
GOSUB	Call Subroutine at Line Number/Label
RETURN	Return to Caller from Subroutine

IF Condition [THEN] Statement	Conditionally Execute the "Statement"
FOR Variable = Init TO Last [STEP Inc] ... NEXT	[Variable] Loop Specified Number of Times
ON Event GOTO	On an Event, Jump to Line Number/Label
RESTORE	Restore the "DATA" Pointer
STOP	Stop Program Execution
END	End Program Execution
'	Comment - Everything to the Right is Ignored
REM	Comment - Everything to the Right is Ignored
ABS	Get Absolute Value of a Number
SGN	Return the Sign of a Number
COS	Return Cosine of an Angle (input usually in Radians)
SIN	Return Sine of an Angle (input usually in Radians)
TAN	Return Tangent of an Angle (input usually in Radians)
ATN	Return the Arc Tangent of a Ratio
INT	Convert Real Number to Integer
SQR	Return the Square Root of a Number
EXP	Return the Power of e for the input
LOG	Return the Natural Logarithm for the Input
RND	Return a Random Number
TAB	Set Tab Columns on Printer

For assignment and "if" statements, the following operators are available in BASIC:

Operator	Operation
+	Addition
-	Subtraction
*	Multiplication
/	Division
^	Exponentiation
"	Start/End of Text String
,	Separator

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;	Print Concatenation
\$	String Variable Identifier
=	Assignment/Equals To Test
<	Less than
<=	Less than or Equals To
>	Greater than
>=	Greater than or Equals To
<>	Not Equals

BASIC's Order of Operations is quite standard for programming languages:

Operators	Priority	Type
Functions		Expression Evaluation
= <> < <= > >=	Highest	Conditional Tests
^		Exponentiation
* /		Multiplication/Division
+ -	Lowest	Addition/Subtraction

Microsoft BASIC Enhancements

The following functions are available in Microsoft versions of BASIC for the PC as well as some BASICs for the PICmicro[®] MCU:

Function	Operation
AND	AND Logical Results
OR	OR Logical Results
XOR	XOR Logical Results
EQV	Test Equivalence of Logical Results
IMP	Test Implication of Logical Results
MOD	Get the Modulus (remainder) of an Integer Division
FIX	Convert a Floating Point Number to Integer
DEFSTR Variable	Define the Variable as a String (instead of the "DIM" Statement)
DEFINT Variable	Define the Variable as an Integer (instead of the "DIM" Statement)

DEFLNG Variable	Define the Variable as a "long" Integer (instead of the "DIM" Statement)
DEFSNG Variable	Define the Variable as a Single Precision Floating Point Number (instead of the "DIM" Statement)
DEFDBL Variable	Define the Variable as a Double Precision Floating Point Number (without using the "DIM" Statement)
REDIM Variable([low TO] High[, [low TO] High...])	High[, [low TO] High...] [AS Type]
ERASE	Redefine a Variable Erase an Array Variable from Memory
LBOUND	Return the First Index of an Array Variable
UBOUND	Return the Last Index of an Array Variable
CONST Variable = Value	Define a Constant Value
DECLARE Function Subroutine	Declare a Subroutine/ Function Prototype at Program Start
DEF FNFunction(Arg[, Arg...])	Define a Function ("FNFunction") that returns a Value. If a Single Line, then "END DEF" is not required
END DEF	End the Function Definition
FUNCTION Function(Arg[, Arg...])	Define a Function. Same Operation, Different Syntax as "DEF FNFunction"
END FUNCTION	End a Function Declaration
SUB Subroutine(Arg[, Arg...])	Define a "Subroutine" which does not return a Value. If a Single Line, then "END DEF" is not required
END SUB	End the Subroutine Definition
DATA Value[, Value...]	Specify File Data

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READ Variable[, Variable...]	Read from the "Data" File Data
IF Condition THEN Statements ELSE Statements END IF	Perform a Structured If/Else/Endif
ELSEIF	Perform a Condition Test/Structured If/Else/Endif instead of simply "Else"
ON ERROR GOTO Label	On Error Condition, Jump to Handler
RESUME [Label]	Executed at the End of an Error Handler. Can either return to current location, 0 (Start of Application) or a specific label
ERR	Return the Current Error Number
ERL	Return the Line the Error Occurred at
ERROR #	Execute an Application- Specific Error (Number "#")
DO WHILE Condition Statements LOOP	Execute "Statements" while "Condition" is True
DO Statements LOOP WHILE Condition	Execute "Statements" while "Condition" is True
DO Statements LOOP UNTIL Condition	Execute "Statements" until "Condition" is True
EXIT	Exit Executing "FOR", "WHILE" and "UNTIL" Loops without executing Check
SELECT Variable	Execute based on "Value" "CASE" Statements used to Test the Value and Execute Conditionally
CASE Value	Execute within a "SELECT" Statement if the "Variable" Equals "Value". "CASE ELSE" is the Default Case
END SELECT	End the "SELECT" Statement
LINE INPUT	Get Formatted Input from the User

INPUT\$(#)	Get the Specified Number ("#") of Characters from the User
INKEY\$	Check Keyboard and Return Pending Characters or Zero
ASC	Convert the Character into an Integer ASCII Code
CHR\$	Convert the Integer ASCII Code into a Character
VAR	Convert the String into an Integer Number
STR\$	Convert the Integer Number into a String
LEFT\$(String, #)	Return the Specified Number ("#") of Left Most Characters in "String"
RIGHT\$(String, #)	Return the Specified Number ("#") of Right Most Characters in "String"
MID\$(String, Start, #)	Return/Overwrite the Specified Number ("#") of Characters at Position "Start" in "String"
SPACE\$(#)	Returns a String of the Specified Number ("#") of ASCII Blanks
LTRIM\$	Remove the Leading Blanks from a String
RTRIM\$	Remove the Trailing Blanks from a String
INSTR(String, SubString)	Return the Position of "SubString" in "String"
UCASE\$	Convert all the Lower Case Characters in a String to Upper Case
LCASE\$	Convert all the Upper Case Characters in a String to Upper Case
LEN	Return the Length of a String
CLS	Clear the Screen
CSRLIN	Return the Current Line that the Cursor is On

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POS	Return the Current Column that the Cursor is On
LOCATE X, Y	Specify the Row/Column of the Cursor (Top Left is 1,1)
SPC	Move the Display the Specified Number of Spaces
PRINT USING "Format"	Print the Value in the Specified Format. "+", "#", ".", "^" Characters are used for number formats
SCREEN mode[, [Color] [, [Page] [,Visual]	Set the Screen Mode. "Color" is 0 to display on a "Color" display, 1 to display on a "Monochrome". "Page" is the Page that receives I/O and "Visual" is the Page that is currently active.
COLOR [foreground] [, [background] [,border]]	Specify the Currently Active Colors
PALETTE [attribute, color]	Change Color Assignments.
VIEW [[SCREEN] (x1,y1) - (x2,y2) [, [color] [,border]]]	Create a small Graphics Window known as a "Viewport"
WINDOW [[SCREEN] (x1,y1) - (x2,y2)]	Specify the Viewport's logical location on the Display
PSET (x,y) [,color]	Put a Point on the Display
PRESET (x,y)	Return the Point to the Background Color
LINE (x1,y1)-(x2,y2) [, [Color] [, [B BF] [,style]]]	Draw a Line between the two specified points. If "B" or "BF" specified, Draw a Box ("BF" is "Filled")
CIRCLE (x,y), radius[, [color] [, [start] [,end] [,aspect]]]	Draw the Circle at center location and with the

specified "radius". "start" and "end" are starting and ending angles (in radians). "aspect" is the circle's aspect for drawing ellipses

Draw an arbitrary Graphics Figure. There should be spaces between the commands

Commands:

U# - Moves Cursor up # Pixels

D# - Moves Cursor down # Pixels

E# - Moves Cursor up and to the right # Pixels

F# - Moves Cursor down and to the right # Pixels

G# - Moves Cursor down and to the Left # Pixels

H# - Moves Cursor up and to the left # Pixels

L# - Moves Cursor Left # Pixels

R# - Moves Cursor Right # Pixels

Mxy - Move the Cursor to the Specified x,y Position

B - Turn Off Pixel Drawing

N - Turns On Cursor and Move to Original Position

A# - Rotate Shape in 90 Degree Increments

C# - Set the Drawing Color

P#Color#Border - Set the Shape Fill and Border Colors

S# - Set the Drawing Scale

T# - Rotates # Degrees

LPRINT Send Output to the Printer

BEEP "Beep" the Speaker

SOUND Frequency, Duration Make the Specified Sound on the PC's Speaker

PLAY NoteString Output the Specified String of "Notes" to the PC's Speaker

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DATE\$	Return the Current Date
TIME\$	Return the Current Time
TIMER	Return the Number of Seconds since Midnight
NAME FileName AS NewFileName	Change the Name of a File
KILL FileName	Delete the File
FILES [FileName.Ext]	List the File (MS-DOS "dir"). "FileName.Ext" can contain "Wild Cards"
OPEN FileName [FOR Access] AS #Handle	Open the File as the Specified Handle (Starting with the "#" Character). Access: I - Open for Text Input O - Open for Text Output A - Open to Append Text B - File is Opened to Access Single Bytes R - Open to Read and Write Structured Variables
CLOSE #Handle	Close the Specified File
RESET	Close all Open Files
EOF	Returns "True" if at the End of a File
READ #Handle, Variable	Read Data from the File
GET #Handle, Variable	Read a Variable from the File
INPUT #Handle, Variable	Read Formatted Data from the File using "INPUT", "INPUT USING" and "INPUT\$" Formats
WRITE #Handle, Variable	Write Data to the File
PUT #Handle, Variable	Write a Variable to a File
PRINT #Handle, Output	Write Data to the File using the "PRINT" and "PRINT USING" Formats
SEEK #Handle, Offset	Move the File Pointer to the Specified Offset within the File

PicBasic

microEngineering Labs, Inc.'s ("meLab's"), "PicBasic" is an excellent tool for learning about the PICmicro® MCU, before taking the big plunge into assembly language programming. The source code required by the compiler is similar to the Parallax Basic Stamp BS2's "PBASIC" with many improvements and changes to make the language easier to work with and support different PICmicro® MCUs.

PicBasic does not currently have the ability to link together multiple source files which means that multiple source files must be "included" in the overall source. Assembly language statements are inserted in line to the application. PicBasic produces either assembler source files or completed ".hex" files. It does not create object files for linking modules together.

For additional information and the latest device libraries, look at the microEngineering Labs, Inc., Web page at:

<http://www.melabs.com/mel/home.htm>

PicBasic Pro is an MS-DOS command line application that is invoked using the statement:

```
PBP[W] [options...] source
```

"Options" are compiler execution options and are listed in the table below:

Option	Function
-h/-?	Display the help screen. The help screen is also displayed if no options or source file name is specified

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-ampasm	Use the MPASM Assembler and not the PicBasic Assembler
-c	Insert Comments into PicBasic Compiler produced Assembler Source File. Using this option is recommended if you are going to produce MPASM Assembler Source from PicBasic
-iPath	Specify a new directory "Path" to use for include files in PicBasic
-lLibrary	Specify a different library to use when compiling. Device specific libraries are provided by PicBasic when the processor is specified
-od	Generate a listing, symbol table and map files
-ol	Generate a listing file
-pPICmicro [®] MCU	Specify the "PICmicro [®] MCU" that the source is to be compiled into. If this parameter is not specified, then a PIC16F84 is used as the processor. "PICmicro [®] MCU" is in the format: 16F84, where the "PIC" at the start of the Microchip part number is not specified.
-s	Do not assemble the compiled code
-v	Turn on "Verbose Mode" which provides additional information when the application is compiled

PicBasic does assume a constant set of configuration values. For most PICmicro[®] MCUs the configuration fuses are set as listed in the table below:

Feature	PicBasic Setting
Code Protect	Off
Oscillator	XT - or Internal RC if 12Cxxx
WDT	On
PWRTE	Off

Each byte takes place in one of the words; for example, "b4" is the least significant byte of "w2". The 16-bit variables are defined as being a part of the 16-bits taken

up by “w0” (“b0” and “b1”). This method works well, but care has to be taken to make sure that the overlapping variables are kept track of and not used incorrectly. The most common problem for new Basic Stamp developers is defining a variable on b0 and w0 and having problems when a write to one variable overwrites the other.

To provide these variables to the PicBasic application, the Basic Stamp variable declaration files are defined in the following two “include” files that are shown within “include” statements below. Only one of these statements can be used in an application.

```
include "bs1defs.bas"
include "bs2defs.bas"
```

A much better way of declaring variables is to use the “var” directive to select the different variables at the start of the application and let the PicBasic compiler determine where the variables belong and how they are accessed (i.e., put in different variable pages). Along with the “var” directive, the “word”, “byte”, and “bit” directives are used to specify the size of the variable. Some example variable declarations are

```
WordVariable var word      \ Declare a 16 Bit Variable
ByteVariable var byte     \ Declare an 8 Bit Variable
BitVariable var bit       \ Declare a single byte
                           Variable
```

Initial values for the variables cannot be made at the variable declarations.

Along with defining variables, the “var” directive can be used to define variable labels built out of previously defined variables to specify specific data. Using the variables above, I can break “WordVariable” up into a top half and bottom half and “ByteVariable” into specific bytes with the statements:

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```
WordVariableTop      var WordVariable.byte1
WordVariableBottom   var WordVariable.byte0

BitVariableMSB       var BitVariable.bit7
BitVariableLSB       var BitVariable.0
```

Variables can also be defined over registers. When the PicBasic libraries are merged with the source code, the standard PICmicro[®] MCU register names are available within the application. Using this capability, labels within the application can be made to help make the application easier to work with. For example, to define the bits needed for an LCD, the declarations below could be used:

```
LCDDData var PORTB      ` PORTB as the 8 Bits of Data
LCDE var PORTA.0        ` RA0 is "E" Strobe
LCDRS var PORTA.1       ` RA1 is Data/Instruction
                          Select
LCDRW var PORTA.2       ` RA2 is the Read/Write
                          Select Bit
```

When variables are defined using the “var” and “system” directives, specific addresses can be made in the application. For example, the statement:

```
int_w var byte $0C system
```

will define the variable “_w” at address 0x00C in the system. This reserves address 0x00C and does not allow its use by any other variables. The bank of a variable can be specified using the “system” directive like:

```
int_status var byte bank0 system
```

These two options to the “var” directive are useful when defining variables for interrupt handlers as discussed below.

Along with redefining variables with the “var” statement, PicBasic also has the “symbol” directive. The symbol directive provides the same capabilities as the “var” statement and it is provided simply for compatibility with the BS1. If you were only developing PicBasic applications, I would recommend only using “var” and avoiding the “symbol” directive. Single dimensional arrays can be defined within PicBasic for each of the three data types when the variable is declared.

```
WordArray var word[10]  \ Ten Word Array
ByteArray var byte[11] \ Eleven Byte Array
BitArray var bit[12]   \ Twelve Bit Array
```

Note that bits can be handled as an array element. Depending on the PICmicro® MCU part number, the maximum array sizes are

Variable Type	Maximum Number of Elements
Word	32
Byte	64
Bit	128

As part of the “bit” definition, I/O port pins are predefined within PicBasic. Up to 16 pins (addressed using the “Pin#” format, where “#” is the pin number) can be accessed, although how they are accessed changes according to the PICmicro® MCU part number the application is designed for. The pins for different parts are defined as:

Number of Pins	Pins 0 - 7	Pins 8 - 15
8	GPIO	Mapped onto Pins 0 - 5
18	PORTB	PORTA

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28 - Not PIC14C000	PORTB	PORTC
14C000	PORTC	PORTD
40 Pin	PORTB	PORTC

Note that not all the ports that have 8 pins are specified. For example, accessing “RA6” in an 18-pin device (which does not have an “RA6” bit) will not do anything.

Constants are declared in a similar manner to variables, but by using the “con” directive with a constant parameter:

```
SampleConstant con 3 + 7 ` Define a Sample Constant
```

Constant values can be in four different formats. The table below lists the different formats and the modifiers to indicate to the PicBasic compiler which data type is being specified:

Data Type	Modifier	Comments
Decimal	None	PicBasic Default is Decimal
Hex	\$	“\$” is placed before the Number
Binary	%	“%” is placed before the Number
ASCII	“	Double Quotes placed around a Single Character

In the table above, note that only an ASCII byte can be passed within double quotes. Some instructions (described below) can be defined with strings of characters that are enclosed within double quotes.

The “define” statement is used to change constants given defaults within the PICmicro[®] MCU when a PicBasic compiled application is running. The format is

