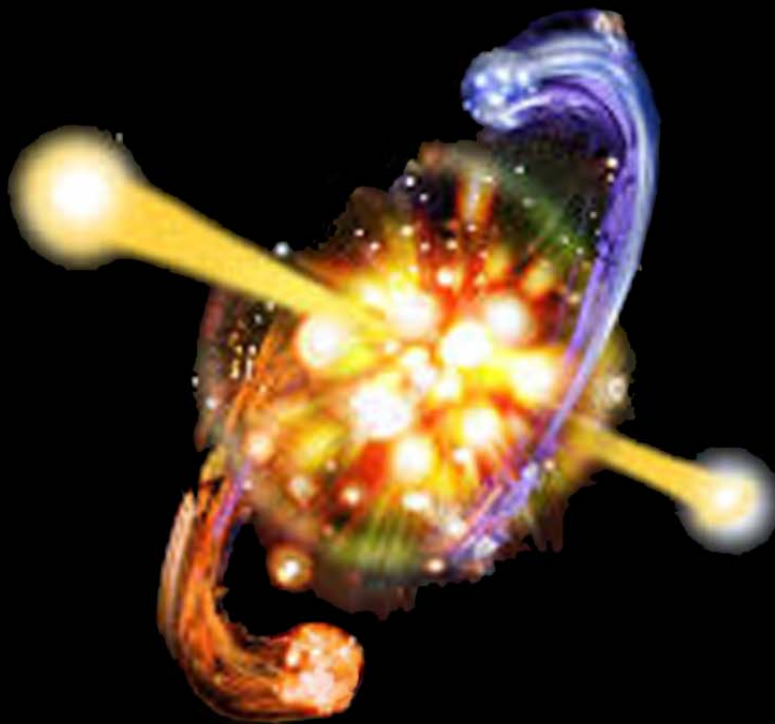


Positron8 BASIC Compiler

For 8-bit PIC_{TM} microcontrollers



Let's find out together what makes a PIC_{TM} Tick!

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PICmicro[™] is a trade name of Microchip Technologies Inc.

The installed IDE is written by Mecanique.

Revision 4.0.6.5 of the Positron8 Compiler Manual.

The Positron8 compiler and documentation are created and written by Les Johnson.

Introduction

The Positron8 BASIC compiler, formerly known as the *Proton* Compiler, was written with simplicity and flexibility in mind. Using BASIC, which is almost certainly the easiest programming language around, you can now produce extremely powerful applications for your PICmicro™ without having to learn the relative complexity of assembler, or wade through the gibberish that can be C and C++. Being an assembler programmer at heart, I set out to make the Positron8 compiler produce very fast and very compact assembler code. So even the smaller microcontrollers are capable of remarkable things with it.

The Positron8 compiler allows a few devices to be used without requiring registration, in a trial version. The supported **Free** devices are:

Free Standard 14-bit core Devices:

PIC16F84, PIC16F628, PIC16F628A, PIC16F877, PIC16F877A

Free Enhanced 14-bit core Devices:

PIC12LF1552, PIC16F1826.

Free 18F devices:

PIC18F25K20, PIC18F45K20.

For full access to the 100s of microcontrollers available with the compiler, the full compiler will need to be purchased from here: <https://sites.google.com/view/rosetta-tech/home>

Contact Details

For your convenience. a forum site has been set up here; <http://www.protoncompiler.com>, where there is a section for users of the Positron8 compiler to discuss the compiler, and provide self help with programs written for Positron8 BASIC, or download sample programs. The web site is well worth a visit, either to learn a bit about how other peoples code works or to request help should you encounter any problems with programs that you have written.

Should you need to get in touch for any reason our details are as follows: -

Web Sites

<https://sites.google.com/view/rosetta-tech/home>

www.protoncompiler.com

Table of Contents.

Positron8 Compiler Overview	17
PICmicro™ Devices.....	18
Device Specific issues	18
Identifiers.....	19
Line Labels	19
Commenting Lines of Code.....	19
Standard Variables	20
Pre-Assigning Variables.	20
Static Variables	23
Global Variables	25
Shared Variables	26
Pin Variables	27
Floating Point Mathematics.....	28
Floating Point to Integer Rounding	31
Floating Point Exception Flags.....	32
Aliases.....	33
Constants	38
Symbols	38
Numeric Representations	39
Quoted String of Characters	39
Ports and other Registers.....	39
General Format	40
Procedures	41
Parameters.....	41
Parameter as an Alias to a Global Variable or SFR	42
Local Variable and Label Names	44
Procedure Return Variable	45
Procedure Return Variable as an Alias to an SFR or Global Variable	47
A Typical Procedural BASIC Program Layout	48
A Typical flat BASIC Program Layout.....	49
Line Continuation Character '_'	50
Creating and using Arrays	51
Creating and using Strings	59
Creating and using Flash Memory Strings	65
Creating Constant value Flash Memory Tables of different data sizes.....	67
Creating and using EEPROM Strings with Edata.....	69
String Comparisons	71
Limited 12-bit Core Device Compatibility.....	74

Programming Considerations for 12-bit core Devices.	75
Relational Operators	76
Boolean Logic Operators	77

Mathematic Operations and Functions	78
Standard operators.....	79
Logical operators.....	79
Positron8 functions.....	79
Trigonometry functions.....	79
Bitwise Reverse '@'	93
Decimal Digit extract '?'	94
Abs	95
fAbs	96
Acos.....	97
Asin	98
Atan.....	99
Cos	100
Dcd	101
Exp	102
fRound	103
ISin	104
ICos	105
ISqr	106
Log	107
Log10.....	108
Ncd	109
Pow	110
Sin	111
Sqr.....	112
Tan	113
Div32	114

Peripheral and Interfacing Commands	119
ADin	120
Bstart	122
Bstop	123
Brestart	123
BusAck	123
BusNack	123
Busin	124
Busout	127
Button	131
Counter	133
DTMFout	134
Freqout	135
HbStart	137
HbStop	138
HbRestart	138
HbusAck	138
HbusNack	138
Hbusin	139
Hbusout	143
High (PinHigh)	147
HPWM	149
I2Cin	151
I2Cout	153
Inkey	156
Input (PinInput)	157
Low (PinLow)	159
Output (PinOutput)	161
Oread	163
Owrite	168
PinClear	170
PinGet (GetPin)	172
PinMode	173
PinPullup	175
PinSet	176

Pot.....	178
PulseIn.....	179
PulseOut.....	180
PWM	181
RC5in	182
RCin	183
Servo	186
Shin	188
Shout	190
SonyIn	192
Sound	193
Sound2.....	194
Toggle.....	195
USBinit	196
USBin	197
USBout.....	199
USBpoll	203
Xin	204
Xout.....	206

Async Serial Commands.....	208
HRsin, HRsin2, HRsin3, HRsin4, Hrsin5.....	209
HRsout, HRsout2, HRsout3, HRsout4, HRsout5	215
HRsoutLn, HRsout2Ln, HRsout3Ln, HRsout4Ln, HRsout5Ln	219
HSerin, HSerin2, HSerin3, Hserin4, Hserin5	220
HSerout, HSerout2, HSerout3, HSerout4, HSerout5	226
HSeroutLn, HSerout2Ln, HSerout3Ln, HSerout4Ln, HSerout5Ln.....	230
HSerialx_ChangeBaud	231
Rsin	232
Rsout	238
RsoutLn	243
Serin	244
Serout	252

LCD Commands	260
Box	261
Circle.....	262
Cls	263
Cursor	264
LCDread	265
LCDwrite	267
Line.....	269
LineTo.....	270
Pixel.....	271
Plot	272
Print.....	274
Using a KS0108 Graphic LCD.....	280
Using a Toshiba T6963 Graphic LCD	285
Toshiba_Command.....	288
Toshiba_UDG.....	292
UnPlot	294

Comparison and Loop Commands.....	295
Branch.....	296
BranchL.....	297
Break	298
Bound	300
Continue.....	301
Do...Loop.....	302
For...Next...Step.....	304
If..Then..ElseIf..Else..EndIf	306
On GoTo.....	308
On GoToL	310
On GoSub	311
Repeat...Until.....	313
Select..Case..EndSelect.....	314
SizeOf	316
Tern	317
While...Wend	318

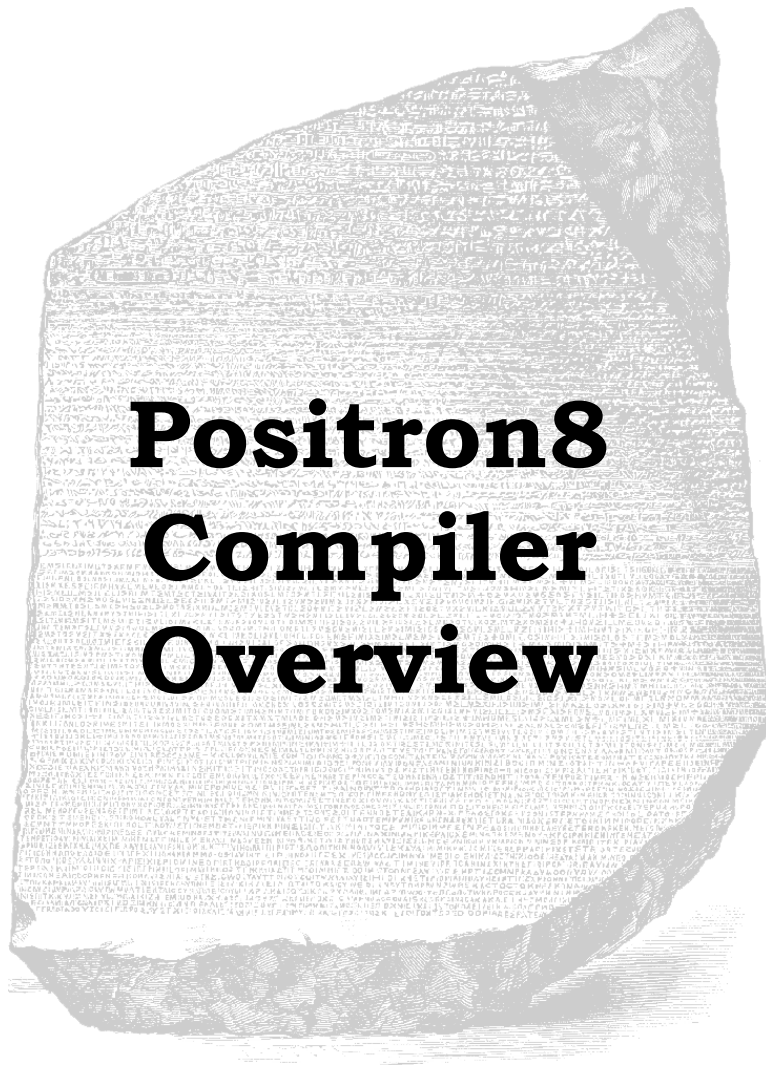
General BASIC Commands	319
AddressOf.....	320
Call	321
Clear	322
ClearBit	323
Dec	324
DelayCs	325
DelayMs	326
DelayUs.....	327
Dig.....	328
GetBit.....	329
GoSub	330
GoTo.....	334
Inc.....	335
LoadBit.....	336
Pop	337
Ptr8, Ptr16, Ptr24, Ptr32.....	339
Push.....	342
Random.....	347
Return.....	348
Rol	350
Ror	351
Seed	352
SetBit	353
Set.....	354
Snooze	355
Sleep.....	356
Stop	358
Swap.....	359

RAM String Variable Commands	360
Len	361
Left\$	363
Mid\$.....	365
Right\$	367
Strn.....	369
Str\$.....	370
ToLower	372
ToUpper	374
Val	376

Flash Memory and EEPROM Commands	378
Cdata	379
cPtr8, cPtr16, cPtr24, cPtr32.....	384
Cread	387
Cread8, Cread16, Cread24, Cread32	388
Cwrite	390
Edata	391
Eread	396
Ewrite	397
Ldata	398
LookDown	404
LookDownL.....	405
LookUp.....	406
LookUpL	407
Lread	408
Lread8, Lread16, Lread24, Lread32.....	410
Creating Flash Memory Tables using Dim as Code or Dim as Flash	412

Compiler Directives.....	415
Asm..EndAsm.....	416
Config	417
Config1,Config2, Config3, Config4 and Config5.....	418
Declare	419
Oscillator Frequency Declare.....	419
Misc Declares.	420
Variable Declares.	422
ADin Declares.	423
Busin - Busout Declares.....	423
Hbusin - Hbusout Declares.....	424
USART1 Declares for use with HRsin, HSerin, HRsout and HSerout.....	425
USART2 Declares for use with HRsin2, HSerin2, HRsout2 and HSerout2.....	426
USART3 Declares for use with HRsin3, HSerin3, HRsout3 and HSerout3.....	427
USART4 Declares for use with HRsin4, HSerin4, HRsout4 and HSerout4.....	428
USART5 Declares for use with HRsin5, HSerin5, HRsout5 and HSerout5.....	429
HPWM Declares.	430
Alphanumeric (Hitachi HD44780) LCD Print Declares.	431
Graphic LCD Declares.....	433
KS0108 Graphic LCD specific Declares.	433
Toshiba T6963 Graphic LCD specific Declares.	434
Keypad Declare.....	436
Rsin - Rsout Declares.	437
Serin - Serout Declare.	438
Shin - Shout Declare.	439
Device	440
Dim	441
Creating Flash Memory Tables using Dim as Code or Dim as Flash	446
End	449
Include	450
Using Include files to tidy up your code.....	450
Installed Include files	451
Proc-EndProc	453
Parameters.....	454
Parameter as an Alias to a Global Variable or SFR	454
Local Variable and Label Names	456
Procedure Return Variable	457
Return Variable as an Alias to an SFR or Global Variable.....	459
Set_OSCCAL	460
Sub-EndSub	461
Symbol	462

Interrupt Directives	463
Context	464
On_Hardware_Interrupt.....	466
Typical format of the interrupt handler with standard 14-bit core devices.....	467
Typical format of the interrupt handler with enhanced 14-bit core devices.	467
Typical format of the interrupt handler with 18F devices.	468
On_Low_Interrupt	469
Using the Optimiser	471
Using the Preprocessor	474
Pre-processor Directives.....	475
Conditional Directives (\$ifdef, \$ifndef, \$if, \$endif, \$else and \$elseif)	478
SFR bit access using the preprocessor's built-in meta-macros.....	480
Proton8 IDE Overview	481
Positron8 IDE Overview	483
Menu Bar	485
Main Toolbar	486
Edit Toolbar	487
Code Explorer	489
Results View	492
Editor Options	493
Highlighter Options.....	496
Compile and Program Options	498
Installing a Programmer.....	499
Creating a custom Programmer Entry.....	500
IDE Plugins	502
ASCII Table	503
Hex View	503
Assembler Window	504
Assembler Main Toolbar	505
Assembler Editor Options	506
Serial Communicator.....	507
Serial Communicator Main Toolbar.....	508
Protected Compiler Words	512



Positron8 Compiler Overview

PICmicro™ Devices

The compiler supports 99% of the PICmicro™ range of devices, and takes full advantage of their various features e.g. A/D Converter, on-board EEPROM area, hardware multiply, USART etc.

This manual is not intended to give details about individual microcontroller devices, therefore, for further information visit the Microchip website at www.microchip.com, and download the multitude of datasheets and application notes available.

Device Specific issues

Before venturing into your latest project, always read the datasheet for the specific device being used, because some devices have features that may interfere with expected pin operations.

An example of a potential problem is that, on some of the earlier devices, bit-4 of **PORTA** (**PORTA.4**) exhibits unusual behaviour when used as an output. This is because the pin may have an Open-Drain output rather than the usual bipolar stage as in the rest of the output pins. This means it can pull to ground when set to 0 (low), but it will simply float when set to a 1 (high), instead of going high. This is normal in the older standard 14-bit core devices, and the newer types have SFRs (*Special Function Registers*) that can enable or disable Open-Drain for each pin.

To make an Open-Drain pin act as expected, add a pull-up resistor between the pin and VDD. A typical value resistor may be between 1KΩ and 33KΩ, depending on the device it is driving. If the pin is used as an input, it behaves the same as any other pin.

Most devices allow low-voltage programming. Again, on the earlier devices, this function, generally, takes over one of the **PORTB** pins and can cause the device to act erratically if this pin is not pulled low. In normal use with an older standard 14-bit core device, it is best to make sure that Low-Voltage Programming is disabled at the time the device is programmed. By default, the low voltage programming fuse is disabled, however, if the **Config** directive is used, then it may inadvertently be omitted.

All of the microcontroller's pins are set to inputs on power-up. If you need a pin to be an output, set it to an output before you use it, or use a BASIC command that does it for you. Once again, always read the PICmicro™ data sheets to become familiar with the particular part.

The name of the port pins on the 6-pin and 8-pin devices is **GPIO**. The name for the TRIS register is **TRISIO**: -

```
GPIO.0 = 1           ' Set GPIO.0 high
TRISIO = 0b101010    ' Manipulate ins and outs
```

However, these are also mapped as **PORTB**, therefore any reference to **PORTB** on these devices will point to the relevant pin of **GPIO**.

Some of the more recent devices have PPS (*Peripheral Pin Select*), which allows the user to choose a pin to use for a peripheral. It does add some extra complexity to a program, but the compiler tries to help, and any command that uses a peripheral will automatically adjust the PPS SFRs to suite, based upon the Pin set in a **Declare**. Such as **HRsout**, **HRsin**, **HSerout**, **HSerin**, **HPWM** etc...

Identifiers

An identifier is a technical term for a name. Identifiers are used for line labels, variable names, and constant aliases. An identifier is any sequence of letters, digits, and underscores, although it must not start with a digit. Identifiers are not case sensitive, therefore `label`, `LABEL`, and `Label` are all treated as equivalent. Because of the limitations in the assembler program, identifiers can not be larger than 32 characters in length.

Line Labels

In order to mark statements that the program may wish to reference with the **GoTo**, **Call**, or **GoSub** commands, the compiler uses line labels. Unlike many older BASICs, the Positron8 compiler does not require line numbers and does not require that each line be labelled. Instead, any line may start with a line label, which is simply an identifier followed by a colon ':'.

```
Label:
  HRSoutLn "Hello World"
  GoTo Label
```

Commenting Lines of Code

Comments within a program's code are extremely useful for both the writer them self or for other compiler users examining and using the code in their programs. Comments allow the user to indicate what a procedure or subroutine does and to indicate what the procedure requires as inputs and what it produces as outputs etc...

Comments are also useful, almost mandatory, at the beginning of a program to indicate what the program does and what compiler version it was written in, and the name, and other relevant information, concerning the actual writer of the code etc...

As you can, probably, gather from the above statements, I am a very strong advocate of code comments so that other users can understand what the piece of code I have written actually does, and they are important so I can see what a piece of code does, many months, or even years, after it has been written.

An apostrophe character ' can comment out a single line of code, comment out text that follows a line of code.:

```
HRSoutLn "Hello World"      ' A comment to indicate what the line of code is doing
```

If a block of code or text needs to be commented out, the opening characters (* are used and then the closing characters *). For Example:

```
(*
This is commented text that
is on as many lines as required
*)
```

or:

```
(*This is commented text that
is on as many lines as required*)
```

Within the IDE, the commented lines can have their colour and format changed so they stand out more within the code. My preferred colour and format is *Italicised Dark Blue*.

Standard Variables

Variables are locations in RAM (Random Access Memory) where temporary data is stored in a program, and are created using the **Dim** directive. Because RAM space on some 8-bit micro-controllers is somewhat limited, choosing the right size variable for a specific task is important. Variables may be **Bit**, **Byte**, **Pin**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword**, **Float**, or **String**.

Space for each variable is automatically allocated in the microcontroller's RAM area. The format for creating a variable is as follows: -

Dim Name as Type

Name is any valid identifier, (excluding keywords). *Type* is **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword**, **Float**, or **Double**. Some examples of creating variables are: -

```
Dim tCat as Bit      ' Create a single bit variable (0 or 1)
Dim bDog as Byte     ' Create an 8-bit unsigned variable (0 to 255)
Dim MyPin as Pin     ' Create a variable that will hold a Port.Pin mask
Dim wRat as Word     ' Create a 16-bit unsigned variable (0 to 65535)
Dim lRat as Long     ' Create a 24-bit unsigned variable (0 to 16777215)
Dim dRat as Dword    ' Create a 32-bit unsigned variable (0 to 4294967295)
Dim fBoat as Float   ' Create a 32-bit Floating Point variable

Dim sbDog as SByte   ' Create an 8-bit signed variable (-128 to +127)
Dim swRat as SWord   ' Create a 16-bit signed variable (-32768 to +32767)
Dim sdRat as SDword  ' Create a 32-bit signed variable (-2147483648 to
                    ' +2147483647)
```

The number of variables available depends on the amount of RAM on a particular device and the size of the variables within the BASIC program. The compiler will reserve RAM for its own use and may also create additional temporary (*System*) variables for use when calculating expressions or more complex command structures. Especially if floating point calculations are carried out.

Pre-Assigning Variables.

When a variable is first created using the **Dim** directive, it can be given a value that will be assigned to it when the program runs. This can be useful to give variables a default value. For example:

```
Dim tCat as Bit = 1      ' Create a Bit variable and assign to it
Dim bDog as Byte = 128   ' Create a Byte variable and assign to it
Dim MyPin as Pin = 0     ' Create a Pin variable and assign to it
Dim wRat as Word = 32768 ' Create a Word variable and assign to it
Dim lRat as Long = 123456 ' Create a Long variable and assign to it
Dim dRat as Dword = 12345678 ' Create a Dword variable and assign to it
Dim fBoat as Float = 3.14 ' Create a Floating Point variable and assign to it

Dim sbDog as SByte = -20 ' Create a signed Byte variable and assign to it
Dim swRat as SWord = -12345 ' Create a signed Word variable and assign to it
Dim sdLrg_Rat as SDword = -123456 ' Create a signed Dword variable and assign to it
```

If the above **Dim** directives were placed at the beginning of the program's code, each variable will be assigned with its value when it is created.

Intuitive Variable Handling.

The compiler handles its *System* variables intuitively, in that it only creates those that it requires. Each of the compiler's built in library subroutines i.e. **Print**, **Rsout** etc, require a certain amount of *System* RAM as internal variables.

The compiler will increase its *System* RAM requirements as programs get larger, or more complex structures are used, such as complex expressions, inline commands used in conditions, Boolean logic used etc...

There are certain reserved words that cannot be used as variable names, these are the *System* variables used by the compiler.

The following reserved words should not be used as variable names, as the compiler will create these names when required: -

PP0, PP0H, PP1, PP1H, PP1HH, PP1HHH, PP2, PP2H, PP2HH, PP2HHH, PP3, PP3H, PP4, PP4H, PP5, PP5H, PP6, PP6H, PP7, PP7H, PP7HH, PP7HHH, PP8, PP8H, PP9, PP9H, GEN, GENH, GEN2, GEN2H, GEN3, GEN3H, GEN4, GEN4H, GPR, BPF, BPFH.

RAM space required.

Each type of variable requires differing amounts of RAM memory for its allocation. The list below illustrates this.

Float	Requires 4 bytes of RAM.
Dword	Requires 4 bytes of RAM.
SDword	Requires 4 bytes of RAM.
Long	Requires 3 bytes of RAM.
Word	Requires 2 bytes of RAM.
SWord	Requires 2 bytes of RAM.
Byte	Requires 1 byte of RAM.
SByte	Requires 1 byte of RAM.
Pin	Requires 1 byte of RAM.
Bit	Requires 1 byte of RAM for every 8 Bit variables created.

Each type of variable may hold a different minimum and maximum value.

- **Bit** type variables may hold a 0 or a 1. These are created 8 at a time, therefore declaring a single **Bit** type variable in a program will not save RAM space, but it will save code space, as **Bit** type variables produce the most efficient use of code for comparisons etc.
- **Byte** type variables may hold an unsigned value from 0 to 255, and are the usual work horses of most programs. Code produced for **Byte** sized variables is very low compared to signed or unsigned **Word**, **DWord** or **Float** types, and should be chosen if the program requires faster, or more efficient operation.
- **Pin** type variables are a very special type and unique to the Positron8 compiler. They are created as an unsigned 8-bit variable, but are used to hold the mask of a Port.Pin when passing or returning from a procedure, or passing the Pin to use to a compiler command.

- **SByte** type variables may hold a 2^8 complemented signed value from -128 to +127. Code produced for **SByte** sized variables is very low compared to **SWord**, **Float**, or **SDword** types, and should be chosen if the program requires faster, or more efficient operation. However, code produced is usually larger for signed variables than unsigned types.
- **Word** type variables may hold an unsigned value from 0 to 65535, which is usually large enough for most applications. It still uses more memory than an 8-bit **Byte** variable, but not nearly as much as a **Dword** or **SDword** type.
- **SWord** type variables may hold a 2^{16} complemented signed value from -32768 to +32767, which is usually large enough for most applications. **SWord** type variables will use more code space for expressions and comparisons, therefore, only use signed variables when required.
- **Long** type variables may hold an unsigned value from 0 to 16777215, which is a huge amount for only 3 bytes of RAM used per variable. It uses more memory than a 16-bit **Word** variable, but not nearly as much as a **Dword** or **SDword** type.
- **Dword** type variables may hold an unsigned value from 0 to 4294967295 making this the largest of the variable family types. This comes at a price however, as **Dword** calculations and comparisons will use more code space within the microcontroller Use this type of variable sparingly, and only when necessary.
- **SDword** type variables may hold a 2^{32} complemented signed value from -2147483648 to +2147483647, also making this the largest of the variable family types. This comes at a price however, as **SDword** expressions and comparisons will use more code space than a regular **Dword** type. Use this type of variable sparingly, and only when necessary.
- **Float** type variables may theoretically hold a value from -1e37 to +1e38, making this the most versatile of the variable family types. However, more so than **Dword** types, this comes at a price as floating point expressions and comparisons will use more code space within the PICmicro™. Use this type of variable sparingly, and only when strictly necessary. Smaller floating point values usually offer more accuracy.

Note.

Because of the fragmented, and low amount of, RAM on the older 12-bit core and standard 14-bit core devices, and also because they are no longer current devices, the **Long** variable type is only supported with enhanced 14-bit core devices and 18F devices.

Static Variables

Static variables are standard variables, but do not load their assignment where they are created in the program's flow. This sound more complex than it actually is, but they offer a mechanism to give a variable a default value once and only once, even if the variable's assignment comes into the program's flow many times. **Static** variables are also created using the **Dim** directive, but the text '**Static**' must precede it.

The format for creating a **Static** variable is as follows: -

Static Dim Name as Type

Name is any valid identifier, (excluding keywords). *Type* is **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword** or **Float**. Some examples of creating **Static** variables are: -

```
Static Dim tCat as Bit = 1           ' Create a single bit static variable
Static Dim bDog as Byte = 10        ' Create an 8-bit unsigned static variable
Static Dim MyPin as Pin = 1         ' Create a static Port.Pin mask variable
Static Dim wRat as Word = 10        ' Create a 16-bit unsigned static variable
Static Dim lRat as Long = 100       ' Create a 24-bit unsigned static variable
Static Dim dRat as Dword = 100      ' Create a 32-bit unsigned static variable
Static Dim fBoat as Float = 1.0     ' Create a 32-bit Floating Point static variable

Static Dim sbDog as SByte = -10     ' Create an 8-bit signed static variable
Static Dim swRat as SWord = -100    ' Create a 16-bit signed static variable
Static Dim sdLrg_Rat as SDword = 10 ' Create a 32-bit signed static variable
```

A **Static** variable must have a constant value operand following it when it is first created using the **Dim** directive. This value is the variable's initial default value.

If the above **Static Dim** directives were placed at the beginning of the program's code, each global variable will be assigned with its value when the device first powers up or is reset. If a **Static** variable is placed within a procedure, it will also be given its assignment value when the device powers up or is reset. This means it will be given the default value once, and never again in the program's flow. For example:

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsout
Declare HRsout_Pin = PORTC.6 ' Set the Port pin to use for HRsout

Dim MyByte as Byte         ' Create a byte variable to hold the result
Do                          ' Create a loop
    MyByte = TestProc()    ' Call the procedure and load its result into MyByte
    HRsoutLn Dec MyByte    ' Transmit the result to a serial terminal
    DelayMs 512            ' A delay so the terminal is not flooded with values
Loop                       ' Do it forever

Proc TestProc(), Byte
Static Dim bStatVar as Byte = 10 ' Create an 8-bit unsigned static variable
    bStatVar = bStatVar + 1      ' Increment the variable bStatVar
    Result = bStatVar           ' Return the value held in bStatVar
EndProc
```

In the previous program, the local variable 'bStatVar', will be assigned the value of 10 when the program first starts, and not every time the procedure is called. So the texts on the serial terminal will be:

```
11
12
13
14
etc....
```

It can be seen that the value 10 is not placed into the variable 'bStatVar', every time the procedure is called, but only when it was first created.

The **Static** variable mechanism comes in very handy with local variables that need a default reset value when they are first called, but not every time they are called.

Static variable types can be **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword** or **Float**. At this moment in time, **Static String** or Array variables are not supported, but 'Watch This Space'.

Global Variables

Global variables are standard variables, but can be seen by all procedures as well as the main program, when created within a procedure. **Global** variables are also created using the **Dim** directive, but the text '**Global**' must precede it.

The format for creating a **Global** variable is as follows: -

Global Dim Name as Type

Name is any valid identifier, (excluding keywords). *Type* is **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword** or **Float**, **String**, or an Array. Some examples of creating **Global** variables within a procedure are: -

```
Proc TestProc()  
  Global Dim bDog as Byte      ' Create an 8-bit unsigned Global variable  
  Global Dim MyPin as Pin      ' Create a Global Port.Pin mask variable  
  Global Dim wRat as Word      ' Create a 16-bit unsigned Global variable  
  Global Dim lRat as Long      ' Create a 24-bit unsigned Global variable  
  Global Dim dRat as Dword     ' Create a 32-bit unsigned Global variable  
  Global Dim fBoat as Float    ' Create a 32-bit Floating Point Global variable  
  
  Global Dim bDog[10] as Byte  ' Create an 8-bit unsigned Global array  
  Global Dim wRatAr[10] as Word ' Create a 16-bit unsigned Global array  
  Global Dim lRatAr[10] as Long ' Create a 24-bit unsigned Global array  
  Global Dim dRatAr[10] as Dword ' Create a 32-bit unsigned Global array  
  Global Dim fBoatAr[10] as Float ' Create a 32-bit Floating Point Global array  
  Global Dim MyString as String * 10 ' Create a Global String variable  
  
  Global Dim sbDog as SByte    ' Create an 8-bit signed Global variable  
  Global Dim swRat as SWord    ' Create a 16-bit signed Global variable  
  Global Dim sdLrg_Rat as SDword ' Create a 32-bit signed Global variable  
EndProc
```

If the above code listing, **Global Dim** directives are placed preceding a variable within a procedure, it is not created as a local type variable that can only be seen within the procedure itself, but it can be seen by all of the program. This is the meaning of the word '**Global**'. For example:

```
Device = 18F26K40      ' Select the device to compile for  
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout  
Declare HRSout_Pin = PORTC.6 ' Set the Port pin to use for HRSout  
  
MyByte = 0             ' Clear the Global variable MyByte  
Do                     ' Create a loop  
  TestProc()           ' Call the procedure so it will increment MyByte  
  HRSoutLn Dec MyByte   ' Transmit the result to a serial terminal  
  DelayMs 512           ' A delay so the terminal is not flooded with values  
Loop                   ' Do it forever  
  
Proc TestProc()  
  Global Dim MyByte as Byte      ' Create an 8-bit unsigned Global variable  
  MyByte = MyByte + 1           ' Increment the Global variable MyByte  
EndProc
```

Shared Variables

Shared variables are standard **Global** variables that can share their name and type, so they occupy the same RAM positions as other **Shared** variables with the same name and same type. This allows **Global** variables to be created within multiple procedures that may use them, but the **Global** variables will not be created unless the procedure is called from within a program, and they will not give an error message about 'duplicate variables created'.

Shared variables are also created using the **Dim** directive, but the text '**Shared**' must follow it.

The format for creating a **Shared** variable within a procedure is as follows: -

Global Dim Name as Type Shared

If a **Shared** variable is created outside of a procedure, the syntax is:

Dim Name as Type Shared

Where, *Name* is any valid identifier, (excluding keywords). *Type* is **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword**, **Float**, **String** or Arrays . Some examples of creating **Shared** variables are: -

```
Dim tCat as Bit Shared      ' Create a single bit shared variable
Dim bDog as Byte Shared    ' Create an 8-bit unsigned shared variable
Dim MyPin as Pin Shared    ' Create a shared Port.Pin mask variable
Dim wRat as Word Shared    ' Create a 16-bit unsigned shared variable
Dim lRat as Long Shared    ' Create a 24-bit unsigned shared variable
Dim dRat as Dword Shared   ' Create a 32-bit unsigned shared variable
Dim fBoat as Float Shared  ' Create a Floating Point shared variable
Dim sbDog as SByte Shared  ' Create an 8-bit signed shared variable
Dim swRat as SWord Shared  ' Create a 16-bit signed shared variable
Dim sdLrg_Rat as SDword Shared ' Create a 32-bit signed shared variable
Dim bDog[10] as Byte Shared ' Create an 8-bit unsigned shared array
Dim wRatAr[10] as Word Shared ' Create a 16-bit unsigned shared array
Dim lRatAr[10] as Long Shared ' Create a 24-bit unsigned shared array
Dim dRatAr[10] as Dword Shared ' Create a 32-bit unsigned shared array
Dim fBoatAr[10] as Float Shared ' Create a 32-bit Floating Point shared array
Dim MyString as String * 10 Shared ' Create a shared String variable
```

For example:

```
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout
Declare HRSout_Pin = PORTC.6 ' Set the Port pin to use for HRSout

Dim MyDword as Word Shared = 10 ' Create another Shared Dword variable
Do                               ' Create a loop
    MyDword = TestProc()         ' Call the procedure and load its result into MyDword
    HRSoutLn Dec MyDword         ' Transmit the result to a serial terminal
    DelayMs 512                 ' A delay so the terminal is not flooded with values
Loop                             ' Do it forever

Proc TestProc()
    Dim MyDword as Dword Shared ' Create a 32-bit unsigned Shared variable
    MyDword = MyDword + 1       ' Increment the variable MyDword
EndProc
```

A **Shared** variable must be the same type as the other **Shared** variables using the same name. **String** variables and arrays must be the same type and also contain the same amount of elements.

Pin Variables

A **Pin** type variable is unique to the Positron compilers and allows a Port.Pin's mask to be transferred, instead of the contents of the Port.Pin to be read or written.

Example 1.

```
' Create an SPI interface procedure to talk to several separate devices
,
Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz
,
' Set the clock and data and CS lines as Pin variables
,
Dim MyDataPin as Pin   ' Holds the pin to use for the SPI data line
Dim MyClockPin as Pin  ' Holds the pin to use for the SPI clock line
Dim MyCSPin as Pin     ' Holds the pin to use for the SPI CS line
,
' Talk to a device using an SPI interface
,
Proc SPI_Send(pData as Pin, pClock as Pin, pCS as Pin, pValue as Byte)
    PinLow pCS
    Shout pData, pClock, MsbFirst_L, [pValue]
    PinHigh pCS
EndProc
,
' Alter the clock and data and CS lines
,
MyDataPin = PORTA.3
MyClockPin = PORTA.4
MyCSPin = PORTA.5
SPI_Send(MyDataPin, MyClockPin, MyCSPin, 127)
,
' Or send the clock and data and CS lines as Port.Pin parameters only
,
SPI_Send(PORTA.0, PORTA.1, PORTA.2, 127)
```

Example 2.

```
' Flash an LED on each pin of PORTB
,
Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz

Dim MyPin as Pin       ' Holds the pin to use for the flashing LED on the port

Do                     ' Create a loop
    For MyPin = PORTB.0 To PORTB.7 ' Create a loop for the amount of pins to alter
        PinHigh MyPin             ' Set a pin output high
        DelayMs 500                ' Delay for half a second
        PinLow MyPin              ' Set a pin output low
        DelayMs 500                ' Delay for half a second
    Next                          ' Close the For loop
Loop                             ' Do it forever
```

See also : **Aliases, Arrays, Dim, Constants, Symbol, Floating Point Mathematics.**

Floating Point Mathematics

The Positron8 compiler can perform 32-bit, IEEE 754 'Compliant' Floating Point calculations.

Declaring a variable as **Float** will enable floating point calculations on that variable.

```
Dim MyFloat as Float
```

To create a floating point constant, add a decimal point. Especially if the value is a whole number.

```
Symbol cPI = 3.14      ' Create an obvious floating point constant
```

```
Symbol cFNum = 5.0     ' Create a floating point value of a whole number
```

Note. Floating point arithmetic is not the ultimate in accuracy, it is merely a means of compressing a complex or large value into a small space (4 bytes in the compiler's case). Perfectly adequate results can usually be obtained from correct scaling of integer variables, with an increase in speed and a saving of RAM and code space. 32-bit floating point math is extremely microcontroller intensive since the PICmicro™ is only an 8-bit processor. It also consumes quite large amounts of RAM, and code space for its operation, therefore always use floating point sparingly, and only when strictly necessary. Floating point is not available on 12-bit core PICmicros because of memory restrictions, and is most efficient when used with 18F devices because of the more linear code and RAM specifications. For faster operation using Floating Point, use a PIC24™ or dsPIC33™ device with the Positron16 compiler. The Positron16 also supports 64-bit Floating Point variables, named as **Double** types. These offer excellent accuracy.

Floating Point Format

The Positron8 compiler uses the Microchip™ variation of IEEE 754 floating point format. The differences to standard IEEE 745 are minor, and well documented in Microchip™ application note AN575 (downloadable from www.microchip.com).

Floating point numbers are represented in a modified IEEE-754 format. This format allows the floating-point routines to take advantage of the PICmicro's architecture and reduce the amount of overhead required in the calculations. The representation is shown below compared to the IEEE-754 format: where s is the sign bit, y is the LSB of the exponent and x is a placeholder for the mantissa and exponent bits.

The two formats may be easily converted from one to the other by manipulation of the Exponent and Mantissa 0 bytes. The following shows an example of this operation.

Format	Exponent	Mantissa 0	Mantissa 1	Mantissa 2
IEEE-754	sxxx xxxx	yxxx xxxx	xxxx xxxx	xxxx xxxx
Microchip	xxxx xxyy	sxxx xxxx	xxxx xxxx	xxxx xxxx

Positron8 Compiler User Manual

Example:

```
' Convert IEEE-754 to Microchip floating point and vice-versa

Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz
,
' Create a variable for the demo
,
Dim MyFloat As Float = 3.14 ' Create a floating point variable and pre-load it

'-----
' Convert the IEEE-754 variable passed, to a Microchip format
' Input      : pVar holds the IEEE-754 format floating point variable
' Output     : pVar will be converted to Microchip format

' Notes      : pVar must be a Float type variable and not a constant value
,
$define IEEE754_MChip(pVar) '
    Rol pVar.Byte1          '
    Rol pVar.Byte0          '
    Ror pVar.Byte1
,
'-----
' Convert the Microchip variable passed, to an IEEE-754 format
' Input      : pVar holds the Microchip format floating point variable
' Output     : pVar will be converted to IEEE-754 format
' Notes      : pVar must be a Float type variable and not a constant value
,
$define MChip_IEEE754(pVar) '
    Rol pVar.Byte1          '
    Ror pVar.Byte0          '
    Ror pVar.Byte1
,
'-----
' Demo to convert Microchip and IEEE-754 floating point formats
,
Main:
    MChip_IEEE754(MyFloat)    ' Convert MyFloat to IEEE-754 format
    IEEE754_MChip(MyFloat)    ' Convert MyFloat back to Microchip format
```

System variables Used by the Floating Point Libraries.

Several 8-bit RAM registers are used by the mathematic routines to hold the operands for, and results of floating point operations. Since there may be two operands required for a floating point operation (such as multiplication or division), there are two sets of exponent and mantissa registers reserved (A and B). For argument A, **PP_AARGHHH** holds the exponent and **PP_AARGHH**, **PP_AARGH** and **PP_AARG** hold the mantissa. For argument B, **PP_BARGHHH** holds the exponent and **PP_BARGHH**, **PP_BARGH** and **PP_BARG** hold the mantissa.

Floating Point Example Programs.

```
' Multiply two floating point values
Device = 18F25K20          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsout

Dim MyFloat as Float
Symbol cFlNum = 1.234      ' Create a floating point constant value

MyFloat = cFlNum * 10
HRsoutLn Dec MyFloat
Stop

' Add two floating point variables
Device = 18F25K20          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsout

Dim MyFloat as Float
Dim Flt1 as Float = 1.23
Dim Flt2 as Float = 1000.1

MyFloat = Flt1 + Flt2
HRsoutLn Dec MyFloat
Stop

' A digital volt meter using the on-board ADC
Device = 16F1829          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsout

Declare ADin_Tad = cFRC    ' RC OSC chosen for the ADC
Declare ADin_Delay = 50    ' Allow 50us sample time

Dim ADC_wRaw as Word
Dim fVolts as Float
Symbol cQuanta = (5.0 / 1024) ' Calculate the quantising value for 10-bits

ADCON1bits_ADFM = 1        ' Set the ADC result as 10-bits
ANSELA = 0b00000001        ' Set for analogue input on pin AN0 (PORTA.0)

Do                          ' Create a loop
    ADC_wRaw = ADin 0        ' Get an ADC reading
    fVolts = ADC_wRaw * cQuanta ' Convert it to a Voltage value
    HRsoutLn Dec2 fVolts, "V" ' Transmit the decimal volts to a serial terminal
    DelayMs 300
Loop                          ' Do it forever
```

Notes.

Any expression that contains a floating point variable or constant will be calculated as a floating point, even if the expression also contains integer constants or variables.

If the assignment variable is an integer variable, but the expression is of a floating point nature, then the floating point result will be converted into an integer.

```
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout

Dim MyDword as Dword
Dim MyFloat as Float = 10
Symbol cPI = 3.14

MyDword = MyFloat + cPI ' Float calculation will be 13.14, reduced to 13
HRSoutLn Dec MyDword    ' Transmit the integer result 13
Stop
```

For a more in-depth explanation of floating point, download the Microchip application notes AN575, and AN660. These can be found at www.microchip.com.

Floating Point to Integer Rounding

Assigning a floating point variable to an integer type will be truncated to the nearest value by default. For example:

```
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout

Dim MyDword as Dword
Dim MyFloat as Float = 3.9

MyDword = MyFloat

HRSoutLn Dec MyDword      ' Transmit the integer result 3
Stop
```

The variable MyDword will hold the value of 3.

If rounding to the nearest integer value is required, use the **fRound** function.

Floating Point Exception Flags

The floating point exception flags are accessible from within the BASIC program via the system variable: `_FP_FLAGS`. This must be brought into the BASIC program for the code to recognise it:

```
Dim _FP_FLAGS as Byte System
```

The exceptions are:

```
_FP_FLAGS.1      ' Floating point overflow
_FP_FLAGS.2      ' Floating point underflow
_FP_FLAGS.3      ' Floating point divide by zero
_FP_FLAGS.5      ' Domain error exception
```

The exception bits can be aliased for more readability within the program:

```
Symbol FpOverflow      = _FP_FLAGS.1  ' Floating point overflow
Symbol FpUnderFlow     = _FP_FLAGS.2  ' Floating point underflow
Symbol FpDiv0           = _FP_FLAGS.3  ' Floating point divide by zero
Symbol FpDomainError   = _FP_FLAGS.5  ' Domain error exception
```

After an exception is detected and handled in the program, the exception bit should be cleared so that new exceptions can be detected, however, exceptions can be ignored because new operations are not affected by old exceptions.

More Accurate Display or Conversion of Floating Point values.

By default, the compiler uses a relatively small routine for converting floating point values to decimal, ready for **Rsout**, **Print**, **HRsout** etc. However, because of its size, it does not perform any rounding of the value first, and is only capable of converting relatively small values. i.e. approx 5 digits of accuracy. In order to produce a more accurate result, the compiler needs to use a larger routine. This is implemented by using a **Declare**: -

```
Declare Float_Display_Type = Fast or Standard
```

Using the **Fast** model for the above declare will trigger the compiler into using the more accurate floating point to ASCII decimal routine. Note that even though the routine is larger than the standard converter, it operates much faster.

The compiler defaults to Standard if the **Declare** is not issued in the BASIC program.

See also : **Dim**, **Symbol**, **Aliases**, **Arrays**, **Constants**.

Aliases

The **Symbol** directive is the primary method of creating a constant, and **Dim** is used to create an alias to a variable. This is extremely useful for accessing the separate parts of a variable.

```
Dim Fido as Dog           ' Fido is another name for Dog
Dim Mouse as Rat.LowByte  ' Mouse is the first byte (low byte) of word Rat
Dim Tail as Rat.HighByte  ' Tail is the second byte(high byte) of word Rat
Dim Flea as Dog.0         ' Flea is bit-0 of Dog, which is aliased to Fido
```

There are modifiers that may also be used with variables. These are **HighByte**, **LowByte**, **Byte0**, **Byte1**, **Byte2**, **Byte3**, **Word0**, **Word1**, **SHighByte**, **SLowByte**, **SByte0**, **SByte1**, **SByte2**, **SByte3**, **SWord0**, and **SWord1**,

Word0, **Word1**, **Byte2**, **Byte3**, **SWord0**, **SWord1**, **SByte2**, and **SByte3** may only be used in conjunction with 32-bit **Dword** or **SDword** type variables.

HighByte and **Byte1** are one and the same thing, when used with a **Word** or **SWord** type variable, they refer to the unsigned High byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as Word           ' Create an unsigned Word variable
Dim Wrd_Hi as Wrd.HighByte
' Wrd_Hi now represents the unsigned high byte of variable Wrd
```

Variable Wrd_Hi is now accessed as a **Byte** sized type, but any reference to it actually alters the high byte of Wrd.

SHighByte and **SByte1** are one and the same thing, when used with a **Word** or **SWord** type variable, they refer to the signed High byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as SWord          ' Create a signed Word variable
Dim Wrd_Hi as Wrd.SHighByte
' Wrd_Hi now represents the signed high byte of variable Wrd
```

Variable Wrd_Hi is now accessed as an **SByte** sized type, but any reference to it actually alters the high byte of Wrd.

However, if **Byte1** is used in conjunction with a **Dword** type variable, it will extract the second byte. **HighByte** will still extract the high byte of the variable, as will **Byte3**. If **SByte1** is used in conjunction with an **SDword** type variable, it will extract the signed second byte. **SHighByte** will still extract the signed high byte of the variable, as will **SByte3**.

The same is true of **LowByte**, **Byte0**, **SLowByte** and **SByte0**, but they refer to the unsigned or signed Low Byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as Word           ' Create an unsigned Word variable
Dim Wrd_Lo as Wrd.LowByte
' Wrd_Lo now represents the low byte of variable Wrd
```

Variable Wrd_Lo is now accessed as a **Byte** sized type, but any reference to it actually alters the low byte of Wrd.

The modifier **Byte2** will extract the 3rd unsigned byte from a 32-bit **Dword** or **SDword** type variable as an alias. Likewise **Byte3** will extract the unsigned high byte of a 32-bit variable.

```
Dim Dwd as Dword      ' Create a 32-bit unsigned variable named Dwd
Dim Part1 as Dwd.Byte0 ' Alias unsigned Part1 to the low byte of Dwd
Dim Part2 as Dwd.Byte1 ' Alias unsigned Part2 to the 2nd byte of Dwd
Dim Part3 as Dwd.Byte2 ' Alias unsigned Part3 to the 3rd byte of Dwd
Dim Part4 as Dwd.Byte3 ' Alias unsigned Part3 to the high (4th) byte of Dwd
```

The modifier **SByte2** will extract the 3rd signed byte from a 32-bit **Dword** or **SDword** type variable as an alias. Likewise **SByte3** will extract the signed high byte of a 32-bit variable.

```
Dim sDwd as SDword    ' Create a 32-bit signed variable named sDwd
Dim sPart1 as sDwd.SByte0 ' Alias signed Part1 to the low byte of sDwd
Dim sPart2 as sDwd.SByte1 ' Alias signed Part2 to the 2nd byte of sDwd
Dim sPart3 as sDwd.SByte2 ' Alias signed Part3 to the 3rd byte of sDwd
Dim sPart4 as sDwd.SByte3 ' Alias signed Part3 to the 4th byte of sDwd
```

The **Word0** and **Word1** modifiers extract the unsigned low word and high word of a **Dword** or **SDword** type variable, and is used the same as the **Byten** modifiers.

```
Dim Dwd as Dword      ' Create a 32-bit unsigned variable named Dwd
Dim Part1 as Dwd.Word0 ' Alias unsigned Part1 to the low word of Dwd
Dim Part2 as Dwd.Word1 ' Alias unsigned Part2 to the high word of Dwd
```

The **SWord0** and **SWord1** modifiers extract the signed low word and high word of a **Dword** or **SDword** type variable, and is used the same as the **SByten** modifiers.

```
Dim sDwd as SDword    ' Create a 32-bit signed variable named sDwd
Dim sPart1 as sDwd.SWord0 ' Alias Part1 to the low word of sDwd
Dim sPart2 as sDwd.SWord1 ' Alias Part2 to the high word of sDwd
```

RAM space for variables is allocated within the microcontroller in the order that they are placed in the BASIC code. For example: -

```
Dim Var1 as Byte
Dim Var2 as Byte
```

Places Var1 first, then Var2: -

```
Var1 equ n
Var2 equ n
```

This means that on a device with more than one RAM Bank, the first n variables will always be in Bank0 (the value of n depends on the specific PICmicro™ used).

Finer points for variable handling.

The 8-bit PIC™ microcontrollers have a banking system for RAM, so, sometimes, the position of a variable can make the code smaller and run faster, and the compiler takes this into account as much as it can internally, however, it also has some directives and declares to assist the user.

Access RAM Variables.

All 18F devices have a section of RAM that is bank less and this is named Access RAM. Because it is bank less, the code using this RAM area can be less complex, so is smaller and faster to run. The compiler uses this area for its internal *system* variables, however, there is always parts of it left over for the user to implement. For a variable to be located in Access RAM, the directive **Access** can be placed after the **Dim** statement. For example:

```
Dim MyWord as Word Access
```

With the above directive, the variable *MyWord* will be located in the microcontroller's Access RAM area. Note that the Access RAM area of an 18F microcontroller is quite small, and usually has an area of 95 bytes, so use it only when required. A good time to use Access RAM variables is if they are being used in an interrupt handler's routine. This will allow the interrupt code to run faster and be smaller.

On 14-bit core devices, the use of the Access directive will cause the variable to be created in low RAM, which is also, sometimes, a useful area because it may reduce the need for RAM bank changes within the compiler's final Asm code.

Heaped Variables.

Because **Array** variables and **String** variables are usually accessed using an indirect mechanism by the compiler, the RAM bank mechanism is not always required because the enhanced 14-bit core devices and the 18F devices implement linear RAM when accessed indirectly and are bank less in operation, and the compiler uses this mechanism to its fullest whenever possible.

This means that **Arrays** and **Strings** amongst standard variables can actually bulk up the RAM usage and cause standard variables to require more RAM bank switching within the final Assembler code produced, and cause larger code size. For this reason, the compiler allows variables to be located in, what I named, *Heaped* RAM, which means they are created above the standard variables. *Heaped* variables are created using the directive **Heap** after a **Dim** statement. For example:

```
Dim MyWordArray[30] as Word Heap
```

The above statement will create the *MyWordArray* array above any standard variables in the **Dim** list that do not have the **Heap** directive.

```
Dim MyString as String * 20 Heap
```

The above statement will create the *MyString* **String** variable above any standard variables in the **Dim** list that do not have the **Heap** directive.

Note. The **Heap** directive can also be used after standard variables if the user thinks they require it.

Variable Declares.

In order to make the finer management of variables more automatic, the compiler has a few declares. These are:

Declare **Auto_Heap_Arrays** = *On* or *Off*

The **Auto_Heap_Arrays** declare will automatically place all Array variables created in a program in Higher RAM. Its default is Off for backward compatibility.

Declare **Auto_Heap_Strings** = *On* or *Off*

The **Auto_Heap_Strings** declare will automatically place all String variables created in a program in Higher RAM. Its default is Off for backward compatibility.

Declare **Auto_Variable_Bank_Cross** = *On* or *Off*

The compiler handles multi-byte variables such as **Word**, **Long**, **Dword** and **Float** crossing over a RAM bank boundary, which is where some bytes of a variable are in a differing RAM bank. However, this does cause the code produced to be a little larger because it has to bank change more in the assembly code. This can be modified by using the **Auto_Variable_Bank_Cross** declare and setting it to *On*. This will move any variables that are crossing RAM banks up to the beginning of the next RAM bank, however, this will increase RAM usage a little, but may produce smaller code and faster code, so it is a useful Declare to try. Its default is *Off* for backward compatibility.

Parts of Variable.

The position of the variable within RAM Banks is usually of little importance if BASIC code is used, however, if assembler routines are being implemented, always assign any variables used within them first.

Word and **SWord** type variables have a low byte and a high byte. The high byte may be accessed by simply adding the letter H to the end of the variable's name. For example: -

```
Dim MyWord as Word
```

Will produce the assembler code: -

```
MyWord equ n  
MyWordH equ n
```

To access the high byte of variable MyWord, use: -

```
MyWordH = 1
```

This is especially useful when assembler routines are being implemented, such as: -

```
Movlw 128  
Movwf MyWordH ' Load the high byte of MyWord with 128
```

Long type variables have a low, mid, and high byte. The high byte may be accessed by using **Byte2**. For example: -

```
Dim MyLong as Long
```

To access the high byte of variable MyLong, use: -

```
MyLong.Byte2 = 1
```

Dword, **SDWord** and **Float** type variables have a low, mid1, mid2, and high byte. The high byte may be accessed by using the **Byte3** modifier. For example: -

```
Dim MyDword as Dword
```

To access the high byte of variable MyDword, use: -

```
MyDword.Byte3 = 1
```

The same is true of all the alias modifiers such as **SWord0**, **Word0** etc...

Casting a variable from signed to unsigned and vice-versa is also possible using the modifiers. For example:

```
Dim MyDword as SDword    ' Create a 32-bit signed variable

MyDword.Byte3 = 1        ' Load the unsigned high byte with the value 1
MyDword.SByte0 = -1      ' Load the signed low byte with the value -1
MyDword.Sword0 = 128     ' Load the signed low and mid1 bytes with the value 128
```

Constants

Named constants may be created in the same manner as variables. It can, also, be more informative to use a constant name instead of a constant value. Once a constant is declared at compile time, it cannot be changed later, hence the name 'constant'.

Dim *Name as Constant expression*

```
Dim cMouse as 1
Dim cMice as (cMouse * 400)
Dim cMouse_PI as (cMouse + 3.14)
```

Although **Dim** can be used to create constants, **Symbol** is more often used, and allow the code to be more easily understood because **Symbol** creates constants, while **Dim** can create constants and variables.

Symbols

The **Symbol** directive provides yet another method for aliasing variables and constants. **Symbol** cannot be used to create a variable. Constants declared using **Symbol** do not use any RAM within the microcontroller and are only accessed at compile time, not while the program is running.

```
Symbol cCat = 123
Symbol cTiger = Cat           ' cTiger now holds the value of cCat
Symbol cMouse = 1             ' Same as Dim cMouse as 1
Symbol cTigOuse = (cTiger + cMouse) ' Add cTiger to cMouse to make Tigouse
```

Floating point constants may also be created using **Symbol** by simply adding a decimal point to a value.

```
Symbol cPI = 3.14           ' Create a floating point constant named cPI
Symbol cFNum = 5.0          ' Create a floating point constant holding the value 5
```

Floating point constants can also be created using expressions.

```
' Create a floating point constant holding the result of the expression
Symbol cQuanta = (5.0 / 1024)
```

If a variable or register's name is used in a constant expression then the variable's or register's address will be substituted, not the value held in the variable or register: -

```
Symbol cMyConst = (PORTA + 1) ' cMyConst will hold the value 6 (5+1)
```

Symbol is also useful for aliasing Ports and Registers: -

```
Symbol LED = PORTA.1          ' LED now references bit-1 of PORTA
Symbol T0IF = INTCON.2        ' T0IF now references bit-2 of INTCON register
```

The equal sign between the constant's name and the alias value is optional: -

```
Symbol LED PORTA.1           ' Same as Symbol LED=PORTA.1
```

Notice the lowercase 'c' before a constant's name? This is not mandatory, but it helps to show that the name is a constant value when scanning a program's listing.

Even though **Symbol** can be used for aliasing, it is my opinion that **Dim** is a better option for aliases. This keeps program listings easier to scan and read.

Numeric Representations

The compiler recognises several different numeric representations: -

Binary is prefixed by *Ob* or *%*. i.e. **Ob01011010** or **%01011010**

Hexadecimal is prefixed by *\$* or *Ox*. i.e. **\$0A** or **Ox0A**

Character byte is surrounded by quotes. i.e. **"a"** represents the ASCII value of **97**

Decimal values need no prefix.

Floating point is created by using a decimal point. i.e. **3.14** or **0.123**

Quoted String of Characters

A Quoted String of Characters contains one or more characters (maximum 200) and is delimited by double quotes. Such as **"Hello World"**

The compiler also supports a subset of C language type formatters within a quoted string of characters. These are: -

\a	Bell (alert) character	\$07
\b	Backspace character	\$08
\f	Form feed character	\$0C
\n	New line character	\$0A
\r	Carriage return character	\$0D
\t	Horizontal tab character	\$09
\v	Vertical tab character	\$0B
\\	Backslash	\$5C

Example.

```
HRsout "Hello World\n\r"
```

Strings are usually treated as a list of individual character values, and are used by commands such as **Print**, **Rsout**, **Busout**, **Ewrite** etc. And of course, **String** variables.

Null Terminated

Null is a term used in computer languages for zero. So a null terminated String is a collection of characters followed by a zero in order to signify the end of characters. For example, the string of characters "Hello", would be stored as: -

```
"H", "e", "l", "l", "o", 0
```

Notice that the terminating null is the value 0 not the character "0".

Ports and other Registers

All of the PICmicro™ SFRs (Special Function Registers), including the ports, can be accessed just like any other byte-sized variable. This means that they can be read from, written to or used in expressions directly.

```
PORTA = 0b01010101      ' Write value to PORTA
```

```
MyWord = MyWord * PORTA  ' Multiply variable MyWord with the contents of PORTA
```

The compiler can also combine 16-bit SFRs such as TMR1 into a **Word** type variable. Which makes loading and reading these registers simple: -

```
' Combine TMR1L and TMR1H into unsigned Word variable wTimer1
Dim wTimer1 as TMR1L.Word

wTimer1 = 12345          ' Load TMR1L and TMR1H with the value 12345
OR
MyWord = wTimer1         ' Load MyWord with the 16-bit contents of TMR1
```

The **.Word** extension links registers TMR1L and TMR1H, (which are assigned in the .ppi file associated with the relevant device used).

Any hardware register that can hold a 16-bit result can be assigned as a **Word** type variable: -

```
' Combine ADRESL and ADRESH into unsigned Word variable wADC_Result
,
Dim wADC_Result as ADRESL.Word
,
' Combine PRODL and PRODH into unsigned Word variable wMul_PROD
,
Dim wMul_PROD as PRODL.Word
```

General Format

The compiler is not case sensitive, except when processing string constants such as "hello".

Multiple instructions and labels can be combined on the same line by separating them with colons ':'.

The examples below show the same program as separate lines and as a single-line: -

Multiple-line version: -

```
Output PORTB          ' Make all pins on PORTB outputs
For MyLoop = 0 to 100  ' Count from 0 to 100
    PORTB = MyLoop     ' Make PORTB = MyLoop
Next                   ' Continue counting until 100 is reached
```

Single-line version: -

```
Output PORTB : For MyLoop = 0 to 100 : PORTB = MyLoop: Next
```


Procedures

A procedure is essentially a special subroutine in a wrapper that can be optionally passed parameter variables and optionally return a variable. The code within the procedure block is self contained, including local variables, symbols and labels who's names are local to the procedure's block and cannot be accessed by the main program or another procedure, even though the names may be the same within different procedures.

The Positron8 compiler has a procedure mechanism that allows procedures to be constructed along with their local variables and, moreover, the procedure will **not** be included into the program unless it is called by the main program or from within another procedure. A procedure also has the ability to return a variable for use within an expression or comparison etc. This means that libraries of procedures can be created and only the ones called will actually be used. When the called procedures are created within a program, they will reside above the main program, so they will not be in the way of the main listing.

A procedure is created by the keyword **Proc** and ended by the keyword **EndProc**

A simple procedure block is shown below:

```
Proc MyProc(pBytein as Byte)
  HRSoutLn Dec pBytein
EndProc
```

To call the above procedure, give its name and any associated parameters:

```
MyProc(123)
```

Parameters

A procedure may have up to 10 parameters. Each parameter must be given a unique name and a variable type or alias name. The parameter name must consist of more than one character. The variable types supported as parameters are:

Bit, Pin, Byte, SByte, Word, SWord, Long, Dword, SDword, Float, and String.

A parameter can be passed by *value* or by *reference*. By *value* will copy the contents into the parameter variable, while by *reference* will copy the address of the original RAM variable, or flash memory address into the parameter variable. By default, a parameter is passed by *value*.

In order to pass a parameter by RAM reference, so that it can be accessed by one of the **PtrX** commands, the parameter name must be preceded by the text **ByRef**. In order to pass the address of a flash (code) memory label or quoted string of characters, so it can be accessed by the **cPtrX** commands, the parameter's name must be preceded by the text **BycRef**. For clarification, the text **ByValue** may, optionally, precede a parameter name to illustrate that the variable is passed by value. For example:

```
Proc MyProc(ByRef pWordin as Word, ByValue pDwordin as Dword)
  HRSoutLn Dec pWordin, " : ", Dec pDwordin
EndProc
```

The syntax for creating parameters is the same as when they are created using **Dim**. **String** and **Array** variables must be given lengths. For example, to create a 10 character **String** parameter use:

```
Proc MyProc(pMyString as String * 10)
```

To create a 10 element unsigned **Word** array parameter, use:

```
Proc MyProc(pMyArray[10] as Word)
```

Parameter as an Alias to a Global Variable or SFR

A procedure's parameter can also use an existing global variable or microcontroller SFR (Special Function Register) as the RAM that holds its data. This is useful for accessing a procedure with speed because a global variable held in Access RAM (for an 18F devices) , or a microcontroller's SFR may not need RAM bank switching, so will operate faster.

```
Proc MyProc(pValue as WREG)
```

The above procedure template will use the microcontroller's **WREG** as the container for the name *pValue*.

```
Dim MyWord as Word ' Create a global Word variable
```

```
Proc MyProc(pValue as MyWord) ' Use global MyWord to hold value sent to procedure
```

Example.

```
' A test procedure using two global variables as the containers for the parameters
,
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsout

Dim MyWord1 as Word ' Create a global Word variable
Dim MyWord2 as Word ' Create a global Word variable
Dim MyWord3 as Word ' Create a global Word variable
,
' Create a demo procedure to multiply 2 parameter values and return the result
,
Proc TestProc(pValue1 as MyWord1, pValue2 as MyWord2), Word
    Result = pValue1 * pValue2
EndProc

MyWord3 = TestProc(2000, 10) ' Call the procedure to multiply the 2 parameters
HRsoutLn Dec MyWord3 ' Display the value held in MyWord3 (The procedure's return)
```

Parameter Notes

Be careful when using any of the microcontroller's SFRs for an alias to a parameter because they are classed as volatile, and may be changed by some of the code within a procedure's routines. Especially the **WREG** SFR.

Because the underlying assembler program has a limitation of 32 characters per label or variable, a Procedure's name is limited to 25 characters in length, and parameter names are limited dynamically so that their lengths are not in excess of 32 characters. A procedure parameter's name is created by using the procedure's name preceding the parameter's name, so a parameter name *pParam1*, of a procedure named *Proc1* would be *Proc1pParam1* in the Asm listing. This is within the limits of 32 characters so will not produce an error message. However, a parameter name of *pMyParameter* in a procedure named *MyProcedureToDoSomething* will produce the underlying name of ; *MyProcedureToDoSomethingpMyParameter*, which has a length (in characters) of 36, so will produce an error message by the compiler.

Keeping the names of the procedure and parameters makes the underlying asm produced by the compiler easier to read, however, it has its limitations, so future versions of the compiler may create pseudonyms of variable and procedure names in the asm listing, so that names in the BASIC program can be as long as required. But, this will make the underlying asm listing more difficult to follow, which is something that the compiler has always taken pride of doing. i.e. Making the Asm listing easy to follow and match with the BASIC program.

A parameter that is passed **ByRef** or **BycRef** can only ever be a **Byte**, **Word**, **Long** or **Dword** type, because it will hold the address of the variable or flash memory passed to it and not its value. This is then used by either **Ptr8**, **Ptr16**, **Ptr24**, or **Ptr32** for RAM access, or **cPtr8**, **cPtr16**, **cPtr24**, or **cPtr32** for flash memory, in order to manipulate the address indirectly. An example of this mechanism is shown below:

```
' Demonstrate a procedure for finding the length of a RAM based word array
' given a particular terminator value
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
,
' USART1 declares
,
Declare Hserial_Baud = 9600      ' UART1 Baud rate for HRsout
Declare HRsout1_Pin = PORTC.6    ' Select the pin for TX with USART1

Dim wMyLength As Word
Dim wMyArray[20] As Word = 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,0

' -----
' Find the length of a word array with a user defined terminator
' Input      : pInAddr holds the address of the word array
'            : pTerm holds the terminator value
' Output     : Returns the length of the word array up to the terminator
' Notes     : Uses indirect RAM addressing using ByRef and Ptr16
,
Proc LengthOf(ByRef pInAddr As Word, pTerm As Word), Word
Result = 0                  ' Clear the result of the procedure
Do                          ' Create an infinite loop
,
    ' Increment up the array and exit the loop when the terminator is found
,
    If Ptr16(pInAddr++) = pTerm Then Break
    Inc Result              ' Increment the count
Loop
```

```
EndProc
```

```
'-----
```

```
Main:
```

```
'
```

```
' Find the length of a null terminated word array
```

```
'
```

```
  wMyLength = LengthOf(wMyArray, 0)
```

```
  HRSoutLn Dec wMyLength      ' Display the result on a serial terminal
```

Local Variable and Label Names

Any label, constant or variable created within a procedure is local to that procedure only. Meaning that it is only visible within the procedure, even if the name is the same as other variables created in other procedures, or global constants or variables. A local variable is created exactly the same as global variables. i.e. using **Dim**:

```
Proc MyProc(pMyByte as Byte)
```

```
  Dim MyLocal as Byte      ' Create a local byte variable
```

```
  MyLocal = pMyByte        ' Load the local variable with parameter variable
```

```
EndProc
```

Note that a local variable's name must consist of more than 1 character. The same limitations are applied to local names as they are too parameter names. They are matched dynamically to the procedure name so that their combined length does not exceed 32 characters. An error will be produced if the length exceeds 32 and will inform the user as to its maximum length allowed.

Procedure Return Variable

A procedure can return a variable of any type, making it useful for inclusion within expressions. The variable type to return is added to the end of the procedure's template. For example:

```
Proc MyProc(), SByte
    Result = 10
EndProc
```

All variable types are allowed as return parameters and follow the same syntax rules as **Dim**. Note that a return name is not required, only a type. For example:

```
Proc MyProc(), [12] as Byte      ' Procedure returns a 12 element byte array
Proc MyProc(), [12] as Word     ' Procedure returns a 12 element word array
Proc MyProc(), [12] as Dword    ' Procedure returns a 12 element dword array
Proc MyProc(), [12] as Float    ' Procedure returns a 12 element float array
Proc MyProc(), String * 12      ' Procedure returns a 12 character string
```

In order to return a value, the text “**Result**” is used. Internally, the text **Result** will be mapped to the procedure's return variable. For example:

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein ' Transfer the parameter directly to the return variable
EndProc
```

The **Result** variable is mapped internally to a variable of the type given as the return parameter, therefore it is possible to use it the same as any other local variable, and upon return from the procedure, its value will be passed. For example:

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein ' Transfer the parameter to the return variable
    Result = Result + 1 ' Add one to it
EndProc
```

Returning early from a procedure is the same as returning from a subroutine. i.e. using the **Return** command, or the **ExitProc** command may be used, which performs a return as well.

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein           ' Transfer the parameter to the return variable
    If pBytein = 0 Then Return ' Perform a test and return early if required
    Result = Result + 1        ' Otherwise... Add one to it
EndProc
```

Below is an example procedure that mimics the compiler's 16-bit **Dig** command.

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' UART1 Baud rate for HRSout
Declare HRSout1_Pin = PORTC.6 ' Select pin to be used for USART1 TX

Dim MyWord As Word = 12345

' -----
' Emulate the 16-bit Dig command's operation
' Input      : pWordin holds the value to extract from
'             : pDigit holds which digit to extract (1 To 5)
' Output     : Result holds the extracted value
' Notes      : None
'
Proc DoDig16(pWordin As SWord, pDigit As Byte), Byte
    Dim bDigLoop As Byte

    pWordin = Abs(pWordin)
    If pDigit > 0 Then
        For bDigLoop = (pDigit - 1) DownTo 0
            pWordin = pWordin / 10
        Next
    EndIf
    Result = pWordin // 10
EndProc
' -----

Main:

HRSout Dec DoDig16(MyWord, 0)
HRSout Dec DoDig16(MyWord, 1)
HRSout Dec DoDig16(MyWord, 2)
HRSout Dec DoDig16(MyWord, 3)
HRSoutLn Dec DoDig16(MyWord, 4)
```

Procedure Return Variable as an Alias to an SFR or Global Variable

As with parameters, a procedure can return an alias to a global variable or SFR (Special Function Register). This can be useful in some programs, and especially if the return variable needs to be a microcontroller SFR.

Example.

```
' A simple demo to show a return from a procedure placed in a global variable
,
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600

Dim MyWord as Word          ' Create a global Word variable
,
' Create a demo procedure to multiply 2 parameter values and return the result
' in a global variable
,
Proc TestProc(pValue1 as Word, pValue2 as Word), MyWord
    Result = pValue1 * pValue2
EndProc

TestProc(2000, 10)          ' Call the procedure to multiply the 2 parameters
HRSoutLn Dec MyWord         ' Display the value held in MyWord (The procedure's return)
```

Notes

The compiler's implementation of procedures are a powerful feature of the language when used appropriately. Procedures are not supported in every instance of the compiler and if one is not supported within a particular command, a syntax error will be produced. In which case, an intermediate variable will need to be created to hold the procedure's return result:

```
MyTemp = MyProc( )
```

The compiler does not re-cycle RAM for parameters or local variables yet, but that is being looked into for future updates. However, more and more devices are offering more RAM available, so it is no longer such an issue because the microcontroller, generally, has more RAM than is required anyway. It also makes the underlying Asm code smaller and faster.

See Also: cPtr8, cPtr16, cPtr24, cPtr32, Ptr8, Ptr16, Ptr24, Ptr32.

A Typical Procedural BASIC Program Layout

The compiler is very flexible, and will allow most types of constants, declarations, and variables to be placed anywhere within the BASIC program. However, it may not produce the correct results, or an unexpected syntax error may occur due to a variable or declare being created after it is supposed to be used.

The recommended layout for a program containing procedures is shown below.

```
Device                                ' Always required
,
Xtal declare                          ' Always required
,
,
General declares
,
,
Includes
,
,
Constants and/or Variables
,
Main:
Main Program code goes here
,
,
Procedures go here
```

For example:

```
Device = 18F26K40                      ' Select the device to compile for
Declare Xtal = 16                      ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600

'-----
' Load an include file (if required)
,
Include "MyInclude.inc"
,
'-----
' Create Variables
,
Dim MyWord as Word                     ' Create a Word size variable
,
'-----
' Define Constants and/or aliases
,
Symbol MyConst = 10                    ' Create a constant
,
'-----
' Main Program Code
,
Main:
MyWord = 10                            ' Pre-load the variable
MyWord = AddIt(MyWord, MyConst)        ' Call the procedure
HRSoutLn Dec MyWord                    ' Display the result on the serial terminal
,
'-----
' Simple Procedure
,
Proc AddIt(pMyWord1 as Word, pMyWord2 as Word), Word
Result = pMyWord1 + pMyWord2          ' Add the two variables as the result
EndProc
```


A Typical flat BASIC Program Layout

The compiler is very flexible, and will allow most types of constants, declarations, and variables to be placed anywhere within the BASIC program. However, it may not produce the correct results, or an unexpected syntax error may occur due to a variable being declared after it is supposed to be used.

The recommended layout for a flat BASIC program is shown below.

```
, Device
,
, Declares
,
,
, Includes
,
,
, Constants and Variables
,
,
, Main:
, Main Program code goes here
,
,
, Subroutines go here
,
```

For example:

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRSoutLn

' -----
' Load an ADC include file (if required)
Include "ADC.inc"

' -----
' Define Variables
Dim WordVar as Word         ' Create a Word size variable

' -----
' Define Constants and/or aliases
Symbol cValue = 10          ' Create a constant

' -----
' Main Program Code
,
Main:
  WordVar = 10               ' Pre-load the variable
  GoSub AddIt                ' Call the subroutine
  HRSoutLn Dec WordVar       ' Display the result on the serial terminal

' -----
' Simple Subroutine
AddIt:
  WordVar = WordVar + cValue ' Add the constant to the variable
  Return                     ' Return from the subroutine
```

Of course, it depends on what is within the include file as to where it should be placed within the program, but the above outline will usually suffice. Any include file that requires placing within a certain position within the code should be documented to state this fact.

Line Continuation Character '_'

Lines that are too long to display, may be split using the continuation character '_'. This will direct the continuation of a command to the next line. Its use is only permitted after a comma delimiter: -

```
MyVar = LookUp MyVar2, [1, 2, 3, _  
                        4, 5, 6, 7, 8]
```

or

```
HRsoutLn "Hello World", _  
    Dec MyVar1, _  
    Hex MyVar2
```

Some commands allow a single coma at the end of a line to act as a line continuation as well, so the above commands could be written as:

```
MyVar1 = LookUp MyVar2, [1, 2, 3,  
                        4, 5, 6, 7, 8]
```

or

```
HRsoutLn "Hello World",  
    Dec MyVar1,  
    Hex MyVar2
```

or

```
Print At 1, 1, "Hello World",  
    Dec MyVar1,  
    Hex MyVar2
```

If a comma is left at the end of a line, but it is not acting as a line continuation, it is classed as a *floating comma*, and the compiler will give an error message stating it does not know what an item is, with the name of the item it does not recognise as a valid parameter in the error message. It will also give the line where the error is located, as just after the line that had the *floating comma*.

For example:

```
Print At 1, 1, "Hello World",  
DelayMs 10
```

Will give the error message: "Item 'DelayMs' not found", because it does not recognise "DelayMs" as a valid parameter for the **Print** command, but it is looking at the next line for a parameter because it has a comma at the end of its line.

Creating and using Arrays

The Positron8 compiler supports multi part **Byte**, **Word**, **Long**, **Dword**, **SByte**, **Sword**, **SDword** and **Float** variables named arrays (**Dword**, **SDword** and **Float** arrays are only supported with 18F and enhanced 14-bit core devices). An array is a group of variables of the same size (8-bits, 16-bits or 32-bits wide), sharing a single name, but split into numbered cells, called elements.

An array is defined using the following syntax: -

```
Dim Name[ length ] as Byte
Dim Name[ length ] as Word
Dim Name[ length ] as Long
Dim Name[ length ] as Dword
Dim Name[ length ] as SByte
Dim Name[ length ] as Sword
Dim Name[ length ] as SDword
Dim Name[ length ] as Float
```

where *Name* is the variable's given name, and the new argument, [*length*], informs the compiler how many elements you want the array to contain. For example: -

```
Dim MyByteArray[10] as Byte      ' Create a 10 element unsigned byte array
Dim MyWordArray[10] as Word      ' Create a 10 element unsigned word array
Dim MyLongArray[10] as Long      ' Create a 10 element unsigned long array
Dim MyDwordArray[10] as Dword    ' Create a 10 element unsigned dword array
Dim sMyByteArray[10] as SByte    ' Create a 10 element signed byte array
Dim sMyWordArray[10] as Sword    ' Create a 10 element signed word array
Dim sMyDwordArray[10] as SDword  ' Create a 10 element signed dword array
Dim MyFloatArray[10] as Float    ' Create a 10 element floating point array
```

On 18F or enhanced 14-bit core devices, arrays may have as many elements as RAM permits, however, with 12-bit core and standard 14-bit core devices, arrays may contain a maximum of 256 elements, (128 for word arrays when using standard 14-bit core devices). Because of the rather complex way that some PICmicro's RAM cells are organised (i.e. Banks), there are a few rules that need to be observed when creating arrays with standard 14-bit core devices.

Pre-Assigning to an array

As with standard variables, an array can also be pre-assigned a set of values when it is first created. For example: -

```
Dim MyByteArray[10] as Byte = 1, 2, 3, 4, 5, 6, 7, 8, 9, 0
Dim MyWordArray[10] as Word = 100, 200, 300, 400, 500, 600, 700, 800, 900, 1000
```

Assigning can be performed with all array types, and the data values are stored in the micro-controller's Flash memory for efficiency.

PICmicro™ Memory Map Complexities.

Some microcontrollers have more RAM available for variable storage, however, accessing the RAM on the standard 14-bit core devices is not as straightforward as one might expect. The RAM is organised in Banks, where each Bank is 128 bytes in length. Crossing these Banks requires bits 5 and 6 of the STATUS register to be manipulated. The larger devices such as the 16F877 have 512 RAM locations, but only 368 of these are available for variable storage, the rest are known as Special Function Registers (SFRs) and are used to control certain aspects of the microcontroller i.e. TRIS, IO ports, USART etc. The compiler attempts to make this complex system of RAM Bank switching as transparent to the user as possible, and succeeds where standard **Bit**, **Byte**, **Word**, **Long**, and **Dword** variables are concerned. However, Array variables will inevitably need to cross the Banks in order to create arrays larger than 96 bytes, which is the largest section of RAM within Bank0. Coincidentally, this is also the largest array size permissible by most other compilers at the time of writing this manual.

With, older, standard 14-bit core devices, large arrays (normally over 96 elements) require that their Starting address be located within the first 255 bytes of RAM (i.e. within Bank0 and Bank2), the array itself may cross this boundary. This is easily accomplished by declaring them at, or near the top of the list of variables. The compiler does not manipulate the variable declarations. If a variable is placed first in the list, it will be placed in the first available RAM slot within the microcontroller. This way, you, the programmer maintains finite control of the variable usage. For example, commonly used variables should be placed near the top of the list of declared variables. An example of declaring an array is illustrated below: -

```
Device = 16F1829           ' Choose a microcontroller with extra RAM
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim bSmall_Array[20] as Byte ' Create a small array of 20 elements
Dim bVar1 as Byte           ' Create a standard Byte variable
Dim bLarge_Array[256] as Byte ' Create a Byte array of 256 elements
Or
Dim bArray1[120] as Byte    ' Create an array of 120 elements
Dim bArray2[100] as Byte    ' Create another smaller array of 100 elements
```

If an array cannot be resolved on an older standard 14-bit core device, then a warning will be issued informing you of the offending line: **Warning Array 'array name' is declared at address 'array address'. Which is over the 255 RAM address limit, and crosses Bank3 boundary!**

Ignoring this warning will spell certain failure of your program.

The following array declaration will produce a warning when compiled for a 16F877 device, because it is an older microcontroller with very fragmented RAM: -

```
Device = 16F877           ' Choose a microcontroller with some extra RAM
Declare Xtal = 4          ' Tell the compiler the device will be operating at 4MHz

Dim bArray1[200] as Byte   ' Create an array of 200 elements
Dim bArray2[100] as Byte   ' Create another smaller array of 100 elements
```

Examining the assembler code produced, will reveal that bArray1 starts at address 32 and finishes at address 295. This is acceptable and the compiler will not complain. Now look at bArray2, its start address is at 296 which is over the 255 address limit, thus producing a warning message.

The warning is easily remedied by re-arranging the variable declaration list: -

```
Dim bArray2[100] as Byte      ' Create a small array of 100 elements
Dim bArray1[200] as Byte      ' Create an array of 200 elements
```

Again, examining the asm code produced, now reveals that bArray2 starts at address 32 and finishes at address 163. everything OK there then. And bArray1 starts at address 164 and finishes at address 427, again, its starting address was within the 255 limit so everything's OK there as well, even though the array itself crossed several Banks. A simple re-arrangement of code meant the difference between a working and not working program.

Of course, the smaller microcontrollers do not have this limitation as they do not have 255 RAM cells anyway. Therefore, arrays may be located anywhere in the variable declaration list. The same goes for the enhanced 14-bit core devices and the 18F devices, because these can address any area of their RAM.

18F and enhanced 14-bit core device simplicity.

The 18F devices have no such complexities in their memory map as the standard 14-bit core devices do. The memory is still banked, but each bank is 256 bytes in length, and runs linearly from one to the other. Add to that, the ability to access all RAM areas using indirect addressing, makes arrays extremely easy to use. If many large arrays are required in a program, then the 18F devices are highly recommended.

Once an array is created, its elements may be accessed numerically. Numbering starts at 0 and ends at n-1. For example: -

```
bMyArray[3] = 57
HRSoutLn "MyArray[3] = ", Dec bMyArray[3]
```

The above example will access the fourth element in the **Byte** array and display "MyArray[3] = 57" on the serial terminal. The true flexibility of arrays is that the index value itself may be a variable. For example: -

```
Device = 16F88                                ' We'll use a smaller device this time
Declare Xtal = 4    ' Tell the compiler the device will be operating at 4MHz

Declare Hserial_Baud = 9600

Dim bMyArray[10] as Byte    ' Create a 10 element Byte array.
Dim bIndex as Byte          ' Create a Byte variable.