```
DEFINE Label NewValue
```

The labels, their default values, and their values are listed in the table below:

Define	Default	Optional Values	Comments
BUTTON_PAUSE	10	Any Positive Int	Button Debounce Delay in msec
CHAR_PACING	1000	Any Positive Int	Time between SerOut Characters
DEBUG_BAUD	2400	Any	Specified Data Rate of Debug information
DEBUG_BIT	0	0 - 7	Output Pin for Debug Serial Output
DEBUG_MODE	1	0, 1	Polarity of Debug NRZ Output data. "0" Positive, "1" Inverted
DEBUG_PACING	1000	Any Positive Int	Time between Output Characters for DEBUG Statements
DEBUG_REG	PORTB	Any PORT	Port Debug Output Pin is Connected to
DEBUGIN_BIT	0	0 - 7	Input Pin for Debug Serial Output
DEBUGIN_MODE	1	0, 1	Polarity of Debug NRZ Input data. "0" Positive, "1" Inverted
DEBUGIN_REG	PORTB	Any PORT	Port Debug Input Pin is Connected to
HSER_BAUD	2400	Any	Hardware Serial Port's Data Rate
HSER_SPBRG	25	0 - 0x0FF	Hardware Serial Port's SPBRG Register Value
HSER_RCSTA	0x090	0 - 0x0FF	Hardware Serial Port's Initialization value for "RCSTA" register. Default set for Asynchronous Communications
HSER_TXSTA	0x020	0 - 0x0FF	Hardware Serial Port's Initialization value for "TXSTA" register. Default set for Asynchronous Communications
HSER_EVEN	1	0, 1	Hardware Serial Port's Parity Select Values. Only used if Parity checking is desired
HSER_ODD	1	0, 1	Hardware Serial Port's Parity Select Values. Only used if Parity checking is desired

Define	Default	Optional Values	Comments
I2C_HOLD	1	0, 1	Stop I2C transmission while the SCL line is held low
I2C_INTERNAL	1	0, 1	Set to use Internal EEPROM in the 12Cxxx PICmicro® MCUs
I2C_SCLOUT	1	0, 1	Use a Bipolar Driver instead of an Open-Drain I2C Clock Driver
I2C_SLOW	1	0, 1	Run the I2C at no more than 100 kbps data rate
LCD_BITS	4	4, 8	Number of Bits for LCD Interface
LCD_DBIT	0	0, 4	Specify the Data bit for LCD Data
LCD_DREG	PORTA	Any PORT	Select the LCD Data Port
LCD_EBIT	3	0 - 7	Specify the Bit for the LCD Clock
LCD_EREK	PORTB	Any PORT	Specify the Port for the LCD "E" Clock Bit
LCD_LINES	2	1, 2	Specify the Number of Lines on the LCD. Check Information on LCDs for how the multiple line specification is used in some single line LCDs.
LCD_RSBIT	4	Any PORT	LCD RS Bit Selection
LCD_RSREG	PORTA	Any PORT	LCD RS Bit Select Register
OSC	4	3, 4, 8, 10, 12, 16, 20	Specify PICmicro® MCU Operating Speed in MHz. Note "3" is actually 3.58
OSCCAL_1K	1	0, 1	Set OSCCAL for PIC12C672
OSCCAL_2K	1	0, 1	Set OSCCAL for PIC12C672
SER2_BITS	8	4 - 8	Specify Number of bits sent with "SERIN2" and "SEROUT2" instructions

The “OSC” define should be specified if serial I/O is going to be implemented in the PICmicro® MCU. This value is used by the compiler to calculate the time delays necessary for each bit.

Assembly language can be inserted at any point within a PicBasic application. Single instructions can be inserted by simply starting the line with a “@” character:

```
@bcf INTCON, T0IF      ; Reset T0IF Flag
```

Multiple lines of assembly language are prefaced by the “asm” statement and finished with the “endasm”. An example of this is shown below:

```
asm
  movlw 8                ; Loop 8x
Loop
  bsf PORTA, 0          ; Pulse the Bit
  bcf PORTA, 0
  addlw $0FF            ; Subtract 1 from “w”
  btfss STATUS, Z      ; Do 8x
  goto Loop
endasm
```

Note that labels inside the assembler statements do not have a colon at the end of the string and that the traditional assembly language comment indicator (the semi-colon [“;”]) is used.

Implementing interrupt handlers in PicBasic can be done in one of two ways. The simplest way of implementing it is using the “ON INTERRUPT GOTO Label” statement. Using this statement, any time an interrupt request is received, the “Label” specified in the ON INTERRUPT statement will be executed until there is a “resume” instruction, which returns from an interrupt. Using this type of interrupt handler, straight PicBasic statements can be used and assembly language statements avoided.

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The basic operation looks like:

```

:
ON INTERRUPT GOTO IntHandler
:
IntHandler:
disable      ` Turn off interrupt and debug
              requests
:            ` Process Interrupt
enable      ` Enable other Interrupts and debug
              requests
resume      ` Return to the executing code
```

The problem with this method is the interrupt handler is executed once the current instruction has completed. If a very long statement is being executed (say a string serial send), then the interrupt will not be serviced in a timely manner.

The best way of handling an interrupt is to add the interrupt handler as an assembly language routine. To reference the interrupt handler, the “define INTHAND Label” instruction is used to identify the label where the assembly language code is listed. The interrupt handler will be moved to start at address 0x004 in the mid-range devices.

A code template for generic mid-range PICmicro[®] MCU interrupt handlers is

```
int_w var byte 0x020 system      ` Define the
                                  Context Save
Variables
int_status var byte bank0 system
int_fsr var byte bank0 system
int_pclath byte bank0 system
:
```