For bIndex = 0 to 9          ' Repeat with bIndex= 0,1,2...9
    bMyArray[bIndex] = bIndex * 10 ' Write Index*10 to each element of the array.
Next
For bIndex = 0 to 9          ' Repeat with Index= 0,1,2...9
    HRSoutLn Dec bMyArray [bIndex] ' Show the contents of each element.
    DelayMs 500               ' Wait long enough to view the values
Next
```

If the above program is run, 10 values will be displayed, counting from 0 to 90 i.e. bIndex * 10.

A word of caution regarding arrays: If you're familiar with interpreted BASICs and have used their arrays, you may have run into the "*subscript out of range*" error. Subscript is simply another term for the index value. It is considered 'out-of range' when it exceeds the maximum value for the size of the array.

For example, in the example above, bMyArray is a 10-element byte array. Allowable index values are 0 through 9. If your program exceeds this range, the compiler will not respond with an error message. Instead, it will access the next RAM location past the end of the array.

If you are not careful about this, it can cause all sorts of subtle anomalies, as previously loaded variables are overwritten. It's up to the programmer (you!) to help prevent this from happening.

Even more flexibility is allowed with arrays because the index value may also be an expression.

```
Device 16F88 ' We'll use a smaller device
Declare Xtal = 4 ' Tell the compiler the device will be operating at 4MHz

Declare Hserial_Baud = 9600

Dim bMyArray[10] as Byte ' Create a 10 element Byte array
Dim bIndex as Byte ' Create a Byte variable

For bIndex = 0 to 8 ' Repeat with Index= 0,1,2...8
    bMyArray[bIndex + 1] = bIndex * 10 ' Write bIndex*10 to each element of array
Next
For bIndex = 0 to 8 ' Repeat with bIndex= 0,1,2...8
    HRSoutLn Dec bMyArray[bIndex + 1] ' Show the contents of elements
    DelayMs 500 ' Wait long enough to view the values
Next
```

The expression within the square braces should be kept simple, and arrays are not allowed as part of the expression.

Using Arrays within Expressions.

Of course, arrays are allowed within expressions themselves. For example: -

```
Device = 16F88 ' We'll use a smaller device
Declare Xtal = 4 ' Tell the compiler the device will be operating at 4MHz
Declare Hserial_Baud = 9600

Dim bMyArray[10] as Byte ' Create a 10 element Byte array
Dim bIndex as Byte ' Create a Byte variable
Dim bVar1 as Byte ' Create another Byte variable
Dim bMyResult as Byte ' Create a variable to hold result of expression

bIndex = 5 ' And Index now holds the value 5
bVar1 = 10 ' Variable Var1 now holds the value 10
bMyArray[bIndex] = 20 ' Load the 6th element of MyArray with value 20
bMyResult = (bVar1 * bMyArray[bIndex]) / 20 ' Do a simple expression
HRSoutLn Dec bMyResult ' Display result of expression
Stop
```

The previous example will display 10 on the serial terminal, because the expression reads as: -

$(10 * 20) / 20$

Var1 holds a value of 10, MyArray[Index] holds a value of 20, these two variables are multiplied together which will yield 200, then they're divided by the constant 20 to produce a result of 10.

An index expression used within an array that is used within an expression itself is limited to two operands.

Arrays as Strings

Arrays may also be used as simple strings in certain commands, because after all, a string is simply a byte array used to store text.

For this, the **Str** modifier is used.

The commands that support the **Str** modifier are: -

Busout - Busin
Hbusout - Hbusin
HRsout - HRsin
Owrite - Oread
Rsout - Rsin
Serout - Serin
Shout - Shin
Print

The **Str** modifier works in two ways, it outputs data from a pre-declared array in commands that send data i.e. **Rsout**, **Print** etc, and loads data into an array, in commands that input information i.e. **Rsin**, **Serin** etc. The following examples illustrate the **Str** modifier in each compatible command.

Using **Str** with the **Busin** and **Busout** commands.

Refer to the sections explaining the **Busin** and **Busout** commands.

Using **Str** with the **Hbusin** and **Hbusout** commands.

Refer to the sections explaining the **Hbusin** and **Hbusout** commands.

Using **Str** with the **Rsin** command.

```
Dim bArray1[10] as Byte      ' Create a 10 element Byte array named Array1
Rsin Str bArray1             ' Load 10 bytes of data directly into Array1
```

Using **Str** with the **Rsout** command.

```
Dim bArray1[10] as Byte      ' Create a 10 element Byte array named Array1
Rsout Str bArray1            ' Send 10 bytes of data directly from Array1
```

Using **Str** with the **HRsin** and **HRsout** commands.

Refer to the sections explaining the **HRsout** and **HRsin** commands.

Using **Str** with the **Shout** command.

```
Symbol Data_Pin = PORTA.0      ' Alias the two lines for the Shout command
Symbol Clk_Pin = PORTA.1
Dim bArray1[10] as Byte        ' Create a 10 element Byte array named bArray1

' Send 10 bytes of data from bArray1
Shout Data_Pin, Clk_Pin, MSBFirst, [Str bArray1]
```

Using **Str** with the **Shin** command.

```
Symbol Data_Pin = PORTA.0      ' Alias the two lines for the Shin command
Symbol Clk_Pin = PORTA.1
Dim bArray1[10] as Byte        ' Create a 10 element Byte array named bArray1

' Load 10 bytes of data directly into bArray1
Shin Data_Pin, Clk_Pin, MSBPre, [Str bArray1]
```

Using **Str** with the **Print** command.

```
Dim bArray1[10] as Byte        ' Create a 10 element Byte array named bArray1
Print Str bArray1              ' Send 10 bytes of data directly from bArray1
```

Using **Str** with the **Serout** and **Serin** commands.

Refer to the sections explaining the **Serin** and **Serout** commands.

Using **Str** with the **Oread** and **Owrite** commands.

Refer to the sections explaining the **Oread** and **Owrite** commands.

The **Str** modifier has two forms for variable-width and fixed-width data, shown below: -

Str bytearray ASCII string from bytearray until byte = 0 (null terminated).

Or array length is reached.

Str bytearray\n ASCII string consisting of n bytes from bytearray.

null terminated means that a zero (null) is placed at the end of the string of ASCII characters to signal that the string has finished.

The example below is the variable-width form of the **Str** modifier: -

```
Dim bMyArray[5] as Byte = "ABCD", 0 ' Create a 5 element array and pre-load it
Print Str bMyArray                  ' Display the array acting as a string
```

The code above displays "ABCD" on the LCD. In this form, the **Str** formatter displays each character contained in the byte array until it finds a character that is equal to 0 (value 0, not ASCII "0"). Note: If the byte array does not end with 0 (null), the compiler will read and

output all RAM register contents until it cycles through all RAM locations for the declared length of the byte array.

For example, the same code as before without a null terminator is: -

```
Dim MyArray[4] as Byte = "ABCD" ' Create a 4 element array and pre-load it
Print Str MyArray              ' Display the string
```

The code above will display the whole of the array, because the array was declared with only four elements, and each element was filled with an ASCII character i.e. "ABCD".

To specify a fixed-width format for the **Str** modifier, use the form **Str MyArray***n*; where *MyArray* is the byte array and *n* is the number of characters to display, or transmit. Changing the **Print** line in the examples above to: -

```
Print Str MyArray \ 2
```

would display "AB" on the LCD.

Str is not only used as a modifier, it is also a command, and is used for initially filling an array with data. The above examples may be re-written as: -

```
Dim MyArray[5] as Byte ' Create a 5 element array
Str MyArray = "ABCD", 0 ' Fill array with ASCII, and null terminate it
Print Str MyArray      ' Display the string
```

Strings may also be copied into other strings: -

```
Dim String1[5] as Byte ' Create a 5 element array
Dim String2[5] as Byte ' Create another 5 element array
Str String1 = "ABCD", 0 ' Fill array with ASCII, and null terminate it
Str String2 = "EFGH", 0 ' Fill other array with ASCII, null terminate it
Str String1 = Str String2 ' Copy String2 into String1
Print Str String1         ' Display the string
```

The above example will display "EFGH", because *String1* has been overwritten by *String2*.

Using the **Str** command with **Busout**, **Hbusout**, **Shout**, and **Owrite** differs from using it with commands **Serout**, **Print**, **HRsout**, and **Rsout** in that, the latter commands are used more for dealing with text, or ASCII data, therefore these are null terminated.

The **Hbusout**, **Busout**, **Shout**, and **Owrite** commands are not commonly used for sending ASCII data, and are more inclined to send standard 8-bit bytes. Thus, a null terminator would cut short a string of byte data, if one of the values happened to be a 0. So these commands will output data until the length of the array is reached, or a fixed length terminator is used i.e. *bMyArray**n*.

Creating and using Strings

The Positron8 compiler supports true **String** variables, but only when compiling for an 18F or enhanced 14-bit core device, or a PIC24 or dsPIC33 device.

The syntax to create a String is : -

```
Dim String Name as String * String Length
```

String Name can be any valid variable name. See **Dim** .

String Length can be any value up to 255, allowing up to 255 characters to be stored.

The line of code below will create a **String** named MyString that can hold 20 characters: -

```
Dim MyString as String * 20
```

Two or more strings can be concatenated (linked together) by using the plus (+) operator: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

' Create three strings capable of holding 20 characters
Dim DestString as String * 20
Dim SourceString1 as String * 20
Dim SourceString2 as String * 20

SourceString1 = "Hello "    ' Load String SourceString1 with the text Hello
' Load String SourceString2 with the text World
SourceString2 = "World"
' Add both Source Strings together. Place result into String DestString
DestString = SourceString1 + SourceString2
```

The **String** DestString now contains the text "Hello World", and can be transmitted serially or displayed on an LCD: -

```
Print DestString
```

The Destination String itself can be added to if it is placed as one of the variables in the addition expression. For example, the above code could be written as: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

' Create a String capable of holding 20 characters
Dim DestString as String * 20

' Create another String capable of holding 20 characters
Dim SourceString as String * 20

DestString = "Hello "       ' Pre-load String DestString with the text Hello
SourceString = "World"      ' Load String SourceString with the text World
' Concatenate DestString with SourceString
DestString = DestString + SourceString
HRsoutLn DestString        ' Display the result which is "Hello World"
```

Note that Strings cannot be subtracted, multiplied or divided, and cannot be used as part of a regular expression otherwise a syntax error will be produced.

It's not only other String variables that can be added to a String, the functions **Cstr**, **Estr**, **Mid\$**, **Left\$**, **Right\$**, **Str\$**, **ToUpper**, and **ToLower** can also be used as one of variables to concatenate.

A few examples of using these functions are shown below: -

Cstr Example

' Use Cstr function to place a flash memory string into a RAM String variable

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Dim FlashStr as Flash8 = "World", 0

Dim DestString as String * 20 ' Create a String for 20 characters
Dim SourceString as String * 20 = "Hello " ' Create and load a string

DestString = SourceString + Cstr FlashStr ' Concatenate the string

Print DestString           ' Display the result which is "Hello World"
```

The above example is really only for demonstration because if a Label name is placed as one of the parameters in a string concatenation, an automatic (more efficient) **Cstr** operation will be carried out. Therefore the above example should be written as: -

More efficient Example of above code

*' Place a flash memory string into a String variable more efficiently than
' using Cstr*

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Dim FlashStr as Flash8 = "World", 0

Dim DestString as String * 20 ' Create a String for 20 characters
Dim SourceString as String * 20 = "Hello " ' Create and load a string

DestString = SourceString + FlashStr ' Concatenate the string
Print DestString           ' Display the result which is "Hello World"
```

A null terminated string of characters held in Data (on-board EEPROM) can also be loaded or concatenated to a **String** by using the **Estr** function: -

Estr Example:

```
' Use the Estr function in order to place a
' Data memory string into a String variable
' Remember to place Edata before the main code
' so it's recognised as a constant value

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim DestString as String * 20      ' Create a String for 20 characters
Dim SourceString as String * 20 = "Hello "      ' Create and load a string

Data_Str Edata "World",0          ' Create a string in Data memory

DestString = SourceString + Estr Data_Str      ' Concatenate the strings
Print DestString                    ' Display the result which is "Hello World"
```

Converting an integer or floating point value into a string is accomplished by using the **Str\$** function: -

Str\$ Example:

```
' Use the Str$ function in order to concatenate
' an integer value into a String variable

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim DestString as String * 30      ' Create a String for 30 characters
Dim SourceString as String * 20 = "Value = "      ' Create another String
Dim Wrd1 as Word                  ' Create a Word variable

Wrd1 = 1234                      ' Load the Word variable with a value
DestString = SourceString + Str$(Dec Wrd1)      ' Concatenate the string
Print DestString                  ' Display the result which is "Value = 1234"
```

Left\$ Example:

```
' Copy 5 characters from the left of SourceString
' and add to a quoted character string

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "Hello World"      ' Load the source string
Dim DestString as String * 20      ' Create another String

DestString = Left$(SourceString, 5) + " World"
Print DestString            ' Display the result which is "Hello World"
```

Right\$ Example:

```
' Copy 5 characters from the right of SourceString
' and add to a quoted character string

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "Hello World" ' Load the source string
Dim DestString as String * 20      ' Create another String

DestString = "Hello " + Right$(SourceString, 5)
Print DestString              ' Display the result which is "Hello World"
```

Mid\$ Example:

```
' Copy 5 characters from position 4 of SourceString
' and add to quoted character strings

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "Hello World" ' Load the source string
Dim DestString as String * 20      ' Create another String

DestString = "Hel" + Mid$(SourceString, 4, 5) + "rld"
Print DestString              ' Display the result which is "Hello World"
```

Converting a string into uppercase or lowercase is accomplished by the functions **ToUpper** and **ToLower**: -

ToUpper Example:

```
' Convert the characters in SourceString to upper case

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "hello world" ' Load source with lowercase chars
Dim DestString as String * 20      ' Create another String

DestString = ToUpper(SourceString )
Print DestString              ' Display the result which is "HELLO WORLD"
```

ToLower Example:

```
' Convert the characters in SourceString to lower case

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "HELLO WORLD" ' Load the string with uppercase
Dim DestString as String * 20      ' Create another String

DestString = ToLower(SourceString )
Print DestString              ' Display the result which is "hello world"
```

Loading a String Indirectly

If the Source String is a signed or unsigned **Byte**, **Word**, **Long**, **Float** or an **Array** variable, the value contained within the variable is used as a pointer to the start of the Source String's address in RAM.

Example

```
' Copy SourceString into DestString using a pointer to SourceString

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "Hello World" ' Load the source string
Dim DestString as String * 20      ' Create another String
,
' Create a Word variable to hold the address of SourceString
,
Dim wStringAddr as Word
,
' Locate the start address of SourceString in RAM
,
wStringAddr = AddressOf(SourceString)
DestString = wStringAddr      ' Source string into the destination string
Print DestString              ' Display the result, which will be "Hello"
```

Slicing a String.

Each position within the string can be accessed the same as an unsigned **Byte Array** by using square braces: -

```
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 ' Create a String

SourceString[0] = "H" ' Place letter "H" as first character in the string
SourceString[1] = "E" ' Place the letter "E" as the second character
SourceString[2] = "L" ' Place the letter "L" as the third character
SourceString[3] = "L" ' Place the letter "L" as the fourth character
SourceString[4] = "O" ' Place the letter "O" as the fifth character
SourceString[5] = 0   ' Add a null to terminate the string

Print SourceString      ' Display the string, which will be "HELLO"
Stop
```

The example above demonstrates the ability to place individual characters anywhere in the string. Of course, you wouldn't use the code above in an actual BASIC program.

A string can also be read character by character by using the same method as shown above: -

```
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "HELLO" ' Load the source string with chars
Dim bVar1 as Byte
,
' Copy character 1 from the source string and place it into Var1
,
bVar1 = SourceString[1]
Print bVar1 ' Display character extracted from string. Which will be "E"
```

When using the above method of reading and writing to a string variable, the first character in the string is referenced at 0 onwards, just like an unsigned **Byte Array**.

The example below shows a more practical String slicing demonstration.

```
' Display a string's text by examining each character individually
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim SourceString as String * 20 = "Hello World" ' Load the source string
Dim bCharpos as Byte          ' Holds the position within the string

bCharpos = 0                  ' Start at position 0 within the string
Repeat                          ' Create a loop
    Print SourceString[bCharpos] ' Display character extracted from the string
    Inc bCharpos                 ' Move to next position within the string
Until bCharpos = Len(SourceString) ' Keep looping until end of string is found
```

Pre-Assigning a String variable.

As with standard variables and arrays, a String variable can also be assigned when it is created. For example:

```
Dim MyString as String * 20 = "Hello World"
```

As with arrays, the characters loaded into the **String** are held in the microcontroller's Flash memory for efficiency and code saving.

See also : **Creating and using Virtual Strings in Flash Memory**
 Creating and using Virtual Strings with Edata
 Cdata, Len, Left\$, Mid\$, Right\$
 String Comparisons, Str\$, ToLower, ToUpper, AddressOf.

Creating and using Flash Memory Strings

All new, flash based, microcontroller devices have the ability to read and write to their own flash memory, and although writing to this memory too many times is unhealthy for the microcontroller, reading this memory is both fast and harmless. Which offers a unique form of data storage and retrieval, the **Cdata** command, or better still, the new **Dim as Flashx** directives prove this, as they use the mechanism of reading and storing in the microcontroller's flash memory.

Combining the features of reading the Flash memory with a string format, the compiler is capable of reducing the overhead of printing, or transmitting large amounts of text data. The **Cstr** modifier may be used in commands that deal with text processing on standard 14-bit core devices, i.e. **Print**, **Serout**, **HRsout**, and **Rsout**. However, with newer devices, the **Cstr** directive is not required.

On older standard 14-bit core devices, the **Cstr** modifier can be used in conjunction with flash memory tables. The **Dim as Flashx** directives are used for initially creating the string of characters in flash memory: -

```
Dim FlashString1 as Flash8 = "Hello World", 0
```

The above line of code will create, in flash memory, the 8-bit values that make up the ASCII text "Hello World", at address *FlashString1*. Note the null terminator after the ASCII text.

Null terminated means that a zero (*null*) is placed at the end of the string of ASCII characters to signal that the string has finished.

To display, or transmit this string of characters, the following command structure could be used:

```
Print FlashString1
```

The label that declared the address where the list of flash memory values resided, now becomes the string's name. In a large program with lots of text formatting, this type of structure can save quite literally hundreds of bytes of valuable code space.

The term 'virtual string' relates to the fact that a string formed in flash memory cannot (rather should not) be written too, but only read from.

Not only label names can be used with the **Cstr** modifier, constants, variables and expressions can also be used that will hold the address of flash memory table's label (a pointer). For example, the program below uses a **Word** size variable to hold 2 pointers (address of a label, variable or array) to 2 individual null terminated text strings formed by **Dim As Flash8**.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRsoutLn

' Create the text to display in flash memory
Dim String1 as Flash8 = "Hello ", 0
Dim String2 as Flash8 = "World", 0
Dim wAddress as Word      ' Pointer variable

wAddress = String1         ' Point address to string 1
HRsoutLn Cstr wAddress     ' Display string 1
wAddress = String2         ' Point Address to string 2

HRsoutLn Cstr wAddress     ' Display string 2
```

It is also possible to eliminate the **Cstr** modifier altogether and place the label's name directly with enhanced 14-bit core devices, 18F devices, PIC24 devices and dsPIC33 devices. The compiler will see this as an implied **Cstr** and act accordingly. For example:

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRsoutLn

' Create the text to display in flash memory
Dim FlashString1 as Flash8 = "Hello ", 0
Dim FlashString2 as Flash8 = "World", 0

HRsoutLn FlashString1      ' Display the text in FlashString1 on a serial terminal
HRsoutLn FlashString2      ' Display the text in FlashString2 on a serial terminal
```

Creating Constant value Flash Memory Tables of different data sizes

A standard flash memory table will create its constant elements depending on their size. For example, the table below will create different sizes in flash memory and they will not be able to be accessed by an index correctly because each value will occupy a different amount of flash memory:

```
Dim FlashTable as Flash = 0, 1, 1024, 123456, 1234567890
```

In order to counteract this and always produce the same size elements in flash memory, the directives **Flash8**, **Flash16**, **Flash24**, **Flash32** or **FlashF** can be used. These are the same as the directives: **Code8**, **Code16**, **Code24**, **Code32** and **CodeF**, but use a different name because the internal program memory used to be called 'Code' memory, but is now called '*Flash*' memory within datasheets.

1.) Create a flash memory ASCII character table:

```
Dim FlashString as Flash8 = "Hello Word, How are you?", 0
```

2.) Create a flash memory table consisting of 8-bit constant values only:

```
Dim FlashTable as Flash8 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 8-bits.

3.) Create a flash memory table consisting of 16-bit constant values only:

```
Dim FlashTable as Flash16 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 16-bits and the shorter values will be padded to also fit 16-bits.

4.) Create a flash memory table consisting of 24-bit constant values only:

```
Dim FlashTable as Flash24 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 24-bits and the shorter values will be padded to also fit 24-bits.

5.) Create a flash memory table consisting of 32-bit constant values only:

```
Dim FlashTable as Flash32 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 32-bits and the shorter values will be padded to also fit 32-bits.

6.) Create a flash memory table consisting of 32-bit floating point constant values only:

```
Dim FlashTable as FlashF = 0, 3.14, 1024.9, 123456, 1234567
```

In the above table, the integer values will all be converted into 32-bit floating point constants.

Unlike the original **Cdata** directive, the **Dim as Flash** directives can be placed anywhere in the BASIC program's listing because they do not reside in that position within the flash memory. They are automatically placed in the most appropriate place within the device for quick and easy access, and out of the way of the program's flow. Thus making a program smaller and faster still!

See also : **Cread, CRead8, CRead16, Cread24, Cread32, cPtr8, cPtr16, cPtr24, cPtr32.**

Creating and using EEPROM Strings with Edata

Some 14-bit core and most 18F microcontrollers have on-board EEPROM (Electrically Erasable Programmable Read-Only Memory), which is a bit of a misnomer because it is not read only, and although writing to this memory too many times is unhealthy for the device, reading this memory is both fast and harmless to it. Which offers a great place for text and data storage and retrieval.

Combining the EEPROM of a device with a string format, the compiler is capable of reducing the overhead of printing, or transmitting large amounts of text data using a memory resource that is very often left unused and ignored. The **Estr** modifier may be used in commands that deal with text processing i.e. **Print**, **Serout**, **HRsout**, and **Rsout** and **String** handling etc.

The **Estr** modifier is used in conjunction with the **Edata** directive, which is used to initially create the string of characters: -

```
EE_String1 Edata "Hello World", 0
```

The above line of code will create, in the EEPROM area (named *Data Memory* in the data-sheets), the values that make up the ASCII text "Hello World", at address *EE_String1* in Data (EEPROM) Memory. Note the *null* terminator after the ASCII text.

To display, or transmit this string of characters, the following command structure could be used:

```
HRsoutLn Estr EE_String1
```

The identifier that declared the address where the list of **Edata** values resided, now becomes the string's name. In a large program with lots of text formatting, this type of structure can save many bytes of valuable code space.

Try both these small programs, and you'll see that using **Estr** saves code space, but it does fill up the, relatively, small EEPROM space: -

First the standard way of displaying text: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRsoutLn

HRsoutLn "HELLO WORLD"
HRsoutLn "HOW ARE YOU?"
HRsoutLn "I AM FINE!"
```

Now using the **Estr** modifier: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRSoutLn

Text1 Edata "HELLO WORLD", 0
Text2 Edata "HOW ARE YOU?", 0
Text3 Edata "I AM FINE!", 0

HRSoutLn Estr Text1
HRSoutLn Estr Text2
HRSoutLn Estr Text3
```

Again, note the null terminators after the ASCII text in the **Edata** directives. Without these, the microcontroller will continue to transmit data in an endless loop.

The term 'virtual string' relates to the fact that a string formed from the **Edata** command cannot (rather should not) be written to often, but can be read as many times as wished without causing harm to the device.

Not only identifiers can be used with the **Estr** modifier, constants, variables and expressions can also be used that will hold the address of the **Edata**'s identifier (a pointer). For example, the program below uses a **Byte** size variable to hold 2 pointers (address of a variable or array) to 2 individual null terminated text strings formed by **Edata** .

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600 ' Set the Baud Rate for HRSoutLn

Dim wAddress as Word        ' Pointer variable
,
' Create the text to display in EEPROM
,
EE_String1 Edata "HELLO ", 0
EE_String2 Edata "WORLD", 0

wAddress = EE_String1       ' Point address to EE_String1
HRSoutLn Estr wAddress      ' Display EE_String1
wAddress = EE_String2       ' Point Address to EE_String2
HRSoutLn Estr wAddress      ' Display EE_String2
```

Notes

Note that the identifying text *must* be located on the same line as the **Edata** directive or a syntax error will be produced. It must also not contain a postfix colon as does a line label or it will be treat as a line label. Think of it as an alias name to a constant, where the constant is the address within EEPROM where the values reside.

Any **Edata** directives *must* be placed at the head of the BASIC program as is done with Symbols, so that the name is recognised by the rest of the program as it is parsed. There is no need to jump over **Edata** directives as you have to with **Cdata**, because they do not occupy flash memory, but reside in high data memory.

String Comparisons

Just like any other variable type, **String** variables can be used within comparisons such as **If-Then**, **Repeat-Until**, and **While-Wend** . In fact, it's an essential element of any programming language. However, there are a few rules to obey because of the PICmicro's architecture.

Equal (=) or Not Equal (<>) comparisons are the only type that apply to Strings, because one **String** can only ever be equal or not equal to another **String**. It would be unusual (unless your using the C language) to compare if one **String** was greater or less than another.

So a valid comparison could look something like the lines of code below: -

```
If String1 = String2 Then Print "Equal" : Else : Print "Not Equal"
or
If String1 <> String2 Then Print "Not Equal" : Else : Print "Equal"
```

But as you've found out if you read the *Creating Strings* section, there is more than one type of **String** in a Positron8. There is a RAM **String** variable, a flash memory string, and a quoted character string .

Note that pointers to **String** variables are not allowed in comparisons, and a syntax error will be produced if attempted.

Starting with the simplest of string comparisons, where one string variable is compared to another string variable. The line of code would look similar to either of the two lines above.

Example 1

```
' Simple string variable comparison
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600      ' Set the Baud Rate for HRsoutLn

' Create Strings capable of holding 20 characters
Dim String1 as String * 20 = "EGGS"      ' Pre-load String String1 with the text EGGS
Dim String2 as String * 20 = "BACON"     ' Load String String2 with the text BACON

If String1 = String2 Then          ' Is String1 equal to String2?
    HRsoutLn " Equal "             ' Yes. So display Equal
Else                               ' Otherwise
    HRsoutLn "Not Equal "          ' Display Not Equal
EndIf

String2 = "EGGS"                  ' Now make the strings the same as each other
If String1 = String2 Then          ' Is String1 equal to String2?
    HRsoutLn "Equal"               ' Yes. So display Equal
Else                               ' Otherwise
    HRsoutLn "Not Equal "          ' Display Not Equal
EndIf
Stop
```

The example above will display "Not Equal" on the serial terminal because String1 contains the text "EGGS" while String2 contains the text "BACON", so they are clearly not equal.

The line below on the serial terminal will show "Equal" because String2 is then loaded with the text "EGGS" which is the same as String1, therefore the comparison is equal.

A similar example to the previous one uses a quoted character string instead of one of the **String** variables.

Example 2

' String variable to Quoted character string comparison

```
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Declare Hserial_Baud = 9600      ' Set the Baud Rate for HRSoutLn

Dim String1 as String = "EGGS"  ' Pre-load String String1 with the text EGGS

If String1 = "BACON" Then      ' Is String1 equal to "BACON"?
    HRSoutLn "Equal"           ' Yes. So display equal
Else                            ' Otherwise...
    HRSoutLn "Not Equal"       ' Display Not Equal
EndIf

If String1 = "EGGS" Then      ' Is String1 equal to "EGGS"?
    HRSoutLn "Equal"           ' Yes. So display Equal
Else                            ' Otherwise...
    HRSoutLn "Not Equal"       ' Display Not Equal
EndIf
Stop
```

The example above produces exactly the same results as example1 because the first comparison is clearly not equal, while the second comparison is equal.

Example 3

' Use a string comparison in a Repeat-Until loop

```
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 = "Hello" ' Load String SourceString with Hello
Dim DestString as String * 20 ' Create another String
Dim bCharpos as Byte        ' Character position within the strings

Clear DestString            ' Fill DestString with nulls

Repeat                      ' Create a loop
,
    ' Copy SourceString into DestString one character at a time
,
    DestString[bCharpos] = SourceString[bCharpos]
    Inc bCharpos            ' Move to the next character in the strings
Until DestString = "Hello"  ' Stop when DestString is equal to the text "Hello"
HRSoutLn DestString         ' Display DestString
```


Example 4

```
' Compare a string variable to a string held in flash memory
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim String1 as String * 20 = "BACON" ' Pre-load String String1 with text BACON
Dim FlashString as Flash = "EGGS", 0 ' Create a flash memory character string

If FlashString = "BACON" Then ' Is FlashString equal to "BACON"?
    HRsoutLn " Equal" ' Yes. So display Equal
Else ' Otherwise...
    HRsoutLn "Not Equal" ' Display Not Equal
EndIf

String1 = "EGGS" ' Pre-load String String1 with the text EGGS
If String1 = FlashString Then ' Is String1 equal to FlashString?
    HRsoutLn " Equal" ' Yes. So display Equal
Else ' Otherwise...
    HRsoutLn "Not Equal" ' Display Not Equal
EndIf
```

Example 5

```
' String comparisons using Select-Case
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600

Dim String1 as String * 20 = "EGGS" ' Pre-load String String1 with the text EGGS

Select String1 ' Start comparing the string
Case "EGGS" ' Is String1 equal to EGGS?
    HRsoutLn "Found EGGS" ' Yes. So display it
Case "BACON" ' Is String1 equal to BACON?
    HRsoutLn "Found BACON" ' Yes. So display it
Case "COFFEE" ' Is String1 equal to COFFEE?
    HRsoutLn "Found COFFEE" ' Yes. So display it
Case Else ' Default to...
    HRsoutLn "No Match" ' Displaying no match
EndSelect
```

See also : **Creating and using Strings**
 Creating and using Virtual Strings with Cdata
 Cdata, If-Then-Else-EndIf, Repeat-Until
 Select-Case, While-Wend, Do-Loop.

Limited 12-bit Core Device Compatibility.

The 'legacy' 12-bit core microcontrollers have been available for a long time, and are at the heart of many excellent, and complex projects. However, with their limited architecture, they were never intended to be used for high level languages such as BASIC. Some of these limits include only a two-level hardware stack and small amounts of general purpose RAM memory. The code page size is also small at 512 bytes. There is also a limitation that calls and computed jumps can only be made to the first half (256 words) of any code page. Therefore, these limitations have made it necessary to eliminate some compiler commands and modify the operation of others.

While many useful programs can be written for the 12-bit core devices using the compiler, there will be some applications that are not suited to them. Choosing a standard or enhanced 14-bit core device with more resources will, in most instances, be the best solution, or better still, choose a suitable 18F device.

Some of the commands that are not supported for the 12-bit core devices are illustrated in the table below: -

Command	Reason for omission
Dwords	Memory limitations
Floats	Memory limitations
Signed Variables	Memory limitations
ADin	No internal ADCs
Cdata	No write modify feature
Cls	Limited stack size
Cread	No write modify feature
Cursor	Limited stack size
Cwrite	No write modify feature
DTMFout	Limited stack size
Edata	No on-board EEPROM
Eread	No on-board EEPROM
Ewrite	No on-board EEPROM
Freqout	Limited stack size
LCDread	No graphic LCD support
LCDwrite	No graphic LCD support
HPWM	No 12-bit MSSP modules
HRsin	No hardware serial port
HRsout	No hardware serial port
HSerin	No hardware serial port
HSerout	No hardware serial port
Interrupts	No Interrupts
Pixel	No graphic LCD support
Serout	Limited memory
Serin	Limited memory
Sound2	No graphic LCD support
UnPlot	No graphic LCD support
USBin	No 12-bit USB devices
USBout	No 12-bit USB devices
Plot	No graphic LCD support

Trying to use any of the unsupported commands with 12-bit core devices will result in the compiler producing numerous Syntax errors. If any of these commands are a necessity, then choose a comparable standard or enhanced 14-bit core device, or better still, an 18F device.

The available commands that have had their operation modified are: -

Print, Rsout, Busin, Busout

Most of the modifiers are not supported for these commands because of memory and stack size limitations, this includes the **At**, and the **Str** modifier. However, the **@**, **Dec** and **Dec3** modifiers are still available.

Programming Considerations for 12-bit core Devices.

Because of the limited architecture of the 12-bit core microcontrollers, programs compiled for them by the compiler will be larger and slower than programs compiled for the 14-bit core devices. The two main programming limitations that will most likely occur are running out of RAM memory for variables, and running past the first 256 word limit for the library routines.

Even though the compiler arranges its internal system variables more intuitively than previous versions, it still needs to create temporary variables for complex expressions etc. It also needs to allocate extra RAM for use as a Software-Stack so that the BASIC program is still able to nest **Gosubs** up to 4 levels deep.

Some of the older devices only have 25 bytes of RAM so there is very little space for user variables on those devices. Therefore, use variables sparingly, and always use the appropriately sized variable for a specific task. i.e. **Byte** variable if 0-255 is required, **Word** variable if 0-65535 required, **Bit** variables if a true or false situation is required. Try to alias any commonly used variables, such as loops or temporary stores etc.

As was mentioned earlier, 12-bit core microcontrollers can call only into the first half (256 words) of a code page. Since the compiler's library routines are all accessed by calls, they must reside entirely in the first 256 words of the code space. Many library routines, such as **Busin**, are quite large. It may only take a few routines to outgrow the first 256 words of code space. There is no work around for this, and if it is necessary to use more library routines that will fit into the first half of the first code page, it will be necessary to move to a 14-bit core device instead of the 12-bit core device.

No 24-bit, 32-bit or floating point variable support with 12-bit core devices.

Because of the profound lack of RAM space available on 12-bit core devices, the Positron8 compiler does not allow 24-bit **Long** or 32-bit **Dword** type variables to be used. For 32-bit support, use one of the many enhanced 14-bit core, or 18F equivalent devices. Floating point variables are also not supported with 12-bit core devices.

Relational Operators

Relational operators are used to compare two values. The result can be used to make a decision regarding program flow.

The list below shows the valid relational operators accepted by the compiler:

Operator	Relation	Expression Type
=	Equality	$X = Y$
==	Equality	$X == Y$ (Same as above Equality)
<>	Inequality	$X <> Y$
<	Less than	$X < Y$
>	Greater than	$X > Y$
<=	Less than or Equal to	$X <= Y$
>=	Greater than or Equal to	$X >= Y$

See also : If-Then-Else-EndIf, Repeat-Until, Select-Case, While-Wend.

Boolean Logic Operators

The **If-Then-Else-EndIf**, **While-Wend**, and **Repeat-Until** conditions now support the logical operators 'and' and 'or'.