```

define INTHAND IntHandler      ` Specify what the
                                ` Interrupt
                                ` Handler is
:
` Interrupt Handler - to be relocated to 0x00004
asm
IntHandler
    movwf    int_w              ; Save the Context
                                Registers
    movf     STATUS, w
    bcf     STATUS, RP0        ; Move to bank 0
    bcf     STATUS, RP1
    movwf   int_status
    movf    FSR, w
    movwf   int_fsr
    movf    PCLATH, w
    movwf   int_pclath
    clrf    PCLATH
; ##### - Execute Interrupt Handler Code Here
    movf    int_pclath, w      ; Finished,
                                restore the
                                Context
    movwf   PCLATH            ; Registers
    movf    int_fsr, w
    movwf   FSR
    movf    int_status, w
    movwf   STATUS
    swapf   int_w, f
    swapf   int_w, w
    retfie
endasm

```

In the interrupt template, note that the “worst case” condition context register save is presented.

Mathematical operators used in assignment statements and PicBasic instructions are very straightforward in PicBasic and work conventionally. In Basic Stamp PBASIC, you must remember that the operations execute from left to right. This means that the statement:

$$A = B + C * D$$

which would be expected to operate as:

1. Multiply “C” and “D”
2. Add the results from one to “B”

in Parallax PBASIC, returns the result of:

1. Get the Sum of “B” and “C”
2. Multiply the results from one with “D”

PicBasic does not follow the PBASIC evaluation convention and returns the “expected” result from complex statements like the one above. This means that in PicBasic, you do not have to break complex statements up into single operations, like you do in PBASIC, to avoid unexpected expression evaluation. If you are using a Basic Stamp to “prototype” PicBasic applications, then break up the complex statements and use the temporary values.

The mathematical operators used are listed in the table below along with their execution priority and parameters. All mathematical operators work with 16-bit values.

Priority	Operator	Operation
Lowest	Parm1 + Parm2	Return the Sum of "Parm1" and "Parm2"
	Parm1 - Parm2	Return the Result of "Parm2" Subtracted from "Parm1"
	Parm1 * Parm2	Return the least significant sixteen bits of the product of "Parm1" and "Parm2". This is often referred to as Bytes 0 and 1 of the result
	Parm1 */ Parm2	Return the middle sixteen bits of the product of "Parm1" and "Parm2". This is often referred to as Bytes 1 and 2 of the result
	Parm1 ** Parm2	Return the most significant sixteen bits of the product of "Parm1" and "Parm2". This is often referred to as Bytes 2 and 3 of the result
	Parm1 / Parm2	Return the number of times Parm2 can be divided into Parm1 evenly
	Parm1 // Parm2	Return the remainder from dividing Parm2 into Parm1. This is known as the "Modulus".
	Parm1 & Parm2	Return the bitwise value of "Parm1" AND "Parm2"
	Parm1 Parm2	Return the bitwise value of "PARM1" OR "Parm2"
	Parm1 ^ Parm2	Return the bitwise value of "PARM1" XOR "Parm2"
	~ Parm1	Return the inverted bitwise value of "PARM1"
	Parm1 &/ Parm2	Return the inverted bitwise value of "Parm1" AND "Parm2"
	Parm1 / Parm2	Return the inverted bitwise value of "PARM1" OR "Parm2"
	Parm1 ^/ Parm2	Return the inverted bitwise value of "PARM1" XOR "Parm2"
	Parm1 << Parm2	Shift "Parm1" to the left "Parm2" bits. The new least significant bits will all be zero
	Parm1 >> Parm2	Shift "Parm1" to the right "Parm2" bits. The new most significant bits will all be zero
	ABS Parm1	Return the magnitude of a number. ("ABS -4" is equal to "ABS 4" and returns "4")

Priority	Operator	Operation
	Parm1 MAX Parm2	Return the higher Parameter
	Parm1 MIN Parm2	Return the lower Parameter
	Parm1 DIG Parm2	Return Digit Number "Parm2" (Zero Based) of "Parm1". ("123 DIG 1" returns "2")
	DCD Parm1	Return a value with only the "Parm1" bit Set. ("DCD 4" returns "%00010000")
	NCD Parm1	Return the Bit number of the highest set bit in "Parm1"
	Parm1 REV Parm2	Reverse the Bits in "Parm1" from zero to "Parm2". ("%10101100 REV 4" will return "%10100011")
	SQR Parm1	Return the Integer Square Root of "Parm1"
	SIN Parm1	Return the Trigonometric "Sine" of "Parm1". The returned value will be based on a circle of radius 127 and 256 degrees (not the traditional 360)
Highest	COS Parm1	Return the Trigonometric "Cosine" of "Parm1". The returned value will be based on a circle of radius 127 and 256 degrees (not the traditional 360)

Along with the mathematical operators, the “if” statement provides the following “Test Conditions”. This is listed in the following table. Note that both the “BASIC” standard labels as well as the “C” standard labels are used. “Parm1” and “Parm2” are constants, variables, or statements made up of expression statements along with the different mathematical operators and test conditions.

When a test condition is true, a nonzero is returned, if it is false, then a zero is returned. Using this convention, single variable parameters can be tested in “if” statements rather than performing comparisons of them to zero.

Test Condition	Description
Parm1 = Parm2	Return a Non-Zero if “Parm1” equals “Parm2”
Parm1 == Parm2	Return a Non-Zero if “Parm1” equals “Parm2”
Parm1 <> Parm2	Return a Non-Zero if “Parm1” does not equal “Parm2”
Parm1 != Parm2	Return a Non-Zero if “Parm1” does not equal “Parm2”
Parm1 < Parm2	Return a Non-Zero if “Parm1” is less than “Parm2”
Parm1 <= Parm2	Return a Non-Zero if “Parm1” is less than or equal to “Parm2”
Parm1 > Parm2	Return a Non-Zero if “Parm1” is greater than “Parm2”
Parm1 >= Parm2	Return a Non-Zero if “Parm1” is greater than or equal to “Parm2”
Parm1 AND Parm2	Return a Non-Zero if “Parm1” is Non-Zero and “Parm2” is Non-Zero
Parm1 && Parm2	Return a Non-Zero if “Parm1” is Non-Zero and “Parm2” is Non-Zero
Parm1 OR Parm2	Return a Non-Zero if “Parm1” is Non-Zero or “Parm2” is Non-Zero

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Parm1 Parm2	Return a Non-Zero if "Parm1" is Non-Zero or "Parm2" is Non-Zero
Parm1 XOR Parm2	Return a Non-Zero if "Parm1" and "Parm2" are different logical values.
Parm1 ^^ Parm2	Return a Non-Zero if "Parm1" and "Parm2" are different logical values.
Parm1 NOT AND Parm2	Return Zero if "Parm1" is Non-Zero and "Parm2" is Non-Zero
Parm1 NOT OR Parm2	Return Zero if "Parm1" is Non-Zero or "Parm2" is Non-Zero
Parm1 NOT XOR Parm2	Return a Non-Zero if "Parm1" and "Parm2" are in the same logical state.

The PicBasic instructions are based on the Parallax Basic Stamp "PBASIC" language and while there are a lot of similarities, they are really two different languages. In the following table, all the PicBasic instructions are listed with indications of any special considerations that should be made for them with respect to being compiled in a PICmicro[®] MCU.

These "instructions" are really "library routines" that are called by the mainline of the application. I am mentioning this because you will notice that the size of the application changes based on the number of instructions that are used in the application. Program memory size can be drastically reduced by looking at the different instructions that are used and changing the statements to assembler or explicit PicBasic statements.

When the various instructions are specified, note that the square brackets ("[" and "]") are used to specify data tables in some instructions. For this reason, optional values use braces ("{" and "}"), which breaks with the conventions used in the rest of the book.

Instruction	Description
BRANCH Index, [Label (,Label. . .)]	Jump to the "Label" specified by the value in "Index". "Index" is zero based, so an Index of zero will cause execution jump to the first "Label", an "Index" of one will cause execution to jump to the second "Label" and so on. This instruction only jumps within the current page; if a PICmicro [®] MCU with more than one page of program memory is used, then the "BRANCHL" instruction is recommend
BRANCHL Index, [Label {,Label. . .}]	Jump to the "Label" specified by the value in "Index". "Index" is zero based, so an Index of zero will cause execution jump to the first "Label", an "Index" of one will cause execution to jump to the second "Label" and so on. This instruction can jump anywhere in PICmicro [®] MCU program memory
BUTTON Pin, Down,	Jump to "Label" when the Button has been Delay, Rate, Bvar, pressed for the specified number of milliseconds. "Rate" is how many invocations after the first "BUTTON" jump is true that an "autorepeat" happens. "Bvar" is a byte sized variable only used in this function. "Action" is whether or not you want the jump to take place when the key is pressed ("1") or released ("0")
CALL Label	Execute the assembly language "call" instructions
CLEAR	Load all the Variables with Zero
COUNT Pin, Period, Variable	Count the number of pulses on "Pin" that occur in "Period" msec
DATA @Location, Constant {,Constant. . .}	Store Constants in Data EEPROM starting at "Location" when the PICmicro [®] MCU is programmed. For data at different addresses, use multiple "DATA" statements.

Instruction	Description
DEBUG Value {,Value. . .}	Define the "DEBUG" pin as output with the serial output parameters used in the "DEBUG" defines at reset. When this instruction is executed, pass the parameter data. If an ASCII "#" (0x023) is sent before a "Value", the decimal numeric is sent, rather than the ASCII byte. This instruction (and "DEBUGIN") can be used for serial I/O as they take up less space than the "SERIN" and "SEROUT" instructions
DEBUGIN {TimeOut, Label,}[Variable {,Variable. . .}]	Define the "DEBUGIN" pin as an input with the serial input parameters used in the "DEBUGIN" defines at reset. When this instruction is executed, wait for a data byte to come in or jump to the label if the "TimeOut" value (which is specified in msec) is reached
DISABLE	DISABLE Interrupts and Debug Operations. Interrupts will still be acknowledged by "ON INTERRUPT GOTO" Will not execute
DISABLE INTERRUPT	DISABLE Interrupts and Debug Operations. Interrupts will still be acknowledged by "ON INTERRUPT GOTO" Will not execute
DTMFOUT Pin,{On,Off,} [Tone{,Tone. . .}]	Output the Touch tone sequence on the specified pin. Tones "0" through "9" are the same as on the telephone keypad. Tone 10 is the "*" key and tone 11 is the "#" key. Tones 12 through 15 correspond to the extended key standards for "A" to "D". Filtering is required on the pin output to "smooth" out the signal output
EEPROM Location, [Constant {[,Constant. . .}]	Store new values in EEPROM when the PICmicro [®] MCU is programmed. This instruction is the same as "DATA"
ENABLE	Enable debug and interrupt processing that was stopped by "DISABLE"

ENABLE DEBUG	Enable debug operations that were stopped by "DISABLE"
ENABLE INTERRUPT	Enable Interrupt operations that were stopped by the "DISABLE" and "DISABLE INTERRUPT" instructions
END	Stop processing the application and put the PICmicro [®] MCU in a low power "Sleep" mode
FOR Variable = Start TO Stop {STEP Value}	Execute a Loop, first initializing "Variable" to the "Start" value until it reaches the "Stop" Value. The increment value defaults to one if no "STEP" value is specified. When "NEXT" is encountered "Variable" is incremented and tested against the "Stop" Value
:	
NEXT {Variable}	
FREQOUT Pin, On, Frequency {,Frequency}	Output the specified "Frequency" on the "Pin" for "On" msecs. If a second "Frequency" is specified, output this at the same time. Filtering is required on the pin output to "smooth" out the signal output
GOSUB Label	Call the subroutine that starts at address "Label". The existence of "Label" is checked at compile time
GOTO Label	Jump to the code that starts at address "Label".
HIGH Pin	Make "Pin" an Output and drive it High
HSERIN {ParityLabel,} {TimeOut,Label,} [Variable {[,Variable. . .}]	Receive one or more bytes from the built in USART (if present). The "ParityLabel" will be jumped to if the parity of the incoming data is incorrect. To use "ParityLabel", make sure the "HSER_EVEN" or "HSER_ODD" defines have been specified
HSEROUT [Value {,Value. . .}]	Transmit one or more bytes from the built in USART (if present)
I2CREAD DataPin, ClockPin, ControlByte, {Address,}	Read a Byte string from an I2C device. The "ControlByte" is used to access the device with block or device select bits. This instruction can be used to access internal EEPROM in the

Instruction	Description
[Variable {,Variable. . .} {,NoAckLabel}	PIC12CExxx devices by entering the "define I2C_INTERNAL 1" statement at the start of the application code.
I2CWRITE DataPin, ClockPin, Control, {Address,} [Value{,Value. . .}] {,NoAckLabel}	Send a byte string to an I2C device. The "ControlByte" is used to access the device with block or device select bits. This instruction can be used to access internal EEPROM in the PIC12CExxx devices by entering the "define I2C_Internal 1" statement at the start of the application code.
IF Comp THEN Label Label	Evaluate the "Comp" Comparison Expression and if it is not equal to zero then jump to "Label"
IF Comp THEN Statement : {ELSE Statement :} ENDIF	Evaluate the "Comp" Comparison Expression and if it is not equal to zero then execute the "Statements" below until either an "ELSE" or an "ENDIF" statement is encountered. If an "ELSE" statement is encountered, then the code after it, to the "ENDIF" instruction is ignored. If "Comp" evaluates to zero, then skip over the "Statements" after the "IF" statement are ignored to the "ELSE" or "ENDIF" Statements, after which any Statements are executed
INCLUDE "file"	Load in "file.bas" in the current directory and insert it at the current location in the source file
INPUT Pin {LET} Assignment	Put the specified pin into "Input Mode" Optional instruction value for an Assignment statement
LCDOUT Value{,Value...}	Send the specified Bytes to the LCD connected to the PICmicro [®] MCU. The LCD's operating parameters are set with the "LCD" defines. To send an instruction byte to the LCD, a \$0FE byte is sent first
LOOKDOWN offset, {Constant	Go through a list of Constants with an "offset" and store the constant value at the offset in the second "Variable".

<pre>{,Constant. . .}], Variable</pre>	<p>If the "offset" is greater than the number of constants, then Zero is returned in "Variable". "Offset" is Zero based, the first constant is returned if "offset" is equal to zero.</p>																		
<pre>LOOKDOWN2 offset, {Test}[Constant {,Constant. . .}], Variable</pre>	<p>Search the list and find the Constant value that meets the condition "Test". If "Test" is omitted, then the "LOOKDOWN2" instruction behaves like the "LOOKDOWN" instruction with the "Test" is assumed to be and equals sign ("=").</p>																		
<pre>LOOKUP Variable, [Constant {,Constant. . .}], Variable</pre>	<p>Compare the first "Variable" value with a constant string and return the offset into the constant string in the second "Variable". If there is no match, then the second "Variable" is not changed</p>																		
<pre>LOOKUP2 Variable, [Value {,Value. . .}], Variable</pre>	<p>Compare the first "Variable" value with a "Value" string and return the offset into the "Value" string in the second "Variable". If there is no match, then the second "Variable" is not changed. LOOKUP2 differs from LOOKUP as the "Values" can be sixteen bit variable values</p>																		
<pre>LOW Pin</pre>	<p>Make "Pin" an Output pin and drive it with a "High" Voltage</p>																		
<pre>NAP Period</pre>	<p>Put the PICmicro[®] MCU to "sleep" for the period value which is given in the table below:</p> <table border="0" style="margin-left: 40px;"> <thead> <tr> <th style="text-align: left;">Period</th> <th style="text-align: left;">Delay</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>18 msecs</td> </tr> <tr> <td>1</td> <td>36 msecs</td> </tr> <tr> <td>2</td> <td>73 msecs</td> </tr> <tr> <td>3</td> <td>144 msecs</td> </tr> <tr> <td>4</td> <td>288 msecs</td> </tr> <tr> <td>5</td> <td>576 msecs</td> </tr> <tr> <td>6</td> <td>1,152 msecs</td> </tr> <tr> <td>7</td> <td>2,304 msecs</td> </tr> </tbody> </table>	Period	Delay	0	18 msecs	1	36 msecs	2	73 msecs	3	144 msecs	4	288 msecs	5	576 msecs	6	1,152 msecs	7	2,304 msecs
Period	Delay																		
0	18 msecs																		
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3	144 msecs																		
4	288 msecs																		
5	576 msecs																		
6	1,152 msecs																		
7	2,304 msecs																		

Instruction	Description
ON DEBUG GOTO Label	When invoked, every time an instruction is about to be invoked, the Debug monitor program at "Label" is executed. Two Variables, the "DEBUG_ADDRESS" word and "DEBUG_STACK" byte must be defined as "bank0 system" bytes. To return from the debug monitor, a "RESUME" instruction is used
ON INTERRUPT GOTO Label	Jump to the Interrupt Handler starting at "Label". When the interrupt handler is complete, execute a "RESUME" instruction
OUTPUT Pin	Put "Pin" into Output Mode
PAUSE Period	Stop the PICmicro [®] MCU from executing the next instruction for "Period" milliseconds. "PAUSE" does not put the PICmicro [®] MCU to "sleep" like "NAP" does
PAUSEUS Period	Stop the PICmicro [®] MCU from executing the next instruction for "Period" microseconds
PEEK Address, Variable	Return the Value at the register "Address" in "Variable"
POKE Address, Value	Write the register "Address" with the "Value"
POT Pin, Scale, Variable	Read a Potentiometer's wiper when one of its pins is connected to a capacitor. "Scale" is a value which will change the returned value until it is in the range of 0 to 0x0FF (255)
PULSIN Pin, State, Variable	Measure an incoming pulse width of "Pin". "State" indicates the state of the expected Pulse. If a 4 MHz clock is used with the PICmicro [®] MCU, the time intervals have a granularity of 10 usecs
PULSOUT Pin, Period	Pulse the "Pin" for the "Period". If the PICmicro [®] MCU is run with a 4 MHz clock, then the pulse "Period" will have a granularity of 10 usecs
PWM Pin, Duty, Cycle	Output a Pulse Width modulated signal on "Pin". Each cycle is 5 msecs long for a PICmicro [®] MCU running at 4 MHz. "Duty"

selects the fraction of the cycles (zero to 255) that the PWM is active. "Cycle" specifies the number of cycles that is output.

RANDOM Variable Load "Variable" with a pseudo-random Variable

RTIME Pin, State, Variable Measure the absolute time required for a signal to be delayed in a RC Network. If a 4 MHz oscillator is used with the PICmicro[®] MCU, then the value returned will be in 10 usec increments

READ Address,Variable Read the Byte in the built in Data EEPROM at "Address" and return its value into "Variable". This instruction does not work with the built in EEPROM of PIC12CExx parts

RESUME {Label} Restore execution at the instruction after the "ON DEBUG" or "ON INTERRUPT" instruction handler was executed. If a "Label" is specified then the hardware is returned to its original state and execute jumps to the code after "Label"

RETURN Return to the instruction after the "GOSUB" instruction

REVERSE Pin Reverse the function of the specified "Pin". For example, if it were in "output mode", it is changed to "input mode"

SERIN Pin, Mode, {Timeout,Label,} {Qual, . . .} [Variable {,Variable. . .}] Receive one or more asynchronous data bytes on "Pin". The "Pin" can be defined at run time. The "Qual" bytes are test qualifiers that only pass following bytes when the first byte of the incoming string match them. The "Timeout" value is in msec and execution jumps to "Label" when the "Timeout" interval passes without any data being received. "Mode" is used to specify the operation of the Pin and is defined in the table below:

Mode	Baud Rate	State
T300	300	Positive
T1200	1200	Positive

Instruction	Description														
	T2400 2400 Positive														
	T9600 9600 Positive														
	N300 300 Negative														
	N1200 1200 Negative														
	N2400 2400 Negative														
	N9600 9600 Negative														
SERIN2 Pin{\FlowPin}, Mode,{ParityLabel}, {Timeout,Label}, [Specification]	<p>Receive one or more asynchronous data bytes on "Pin".</p> <p>"FlowPin" is used to control the input of data to the PICmicro® MCU to make sure there is no overrun. If Even Parity is selected in the "Mode" Parameter, then any time an invalid byte is received, execution will jump to the "ParityLabel". Input Timeouts can be specified in 1 msec intervals with no data received in the specified period causing execution to jump to "Label". "Mode" selection is made by passing a sixteen bit variable to the SERIN2 instruction. The bits are defined as:</p> <table border="0"> <thead> <tr> <th>Bit</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>Unused</td> </tr> <tr> <td>14</td> <td>Set if Input Data is Negative</td> </tr> <tr> <td>13</td> <td>Set if Even Parity is to be used with the Data</td> </tr> <tr> <td>12-0</td> <td>Data Rate Specification, found by the formula: Rate = (1,000,000/Baud) - 20</td> </tr> </tbody> </table> <p>The "Specification" is a string of data qualifiers/modifiers and destination variables that are used to filter and process the incoming data. The qualifiers/modifiers are listed in the table below:</p> <table border="0"> <thead> <tr> <th>Modifier</th> <th>Operation</th> </tr> </thead> <tbody> <tr> <td>Bin{1. . .16} Var</td> <td>Receive Up to 16 Binary Digits and store in "Var"</td> </tr> </tbody> </table>	Bit	Function	15	Unused	14	Set if Input Data is Negative	13	Set if Even Parity is to be used with the Data	12-0	Data Rate Specification, found by the formula: Rate = (1,000,000/Baud) - 20	Modifier	Operation	Bin{1. . .16} Var	Receive Up to 16 Binary Digits and store in "Var"
Bit	Function														
15	Unused														
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13	Set if Even Parity is to be used with the Data														
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Modifier	Operation														
Bin{1. . .16} Var	Receive Up to 16 Binary Digits and store in "Var"														

DEC{1. . .5} Var	Receive Up to 5 Decimal Digits and store in "Var"
HEX{1. . .4} Var	Receive Up to 4 Hexadecimal Digits and store in "Var"
SKIP #	Skip "#" Received Characters
STR Array\n\c	Receive a string of "n" characters and store in "Array". Optionally ended by character "c"
WAIT("String")	Wait for the Specified "String" of Characters
WAITSTR Array\n	Wait for a Character String "n" characters long

SEROUT Pin,Mode,
[Value{,Value. . .}]

Send one or more asynchronous data bytes on "Pin". The "Pin" can be defined at run time. "Mode" is used to specify the operation of the Pin and the output driver and is defined in the table below:

Mode	Baud Rate	State	Driver
T300	300	Positive	CMOS
T1200	1200	Positive	CMOS
T2400	2400	Positive	CMOS
T9600	9600	Positive	CMOS
N300	300	Negative	CMOS
N1200	1200	Negative	CMOS
N2400	2400	Negative	CMOS
N9600	9600	Negative	CMOS
OT300	300	Positive	Open-Drain
OT1200	1200	Positive	Open-Drain
OT2400	2400	Positive	Open-Drain
OT9600	9600	Positive	Open-Drain

Instruction	Description																				
	<table border="0"> <thead> <tr> <th>Mode</th> <th>Baud Rate</th> <th>State</th> <th>Driver</th> </tr> </thead> <tbody> <tr> <td>ON300</td> <td>300</td> <td>Negative</td> <td>Open-Drain</td> </tr> <tr> <td>ON1200</td> <td>1200</td> <td>Negative</td> <td>Open-Drain</td> </tr> <tr> <td>ON2400</td> <td>2400</td> <td>Negative</td> <td>Open-Drain</td> </tr> <tr> <td>ON9600</td> <td>9600</td> <td>Negative</td> <td>Open-Drain</td> </tr> </tbody> </table>	Mode	Baud Rate	State	Driver	ON300	300	Negative	Open-Drain	ON1200	1200	Negative	Open-Drain	ON2400	2400	Negative	Open-Drain	ON9600	9600	Negative	Open-Drain
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ON1200	1200	Negative	Open-Drain																		
ON2400	2400	Negative	Open-Drain																		
ON9600	9600	Negative	Open-Drain																		
SEROUT2 Pin{\FlowPin}, Mode,{Pace,} to {Timeout,Label,} [Specification]	<p>Send one or more asynchronous data bytes on "Pin". "FlowPin" is used to control the output of data to the PICmicro[®] MCU</p> <p>make sure there is no overrun. Timeouts can be specified in 1 msec intervals with no "Flow" control on the receiver the specified period causing execution to jump to "Label". The optional "Pace" parameter is used to specify the length of time (measured in usecs) that the PICmicro[®] MCU delays before sending out the next character. "Mode" selection is made by passing a sixteen bit variable to the SERIN2 instruction. The bits are defined as:</p> <table border="0"> <thead> <tr> <th>Bit</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>CMOS/Open Drain Driver Specification. If Set, Open Drain Output</td> </tr> <tr> <td>14</td> <td>Set if Input Data is Negative</td> </tr> <tr> <td>13</td> <td>Set if Even Parity is to be used with the Data</td> </tr> <tr> <td>12-0</td> <td>Data Rate Specification, found by the formula: Rate = (1,000,000/Baud) - 20</td> </tr> </tbody> </table> <p>The "Specification" is a string of data qualifiers/modifiers and source values that are used to format the outgoing data. The output format data can be specified with an "I" prefix to indicate that the data type is to be sent before the data and the "S" prefix indicates that a sign ("-") indicator is sent for negative values. The qualifiers/modifiers are listed in</p>	Bit	Function	15	CMOS/Open Drain Driver Specification. If Set, Open Drain Output	14	Set if Input Data is Negative	13	Set if Even Parity is to be used with the Data	12-0	Data Rate Specification, found by the formula: Rate = (1,000,000/Baud) - 20										
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the table below:

Modifier	Operation
Bin{1. . .16} Var	Receive Up to 16 Binary Digits and store in "Var"
DEC{1. . .5} Var	Receive Up to 5 Decimal Digits and store in "Var"
HEX{1. . .4} Var	Receive Up to 4 Hexadecimal Digits and store in "Var"
SKIP #	Skip "#" Received Characters
STR Array\n\c	Receive a string of "n" characters and store in "Array". Optionally ended by character "c"
WAIT("String")	Wait for the Specified "String" of Characters
WAITSTR Array\n	Wait for a Character String "n" characters long

SHIFTIN DataPin,
ClockPin,Mode,
[Variable{\Bits}
{,Variable. . .}]

Synchronously shift data into the PICmicro[®] MCU.

The "Bits" Parameter is used to specify the number of bits that are actually shifted in (if "Bits" is not specified, the default is 8). The "Mode" Parameter is used to indicate how the data is to be transferred and the values are listed in the table below:

Mode	Function
MSBPRES	Most Significant Bit First, Read Data before pulsing Clock
LSBPRES	Least Significant Bit First, Read Data before pulsing Clock
MSBPOST	Most Significant Bit First, Read Data after

Instruction	Description						
	pulsing Clock						
	<table border="0"> <tr> <td>Mode</td> <td>Function</td> </tr> <tr> <td>LSBPOST</td> <td>Least Significant Bit First, Read Data after pulsing Clock</td> </tr> </table>	Mode	Function	LSBPOST	Least Significant Bit First, Read Data after pulsing Clock		
Mode	Function						
LSBPOST	Least Significant Bit First, Read Data after pulsing Clock						
SHIFTOUT DataPin, ClockPin,Mode, [Variable{\Bits} {,Variable. . .}]	Synchronously shift data out of the PICmicro [®] MCU. The "Bits" Parameter is used to specify how many bits are to be shifted out in each word (if not specified, the default is 8). The "Mode" parameter is used to specify how the data is to be shifted out and the values are listed in the table below: <table border="0"> <tr> <td>Mode</td> <td>Function</td> </tr> <tr> <td>LSBFIRST</td> <td>Least Significant Bit First</td> </tr> <tr> <td>MSBFIRST</td> <td>Most Significant Bit First</td> </tr> </table>	Mode	Function	LSBFIRST	Least Significant Bit First	MSBFIRST	Most Significant Bit First
Mode	Function						
LSBFIRST	Least Significant Bit First						
MSBFIRST	Most Significant Bit First						
SLEEP Period	Put the PICmicro [®] MCU into "Sleep" mode for "Period" seconds						
SOUND Pin, [Note,Duration {,Note,Duration. . .}]	Output a string of Tones and Durations (which can be used to create a simple tune) on the "Pin". Note "0" is silence and Notes "128" to "255" are "white noise". Note "1" (78.5 Hz for a 4 MHz PICmicro [®] MCU) is the lowest valid tone and note "127" is the highest (10 kHz in a 4 MHz PICmicro [®] MCU). Duration is specified in 12 msec increments						
STOP	Place the PICmicro [®] MCU into an endless loop. The PICmicro [®] MCU is not put into "Sleep" mode						
SWAP Variable, Variable	Exchange the values in the two Variables						
TOGGLE Pin	Toggle the Output Value of the Specified Pin						
WHILE Cond : WEND	Execute the code between the "WHILE" and the "WEND" statements while the "Cond" condition returns a non-zero value. Execution exits the loop when "Cond" is evaluated to Zero						
WRITE Address, Value	Write the Byte "Value" into the built in Data EEPROM. This instruction will not work with the built in EEPROM in the						

<pre>XIN DataPin,ZeroPin, {Timeout,Label,} [Variable {,Variable...}]</pre>	<p>PIC12CExxx devices</p> <p>Receive data from X-10 devices. "ZeroPin" is used to detect the "Zero Crossing" of the input AC Signal. Both "DataPin" and "ZeroPin" should be pulled up with 4.7 K resistors. The optional Timeout (specified in 8.33 msec intervals) will cause execution to jump to "Label" if no data is received by the specified interval. If the first Variable data destination is sixteen bits, then both the "House Code" and the "Key Code" will be saved. If the first Variable is eight bits in size, then only the "Key Code" will be saved.</p>
<pre>XOUT DataPin,ZeroPin, [HouseCode\KeyCode {\Repeat}{,Value...}]</pre>	<p>Send X-10 data to other devices. The "ZeroPin" is an input and should be pulled up with a 4.7K resistor. "HouseCode" is a number between 0 and 15 and corresponds to the "House Code" set on the X-10 Modules A through P. The "KeyCode" can either be the number of a specific X-10 receiver or the function to be performed by the module.</p>

Visual Basic

Microsoft’s “Visual Basic” is probably the fastest way to get into Microsoft “Windows” application programming. The ease of using the language and development system also makes it great as a “what if” tool and allows you to write an application quickly to try out new ideas.

To create an application, the Primary dialog box (which is known as a “form” and is shown in Fig. 15.8) is created first, with different features (I/O boxes, buttons, etc.). These features are known as “controls” within Visual Basic. With the Window defined, by simply clicking on the different controls, subroutine prototypes to handle “events” (such as mouse clicks over these features) are automatically created. Additional features in Visual Basic’s source code editor allow

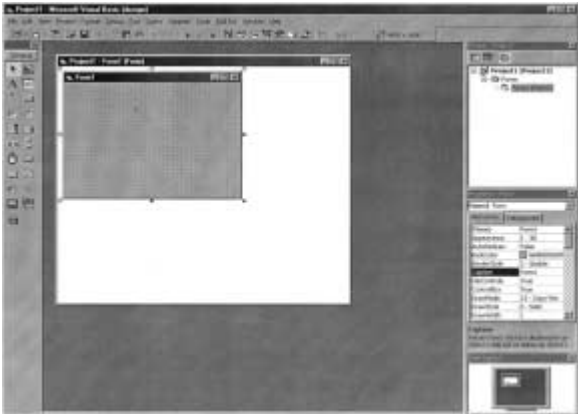


Figure 15.8 “Visual Basic” Development System

you to specify the control parameters (known as “properties”). Visual Basic applications are built around “The Dialog Box Editor” desktop. When application development is started, Visual Basic provides you with the initial “Dialog” box of the application that can be seen in Fig. 15.9. From here, “Dialog Resources” are selected from the “ToolBox” and placed upon the dialog.

Control attributes (also known as “Properties”) can be set globally from the Integrated Development Environment or from within the “Event Handlers”. The event handler’s code is written in pretty standard Microsoft BASIC. Once the handler prototypes are created by Visual Basic, it is up to the application developer to add the response code for the application. Visual Basic provides a large number of built-in functions, including trigonometric functions, logarithm

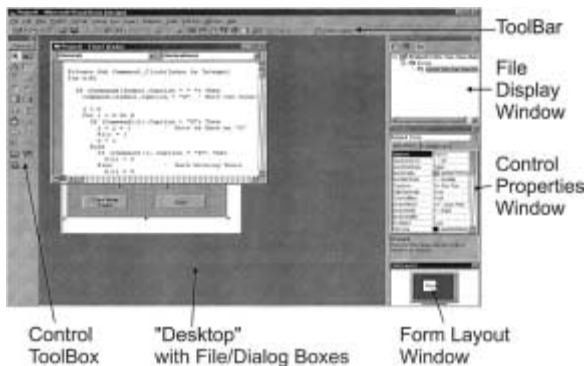


Figure 15.9 Visual Basic Desktop

functions, and the ability to interface with the file system and dialog controls.

Variables in Visual Basic are typically “Integer”, which is to say they are sixteen bit values in the ranges -32768 to $+32765$. Thirty-two bit integer variables can be specified by putting a “%” character at the end of the variable label. One important thing to note about variables is that they are local to the event routine they are used in unless they are declared globally in the “General Module”, which executes at the beginning of the application and is not specific to any controls.

There are a number of controls that are basic to Visual Basic with others being available for download off the Internet or bought which can make your Visual Basic applications more impressive and lend “pizzazz” to Windows applications.

Control	Description
Pull Downs	Selected from the “Menu Editor” icon on the “ToolBar”
PictureBox	Display Bitmaps and other graphic files on the Dialog Box
Label	Put Text in the Dialog Box
TextBox	Input/Output Text Box
Frame	Put a Frame around Resources
CommandButton	Button for Code Operation
CheckBox	For Checking Multiple Selections
OptionButton	Also known as the “Radio Button”. For Checking one selection for a list of Multiple options
ComboBox	Select or Enter Text in a Box/List
ListBox	List Data (with User controlled Scrolling)
HScrollBar	Provide Horizontal Scrolling in a Text or Graphic Output Control
VScrollBar	Provide Vertical Scrolling in a Text or Graphic Output Control
Timer	Cause a periodic interrupt

DriveListBox	Select a Drive for File I/O
DirListBox	Select a Subdirectory for File I/O on a Specific Drive
FileListBox	Display Files for a Specific Subdirectory on a Specific Drive
Shape	Put a Graphics Shape on the Dialog Box
Line	Draw a Line on the Dialog Box
Image	Display an Image File on the Dialog Box
OLE	Insert OLE Objects to the Dialog

There are a number of controls that cannot be activated with a left button click and cannot be “seen” on the application’s form. The one that is used the most is the “Timer”. This control causes an event after a set period of microseconds. This control can be set within the dialog editor or modified within the application itself. The Timer can provide many different advanced functions without requiring any interrupt interfaces.

MSComm control

The MSComm control recommended initialization sequence is

1. Specify the Hardware Serial Port to be used.
2. Set the speed and data format to be used.
3. Define the buffer size.
4. Open the port and begin to use it.

The instructions used to perform these functions are placed in the “Form_Load” subroutine, which means the port is enabled before the primary dialog box is executing. The following code is an example of an MSComm object initialization:

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```
Private Sub Form_Load()  
' On Form Load, Setup Serial Port 3 for YAP  
' Programmer  
  
MSComm3.CommPort = 3  
  
MSComm3.Settings = "1200,N,8,1"  
  
MSComm3.InputLen = 0  
  
MSComm3.PortOpen = True  
  
Text1.Text = "Turn on YAP Programmer"  
  
End Sub
```