The operators 'and' and 'or' join the results of two conditions to produce a single true/false result. 'and' and 'or' work the same as they do in everyday speech. Run the example below once with **and** (as shown) and again, substituting **or** for **and**: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600
```

```
Dim Var1 as Byte = 5
Dim Var2 as Byte = 9
```

```
If Var1 = 5 and Var2 = 10 Then Result_True
Stop
```

```
Result_True:
  HRSoutLn "Result Is True."
```

The condition "Var1 = 5 **and** Var2 = 10" is not true. Although Var1 is 5, Var2 is not 10. **and** works just as it does in plain English, both conditions must be true for the statement to be true. **or** also works in a familiar way; if one or the other or both conditions are true, then the statement is true. **Xor** (short for exclusive-or) may not be familiar, but it does have an English counterpart: If one condition or the other (but not both) is true, then the statement is true.

Parenthesis (or rather the lack of it!).

Every compiler has its quirky rules, and the Positron8 compiler is no exception. One of its quirks means that parenthesis is not supported in a Boolean condition, or indeed with any of the **If-Then-Else-EndIf**, **While-Wend**, and **Repeat-Until** conditions. Parenthesis in an expression within a condition is allowed however. So, for example, the expression: -

```
If (Var1 + 3) = 10 Then do something.      Is allowed.
but: -
If((Var1 + 3) = 10) Then do something.      Is not allowed.
```

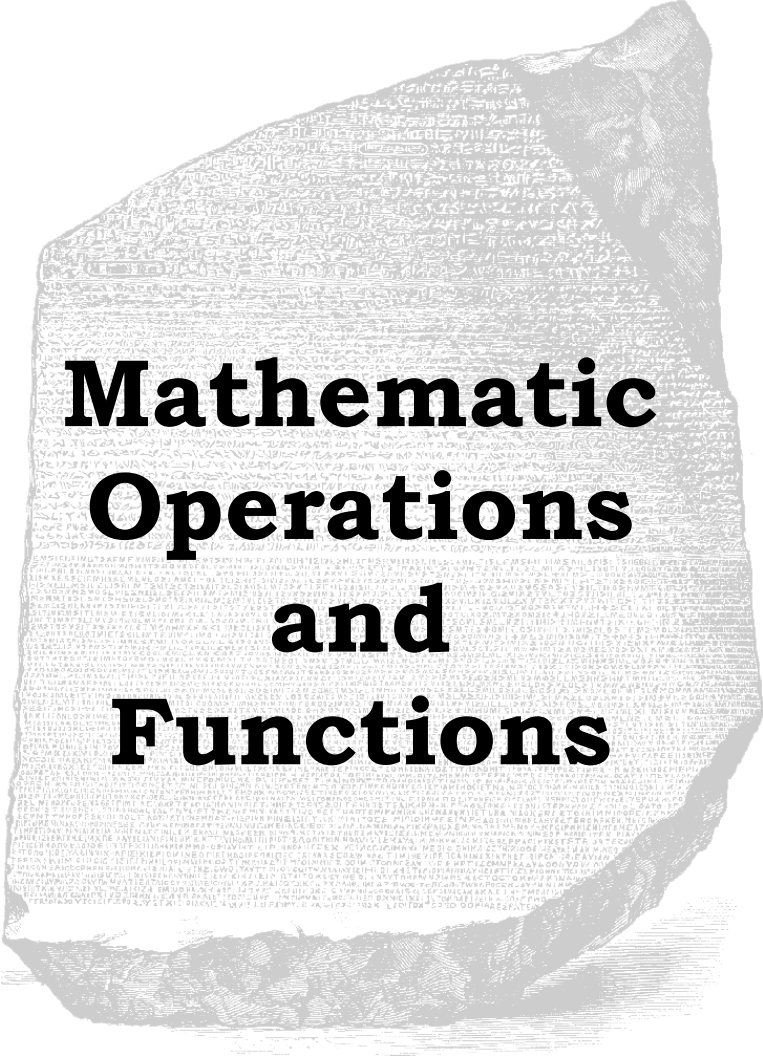
The Boolean operators do have a precedence within a condition. The **and** operator has the highest priority, then the **or**. This means that a condition such as: -

```
If Var1 = 2 and Var2 = 3 or Var3 = 4 Then do something
```

Will compare Var1 and Var2 to see if the **and** condition is true. It will then see if the **or** condition is true, based on the result of the **and** condition.

Then directive always required.

The Positron8 compiler relies heavily on the **Then** part. Therefore, if the **Then** part of a condition is left out of the code listing, a *Syntax Error* will be produced.



Mathematic Operations and Functions

The Positron8 compiler performs all mathematic operations in full hierarchal order. Which means that there is precedence to the operators. For example, multiplies and divides are performed before adds and subtracts. To ensure the operations are carried out in the correct order use parenthesis to group the operations: -

$$A = ((B - C) * (D + E)) / F$$

All math operations are signed or unsigned depending on the variable type used, and performed with 8-bit, 16-bit, 24-bit, or 32-bit or floating point precision, again, depending on the variable types and constant values used within the expression. The operators supported are: -

Standard operators

Addition '+'	Adds variables and/or constants.
Subtraction '-'	Subtracts variables and/or constants.
Multiply '*'	Multiplies variables and/or constants.
Multiply High '**'	Returns the high 16 bits of an unsigned 16-bit integer multiply.
Multiply Middle '*/'	Returns the middle 16 bits of an unsigned 16-bit integer multiply.
Divide '/'	Divides variables and/or constants.
Modulus '//'	Returns the remainder after dividing one integer value by another.

Logical operators

Bitwise and '&'	Returns the logical AND of two values.
Bitwise or ' '	Returns the logical OR of two values.
Bitwise xor '^'	Returns the logical XOR of two values.
Bitwise Shift Left '<<'	Shifts the bits of a value left a specified number of places.
Bitwise Shift Right '>>'	Shifts the bits of a value right a specified number of places.
Bitwise Complement '~'	Reverses the bits in a variable.
Bitwise Reverse '@'	Reverses the order of the lowest bits in a value.

Positron8 functions

Abs	Returns the absolute value of a signed number.
Dcd	2 n-power decoder of a value.
Decimal Digit Extract '?'	Returns the specified decimal digit of a positive value.
Div32	15-bit x 31 bit unsigned divide. (For PBP compatibility only)
Exp	Return the exponential function of a floating point value.
Isqr	Returns the Square Root of an integer value.
Ncd	Priority encoder of a 16-bit value.
Pow	Computes a variable to the power of another.
Sqr	Returns the Square Root of a floating point value.

Trigonometry functions

Acos	Returns the Arc Cosine of a floating point value in radians.
Asin	Returns the Arc Sine of a floating point value in radians.
Atan	Returns the Arc Tangent of a floating point value in radians.
Cos	Returns the Cosine of a floating point value in radians.
ISin	Returns the Sine of an integer value in radians.
ICos	Returns the Cosine of an integer value in radians.
Log	Returns the Natural Log of a floating point value.
Log10	Returns the Log of a floating point value.
Sin	Returns the Sine of a floating point value in radians.
Tan	Returns the Tangent of a floating point value in radians.

Add '+'

Syntax

Assignment Variable = Variable + Variable

Overview

Adds variables and/or constants, returning an unsigned or signed 8, 16, 24, 32-bit or floating point result.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Addition works exactly as you would expect with signed and unsigned integers as well as floating point.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim wMyVar1 as Word = 1575
Dim wMyVar2 as Word = 976

wMyVar1 = wMyVar1 + wMyVar2 ' Add the numbers.
HRsoutLn Dec wMyVar1        ' Display the result
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

' 32-bit addition
Dim wMyVar1 as Word
Dim dMyVar2 as Dword

wMyVar1 = 1575
dMyVar2 = 9763647
dMyVar2 = dMyVar2 + wMyVar1 ' Add the numbers.
HRsoutLn Dec wMyVar2        ' Display the result
```


Subtract '-'

Syntax

Assignment Variable = Variable - Variable

Overview

Subtracts variables and/or constants, returning an unsigned or signed 8, 16, 24, 32-bit or floating point result.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Subtract works exactly as you would expect with signed and unsigned integers as well as floating point.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim wMyVar1 as Word = 1000   ' Create a variable and assign a value to it
Dim wMyVar2 as Word = 999    ' Create a variable and assign a value to it

wMyVar1 = wMyVar1 - wMyVar2   ' Subtract the numbers
HRSoutLn Dec wMyVar1         ' Display the result
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

' 32-bit subtraction
Dim wMyVar1 as Word
Dim dMyVar2 as Dword

wMyVar1 = 1575
dMyVar2 = 9763647
dMyVar2 = dMyVar2 - wMyVar1   ' Subtract the numbers
HRSoutLn Dec wMyVar2         ' Display the result
```

Example 3

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

' 32-bit signed subtraction
Dim dMyVar1 as SDword = 1575
Dim dMyVar2 as SDword = 9763647

dMyVar1 = dMyVar1 - dMyVar2   ' Subtract the numbers
HRSoutLn SDec dMyVar1         ' Display the result
```

Multiply '*'

Syntax

*Assignment Variable = Variable * Variable*

Overview

Multiplies variables and/or constants, returning an unsigned or signed 8, 16, 24, 32-bit or floating point result.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Multiply works exactly as you would expect with signed or unsigned integers from -2147483648 to +2147483647 as well as floating point. If the result of multiplication is larger than 2147483647 when using 32-bit variables, the excess bit will be lost.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim wMyVar1 as Word = 1000  ' Create a variable and assign a value to it
Dim wMyVar2 as Word = 19    ' Create a variable and assign a value to it

wMyVar1 = wMyVar1 * wMyVar2 ' Multiply wMyVar1 by wMyVar2
HRsoutLn Dec wMyVar1        ' Display the result
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

' 32-bit multiplication
Dim wMyVar1 as Word
Dim dMyVar2 as Dword

wMyVar1 = 100
dMyVar2 = 10000
dMyVar2 = dMyVar2 * wMyVar1 ' Multiply the numbers
HRsoutLn Dec dMyVar2        ' Display the result
```

Multiply High '**'

Syntax

*Assignment Variable = Variable ** Variable*

Overview

Multiplies 8 or 16-bit unsigned variables and/or constants, returning the high 16 bits of the result. For compatibility with the old BASIC Stamp modules.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

When multiplying two 16-bit values, the result can be as large as 32 bits. Since the largest variable supported by the compiler is 16-bits, the highest 16 bits of a 32-bit multiplication result are normally lost. The ** (double-star) operand produces these upper 16 bits.

For example, suppose 65000 (\$FDE8) is multiplied by itself. The result is 4,225,000,000 or \$FBD46240. The * (star, or normal multiplication) instruction would return the lower 16 bits, \$6240. The ** instruction returns \$FBD4.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim wMyVar1 as Word
Dim wMyVar2 as Word

wMyVar1 = $FDE8
wMyVar2 = wMyVar1 ** wMyVar1 ' Multiply $FDE8 by itself
HRsoutLn Hex wMyVar2         ' Display the high 16 bits.
```

Note.

This operator enables compatibility with BASIC Stamp code, and melab's compiler code, but is rather obsolete considering the 32-bit capabilities of the Positron8 compiler.

Multiply Middle */

Syntax

*Assignment Variable = Variable */ Variable*

Overview

Multiplies unsigned variables and/or constants, returning the middle 16 bits of the 32-bit result.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

The Multiply Middle operator has the effect of multiplying a value by a whole number and a fraction. The whole number is the upper byte of the multiplier (0 to 255 whole units) and the fraction is the lower byte of the multiplier (0 to 255 units of 1 / 256 each).

Suppose we are required to multiply a value by 1.5. The whole number, and therefore the upper byte of the multiplier, would be 1, and the lower byte (fractional part) would be 128, since $128 / 256 = 0.5$. It may be clearer to express the */ multiplier in Hex as \$0180, since hex keeps the contents of the upper and lower bytes separate. Here's an example: -

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim wMyVar1 as Word = 100   ' Create a variable and assign a value to it

wMyVar1 = wMyVar1 */ $0180   ' Multiply by 1.5 [1 + (128/256)]
HRSoutLn Dec wMyVar1         ' Display result (150).
```

To calculate constants for use with the */ instruction, put the whole number portion in the upper byte, then use the following formula for the value of the lower byte: -

$\text{int}(\text{fraction} * 256)$

For example, take the value of PI (3.14159). The upper byte would be \$03 (the whole number), and the lower would be $\text{int}(0.14159 * 256) = 36$ (\$24). So the constant PI for use with */ would be \$0324. This isn't a perfect match for PI, but the error is only about 0.1%.

Note.

This operator enables compatibility with BASIC Stamp code, and melab's compiler code, but is rather obsolete considering the signed and unsigned 32-bit capabilities of the Positron8 compiler.

Divide '/'

Syntax

Assignment Variable = Variable / Variable

Overview

Divides variables and/or constants, returning an unsigned or signed 8, 16, 24, 32-bit or floating point result.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

The Divide operator works exactly as you would expect with signed or unsigned integers from -2147483648 to +2147483647 as well as floating point.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn
```

```
Dim wMyVar1 as Word
Dim wMyVar2 as Word
```

```
wMyVar1 = 1000
wMyVar2 = 5
wMyVar1 = wMyVar1 / wMyVar2           ' Divide the numbers.
HRSoutLn Dec wMyVar1                  ' Display the result (200).
```

Example 2

```
' 32-bit division
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn
```

```
Dim wMyVar1 as Word
Dim dMyVar2 as Dword
```

```
wMyVar1 = 100
dMyVar2 = 10000
dMyVar2 = dMyVar2 / wMyVar1           ' Divide the numbers.
HRSoutLn Dec dMyVar2                  ' Display the result
```

Integer Modulus '//'

Syntax

Assignment Variable = Variable // Variable

Overview

Return the remainder left after dividing one unsigned or signed value by another.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Some division problems do not have a whole-number result; they return a whole number and a fraction. For example, $1000 / 6 = 166.667$. Integer math doesn't allow the fractional portion of the result, so $1000 / 6 = 166$. However, 166 is an approximate answer, because $166 * 6 = 996$. The division operation left a remainder of 4. The // returns the remainder of a given division operation. Numbers that divide evenly, such as $1000 / 5$, produce a remainder of 0.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Value1 as Word
Dim Value2 as Word

Value1 = 1000
Value2 = 6
Value1 = Value1 // Value2    ' Get remainder of Value1 / Value2.
HRSoutLn Dec Value1         ' Display the result (4).
```

Example 2

```
' 32-bit modulus
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim wMyVar1 as Word
Dim dMyVar2 as Dword

wMyVar1 = 100
dMyVar2 = 99999
dMyVar2 = dMyVar2 // wMyVar1 ' Mod the numbers.
HRSoutLn Dec Value2         ' Display the result
```

Note.

The modulus operator does not operate with floating point constants or variables.

Logical and '&'

Syntax

Assignment Variable = Variable & Variable

Overview

The **And** operator returns the bitwise **And** of two values. Each bit of the values is subject to the following logic: -

0 and 0 = 0
0 and 1 = 0
1 and 0 = 0
1 and 1 = 1

The result returned by & will contain 1s in only those bit positions in which both input values contain 1s.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim bMyVar1 as Byte
Dim bMyVar2 as Byte
Dim bMyResult as Byte

bMyVar1 = 0b00001111
bMyVar2 = 0b10101101
bMyResult = bMyVar1 & bMyVar2
HRSoutLn Bin bMyResult      ' Display the AND binary result: 00001101
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

HRSoutLn Bin (0b00001111 & 0b10101101) ' Display the AND binary result: 00001101
```

Note.

Bitwise operations are not permissible with floating point constants or variables.

Logical or '|'

Syntax

Assignment Variable = Variable | Variable

Overview

The **Or** operator returns the bitwise **Or** of two values. Each bit of the values is subject to the following logic: -

0 or 0 = 0
0 or 1 = 1
1 or 0 = 1
1 or 1 = 1

The result returned by | will contain 1s in any bit positions in which one or the other (or both) input values contain 1s.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim bMyVar1 as Byte
Dim bMyVar2 as Byte
Dim bMyResult as Byte

bMyVar1 = 0b00001111
bMyVar2 = 0b10101001
bMyResult = bMyVar1 | bMyVar2
HRSoutLn Bin bMyResult      ' Display the OR binary result: 10101111
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

HRSoutLn Bin (0b00001111 | 0b10101001) ' Display the OR binary result: 10101111
```

Note.

Bitwise operations are not permissible with floating point constants or variables.

Logical Xor '^'

Syntax

Assignment Variable = Variable ^ Variable

Overview

The **Xor** operator returns the bitwise **Xor** of two values. Each bit of the values is subject to the following logic: -

```
0 xor 0 = 0
0 xor 1 = 1
1 xor 0 = 1
1 xor 1 = 0
```

The result returned by ^ will contain 1s in any bit positions in which one or the other (but not both) input values contain 1s.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim bMyVar1 as Byte
Dim bMyVar2 as Byte
Dim bMyResult as Byte

bMyVar1 = 0b00001111
bMyVar2 = 0b10101001
bMyResult = bMyVar1 ^ bMyVar2
HRSoutLn Bin8 bMyResult           ' Display the XOR binary result: 10100110
```

Example 2

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

HRSoutLn Bin8 (0b00001111 ^ 0b10101001) ' Display the XOR binary result 10100110
```

Note.

Bitwise operations are not permissible with floating point constants or variables.

Bitwise Shift Left '<<'

Syntax

Assignment Variable = Variable << Shift_Amount

Overview

Shifts the bits of an integer value to the left a specified number of places. Bits shifted off the left end of a number are lost, and bits shifted into the right end of the number are 0s. Shifting the bits of a value left n number of times also has the effect of unsigned multiplying that number by two to the n th power.

For example $100 \ll 3$ (shift the bits of the decimal number 100 left three places) is equivalent to $100 * 2^3$.

Operands

Variable can be a constant, variable or expression that holds the value to shift.

Shift_Amount can be a constant, variable or expression that holds the amount of shifts to perform.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Wordin as Word
Dim bMyLoop as Byte

Wordin = 0b1111111111111111
For bMyLoop = 1 To 16       ' Repeat with bMyLoop = 1 to 16.
    HRSoutLn Bin Wordin << bMyLoop ' Shift variable Wordin left bMyLoop places.
Next
```

Note.

Bitwise operations are not permissible with floating point constants or variables.

Left shifts are unsigned, regardless of the variable type used.

Bitwise Shift Right '>>'

Syntax

Assignment Variable = Variable >> Shift_Amount

Overview

Shifts the bits of a signed or unsigned integer variable to the right a specified number of places. Bits shifted off the right end of a number are lost, while bits shifted into the left end of the number are 0s, unless a signed variable is being shifted and the variable holds a negative value. Shifting the bits of a value right n number of times also has the effect of signed or unsigned dividing that number by two to the n th power.

For example $100 \gg 3$ (shift the bits of the decimal number 100 right three places) is equivalent to $100 / 2^3$.

Operands

Variable can be a constant, variable or expression that holds the value to shift.

Shift_Amount can be a constant, variable or expression that holds the amount of shifts to perform.

Assignment Variable can be any valid variable type.

Example 1

```
' Unsigned Right Shift
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Wordin as Word           ' Create an unsigned 16-bit variable
Dim bBitCount as Byte

Wordin = 0b1111111111111111
For bBitCount = 0 to 15      ' Repeat with bMyLoop = 0 to 15
    HRSoutLn Bin Wordin >> bBitCount ' Shift Wordin right bBitCount places
Next
```

Example 2

```
' Signed Right Shift
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim SWordin as SWord        ' Create a signed 16-bit variable
Dim bBitCount as Byte

SWordin = 0b1000000000000000 ' Load SWordin with the value -32768
For bBitCount = 0 to 15      ' Repeat with bMyLoop = 0 to 15
    HRSoutLn Bin SWordin >> bBitCount ' Shift SWordin right bBitCount places
Next
```

Note.

Bitwise operations are not permissible with floating point constants or variables.

Right bit shifts are signed or unsigned, depending on the variable type used, or if a right shift is used within an expression that has a signed assignment.

Complement '~'

Syntax

Assignment Variable = ~Variable

Overview

The Complement operator inverts the bits of a value. Each bit that contains a 1 is changed to 0 and each bit containing 0 is changed to 1. This process is also known as a "bitwise not".

Parameter

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600  ' Set the Baud rate for HRSoutLn

Dim Wordout as Word
Dim Wordin as Word

Wordin = 0b1111000011110000
Wordout = ~Wordin           ' Complement the value held in Wordin
HRSoutLn Bin16 Wordout      ' Display the result on a serial terminal
```

Note.

Complementing can be carried out with all variable types except **Floats**. Attempting to complement a floating point variable will produce a syntax error.

Bitwise Reverse '@'

Syntax

Assignment Variable = Variable @ Variable

Overview

Reverses the order of the lowest bits in a value. The number of bits to be reversed is from 1 to 32.

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

16-bit Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim MyWord as Word           ' Holds the result of the reverse

MyWord = 0b10101100 @ 4      ' Sets MyWord to 10100011
HRSoutLn Bin8 MyWord         ' Send the result to a serial terminal
```

32-bit Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim MyDword as Dword        ' Holds the result of the reverse
,
' Sets MyDword to 10101010000000001111111110100011
,
MyDword = 0b10101010000000001111111110101100 @ 4
HRSoutLn Bin32 MyDword       ' Send the result to a serial terminal
```

Decimal Digit extract '?'

Syntax

Assignment Variable = Variable ? Variable

Overview

In this form, the ? operator is compatible with the BASIC Stamp 2's syntax. It returns the specified decimal digit of a 16-bit positive value. Digits are numbered from 0 (the rightmost digit) to 4 (the leftmost digit of a 16-bit number; 0 to 65535).

Operands

Variable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim bMyLoop as Byte        ' Holds the loop for the For-Next
Dim MyWord as Word         ' Holds the result of the ?

MyWord = 9742
HRSoutLn MyWord ? 2         ' Display digit 2 (7)

For bMyLoop = 0 to 4
    HRSout MyWord ? MyLoop  ' Display digits 0 through 4 of 9742
Next
HRSout 13
```

Note

Decimal Digit Extract does not support **Float** type variables.

See also the **Dig** function which performs the same task.

Abs

Syntax

Assignment Variable = **Abs**(*pVariable*)

Overview

Return the absolute value of a constant, variable or expression.

Parameter

pVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

32-bit Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim DWordIn as Dword        ' Create an unsigned Dword variable
Dim DWordOut as Dword       ' Create an unsigned Dword variable

DWordIn = -1234567           ' Load DWordIn with value -1234567
DWordOut = Abs(DWordIn)      ' Extract the absolute value from DWordIn
HRSoutLn Dec DWordOut        ' Display the result, which is 1234567
```

Floating Point example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim FloatIn as Float        ' Create a Floating Point variable
Dim FloatOut as Float       ' Create a Floating Point variable

FloatIn = -1234567          ' Load FloatIn with value -1234567
FloatOut = Abs(FloatIn)     ' Extract the absolute value from FloatIn
HRSoutLn Dec FloatOut       ' Display the result, which is 1234567
```

Note

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Abs(MyVar1)) + MyVar2
```

fAbs

Syntax

Assignment Variable = **fAbs**(*pVariable*)

Overview

Return the absolute value of a constant, variable or expression as floating point.

Parameter

pVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim FloatIn as Float       ' Create a Floating Point variable
Dim FloatOut as Float      ' Create a Floating Point variable

FloatIn = -1234567          ' Load FloatIn with value -1234567
FloatOut = fAbs(FloatIn)    ' Extract the absolute value from FloatIn
HRSoutLn Dec FloatOut       ' Display the result, which is 1234567
```

Note

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (fAbs(MyVar1)) + MyVar2
```


Acos

Syntax

Assignment Variable = **Acos**(*pVariable*)

Overview

Deduce the Arc Cosine of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Arc Cosine (Inverse Cosine) extracted. The value expected and returned by the floating point **Acos** is in radians. The value must be in the range of -1 to +1

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float = 0.8   ' Holds the value to Acos
Dim Floatout as Float        ' Holds the result of the Acos

Floatout = Acos(Floatin)     ' Extract the Acos of the value
HRSoutLn Dec Floatout        ' Display the result
Stop
```

Notes

Acos is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Arc Cosine is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Acos(MyVar1)) + MyVar2
```

Asin

Syntax

Assignment Variable = **Asin**(*pVariable*)

Overview

Deduce the Arc Sine of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Arc Sine (Inverse Sine) extracted. The value expected and returned by **Asin** is in radians. The value must be in the range of -1 to +1

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim Floatin as Float = 0.8  ' Holds the value to Asin
Dim Floatout as Float       ' Holds the result of the Asin

Floatout = Asin(Floatin)    ' Extract the Asin of the value
HRsoutLn Dec Floatout       ' Display the result
Stop
```

Notes

Asin is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Arc Sine is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Asin(MyVar1)) + MyVar2
```

Atan

Syntax

Assignment Variable = **Atan**(*pVariable*)

Overview

Deduce the Arc Tangent of a floating point value

pParameter

pVariable can be a constant, variable or expression that requires the Arc Tangent (Inverse Tangent) extracted. The value expected and returned by the floating point **Atan** is in radians.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Atan
Dim Floatout as Float       ' Holds the result of the Atan

Floatin = 1                  ' Load the variable
Floatout = Atan(Floatin)    ' Extract the Atan of the value
HRSoutLn Dec Floatout       ' Display the result
Stop
```

Notes

Atan is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Arc Tangent is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Atan(MyVar1)) + MyVar2
```

Cos

Syntax

Assignment Variable = **Cos**(*pVariable*)

Overview

Deduce the Cosine of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Cosine extracted. The value expected and returned by **Cos** is in radians.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Cos with
Dim Floatout as Float       ' Holds the result of the Cos

Floatin = 123                ' Load the variable
Floatout = Cos(Floatin)     ' Extract the Cos of the value
HRSoutLn Dec Floatout       ' Display the result
Stop
```

Notes

With 12, and 14-bit core devices, **Cos** returns the 8-bit cosine of a value, compatible with the BASIC Stamp syntax. The result is in two's complement form (i.e. -127 to 127). **Cos** starts with a value in binary radians, 0 to 255, instead of the customary 0 to 359 degrees.

However, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Cosine is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Cos(MyVar1)) + MyVar2
```

Dcd

Syntax

Assignment Variable = **Dcd**(*pVariable*)

Overview

2 n-power decoder of a value. **Dcd** accepts a value from 0 to 15, and returns a 16-bit value with that bit number set to 1.

Parameter

pVariable can be a constant, variable or expression that requires the **Dcd** extracted.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim Wordin as Word          ' Holds the value to Dcd with
Dim Wordout as Word         ' Holds the result of the Dcd

Wordin = 12
Wordout = Dcd Wordin         ' Set bit-12 of Wordout
HRsoutLn Bin16 Wordout      ' Display the binary result: 0001000000000000
```

Dcd does not support **Long**, **Dword**, or **Float** type variables at this moment in time. Therefore the highest value obtainable is 65535.

Exp

Syntax

Assignment Variable = **Exp**(*pVariable*)

Overview

Deduce the exponential function of a floating point value. This is e to the power of *value* where e is the base of natural logarithms. **Exp** 1 is 2.7182818.

Parameter

pVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Exp with
Dim Floatout as Float       ' Holds the result of the Exp

Floatin = 1                  ' Load the variable
Floatout = Exp(Floatin)      ' Extract the Exp of the value
HRSoutLn Dec Floatout        ' Display the result
Stop
```

Notes

Exp is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point exponentials are implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Exp(MyVar1)) + MyVar2
```

fRound

Syntax

Assignment Variable = **fRound**(*pVariable*)

Overview

Round a value, variable or expression to the nearest integer.

Parameter

pVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to round
Dim Dwordout as Dword       ' Holds the result of fRound

Floatin = 1.9               ' Load the variable
Dwordout = fRound(Floatin)  ' Round to the nearest integer value
HRSoutLn Dec Dwordout       ' Display the integer result
Stop
```

Notes

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (fRound(MyVar1)) + MyVar2
```

ISin

Syntax

Assignment Variable = **ISin**(*pVariable*)

Overview

Deduce the integer Sine of an integer value

Parameter

pVariable can be a constant, variable or expression that requires the Sine extracted. The value expected and returned by **ISin** is in decimal radians (0 to 255).

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim ByteIn as Byte          ' Holds the value to ISin
Dim ByteOut as Byte         ' Holds the result of the ISin

ByteIn = 123                ' Load the variable
ByteOut = ISin(ByteIn)      ' Extract the integer Sin of the value
HRSoutLn Dec ByteOut        ' Display the result
Stop
```

Note

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (ISin(MyVar1)) + MyVar2
```


ICos

Syntax

Assignment Variable = **ICos**(*pVariable*)

Overview

Deduce the integer Cosine of an integer value

Parameter

pVariable can be a constant, variable or expression that requires the Cosine extracted. The value expected and returned by **ICos** is in decimal radians (0 to 255).

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim ByteIn as Byte          ' Holds the value to ICos
Dim ByteOut as Byte         ' Holds the result of the Icos

ByteIn = 123                ' Load the variable
ByteOut = ICos(ByteIn)      ' Extract the integer Cosine of the value
HRSoutLn Dec ByteOut        ' Display the result
Stop
```

Note

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (ICos(MyVar1)) + MyVar2
```

ISqr

Syntax

Assignment Variable = **ISqr**(*pVariable*)

Overview

Deduce the integer Square Root of an integer value

Parameter

pVariable can be a constant, variable or expression that requires the Square Root extracted.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim ByteIn as Byte          ' Holds the value to ISqr
Dim ByteOut as Byte         ' Holds the result of the Isqr

ByteIn = 123                ' Load the variable
ByteOut = ISqr(ByteIn)      ' Extract the integer square root of the value
HRSoutLn Dec ByteOut        ' Display the result
Stop
```

Note

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (ISqr(MyVar1)) + MyVar2
```

Log

Syntax

Assignment Variable = **Log**(*pVariable*)

Overview

Deduce the Natural Logarithm a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the natural logarithm extracted.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Log with
Dim Floatout as Float       ' Holds the result of the Log

Floatin = 1                  ' Load the variable
Floatout = Log(Floatin)     ' Extract the Log of the value
HRSoutLn Dec Floatout       ' Display the result
Stop
```

Notes

Log is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Natural Logarithms are implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Log(MyVar1)) + MyVar2
```

Log10

Syntax

Assignment Variable = **Log10**(*pVariable*)

Overview

Deduce the Logarithm a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Logarithm extracted.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Log10 with
Dim Floatout as Float       ' Holds the result of the Log10

Floatin = 1                  ' Load the variable
Floatout = Log10(Floatin)    ' Extract the Log10 of the value
HRSoutLn Dec Floatout        ' Display the result
Stop
```

Notes

Log10 is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point logarithms are implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Log10(MyVar1)) + MyVar2
```

Ncd

Syntax

Assignment Variable = **Ncd**(*pVariable*)

Overview

Priority encoder of a 16-bit value. Ncd takes a 16-bit value, finds the highest bit containing a 1 and returns the bit position plus one (1 through 16). If no bit is set, the input value is 0. Ncd returns 0. Ncd is a fast way to get an answer to the question "what is the largest power of two that this value is greater than or equal to?" The answer that Ncd returns will be that power, plus one.

Parameter

pVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600  ' Set the Baud rate for HRSoutLn

Dim MyWord as Word

MyWord = 0b000001101        ' Highest bit set is bit-3.
HRSoutLn Dec Ncd MyWord      ' Display the Ncd of MyWord (4).
```

Ncd does not, yet, support **Long**, **Dword**, or **Float** type variables.

Pow

Syntax

Assignment Variable = **Pow**(*pVariable*, *pPowVariable*)

Overview

Computes *pVariable* to the power of *pPowVariable*.

Parameters

pVariable can be a constant, variable or expression.

pPowVariable can be a constant, variable or expression.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn

Dim fPowOf as Float
Dim Floatin as Float        ' Holds the value to Pow with
Dim Floatout as Float       ' Holds the result of the Pow

fPowOf= 10
Floatin = 2                  ' Load the variable
Floatout = Pow(Floatin, fPowOf) ' Extract the Pow of the value
HRsoutLn Dec Floatout        ' Display the result
Stop
```

Notes

Pow is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point power of is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Pow(MyVar1, MyVar2)) + MyVar3
```

Sin

Syntax

Assignment Variable = **Sin**(*pVariable*)

Overview

Deduce the Sine of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Sine extracted. The value expected and returned by **Sin** is in radians.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Sin
Dim Floatout as Float       ' Holds the result of the Sin

Floatin = 123.0              ' Load the variable
Floatout = Sin(Floatin)     ' Extract the Sin of the value
HRSoutLn Dec Floatout       ' Display the result
Stop
```

Notes

With 12, and 14-bit core devices, **Sin** returns the 8-bit sine of a value, compatible with the BASIC Stamp syntax. The result is in two's complement form (i.e. -127 to 127). **Sin** starts with a value in binary radians, 0 to 255, instead of the customary 0 to 359 degrees.

However, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point Sine is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Sin(MyVar1)) + MyVar2
```

Sqr

Syntax

Assignment Variable = **Sqr**(*pVariable*)

Overview

Deduce the Square Root of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Square Root extracted.

Assignment Variable can be any valid variable type.

Notes

With 12 and 14-bit core devices, **Sqr** returns an integer square root of a value, compatible with the BASIC Stamp syntax. Remember that most square roots have a fractional part that the compiler discards in doing its integer-only maths. Therefore it computes the square root of 100 as 10 (correct), but the square root of 99 as 9 (the actual is close to 9.95).

Example: -

```
Var1 = Sqr(Var2)
```

or

```
HRsoutLn Sqr 100      ' Display square root of 100 (10).  
HRsoutLn Sqr 99       ' Display of square root of 99 (9 due to truncation)
```

However, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point **Sqr** is implemented.

Example

```
Device = 18F26K40      ' Select the device to compile for  
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRsoutLn  
  
Dim Floatin as Float   ' Holds the value to Sqr  
Dim Floatout as Float  ' Holds the result of the Sqr  
  
Floatin = 600           ' Load the variable  
Floatout = Sqr(Floatin) ' Extract the Sqr of the value  
HRsoutLn Dec Floatout   ' Display the result  
Stop
```

Notes

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Sqr(MyVar1)) + MyVar2
```


Tan

Syntax

Assignment Variable = **Tan**(*pVariable*)

Overview

Deduce the Tangent of a floating point value

Parameter

pVariable can be a constant, variable or expression that requires the Tangent extracted. The value expected and returned by the floating point **Tan** is in radians.

Assignment Variable can be any valid variable type.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Floatin as Float        ' Holds the value to Tan
Dim Floatout as Float       ' Holds the result of the Tan

Floatin = 1                  ' Load the variable
Floatout = Tan(Floatin)     ' Extract the Tan of the value
HRSoutLn Dec Floatout       ' Display the result
Stop
```

Notes

Tan is not implemented with 12, or 14-bit core devices, however, with the extra functionality, and more linear memory offered by the 18F devices, full 32-bit floating point tangent is implemented.

Floating point trigonometry is extremely memory hungry, so do not be surprised if a large chunk of the microcontroller's code memory is used with a single operator. This also means that floating point trigonometry is comparatively slow to operate.

When implementing trigonometry, or other built in, functions within an expression, always wrap them in parenthesis, otherwise the parser may consider the extra operands as part of the trigonometry parameter and produce an incorrect result. For example:

```
MyAssignment = (Tan(MyVar1)) + MyVar2
```

Div32

In order to make the Positron8 compiler more compatible with code produced for the melab's PICBASIC Pro compiler, the **Div32** function has been added. The original melab's compiler's multiply function only operated as a 16-bit x 16-bit multiply, thus producing a 32-bit result. However, since the compiler only supported a maximum variable size of 16 bits (**Word**), access to the result had to happen in 2 stages: -

Var = Var1 * Var2 returns the lower 16 bits of the multiply

while...

Var = Var1 ** Var2 returns the upper 16 bits of the multiply

There was no way to access the 32-bit result as a valid single value.

In many cases it is desirable to be able to divide the entire 32-bit result of the multiply by a 16-bit number for averaging, or scaling. **Div32** is actually limited to dividing a 31-bit unsigned integer (0 - 2147483647) by a 15-bit unsigned integer (0 - 32767). This ought to be sufficient in most situations.

Because the melab's compiler only allowed a maximum variable size of 16 bits (0 - 65535), **Div32** relies on the fact that a multiply was performed just prior to the **Div32** command, and that the internal compiler variables still contain the 32-bit result of the multiply. No other operation may occur between the multiply and the **Div32** or the internal variables may be altered, thus destroying the 32-bit multiplication result.

The following example demonstrates the operation of **Div32**:-

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim Wrd1 as Word
Dim Wrd2 as Word
Dim Wrd3 as Word
Dim wFake as Word          ' Must be a Word type variable for result

Wrd2 = 300
Wrd3 = 1000

wFake = Wrd2 * Wrd3         ' Operators ** or */ could also be used instead
Wrd1= Div32 100
HRSoutLn Dec Wrd1
```

The above program assigns Wrd2 the value 300 and Wrd3 the value 1000. When multiplied together, the result is 300000. However, this number exceeds the 16-bit word size of a variable (65535). Therefore, the dummy variable, wFake, contains only the lower 16 bits of the result. **Div32** uses the compiler's internal (System) variables as the Parameters.

Note.

This operand enables a certain compatibility with melab's compiler code, but is rather obsolete considering the 32-bit, and floating point capabilities of the Positron8 compiler.

Peripheral and Interfacing Commands

ADin	Read the on-board Analogue to Digital Converter (ADC) peripheral.
Bstart	Send a Start condition to the I ² C bus.
Bstop	Send a Stop condition to the I ² C bus.
Brestart	Send a Restart condition to the I ² C bus.
BusAck	Send an Acknowledge condition to the I ² C bus.
BusNack	Send an Not Acknowledge condition to the I ² C bus.
Busin	Read bytes from an I ² C device.
Busout	Write bytes to an I ² C device.
Button	Detect and debounce a key press.
Counter	Count the number of pulses occurring on a pin.
DTMFout	Produce a DTMF Touch Tone note.
Freqout	Generate one or two tones, of differing or the same frequencies.
HbStart	Send a Start condition to the I ² C bus using the MSSP module.
HbStop	Send a Stop condition to the I ² C bus using the MSSP module.
HbRestart	Send a Restart condition to the I ² C bus using the MSSP module.
HbusAck	Send an Ack condition to the I ² C bus using the MSSP module.
HbusNack	Send a Not Ack condition to the I ² C bus using the MSSP module.
Hbusin	Read from an I ² C device using the MSSP module.
Hbusout	Write to an I ² C device using the MSSP module.
High (PinHigh)	Make a pin or port high.
HPWM	Generate PWM signals using the device's CCP peripherals.
I2Cin	Read bytes from an I ² C device with user definable SDA\SCL lines.
I2Cout	Write bytes to an I ² C device with user definable SDA\SCL lines.
Inkey	Scan a matrix keypad.
Input (PinInput)	Make a pin or port an input.
Output (PinOutput)	Make a pin or port an output.
Oread	Receive data from a device using the Dallas 1-wire protocol.
Owrite	Send data to a device using the Dallas 1-wire protocol.
Low (PinLow)	Make a pin or port low.
Pot	Read a potentiometer on specified pin using an RC method.
PinClear	Clear a pin of a port using a variable as the pin number.
PinGet	Read a pin from a port using a variable as the index
PinMode	Make a specified <i>Pin</i> an input, output, or enable internal pull-up resistors.
PinPullup	Enable or disable a specified <i>Port</i> or <i>Pin</i> internal pull-up resistor or resistors.
PinSet	Set a pin of a port using a variable as the pin number.
PulseIn	Measure the pulse width on a pin.
PulseOut	Generate a pulse from a pin.
PWM	Output a Pulse Width Modulated signal from an I/O pin.
RCin	Measure a pulse width on a pin.
Servo	Control a servo motor.
Shin	Synchronous serial input. i.e. SPI
Shout	Synchronous serial output. i.e. SPI
Sound	Generate a tone or white-noise from a specified pin.
Sound2	Generate 2 tones from 2 separate pins.
Toggle	Reverse the state of a port's pin.
USBinit	Initialise the USB on devices that contain a USB peripheral.
USBin	Receive data via a USB endpoint on devices that contain a USB peripheral.
USBout	Transmit data via a USB endpoint on devices that contain a USB peripheral.
Xin	Receive data using the X10 protocol.
Xout	Transmit data using the X10 protocol.

LCD Commands

Box	Draw a square on a graphic LCD.
Circle	Draw a circle on a graphic LCD.
Cls	Clear the LCD.
Cursor	Position the cursor on the LCD.
LCDread	Read a single byte from a Graphic LCD.
LCDwrite	Write bytes to a Graphic LCD.
Line	Draw a line in any direction on a graphic LCD.
LineTo	Draw a straight line in any direction on a graphic LCD, starting from the previous Line command's end position.
Pixel	Read a single pixel from a Graphic LCD.
Plot	Set a single pixel on a Graphic LCD.
Print	Display characters on an LCD.
Toshiba_Command	Send a command to a Toshiba T6963 graphic LCD.
Toshiba_UDG	Create User Defined Graphics for Toshiba T6963 graphic LCD.
UnPlot	Clear a single pixel on a Graphic LCD.

Async Serial Commands

HRsin	Receive data from the serial port on devices that contain a USART.
HRsout	Transmit data from the serial port on devices that contain a USART.
HRsoutLn	Transmit data from the serial port on devices that contain a USART and transmit a terminator value or values.
HSerin	Receive data from the serial port on devices that contain a USART.
HSerout	Transmit data from the serial port on devices that contain a USART.
HSeroutLn	Transmit data from the serial port on devices that contain a USART and transmit a terminator value or values.
HRsin2	Same as HRsin but using a 2nd USART if available.
HRsout2	Same as HRsout but using a 2nd USART if available.
HRsout2Ln	Same as HRsoutLn but using a 2nd USART if available.
HSerin2	Same as HSerin but using a 2nd USART if available.
HSerout2	Same as HSerout but using a 2nd USART if available.
HSerout2Ln	Same as HSeroutLn but using a 2nd USART if available.
HRsin3	Same as HRsin but using a 3rd USART if available.
HRsout3	Same as HRsout but using a 3rd USART if available.
HRsout3Ln	Same as HRsoutLn but using a 3rd USART if available.
HSerin3	Same as HSerin but using a 3rd USART if available.
HSerout3	Same as HSerout but using a 3rd USART if available.
HSerout3Ln	Same as HSeroutLn but using a 3rd USART if available.
HRsin4	Same as HRsin but using a 4th USART if available.
HRsout4	Same as HRsout but using a 4th USART if available.
HRsout4Ln	Same as HRsoutLn but using a 4th USART if available.
HSerin4	Same as HSerin but using a 4th USART if available.
HSerout4	Same as HSerout but using a 4th USART if available.
HSerout4Ln	Same as HSeroutLn but using a 4th USART if available.
Rsin	Asynchronous serial input from a fixed pin and Baud rate.
Rsout	Asynchronous serial output to a fixed pin and Baud rate.
RsoutLn	Asynchronous serial output to a fixed pin and Baud rate, and transmit a terminator value or values.
Serin	Receive asynchronous serial data (i.e. RS232 data).
Serout	Transmit asynchronous serial data (i.e. RS232 data).

Comparison and Loop Commands

Bound	Returns the element size of an array – 1 element. For use in Loops.
Branch	Computed GoTo (equiv. to On..GoTo).
BranchL	Branch out of page (long Branch).
Break	Exit a loop prematurely.
Continue	Cause the next iteration of the enclosing loop to begin.
Do...Loop	Execute a block of instructions until a condition is true or an infinite loop.
For...To...Next...Step	Repeatedly execute statements.
If..Then..Else..Else..EndIf	Conditionally execute statements.
On GoSub	Call a Subroutine based on an Index value. For 18F devices only.
On GoTo	Jump to an address in code memory based on an Index value. (Primarily for smaller devices)
On GoToL	Jump to an address in code memory based on an Index value. (Primarily for larger devices)
Tern	A form of Ternary Operator and has the same mechanism as a C compiler's '?' directive.
Repeat...Until	Execute a block of instructions until a condition is true.
Select..Case..EndSelect	Conditionally run blocks of code.
SizeOf	Returns the size of a variable, in bytes or the amount of elements in an array
While...Wend	Execute statements while condition is true.

General BASIC Commands

AddressOf	Get the address of a variable or label.
Call	Call an assembly language subroutine.
Clear	Place a variable or bit in a low state, or clear all RAM area.
ClearBit	Clear a bit of a variable, using a variable index.
Dec	Decrement a variable.
DelayCs	Delay with a 1 instruction cycle resolution.
DelayMs	Delay milliseconds.
DelayUs	Delay microseconds.
Dig	Return the value of a decimal digit.
GetBit	Examine a bit of a variable, using a variable index.
GoSub	Call a BASIC subroutine at a specified label.
GoTo	Continue execution at a specified label.
Inc	Increment a variable.
LoadBit	Set or Clear a bit of a variable, using a variable index.
Random	Generate a pseudo-random number.
Return	Continue at the statement following the last GoSub .
Rol	Rotate a variable left, with or without the microcontroller's Carry flag.
Ror	Rotate a variable right, with or without the microcontroller's Carry flag.
Seed	Seed the random number generator, to obtain a more random result.
Set	Place a variable or bit in a high state.
SetBit	Set a bit of a variable, using a variable index.
Sleep	Power down the processor for a period of time.
Snooze	Power down the processor for short period of time.
Stop	Stop program execution.
Swap	Exchange the values of two variables.

RAM String Variable Commands

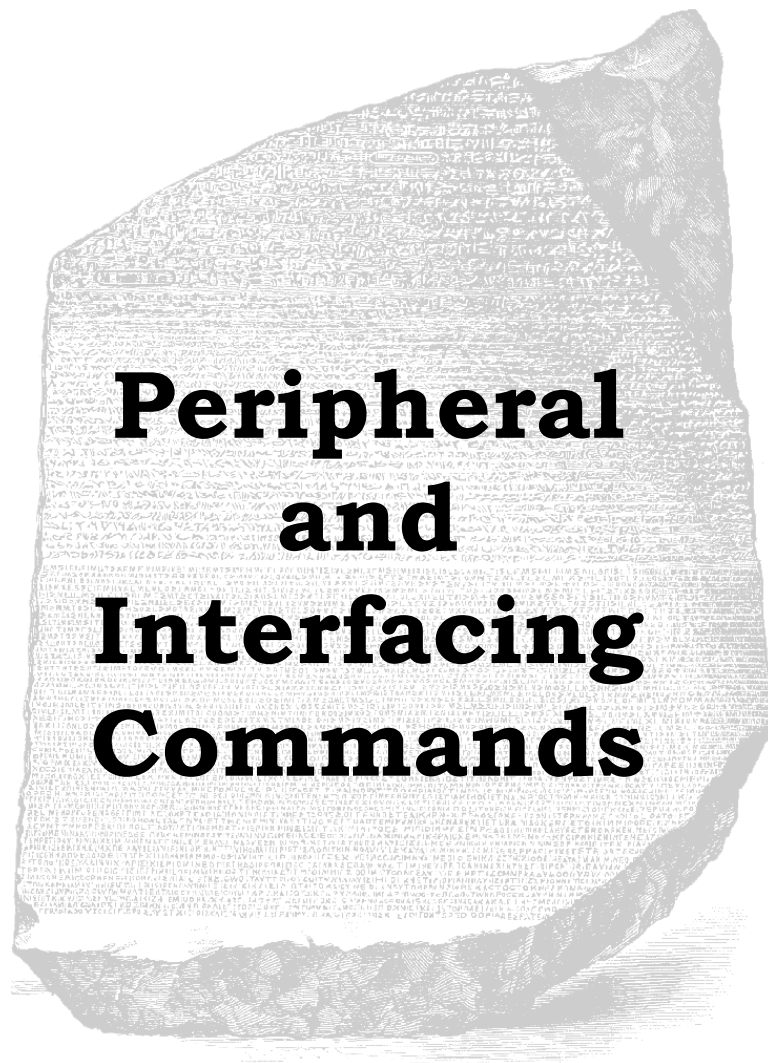
Len	Find the length of a String variable.
Left\$	Extract n amount of characters from the left of a String .
Mid\$	Extract characters from a String beginning at n characters from the left.
Right\$	Extract n amount of characters from the right of a String .
Str	Load a Byte array with values.
Strn	Create a null terminated Byte array.
Str\$	Convert the contents of a variable to a null terminated String .
ToLower	Convert the characters in a String to lower case.
ToUpper	Convert the characters in a String to upper case.
Val	Convert a null terminated String to an integer value.

Flash memory and EEPROM Commands

cPtr8, cPtr16, cPtr24, cPtr32	Indirectly read flash memory using a variable as the address.
Cdata	Place information into flash memory. For access by Creadx .
Cread	Read data from flash memory.
Cread8, Cread16, Cread24, Cread32	Read a single or multi-byte value from a flash memory table with more efficiency than Cread .
Cwrite	Write data to flash memory.
Edata	Define initial contents of on-board EEPROM.
Eread	Read a value from on-board EEPROM.
Ewrite	Write a value to on-board EEPROM.
LookDown	Search a constant lookdown table for a value.
LookDownL	Search constant or variable lookdown table for a value.
LookUp	Fetch a constant value from a lookup table.
LookUpL	Fetch a constant or variable value from lookup table.

Directives

Asm-EndAsm	Insert assembly language code section.
Config	Set or Reset programming fuse configurations.
Declare	Adjust library routine parameters.
Device	Choose the type of PICmicro™ to compile for.
Dim	Create a RAM variable or a Flash memory table.
End	Stop execution of the BASIC program.
Include	Load a file into the source code.
On_Hardware_Interrupt	Point to the subroutine that a hardware interrupt will jump too.
On_Low_Interrupt	Point to a subroutine for a Low Priority interrupt on an 18F device.
Set_OSCCAL	Calibrate the internal oscillator found on some PICmicro™ devices.
Sub-EndSub	Create a subroutine unit.
Symbol	Create a constant or an alias.



Peripheral and Interfacing Commands

ADin

Syntax

Variable = **ADin** channel number

Overview

Read the value from the on-board Analogue to Digital Converter.

Parameters

Variable is a user defined variable.

Channel number can be a constant or a variable expression.

Example

```
' Read the value from AN0 of the ADC and place in variable ADC_Result.
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Declare ADin_Tad = FRC ' RC oscillator chosen for the ADC
Declare ADin_Stime = 50 ' Allow 50us sample time

Dim wADC_Result as Word ' Create a word variable to hold the ADC value

ADCON0bits_ADFM = 1 ' Set the ADC to give a 10-bit result
ANSELA = 0b00000001 ' Set analogue input on PORTA.0
wADC_Result = ADin 0 ' Place the A/D conversion into variable wADC_Result
HRSoutLn Dec wADC_Result ' Transmit the decimal ADC value
```

ADin Declares

There are two **Declare** directives for use with **ADin**. These are: -

Declare ADin_Tad 2_FOSC, 8_FOSC, 32_FOSC, 64_FOSC, or FRC.

Sets the ADC's clock source.

All compatible devices have four options for the clock source used by the ADC. 2_FOSC, 8_FOSC, 32_FOSC, and 64_FOSC are ratios of the external oscillator, while FRC is the PICmicro's internal RC oscillator. Instead of using the predefined names for the clock source, values from 0 to 3 may be used. These reflect the settings of bits 0-1 in register ADCON0.

Care must be used when issuing this **Declare**, as the wrong type of clock source may result in poor resolution, or no conversion at all. If in doubt use FRC which will produce a slight reduction in resolution and conversion speed, but is guaranteed to work first time, every time. FRC is the default setting if the **Declare** is not issued in the BASIC listing. The **ADin_Tad** declare is only for the older microcontrollers, because the new microcontrollers have a far more complex setup mechanism for the ADC, so a procedure will need to be created to load all the SFRs associated with the ADC peripheral.

Declare ADin_Stime 0 to 65535 microseconds (us).

Allows the internal capacitors to fully charge before a sample is taken. This may be a value from 0 to 65535 microseconds (us).

A value too small may result in a reduction of resolution. While too large a value will result in poor conversion speeds without any extra resolution being attained.

A typical value for **ADin_Stime** is 50 to 100. This allows adequate charge time without losing too much conversion speed. But experimentation will produce the right value for your particular requirement. The default value if the **Declare** is not used in the BASIC listing is 50.

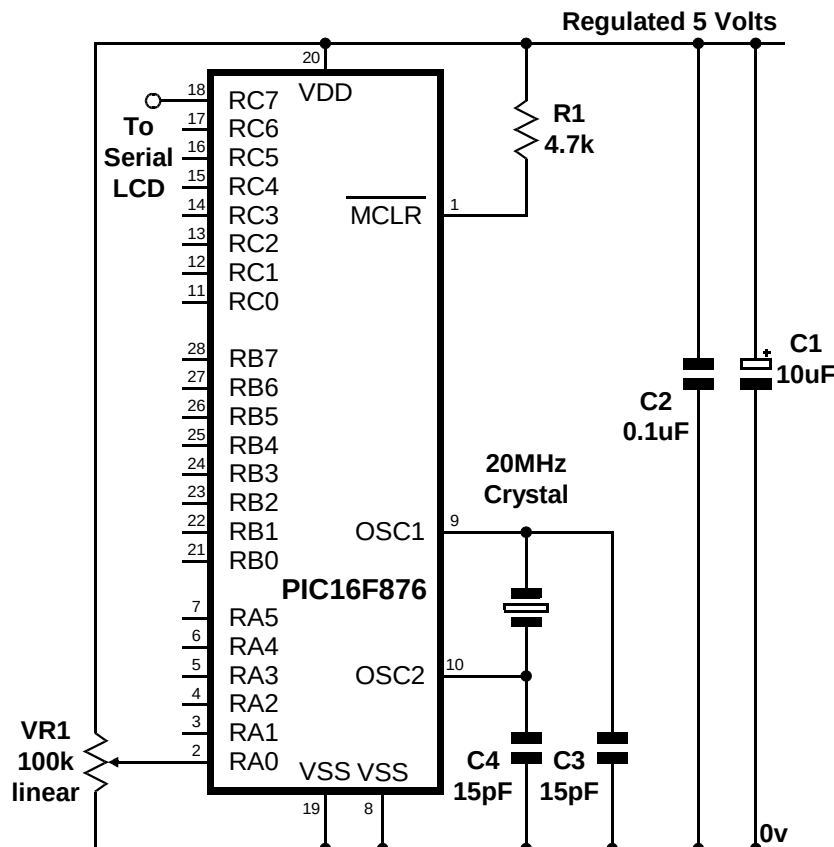
Notes

Before the **ADin** command may be used, the appropriate TRIS register must be manipulated to set the desired pin to an input. Also, the **ADCON1** register must be set according to which pin is required as an analogue input, and in some cases, to configure the format of the conversion's result. See the numerous Microchip datasheets for more information on these registers and how to set them up correctly for the specific device used.

If multiple conversions are being implemented, then a small delay should be used after the **ADin** command. This allows the ADC's internal capacitors to discharge fully: -

```
Do
  wADC_Result = ADin 3 ' Place the conversion into variable wADC_Result
  DelayUs 2           ' Wait for 2us
Loop                  ' Read the ADC forever
```

The circuit below shows a typical setup for a simple ADC test.



See also : Rcin, Pot.

Bstart

Syntax Bstart

Overview

Send a **Start** condition to the I²C bus.

Notes

Because of the subtleties involved in interfacing to some I²C devices, the compiler's standard **Busin**, and **Busout** commands were found lacking somewhat. Therefore, individual pieces of the I²C protocol may be used in association with the new structure of **Busin**, and **Busout**. See relevant sections for more information.

Example

```
' Interface to a 24LC32 serial EEPROM
Device = 16F1829      ' Select the device to compile for
Declare Xtal = 16     ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim MyLoop as Byte
Dim Array[10] as Byte
,
' Transmit bytes to the I2C bus
,
Bstart                ' Send a Start condition
Busout 0b10100000     ' Target an EEPROM, and send a Write command
Busout 0              ' Send the High Byte of the address
Busout 0              ' Send the Low Byte of the address
For MyLoop = 48 to 57 ' Create a loop containing ASCII 0 to 9
    Busout MyLoop     ' Send the value of MyLoop to the EEPROM
Next                  ' Close the loop
Bstop                 ' Send a Stop condition
DelayMs 10            ' Wait for the data to be entered into EEPROM matrix
,
' Receive bytes from the I2C bus
,
Bstart                ' Send a Start condition
Busout 0b10100000     ' Target an EEPROM, and send a Write command
Busout 0              ' Send the High Byte of the address
Busout 0              ' Send the Low Byte of the address
Brestart              ' Send a Restart condition
Busout 0b10100001     ' Target an EEPROM, and send a Read command
For MyLoop = 0 to 9   ' Create a loop
    Array[MyLoop] = Busin ' Load an array with bytes received
    If MyLoop = 9 Then Bstop : Else : BusAck ' Ack or Stop ?
Next                  ' Close the loop
HRSoutLn Str Array    ' Display the Array as a String
Stop
```

See also: **Bstop**, **Brestart**, **BusAck**, **Busin**, **Busout**, **HbStart**, **HbRestart**, **HbusAck**, **Hbusin**, **Hbusout**.

Bstop

Syntax
Bstop

Overview

Send a **Stop** condition to the I²C bus.

Brestart

Syntax
Brestart

Overview

Send a **Restart** condition to the I²C bus.

BusAck

Syntax
BusAck

Overview

Send an **Acknowledge** condition to the I²C bus.

BusNack

Syntax
BusNack

Overview

Send a **Not Acknowledge** condition to the I²C bus.

See also: Bstop, Bstart, Brestart, Busin, Busout, HbStart, HbRestart, HbusAck, Hbusin, Hbusout.

Busin

Syntax

Variable = **Busin** *Control*, { *Address* }

or

Variable = **Busin**

or

Busin *Control*, { *Address* }, [*Variable* {, *Variable*...}]

or

Busin *Variable*

Overview

Receives a value from the I²C bus, and places it into *variable/s*. If versions *two* or *four* (see above) are used, then No Acknowledge, or Stop is sent after the data. Versions *one* and *three* first send the *control* and optional *address*.

Parameters

Variable is a user defined variable or constant.

Control may be a constant value or a **Byte** sized variable, or an expression.

Address may be a constant value or a variable, or an expression.

The four variations of the **Busin** command may be used in the same BASIC program. The *second* and *fourth* types are useful for simply receiving a single byte from the bus, and must be used in conjunction with one of the low level commands. i.e. **Bstart**, **Brestart**, **BusAck**, or **Bstop**. The *first*, and *third* types may be used to receive several values and designate each to a separate variable, or variable type.

The **Busin** command operates as an I²C master without using the microcontroller's MSSP peripheral, and may be used to interface with any device that complies with the 2-wire I²C protocol.

The most significant 7-bits of *control* byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100001 or \$A1. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 1 to 3 reflect the three address pins of the EEPROM. And bit-0 is set to signify that we wish to read from the EEPROM. Note that this bit is automatically set by the **Busin** command, regardless of its initial setting.

Example

' Receive a byte from the I2C bus and place it into variable Var1.

```
Dim bVar1 as Byte           ' We'll only read 8-bits
Dim wAddress as Word        ' 16-bit address required
Symbol cControl = 0b10100001 ' Target an EEPROM
```

```
wAddress = 20 ' Read the value at address 20
bVar1 = Busin control, wAddress ' Read the byte from the EEPROM
```

or

```
Busin cControl, wAddress, [ bVar1 ] ' Read the byte from the EEPROM
```

Address, is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of *address* is dictated by the size of the variable used (**Byte**, **Word**, **Long**, or **Dword**). In the case of the previous EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The value received from the bus depends on the size of the variables used, except for variation three, which only receives a **Byte** (8-bits). For example: -

```
Dim wWrd as Word ' Create a Word size variable
wWrd = Busin cControl, wAddress
```

Will receive a 16-bit value from the bus. While: -

```
Dim bVar1 as Byte ' Create a Byte size variable
bVar1 = Busin cControl, wAddress
```

Will receive an 8-bit value from the bus.

Using the *third* variation of the **Busin** command allows differing variable assignments. For example: -

```
Dim bVar1 as Byte
Dim wWrd as Word
Busin cControl, wAddress, [bVar1, wWrd]
```

Will receive two values from the bus, the first being an 8-bit value dictated by the size of variable Var1 which has been declared as a byte. And a 16-bit value, this time dictated by the size of the variable Wrd which has been declared as a word. Of course, **Bit** type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

The *second* and *fourth* variations allow all the subtleties of the I²C protocol to be exploited, as each operation may be broken down into its constituent parts. It is advisable to refer to the datasheet of the device being interfaced to fully understand its requirements. See section on **Bstart**, **Brestart**, **BusAck**, or **Bstop**, for example code.

Declares

See **Busout** for declare explanations.

Notes

When the **Busout** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs, and outputs.

Because the I²C protocol calls for an *open-collector* interface, pull-up resistors are required on both the SDA and SCL lines. Values of 1KΩ to 4.7KΩ will suffice.

You may imagine that it's limiting having a fixed set of pins for the I²C interface, but you must remember that several different devices may be attached to a single bus, each having a unique slave address. Which means there is usually no need to use up more than two pins on the PICmicro™, in order to interface to many devices.

Str modifier with Busin

Using the **Str** modifier allows variations *three* and *four* of the **Busin** command to transfer the bytes received from the I²C bus directly into a byte array. If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. An example of each is shown below: -

```
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim bArray[10] as Byte      ' Define an array of 10 bytes
Dim bAddress as Byte        ' Create a byte sized variable
Busin 0b10100000, bAddress, [Str bArray] ' Load data into all the array
,
' Load data into only the first 5 elements of the array
,
Busin 0b10100000, bAddress, [Str bArray\5]
Bstart                      ' Send a Start condition
Busout 0b10100000           ' Target an EEPROM, and send a Write command
Busout 0                    ' Send the HighByte of the address
Busout 0                    ' Send the LowByte of the address
Brestart                    ' Send a Restart condition
Busout 0b10100001          ' Target an EEPROM, and send a Read command
Busin Str bArray            ' Load all the array with bytes received
Bstop                      ' Send a Stop condition
```

An alternative ending to the above example is: -

```
Busin Str bArray\5         ' Load data into only the first 5 elements of the array
Bstop                      ' Send a Stop condition
```

See also : **BusAck, Bstart, Brestart, Bstop, Busout.**

Busout

Syntax

Busout *Control*, { *Address* }, [*Variable* {, *Variable*...}]

or

Busout *Variable*

Overview

Transmit a value to the I²C bus, by first sending the *control* and optional *address* out of the clock pin (SCL), and data pin (SDA). Or alternatively, if only one parameter is included after the **Busout** command, a single value will be transmitted, along with an Ack reception.

Parameters

Variable is a user defined variable or constant.

Control may be a constant value or a **Byte** sized variable expression.

Address may be a constant, variable, or expression.

The **Busout** command operates as an I²C master using a bit-bashed (software only) method, and may be used to interface with any device that complies with the 2-wire I²C protocol.

The most significant 7-bits of *control* byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100000 or \$A0. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 1 to 3 reflect the three address pins of the EEPROM. And Bit-0 is clear to signify that we wish to write to the EEPROM. Note that this bit is automatically cleared by the **Busout** command, regardless of its initial value.

Example

```
' Send a byte to the I2C bus.
Device = 16F1829 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Dim bVar1 as Byte ' We'll only read 8-bits
Dim wAddress as Word ' 16-bit address required
Symbol cControl = 0b10100000 ' Target an EEPROM

wAddress = 20 ' Write to address 20
bVar1 = 200 ' The value place into address 20
Busout cControl, wAddress, [bVar1] ' Send the byte to the EEPROM
DelayMs 10 ' Allow time for allocation of byte
```

Address, is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of *address* is dictated by the size of the variable used (**Byte**, **Word**, **Long** or **Dword**). In the case of the above EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The value sent to the bus depends on the size of the variables used. For example: -

```
Dim wWrd as Word           ' Create a Word size variable
Busout cControl, wAddress, [wWrd]
```

Will send a 16-bit value to the bus. While: -

```
Dim bVar1 as Byte          ' Create a Byte size variable
Busout cControl, wAddress, [bVar1]
```

Will send an 8-bit value to the bus.

Using more than one variable within the brackets allows differing variable sizes to be sent. For example: -

```
Dim bVar1 as Byte
Dim wWrd as Word
Busout cControl, wAddress, [bVar1, wWrd]
```

Will send two values to the bus, the first being an 8-bit value dictated by the size of variable bVar1 which has been declared as a **Byte** in the example. And a 16-bit value, this time dictated by the size of the variable wWrd which has been declared as a **Word**. Of course, **Bit** type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

A string of characters can also be transmitted, by enclosing them in quotes: -

```
Busout cControl, wAddress, ["Hello World", bVar1, wWrd]
```

Using the second variation of the **Busout** command, necessitates using the low level commands i.e. **Bstart**, **Brestart**, **BusAck**, or **Bstop**.

Using the **Busout** command with only one value after it, sends a byte of data to the I²C bus, and returns holding the Acknowledge reception. This acknowledge indicates whether the data has been received by the slave device.

The Ack reception is returned in the PICmicro's Carry flag, which is **STATUS.0**, and also System variable **PP4.0**. A value of zero indicates that the data was received correctly, while a one indicates that the data was not received, or that the slave device has sent a NAck return. You must read and understand the datasheet for the device being interfacing to, before the Ack return can be used successfully. An code snippet is shown below: -

```
' Transmit a byte to a 24LC32 serial EEPROM
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PP4 as Byte System     ' Bring the system variable PP4 into the BASIC program

Bstart                     ' Send a Start condition
Busout 0b10100000          ' Target an EEPROM, and send a Write command
Busout 0                   ' Send the High Byte of the address
Busout 0                   ' Send the Low Byte of the address
Busout "A"                 ' Send the value 65 to the bus
If PP4.0 = 1 Then GoTo Not_Received ' Has Ack been received OK?
Bstop                      ' Send a Stop condition
DelayMs 10                 ' Wait for the data to be entered into EEPROM
```


Str modifier with Busout.

The **Str** modifier is used for transmitting a string of bytes from a byte array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a byte array containing three bytes (elements).

Below is an example that sends four bytes from an array: -

```
Dim bMyArray[10] as Byte = "ABCD" ' Create a 10 element array and pre-load it
Busout 0b10100000, wAddress, [Str bMyArray\4] ' Send 4-byte string
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the program would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 4 bytes.

The above example may also be written as: -

```
Device = 16F1829 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Dim bMyArray[10] as Byte = "ABCD" ' Create a 10 element byte array, pre-load it
Bstart ' Send a Start condition
Busout 0b10100000 ' Target an EEPROM, and send a Write command
Busout 0 ' Send the HighByte of the address
Busout 0 ' Send the LowByte of the address
Busout Str bMyArray\4 ' Send a 4-byte string of values.
Bstop ' Send a Stop condition
```

The above example, has exactly the same function as the previous one. The only differences are that the string is now constructed using the **Str** as a command instead of a modifier, and the low-level Hbus commands have been used.

Declares

There are three **Declare** directives for use with **Busout**.

These are: -

Declare SDA_Pin Port.Pin

Declares the port and pin used for the data line (SDA). This may be any valid port on the PICmicro™. If this declare is not issued in the BASIC program, then the default Port and Pin is **PORTA.0**

Declare SCL_Pin Port.Pin

Declares the port and pin used for the clock line (SCL). This may be any valid port on the PICmicro™. If this declare is not issued in the BASIC program, then the default Port and Pin is **PORTA.1**

These declares, as is the case with all the Declares, may only be issued once in any single program, as they setup the I²C library code at design time.

Declare Slow_Bus On - Off or 1 - 0

Slows the bus speed when using an oscillator higher than 4MHz.

The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. If you use an 8MHz or higher oscillator, the bus speed may exceed the devices specs, which will result in intermittent transactions, or in some cases, no transactions at all. Therefore, use this **Declare** if you are not sure of the device's spec. The datasheet for the device used will inform you of its bus speed.

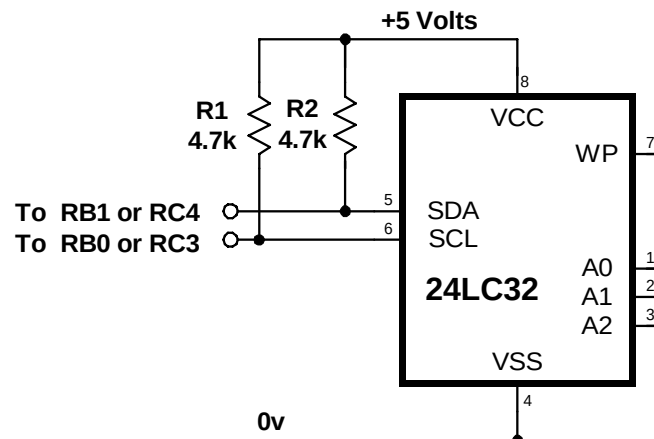
Notes

When the **Busout** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs, and outputs.

Because the I²C protocol calls for an *open-collector* interface, pull-up resistors are required on both the SDA and SCL lines. Values of 1K Ω to 4.7K Ω will suffice.

You may imagine that it's limiting having a fixed set of pins for the I²C interface, but you must remember that several different devices may be attached to a single bus, each having a unique slave address. Which means there is usually no need to use up more than two pins on the PICmicro™, in order to interface to many devices.

A typical use for the I²C commands is for interfacing with serial eeproms. Shown below is the connections to the I²C bus of a 24LC32 serial EEPROM.



See also : BusAck, Bstart, Brestart, Bstop, Busin.

Button

Syntax

Button *Pin, DownState, Delay, Rate, Workspace, TargetState, Label*

Overview

Debounce button input, perform auto-repeat, and branch to address if button is in target state. Button circuits may be active-low or active-high.

Parameters

Pin is a Port.Bit, constant, or variable (0 - 15), that specifies the I/O pin to use. This pin will automatically be set to input.

DownState is a variable, constant, or expression (0 or 1) that specifies which logical state occurs when the button is pressed.

Delay is a variable, constant, or expression (0 - 255) that specifies how long the button must be pressed before auto-repeat starts. The delay is measured in cycles of the **Button** routine. Delay has two special settings: 0 and 255. If Delay is 0, **Button** performs no debounce or auto-repeat. If Delay is 255, **Button** performs debounce, but no auto-repeat.

Rate is a variable, constant, or expression (0 – 255) that specifies the number of cycles between auto-repeats. The rate is expressed in cycles of the **Button** routine.

Workspace is a byte variable used by **Button** for workspace. It must be cleared to 0 before being used by **Button** for the first time and should not be adjusted outside of the **Button** command.

TargetState is a variable, constant, or expression (0 or 1) that specifies which state the button should be in for a branch to occur. (0 = not pressed, 1 = pressed).

Label is a label that specifies where to branch if the button is in the target state.

Example

```
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim bBtnVar as Byte        ' Workspace for Button instruction.
Do                          ' Go to NoPress unless BtnVar = 0.
    Button 0, 0, 255, 250, bBtnVar, 0, NoPress
    HRSoutLn "*"
NoPress:
    Loop
```

Notes

When a button is pressed, the contacts make or break a connection. A short (1 to 20ms) burst of noise occurs as the contacts scrape and bounce against each other. Button's debounce feature prevents this noise from being interpreted as more than one switch action.

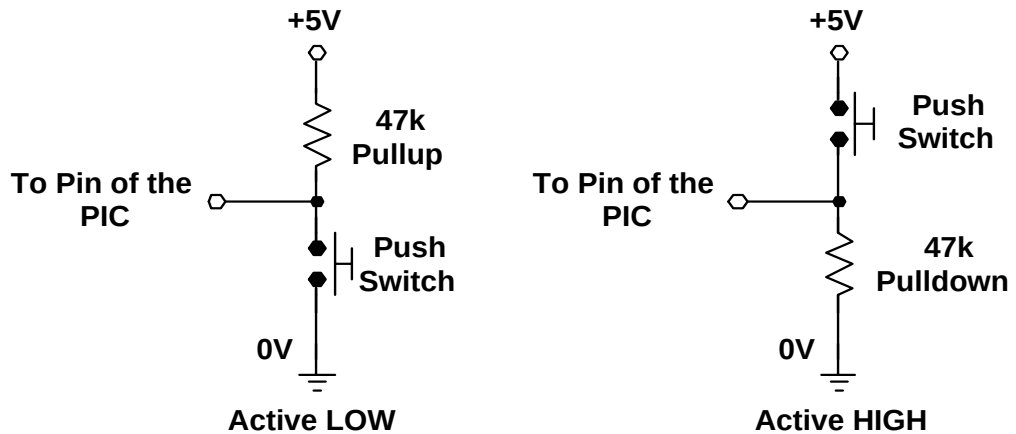
Button also reacts to a button press the way a computer keyboard does to a key press. When a key is pressed, a character immediately appears on the screen. If the key is held down, there's a delay, then a rapid stream of characters appears on the screen. **Button**'s auto-repeat function can be set up to work much the same way.

Button is designed for use inside a program loop. Each time through the loop, **Button** checks the state of the specified pin. When it first matches *DownState*, the switch is debounced. Then, as dictated by *TargetState*, it either branches to *address* (TargetState = 1) or doesn't (TargetState = 0).

If the switch stays in *DownState*, **Button** counts the number of program loops that execute. When this count equals *Delay*, **Button** once again triggers the action specified by *TargetState* and *address*. Thereafter, if the switch remains in *DownState*, **Button** waits *Rate* number of cycles between actions. The *Workspace* variable is used by **Button** to keep track of how many cycles have occurred since the *pin* switched to *TargetState* or since the last auto-repeat.

Button does not stop program execution. In order for its delay and auto repeat functions to work properly, **Button** must be executed from within a program loop.

Two suitable circuits for use with **Button** are shown below.



Counter

Syntax

Variable = **Counter** *Pin*, *Period*

Overview

Count the number of pulses that appear on *pin* during *period*, and store the result in *variable*.

Parameters

Variable is a user-defined variable.

Pin is a Port.Pin constant declaration i.e. **PORTA.0**.

Period may be a constant, variable, or expression.

Example

```
' Count the pulses that occur on PORTA.0 within a 100ms time period
' and displays the results.
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim MyWord as Word          ' Create a word size variable
Dim MyPin as PORTA.0        ' Assign the input pin to PORTA.0
Cls

Do
    MyWord = Counter MyPin, 100 ' Variable MyWord now contains the Count
    HRSoutLn Dec MyWord, " "    ' Display the decimal result on a serial terminal
Loop                          ' Do it indefinitely
```

Notes

The resolution of *period* is in milliseconds (ms). It obtains its scaling from the oscillator declaration, **Declare Xtal**.

Counter checks the state of the pin in a loop, and counts the rising edge of a transition (low to high).

With a 4MHz oscillator, the pin is checked every 20us, and every 4us with a 20MHz oscillator. From this we can determine that the highest frequency of pulses that may be counted is: -

25KHz using a 4MHz oscillator.

125KHz using a 20MHz oscillator.

See also : **PulseIn**, **Rcin**.

DTMFout

Syntax

DTMFout *Pin*, { *OnTime* }, { *OffTime*, } [*Tone* {, *Tone*...}]

Overview

Produce a DTMF Touch Tone sequence on *Pin*.

Parameters

Pin is a Port.Bit constant that specifies the I/O pin to use. This pin will be set to output during generation of tones and set to input after the command is finished.

OnTime is an optional variable, constant, or expression (0 - 65535) specifying the duration, in ms, of the tone. If the *OnTime* parameter is not used, then the default time is 200ms

OffTime is an optional variable, constant, or expression (0 - 65535) specifying the length of silent delay, in ms, after a tone (or between tones, if multiple tones are specified). If the *OffTime* parameter is not used, then the default time is 50ms

Tone may be a variable, constant, or expression (0 - 15) specifying the DTMF tone to generate. Tones 0 through 11 correspond to the standard layout of the telephone keypad, while 12 through 15 are the fourth-column tones used by phone test equipment and in some radio applications.

Example

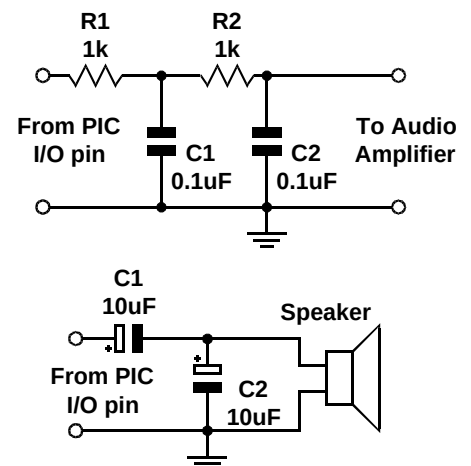
```
DTMFout PORTA.0, [ 7, 5, 7, 9, 4, 0 ] ' Call a number.
```

If the PICmicro™ was connected to the phone line correctly, the above command would dial 666-709. If you wanted to slow down the dialling in order to break through a noisy phone line or radio link, you could use the optional *OnTime* and *OffTime* values: -

```
'Set the OnTime to 500ms and OffTime to 100ms
```

```
DTMFout PORTA.0, 500, 100, [5, 4, 5, 9, 2, 0] ' Call Slowly.
```

Notes DTMF tones are used to dial a telephone, or remotely control pieces of radio equipment. The PICmicro™ can generate these tones digitally using the **DTMFout** command. However, to achieve the best quality tones, a higher crystal frequency is required. A 4MHz type will work but the quality of the sound produced will suffer. The circuits illustrate how to connect a speaker or audio amplifier to hear the tones produced.



The microcontroller is a digital device, however, DTMF tones are analogue waveforms, consisting of a mixture of two sine waves at different audio frequencies. So how can a digital device generate an analogue output? The microcontroller creates and mixes two sine waves mathematically, then uses the resulting stream of numbers to control the duty cycle of an extremely fast pulse-width modulation (PWM) routine. Therefore, what is actually being produced from the I/O pin is a rapid stream of pulses. The purpose of the filtering arrangements illustrated above is to smooth out the high-frequency PWM, leaving behind only the lower frequency audio. You should keep this in mind if you wish to interface the microcontroller's DTMF output to radios and other equipment that could be adversely affected by the presence of high-frequency noise on the input. Make sure to filter the DTMF output scrupulously. The circuits above are only a foundation; you may want to use an active low-pass filter with a cut-off frequency of approximately 2KHz.

Freqout

Syntax

Freqout *Pin*, *Period*, *Freq1* {, *Freq2*}

Overview

Generate one or two sine-wave tones, of differing or the same frequencies, for a specified period.

Parameters

Pin is a Port-Bit combination that specifies which I/O pin to use.

Period may be a variable, constant, or expression (0 - 65535) specifying the amount of time to generate the tone(s).

Freq1 may be a variable, constant, or expression (0 - 32767) specifying frequency of the first tone.

Freq2 may be a variable, constant, or expression (0 - 32767) specifying frequency of the second tone. When specified, two frequencies will be mixed together on the same I/O pin.

Example

```
' Generate a 2500Hz (2.5KHz) tone for 1 second (1000 ms) on bit 0 of PORTA.
```

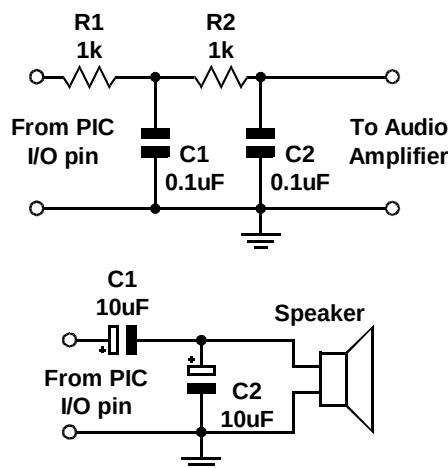
```
  Freqout PORTA.0, 1000, 2500
```

```
' Play two tones at once for 1000ms. One at 2.5KHz, the other at 3KHz.
```

```
  Freqout PORTA.0, 1000, 2500, 30000
```

Notes

Freqout generates one or two sine waves using a pulse-width modulation algorithm. **Freqout** will work with a 4MHz crystal, however, it is best used with higher frequency crystals, and operates accurately with a 20MHz crystal. The raw output from **Freqout** requires filtering, to eliminate most of the switching noise. The circuits shown below will filter the signal in order to play the tones through a speaker or audio amplifier.



The two circuits shown above, work by filtering out the high-frequency PWM used to generate the sine waves. **Freqout** works over a very wide range of frequencies (0 to 32767KHz) so at the upper end of its range, the PWM filters will also filter out most of the desired frequency. You may need to reduce the values of the parallel capacitors shown in the circuit, or to create an active filter for your application.

Example 2

' Play a tune using Freqout to generate the notes

```

Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 20           ' Tell the compiler the device will be operating at 20MHz

Dim bMyLoop as Byte         ' Counter for notes.
Dim wFreq1 as Word          ' Frequency1.
Dim wFreq2 as Word          ' Frequency2

Symbol C = 2092              ' C note
Symbol D = 2348              ' D note
Symbol E = 2636              ' E note
Symbol G = 3136              ' G note
Symbol R = 0                 ' Silent pause.
Dim MyPin as PORTA.0        ' Sound output pin

ADCON1 = 7                  ' Set PORTA and PORTE to all digital
bMyLoop = 0
Repeat                       ' Create a loop for 29 notes within the LookUpL table.
    wFreq1 = LookUpL bMyLoop, [E,D,C,D,E,E,E,R,D,D,D,_,
                                R,E,G,G,R,E,D,C,D,E,E,E,E,D,D,E,D,C]
    If wFreq1 = 0 Then
        wFreq2 = 0
    Else
        wFreq2 = wFreq1 - 8
    EndIf
    Freqout MyPin, 225, wFreq1, wFreq2
    Inc bMyLoop
Until bMyLoop > 28

```

See also : DTMFout, Sound, Sound2.

HbStart

Syntax

HbStart

Overview

Send a **Start** condition to the I²C bus using the microcontroller's MSSP module.

Notes

Because of the subtleties involved in interfacing to some I²C devices, the compiler's standard Hbusin, and Hbusout commands were found lacking. Therefore, individual pieces of the I²C protocol may be used in association with the new structure of Hbusin, and Hbusout. See relevant sections for more information.

Example

```
' Interface to a 24LC32 serial EEPROM
,
Device = 16F1829          ' Use a device with an MSSP module
Declare Xtal = 16         ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn
Dim bMyLoop as Byte
Dim bArray[10] as Byte
,
' Transmit bytes to the I2C bus
,
HbStart                  ' Send a Start condition
Hbusout 0b10100000      ' Target an EEPROM, and send a Write command
Hbusout 0                ' Send the HighByte of the address
Hbusout 0                ' Send the LowByte of the address
For bMyLoop = 48 to 57   ' Create a loop containing ASCII 0 to 9
    Hbusout bMyLoop      ' Send the value of MyLoop to the EEPROM
Next                    ' Close the loop
HbStop                  ' Send a Stop condition
DelayMs 10              ' Wait for the data to be entered into EEPROM matrix
,
' Receive bytes from the I2C bus
,
HbStart                  ' Send a Start condition
Hbusout 0b10100000      ' Target an EEPROM, and send a Write command
Hbusout 0                ' Send the HighByte of the address
Hbusout 0                ' Send the LowByte of the address
HbRestart               ' Send a Restart condition
Hbusout 0b10100001      ' Target an EEPROM, and send a Read command
For bMyLoop = 0 to 9     ' Create a loop
    bArray[bMyLoop] = Hbusin ' Load an array with bytes received
    If bMyLoop = 9 Then HbStop : Else : HbusAck ' Ack or Stop ?
Next                    ' Close the loop
HRSoutLn Str bArray      ' Display the Array as a String
```

See also : HbusAck, HbRestart, HbStop, Hbusin, Hbusout.

Important Note.

The Hbus commands are now classed as legacy within the compiler, meaning they will not be supported for newer devices. This is because the new devices have so many different ways of performing I2C with their built-in peripherals, it would be a logistic nightmare to cater for all the differences per device family and still keep it simple for the user. Now that the Positron8 compiler has true procedures, it will be a straightforward case to create a set of libraries to use I2C from the chip's hardware. The **Bus** commands and the **I2Cin** and **I2Cout** commands work just as good as the Hbus commands, and sometimes better.

HbStop

Syntax
HbStop

Overview

Send a **Stop** condition to the I²C bus using the microcontroller's MSSP module.

HbRestart

Syntax
HbRestart

Overview

Send a **Restart** condition to the I²C bus using the microcontroller's MSSP module.

HbusAck

Syntax
HbusAck

Overview

Send an **Acknowledge** condition to the I²C bus using the microcontroller's MSSP module.

HbusNack

Syntax
HbusNack

Overview

Send a **Not Acknowledge** condition to the I²C bus using the microcontroller's MSSP module..

See also : HbStart, HbRestart, HbStop, Hbusin, Hbusout.

Important Note.

The **Hbus** commands are now classed as legacy within the compiler, meaning they will not be supported for newer devices. This is because the new devices have so many different ways of performing I2C with their built-in peripherals, it would be a logistic nightmare to cater for all the differences per device family and still keep it simple for the user. Now that the Positron8 compiler has true procedures, it will be a straightforward case to create a set of libraries to use I2C from the chip's hardware. The **Bus** commands and the **I2Cin** and **I2Cout** commands work just as good as the Hbus commands, and sometimes better.

Hbusin

Syntax

Variable = **Hbusin** *Control*, { *Address* }

or

Variable = **Hbusin**

or

Hbusin *Control*, { *Address* }, [*Variable* {, *Variable*...}]

or

Hbusin *Variable*

Overview

Receives a value from the I²C bus using the MSSP module, and places it into *variable*/s. If variations *two* or *four* (see above) are used, then No Acknowledge, or Stop is sent after the data. Variations *one* and *three* first send the *control* and optional *address*.

Parameters

Variable is a user defined variable or constant.

Control may be a constant value or a **Byte** sized variable expression.

Address may be a constant value or a variable expression.

The four variations of the **Hbusin** command may be used in the same BASIC program. The *second* and *fourth* types (see above) are useful for simply receiving a single byte from the bus, and must be used in conjunction with one of the low level commands. i.e. **HbStart**, **HbRestart**, **HbusAck**, or **HbStop**. The *first*, and *third* types may be used to receive several values and designate each to a separate variable, or variable type.

The **Hbusin** command operates as an I²C master, using the microcontroller's MSSP module, and may be used to interface with any device that complies with the 2-wire I²C protocol.

The most significant 7-bits of *control* byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100001 or \$A1. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 2 to 3 reflect the three address pins of the EEPROM. And bit-0 is set to signify that we wish to read from the EEPROM. Note that this bit is automatically set by the **Hbusin** command, regardless of its initial setting.

Example

' Receive a byte from the I2C bus and place it into variable Var1.