A 50-msec timer can be used to continually poll the serial port and display data in the “Text” Box when it is received:

```
Private Sub Timer1_Timer()  
' Interrupt every 50 msec and Read in the Buffer  
Dim InputString  
  
InputString = MSComm3.Input  
  
If (InputString <> "") Then  
    If (Text1.Text = "Turn on YAP Programmer") Then  
        Text1.Text = "" ' Clear the Display Buffer  
    End If  
    Text1.Text = Text1.Text + InputString  
End If  
  
End Sub
```

Once the “MSComm” control is placed on the display, the following properties are used to control it:

Property	Setting	Description
Break	True/False	When set to “True”, Break Sends a “0” break signal until the property is changed to “False”.

CDHolding	True/False	Read only property that indicates if the "Carrier Detect" line is active. This is an important line to poll in applications which use modems.
CommEvent	Integer	Read only property that is only available while the application is running. If the application is running without any problems, this property returns zero. This property is read by the "OnComm" event handler code to process the reason why the "event" was caused.
CommID	Object	Read only property that returns an identifier for the serial port assigned to the MSComm control.
CommPort	Integer	Specify the "COMx" (1-3) serial port that is used by the MSComm control.
CTSHolding	True/False	Read only property that returns the current state of the serial port's "Clear To Send" line.
DSR Holding	True/False	Read only property that returns the current state of the serial port's "Data Set Ready" line.
DTR Enable	True/False	Property used to specify the state of the "Data Terminal Ready" line.
EOF Enable	True/False	Specify whether or not an "OnComm" event will be generated if an "End Of File" character (0x01A) is encountered.

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Handshaking	0, 1, 2 or 3	Sets the current handshaking protocol for the serial port: 0 - No handshaking (default) 1 - XON/XOFF Handshaking 2 - RTS/CTS (Hardware) Handshaking 3 - Both XON/XOFF and RTS/CTS Handshaking
InBufferCount	Integer	Read only property indicating how many characters have been received by the serial port.
InBufferSize	Integer	Property used to specify the number of bytes available for the Input Data Buffer. The default size is 1024 bytes.
Input	String	Return a String of Characters from the Input Buffer.
InputMode	Integer	Specify how data is to be retrieved using the "Input" property. Zero specifies data will be received as Text (Default). One will specify that data will be passed without editing ("Binary" format).
InputLen	Integer	Sets the Maximum Number of characters that will be returned when the "Input" property is accessed. Setting this value to zero will return the entire buffer.

NullDiscard	True/False	Specify whether or not Null Characters are transferred from the port to the receiver buffer.
OutBufferCount	Integer	Read only property that returns the Number of Characters waiting in the Output Buffer.
OutBufferSize	Integer	Specify the size of the Output Buffer. The default is 512 Bytes.
Output	Integer	Output a string of characters through the serial port.
ParityReplace	Integer	Specify the character that will replace characters which have a "Parity" Error. The default character is "?" and the ASCII code for the replacement character must be specified.
PortOpen	True/False	Specify whether or not the data port is to be transmitting and receiving data. Normally a port is closed ("False").
Rthreshold	Integer	Specify the number of characters before there is an "OnComm" event. The default value of zero disables event generation. Setting the "Rthreshold" to one will cause an "OnComm" event each time a character is received.

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RTSEnable	True/False	Specify the value output on the "Request To Send" line.
Settings	String	Send a String to the Serial Port to specify its operating characteristics. The String is in the format "Speed, Parity, Length, Stop" with the following valid parameter values: Speed: Data Rate of the Communication 110 300 600 1200 2400 9600 (Default) 14400 19200 28800 38400 56000 128000 256000 Parity: The type of error checking sent with the byte E - Even Parity M - Mark Parity N - No Parity (Default) O - Odd Parity S - Space Parity Length: The number of bits transmitted at a time 4 - 4 Bits 5 - 5 Bits 6 - 6 Bits 7 - 7 Bits 8 - 8 Bits (Default) Stop: The number of stop bits transmitted with the byte

- 1 - 1 Stop Bit (Default)
- 1.5 - 1.5 Stop Bits
- 2 - 2 Stop Bits

Sthreshold Integer

Specify the number of bytes to be transmitted before an "OnComm" event is generated. The default is zero (which means no "OnComm" event is generated for transmission). Setting this value to one will cause an "OnComm" event after each character is transmitted.

Further enhancing the usefulness of the "MSComm" control is the "OnComm" event. This routine is similar to an interrupt, as it is requested after specified events in the serial port. The "CommEvent" property contains the reason code for the event. These codes include:

CommEvent Identifier	CommEvent Code	Description
comEvSend	1	Specified Number of Characters Sent
comEvReceive	2	Specified Number of Characters Received
comEvCTS	3	Change in the "Clear To Send" line
comEvDSR	4	Change in the "Data Set Ready" line
comEvCD	5	Change in the "Carrier Detect" line
comEvRing	6	Ring Detect is Active
comEvEOF	7	"End Of File" Character Detected

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comEventBreak	1001	Break Signal Received
comEventFrame	1004	Framing Error in incoming data
comEventOverrun	1006	Receive Port Overrun
comEventRxOver	1008	Receive Buffer Overflow
comEventRxParity	1009	Parity Error in Received Data
comEventTxFull	1010	Transmit Buffer Full
comEventDCB	1011	Unexpected Device Control Block Error

The “C” Language

Declarations

Constant declaration:

```
const int Label = Value;
```

Variable declaration:

```
type Label [= Value];
```

“Value” is an optional Initialization Constant, where “type” can be:

```
char  
int  
unsigned int  
float
```

Note that “int” is defined as the “word size” of the processor/operating system. For PCs, an “int” can be a Word (16 bits) or a Double Word (32 bits). For the PICmicro® MCU, an “int” is normally 8 bits (a byte).

There may also be other basic types defined in the language implementation. Single dimensional arrays are declared using the form:

```
type Label[ Size ] [= { Initialization Values..}];
```

Note that the array “Size” is enclosed within square brackets (“[” and “]”) and should not be confused with the optional “Initialization Values”.

Strings are defined as single dimensional ASCIIZ arrays:

```
char String[ 17 ] = "This is a String";
```

where the last character is an ASCII “NUL”.

Strings can also be defined as pointers to characters:

```
char *String = "This is a String";
```

although this implementation requires the text “This is a String” to be stored in two locations (in code and data space). For the PICmicro® MCU and other Harvard architected processors, the text data could be written into data space when the application first starts up as part of the language’s initialization.

Multidimensional Arrays are defined with each dimension separately identified within Square Brackets (“[” and “]”):

```
int ThreeDSpace[ 32 ][ 32 ][ 32 ];
```

Array Dimensions must be specified unless the Variable is a pointer to a Single Dimensional Array.

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Pointers are declared with the “*” character after the “type”

```
char * String = "This is a String";
```

Accessing the address of the Pointer in Memory is accomplished using the “&” character:

```
StringAddr = &String;
```

Accessing the address of a specific element in a String is accomplished using the “&” character and a String Array Element:

```
StringStart = &String[ n ];
```

In the PC running MS-DOS, it is recommended that “far” (32 bit) pointers be always used with absolute offset:segment addresses within the PC memory space to avoid problems with varying segments. In the PICmicro[®] MCU, all addresses can be specified with two bytes.

The Variable’s “Type” can be “overridden” by placing the new type in front of the variable in single brackets:

```
(long) StringAddr = 0x0123450000;
```

Statements

Application “Mainline”.

```
main(envp)
  char *envp;
{ // Application Code

    : // Application Code

} // End Application
```

Function format.

```
Return_Type Function( Type Parameter [, Type
Parameter..])
{ // Function Start

:                               // Function Code

    return value;

} // End Function
```

Function prototype.

```
Return_Type Function( Type Parameter [, Type
Parameter..]);
```

Expression.

```
[(..) Variable | Constant [Operator [(..) Variable |
Constant ](..)]
```

Assignment statement.

```
Variable = Expression;
```

“C” conditional statements (consisting of “if”, “?”, “while”, “do”, “for” and “switch”).

The “if” statement is defined as

```
    if ( Statement )
; | { Assignment Statement | Conditional
Statement.. } | Assignment Statement | Conditional
Statement
    [else ;| { Assignment Statement | Conditional
Statement..} | Assignment Statement | Conditional
Statement ]
```

The “?:” statement evaluates the statement (normally a comparison) and if not equal to zero, executes the first statement, else executes the statement after the “:”.

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```
Statement ? Assignment Statement | Conditional  
Statement : Assignment Statement | Conditional  
Statement
```

The “while” statement is added to the application following the definition below:

```
while ( Statement ) ; | { Assignment Statement |  
Conditional Statement.. } | Assignment Statement |  
Conditional Statement
```

The “for” statement is defined as:

```
for ( initialization (Assignment) Statement;  
Conditional Statement; Loop Expression (Increment)  
Statement )  
; | { Assignment Statement | Conditional Statement..  
} | Assignment Statement | Conditional Statement
```

To jump out of a currently executing loop, “break” statement

```
break;
```

is used.

The “continue” statement skips over remaining code in a loop and jumps directly to the loop condition (for use with “while”, “for” and “do/while” Loops). The format of the statement is

```
continue;
```

For looping until a condition is true, the “do/while” statement is used:

```
do  
  
Assignment Statement | Conditional Statement..  
  
while ( Expression );
```


To conditionally execute according to a value, the “switch” statement is used:

```
switch( Expression ) {
  case Value:           // Execute if "Statement"
                        == "Value"
    [ Assignment Statement | Conditional Statement.. ]
    [break;]
  default:             // If no "case" Statements
                        are True
    [ Assignment Statement | Conditional Statement.. ]
} // End switch
```

Finally, the “goto Label” statement is used to jump to a specific address:

```
goto Label;

Label:
```

To return a value from a function, the “return” statement is used:

```
return Statement;
```

Operators

Statement operators.

Operator	Operation
!	Logical Negation
!	Bitwise Negation
&&	Logical AND
&	Bitwise AND, Address
	Logical OR
	Bitwise OR
^	Bitwise XOR
+	Addition
++	Increment

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-	Subtraction, Negation
--	Decrement
*	Multiplication, Indirection
/	Division
%	Modulus
==	Equals
!=	Not Equals
<	Less Than
<=	Less Than or Equals To
<<	Shift Left
>	Greater Than
>=	Greater Than or Equals To
>>	Shift Right

Compound assignment operators.

Operator	Operation
&=	AND with the Variable and Store Result in the Variable
=	OR with the Variable and Store Result in the Variable
^=	XOR with the Variable and Store Result in the Variable
+=	Add to the Variable
-=	Subtract from the Variable
*=	Multiply to the Variable
/=	Divide from the Variable
%=	Get the Modulus and Store in the Variable
<<=	Shift Left and Store in the Variable
>>=	Shift Right and Store in the Variable

Order of operations.

Operators	Priority	Type
() [] . ->	Highest	Expression Evaluation
- ~ ! & * ++ --		Unary Operators
* / %		Multiplicative
+ -		Additive
<< >>		Shifting
< <= >= >		Comparison

== !=	Comparison
&	Bitwise AND
^	Bitwise XOR
	Bitwise OR
&&	Logical AND
	Logical OR
?:	Conditional Execution
= &= = ^= += -= *= /= %= >>= <<=	Assignments
,	Lowest Sequential Evaluation

Directives

All Directives start with “#” and are executed before the code is compiled.

Directive	Function
#define Label[(Parameters)] Text	Define a Label that will be replaced with “Text” when it is found in the code. If “Parameters” are specified, then replace them in the code, similar to a macro.
#undefine Label	Erase the defined Label and Text in Memory.
#include “File” <File>	Load the Specified File in Line to the Text. When “<” “>” encloses the Filename, then the file is found using the “INCLUDE” Environment Path Variable. If “” “”” encloses the Filename, then the

	file in the current directory is searched before checking the "INCLUDE" Path.
#error Text	Force the Error listed in "Text"
#if Condition	If the "Condition" is True, then Compile the following code to "#elif", "#else" or "#endif". If the "Condition" is False, then ignore the following code to "#elif", "#else" or "#endif".
#ifdef Label	If the "#define" Label exists, then Compile the Following Code. "#elif", "#else" and "#endif" work as expected with "#if".
#ifndef Label	If the "#define" Label does NOT exist, then Compile the Following Code. "#elif", "#else" and "#endif" work as expected with "#if".
#elif Condition	This Directive works as an "#else #if" to avoid lengthy nested "#if"s. If the previous condition was False, checks the Condition.

<code>#else</code>	Placed after <code>"#if"</code> or <code>"#elif"</code> and toggles the Current Compile Condition. If the Current Compile Condition was False, after <code>"#else"</code> , it will be True. If the Current Compile Condition was True, after <code>"#else"</code> , it will be False.
<code>#endif</code>	Used to End an <code>"#if"</code> , <code>"#elif"</code> , <code>"#else"</code> , <code>"#ifdef"</code> or <code>"#ifndef"</code> directive.
<code>#pragma String</code>	This is a Compiler dependent Directive with different "Strings" required for different cases.

The following words cannot be used in "C" applications as labels:

```
break
case
continue
default
do
else
for
goto
if
return
switch
while
```

“Backslash” characters

String	ASCII	Character
<code>\r</code>	0x00D	Carriage Return (“CR”)
<code>\n</code>	0x00A	Line Feed (“LF”)
<code>\f</code>	0x00C	Form Feed (“FF”)
<code>\b</code>	0x008	Backspace (“BS”)
<code>\t</code>	0x009	Horizontal Tab (“HT”)
<code>\v</code>	0x00B	Vertical Tab (“VT”)
<code>\a</code>	0x007	Bell (“BEL”)
<code>\’</code>	0x027	Single Quote (“’”)
<code>\”</code>	0x022	Double Quote (“””)
<code>\\</code>	0x05C	Backslash (“\”)
<code>\ddd</code>	N/A	Octal Number
<code>\xdd</code>	0x0dd	Hexadecimal Character

Common C functions

As Defined by Kernighan and Ritchie:

Function	Operation
<code>int getchar(void)</code>	Get one Character from “Standard Input” (the Keyboard). If no Character available, then wait for it.
<code>int putchar(int)</code>	Output one Character to the “Standard Output” (the Screen).
<code>int printf(char *Const[, arg...]</code>	Output the “Const” String Text. “Escape Sequence” Characters for Output are embedded in the “Const” String Text. Different Data Outputs are defined using the “Conversion Characters”: %d, %i - Decimal Integer %o - Octal Integer %x, %X - Hex Integer (with upper or lower case values). No leading “0x” character String Output

%u - Unsigned Integer
 %c - Single ASCII
 Character
 %s - ASCIIZ String
 %f - Floating Point
 %#e, %#E - Floating
 Point with the precision
 specified by "#"
 %g, %G - Floating Point
 %p - Pointer
 %% - Print "%" Character
 Different C
 Implementations will
 have different "printf"
 parameters.