```
Dim bVar1 as Byte           ' We'll only read 8-bits
Dim wAddress as Word        ' 16-bit address required
Symbol cControl 0b10100001 ' Target an EEPROM

wAddress = 20                ' Read the value at address 20
bVar1 = Hbusin cControl, wAddress ' Read the byte from the EEPROM
```

or

```
Hbusin cControl, wAddress, [bVar1] ' Read the byte from the EEPROM
```

Address, is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of *address* is dictated by the size of the variable used (**Byte** or **Word**). In the case of the previous EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The value received from the bus depends on the size of the variables used, except for variation three, which only receives a **Byte** (8-bits). For example: -

```
Dim MyWord as Word          ' Create a Word size variable
MyWord = Hbusin cControl, wAddress
```

Will receive a 16-bit value from the bus. While: -

```
Dim MyByte as Byte          ' Create a Byte size variable
MyByte = Hbusin cControl, wAddress
```

Will receive an 8-bit value from the bus.

Using the *third* variation of the **Hbusin** command allows differing variable assignments. For example: -

```
Dim MyByte as Byte
Dim MyWord as Word
Hbusin cControl, wAddress, [MyByte, MyWord]
```

Will receive two values from the bus, the first being an 8-bit value dictated by the size of variable **MyByte** which has been declared as a byte. And a 16-bit value, this time dictated by the size of the variable **MyWord** which has been declared as a word. Of course, bit type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

The *second* and *fourth* variations allow all the subtleties of the I²C protocol to be exploited, as each operation may be broken down into its constituent parts. It is advisable to refer to the datasheet of the device being interfaced to fully understand its requirements. See section on **HbStart**, **HbRestart**, **HbusAck**, or **HbStop**, for example code.

Hbusin Declares

Declare **Hbus_Bitrate** Constant 100, 400, 1000

The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. The above Declare allows the I²C bus speed to be increased or decreased. Use this Declare with caution, as too high a bit rate may exceed the device's specs, which will result in intermittent transactions, or in some cases, no transactions at all. The datasheet for the device used will inform you of its bus speed. The default bit rate is the standard 100KHz.

Declare **HSDA_Pin** Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the data line (SDA) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare **HSCL_Pin** Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the clock line (SCL) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Notes

Not all PICmicro[™] devices contain an MSSP module, some only contain an SSP type, which only allows I²C slave operations. These types of devices may not be used with any of the HBUS commands. Therefore, always read and understand the datasheet for the PICmicro[™] device used.

When the **Hbusin** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs. On devices without PPS (Peripheral Pin Select), the SDA, and SCL lines are predetermined as hardware pins on the PICmicro[™], however, on devices with PPS, the compiler sets up the appropriate SFRs using the HSDA_Pin and HSCL_Pin declares.

Because the I²C protocol calls for an *open-collector* interface, pull-up resistors are required on both the SDA and SCL lines. Values of 1KΩ to 4.7KΩ will suffice.

Str modifier with Hbusin

Using the **Str** modifier allows variations *three* and *four* of the **Hbusin** command to transfer the bytes received from the I²C bus directly into a byte array. If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. An example of each is shown below: -

```
Dim bArray[10] as Byte      ' Create an array of 10 bytes
Dim bAddress as Byte       ' Create a word sized variable

Hbusin 0b10100000, Address, [Str Array] ' Load data into all the array
,
' Load data into only the first 5 elements of the array
,
Hbusin 0b10100000, bAddress, [Str bArray\5]
HbStart                ' Send a Start condition
Hbusout 0b10100000     ' Target an EEPROM, and send a WRITE command
Hbusout 0              ' Send the HighByte of the address
Hbusout 0              ' Send the LowByte of the address
HbRestart              ' Send a Restart condition
Hbusout 0b10100001     ' Target an EEPROM, and send a Read command
Hbusin Str bArray      ' Load all the array with bytes received
HbStop                 ' Send a Stop condition
```

An alternative ending to the above example is: -

```
Hbusin Str bArray\5      ' Load data into only the first 5 elements of the array
HbStop                  ' Send a Stop condition
```

See also : **HbusAck, HbRestart, HbStop, HbStart, Hbusout.**

Important Note.

The Hbus commands are now classed as legacy within the compiler, meaning they will not be supported for newer devices. This is because the new devices have so many different ways of performing I2C with their built-in peripherals, it would be a logistic nightmare to cater for all the differences per device family and still keep it simple for the user. Now that the Positron8 compiler has true procedures, it will be a straightforward case to create a set of libraries to use I2C from the chip's hardware. The **Bus** commands and the **I2Cin** and **I2Cout** commands work just as good as the Hbus commands, and sometimes better.

Hbusout

Syntax

Hbusout *Control*, { *Address* }, [*Variable* {, *Variable*...}]

or

Hbusout *Variable*

Overview

Transmit a value to the I²C bus using the microcontroller's on-board MSSP module, by first sending the *control* and optional *address* out of the clock pin (*SCL*), and data pin (*SDA*). Or alternatively, if only one parameter is included after the **Hbusout** command, a single value will be transmitted, along with an Ack reception.

Parameters

Variable is a user defined variable or constant.

Control may be a constant value or a **Byte** sized variable expression.

Address may be a constant, variable, or expression.

The **Hbusout** command operates as an I²C master and may be used to interface with any device that complies with the 2-wire I²C protocol.

The most significant 7-bits of *control* byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100000 or \$A0. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 2 to 3 reflect the three address pins of the EEPROM. And Bit-0 is clear to signify that we wish to write to the EEPROM. Note that this bit is automatically cleared by the **Hbusout** command, regardless of its initial value.

Example

' Send a byte to the I2C bus.

```
Dim bVar1 as Byte           ' We'll only read 8-bits
Dim wAddress as Word        ' 16-bit address required
Symbol cControl = 0b10100000 ' Target an EEPROM

wAddress = 20               ' Write to address 20
bVar1 = 200                 ' The value place into address 20
Hbusout cControl, wAddress, [bVar1] ' Send the byte to the EEPROM
DelayMs 10                  ' Allow time for allocation of byte
```

Address, is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of *address* is dictated by the size of the variable used (**Byte** or **Word**). In the case of the above EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The value sent to the bus depends on the size of the variables used. For example: -

```
Dim wWrd as Word           ' Create a Word size variable
Hbusout cControl, wAddress, [wWrd]
```

Will send a 16-bit value to the bus. While: -

```
Dim bVar1 as Byte          ' Create a Byte size variable
Hbusout cControl, wAddress, [bVar1]
```

Will send an 8-bit value to the bus.

Using more than one variable within the brackets allows differing variable sizes to be sent. For example: -

```
Dim bVar1 as Byte
Dim wWrd as Word
Hbusout cControl, wAddress, [bVar1, wWrd]
```

Will send two values to the bus, the first being an 8-bit value dictated by the size of variable Var1 which has been declared as a byte. And a 16-bit value, this time dictated by the size of the variable Wrd which has been declared as a word. Of course, **Bit** type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

A string of characters can also be transmitted, by enclosing them in quotes: -

```
Hbusout cControl, wAddress, [ "Hello World", bVar1, wWrd ]
```

Using the second variation of the **Hbusout** command, necessitates using the low level commands i.e. **HbStart**, **HbRestart**, **HbusAck**, or **HbStop**.

Using the **Hbusout** command with only one value after it, sends a byte of data to the I²C bus, and returns holding the Acknowledge reception. This acknowledge indicates whether the data has been received by the slave device.

The Ack reception is returned in the PICmicro's CARRY flag, which is STATUS.0, and also System variable PP4.0. A value of zero indicates that the data was received correctly, while a one indicates that the data was not received, or that the slave device has sent a NAck return. You must read and understand the datasheet for the device being interfacing to, before the Ack return can be used successfully. An code snippet is shown below: -

```
' Transmit a byte to a 24LC32 serial EEPROM
Dim PP4 as Byte System
HbStart           ' Send a Start condition
Hbusout 0b10100000 ' Target an EEPROM, and send a Write command
Hbusout 0          ' Send the HighByte of the address
Hbusout 0          ' Send the LowByte of the address
Hbusout "A"        ' Send the value 65 to the bus
If PP4.0 = 1 Then GoTo Not_Received ' Has Ack been received OK ?
HbStop           ' Send a Stop condition
DelayMs 10        ' Wait for the data to be entered into EEPROM matrix
```


Str modifier with Hbusout.

The **Str** modifier is used for transmitting a string of bytes from a byte array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a byte array containing three bytes (elements).

Below is an example that sends four bytes from an array: -

```
Dim bMyArray[10] as Byte = "ABCD" ' Create a 10 element byte array, pre-load it.
Hbusout 0b10100000, Address, [Str bMyArray \4] ' Send 4-byte string.
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the program would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 4 bytes.

The above example may also be written as: -

```
Dim bMyArray [10] as Byte ' Create a 10 element byte array.
Str bMyArray = "ABCD" ' Load the first 4 bytes of the array
HbStart ' Send a Start condition
Hbusout 0b10100000 ' Target an EEPROM, and send a Write command
Hbusout 0 ' Send the HighByte of the address
Hbusout 0 ' Send the LowByte of the address
Hbusout Str bMyArray\4 ' Send 4-byte string.
HbStop ' Send a Stop condition
```

The above example, has exactly the same function as the previous one. The only differences are that the string is now constructed using the **Str** as a command instead of a modifier, and the low-level Hbus commands have been used.

Notes

Not all PICmicro™ devices contain an MSSP module, some only contain an SSP type, which only allows I²C slave operations. These types of devices may not be used with any of the Hbus commands. Therefore, always read and understand the datasheet for the PICmicro™ device used.

Hbusout Declares

Declare **Hbus_Bitrate** Constant 100, 400, 1000

The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. The above Declare allows the I²C bus speed to be increased or decreased. Use this Declare with caution, as too high a bit rate may exceed the device's specs, which will result in intermittent transactions, or in some cases, no transactions at all. The datasheet for the device used will inform you of its bus speed. The default bit rate is the standard 100KHz.

Declare **HSDA_Pin** Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the data line (SDA) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare **HSCL_Pin** Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the clock line (SCL) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Notes

Not all PICmicro[™] devices contain an MSSP module, some only contain an SSP type, which only allows I²C slave operations. These types of devices may not be used with any of the HBUS commands. Therefore, always read and understand the datasheet for the PICmicro[™] device used.

When the **Hbusout** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs. On devices without PPS (Peripheral Pin Select), the SDA, and SCL lines are predetermined as hardware pins on the PICmicro[™], however, on devices with PPS, the compiler sets up the appropriate SFRs using the HSDA_Pin and HSCL_Pin declares.

See also : **HbusAck, HbRestart, HbStop, Hbusin, HbStart.**

Important Note.

The Hbus commands are now classed as legacy within the compiler, meaning they will not be supported for newer devices. This is because the new devices have so many different ways of performing I2C with their built-in peripherals, it would be a logistic nightmare to cater for all the differences per device family and still keep it simple for the user. Now that the Positron8 compiler has true procedures, it will be a straightforward case to create a set of libraries to use I2C from the chip's hardware. The **Bus** commands and the **I2Cin** and **I2Cout** commands work just as good as the Hbus commands, and sometimes better.

High (PinHigh)

Syntax

High *Port* or *Port.Pin* or *Pin Number*

or

PinHigh *Port* or *Port.Pin* or *Pin Number*

Overview

Place a *Port* or *Port.Pin* in a high output state. For a *Port*, this means setting it as an output and filling it with 1's. The name **PinHigh** can also be used instead of the name **High**. They both work exactly the same but make the source code a little clearer to read and follow.

Parameters

Port must be the name of a *Port*.

Port.Pin must be a *Port.Pin* combination.

Pin Number can be any variable or constant holding 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example 1

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Symbol LED = PORTB.4

High LED                    ' Set Pin PORTB.4 output high
High 1                      ' Set Pin PORTA.1 output high
High Pin_B0                 ' Set Pin PORTB.0 output high
PinHigh PORTB.4             ' Set Pin PORTB.4 output high
```

Example 2

```
' Flash each of the pins on PORTA and PORTB
,
Device = 18F25K20
Declare Xtal = 16

Dim MyPin as Byte

For MyPin = 0 to 15         ' Create a loop for the pin to flash
    High MyPin              ' Set the pin high
    DelayMs 500             ' Delay so that it can be seen
    Low MyPin               ' Pull the pin low
    DelayMs 500             ' Delay so that it can be seen
Next
```

Notes.

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure. For example:

```
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same subroutine
'
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin ()             ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin ()             ' Call the procedure to flash the pin
Loop                        ' Do it forever

' Set a pin high then low for 500ms using a value as the pin to adjust
'
Proc FlashPin()
    High PinNumber          ' Set the pin output high
    DelayMs 500             ' Wait for 500 milliseconds
    Low PinNumber           ' Pull the pin low
    DelayMs 500             ' Wait for 500 milliseconds
EndProc
```

Example 2

```
' Clear then Set each pin of PORTC
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

Low PORTC                  ' Make PORTC output low before we start
Do                          ' Create a loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        Low PinNumber              ' Clear each pin of PORTC
        DelayMs 100                ' Slow things down to see what's happening
    Next                          ' Close the loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        High PinNumber             ' Set each pin of PORTC
        DelayMs 100                ' Slow things down to see what's happening
    Next                          ' Close the loop
Loop                            ' Do it forever
```

See also : **Clear, PinClear, Dim, Low, Set, PinSet, Symbol, PinGet.**

HPWM

Syntax

HPWM *Channel, DutyCycle, Frequency*

Overview

Output a pulse width modulated pulse train using the CCP modules PWM (Pulse Width Modulation) hardware, available on some microcontrollers. The PWM pulses produced can run continuously in the background while the program is executing other instructions.

Parameters

Channel is a constant value that specifies which hardware PWM channel to use. Some devices have 1, 2 or 3 PWM channels. On devices with 2 channels, the Frequency must be the same on both channels. It must be noted, that this is a limitation of the PICmicro™ not the compiler. The data sheet for the particular device used shows the fixed hardware pin for each Channel. For example, for a PIC16F877, Channel 1 is CCP1 which is pin PORTC.2. Channel 2 is CCP2 which is pin PORTC.1.

DutyCycle is a variable, constant (0-255), or expression that specifies the on/off (high/low) ratio of the signal. It ranges from 0 to 255, where 0 is off (low all the time) and 255 is on (high) all the time. A value of 127 gives a 50% duty cycle (square wave).

Frequency is a variable, constant (0-32767), or expression that specifies the desired frequency of the PWM signal. Not all frequencies are available at all oscillator settings. The highest frequency at any oscillator speed is 32767Hz. The lowest usable **HPWM Frequency** at each oscillator setting is shown in the table below: -

Xtal frequency	Lowest useable PWM frequency
4MHz	145Hz
8MHz	489Hz
10MHz	611Hz
12MHz	733Hz
16MHz	977Hz
20MHz	1221Hz
24MHz	1465Hz
33MHz	2015Hz
40MHz	2442Hz

Example

```
Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz

HPWM 1, 127, 1000      ' Send a 50% duty cycle PWM signal at 1KHz
DelayMs 500
HPWM 1, 64, 2000       ' Send a 25% duty cycle PWM signal at 2KHz
Stop
```

Notes

Some devices have alternate pins that may be used for **HPWM**. The following **Declares** allow the use of different pins: -

```
Declare CCP1_Pin Port.Pin ' Select HPWM port and bit for CCP1 module (ch 1)
Declare CCP2_Pin Port.Pin ' Select HPWM port and bit for CCP2 module (ch 2)
Declare CCP3_Pin Port.Pin ' Select HPWM port and bit for CCP3 module (ch 3)
Declare CCP4_Pin Port.Pin ' Select HPWM port and bit for CCP4 module (ch 4)
Declare CCP5_Pin Port.Pin ' Select HPWM port and bit for CCP5 module (ch 5)
Declare CCP6_Pin Port.Pin ' Select HPWM port and bit for CCP6 module (ch 6)
```

Or

```
Declare HPWM1_Pin Port.Pin ' Select HPWM port and bit for PWM1 module (ch 1)
Declare HPWM2_Pin Port.Pin ' Select HPWM port and bit for PWM 2 module (ch 2)
Declare HPWM3_Pin Port.Pin ' Select HPWM port and bit for PWM 3 module (ch 3)
Declare HPWM4_Pin Port.Pin ' Select HPWM port and bit for PWM 4 module (ch 4)
Declare HPWM5_Pin Port.Pin ' Select HPWM port and bit for PWM 5 module (ch 5)
Declare HPWM6_Pin Port.Pin ' Select HPWM port and bit for PWM 6 module (ch 6)
```

Both texts after the declare; HPWMx_Pin or CCPx_Pin are valid for all devices that contain, either CCP peripherals or PWM peripherals.

For devices that have PPS (Peripheral Pin Select), the compiler will manipulate the appropriate SFRs before the program starts, so that the PWM signal is produced correctly.

See also : **PWM, PulseOut, Servo.**

I2Cin

Syntax

I2Cin *SDA_Pin*, *SCL_Pin*, *Control*, { *Address* }, [*Variable* {, *Variable*...}]

Overview

Receives a value from the I²C bus, and places it into *variable/s*.

Parameters

SDA_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the I²C device's data line (SDA). This pin's I/O direction will be changed to input and will remain in that state after the instruction is completed.

SCL_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the I²C device's clock line (SCL). This pin's I/O direction will be changed to output.

Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float**, **Array**.

Control is a constant value or a byte sized variable expression.

Address is an optional constant value or a variable expression.

The **I2Cin** command operates as an I²C master, and may be used to interface with any device that complies with the 2-wire I²C protocol. The most significant 7-bits of control byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100001 or \$A1. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 1 to 3 reflect the three address pins of the EEPROM. And bit-0 is set to signify that we wish to read from the EEPROM. Note that this bit is automatically set by the **I2Cin** command, regardless of its initial setting.

Example

```
' Receive a byte from the I2C bus and place it into variable Var1
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim bVar1 as Byte          ' We'll only read 8-bits
Dim wAddress as Word       ' 16-bit address required
Symbol cControl 0b10100001 ' Target an EEPROM

Dim SDA_Pin as PORTC.3     ' Alias the SDA (Data) line
Dim SCL_Pin as PORTC.4     ' Alias the SCL (Clock) line

wAddress = 20              ' Read the value at address 20
I2Cin SDA_Pin, SCL_Pin, cControl, wAddress, [bVar1] ' Read a byte from the EEPROM
```

Address is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of address is dictated by the size of the variable used (byte or word). In the case of the previous EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The **I2Cin** command allows differing variable assignments. For example: -

```
Dim bVar1 as Byte
Dim wWrd as Word
I2Cin SDA_Pin, SCL_Pin, cControl, wAddress, [bVar1, wWrd]
```

The above example will receive two values from the bus, the first being an 8-bit value dictated by the size of variable Var1 which has been declared as a byte. And a 16-bit value, this time dictated by the size of the variable Wrd which has been declared as a word. Of course, bit type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

Declares

See **I2Cout** for declare explanations.

Notes

When the **I2Cin** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs, and outputs. Because the I²C protocol calls for an open-collector interface, pull-up resistors are required on both the SDA and SCL lines. Values of 4.7KΩ to 10KΩ will suffice.

Str modifier with I2Cin

Using the **Str** modifier allows the **I2Cin** command to transfer the bytes received from the I²C bus directly into a byte array. If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. An example of each is shown below: -

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Dim bArray[10] as Byte      ' Define an array of 10 bytes
Dim bAddress as Byte        ' Create a word sized variable
,
' Load data into all the array
,
I2Cin SDA_Pin, SCL_Pin, 0b10100000, bAddress, [Str bArray]
,
' Load data into only the first 5 elements of the array
,
I2Cin SDA_Pin, SCL_Pin, 0b10100000, bAddress, [Str bArray\5]
```

See Also: **BusAck, Bstart, Brestart, Bstop, Busout, I2Cout**

I2Cout

Syntax

I2Cout *SDA_Pin*, *SCL_Pin*, *Control*, { *Address* }, [*OutputData*]

Overview

Transmit a value to the I²C bus, by first sending the *control* and optional *address* out of the clock pin (*SCL*), and data pin (*SDA*).

Parameters

SDA_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the I²C device's data line (SDA). This pin's I/O direction will be changed to input and will remain in that state after the instruction is completed.

SCL_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the I²C device's clock line (SCL). This pin's I/O direction will be changed to output.

Control is a constant value or a byte sized variable expression.

Address is an optional constant, variable, or expression.

OutputData is a list of variables, constants, expressions and modifiers that informs I2Cout how to format outgoing data. **I2Cout** can transmit individual or repeating bytes, convert values into decimal, hex or binary text representations, or transmit strings of bytes from variable arrays.

These actions can be combined in any order in the OutputData list.

The **I2Cout** command operates as an I²C master and may be used to interface with any device that complies with the 2-wire I²C protocol. The most significant 7-bits of *control* byte contain the control code and the slave address of the device being interfaced with. Bit-0 is the flag that indicates whether a read or write command is being implemented.

For example, if we were interfacing to an external EEPROM such as the 24LC32, the control code would be 0b10100000 or \$A0. The most significant 4-bits (1010) are the EEPROM's unique slave address. Bits 1 to 3 reflect the three address pins of the EEPROM. And Bit-0 is clear to signify that we wish to write to the EEPROM. Note that this bit is automatically cleared by the **I2Cout** command, regardless of its initial value.

Example

```
' Send a byte to the I2C bus.
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Dim bMyVar as Byte ' We'll only read 8-bits
Dim wAddress as Word ' 16-bit address required
Symbol cControl = 0b10100000 ' Target an EEPROM
Dim SDA_Pin as PORTC.3 ' Alias the SDA (Data) line
Dim SCL_Pin as PORTC.4 ' Alias the SCL (Clock) line

Address = 20 ' Write to address 20
bMyVar = 200 ' The value place into address 20
I2Cout SDA_Pin, SCL_Pin, cControl, wAddress, [bMyVar] ' Send the byte to EEPROM
DelayMs 10 ' Allow time for allocation of byte
```

Address is an optional parameter that may be an 8-bit or 16-bit value. If a variable is used in this position, the size of *address* is dictated by the size of the variable used (byte or word). In the case of the above EEPROM interfacing, the 24LC32 EEPROM requires a 16-bit address. While the smaller types require an 8-bit address. Make sure you assign the right size address for the device interfaced with, or you may not achieve the results you intended.

The value sent to the bus depends on the size of the variables used. For example: -

```
Dim wMyVar as Word           ' Create a Word size variable
I2Cout SDA_Pin, SCL_Pin, Control, wAddress, [wMyVar]
```

Will send a 16-bit value to the bus. While: -

```
Dim bMyVar as Byte           ' Create a Byte size variable
I2Cout SDA_Pin, SCL_Pin, cControl, wAddress, [bMyVar]
```

Will send an 8-bit value to the bus. Using more than one variable within the brackets allows differing variable sizes to be sent. For example: -

```
Dim bMyVar as Byte
Dim wMyVar as Word
I2Cout SDA_Pin, SCL_Pin, cControl, wAddress, [bMyVar, wMyVar]
```

Will send two values to the bus, the first being an 8-bit value dictated by the size of variable bMyVar which has been declared as a **Byte**. And a 16-bit value, this time dictated by the size of the variable wMyVar which has been declared as a **Word**. Of course, **Bit** type variables may also be used, but in most cases these are not of any practical use as they still take up a byte within the EEPROM.

A string of characters can also be transmitted, by enclosing them in quotes: -

```
I2Cout SDA_Pin, SCL_Pin, cControl, wAddress, ["Hello World", bMyVar, wMyVar]
```

Str modifier with I2Cout

The **Str** modifier is used for transmitting a string of bytes from a byte array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order.

Each of the elements in an array is the same size. The string "1,2,3" would be stored in a byte array containing three bytes (elements). Below is an example that sends four bytes from an array: -

```
Dim bMyArray[10] as Byte = "ABCD" ' Create a 10 element byte array, pre-load it
,
' Send a 4-byte string
,
I2Cout SDA_Pin, SCL_Pin, 0b10100000, wAddress, [Str bMyArray\4]
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the program would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 4 bytes.

Declares

There are two **Declare** directives for use with **I2Cout** and **I2Cin**. These are: -

Declare I2C_Slow_Bus On - Off or 1 – 0

Slows the bus speed when using an oscillator higher than 4MHz. The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. If you use an 8MHz or higher oscillator, the bus speed may exceed the devices specs, which will result in intermittent transactions, or in some cases, no transactions at all. Therefore, use this **Declare** if you are not sure of the device's spec. The datasheet for the device used will inform you of its bus speed.

Declare I2C_Bus_SCL On - Off, 1 - 0 or True - False

Eliminates the necessity for a pull-up resistor on the SCL line.

The I²C protocol dictates that a pull-up resistor is required on both the SCL and SDA lines, however, this is not always possible due to circuit restrictions etc, so once the **I2C_Bus_SCL On Declare** is issued at the top of the program, the resistor on the SCL line can be omitted from the circuit. The default for the compiler if the **I2C_Bus_SCL Declare** is not issued, is that a pull-up resistor is required.

Notes

When the **I2Cout** command is used, the appropriate SDA and SCL Port and Pin are automatically setup as inputs, and outputs. Because the I²C protocol calls for an *open-collector* interface, pull-up resistors are required on both the SDA and SCL lines. Values of 4.7KΩ to 10KΩ will suffice.

You may imagine that it's limiting having a fixed set of pins for the I²C interface, but you must remember that several different devices may be attached to a single bus, each having a unique slave address. Which means there is usually no need to use up more than two pins on the PICmicro™ in order to interface to many devices.

See Also: **BusAck, Bstart, Brestart, Bstop, Busin, I2Cin.**

Inkey

Syntax

Variable = Inkey

Overview

Scan a keypad and place the returned value into *variable*

Parameters

Variable is a user defined variable

Example

```
Dim bVar1 as Byte

bVar1 = Inkey           ' Scan the keypad
DelayMs 50             ' Debounce by waiting 50ms
Print Dec bVar1, " "    ' Display the result on the LCD
```

Notes

Inkey will return a value between 0 and 16. If no key is pressed, the value returned is 16.

Using a **LookUp** command, the returned values can be re-arranged to correspond with the legends printed on the keypad: -

```
bVar1 = Inkey
bKey = LookUp bVar1, [255, 1, 4, 7, "*", 2, 5, 8, 0, 3, 6, 9, "#", 0, 0, 0]
```

The above example is only a demonstration, the values inside the **LookUp** command will need to be re-arranged for the type of keypad used, and its connection configuration.

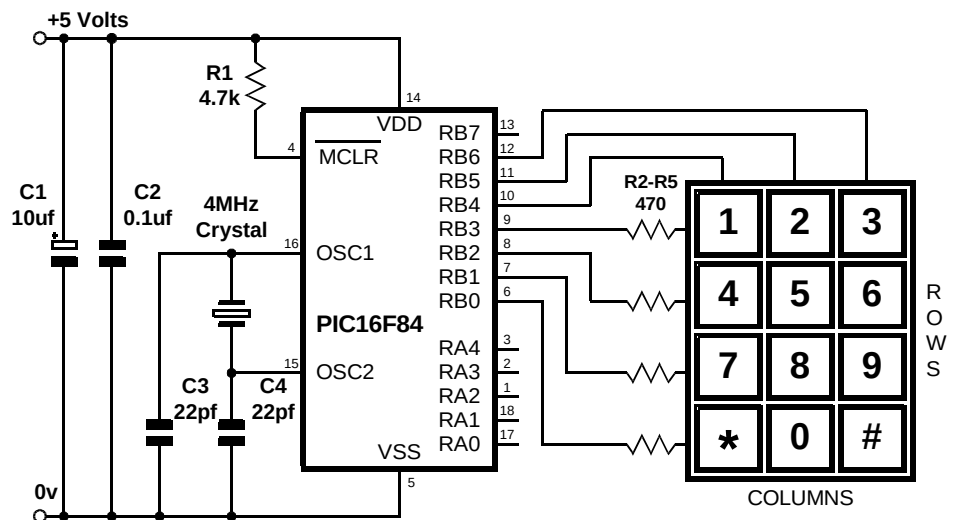
Declare for Inkey

Declare Keypad_Port Port

Assigns the Port that the keypad is attached to.

The keypad routine requires pull-up resistors, therefore, the best Port for this device is PORTB, which comes equipped with internal pull-ups. If the Declare is not used in the program, then PORTB is the default Port.

The diagram illustrates a typical connection of a 12-button keypad to a PIC16F84. If a 16-button type is used, then COLUMN 4 will connect to PORTB.7 (RB7).



Input (PinInput)

Syntax

Input *Port*, *Port.Pin* or *Pin Number*

or

PinInput *Port* or *Port.Pin* or *Pin Number*

Overview

Makes the specified *Port* or *Pin* an input. Because the Input command is mostly used to alter a Port's pin. The name **PinInput** can also be used instead of the name **Input**. They both work exactly the same but make the source code a little clearer to read and follow.

Parameters

Port must be the name of a Port.

Port.Bit must be any valid port and bit combination, i.e. **PORTA.1**

Pin Number can be any variable or constant holding 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example 1

```
Input PORTA.0      ' Make pin-0 of PORTA an input
Input PORTA        ' Make all pins of PORTA inputs
Input 0            ' Make pin-0 of PORTA an input
Input 8            ' Make pin-0 of PORTB an input
PinInput PORTB.0   ' Make pin-0 of PORTB an input
```

Example 2

```
' Flash each of the pins on PORTA and PORTB
,
Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz

Dim MyPin as Byte

High PORTA
High PORTB
For MyPin = 0 to 15    ' Create a loop for the pin to flash
    Output MyPin       ' Set the pin as an output
    DelayMs 500        ' Delay so that it can be seen
    Input MyPin        ' Set the pin as an input
    DelayMs 500        ' Delay so that it can be seen
Next
```

Notes

An Alternative method for making a particular pin an input is by directly modifying the appropriate TRIS register: -

```
TRISB.0 = 1          ' Set PORTB, bit-0 to an input
```

All of the pins on a port may be set to inputs by setting the whole TRIS register at once: -

```
TRISB = 0b11111111 ' Set all of PORTB to inputs
```

In the above examples, setting a TRIS bit to 1 makes the pin an input, and conversely, setting the bit to 0 makes the pin an output.

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure. For example:

```
,
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Set a pin high then an input for 500ms using a value as the pin to adjust
,
Proc FlashPin()
    High PinNumber          ' Set the pin as an output high
    DelayMs 500             ' Wait for 500 milliseconds
    Input PinNumber         ' Make the pin as an input
    DelayMs 500             ' Wait for 500 milliseconds
EndProc
```

See also : Output, PinClear, PinMode, PinPullup, PinSet, High, Low.

Low (PinLow)

Syntax

Low *Port* or *Port.Bit* or *Pin Number*

or

PinLow *Port* or *Port.Pin* or *Pin Number*

Overview

Place a Port or a Port.Pin in a low output state. For a port, this means setting it as an output and filling it with 0's. The name **PinOutput** can also be used instead of the name **Output**. They both work exactly the same but make the source code a little clearer to read and follow.

Parameters

Port must be the name of a Port.

Port.Bit must be any valid port and bit combination, i.e. **PORTA.1**

Pin Number can be a variable or constant that holds a value from 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example 1

```
Symbol LED = PORTB.4
Low LED           ' Make Pin PORTB.4 a low output

Low 1             ' Make Pin PORTA.1 a low output
PinLow PORTB.0    ' Make pin-0 of PORTB a low output
```

Example 2

```
' Flash each of the pins on PORTA and PORTB
,
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz

Dim MyPin as Byte

For MyPin = 0 to 15         ' Create a loop for the pin to flash
  High MyPin                ' Set the pin as an output high
  DelayMs 500               ' Delay so that it can be seen
  Low MyPin                 ' Pull the pin as an output low
  DelayMs 500               ' Delay so that it can be seen
Next
```

Notes.

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure. For example:

```
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Set a pin high then low for 500ms using a variable as the pin to adjust
,
Proc FlashPin()
    High PinNumber          ' Set the pin as an output high
    DelayMs 500              ' Wait for 500 milliseconds
    Low PinNumber           ' Pull the pin as an output low
    DelayMs 500              ' Wait for 500 milliseconds
EndProc
```

Example 2

```
' Clear then Set each pin of PORTC
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

Low PORTC                  ' Make PORTC output low before we start
Do                          ' Create a loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        Low PinNumber              ' Pull each pin of PORTC as an output low
        DelayMs 100                ' Slow things down to see what's happening
    Next                          ' Close the loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        High PinNumber             ' Set each pin of PORTC as an output high
        DelayMs 100                ' Slow things down to see what's happening
    Next                          ' Close the loop
Loop                            ' Do it forever
```

See also : **High**, **Symbol**, **PinClear**, **PinMode**, **PinPullup**, **PinSet**, **PinGet**.

Output (PinOutput)

Syntax

Output *Port or Port.Pin or Pin Number*

or

PinOutput *Port or Port.Pin or Pin Number*

Overview

Makes the specified *Port* or *Port.Pin* an output. The name **PinOutput** can also be used instead of the name **Output**. They both work exactly the same but make the source code a little clearer to read and follow.

Parameters

Port must be the name of a Port.

Port.Bit must be any valid port and bit combination, i.e. **PORTA.1**

Pin Number can be any variable or constant holding 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example

```
Output PORTA.0      ' Make bit-0 of PORTA an output
Output PORTA        ' Make all of PORTA an output
Output 0            ' Make pin-0 of PORTA an output
Output 8            ' Make pin-0 of PORTB an output
Output Pin_B0       ' Make pin-0 of PORTB an output
PinOutput PORTB.0   ' Make pin-0 of PORTB an output
```

Example 2

```
' Flash each of the pins on PORTA and PORTB
,
Device = 18F26K40      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz

Dim MyPin as Byte

High PORTA            ' Make all of PORTA output high
High PORTB            ' Make all of PORTB output high
For MyPin = 0 to 15    ' Create a loop for the pin to flash
    Output MyPin       ' Set the pin as an output
    DelayMs 500        ' Delay so that it can be seen
    Input MyPin        ' Set the pin as an input
    DelayMs 500        ' Delay so that it can be seen
Next
```

Notes

An Alternative method for making a particular pin an output is by directly modifying the TRIS: -

```
TRISB.0 = 0          ' Set PORTB, bit-0 to an output
```

All of the pins on a port may be set to output by setting the whole TRIS register at once: -

```
TRISB = 0b00000000   ' Set all of PORTB to outputs
```

In the above examples, setting a TRIS bit to 0 makes the pin an output, and conversely, setting the bit to 1 makes the pin an input.

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure. For example:

```
,
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Make the pin an output then an input for 500ms using a value as the pin to adjust
,
Proc FlashPin()
    PinSet PinNumber        ' Bring the pin high
    Output PinNumber        ' Make the pin an output
    DelayMs 500             ' Wait for 500 milliseconds
    Input PinNumber         ' Make the pin an input
    DelayMs 500             ' Wait for 500 milliseconds
EndProc
```

See also : **Input, PinClear, PinMode, PinSet, High, Low.**

Oread

Syntax

Oread *DQ_Pin*, *Mode*, [*InputData*]

Overview

Receive data from a device using the Dallas Semiconductor 1-wire protocol. The 1-wire protocol is a form of asynchronous serial communication developed by Dallas Semiconductor. It requires only one I/O pin which may be shared between multiple 1-wire devices.

Parameters

DQ_Pin is a Port-Bit combination that specifies which I/O pin to use. 1-wire devices require only one I/O pin (normally called *DQ*) to communicate. This I/O pin will be toggled between output and input mode during the **Oread** command and will be set to input mode at the end of the **Oread** command.

Mode is a numeric constant (0 - 7) indicating the mode of data transfer. The **Mode** parameter controls the placement of reset pulses and detection of presence pulses, as well as byte or bit input. See notes below.

InputData is a list of variables or arrays to store the incoming data into.

Example

```
Dim bMyResult as Byte
Symbol DQ_Pin = PORTA.0

Oread DQ_Pin, 1, [bMyResult]
```

The above example code will transmit a 'reset' pulse to a 1-wire device (connected to bit-0 of **PORTA**) and will then detect the device's 'presence' pulse and receive one byte and store it in the variable **bMyResult**.

Notes

The **Mode** parameter is used to control placement of reset pulses (and detection of presence pulses) and to designate byte or bit input. The table below shows the meaning of each of the 8 possible value combinations for **Mode**.

Mode Value	Effect
0	No Reset, Byte mode
1	Reset before data, Byte mode
2	Reset after data, Byte mode
3	Reset before and after data, Byte mode
4	No Reset, Bit mode
5	Reset before data, Bit mode
6	Reset after data, Bit mode
7	Reset before and after data, Bit mode

The correct value for **Mode** depends on the 1-wire device and the portion of the communication that is being dealt with. Consult the data sheet for the device in question to determine the correct value for **Mode**. In many cases, however, when using the **Oread** command, **Mode** should be set for either No Reset (to receive data from a transaction already started by an **Owrite**

command) or a *Reset* after data (to terminate the session after data is received). However, this may vary due to device and application requirements.

When using the **Bit** (rather than **Byte**) mode of data transfer, all variables in the *InputData* argument will only receive one bit. For example, the following code could be used to receive two bits using this mode: -

```
Dim tBitVar1 as Bit
Dim tBitVar2 as Bit
Oread PORTA.0, 6, [tBitVar1, tBitVar2]
```

In the example code shown, a value of 6 was chosen for Mode. This sets **Bit** transfer and **Reset** after data mode.

We could also have chosen to make the tBitVar1 and tBitVar2 variables each a **Byte** type, however, they would still only have received one bit each in the **Oread** command, due to the **Mode** that was chosen.

The compiler also has a modifier for handling a string of data, named **Str**.

The **Str** modifier is used for receiving data and placing it directly into a byte array variable.

A string is a set of bytes that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1 2 3 would be stored in a byte array containing three bytes (elements).

Below is an example that receives ten bytes through a 1-wire interface and stores them in the 10 element byte array, MyArray: -

```
Dim bMyArray[10] as Byte      ' Create a 10 element byte array.
Oread DQ_Pin, 1, [Str bMyArray]
Print Dec Str bMyArray        ' Display the values.
```

If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. For example: -

```
Dim bMyArray[10] as Byte      ' Create a 10 element byte array.
Oread DQ_Pin, 1, [Str bMyArray\5] ' Fill the first 5-bytes of array with data.
Print Str bMyArray \5        ' Display the 5-value string.
```

The example above illustrates how to fill only the first n bytes of an array, and then how to display only the first n bytes of the array. n refers to the value placed after the backslash.

Dallas 1-Wire Protocol.

The 1-wire protocol has a well defined standard for transaction sequences. Every transaction sequence consists of four parts: -

- Initialisation.
- ROM Function Command.
- Memory Function Command.
- Transaction / Data.

Additionally, the ROM Function Command and Memory Function Command are always 8 bits wide and are sent least-significant-bit first (LSB).

The Initialisation consists of a reset pulse (generated by the master) that is followed by a presence pulse (generated by all slave devices).

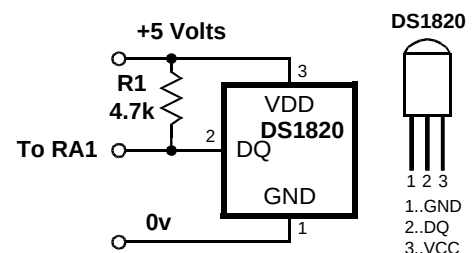
The reset pulse is controlled by the lowest two bits of the Mode argument in the **Oread** command. It can be made to appear before the ROM Function Command (Mode = 1), after the Transaction / Data portion (Mode = 2), before and after the entire transaction (Mode = 3) or not at all (Mode = 0).

Command	Value	Action
Read ROM	\$33	Reads the 64-bit ID of the 1-wire device. This command can only be used if there is a single 1-wire device on the line.
Match ROM	\$55	This command, followed by a 64-bit ID, allows the PICmicro to address a specific 1-wire device.
Skip ROM	\$CC	Address a 1-wire device without its 64-bit ID. This command can only be used if there is a single 1-wire device on the line.
Search ROM	\$F0	Reads the 64-bit IDs of all the 1-wire devices on the line. A process of elimination is used to distinguish each unique device.

Following the Initialisation, comes the ROM Function Command. The ROM Function Command is used to address the desired 1-wire device. The above table shows a few common ROM Function Commands. If only a single 1 wire device is connected, the Match ROM command can be used to address it. If more than one 1-wire device is attached, the PICmicro™ will ultimately have to address them individually using the Match ROM command.

The third part, the Memory Function Command, allows the PICmicro™ to address specific memory locations, or features, of the 1-wire device. Refer to the 1-wire device's data sheet for a list of the available Memory Function Commands.

Finally, the Transaction / Data section is used to read or write data to the 1-wire device. The **Oread** command will read data at this point in the transaction. A read is accomplished by generating a brief low-pulse and sampling the line within 15us of the falling edge of the pulse. This is called a 'Read Slot'.



The following program demonstrates interfacing to a Dallas Semiconductor DS1820 1-wire digital thermometer device using the compiler's 1-wire commands, and connections as per the diagram to the right.

The code reads the Counts Remaining and Counts per Degree Centigrade registers within the DS1820 device in order to provide a more accurate temperature (down to 1/10th of a degree).

```

Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Symbol DQ_Pin = PORTA.1     ' Place the DS1820 on bit-1 of PORTA
Dim wTemperature as Word    ' Holds the temperature value
Dim bCounts as Byte        ' Holds the counts remaining value
Dim bCPerD as Byte         ' Holds the Counts per degree C value

Do
  Owrite DQ_Pin, 1, [$CC, $44] ' Send a Calculate Temperature command
  Repeat
    DelayMs 25                 ' Wait until conversion is complete
    Oread DQ_Pin, 4, [bCounts]  ' Keep reading low pulses until
  Until bCounts <> 0            ' the DS1820 is finished.
  Owrite DQ_Pin, 1, [$CC, $BE] ' Send a Read ScratchPad command
  Oread DQ_Pin, 2, [wTemperature.LowByte, wTemperature.HighByte, _
    bCounts, bCounts, bCounts, bCounts, bCounts, _
    CPerD]
  ,
  ' Calculate the temperature in degrees Centigrade
  ,
  wTemp = (((wTemperature >> 1)*100) - 25) + (((bCPerD - bCounts)*100) / bCPerD)
  HRSoutLn Dec wTemperature / 100, ".", Dec2 wTemperature, " C"
  DelayMs 500
Loop

```

Note.

The simple expression used in the example above will not work correctly with negative temperatures. Also note that a 4.7kΩ pull-up resistor (R1) is required for correct operation.

Inline Oread Command.

The standard structure of the **Oread** command is: -

```
Oread DQ_Pin, Mode, [ InputData ]
```

However, this did not allow it to be used in conditions such as **If-Then**, **While-Wend** etc. Therefore, there is now an additional structure to the **Oread** command: -

```
Var = Oread DQ_Pin, Mode
```

Parameters **DQ_Pin** and **Mode** have not changed their function, but the result from the 1-wire read is now placed directly into the assignment variable.

Oread - Owrite Presence Detection.

Another important feature to both the **Oread** and **Owrite** commands is the ability to jump to a section of the program if a presence is not detected on the 1-wire bus.

Owrite *DQ_Pin, Mode, Label, [OutputData]*

Oread *DQ_Pin, Mode, Label, [InputData]*

Var = **Oread** *DQ_Pin, Mode, Label*

The **Label** parameter is an optional condition, but if used, it must reference a valid BASIC label.

```
' Skip ROM search & do temp conversion
,
  Owrite DQ_Pin, 1, NoPresence, [$CC, $44]
  While Oread DQ_Pin, 4, NoPresence <> 0 : Wend ' Read busy-bit, ' Still busy..?
,
' Skip ROM search & read scratchpad memory
,
  Owrite DQ_Pin, 1, NoPresence, [$CC, $BE]
  Oread DQ_Pin, 2, NoPresence, [wTemp.Lowbyte, wTemp.Highbyte] ' Read two bytes
  Return

NoPresence:
  HRsoutLn "No Presence"
  Stop
```

See also : **Owrite**.

Owrite

Syntax

Owrite *DQ_Pin*, *Mode*, [*OutputData*]

Overview

Send data to a device using the Dallas Semiconductor 1-wire protocol. The 1-wire protocol is a form of asynchronous serial communication developed by Dallas Semiconductor. It requires only one I/O pin which may be shared between multiple 1-wire devices.

Parameters

DQ_Pin is a Port-Bit combination that specifies which I/O pin to use. 1-wire devices require only one I/O pin (normally called DQ) to communicate. This I/O pin will be toggled between output and input mode during the Owrite command and will be set to input mode by the end of the Owrite command.

Mode is a numeric constant (0 - 7) indicating the mode of data transfer. The **Mode** parameter controls the placement of reset pulses and detection of presence pulses, as well as byte or bit input. See notes below.

OutputData is a list of variables or arrays transmit individual or repeating bytes.

Example

```
Symbol DQ_Pin = PORTA.0
Owrite DQ_Pin, 1, [$4E]
```

The above example will transmit a 'reset' pulse to a 1-wire device (connected to bit-0 of **PORTA**) and will then detect the device's 'presence' pulse and transmit one byte (the value \$4E).

Notes

The **Mode** parameter is used to control placement of reset pulses (and detection of presence pulses) and to designate byte or bit input. The table below shows the meaning of each of the 8 possible value combinations for **Mode**.

Mode Value	Effect
0	No Reset, Byte mode
1	Reset before data, Byte mode
2	Reset after data, Byte mode
3	Reset before and after data, Byte mode
4	No Reset, Bit mode
5	Reset before data, Bit mode
6	Reset after data, Bit mode
7	Reset before and after data, Bit mode

The correct value for **Mode** depends on the 1-wire device and the portion of the communication you're dealing with. Consult the data sheet for the device in question to determine the correct value for **Mode**. In many cases, however, when using the **Owrite** command, Mode should be set for a *Reset* before data (to initialise the transaction). However, this may vary due to device and application requirements.

When using the **Bit** (rather than **Byte**) mode of data transfer, all variables in the *InputData* variable will only receive one bit. For example, the following code could be used to receive two bits using this mode: -

```
Dim tBitVar1 as Bit
Dim tBitVar2 as Bit
Owrite PORTA.0, 6, [tBitVar1, tBitVar2]
```

In the example code shown, a value of 6 was chosen for **Mode**. This sets Bit transfer and Reset after data mode. We could also have chosen to make the tBitVar1 and tBitVar2 variables each a **Byte** type, however, they would still only use their lowest bit (Bit-0) as the value to transmit in the **Owrite** command, due to the **Mode** value chosen.

The Str Modifier

The **Str** modifier is used for transmitting a string of bytes from a byte array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a byte array containing three bytes (elements).

Below is an example that sends four bytes (from a byte array) through bit-0 of PORTA: -

```
Dim bMyArray[10] as Byte = $CC, $44, $CC, $4E ' Create a 10 element array.
Owrite PORTA.0, 1, [Str bMyArray\4] ' Send 4-byte string.
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the PICmicro™ would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 4 bytes.

See also : **Oread** for example code, and 1-wire protocol.

PinClear

Syntax

PinClear *Pin Number*

Overview

Pull a Port's pin low using a variable as the pin's number, but does not set it as an output.

Parameter

Pin Number can be a variable or constant or expression that holds a value from 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example

```
' Clear then Set each pin of PORTB
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

High PORTB                ' Make PORTB output high before we start
Do                         ' Create a loop
  For PinNumber = 8 to 16 ' Create a loop for 8 pins
    PinClear PinNumber    ' Clear each pin of PORTB
    DelayMs 100           ' Slow things down to see what's happening
  Next                   ' Close the loop
  For PinNumber = 8 to 16 ' Create a loop for 8 pins
    PinSet PinNumber      ' Set each pin of PORTB
    DelayMs 100           ' Slow things down to see what's happening
  Next                   ' Close the loop
Loop                      ' Do it forever
```

Notes.

There are many ways to pull a pin of an I/O port low, however, each method requires a certain amount of manipulation, either with rotates, or alternatively, the use of indirect addressing. Each method has its merits, but requires a certain amount of knowledge to accomplish the task correctly. The **PinClear** command makes this task extremely simple using a variable as the pin number, however, this is not necessarily the quickest method, or the smallest, but it is the easiest. For speed and size optimisation, there is no shortcut to experience.

To clear a known constant pin number of a port, access the pin directly using the **Low** command

```
Low PORTA.1
```

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a subroutine. For example:

```
,
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Make a pin high then low for 500ms using a variable as the pin to adjust
,
Proc FlashPin()
    Output PinNumber        ' Make the pin an output
    PinSet PinNumber         ' Bring the pin high
    DelayMs 500              ' Wait for 500 milliseconds
    PinClear PinNumber       ' Bring the pin low
    DelayMs 500              ' Wait for 500 milliseconds
EndProc
```

Example 2

```
' Clear then Set each pin of PORTC
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

High PORTC                 ' Make PORTC output high before we start
Do                          ' Create a loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        PinClear PinNumber           ' Clear each pin of PORTC
        DelayMs 100                  ' Slow things down to see what's happening
    Next                             ' Close the loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        PinSet PinNumber              ' Set each pin of PORTC
        DelayMs 100                  ' Slow things down to see what's happening
    Next                             ' Close the loop
Loop                                ' Do it forever
```

See also : Output, Input, PinSet, PinSet, PinPullup, High, Low.

PinGet (GetPin)

Syntax

Variable = **PinGet** *Pin Number*

Overview

Read a pin of a port.

Parameters

Variable is a user defined variable.

Pin Number is a constant, variable, or expression that points to the pin of a port that requires reading. A value of 0 will read **PORTA.0**, a value of 1 will read **PORTA.1**, a value of 8 will read **PORTB.0** etc... The pin will be made an input before reading commences.

Example

```
' Examine and display each pin of PORTB
Device = 16F1829           ' Select the device to compile for
Declare Xtal = 16         ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte
Dim MyByte as Byte

Do
  For PinNumber = 8 to 15      ' Create a loop for 8 pins
    MyByte = PinGet PinNumber  ' Examine each pin of PORTB
    Print Dec1 MyByte          ' Display the binary result
    DelayMs 100                ' Slow things down to see what's happening
  Next                         ' Close the loop
Loop                           ' Do it forever
```

Note.

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

See also : Output, Input, PinClear, PinSet, PinPullup, High, Low.

PinMode

Syntax

PinMode *Port.Pin* or *Pin Number* , *Mode*

Overview

Makes the specified *Port* or *Pin* an input, output or enables internal pull-up resistors.

Parameters

Port.Pin must be a Port.Pin constant declaration.

Pin Number can be any variable or constant or expression holding 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Mode can be the texts **Input**, **Output** or **PullUp** or **Input_PullUp**.

Mode **Input** will turn the pin into an input.

Mode **Output** will turn the pin into an output.

Mode **PullUp** will enable the internal pull-up resistor for a pin that has previously been made an input.

Mode **Input_PullUp** will set the pin to an input and enable the internal pull-up resistor.

Example 1

```
PinMode PORTB.0, Input      ' Make pin-0 of PORTB an input
PinMode 0, Input            ' Make pin-0 of PORTA an input
PinMode 8, Input            ' Make pin-0 of PORTB an input

PinMode PORTB.0, Output     ' Make pin-0 of PORTB an output
PinMode 0, Output           ' Make pin-0 of PORTA an output
PinMode 8, Output           ' Make pin-0 of PORTB an output

PinMode PORTB.0, PullUp     ' Enable the pull-up resistor for pin-0 of PORTB
PinMode 0, PullUp           ' Enable the pull-up resistor for pin-0 of PORTA.0
PinMode 8, PullUp           ' Enable the pull-up resistor for pin-0 of PORTB

PinMode PORTB.0, Input_PullUp ' Make input and enable the pull-up resistor on RB0
PinMode 0, Input_PullUp      ' Make input and enable the pull-up resistor on RA0
PinMode 8, Input_PullUp      ' Make input and enable the pull-up resistor on RB0
```

Example 2

```
' Flash each of the pins on PORTA and PORTB
,
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim MyPin as Byte

High PORTA
High PORTB
For MyPin = 0 to 15        ' Create a loop for the pin to flash
    PinMode MyPin, Output  ' Set the pin as an output
    DelayMs 500            ' Delay so that it can be seen
    PinMode MyPin, Input   ' Set the pin as an input
    DelayMs 500            ' Delay so that it can be seen
Next
```

Notes

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure or subroutine. For example:

```
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Set a pin high then an input for 500ms using a value as the pin to adjust
,
Proc FlashPin()
    High PinNumber          ' Set the pin output high
    DelayMs 500             ' Wait for 500 milliseconds
    PinMode PinNumber, Input ' Make the pin an input
    DelayMs 500             ' Wait for 500 milliseconds
EndProc
```

Note.

Not all devices have the ability to have individual pull-up resistors set or cleared on their pins. Most of the newer microcontroller's have this ability, but if the microcontroller does not have the ability, the compiler will give a warning message. To see if the microcontroller has the ability of enabling or disabling individual pull-up resistors, look in its datasheet for the **WPUx** SFRs (*Special Function Registers*). For example **WPUA** or **WPUB** or **WPUC** etc...

See also : Output, Input, PinClear, PinSet, PinPullup, High, Low.

PinPullup

Syntax

PinPullup {*Mode*}, *Port.Pin* or *Pin Number*

Overview

Enables or disables the specified *Port* or *Pin* internal pull-up resistor or resistors.

Parameters

Mode is an *optional* parameter and can be the texts **On** or **Enable** or **Off** or **Disable**. The texts **On** or **Enable** will enable the pull-up resistor/s, while the texts **Off** or **Disable** will disable the pull-up resistor/s. If the **Mode** parameter is not used, the default is to *enable* the pull-up resistor or resistors.

Port.Pin can be a Port.Pin alias. If a Port name is given without an associated Pin, all the pull-up resistors will be managed for the specified Port.

Pin Number can be any variable or constant or expression holding 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example

```
Symbol MyPin = PORTA.0
```

```
PinPullup PORTB.0           ' Enable the pull-up resistor for pin-0 of PORTB
```

```
PinPullup Enable, PORTB     ' Enable all the pull-up resistors of PORTB
```

```
PinPullup Enable, MyPin      ' Enable the pull-up resistor for pin-0 of PORTA
```

```
PinPullup Enable, PORTB.0    ' Enable the pull-up resistor for pin-0 of PORTB
```

```
PinPullup Enable, Pin_A0     ' Enable the pull-up resistor for pin-0 of PORTA.0
```

```
PinPullup Disable, MyPin     ' Enable the pull-up resistor for pin-0 of PORTA
```

```
PinPullup Disable, PORTB.0   ' Disable the pull-up resistor for pin-0 of PORTB
```

```
PinPullup Disable, Pin_B0    ' Disable the pull-up resistor for pin-0 of PORTB
```

Notes

Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

Not all devices have the ability to have individual pull-up resistors set or cleared on their pins. Most of the newer microcontroller's have this ability, but if the microcontroller does not have the ability, the compiler will give a warning message. To see if the microcontroller has the ability of enabling or disabling individual pull-up resistors, look in its datasheet for the **WPUx** SFRs (*Special Function Registers*). For example **WPUA** or **WPUB** or **WPUC** etc...

See also : Output, Input, PinMode, PinClear, PinSet, High, Low.

PinSet

Syntax

PinSet *Pin Number*

Overview

Sets a Port's pin high using a variable as the pin's number, but does not make it an output.

Parameters

Pin Number can be a variable or constant or expression that holds a value from 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example

```
' Clear then Set each pin of PORTB
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

High PORTB                ' Make PORTB output high before we start
Do                          ' Create a loop
  For PinNumber = 8 to 15  ' Create a loop for 8 pins
    PinClear PinNumber    ' Clear each pin of PORTB
    DelayMs 100           ' Slow things down to see what's happening
  Next                    ' Close the loop
  For PinNumber = 8 to 15  ' Create a loop for 8 pins
    PinSet PinNumber      ' Set each pin of PORTB
    DelayMs 100           ' Slow things down to see what's happening
  Next                    ' Close the loop
Loop                       ' Do it forever
```

Notes.

There are many ways to set a pin of an I/O port, however, each method requires a certain amount of manipulation, either with rotates, or alternatively, the use of indirect addressing. Each method has its merits, but requires a certain amount of knowledge to accomplish the task correctly. The **PinSet** command makes this task extremely simple using a variable as the pin number, however, this is not necessarily the quickest method, or the smallest, but it is the easiest. For speed and size optimisation, there is no shortcut to experience.

To set a known constant pin number of a port, access the pin directly using the **High** command

```
High PORTA.1
```


Each pin number has a designated name. These are **Pin_A0...Pin_A7**, **Pin_B0...Pin_B7**, **Pin_C0...Pin_C7**, **Pin_D0...Pin_D7** to **Pin_L7** etc... Each of the names has a relevant constant value, for example, **Pin_A0** has the value 0, **Pin_B0** has the value 8, up to **Pin_L7**, which has the value 87. For 8-pin devices, the pins can be referenced as **Pin_IO0...Pin_IO5**. The pin names can be found within the device's .def file, within the compiler's directory.

These can be used to pass a relevant pin number to a procedure. For example:

```
,
' Flash an LED attached to PORTB.0 via a procedure
' Then flash an LED attached to PORTB.1 via the same procedure
,
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber As Byte      ' Holds the pin number to set high and low

Do                          ' Create an infinite loop
    PinNumber = Pin_B0      ' Give the pin number to flash (PORTB.0)
    FlashPin()              ' Call the procedure to flash the pin
    PinNumber = Pin_B1      ' Give the pin number to flash (PORTB.1)
    FlashPin()              ' Call the procedure to flash the pin
Loop                        ' Do it forever
,
' Make a pin high then low for 500ms using a variable as the pin to adjust
,
Proc FlashPin()
    Output PinNumber        ' Make the pin an output
    PinSet PinNumber         ' Bring the pin high
    DelayMs 500              ' Wait for 500 milliseconds
    PinClear PinNumber       ' Bring the pin low
    DelayMs 500              ' Wait for 500 milliseconds
EndProc
```

Example 2

```
' Clear then Set each pin of PORTC
Device = 18F25K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Dim PinNumber as Byte

High PORTC                 ' Make PORTC output high before we start
Do                          ' Create a loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        PinClear PinNumber           ' Clear each pin of PORTC
        DelayMs 100                  ' Slow things down to see what's happening
    Next                             ' Close the loop
    For PinNumber = Pin_C0 to Pin_C7 ' Create a loop for 8 pins
        PinSet PinNumber              ' Set each pin of PORTC
        DelayMs 100                  ' Slow things down to see what's happening
    Next                             ' Close the loop
Loop                                ' Do it forever
```

See also : **PinClear**, **PinMode**, **PinPullup**, **Low**, **High**.

Pot

Syntax

Variable = **Pot** *Pin*, *Scale*

Overview

Read a potentiometer, thermistor, photocell, or other variable resistance.

Parameters

Variable is a user defined variable.

Pin is a Port.Pin constant that specifies the I/O pin to use.

Scale is a constant, variable, or expression, used to scale the instruction's internal 16-bit result. The 16-bit reading is multiplied by (scale/ 256), so a *scale* value of 128 would reduce the range by approximately 50%, a scale of 64 would reduce to 25%, and so on.

Example

```
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

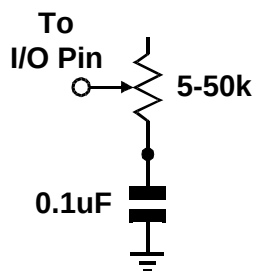
Dim MyByte as Byte

Do
  MyByte = Pot PORTB.0, 100 ' Read potentiometer on pin 0 of PORTB.
  HRSoutLn Dec MyByte, " "  ' Display the potentiometer reading
Loop                        ' Repeat the process.
```

Notes

Internally, the **Pot** instruction calculates a 16-bit value, which is scaled down to an 8-bit value. The amount by which the internal value must be scaled varies with the size of the resistor being used.

The pin specified by **Pot** must be connected to one side of a resistor, whose other side is connected through a capacitor to ground. A resistance measurement is taken by timing how long it takes to discharge the capacitor through the resistor.



The value of *scale* must be determined by experimentation, however, this is easily accomplished as follows: -

Set the device under measure, the pot in this instance, to maximum resistance and read it with *scale* set to 255. The value returned in Var1 can now be used as *scale*: -

```
MyByte = Pot PORTB.0, 255
```

See also : ADIn, RCIn.

PulseIn

Syntax

Variable = **PulseIn** *Pin*, *State*

Overview

Change the specified pin to input and measure an input pulse.

Parameters

Variable is a user defined variable. This may be a word variable with a range of 1 to 65535, or a byte variable with a range of 1 to 255.

Pin is a Port.Pin constant that specifies the I/O pin to use.

State is a constant (0 or 1) or name **High** - **Low** that specifies which edge must occur before beginning the measurement.

Example

```
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim MyByte as Byte

Do
  MyByte = PulseIn PORTB.0, 1 ' Measure a pulse on pin 0 of PORTB.
  HRSoutLn Dec MyByte, " "    ' Display the reading
Loop                          ' Repeat the process.
```

Notes

PulseIn acts as a fast clock that is triggered by a change in state (0 or 1) on the specified pin. When the state on the pin changes to the state specified, the clock starts counting. When the state on the pin changes again, the clock stops. If the state of the pin doesn't change (even if it is already in the state specified in the **PulseIn** instruction), the clock won't trigger. **PulseIn** waits a maximum of 0.65535 seconds for a trigger, then returns with 0 in *variable*.

The variable can be either a **Word** or a **Byte** . If the variable is a word, the value returned by **PulseIn** can range from 1 to 65535 units.

The units are dependant on the frequency of the crystal used. If a 4MHz crystal is used, then each unit is 10us, while a 20MHz crystal produces a unit length of 2us.

If the variable is a byte and the crystal is 4MHz, the value returned can range from 1 to 255 units of 10µs. Internally, **PulseIn** always uses a 16-bit timer. When your program specifies a byte, **PulseIn** stores the lower 8 bits of the internal counter into it. Pulse widths longer than 2550µs will give false, low readings with a byte variable. For example, a 2560µs pulse returns a reading of 256 with a word variable and 0 with a byte variable.

See also : Counter, PulseOut, RCin.

PulseOut

Syntax

PulseOut *Pin*, *Period*, { *Initial State* }

Overview

Generate a pulse on *Pin* of specified *Period*. The pulse is generated by toggling the pin twice, thus the initial state of the pin determines the polarity of the pulse. Or alternatively, the initial state may be set by using High-Low or 1-0 after the *Period*. *Pin* is automatically made an output.

Parameters

Pin is a Port.Pin constant that specifies the I/O pin to use.

Period can be a constant of user defined variable. See notes.

State is an optional constant (0 or 1) or name **High** - **Low** that specifies the state of the outgoing pulse.

Example

```
' Send a high pulse 1ms long (at 4MHz) to PORTB.5
,
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz

Low PORTB.5
PulseOut PORTB.5, 100
,
' Send a high pulse 1ms long (at 4MHz) to PORTB.5
,
PulseOut PORTB.5, 100, High
```

Notes

The resolution of **PulseOut** is dependent upon the oscillator frequency. If a 4MHz oscillator is used, the *Period* of the generated pulse will be in 10us increments. If a 20MHz oscillator is used, *Period* will have a 2us resolution. Declaring an Xtal value has no effect on **PulseOut**. The resolution always changes with the actual oscillator speed.

See also : Counter, PulseIn, RCin.

PWM

Syntax

PWM *Pin, Duty, Cycles*

Overview

Output pulse-width-modulation on a pin, then return the pin to input state.

Parameters

Pin is a Port.Pin constant that specifies the I/O pin to use.

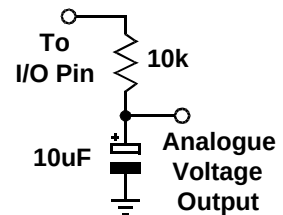
Duty is a variable, constant (0-255), or expression, which specifies the analogue level desired (0-5 volts).

Cycles is a variable or constant (0-255) which specifies the number of cycles to output. Larger capacitors require multiple cycles to fully charge. Cycle time is dependant on Xtal frequency. If a 4MHz crystal is used, then *cycle* takes approx 5 ms. If a 20MHz crystal is used, then *cycle* takes approx 1 ms.

Notes

PWM can be used to generate analogue voltages (0-5V) through a pin connected to a resistor and capacitor to ground; the resistor-capacitor junction is the analogue output (see circuit). Since the capacitor gradually discharges, **PWM** should be executed periodically to refresh the analogue voltage.

PWM emits a burst of 1s and 0s whose ratio is proportional to the *duty* value you specify. If *duty* is 0, then the pin is continuously low (0); if *duty* is 255, then the pin is continuously high. For values in between, the proportion is *duty*/255. For example, if *duty* is 100, the ratio of 1s to 0s is $100/255 = 0.392$, approximately 39 percent.

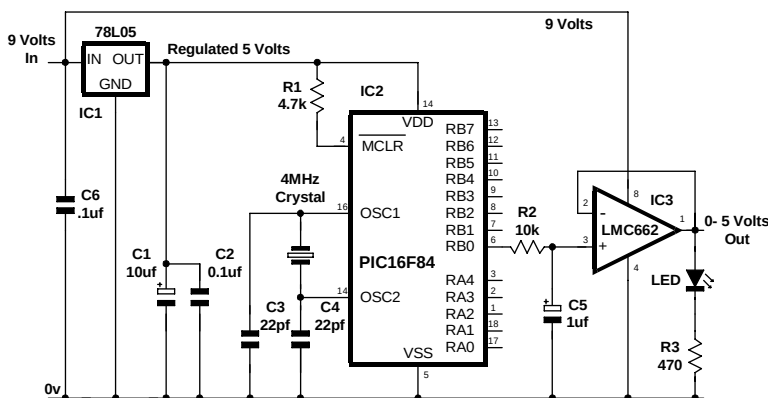


When such a burst is used to charge a capacitor arranged, the voltage across the capacitor is equal to:-

$$(\text{duty} / 255) * 5.$$

So if *duty* is 100, the capacitor voltage is

$$(100 / 255) * 5 = 1.96 \text{ volts.}$$



This voltage will drop as the capacitor discharges through whatever load it is driving. The rate of discharge is proportional to the current drawn by the load; more current = faster discharge. You can reduce this effect in software by refreshing the capacitor's charge with frequent use of the **PWM** command, or you can buffer the output using an op-amp to greatly reduce the need for frequent **PWM** cycles.

See also : **HPWM, PulseOut, Servo.**

RC5in

Syntax

Variable = **RC5in**

Overview

Receive Philips RC5 infrared data from a predetermined pin. The pin is automatically made an input.

Parameters

Variable can be a **Bit**, **Byte**, **Word**, **Long**, **Dword**, or **Float** variable, that will be loaded by **RC5in**. The return data from the **RC5in** command consists of two bytes, the System byte containing the type of remote used. i.e. TV, Video etc, and the Command byte containing the actual button value. The order of the bytes is Command (low byte) then System (high byte). If a byte variable is used to receive data from the infrared sensor then only the Command byte will be received.

Example

```
' Receive Philips RC5 data from an infrared sensor attached to PORTC.0
Device = 16F1829          ' Select the device to compile for
Declare Xtal = 16         ' Tell the compiler the device will be operating at 16MHz
Declare RC5in_Pin = PORTC.0 ' Choose port.pin for infrared sensor
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn
Dim RC5_Word as Word      ' Create a Word variable to receive the data
,
' Alias the Command byte to RC5_Word low byte
,
Dim RC5_Command as RC5_Word.Lowbyte
,
' Alias the System byte to RC5_Word high byte
,
Dim RC5_System as RC5_Word.Highbyte

Do                                ' Create an infinite loop
Repeat
    RC5_Word = RC5in              ' Receive a signal from the infrared sensor
Until RC5_Command <> 255         ' Keep looking until a valid header is found
HRSoutLn "System ",Dec RC5_System," " ' Display the System value
HRSoutLn "Command ",Dec RC5_Command," " ' Display the Command value
Loop
```

There is a single **Declare** for use with **RC5in**: -

Declare RC5in_Pin Port.Pin

Assigns the Port and Pin that will be used to input infrared data by the **RC5in** command. This may be any valid port on the PICmicro™.

If the **Declare** is not used in the program, then the default Port and Pin is PORTB.0.

Notes

The **RC5in** command will return with both Command and System bytes containing 255 if a valid header was not received. The CARRY (STATUS.0) flag will also be set if an invalid header was received. This is an ideal method of determining if the signal received is of the correct type.

RC5in is oscillator independent as long as the crystal frequency is declared at the top of the program. If no Xtal **Declare** is used, then **RC5in** defaults to a 4MHz crystal frequency for its timing.

RCin

Syntax

Variable = **RCin** *Pin*, *State*

Overview

Count time while pin remains in *state*, usually used to measure the charge/ discharge time of resistor/capacitor (RC) circuit.

Parameters

Pin is a Port.Pin constant that specifies the I/O pin to use. This pin will be placed into input mode and left in that state when the instruction finishes.

State is a variable or constant (1 or 0) that will end the Rcin period. Text, High or Low may also be used instead of 1 or 0.

Variable is a variable in which the time measurement will be stored.

Example

```
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn
Dim wMyResult as Word      ' Create a Word variable to hold the result.
High PORTB.0               ' Discharge the cap
DelayMs 1                   ' Wait for 1 ms.
wMyResult = RCin PORTB.0, High ' Measure RC charge time.
HRSoutLn Dec wMyResult, " " ' Display the value on a serial terminal.
```

Notes

The resolution of **RCin** is dependent upon the oscillator frequency. If a 4MHz oscillator is used, the time in state is returned in 10us increments. If a 20MHz oscillator is used, the time in state will have a 2us resolution. Declaring an Xtal value has no effect on **RCin**. The resolution always changes with the actual oscillator speed. If the pin never changes state 0 is returned.

When **RCin** executes, it starts a counter. The counter stops as soon as the specified pin is no longer in *State* (0 or 1). If *pin* is not in *State* when the instruction executes, **RCin** will return 1 in *Variable*, since the instruction requires one timing cycle to discover this fact. If pin remains in *State* longer than 65535 timing cycles **RCin** returns 0.

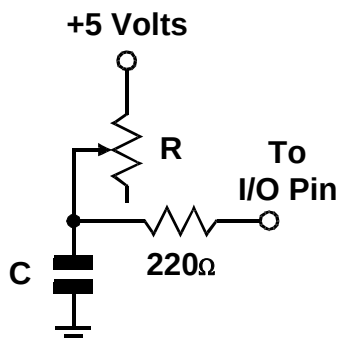


Figure A

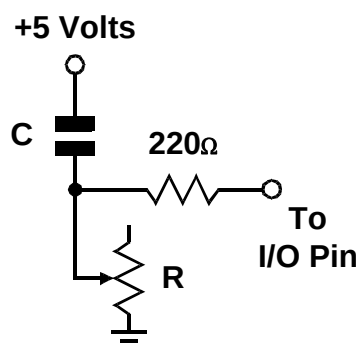


Figure B

The diagrams above show two suitable RC circuits for use with **RCin**. The circuit in figure B is preferred, because the PICmicro's logic threshold is approximately 1.5 volts. This means that the voltage seen by the pin will start at 5V then fall to 1.5V (a span of 3.5V) before **RCin** stops. With the circuit in figure A, the voltage will start at 0V and rise to 1.5V (spanning only 1.5V) before **RCin** stops.

For the same combination of R and C, the circuit shown in figure A will produce a higher result, and therefore more resolution than figure B.

Before **RCin** executes, the capacitor must be put into the state specified in the **RCin** command. For example, with figure B, the capacitor must be discharged until both plates (sides of the capacitor) are at 5V. It may seem strange that discharging the capacitor makes the input high, but you must remember that a capacitor is charged when there is a voltage difference between its plates. When both sides are at +5 Volts, the capacitor is considered discharged. Below is a typical sequence of instructions for the circuit in figure A.

```
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim wMyResult as Word       ' Create a Word variable to hold the result
High PORTB.0                ' Discharge the cap
DelayMs 1                    ' Wait for 1 ms
wMyResult = RCin PORTB.0, High ' Measure RC charge time.
HRSoutLn Dec wMyResult, " "   ' Display the value on a serial terminal
```

Using **RCin** is very straightforward, except for one detail: For a given R and C, what value will **RCin** return? It's actually rather easy to calculate, based on a value called the RC time constant, or tau (τ) for short. Tau represents the time required for a given RC combination to charge or discharge by 63 percent of the total change in voltage that they will undergo. More importantly, the value τ is used in the generalized RC timing calculation. Tau's formula is just R multiplied by C: -

$$\tau = R \times C$$

The general RC timing formula uses τ to tell us the time required for an RC circuit to change from one voltage to another: -

$$\text{time} = -\tau * (\ln(V_{\text{final}} / V_{\text{initial}}))$$

In this formula $\ln$ is the natural logarithm. Assume we're interested in a 10k Ω resistor and 0.1 μ F cap. Calculate τ : -

$$\tau = (10 \times 10^3) \times (0.1 \times 10^{-6}) = 1 \times 10^{-3}$$

The RC time constant is 1×10^{-3} or 1 millisecond. Now calculate the time required for this RC circuit to go from 5V to 1.5V (as in figure B):

$$\text{Time} = -1 \times 10^{-3} * (\ln(5.0\text{v} / 1.5\text{v})) = 1.204 \times 10^{-3}$$

Using a 20MHz crystal, the unit of time is 2 μ s, that time (1.204×10^{-3}) works out to 602 units. With a 10k Ω resistor and 0.1 μ F capacitor, **RCin** would return a value of approximately 600. Since V_{initial} and V_{final} don't change, we can use a simplified rule of thumb to estimate **RCin** results for circuits similar to figure A: -

$$\text{RCin units} = 600 \times R (\text{in k}\Omega) \times C (\text{in }\mu\text{F})$$

Another useful rule of thumb can help calculate how long to charge/discharge the capacitor before **RCin**. In the example shown, that's the purpose of the **High** and **DelayMs** commands. A given RC charges or discharges 98 percent of the way in 4 time constants ($4 \times R \times C$).