```
int scanf( char *Const, arg [, *arg...])
```

Provide Formatted Input
 from the user. The
 "Const" ASCIIZ String is
 used as a "Prompt" for
 the user. Note that the
 input parameters are
 always pointers.
 "Conversion Characters"
 are similar to "printf":
 %d - Decimal Integer
 %i - Integer. In Octal
 if leading "0" or hex
 if leading "0x" or "0X"
 %o - Octal Integer
 (Leading "0" Not
 Required)
 %x - Hex Integer
 (Leading "0x" or "0X"
 Not Required)
 %c - Single Character
 %s - ASCIIZ String of
 Characters. When Saved,
 a NULL character is put
 at the end of the String
 %e, %f, %g - Floating
 Point Value with
 optional sign, decimal
 point and exponent
 %% - Display "%"

character in prompt

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<code>handle fopen(char *FileName, char *mode)</code>	Open File and Return Handle (or NULL for Error). "mode" is a String consisting of the optional characters: r - Open File for Reading w - Open File for Writing a - Open File for Appending to Existing Files Some systems handle "Text" and "Binary" files. A "Text" file has the CR/LF characters represented as a single CR. A "Binary" file does not delete any characters.
<code>int fclose(handle)</code>	Close the File.
<code>int getc(handle)</code>	Receive data from a file one character at a time. If at the end of an input file, then "EOF" is returned.
<code>int putc(handle, char)</code>	Output data to a file one character at a time. Error is indicated by "EOF" returned.
<code>int fprintf(handle, char *Const[, arg...])</code>	Output String of Information to a File. The same "Conversion Characters" and arguments as "printf" are used.
<code>int fscanf(handle, char *Const, arg[, arg...])</code>	Input and Process String of Information from a File. The same "Conversion Characters"

	and arguments as "scanf" are used.
int fgets(char *Line, int LineLength, handle)	Get the ASCIIZ String from the file.
int fputs(char *line, handle)	Output an ASCIIZ String to a file.
strcat(Old, Append)	Put ASCIIZ "Append" String on the end of the "Old" ASCIIZ String.
strncat(Old, Append, #)	Put "#" of characters from "Append" on the end of the "Old" ASCIIZ String.
int strcmp(String1, String2)	Compare two ASCIIZ Strings. Zero is returned for match, negative for "String1" < "String2" and positive for "String1" > "String2".
int strncmp(String1, String2, #)	Compare two ASCIIZ Strings for "#" characters. Zero is returned for match, negative for "String1" < "String2" and positive for "String1" > "String2".
strcpy(String1, String2)	Copy the Contents of ASCIIZ "String2" into "String1".
strncpy(String1, String2, #)	Copy "#" Characters from "String2" into "String1".
strlen(String)	Return the length of ASCIIZ Character "String"
int strchr(String, char)	Return the Position of the first "char" in the ASCIIZ "String".

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<code>int strrchr(String, char)</code>	Return the Position of the last "char" in the ASCIIZ "String".
<code>system(String)</code>	Executes the System Command "String".
<code>*malloc(size)</code>	Allocate the Specified Number of Bytes of Memory. If insufficient space available, return NUL.
<code>*calloc(#, size)</code>	Allocate Memory for the specified "#" of data elements of "size".
<code>free(*)</code>	Free the Memory.
<code>float sin(angle)</code>	Find the "Sine" of the "angle" (which in Radians).
<code>float cos(angle)</code>	Find the "Cosine" of the "angle" (which in Radians).
<code>float atan2(y, x)</code>	Find the "Arctangent" of the "X" and "Y" in Radians.
<code>float exp(x)</code>	Calculate the natural exponent.
<code>float log(x)</code>	Calculate the natural logarithm.
<code>float log10(x)</code>	Calculate the base 10 logarithm.
<code>float pow(x, y)</code>	Calculate "x" to the power "y".
<code>float sqrt(x)</code>	Calculate the Square Root of "x".
<code>float fabs(x)</code>	Calculate the Absolute Value of "x".
<code>float frand()</code>	Get a Random Number.
<code>int isalpha(char)</code>	Return Non-Zero if Character is "a"-"z" or "A"-"Z".
<code>int isupper(char)</code>	Return Non-Zero if Character is "A"-"Z".
<code>int islower(char)</code>	Return Non-Zero if Character is "a"-"z".
<code>int isdigit(char)</code>	Return Non-Zero if Character is "0"-"9".

<code>int isalnum(char)</code>	Return Non-Zero if Character is "a"-"z", "A"-"Z" or "0"-"9".
<code>int isspace(char)</code>	Return Non-Zero if Character is " ", HT, LF, CR, FF or VT.
<code>int toupper(char)</code>	Convert the Character to Upper Case.
<code>int tolower(char)</code>	Convert the Character to Lower Case.

PICmicro® MCU enhancement functions

Useful Functions in PICmicro® MCU C implementations:

Function	Operation
<code>inp, outp</code>	Provide method for directly accessing system registers.
<code>SerIn, SerOut</code>	NR2 Non-Return to Zero
<code>12C</code>	12C Interface
<code>PNM</code>	Measure/output PNM signals

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16

Constants and Data Tables

Mathematical and Physical Constants

Symbol	Value	Description
AU	149.59787×10^6 km 92,955,628 miles	Astronomical Unit (Distance from the Sun to the Earth)
c	2.99792458×10^8 m/s 186,282 miles/s	Speed of Light in a Vacuum
e	2.7182818285	
Epsilon-o	$8.854187817 \times 10^{-12}$ F/m	Permittivity of Free Space

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Ev	1.60217733x(10 ⁻¹⁹) J	Electron Volt Value
g	32.174 ft/sec ² 9.807 m/sec ²	Acceleration due to gravity
h	6.626x(10 ⁻³⁴) Js	Planck Constant
k	1.380658x(10 ⁻²³) J/K	Boltzmann Entropy Constant
me	9.1093897x(10 ⁻³¹) kg	Electron Rest Mass
mn	1.67493x*10 ⁻²⁷) kg	Neutron Rest Mass
mp	1.67263x(10 ⁻²⁷) kg	Proton Rest Mass
pc	2.06246x(10 ⁵) AU	Parsec
pi	3.1415926535898	Ratio of circumference to Diameter of a circle
R	8.314510 J/(K * mol)	Gas Constant
sigma	5.67051x(10 ⁻⁸) W/(m ² * K ⁴)	Stefan-Boltzmann Constant
u	1.66054x(10 ⁻²⁷) grams	Atomic Mass Unit
mu-o	1.25664x(10 ⁻⁷) N/A ²	Permeability of Vacuum
None	331.45 m/s 1087.4 ft/s	Speed of Sound at Sea Level, in Dry Air at 20C
None	1480 m/s 4856 ft/s	Speed of Sound in Water at 20C

ASCII

The ASCII Definition uses the seven bits of each ASCII character.

3-0	6-4 ->	000	001	010	011	100	101	110	111
V		Control		Characters					
0000		NUL	DLE	Space	0	@	P	`	p
0001		SOH	DC1	!	1	A	Q	a	q
0010		STX	DC2	"	2	B	R	b	r
0011		ETX	DC3	#	3	C	S	c	s
0100		EOT	DC4	\$	4	D	T	d	t
0101		ENQ	NAK	%	5	E	U	e	u

0110	ACK	SYN	&	6	F	V	f	v
0111	BEL	ETB	`	7	G	W	g	w
1000	BS	CAN	(8	H	X	h	x
1001	HT	EM)	9	I	Y	i	y
1010	LF	SUB	*	:	J	Z	j	z
1011	VT	ESC	+	;	K	[k	{
1100	FF	FS	,	<	L	\	l	
1101	CR	GS	-	=	M]	m	}
1110	SO	RS	.	>	N	^	n	~
1111	SI	US	/	?	O	_	o	DEL

ASCII control characters

The ASCII Control Characters were specified as a means of allowing one computer to communicate and control another. These characters are actually commands and if the BIOS or MS-DOS display or communications APIs are used with them they will revert back to their original purpose. Writing these values (all less than 0x020) to the display will display graphics characters in the IBM PC.

Normally, only “Carriage Return”/“Line Feed” are used to indicate the start of a line. “Null” is used to indicate the end of an ASCII string. “Backspace” will move the cursor back one column to the start of the line. The “Bell” character, when sent to MS-DOS will cause the PC’s speaker to “beep”. “Horizontal Tab” is used to move the cursor to the start of the next column that is evenly distributed by eight. “Form Feed” is used to clear the screen.

Hex	Mnemonic	Definition
00	NUL	“Null” - Used to indicate the end of a string
01	SOH	Message “Start of Header”
02	STX	Message “Start of Text”
03	ETX	Message “End of Text”

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04	EOT	"End of Transmission"
05	ENQ	"Enquire" for Identification or Information
06	ACK	"Acknowledge" the previous transmission
07	BEL	Ring the "BELL"
08	BS	"Backspace" - Move the Cursor on column to the left
09	HT	"Horizontal Tab" - Move the Cursor to the Right to the next "Tab Stop" (Normally a column evenly divisible by eight)
0A	LF	"Line Feed" - Move the Cursor down one line
0B	VT	"Vertical Tab" - Move the Cursor down to the next "Tab Line"
0C	FF	"Form Feed" up to the start of the new page. For CRT displays, this is often used to clear the screen
0D	CR	"Carriage Return" - Move the Cursor to the leftmost column
0E	SO	Next Group of Characters do not follow ASCII Control conventions so they are "Shifted Out"
0F	SI	The following Characters do follow the ASCII Control conventions and are "Shifted In"
10	DLE	"Data Link Escape" - ASCII Control Character start of an Escape sequence. In most modern applications "Escape" (0x01B) is used for this function
11	DC1	Not defined - Normally application specific
12	DC2	Not defined - Normally application specific
13	DC3	Not defined - Normally application specific
14	DC4	Not defined - Normally application specific
15	NAK	"Negative Acknowledge" - the previous transmission was not properly received
16	SYN	"Synchronous Idle" - If the serial transmission uses a synchronous

		protocol, this character is sent to ensure the transmitter and receiver remain synched
17	ETB	"End of Transmission Block"
18	CAN	"Cancel" and disregard the previous transmission
19	EM	"End of Medium" - Indicates end of a file. For MS-DOS files, 0x01A is often used instead
1A	SUB	"Substitute" the following character with an incorrect one
1B	ESC	"Escape" - Used to temporarily halt execution or put an application into a mode to receive information
1C	FS	Marker for "File Separation" of data being sent
1D	GS	Marker for "Group Separation" of data being sent
1E	RS	Marker for "Record Separation" of data being sent
1F	US	Marker for "Unit Separation" of data being sent

ANSI display control sequences

From MS-DOS applications you can move the cursor or change the current display colors one of two ways. Normally I use the BIOS functions and direct writes to video RAM. The second way is to load the "ANSI.SYS" device driver in the "config.sys" using the statement:

```
device = [d:] [path]ANSI.SYS
```

When the "Escape Sequences" listed below are output using the standard output device (using the MS-DOS APIs), the commands are executed.

This method is not often used for two reasons. The first is that it is much slower than using the BIOS APIs and writing directly to video RAM. For an application that

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seems to change the screen in the blink of an eye, the ANSI Display Control Sequences are not the way to do it. The second is that "ANSI.SYS" takes away 10 KBytes of memory that would normally be available for applications.

There are two advantages to using the ANSI Display Control Sequences. The first is that it will make applications very portable. Passing the source to another system's just requires recompilation and linking. The second advantage is that sending data serially to a receiver set up able to receive these sequences (set up as an "ANSI" or "VT100 Compatible" Terminal), will provide simple graphic operations in an application.

In the table below, "ESC" is the ASCII "Escape" Character 0x01B.

Sequence	Function
Esc[#h	Set the PC's Display mode. This is not available in "true" ANSI compatible devices. # = 0 - 40x25 Monochrome # = 1 - 40x25 Color # = 2 - 80x25 Monochrome # = 3 - 80x25 Color # = 4 - 320x200 Color Graphics # = 5 - 320x200 Monochrome Graphics # = 6 - 640x200 Monochrome Graphics # = 7 - wrap to next line at line end # = 14 - 640x200 Color Graphics # = 15 - 640x350 Monochrome Graphics # = 16 - 640x480 Color Graphics # = 17 - 640x480 Color Graphics # = 18 - 640x480 Color Graphics # = 19 - 320x200 Color Graphics
Esc[#l	Reset the PC's Display mode. This is not available in "true" ANSI compatible devices. # = 0 - 40x25 Monochrome # = 1 - 40x25 Color # = 2 - 80x25 Monochrome # = 3 - 80x25 Color

	# = 4 - 320x200 Color Graphics
	# = 5 - 320x200 Monochrome Graphics
	# = 6 - 640x200 Monochrome Graphics
	# = 7 - do not wrap at line end
Esc[#m	Set Character Attributes
	# = 0 - Normal (gray on black)
	# = 1 - Intensity Bit set for Foreground Colors
	# = 4 - Underscore Characters in MDA
	# = 5 - Blink Characters in MDA
	# = 7 - Reverse the Character Foreground Color with the background
	# = 8 - Make MDA Characters Invisible
	# = 30 - Black Foreground
	# = 31 - Red Foreground
	# = 32 - Green Foreground
	# = 33 - Yellow Foreground
	# = 34 - Blue Foreground
	# = 35 - Magenta Foreground
	# = 36 - Cyan Foreground
	# = 37 - White Foreground
	# = 40 - Black Background
	# = 41 - Red Background
	# = 42 - Green Background
	# = 43 - Yellow Background
	# = 44 - Blue Background
	# = 45 - Magenta Background
	# = 46 - Cyan Background
	# = 47 - White Background
Esc[2j	Clear the Display
Esc[K	Erases from the Current Cursor Position to End of the Line
Esc[6n	Device Status Report - request the current position to be returned in the "Standard Input" Device
Esc[#;%R	This is the Current Cursor Row ("#") and Column ("%") loaded into the "Standard Input" after a "Device Status Report"
Esc[#;%f	Move Cursor to Row "#" and Column "%"
Esc[#;%F	Move Cursor to Row "#" and Column "%"
Esc[#;%H	Move Cursor to Row "#" and Column "%"
Esc[#A	Move the Cursor Up # Rows
Esc[#B	Move the Cursor Down # Rows
Esc[#C	Move the Cursor to the Right by # Columns

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Esc[#D	Move the Cursor to the Left by # Columns
Esc[s	Saves the Current Cursor Position
Esc[u	Restores the Cursor Position to the saved position
Esc[F	Move the Cursor to the "Home" Position (Row = Column = 1)
Esc[H	Move the Cursor to the "Home" Position (Row = Column = 1)
Esc[#;%p	Reassign key "#" to "%"
Esc[#;STRp	Reassign key "#" to String "STR"

IBM PC extended ASCII characters

The additional 128 characters shown in Fig. 16.2 can do a lot to enhance a character mode application without having to resort to using graphics. These enhancements include special characters for languages other than English, engineering symbols, and simple graphics characters. These simple graphics characters allow lines, and boxes in applications can be created (Figs. 16.1 and 16.2).

Windows ASCII characters

ASCII control characters do have meaning in Windows applications and do not have corresponding graphics characters for video RAM. The Windows character set starts with the "Blank" (ASCII 0x020) and only has the 232 upper characters defined. This character set is based on ASCII with the upper 128 characters defined for special functions and "National Languages" (Fig. 16.3).

EBCDIC

"Extended Binary-Coded Decimal Interchange Code". In the Table below, empty spaces do not have any characters. Note that EBCDIC is an 8-bit code.

Hex	0x	1x	2x	3x	4x	5x	6x	7x
x0		▶	SP	0	@	P	,	p
	0	16	32	48	64	80	96	112
x1	☺	◀	!	1	A	Q	a	q
	1	17	33	49	65	81	97	113
x2	☹	↑	"	2	B	R	b	r
	2	18	34	50	66	82	98	114
x3	♥	!!	#	3	C	S	c	s
	3	19	35	51	67	83	99	115
x4	♦	π	‡	4	D	T	d	t
	4	20	36	52	68	84	100	116
x5	♣	‡	%	5	E	U	e	u
	5	21	37	53	69	85	101	117
x6	♠	■	&	6	F	V	f	v
	6	22	38	54	70	86	102	118
x7	•	↑	,	7	G	W	g	w
	7	23	39	55	71	87	103	119
x8	◻	↑	(8	H	X	h	x
	8	24	40	56	72	88	104	120
x9	◻	↓)	9	I	Y	i	y
	9	25	41	57	73	89	105	121
xA	◻	→	*	:	J	Z	j	z
	10	26	42	58	74	90	106	122
xB	♂	←	+	;	K	[k	{
	11	27	43	59	75	91	107	123
xC	♀	└	,	<	L	\	l	!
	12	28	44	60	76	92	108	124
xD	♪	↔	-	=	M]	m	}
	13	29	45	61	77	93	109	125
xE	♪	▲	•	>	N	^	n	~
	14	30	46	62	78	94	110	126
xF	☼	▼	/	?	O	-	o	Δ
	15	31	47	63	79	95	111	127

Figure 16.1 IBM PC "Extended ASCII" Set 0-0x07F

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Hex	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0	Ç 128	É 144	á 160	 176	L 192	ll 208	α 224	≡ 240
x1	ü 129	æ 145	î 161	■ 177	⊥ 193	≡ 209	β 225	± 241
x2	é 130	Æ 146	ó 162	■ 178	⊥ 194	π 210	Γ 226	≥ 242
x3	â 131	ô 147	ú 163	 179	† 195	ll 211	π 227	≤ 243
x4	ä 132	ö 148	ñ 164	† 180	— 196	ll 212	Σ 228	r 244
x5	à 133	ò 149	ñ 165	≡ 181	† 197	F 213	σ 229	J 245
x6	á 134	û 150	ä 166	† 182	F 198	π 214	ω 230	÷ 246
x7	ç 135	ù 151	ó 167	π 183	† 199	≡ 215	τ 231	≈ 247
x8	ê 136	ÿ 152	ì 168	≡ 184	ll 200	≡ 216	Φ 232	° 248
x9	ë 137	ö 153	┌ 169	≡ 185	ll 201	┌ 217	⊙ 233	• 249
xA	è 138	ÿ 154	┌ 170	ll 186	≡ 202	┌ 218	Ω 234	• 250
xB	ï 139	ç 155	½ 171	≡ 187	≡ 203	■ 219	δ 235	√ 251
xC	î 140	ç 156	¼ 172	≡ 188	≡ 204	■ 220	∞ 236	n 252
xD	ı 141	≠ 157	ı 173	≡ 189	= 205	■ 221	∅ 237	2 253
xE	Ä 142	R 158	« 174	≡ 190	≡ 206	■ 222	∈ 238	■ 254
xF	À 143	f 159	» 175	┌ 191	≡ 207	■ 223	∩ 239	255

Figure 16.2 IBM PC "Extended ASCII" Set 0x080-0x0FF

!	"	#	\$	%	&	'	()	*	+	,	-	.	/	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?	
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{		}	~	□
€	□	ı	ƒ	„	…	†	‡	^	%	Š	<	œ	□	□	□	□	'	"	•	—	™	š	>	œ	□	□	Ÿ				
ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı	ı
À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	İ	Í	Î	Ï	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	ß	
à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	ÿ	

Figure 16.3 Microsoft Windows “Arial” Font

3-0	7-4	>	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
V																			
0								SP	&	-								0	
1									/			a	j			A	J	1	
2												b	k	s		B	K	S	2
3												c	l	t		C	L	T	3
4												d	m	u		D	M	U	4
5					LF							e	n	v		E	N	V	5
6												f	o	w		F	O	W	6
7												g	p	x		G	P	X	7
8												h	q	y		H	Q	Y	8
9												i	r	z		I	R	Z	9
A									CT	!		:							
B									.	\$,	#							
C									<	*	%	@							
D									()									
E									+	;	>	=							
F											?	"							

“SP” is “Space” and “CT” is a “Cents” (“¢”) character.

Audio Notes

Notes around Middle “C”. Note that an Octave above is twice the note frequency and an Octave below is one-half the note frequency.

Note	Frequency
G	392 Hz

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G#	415.3 Hz
A	440 Hz
A#	466.2 Hz
B	493.9 Hz
C	523.3 Hz
C#	554.4 Hz
D	587.3 Hz
D#	622.3 Hz
E	659.3 Hz
F	698.5 Hz
F#	740.0 Hz
G	784.0 Hz
G#	830.6 Hz
A	880.0 Hz
A#	932.3 Hz
B	987.8 Hz

“Touch-Tone” Telephone Frequencies

Frequency	1209 Hz	1336 Hz	1477 Hz
697 Hz	1	2	3
770 Hz	4	5	6
852 Hz	7	8	9
941 Hz	*	0	#

Modem “AT” Commands

“AT” refers to the command “prefix” that is sent before each command to the modem. All Commands (except for “A”) must start with the ASCII Characters “AT” and end with an ASCII Carriage Return (0x00D).

Command “A” will cause the modem to repeat the last command. The command will repeat upon receipt of the “/” character.

Command “+++” will force the modem from “on-line” state to local (“AT Command Set”) state. Do not pass data to the modem for one second before and one second after this command.

Command	Operation	Expected Reply
AT	If "AT" Sent without a prefix, then Modem is tested	"OK"
A	"ATA" forces the modem to take the line "off hook". Before executing this command, make sure the string "RING" has been received by the modem	"OK"
B#	Set the Communications Preference # = 0, CCITT Mode # = 1, Bell 103/212A Default - V.21/V.22 (High Speed)	"OK"
DP	"ATDP #####" Dial the Specified Number using "Pulse Dialing". ", " in digit string causes a delay. "W" in digit string causes the modem to wait for a dial tone before continuing. ":" in digit string causes a wait for calling card tone. "@" in digit string causes a wait for quiet period "!" in digit string causes the modem to go on hook and off hook momentarily. "R" at the end of the digit string causes the modem to go on hook and into "auto answer" mode after dialing. ";" at the end of the digit string causes the modem to go into the local command state after connecting. "S#" dials the number stored in location "#"	NO DIALTONE NO ANSWER NO CARRIER BUSY CONNECT 300 CONNECT 300/REL CONNECT 1200 CONNECT 1200/REL CONNECT 2400 CONNECT 2400/REL CONNECT 4800 CONNECT 4800/REL CONNECT 7200 CONNECT 7200/REL CONNECT 9600 CONNECT 9600/REL CONNECT 12000 CONNECT 12000/REL CONNECT 14400 CONNECT 14400/REL

Command	Operation	Expected Reply
DT	"ATDT #####" Dial the Specified Number using "Tone Dialing". ", " in digit string causes a delay. "W" in digit string causes the modem to wait for a dial tone before continuing. ":" in digit string causes a wait for calling card tone. "@" in digit string causes a wait for quiet period. "!" in digit string causes the modem to go on hook and off hook momentarily. "R" at the end of the digit string causes the modem to go on hook and into "auto answer" mode after dialing. ";" at the end of the digit string causes the modem to go into the local command state after connecting. "S#" dials the number stored in location "#"	NO DIALTONE NO ANSWER NO CARRIER BUSY CONNECT 300 CONNECT 300/REL CONNECT 1200 CONNECT 1200/REL CONNECT 2400 CONNECT 2400/REL CONNECT 4800 CONNECT 4800/REL CONNECT 7200 CONNECT 7200/REL CONNECT 9600 CONNECT 9600/REL CONNECT 12000 CONNECT 12000/REL CONNECT 14400 CONNECT 14400/REL
E#	Turn on or off the AT Command "Echo" State. # = 0, Turn off "Echo" Mode # = 1, Turn on "Echo" Mode (Default)	OK
H[#]	First Enter "+++" Command and then send "ATH#". # = 0, Put modem on hook # = 1, Put modem off hook	OK

I#	Request Modem Information	# = 0, Product ID # = 1, Modem Code # = 2, "OK" # = 3, Country Code # = 4, Return Features
L#	Speaker Code (0 Soft, 9 Loud)	OK
M#	Control Speaker	OK
	# = 0, Turn off Speaker	
	# = 1, Turn on Speaker until Carrier Established (Default)	
	# = 2, Leave Speaker on Continuously	
	# = 3, Speaker on except when dialing	
N#	Specify Communication Preference	OK
	# = 0, Use S37 for Speed Selection. If S37 = 0, then connect at Highest Speed Possible	
	# = 1, Connect at Speed Set in S37	
O#	Return to on line state	OK
	# = 0, Return to on line state after using "+++" Command Sequence	
	# = 1, Return to on line state after Carrier "retrain"	
P	Enable Pulse Dialing	
Q#	Specify modem reply returned. See "V#"	OK
	# = 0, Send Result Codes (Default)	
	# = 1, Turn off Messages	
	# = 2, Send Result Codes when Originating call	

Command	Operation	Expected Reply
S#?	Return the Contents of the Register "#"	Register Contents
S#=Constant	Set the Register "#" to "Constant"	OK
T	Enable Tone Dialing	
V#	Verbalize Commands. See "Q#" # = 0, Displays Response Numbers # = 1, Displays Response Reply (Default)	OK
W#	Process Result Codes # = 0, Do not display "Carrier" Information (Default) # = 1, Display "Carrier" Information	OK
X#	Output Active Result Codes # = 0, Return only Error and "CONNECT" Replies # = 1, Return only Error and Initial "CONNECT" Replies # = 2, Return only Error and Initial "CONNECT" Replies # = 3, Return all Error and Initial "CONNECT" Replies # = 4, Return all Replies (Default)	OK
Y#	Indicate "Break" interval # = 0, Breaks are Ignored (Default) # = 1, Hang up when Break Received # = 2, Return to Command State but do NOT hang up when Break Received	OK
Z#	Modem Reset # = n, Load Profile n	OK

&F	Recall Default Profile	OK
&G#	Specify Guard Tone Transmission	OK
	# = 0, No Guard Tone (Default)	
	# = 1, Output 1.8 KHz Guard Tone	
&L#	Specify Leased Line for Signal Lock	OK
	# = 0, Dial up line (Default)	
	# = 1, Conditioned Leased Line	
&Q#	Select Connection Mode	OK
	# = 0, Asynchronous, No Error Control	
	# = 5, Fastest Connection Possible made, Fallback if Problems	
&V	Display Current and Saved Profiles	Active Profile
		Saved Profile 0
		Saved Profile 1
		Saved Telephone Numbers
&W#	Save Current Profile	OK
	# = 0, Save Current in Profile 0	
	# = 1, Save Current in Profile 1	
&Y#	Specify Start up Profile "#"	OK
&Z#=#=#...	Save Specified Telephone Number. Note Digit String can have the parameters Listed in "DP" and "DT"	OK

Modem registers

All registers are 8 bits in size and take the range 0x000 to 0x0FF unless otherwise noted. Registers handle numeric data as decimal rather than Hex. Below are Hex Values shown for compatibility with this chapter.

Register	Description	Default
S0	Number of Rings before Auto-Answer	0
S1	Ring Counter	N/A
S2	Escape Character (7 Bit ASCII)	0x02B
	("+")	
S3	Line End Character	0x00D (CR)
S4	Line Feed Character	0x00A (LF)
S5	Backspace Character	0x008 (BS)
S6	Initial Dialing Wait (in Seconds)	2
S7	Carrier Wait (Seconds)	50
S8	Pause Time (Seconds)	2
S9	Carrier Detect Response Time (1/10 Seconds)	6
S10	Disconnect Time (1/10 Seconds)	14
S11	Tone Dialing Spacing (msecs)	95
S12	Escape Code Guard Time (1/50 Seconds)	50
S18	Self Test Duration (Seconds)	0
S36	Negotiation Failure Response (Settings)	5
	# = 0, Attempt V.42	
	# = 3, Attempt V.42/Attempt MNP	
	# = 4, Attempt V.42/Attempt MNP	
	# = 5, Attempt V.42/Attempt MNP/Attempt Asynchronous Connection	
S37	Desired Connection Speed	0
	# = 0, Connect at Highest Possible Speed (Default)	
	# = 3, 300 bps	
	# = 5, 1200 bps	
	# = 6, 2400 bps	
	# = 7, 4800 bps	

Register	Description	Default
	# = 8, 7200 bps	
	# = 9, 9600 bps	
	# = 10, 12000 bps	
	# = 11, 14400 bps	
S38	Delay before hang up (Seconds)	0
S46	V.42 bis Data Compression Settings	138
	# = 136, V.42 only	
	# = 138, V.42 with V.42 bis compression (Default)	
S48	Feature Negotiation	7
	# = 0, Negotiation Disabled	
	# = 3, Negotiation without Detection Phase	
	# = 7, Negotiation with Detection Phase (Default)	
S95	Error Control Negotiation Messaging	32
	# = 1, Not Used	
	# = 4, Enables Carrier Messages Only	
	# = 8, Enables Carrier and Protocol Messages Only	
	# = 32, Enables Carrier, Protocol and Compression Messages (Default)	

Morse Code

"."	- Dot
"-"	- Dash
Character	Code
A	.-.
B	-...-
C	-.-.-
D	-.--
E	...
F	..-.-
G	-.--.
H-
I	..--.
J	.-.-.-
K	-.--.
L	..-.-.
M	---..
N	-.---
O	---..
P	..-.-.
Q	..-.-.
R	..-.-.
S	...--
T	-.---
U	..-.-.
V	...--.
W	..-.-.
X	-.--..
Y	-.--..
Z	..--..
1-
2--
3	...---
4	..----
5
6	-----
7	-----
8	-----
9	-----
0	-----
Period-
,	-----
:	-----
Dash-

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/	-----
?	-----
Error	-----
End Trans	-----
Inv Trans	---

Phonetic Alphabets

Letter	Engineering	Aviation
A	Able	Alpha
B	Baker	Bravo
C	Charlie	Charlie
D	Dog	Delta
E	Easy	Echo
F	Fox	Foxtrot
G	George	Gulf
H	Harry	Hotel
I	Izzy	India
J	Joe	Juliet
K	Kitten	Kilo
L	Larry	Lima
M	Mike	Mike
N	Nancy	November
O	Oscar	Oscar
P	Peter	Papa
Q	Quincy	Quebec
R	Robert	Romeo
S	Sam	Sierra
T	Tom	Tango
U	Under	Uniform
V	Vic	Victor
W	Walter	Whiskey
X	X-Ray	X-Ray
Y	Young	Yankee
Z	Zebra	Zulu

“Ten” Radio Codes

Code	Message
10-1	Receiving Poorly, Bad Signal
10-2	Receiving OK, Strong Signal
10-3	Stop Transmitting
10-4	Message Received

10-5	Relay Message
10-6	Busy, Please Stand By
10-7	Out of Service
10-8	In Service
10-9	Repeat Message
10-10	Finished, Standing By
10-11	Talk Slower
10-12	Visitors Present
10-13	Need Weather/Road Conditions
10-16	Pickup Needed at _____
10-17	Urgent Business
10-18	Is there anything for us
10-19	Nothing for you, Return to Base
10-20	My Location is _____
10-21	Use a Telephone
10-22	Report in Person to _____
10-23	Stand By
10-24	Finished Last Assignment
10-25	Contact _____
10-26	Disregard Last Information
10-27	I'm Changing to Channel _____
10-28	Identify your Station
10-29	You Time is up for Contact
10-30	Does not Conform to FCC Rules
10-32	I'll Give you a Radio Check
10-33	Emergency Traffic at this Station
10-34	Help Needed at this Station
10-35	Confidential Information
10-36	The Correct Time is _____
10-37	Wrecker needed at _____
10-38	Ambulance needed at _____
10-39	Your Message has been Delivered
10-41	Please Change to Channel _____
10-42	Traffic Accident at _____
10-43	Traffic Congestion at _____
10-44	I have a Message for _____
10-45	All Units Within Range Please Report In
10-50	Break Channel
10-60	What is the Next Message Number
10-62	Unable to Copy, Please call on Telephone
10-63	Net Directed to _____
10-64	Net Clear
10-65	Standing By, Awaiting Your Next Message
10-67	All Units Comply
10-70	Fire at _____

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- 10-71 Proceed with Transmission in Sequence
- 10-73 Speed Trap at _____
- 10-75 Your Transmission is Causing Interference
- 10-77 Negative Contact
- 10-81 Reserve Hotel Room for _____
- 10-82 Reserve Room for _____
- 10-84 My Telephone Number is _____
- 10-85 My Address is _____
- 10-89 Radio Repairman is Needed at _____
- 10-90 I have TVI
- 10-91 Talk Closer to the Microphone
- 10-92 Your Transmitter Needs Adjustment
- 10-93 Check my Frequency on this Channel
- 10-94 Please give me a Long Count
- 10-95 Transmit Dead Carrier for 5 Seconds
- 10-99 Mission Completed, All Units Secure
- 10-200 Police Needed at _____

Chapter
17

Miscellaneous Electronics

Resistor Color Coding

Color Coding on resistors is based on the “Bands” around the device (Fig. 17.1).

The Actual Value is determined as:

Resistance = (First Digit * 10 + Second Digit) *
Multiplier

Number	Color	Band1	Band2	Band3	Band4	Optional Band5
0	Black	N/A	0	0	10 ** 0	N/A
1	Brown	1	1	1	10 ** 1	1% Tolerance
2	Red	2	2	2	10 ** 2	2% Tolerance

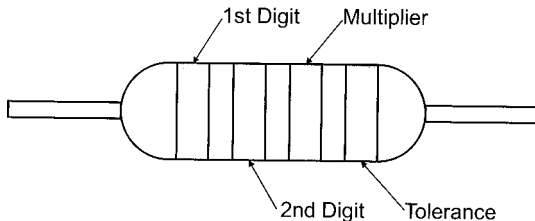


Figure 17.1 Resistor Bands

3	Orange	3	3	3	10 ** 3	N/A
4	Yellow	4	4	4	10 ** 4	N/A
5	Green	5	5	5	10 ** 5	0.5% Tolerance
6	Blue	6	6	6	10 ** 6	0.25% Tolerance
7	Violet	7	7	7	10 ** 7	0.1% Tolerance
8	Gray	8	8	8	10 ** 8	0.05% Tolerance
9	White	9	9	9	10 ** 9	N/A
N/A	Gold	N/A	N/A	N/A	10 ** -1	5% Tolerance
N/A	Silver	N/A	N/A	N/A	10 ** -2	10% Tolerance

Electromagnetic Spectrum

Frequency	Use
0 Hz	Direct Current (DC)
15-20,000 Hz	Audio Frequencies
30-15,000 Hz	Human Hearing
16-4186.01 Hz	Musical Scales
10 KHz - 16 KHz	"Ultrasonics"
3-30 KHz	Very Low Frequency
3-30 Hz	Extremely Low Frequency Radio Transmissions
30-300 Hz	Ultra Low Frequency Radio Transmissions
30 KHz - 300 MHz	Radio Frequencies
53.5 KHz - 170.5 KHz	AM Broadcast Bands

Miscellaneous Electronics 631

3.5 MHz - 4 MHz	80 Meter Amateur Band
7 MHz - 7.3 MHz	40 Meter Amateur Band
10.100 MHz - 10.150 MHz	30 Meter Amateur Band
14.10 MHz - 14.35 MHz	20 Meter Amateur Band
18.068 MHz - 18.168 MHz	17 Meter Amateur Band
21.00 MHz - 21.45 MHz	15 Meter Amateur Band
24.890 MHz - 24.990 MHz	12 Meter Amateur Band
26.965 MHz - 27.405 MHz	Citizens Band ("CB")
26.95 MHz - 27.54 MHz	Industrial, Scientific, Medical Use
28.00 MHz - 29.70 MHz	10 Meter Amateur Band
30 MHz - 300 MHz	Very High Frequencies
30 MHz - 50 MHz	Police, Fire, Forest, Highway, Railroad
50 MHz - 54 MHz	6 Meter Amateur Band
54 MHz - 72 MHz	TV Channels 2 to 4
72 MHz - 76 MHz	Government
76 MHz - 88 MHz	TV Channels 5 and 6
88 MHz - 108 MHz	FM Broadcast Band
108 MHz - 118 MHz	Aeronautical Navigation
118 MHz - 136 MHz	Civil Communication Band
148 MHz - 174 MHz	Government
144 MHz - 148 MHz	2 Meter Amateur Band
174 MHz - 216 MHz	TV Channels 7 through 13
216 MHz - 470 MHz	Miscellaneous Communication
220 MHz - 225 MHz	1 $\frac{1}{4}$ Meter Amateur Band
225 MHz - 400 MHz	Military
420 MHz - 450 MHz	0.7 Meter Amateur Band
462.55 MHz - 563.20 MHz	Citizens Band
300 MHz - 3000 MHz	Ultra High Frequencies/Radar
470 MHz - 806 MHz	TV Channels 14 through 69
806 MHz - 890 MHz	Cellular Telephone
890 MHz - 3000 MHz	Miscellaneous Communication
3 GHz - 30 GHz	Miscellaneous Communication/Radar
30 GHz - 300 GHz	Super High Frequencies/Radar
Wavelength	Radiation Type
30 um - 0.76 um	Infrared Light and Heat

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0.76 μm - 0.39 μm	Visible Light
6470 - 7000 Angstroms	Red Light
5850 - 6470 Angstroms	Orange Light
5750 - 5850 Angstroms	Yellow Light
5560 - 5750 Angstroms	Maximum Visibility Light
4912 - 5560 Angstroms	Green Light
4240 - 4912 Angstroms	Blue Light
4000 - 4240 Angstroms	Violet Light
320 - 4000 Angstroms	Ultraviolet Light
0.032 - 0.00001 μm	X-Rays
0.00001 - 0.0000006 μm	Gamma Rays
< 0.0005 Angstroms	Cosmic Rays

Radar bands

Frequency	Band
390 - 1,550 MHz	L
1,550 - 5,200 MHz	S
5,200 - 10,900 MHz	X
10,900 - 36,000 MHz	K
36,000 - 46,000 MHz	Q
46,000 - 56,000 MHz	V
56,000 - 100,000 MHz	W

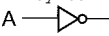
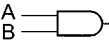
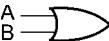
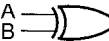
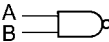
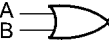
Digital Logic

The Output/Threshold Levels for +5V Logic is:

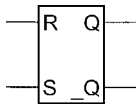
Technology	Input Threshold	Output "Low"	Output "High"
TTL	1.4 Volts	0.3 Volts	3.3 Volts
HC	2.4 Volts	0.1 Volts	4.9 Volts
HCT	1.4 Volts	0.1 Volts	4.9 Volts
CMOS	2.5 Volts	0.1 Volts	4.9 Volts

Gates

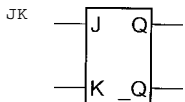
The six most common Logic Gates are:

Type	Symbol	State Table															
NOT		<table border="1"> <thead> <tr> <th>"A"</th> <th>Output</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	"A"	Output	0	1	1	0									
"A"	Output																
0	1																
1	0																
AND		<table border="1"> <thead> <tr> <th>"A"</th> <th>"B"</th> <th>Output</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	"A"	"B"	Output	0	0	0	0	1	0	1	0	0	1	1	1
"A"	"B"	Output															
0	0	0															
0	1	0															
1	0	0															
1	1	1															
OR		<table border="1"> <thead> <tr> <th>"A"</th> <th>"B"</th> <th>Output</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	"A"	"B"	Output	0	0	0	0	1	1	1	0	1	1	1	1
"A"	"B"	Output															
0	0	0															
0	1	1															
1	0	1															
1	1	1															
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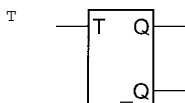
Flip flops

Type	Symbol	Operation																									
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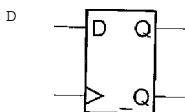
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"J"	"K"	"Q"	"_Q"	State
1	0	1	0	Set
0	1	0	1	Reset
0	0	Q ₀	_Q ₀	Saved
1	1	_Q ₀	Q ₀	Toggle



"T"	"Q"	"_Q"	State
0	Q ₀	_Q ₀	Saved
1	_Q ₀	Q ₀	Toggle



"D"	Clk	"Q"	"_Q"	State
0	Up	0	1	Latch "0"
1	Up	1	0	Latch "1"
x	Dwn	Q ₀	_Q ₀	Saved
x	0	Q ₀	_Q ₀	Saved
x	1	Q ₀	_Q ₀	Saved

Chapter
18

Formulas

DC Electronics Formulas

Ohm's Law:

$$V = IR$$

Power:

$$P = VI$$

Series Resistance:

$$R_t = R_1 + R_2 \dots$$

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Parallel Resistance:

$$R_t = 1 / ((1/R_1) + (1/R_2) \dots)$$

Two Resistors in Parallel:

$$R_t = (R_1 * R_2) / (R_1 + R_2)$$

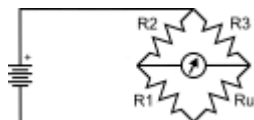
Series Capacitance:

$$C_t = 1 / ((1/C_1) + (1/C_2) \dots)$$

Parallel Capacitance:

$$C_t = C_1 + C_2 \dots$$

Wheatstone Bridge:



$$R_u = R_1 * R_3 / R_2$$

When No Current Flow
in the Meter

AC Electronics Formulas

Resonance:

$$\text{frequency} = 1 / (2 * \pi * \text{SQRT}(L * C))$$

RC Time Constant:

$$\text{Tau} = R * C$$

RL Time Constant:

$$\text{Tau} = L / R$$

RC Charging:

$$V(t) = V_f * (1 - e^{(-t/Tau)})$$

$$i(t) = i_f * (1 - e^{(-t/Tau)})$$

RC Discharging:

$$V(t) = V_i * e^{(-t/Tau)}$$

$$i(t) = i_i * e^{(-t/Tau)}$$

Coil Inductance Formulas:

- Coil around Linear Form:

$$\text{Inductance} = \text{Permeability of Form} * \\ (\text{Number of Turns} ^ 2) \\ * \text{Form Area} / \text{Coil Length}$$

- Coil Around Toroid with a square cross-section:

$$\text{Inductance} = \ln(\text{Outer Diameter} / \text{Inner} \\ \text{Diameter}) * \text{Permeability of} \\ \text{Form} * (\text{Number of Turns} ^ 2 \\) * \text{Thickness of Toroid} / (2 \\ * \text{pi})$$

Transformer Current/Voltage:

- Turns Ratio = Number of Turns on Primary (“p”) Side/Number of Turns on Secondary (“s”) Side

$$\text{Turns Ratio} = V_s / V_p = I_p / I_s$$

- Transmission Line Characteristic Impedance:

$$Z_o = \text{SQRT}(L / C)$$

Mathematical Formulas

$$\text{Frequency} = \text{Speed} / \text{Wavelength}$$

For Electromagnetic Waves:

$$\text{Frequency} = c / \text{Wavelength}$$

Perfect Gas Law:

$$PV = nRT$$

Boolean Arithmetic

Identify Functions:

$$A \text{ AND } 1 = A$$

$$A \text{ OR } 0 = A$$

Output Set/Reset:

$$A \text{ AND } 0 = 0$$

$$A \text{ OR } 1 = 1$$

Identity Law:

$$A = A$$

Double Negation Law:

$$\text{NOT} (\text{NOT} (A)) = A$$

Complementary Law:

$$A \text{ AND } \text{NOT} (A) = 0$$

$$A \text{ OR } \text{NOT}(A) = 1$$

Idempotent Law:

$$\begin{aligned} A \text{ AND } A &= A \\ A \text{ OR } A &= A \end{aligned}$$

Commutative Law:

$$\begin{aligned} A \text{ AND } B &= B \text{ AND } A \\ A \text{ OR } B &= B \text{ OR } A \end{aligned}$$

Associative Law:

$$\begin{aligned} (A \text{ AND } B) \text{ AND } C &= A \text{ AND } (B \text{ AND } C) \\ &= A \text{ AND } B \text{ AND } C \\ (A \text{ OR } B) \text{ OR } C &= A \text{ OR } (B \text{ OR } C) \\ &= A \text{ OR } B \text{ OR } C \end{aligned}$$

Distributive Law:

$$\begin{aligned} A \text{ AND } (B \text{ OR } C) &= (A \text{ AND } B) \text{ OR } \\ &\quad (A \text{ AND } C) \\ A \text{ OR } (B \text{ AND } C) &= (A \text{ OR } B) \text{ AND } \\ &\quad (A \text{ OR } C) \end{aligned}$$

De Morgan's Theorem:

$$\begin{aligned} \text{NOT}(A \text{ OR } B) &= \text{NOT}(A) \text{ AND } \text{NOT}(B) \\ \text{NOT}(A \text{ AND } B) &= \text{NOT}(A) \text{ OR } \text{NOT}(B) \end{aligned}$$

Note:

AND is often represented as multiplication, nothing between terms, "." or "*".

OR is often represented as addition with "+" between terms.

Conversions

1 Inch = 2.54 Centimeters

1 Mile = 1.609 Kilometers

1 Ounce = 29.57 Grams

1 Gallon = 3.78 Liters

1 Atmosphere = 29.9213 Inches of Mercury
= 14.6960 Pounds per Square Inch
= 101.325 kiloPascals

10,000,000,000 Angstroms = 1 Meter

1,000,000 Microns = 1 Meter

Tera = 1,000 Giga

Giga = 1,000 Mega

Mega = 1,000 Kilo

Kilo = 1,000 Units

Unit = 100 Centi

Unit = 1,000 Milli

1 Hour = 3,600 Seconds

1 Year = 8,760 Hours

Chapter
19

Resources

Microchip

Microchip's corporate headquarters is

Microchip Technology, Inc.
2355 W. Chandler Blvd.
Chandler, AZ 85224
Phone: (480) 786-7200
Fax: (480) 917-4150

Their Web site ("Planet Microchip") is at **<http://www.microchip.com>** and contains a complete

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set of data sheets in .pdf format for download as well as the latest versions of MPLAB. Also on the website is the link to **<http://buy.microchip.com>**, which is Microchip's on-line ordering system for parts and development tools.

Microchip puts on a series of seminars throughout the world every year. Information on these events can be found on the microchip Web page.

PICmicro® MCU Books

Note that Microchip has excellent datasheets available for download from their Web site as well as available on CD-ROM.

*Programming and Customizing the PICmicro® MCU
Eight Bit Microcontroller—Second Edition*

Author: M. Predko
ISBN: 0-07-136175-8

Design with PIC Microcontrollers

Author: J. B. Peatman
ISBN: 0-13-759259-0

PICTUTOR

Author: J. Becker
URL:

<http://www.matrixmultimedia.co.uk/picprods.htm>

PIC'n Techniques

Author: D. Benson
ISBN: 0-9654162-3-2

PIC'n Up the Pace

Author: D. Benson

ISBN: 0-9654162-1-6

Serial PIC'n

Author: D. Benson

ISBN: 0-9654162-2-4

Easy PIC'n

Author: D. Benson

ISBN: 0-9654162-0-8

*The Microcontroller Beginner's Handbook—
2nd Edition*

Author: L. Duarte

ISBN: 0-79061-153-8

An Introduction to PIC Microcontrollers

Author: R. A. Penfold

ISBN: 0-85934-394-4

Practical PIC Microcontroller Projects

Author: R. A. Penfold

ISBN: 0-85934-444-4

*A Beginners Guide to the Microchip PIC—2nd
Edition*

Author: N. Gardner

ISBN: 1-899013-01-6

PIC Cookbook

Author: N. Gardner

ISBN: 1-899013-02-4

Useful Books

Here are a collection of books that are useful for developing electronics and software for applications. Some of

these are hard to find, but definitely worth the effort in finding them in a used bookstore.

The Art of Electronics—1989

Horowitz and Hill's definitive book on electronics—a complete electrical engineering course wrapped up in 1125 pages. Some people may find it to be a bit too complex, but just about any analog electronics question you could have will be answered in this book. The digital information in this book is less complete.

ISBN: 0-521-37095-7

Bebop to the Boolean Boogie—1995

Somewhat deeper in digital electronics (and less serious) than *The Art of Electronics*, Clive Maxwell's introduction to electronics stands out with clear and insightful explanations of how things work and why things are done the way they are. It distinguishes itself from other books by explaining Printed Wiring Assembly technology (PCB Boards, Components, and Soldering). This book complements *The Art of Electronics* very nicely.

ISBN: 1-878707-22-1

The Encyclopedia of Electronic Circuits—Volume 1 to 7

Rudolf Graf's Encyclopedia series of Electronic Circuits is an excellent resource of circuits and ideas that have been cataloged according to circuit type. Each book contains thousands of circuits and can really make your life easier when you are trying to figure out how to do something. Each volume contains an index listing circuits for the current volume and the previous ones.

Volume 1, ISBN: 0-8306-1938-0; Volume 2, ISBN: 0-8306-3138-0; Volume 3, ISBN: 0-8306-3348-0; Volume 4, ISBN: 0-8306-3895-4; Volume 5, ISBN: 0-07-011077-8; Volume 6, ISBN: 0-07-011276-2; Volume 7, ISBN: 0-07-015116-4.

CMOS Cookbook—Revised 1988

In *CMOS Cookbook*, Don Lancaster introduces the reader to basic digital electronic theory, while also explaining the operation of CMOS gates, providing hints on soldering and prototyping, listing common CMOS parts (along with TTL pinout equivalents) and providing a number of example circuits (including a good basic definition of how NTSC video works). The update by Howard Berlin has made sure the chips presented in the book are still available. In the 1970s, Don Lancaster also wrote the *TTL Cookbook*, *555 Timer Cookbook*, and *Active Filter Cookbook*.

ISBN: 0-7506-9943-4

The TTL Data Book for Design Engineers—Texas Instruments

I have a couple of 1981 printed copies of the second edition of this book and they are all falling apart from overuse. The Texas Instruments TTL data books have been used for years by hundreds of thousands of engineers to develop their circuits. Each datasheet is complete with pinouts, operating characteristics, and internal circuit diagrams. While the data books are not complete for the latest “HC” parts, they will give you just about everything you want to know about the operation of small scale digital logic.

ISBN: N/A

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PC PhD—1999

This book/CD-ROM package was written to give a clear introduction to the PC, from a “bottoms up” hardware perspective as well as an explanation of how code works in the PC. Along with explaining the architecture, there are also over twenty applications that will help the reader understand exactly how MS-DOS and Windows code executes in the PC and how hardware is accessed using the various interfaces available within the PC.

ISBN: 0-07-134186-2

PC Interfacing Pocket Reference—1999

This book is designed as an easy to use pocket reference for programmers and engineers working on the PC. Along with detailing the PC's architecture, the Intel 8086 and later microprocessors are described. The instruction sets used in the processor are listed along with addressing and value information. The information is useful for all PCs from the first 8088s to the most modern multi-Pentium III systems.

ISBN: 0-07-135525-1

The Programmer's PC Source Book—2nd Edition, 1991

Thom Hogan's 850 page book is just about the best and most complete reference that you can find anywhere on the PC. This book basically ends at the 386 (no 486, Pentiums of any flavor, PCI, Northbridge, Southbridge or SuperIO, or any ASICs of any type), but is the most complete PC reference that explains BIOS, all the “Standard” I/O, DOS and Windows 3.x Interfaces you can find.

ISBN: 1-55615-118-7

The Embedded PC's ISA Bus: Firmware, Gadgets and Practical Tricks—1997

Ed Nisley's book is an almost complete opposite to the previous two books and *The Programmer's PC Source Book*. Where the others' books focus is on documenting the innards of the PC, Nisley's shows you how to practically interface to the PC's "Industry Standard Architecture" ("ISA") bus and if you follow through the book you will end up with an LCD graphic display. Theory, register addresses, and programming information is available in this book, but it is presented as Ed works through the projects. This book is a resource that you can go back to and look at actual scope photographs of bus accesses or discussions on how to decode bus signals. There are a lot of great tricks in this book that can be used for many different PC interfacing applications.

ISBN: 1-5739-8017-X

Handbook of Microcontrollers—1998

Introduction and complete reference package for modern 8-bit embedded microcontrollers. As well as providing technical and processor programming information on the: Intel 8051, Motorola 68HC05, Microchip PICmicro[®] MCU, Atmel AVR and Parallax Basic Stamp, datasheets, development tools and sample applications are included on the included CD-ROM. To help with your future applications, interfacing to RS-232, I2C, LCD and other devices is explored and a fair amount of space is devoted to such advanced topics as Fuzzy Logic, Compilers, Real Time Operating Systems (I have included a sample one for the 68HC05), and Network Communications.

ISBN: 0-07-913716-4

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IBM PC and Assembly Language and Programming—4th Edition, 1997

This is an excellent introduction to assembly language programming with a fairly low level approach concentrating on Microsoft's "MASM" and Borland's "TASM". "Debug.com" is used exclusively as a debug tool, which makes this book reasonably inexpensive to get involved with.

ISBN: 1-1375-6610-7

The C Programming Language—2nd Edition, 1988

Brian W. Kernighan, Dennis M. Ritchie's classic text explaining the "C" programming language has not lost any of its usefulness since its first introduction. This book has probably been used by more students in more colleges and universities than any other. Despite the fact that the book was written originally for a programming course, the writing is crisp, sharp, and easily understandable.

ISBN: 0-13110-362-8

PICList Internet List Server

These guidelines should be used and followed for any list server or news group. After the guidelines, there are instructions for subscribing to the PICList.

1. Don't subscribe to a list and then immediately start sending questions to the list. Instead, wait a day or so to get the hang of how messages are sent and replied to on the list and get a "feel" for the best way of asking questions.

2. Some lists send an email sent to them back to the author (while others do not). If you receive a copy of your first email, don't automatically assume that it is a "bounce" (wrong address) and resend it. In this case, you might want to wait a day or so to see if any replies show up before trying to resend it. Once you have been on the list for a while, you should get an idea of how long it takes to show up on the list and how long it takes to get a reply.
3. If you don't get a reply to a request, don't get angry or frustrated and send off a reply demanding help. There is a good chance that nobody on the list knows exactly how to solve your problem. In this case, try to break down the problem and ask the question a different way.
4. Do not count on getting replies to questions within minutes. Nobody on the PICList is paid to reply to your questions. The majority of people who reply are doing so to help others. Please respect that and do not badger, and help out in anyway that you can.
5. If you are changing the "Subject" line of a post, please reference the previous topic (i.e., put in "was: '...'"). This will help others keep track of the conversation.
6. When replying to a previous post, try to minimize how much of the previous note is copied in your note and maximize the relevance to your reply. This is not to say that none of the message should be copied or referenced. There is a very fine balance between having too much and too little. The sender of the note you are replying to should be referenced (with their name or ID).

My rule of thumb is, if the original question is less than ten lines, I copy it all. If it is longer, then I cut it down (identifying what was cut out with a "SNIP" Message), leaving just the question and any relevant information as quoted. Most mail programs will mark the quoted text with a ">" character, please use this convention to make it easier for others to follow your reply.

7. If you have an application that doesn't work, please don't copy the entire source code into an email and post it to a list. As soon as I see an email like this I just delete it and go on to the next one (and I suspect that I'm not the only one). Also, some lists may have a message size limit (anything above this limit is thrown out) and you will not receive any kind of confirmation.

If you are going to post source code: keep it short. People on the list are more than happy and willing to answer specific questions, but simply copying the complete source code in the note and asking a question like "Why won't the LCD display anything" really isn't useful for anybody. Instead, try to isolate the failing code and describe what is actually happening along with what you want to happen. If you do this, chances are you will get a helpful answer quickly.

A good thing to remember when asking why something won't work, make sure you discuss the hardware that you are using. If you are asking about support hardware (i.e., a programmer or emulator), make sure you describe your PC (or workstation) setup. If your application isn't working as expected, describe the hardware that you are using and what

you have observed (i.e., if the clock lines are wiggling, or the application works normally when you put a scope probe on a pin).

8. You may find a totally awesome and appropriate Web page and want to share it with the list. Please make it easier on the people in the list to cut and paste the URL by putting it on a line all by itself in the format:

`http://www.awesome-pic-page.com`

9. If you have a new application, graphic, or whatever, that takes up more than 1K which you would like to share with everyone on the list, please don't send it as an attachment in a note to the list. Instead, either indicate that you have this amazing piece of work and tell people that you have it and where to request it (either to you directly or to a Web server address). If a large file is received many list servers may automatically delete it (thrown into the "bit bucket") and you may or may not get a message telling you what happened.

If you don't have a Web page of your own or one you can access, requesting that somebody put it on their Web page or ftp server is acceptable.

10. Many of these List Servers are made available, maintained, and/or moderated by a device manufacturer. Keep this in mind if you are going to advertise your own product and understand what the company's policy is on this before sending out an advertisement.

The PICList is quite tolerant of advertisements of *relevant* products. If you are boarding puppies or

have something equally non-PICmicro[®] MCU related, find somewhere else to advertise it.

11. Putting job postings or employment requests *may* be appropriate for a list (like the previous point, check with the list's maintainer). However, I don't recommend that the rate of pay or conditions of employment should be included in the note (unless you want to be characterized as cheap, greedy, unreasonable, or exploitive).
12. "Spams" are sent to every list server occasionally. Please do not "reply" to the note even if the message says that to get off the spammer's mailing list just "reply". This will send a message to everyone in the list. If you must send a note detailing your disgust, send it to the spam originator (although to their ISP will probably get better results).

NOTE: There are a number of companies sending out bogus spams to collect the originating addresses of replying messages and sell them to other companies or distributors of addresses on CD-ROM. When receiving a spam, see if it has been sent to you personally or the list before replying—but beware if you are replying to the spam, you may be just sending your e-mail address for some company to resell to real spammers.

13. Following up with the previous message, if you are going to put in pointers to a list server, just put a hyperlink to the list server request email address, **NOT TO THE LIST SERVER ITSELF**. If you provide the address to the list server, spammers can pull the link from your page and use it as an address to send spams to. By not doing this, you will be minimizing the opportunity for spammers to send notes to the list.

14. By sending off-topic messages, while it is tolerated, you will probably bring lots of abuse upon yourself, especially if you are belligerent about it. An occasional notice about something interesting or a joke is fine as long as it is unusual and not likely to attract a lot of replies.

If you feel it is appropriate to send an off-topic message; some lists request that you put "[OT]" in the subject line, some members of the list use mail filters and this will allow them to ignore the off-topic posts automatically.

Eventually a discussion (this usually happens with off-topic discussions) will get so strung out that there are only two people left arguing with each other. At this point stop the discussion entirely or go 'private'. You can obtain the other person's e-mail address from the header of the message—send your message to him or her and not to the entire list. Everyone else on the list would have lost interest a long time ago and probably would like the discussion to just go away (so oblige them).

15. Posts referencing Pirate sites and sources for "cracked" or "hacked" software are not appropriate in any case and may be illegal. If you are not sure if it is okay to post the latest software you've found on the Web, then DON'T until you have checked with the owners of the software and gotten their permission. It would also be a good idea to indicate in your post that you have the owner's permission to distribute cracked software.

A variety of different microcontrollers are used in "Smart Cards" (such as used with Cable and Satellite scrambling) or video game machines and

asking how they work will probably result in abusive replies at worst or having your questions ignored at best. If you have a legitimate reason for asking about smart cards, make sure you state it in your email to the list.

16. When you first subscribe to a list, you will get a reply telling you how to unsubscribe from the list. **DON'T LOSE THIS NOTE.** In the past in some lists, people having trouble unsubscribing have sent questions to the list asking how and sometimes getting angry when their requests go unheeded. If you are trying to unsubscribe from a list and need help from others on the list, explain what you are trying to do and how you've tried to accomplish it.
17. When working with a list server, do *not* have automated replies sent. If they are enabled, then all messages sent by the server to you will be replied to back to the list server. This is annoying for other list members and should be avoided.
18. Lastly, please try to be courteous to all on the list. Others may not have *your* knowledge and experience or they may be sensitive about different issues. There is a very high level of professionalism on all the lists presented below, please help maintain it. Being insulting or rude will only get you the same attitude back and probably will lead to your posts and legitimate questions being ignored in the future by others on the list who don't want to have anything to do with you.

To put this succinctly: **"Don't be offensive or easily offended."**

To subscribe to the PICList, send an email to

```
listserv@mitvma.mit.edu
```

with the message:

```
subscribe piclist <I>your name</I>
```

in the body of your email.

Save the confirmation message; this will give you the instructions for signing off the list as well as instructions on how to access more advanced PICList List Server functions.

To sign off the list, send a note to the same address (**listserv@mitvma.mit.edu**) with the message:

```
signoff piclist
```

When signing off the PICList make sure that you are doing it from the ID that you used to sign on to the list.

Once you have subscribed to the PICLIST, you will begin receiving mail from

```
piclist@mitvma.mit.edu
```

Emails can be sent to this address directly or can be replied to directly from your mailer. The list archive is available at:

```
http://www.iversoft.com/piclist/
```

and it has a searchable summary of the emails that have been sent to the PICList.

Recommended PICmicro[®] MCU Web Sites

At the time of writing, there is somewhere in the neighborhood of one thousand Web pages devoted to the PICmicro[®] MCU with different applications, code snippets, code development tools, programmers, and other miscellaneous information on the PICmicro[®] MCU and other microcontrollers. The following sites are excellent places to start and work through.

The author's Web page has the latest PICmicro[®] MCU information as well as errata for this book and sample PICmicro[®] MCU projects.

<http://www.myke.com>

Alexy Vladimirov's outstanding list of PICmicro[®] MCU resource pages. Over 700 listed as of February 2000.

<http://www.geocities.com/SiliconValley/Way/5807/>

Bob Blick's Web site. Some interesting PICmicro[®] MCU projects that are quite a bit different than the run of the mill.

<http://www.bobblick.com/>

Scott Dattalo's highly optimized PICmicro[®] MCU math algorithms. The best place to go if you are looking to calculate Trigonometric Sines in a PICmicro[®] MCU.

<http://www.dattalo.com/technical/software/software.html>

Along with the very fast PICmicro[®] MCU routines, Scott has also been working on some GNU General Purpose License Tools designed to run under Linux.

The tools can be downloaded from:

<http://www.dattalo.com/gnupic/gpsim.html>

<http://www.dattalo.com/gnupic/gpasm.html>

Marco Di Leo's "PIC Corner". Some interesting applications including information on networking PICmicro[®] MCUs and using them for cryptography.

<http://members.tripod.com/~mdileo/>

Dontronics Home Page. Don McKenzie has a wealth of information on the PICmicro[®] MCU as well as other electronic products. There are lots of useful links to other sites and it is the home of the SimmStick.

<http://www.dontronics.com/>

Fast Forward Engineering. Andrew Warren's page of PICmicro[®] MCU information and highly useful question/answer page.

<http://home.netcom.com/~fastfwd/>

Steve Lawther's list of PICmicro[®] MCU Projects. Interesting PICmicro[®] MCU (and other microcontroller) projects.

http://ourworld.compuserve.com/homepages/steve_lawther/ucindex.htm

Eric Smith's PIC Page. Some interesting projects and code examples to work through.

<http://www.brouhaha.com/~eric/pic/>

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Rickard's PIC-Wall. Good site with a design for PICmicro[®] MCU-based composite video game generator.

<http://www.efd.lth.se/~e96rg/pic.html>

PicPoint—Lots of good projects to choose from including 5 MB free to anyone that wants to start their own PICmicro[®] MCU Web page.

<http://www.picpoint.com/>

MicroTronics—Programmers and Application reviews.

<http://www.eedev1.com/index.html>

Tony Nixon's "Pic 'n Poke" Development Systems Home page to the "Pic 'n Poke" development system. This system includes an animated simulator that is an excellent tool for learning how data flows and instructions execute in the PICmicro[®] MCU microcontroller.

<http://www.picnpoke.com/>

Periodicals

Here are a number of magazines that do give a lot of information and projects on PICmicro[®] MCUs. Every month, each magazine has a better than 50% chance of presenting a PICmicro[®] MCU application.

Circuit Cellar Ink

Subscriptions:

P.O. Box 698

Holmes, PA 19043-9613

1(800)269-6301

Web Site: <http://www.circellar.com/>

BBS: (860)871-1988

Poptronics

Subscriptions:

Subscription Department

P.O. Box 55115

Boulder, CO

1(800)999-7139

Web Site: <http://www.gernsback.com>

Microcontroller Journal

Web Site: <http://www.mcjournal.com/>

This is published on the Web.

Nuts & Volts

Subscriptions:

430 Princeland Court

Corona, CA 91719

1(800)-783-4624

Web Site: <http://www.nutsvolts.com>

Everyday Practical Electronics

Subscriptions:

EPE Subscriptions Dept.

Allen House, East Borough,

Wimborne, Dorset,

BH21 1PF

United Kingdom

+44 (0)1202 881749

Web Site: <http://www.epemag.wimborne.co.uk>

Useful Web Sites

While none of these are PICmicro[®] MCU specific, they are a good source of ideas, information, and products that will make your life a bit more interesting and maybe give you some ideas for projects for the PICmicro[®] MCU.

Seattle Robotics Society

<http://www.hhhh.org/srs/>

The Seattle Robotics Society has lots of information on interfacing digital devices to such "real world" devices as motors, sensors, and servos. They also do a lot of exciting things in the automation arena. Most of the applications use the Motorola 68HC11.

List Of Stamp Applications (L.O.S.A)

<http://www.hth.com/losa.htm>

The List of Parallax Basic Stamp Applications will give you an idea of what can be done with the Basic Stamp (and other microcontrollers, such as the PICmicro[®] MCU). The list contains projects ranging from using a Basic Stamp to giving a cat medication to providing a simple telemetry system for model rockets.

Adobe PDF Viewers

<http://www.adobe.com>

Adobe .pdf file format is used for virtually all vendor datasheets, including the devices presented in this book (and their datasheets on the CD-ROM).

“PKZip” and “PKUnZip”

<http://www.pkware.com>

PKWare's "zip" file compression format is a "Standard" for combining and compressing files for transfer.

Hardware FAQs

http://paranoia.com/~filipg/HTML/LINK/LINK_IN.html

A set of FAQs (Frequently Asked Questions) about the PC and other hardware platforms that will come in

useful when interfacing a microcontroller to a Host PC.

<http://www.innovatus.com>

Innovatus has made available "PICBots", an interesting PICmicro[®] MCU simulator which allows programs to be written for virtual robots which will fight amongst themselves.

Part Suppliers

The following companies supplied components that are used in this book. I am listing them because they all provide excellent customer service and are able to ship parts anywhere you need them.

Digi-Key

Digi-Key is an excellent source for a wide range of electronic parts. They are reasonably priced and most orders will be delivered the next day. They are real lifesavers when you're on a deadline.

Digi-Key Corporation
701 Brooks Avenue South
P.O. Box 677
Thief River Falls, MN 56701-0677

Phone: 1(800)344-4539 [1(800)DIGI-KEY]
Fax: (218)681-3380

<http://www.digi-key.com/>

AP Circuits

AP Circuits will build prototype bare boards from your "Gerber" files. Boards are available within three days. I have been a customer of theirs for several years and

they have always produced excellent quality and been helpful in providing direction to learning how to develop my own bare boards. Their Web site contains the "EasyTrax" and "GCPrevue" MS-DOS tools necessary to develop your own Gerber files.

Alberta Printed Circuits Ltd.
#3, 1112-40th Avenue N.E.
Calgary, Alberta T2E 5T8

Phone: (403)250-3406
BBS: (403)291-9342
Email: staff@apcircuits.com

<http://www.apcircuits.com/>

Wirz Electronics

Wirz Electronics is a full service Microcontroller component and development system supplier. Wirz Electronics is the main distributor for projects contained in this book and will sell assembled and tested kits of the projects. Wirz Electronics also carries the "SimmStick" prototyping systems as well as their own line of motor and robot controllers.

Wirz Electronics
P.O. Box 457
Littleton, MA 01460-0457

Toll Free in the USA & Canada: 1(888)289-9479
[1(888)BUY-WIRZ]
Email: sales@wirz.com

<http://www.wirz.com/>

Tower Hobbies

Excellent source for Servos and R/C parts useful in homebuilt robots.

Tower Hobbies
P.O. Box 9078
Champaign, IL 61826-9078

Toll Free Ordering in the USA & Canada: 1(800)637-4989

Toll Free Fax in the USA & Canada: 1(800)637-7303

Toll Free Support in the USA & Canada: 1(800)637-6050

Phone: (217)398-3636

Fax: (217)356-6608

Email: orders@towerhobbies.com

<http://www.towerhobbies.com/>

Jameco

Components, PC Parts/Accessories, and hard to find connectors.

Jameco
1355 Shoreway Road
Belmont, CA 94002-4100

Toll Free in the USA & Canada: 1(800)831-4242

<http://www.jameco.com/>

JDR

Components, PC Parts/Accessories, and hard to find connectors.

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JDR Microdevices
1850 South 10th St.
San Jose, CA 95112-4108

Toll Free in the USA & Canada: 1(800)538-5000
Toll Free Fax in the USA & Canada: 1(800)538-5005
Phone: (408)494-1400
Email: techsupport@jdr.com
BBS: (408)494-1430
Compuserve: 70007,1561

<http://www.jdr.com/JDR>

Newark

Components—Including the Dallas Line of Semiconductors (the DS87C520 and DS275 is used for RS-232 Level Conversion in this book).

Toll Free in the USA & Canada: 1(800)463-9275
[1(800)4-NEWARK]

<http://www.newark.com/>

Marshall Industries

Marshall is a full-service distributor of Philips microcontrollers as well as other parts.

Marshall Industries
9320 Telstar Avenue
El Monte, CA 91731
1(800)833-9910

<http://www.marshall.com>

Mouser Electronics

Mouser is the distributor for the Seiko S7600A TCP/IP Stack Chips.

Mouser Electronics, Inc.
958 North Main Street
Mansfield, Texas 76063
Sales: (800) 346-6873
Sales: (817) 483-6888
Fax: (817) 483-6899
Email: sales@mouser.com

<http://www.mouser.com>

Mondo-tronics Robotics Store

Self-proclaimed as "The World's Biggest Collection of Miniature Robots and Supplies" and I have to agree with them. This is a great source for Servos, Tracked Vehicles, and Robot Arms.

Order Desk
Mondo-tronics Inc.
524 San Anselmo Ave #107-13
San Anselmo, CA 94960

Toll Free in the USA & Canada: 1(800)374-5764
Fax: (415)455-9333

<http://www.robotstore.com/>

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