In both circuits, the charge/discharge current passes through a 220Ω series resistor and the capacitor. So if the capacitor were $0.1\mu\text{F}$, the minimum charge/discharge time should be: -

$$\text{Charge time} = 4 \times 220 \times (0.1 \times 10^{-6}) = 88 \times 10^{-6}$$

So it takes only $88\mu\text{s}$ for the cap to charge/discharge, which means that the 1ms charge/discharge time of the example is more than adequate.

You may be wondering why the 220Ω resistor is necessary at all. Consider what would happen if resistor R in figure A were a pot, and was adjusted to 0Ω . When the I/O pin went high to discharge the cap, it would see a short direct to ground. The 220Ω series resistor would limit the short circuit current to $5\text{V}/220\Omega = 23\text{mA}$ and protect the PICmicro[™] from any possible damage.

See also : **ADin, Counter, Pot, PulseIn.**

Servo

Syntax

Servo *Pin*, *Rotation Value*

Overview

Control a remote control type servo motor.

Parameters

Pin is a Port.Pin constant that specifies the I/O pin for the attachment of the motor's control terminal.

Rotation Value is a 16-bit (0-65535) constant or **Word** variable that dictates the position of the motor. A value of approx 500 being a rotation to the farthest position in a direction and approx 2500 being the farthest rotation in the opposite direction. A value of 1500 would normally centre the servo but this depends on the motor type.

Example

```
' Control a servo motor attached to pin 3 of PORTA

Device = 16F628                ' We'll use a 14-bit core device
Declare Xtal = 20              ' Tell the compiler the device will be operating at 20MHz

Dim wPos as Word               ' Servo Position
Symbol MyPin = PORTA.3         ' Alias the servo pin

Cls                             ' Clear the LCD
wPos = 1500                    ' Centre the servo
PORTA = 0                      ' PORTA lines low to read buttons
TRISA = 0b00000111            ' Enable the button pins as inputs
,
' Check any button pressed to move servo
,
Do
  If PORTA.0 = 0 And wPos < 3000 Then wPos = wPos + 1 ' Move servo left
  If PORTA.1 = 0 Then wPos = 1500                    ' Centre servo
  If PORTA.2 = 0 And wPos > 0 Then wPos = wPos - 1    ' Move servo right
  Servo MyPin, wPos
  DelayMs 5                                           ' Servo update rate
  Print At 1, 1, "Position=", Dec wPos, " "
Loop
```

Notes

Servos of the sort used in radio-controlled models are finding increasing applications in this robotics age we live in. They simplify the job of moving objects in the real world by eliminating much of the mechanical design. For a given signal input, you get a predictable amount of motion as an output.

To enable a servo to move it must be connected to a 5 Volt power supply capable of delivering an ampere or more of peak current. It then needs to be supplied with a positioning signal. The signal is normally a 5 Volt, positive-going pulse between 1 and 2 milliseconds (ms) long, repeated approximately 50 times per second.

The width of the pulse determines the position of the servo. Since a servo's travel can vary from model to model, there is not a definite correspondence between a given pulse width and a particular servo angle, however most servos will move to the centre of their travel when receiving 1.5ms pulses.

Servos are closed-loop devices. This means that they are constantly comparing their commanded position (proportional to the pulse width) to their actual position (proportional to the resistance of an internal potentiometer mechanically linked to the shaft). If there is more than a small difference between the two, the servo's electronics will turn on the motor to eliminate the error. In addition to moving in response to changing input signals, this active error correction means that servos will resist mechanical forces that try to move them away from a commanded position. When the servo is unpowered or not receiving positioning pulses, the output shaft may be easily turned by hand. However, when the servo is powered and receiving signals, it won't move from its position.

Driving servos with Positron8 is extremely easy. The **Servo** command generates a pulse in 1microsecond (μ s) units, so the following code would command a servo to its centred position and hold it there: -

```
Do
  Servo PORTA.0, 1500
  DelayMs 20
Loop
```

The 20ms delay ensures that the program sends the pulse at the standard 50 pulse-per-second rate. However, this may be lengthened or shortened depending on individual motor characteristics.

The **Servo** command is oscillator independent and will always produce 1us pulses regardless of the crystal frequency used.

See also : **PulseOut**.

Shin

Syntax

Shin *Data_Pin*, *Clk_Pin*, *mode*, [*result* { \bits } { ,*result* { \bits }... }]

or

Var = **Shin** *Data_Pin*, *Clk_Pin*, *mode*, *shifts*

Overview

Shift data in from a synchronous-serial device. i.e. SPI.

Parameters

Data_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the synchronous-serial device's data output. This pin's I/O direction will be changed to input and will remain in that state after the instruction is completed.

Clk_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the synchronous-serial device's clock input. This pin's I/O direction will be changed to output.

Mode is a constant that tells **Shin** the order in which data bits are to be arranged and the relationship of clock pulses to valid data. Below are the symbols, values, and their meanings: -

Symbol	Value	Description
MsbPre MsbPre_L	0	Shift data in highest bit first. Read data before sending clock. Clock idles low
LsbPre LsbPre_L	1	Shift data in lowest bit first. Read data before sending clock. Clock idles low
MsbPost MsbPost_L	2	Shift data in highest bit first. Read data after sending clock. Clock idles low
LsbPost LsbPost_L	3	Shift data in highest bit first. Read data after sending clock. Clock idles low
MsbPre_H	4	Shift data in highest bit first. Read data before sending clock. Clock idles high
LsbPre_H	5	Shift data in lowest bit first. Read data before sending clock. Clock idles high
MsbPost_H	6	Shift data in highest bit first. Read data after sending clock. Clock idles high
LsbPost_H	7	Shift data in lowest bit first. Read data after sending clock. Clock idles high

Result is a bit, byte, or word variable in which incoming data bits will be stored.

Bits is an optional constant specifying how many bits (1-16) are to be input by **Shin**. If no *bits* entry is given, **Shin** defaults to 8 bits.

Shifts informs the **Shin** command as to how many bit to shift in to the assignment variable, when used in the inline format.

Notes

Shin provides a method of acquiring data from synchronous-serial devices, without resorting to the hardware SPI modules resident on some PICmicro™ types. Data bits may be valid after the rising or falling edge of the clock line. This kind of serial protocol is commonly used by controller peripherals such as ADCs, DACs, clocks, memory devices, etc.

The **Shin** instruction causes the following sequence of events to occur: -

Makes the clock pin (cpin) output low.

Makes the data pin (dpin) an input.

Copies the state of the data bit into the msb (lsb-modes) or lsb (msb modes) either before (-pre modes) or after (-post modes) the clock pulse.

Pulses the clock pin high.

Shifts the bits of the result left (msb- modes) or right (lsb-modes).

Repeats the appropriate sequence of getting data bits, pulsing the clock pin, and shifting the result until the specified number of bits is shifted into the variable.

Making **Shin** work with a particular device is a matter of matching the mode and number of bits to that device's protocol. Most manufacturers use a timing diagram to illustrate the relationship of clock and data.

```
Symbol CLK_Pin = PORTB.0
```

```
Symbol DTA_Pin = PORTB.1
```

```
Shin DTA_Pin, CLK_Pin, MsbPre, [Var1] ' Shift in msb-first, pre-clock.
```

In the above example, both **Shin** instructions are set up for msb-first operation, so the first bit they acquire ends up in the msb (leftmost bit) of the variable.

The post-clock Shift in, acquires its bits after each clock pulse. The initial pulse changes the data line from 1 to 0, so the post-clock Shift in returns 0b01010101.

By default, **Shin** acquires eight bits, but you can set it to shift any number of bits from 1 to 16 with an optional entry following the variable name. In the example above, substitute this for the first **Shin** instruction: -

```
Shin DTA_Pin, CLK_Pin, MsbPre, [Var1\4] ' Shift in 4 bits.
```

Some devices return more than 16 bits. For example, most 8-bit shift registers can be daisy-chained together to form any multiple of 8 bits; 16, 24, 32, 40... You can use a single **Shin** instruction with multiple variables.

Each variable can be assigned a particular number of bits with the backslash (\) option. Modify the previous example: -

```
' 5 bits into Var1; 8 bits into Var2.
```

```
Shin DTA_Pin, CLK_Pin, MsbPre, [Var1\5, Var2]
```

```
Print "1st variable: ", Bin8 Var1
```

```
Print "2nd variable: ", Bin8 Var2
```

Inline Shin Command.

The structure of the inline **Shin** command is: -

Var = **Shin** dpin, cpin, mode, shifts

DPin, *CPin*, and *Mode* have not changed in any way, however, the Inline structure has a new Parameter, namely *Shifts*. This informs the **Shin** command as to how many bit to shift in to the assignment variable. For example, to shift in an 8-bit value from a serial device, we would use:

```
Var1 = Shin DTA_Pin, CLK_Pin, MsbPre, 8
```

To shift 16-bits into a **Word** variable: -

```
Wrd = Shin DTA_Pin, CLK_Pin, MsbPre, 16
```

Shout

Syntax

Shout *Data_Pin*, *Clk_Pin*, *Mode*, [*OutputData* {*Bits*} {*OutputData* {*Bits*}..}]

Overview

Shift data out to a synchronous serial device. i.e. SPI.

Parameters

Data_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the synchronous serial device's data input. This pin will be set to output mode.

Clk_Pin is a Port.Pin value that specifies the I/O pin that will be connected to the synchronous serial device's clock input. This pin will be set to output mode.

Mode is a constant that tells **Shout** the order in which data bits are to be arranged. Below are the symbols, values, and their meanings: -

Symbol	Value	Description
LsbFirst LsbFirst_L	0	Shift data out lowest bit first. Clock idles low
MsbFirst MsbFirst_L	1	Shift data out highest bit first. Clock idles low
LsbFirst_H	4	Shift data out lowest bit first. Clock idles high
MsbFirst_H	5	Shift data out highest bit first. Clock idles high

OutputData is a variable, constant, or expression containing the data to be sent.

Bits is an optional constant specifying how many bits are to be output by **Shout**. If no **Bits** entry is given, **Shout** defaults to 8 bits.

Notes

Shin and **Shout** provide a method of acquiring data from synchronous serial devices. Data bits may be valid after the rising or falling edge of the clock line. This kind of serial protocol is commonly used by controller peripherals like ADCs, DACs, clocks, memory devices, etc.

At their heart, synchronous-serial devices are essentially shift-registers; trains of flip flops that receive data bits in a bucket brigade fashion from a single data input pin. Another bit is input each time the appropriate edge (rising or falling, depending on the device) appears on the clock line.

The **Shout** instruction first causes the clock pin to output low and the data pin to switch to output mode. Then, **Shout** sets the data pin to the next bit state to be output and generates a clock pulse. **Shout** continues to generate clock pulses and places the next data bit on the data pin for as many data bits as are required for transmission.

Making **Shout** work with a particular device is a matter of matching the mode and number of bits to that device's protocol. Most manufacturers use a timing diagram to illustrate the relationship of clock and data. One of the most important items to look for is which bit of the data should be transmitted first; most significant bit (MSB) or least significant bit (LSB).

Example

```
Shout DTA_Pin, CLK_Pin, MsbFirst, [250]
```

In the above example, the **Shout** command will write to I/O pin DTA (the *Dpin*) and will generate a clock signal on I/O CLK (the *Cpin*). The **Shout** command will generate eight clock pulses while writing each bit (of the 8-bit value 250) onto the data pin (*Dpin*). In this case, it will start with the most significant bit first as indicated by the *Mode* value of **MsbFirst**.

By default, **Shout** transmits eight bits, but you can set it to shift any number of bits from 1 to 16 with the *Bits* argument. For example: -

```
Shout DTA_Pin, CLK_Pin, MsbFirst, [250\4]
```

Will only output the lowest 4 bits (*binary* 0000 in this case). Some devices require more than 16 bits. To solve this, you can use a single **Shout** command with multiple values. Each value can be assigned a particular number of bits with the *Bits* argument. As in: -

```
Shout DTA_Pin, CLK_Pin, MsbFirst, [250\4, 1045\16]
```

The above code will first shift out four bits of the number 250 (*binary* 1111) and then 16 bits of the number 1045 (*binary* 0000010000010101). The two values together make up a 20 bit value.

See also : **Shin.**

SonyIn

Syntax

Variable = **SonyIn**

Overview

Receive Sony SIRC (Sony Infrared Remote Control) data from a predetermined pin. The pin is automatically made an input.

Parameters

Variable - a **Bit**, **Byte**, **Word**, **Long**, **Dword**, or **Float** variable, that will be loaded by **SonyIn**. The return data from the **SonyIn** command consists of two bytes, the System byte containing the type of remote used. i.e. TV, Video etc, and the Command byte containing the actual button value. The order of the bytes is Command (low byte) then System (high byte). If a byte variable is used to receive data from the infrared sensor then only the Command byte will be received.

Example

```
' Receive Sony SIRC data from an infrared sensor attached to PORTC.0
Device = 16F1829
Declare SonyIn_Pin = PORTC.0 ' Choose port.pin for infrared sensor

Dim SonyIn_Word as Word      ' Create a Word variable to receive the SIRC data
'
' Alias the Command byte to SonyIn_Word low byte
'
Dim SonyCommand as SonyIn_Word.Lowbyte
'
' Alias the System byte to SonyIn_Word high byte
'
Dim SonySystem as SonyIn_Word.Highbyte

Cls                                ' Clear the LCD
While                              ' Create an infinite loop
  Repeat
    SonyIn_Word = SonyIn          ' Receive a signal from the infrared sensor
  Until SonyCommand <> 255        ' Keep looking until a valid header found
  Print at 1,1,"System ",Dec SonySystem," " ' Display the System value
  Print at 2,1,"Command ",Dec SonyCommand," " ' Display the Command value
Wend
```

There is a single Declare for use with **SonyIn**: -

Declare SonyIn_Pin Port.Pin

Assigns the Port and Pin that will be used to input infrared data by the **SonyIn** command. This may be any valid port on the device.

If the Declare is not used in the program, then the default Port and Pin is PORTB.0.

Notes

The **SonyIn** command will return with both Command and System bytes containing 255 if a valid header was not received. The CARRY (STATUS.0) flag will also be set if an invalid header was received. This is an ideal method of determining if the signal received is of the correct type.

SonyIn is oscillator independent as long as the crystal frequency is declared at the top of the program. If no Xtal Declare is used, then **SonyIn** defaults to a 4MHz crystal frequency for its timing.

Sound

Syntax

Sound *Pin*, [*Note*,*Duration* {,*Note*,*Duration*...}]

Overview

Generates tone and/or white noise on the specified *Pin*. *Pin* is automatically made an output.

Parameters

Pin is a Port.Pin constant that specifies the output pin on the device.

Note can be an 8-bit variable or constant. 0 is silence. Notes 1-127 are tones. Notes 128-255 are white noise. Tones and white noises are in ascending order (i.e. 1 and 128 are the lowest frequencies, 127 and 255 are the highest). Note 1 is approx 78.74Hz and Note 127 is approx 10,000Hz.

Duration can be an 8-bit variable or constant that determines how long the *Note* is played in approx 10ms increments.

Example

```
' Star Trek The Next Generation...Theme and ship take-off
Device = 16F1829
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz

Dim bMyLoop as Byte
Symbol MyPin = PORTB.0

Do
  Sound MyPin, [50,60,70,20,85,120,83,40,70,20,50,20,70,20,90,120,90,20,98,160]
  DelayMs 500
  For bMyLoop = 128 to 255 ' Ascending white noises
    Sound MyPin, [bMyLoop,2] ' For warp drive sound
  Next
  Sound MyPin, [43,80,63,20,77,20,71,80,51,20,_
                90,20,85,140,77,20,80,20,85,20,_
                90,20,80,20,85,60,90,60,92,60,87,_
                60,96,70,0,10,96,10,0,10,96,10,0,_
                10,96,30,0,10,92,30,0,10,87,30,0,_
                10,96,40,0,20,63,10,0,10,63,10,0,_
                10,63,10,0,10,63,20]

  DelayMs 10000
Loop
```

Notes

With the excellent I/O characteristics of the microcontroller, a speaker can be driven through a capacitor directly from a pin. The value of the capacitor should be determined based on the frequencies of interest and the speaker load. Piezo speakers can be driven directly.

See also : Freqout, DTMFout, Sound2.

Sound2

Syntax

Sound2 Pin2, Pin2, [Note1\Note2\Duration {,Note1,Note2\Duration...}]

Overview

Generate specific notes on each of the two defined pins. With the **Sound2** command more complex notes can be played by the microcontroller.

Parameters

Pin1 and Pin2 are Port.Pin constants that specify the output pins on the PICmicro™.

Note is a variable or constant specifying frequency in Hertz (Hz, 0 to 16000) of the tones.

Duration can be a variable or constant that determines how long the *Notes* are played. In approx 1ms increments (0 to 65535).

Example 1

```
' Generate a 2500Hz tone and a 3500Hz tone for 1 second.  
' The 2500Hz note is played from the first pin specified (PORTB.0),  
' and the 3500Hz note is played from the second pin specified (PORTB.1).  
Device = 16F1829  
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz  
  
Symbol MyPin1 = PORTB.0  
Symbol MyPin2 = PORTB.1  
Sound2 MyPin1, MyPin2, [2500\3500\1000]  
Stop
```

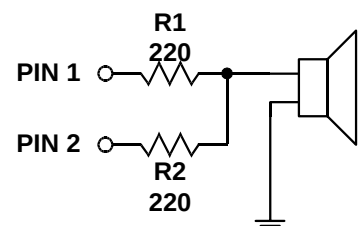
Example 2

```
' Play two sets of notes 2500Hz and 3500Hz for 1 second  
' and the second two notes, 2500Hz and 3500Hz for 2 seconds.  
Device = 16F1829  
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz  
  
Symbol MyPin1 = PORTB.0  
Symbol MyPin2 = PORTB.1  
Sound2 MyPin1, MyPin2, [2500\3500 1000, 2500\3500\2000]  
Stop
```

Notes

Sound2 generates two pulses at the required frequency one on each pin specified. The **Sound2** command can be used to play tones through a speaker or audio amplifier. **Sound2** can also be used to play more complicated notes. By generating two frequencies on separate pins, a more defined sound can be produced. **Sound2** is somewhat dependent on the crystal frequency used for its note frequency, and duration.

Sound2 does not require any filtering on the output, and produces a cleaner note than **Freqout**. However, unlike **Freqout**, the note is not a SINE wave. See diagram: -



See also : **Freqout**, **DTMFout**, **Sound**.

Toggle

Syntax

Toggle *Port.Bit* or *Variable* or *Variable.Bit*

Overview

Sets a pin to output mode and reverses the output state of the pin, changing 0 to 1 and 1 to 0.

Parameters

Port.Bit can be any valid Port and Bit combination.

Variable can be a variable or a bit of a variable that's contained value will be reversed.

Example 1

```
Device = 18F25K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Low PORTB.0
Do
    Toggle PORTB.0           ' Create a loop
                              ' Now reverse the pin
    DelayMs 500              ' Wait for half a second
Loop                         ' Do it forever
```

See also : **High, Low.**

USBinit

Syntax USBinit

Overview

Initialise the USB peripheral and wait until the USB bus is configured and enabled.

Notes.

USBinit is optional within the BASIC program itself. If it is not used in the program, the compiler will initialise the USB peripheral itself before the program starts.

If the device contains the **OSCTUNE** register, it will set bit PLLEN and enable the x4 PLL.

The benefit of adding **USBinit** within the BASIC program is that you will have the opportunity to set or clear this bit as required.

See also : **USBout, USBin, USBpoll, Config_Start...Config_End.**

USBin

Syntax

USBin *Endpoint*, *Buffer*, *Countvar*, *Label*

Overview

Receive USB data from the host computer and place it into *Buffer*.

Parameters

Endpoint is a constant value (0 - 15) that indicates which EndPoint to receive data from.

Buffer is a Byte array or String that will contain the bytes received. This may be up to 128 bytes in length if using CDC and 64 bytes for HID.

Countvar is a constant, variable or expression that indicates how many bytes are transferred from the *Buffer*. The text **Auto** may be placed instead of the *Countvar* parameter. This will configure the receiving bus to it's maximum, which is 128 bytes for CDC and 64 bytes for HID.

Label is an optional valid BASIC label, that **USBin** will jump to in the event that no data is available.

Example 1

```
' USB interface
Dim Buffer[8] as Byte
Try_Again:
    USBin 1, Buffer, 4, Try_Again
```

Example 2

```
' USB demo program for CDC virtual serial emulation
' Wait for a byte from USB and transmit several characters
,
Declare Reminders = Off
Device = 18F26J50
Declare Xtal = 48 ' Tell the compiler the device will be operating at 48MHz

Include "CDC_Descriptor.inc" ' Include the CDC descriptors

Dim Byteout As Byte = $41
Dim Wordout As Word = $4142
Dim DWordout As Dword = $41424344
Dim RxBuffer[16] As Byte
Dim TxBuffer As String * 16 = "Hello World\r"
Dim CodeText As Code = "Hello World\r"

OSCTUNE.6 = 1 ' Enable PLL for 18F87J50 family
DelayMs 10
USBInit ' Initialise USB

While
IdleLoop:
    USBIn 3, RxBuffer, 16, IdleLoop ' Wait for USB input
' Transmit to a serial terminal
OutLoop1:
    USBOut 3, CodeText, Auto, OutLoop1
OutLoop2:
    USBOut 3, TxBuffer, Auto, OutLoop2
OutLoop3:
    USBOut 3, Byteout, 1, OutLoop3
```

```

OutLoop4:
    USBOut 3, Wordout, 2, OutLoop4
OutLoop5:
    USBOut 3, DWordout, 4, OutLoop5
Wend
' Wait for next buffer
' Configure the 18F26J50 for 48MHz operation using a 12MHz crystal
Config_Start
CPUDIV = OSC1           ' No CPU System clock divide
PLLDIV = 3              ' Divide by 3 (12 MHz oscillator input)
OSC = HSPLL             ' HS PLL oscillator x 4
CP0 = OFF               ' Program memory is not code-protected
WDTEN = OFF             ' Watchdog disabled
DEBUG = OFF             ' Hardware Debug disabled
XINST = OFF             ' Extended Instruction Set: Disabled
T1DIG = OFF             ' Secondary Oscillator clock source may not be selected
LPT1OSC = ON            ' Timer1 Oscillator: Low-power operation
FCMEN = OFF             ' Fail-Safe Clock Monitor: Disabled
IESO = OFF              ' Internal External Oscillator Switch Over Mode: Disable
WDTPS = 128             ' Watchdog Postscaler: 1:128
DSWDTOSC = INTOSCREF    ' DSWDT uses INTRC
RTCCOSC = INTOSCREF     ' RTCC Clock Select: RTCC uses INTRC
DSBORN = OFF            ' Deep Sleep BOR Disabled
DSWDTEN = OFF           ' Deep Sleep Watchdog Timer: Disabled
DSWDTPS = 128           ' Deep Sleep Watchdog Postscaler 1:128 (132 ms)
IOL1WAY = OFF           ' The IOLOCK bit can be set and cleared as needed
MSSP7B_EN = MSK5        ' 5 Bit address masking mode
WPCFG = OFF             ' Configuration Words page not erase/write-protected
WPDIS = OFF             ' WPPF<5:0>/WPEND region ignored
Config_End

```

Two USB interface types have been implemented within the compiler; HID (Human Interface Device) and CDC (Communication Device Class). These are chosen by the type of descriptor used. For example, the **CDC_Descriptor.Inc** descriptor file will use the CDC interface, while **HID_Descriptor.Inc** will use the HID interface. Both these files can be found within the compiler's Includes\Sources folder.

The **USBIn** command polls the USB interface before continuing, therefore there is not always a need to use the **USBpoll** command.

The *Label* part of the **USBIn** command is optional and can be omitted if required. Instead, the Carry flag (STATUS.0) can be checked to see if the microcontroller or USB transceiver has control of the Dual Port RAM buffer. The Carry will return clear if the microcontroller has control of the buffer and is able to receive some data.

Upon exiting the **USBIn** command, register PRODL will contain the amount of bytes received.

Notes.

The method used for USB is polled, meaning that no interrupt is working in the background. However, this does mean that either a **USBpoll**, **USBIn**, or **USBout** command needs to be executed approximately every 10ms or the USB interface connection will be lost.

USB must work at an oscillator speed of 48MHz. Achieving this frequency is accomplished by the use of the device's divide and multiply configuration fuse settings. See the relevant data-sheet for more information concerning these.

See also : **USBinit**, **USBout**, **USBpoll**, **Config_Start...Config_End**.

USBout

Syntax

USBout *Endpoint, Buffer, Countvar, Label*

Overview

Take **Countvar** number of bytes from **Buffer** and send them to the USB **Endpoint**.

Parameters

Endpoint is a constant value (0 - 15) that indicates which EndPoint to transmit data from.

Buffer can be any of the compiler's variable or constant types, and contains the bytes to transmit. This may be up to 128 bytes in length if using CDC and 64 bytes for HID.

Countvar is a constant, variable or expression that indicates how many bytes are transferred from the **Buffer**. The text **Auto** may be placed instead of the **Countvar** value, which will transmit data until a null is found, or until the correct amount of bytes are transmitted for the variable size.

Label is an optional valid BASIC label, that **USBout** will jump to in the event that no data is available.

Example

```
Dim Buffer[8] as Byte
Try_Again:
USBout 1, Buffer, 4, Try_Again
```

Notes.

The **Label** used for buffer control may be omitted and the microcontroller's Carry flag (STATUS.0) monitored instead:-

```
Repeat
  USBout 3, USB_BUFFER, 4 ' Transmit 4 bytes from USB_BUFFER
Until STATUS.0 = 0       ' Wait for control over the buffer RAM
```

The **CountVar** parameter can also be replaced with the text **Auto**, in which case a string of characters terminated by a null (0) will be transmitted, or the amount of bytes that a particular variable type used will be transmitted. The **Countvar** parameter can be omitted, in which case **Auto** is implied: -

```
USBout 3, "Hello World\n\r"
```

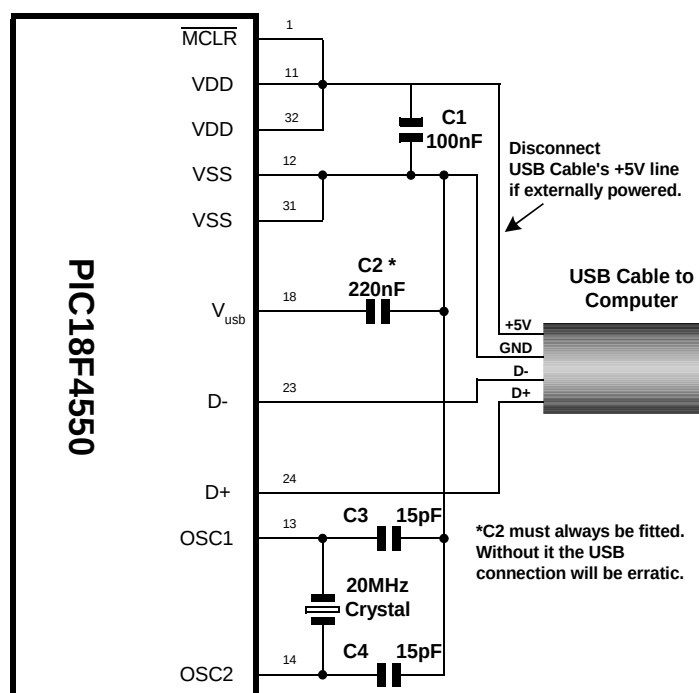
The buffer itself can take the form of any variable type of the compiler, and even the internal USB buffer itself. The internal USB buffer is brought into the BASIC code named **__USBout_Buffer** (note the two preceding underscores).

In the event that **Auto** has been used for the **Countvar** parameter, a **Bit** or **Byte** variable will transmit 1 byte of data, a **Word** will transmit 2 bytes (lowest byte first), a **Dword** and **Float** will transmit 4 bytes of data (lowest byte first).

The method used for USB is polled, meaning that no interrupt is working in the background. However, this does mean that either a **USBpoll**, **USBin**, or **USBout** command needs to be executed approximately every 10ms for HID and 5ms for CDC or the USB interface connection will be lost.

The USB library subroutines require the use of the DP (Dual Port) RAM starting at address \$0200 or \$0400 depending on the device used. This leaves the RAM underneath DP RAM available for the BASIC program. However, the DP USB buffers can also be accessed directly from BASIC. `__USBOUT_BUFFER`, and `__USBIN_BUFFER` are declared automatically as **String** type variables within the `USB_Mem.inc` file, located within the compiler Includes\Sources folder.

USB must work at an oscillator speed of 48MHz. Achieving this frequency is accomplished by the use of the device's divide and multiply configuration fuse settings. See the relevant data-sheet for more information concerning these.



Typical circuit for self powered USB interface.

The **USBout** command polls the USB interface before transferring its data to the bus, and returns with the Carry flag (**STATUS.0**) clear if it has control over the Dual Port buffer.

```
Repeat
  USBout 3, __USBout_BUFFER, Auto
Until STATUS.0 = 0
```

Two USB interface types have been implemented within the compiler; HID (Human Interface Device) and CDC (Communication Device Class). These are chosen by the type of descriptor used. For example, the **CDC_Descriptor.inc** descriptor file will use the CDC interface, while **HID_Descriptor.inc** will use the HID interface. Both these files can be found within the compiler's Includes\Sources folder.

Example.

```
' Demonstrate a HID (Human Interface Device) interface
' When connected to the PC, the mouse pointer will rotate in a small square

Device = 18F4550          ' Choose a device with on-board full speed USB
Declare Xtal = 48          ' Inform the compiler we're operating at 48MHz

Include "HID_Descriptor.inc" ' Include the HID descriptors

Dim Buffer[4] As Byte
Dim Loop_Count As Byte
Dim Position As Byte

'-----
' The main program loop starts here
DelayMs 10                ' Wait for things to stabilise
Clear Buffer                ' Clear the array before we start

Repeat
  USBPoll                  ' Wait for USB to become attached
Until USB_tConnected = 1 Or USB_tConfigured = 1
Do
  For Position = 0 To 3    ' Move through each position
    For Loop_Count = 0 To 31 ' 32 steps in each direction
      Select Position
        Case 0              ' Move Up?
          Buffer#1 = 0
          Buffer#2 = -2
        Case 1              ' Move Right?
          Buffer#1 = 2
          Buffer#2 = 0
        Case 2              ' Move Down?
          Buffer#1 = 0
          Buffer#2 = 2
        Case 3              ' Move Left?
          Buffer#1 = -2
          Buffer#2 = 0
      EndSelect
      Repeat
        USBOut 1, Buffer, 4 ' Send the Buffer to endpoint 1
      Until STATUSbits_C = 0 ' Keep trying if we don't have control
    Next
  Next
Next
Loop

'-----
' Configure the 18F4550 for 48MHz operation using a 12MHz crystal
Config_Start
PLLDIV = 3          ' Divide by 3 (12 MHz oscillator input)
CPUDIV = OSC1_PLL2  ' [OSC1/OSC2 Src: /1][96 MHz PLL Src: /2]
USBDIV = 1          ' USB clock source comes directly from the primary osc
FOSC = HSPLL_HS     ' HS oscillator, PLL enabled
FCMEN = OFF         ' Fail-Safe Clock Monitor disabled
IESO = OFF          ' Oscillator Switchover mode disabled
```

```

PWRT = ON      ' PWRT enabled
BOR = ON      ' Brown-out Reset enabled in hardware only
BORV = 3      ' Brown-out Voltage bits: Minimum setting
VREGEN = ON   ' USB voltage regulator enabled
WDT = OFF     ' Watchdog Timer Disabled - SW Controlled
WDTPS = 128   ' Watchdog Timer Postscale Select bits: 1:128
MCLRE = ON    ' MCLR pin enabled, RE3 input pin disabled
LPT10SC = ON  ' Timer1 configured for low-power operation
PBADEN = OFF  ' PORTB<4:0> pins are configured as digital I/O on Reset
CCP2MX = ON   ' CCP2 input/output is multiplexed with RC1
STVREN = OFF  ' Stack full/underflow will not cause Reset
LVP = OFF     ' Single-Supply ICSP disabled
XINST = OFF   ' Instruction set extension disabled
DEBUG = OFF   ' Background debugger disabled
CP0 = OFF     ' Block 0 (000800-001FFFh) not code-protected
CP1 = OFF     ' Block 1 (002000-003FFFh) not code-protected
CP2 = OFF     ' Block 2 (004000-005FFFh) not code-protected
CP3 = OFF     ' Block 3 (006000-007FFFh) not code-protected
CPB = OFF     ' Boot block (000000-0007FFFh) not code-protected
CPD = OFF     ' Data EEPROM not code-protected
WRT0 = OFF    ' Block 0 (000800-001FFFh) not write-protected
WRT1 = OFF    ' Block 1 (002000-003FFFh) not write-protected
WRT2 = OFF    ' Block 2 (004000-005FFFh) not write-protected
WRT3 = OFF    ' Block 3 (006000-007FFFh) not write-protected
WRTB = OFF    ' Boot block (000000-0007FFFh) not write-protected
WRTC = OFF    ' Config registers (300000-3000FFFh) not write-protected
WRD = OFF     ' Data EEPROM not write-protected
EBTR0 = OFF   ' Block 0 not protected from table reads
EBTR1 = OFF   ' Block 1 not protected
EBTR2 = OFF   ' Block 2 not protected
EBTR3 = OFF   ' Block 3 not protected
EBTRB = OFF   ' Boot block not protected

```

Config_End

See also : USBinit, USBin, USBpoll, Config_Start...Config_End.

USBpoll

Syntax USBpoll

Overview

Poll the USB interface in order to keep it attached to the bus.

Notes

If the commands **USBIn** or **USBout** are not used within a program loop, the interface will drop off the bus, therefore issue the **USBpoll** command to stop this happening. This command should be issued at least every 10ms if using a HID interface and at least once every 5ms for a CDC interface.

Upon exiting the **USBpoll** command, the state of the bus can be checked via the USB variable `__USB_bDeviceState`. This variable resides in a higher RAM bank of the PICmicro™ (as do all of the USB variables), which means that bank switching will take place whenever it is accessed. For this reason, the **USBpoll** subroutine loads this variable into a variable within Access RAM. The variable it uses is named `USB_bStatus`.

Several states are declared within the `USB_Dev.Inc` file located within the compiler's Includes folder. These are: -

<code>DETACHED_STATE</code>	<code>0</code>
<code>ATTACHED_STATE</code>	<code>1</code>
<code>POWERED_STATE</code>	<code>2</code>
<code>DEFAULT_STATE</code>	<code>4</code>
<code>ADDRESS_PENDING_STATE</code>	<code>8</code>
<code>ADDRESS_STATE</code>	<code>16</code>
<code>CONFIGURED_STATE</code>	<code>32</code>

Within the `USB_Mem.inc` file, there are several bits pre-declared for each of the above states. The relevant ones are:

```
USB_tConnected      ' Set if the USB is connected
USB_tConfigured     ' Set if the USB is Configured
```

Example

```
' Wait the for USB interface to be recognised and attached
Repeat
    USBpoll
Until USB_tConnected = 1 Or USB_tConfigured = 1
```

With newer devices, testing the `USB_tConnected` bit is all that is required, however, for older types such as the 18F4550, the `USB_tConfigured` bit has to be tested. For good measure, it may be prudent to test both of them.

See also : `USBinit`, `USBout`, `USBIn`, `Config_Start...Config_End`.

Xin

Syntax

Xin *DataPin*, *ZeroPin*, {*Timeout*, *Timeout Label*}, [*Variable*{,...}]

Overview

Receive X-10 data and store the House Code and Key Code in a variable.

Parameters

DataPin is a constant (0 - 15), Port.Bit, or variable, that receives the data from an X-10 interface. This pin is automatically made an input to receive data, and should be pulled up to 5 Volts with a 4.7K Ω resistor.

ZeroPin is a constant (0 - 15), Port.Bit, or variable, that is used to synchronise to a zero-cross event. This pin is automatically made an input to received the zero crossing timing, and should also be pulled up to 5 Volts with a 4.7K Ω resistor.

Timeout is an optional value that allows program continuation if X-10 data is not received within a certain length of time. Timeout is specified in AC power line half-cycles (approximately 8.33 milliseconds).

Timeout Label is where the program will jump to upon a timeout.

Example

```
Dim wHouseKey as Word
Cls
MyLoop:
' Receive X-10 data, go to NoData if none
Xin PORTA.2, PORTA.0, 10, NoData, [wHouseKey]
' Display X-10 data on an LCD
Print At 1, 1, "House=", Dec wHouseKey.Byte1, "Key=", Dec wHouseKey.Byte0
GoTo MyLoop ' Do it forever
NoData:
Print "No Data"
Stop
```

Xout and Xin Declares

In order to make the **Xin** command's results more in keeping with the BASIC Stamp interpreter, two declares have been included for both **Xin** and Xout These are.

Declare Xout_Translate = On/Off, True/False or 1/0

and

Declare Xin_Translate = On/Off, True/False or 1/0

Notes

Xin processes data at each zero crossing of the AC power line as received on **ZeroPin**. If there are no transitions on this line, **Xin** will effectively wait forever.

Xin is used to receive information from X-10 devices that can transmit the appropriate data. X-10 modules are available from a wide variety of sources under several trade names. An interface is required to connect the microcontroller to the AC power line. The TW-523 for two-way X-10 communications is required by **Xin**. This device contains the power line interface and isolates the microcontroller from the AC line.

If **Variable** is a **Word** sized variable, then each House Code received will be stored in the upper 8-bits of the **Word**. And each received Key Code will be stored in the lower 8-bits of the **Word** variable. If **Variable** is a **Byte** sized variable, then only the Key Code will be stored.

The House Code is a number between 0 and 15 that corresponds to the House Code set on the X-10 module A through P.

The Key Code can be either the number of a specific X-10 module or the function that is to be performed by a module. In normal operation, a command is first sent, specifying the X-10 module number, followed by a command specifying the desired function. Some functions operate on all modules at once so the module number is unnecessary. Key Code numbers 0-15 correspond to module numbers 1-16.

Warning. Under no circumstances should the microcontroller be connected directly to the AC power line. Voltage potentials carried by the power line will not only instantly destroy the microcontroller, but could also pose a serious health hazard.

See also : Xout.

Xout

Syntax

Xout *DataPin*, *ZeroPin*, [*HouseCode**KeyCode* {\Repeat} {, ...}]

Overview

Transmit a HouseCode followed by a KeyCode in X-10 format.

Parameters

DataPin is a constant (0 - 15), Port.Bit, or variable, that transmits the data to an X-10 interface. This pin is automatically made an output.

ZeroPin is a constant (0 - 15), Port.Bit, or variable, that is used to synchronise to a zero-cross event. This pin is automatically made an input to received the zero crossing timing, and should also be pulled up to 5 Volts with a 4.7KΩ resistor.

HouseCode is a number between 0 and 15 that corresponds to the House Code set on the X-10 module A through P. The proper HouseCode must be sent as part of each command.

KeyCode can be either the number of a specific X-10 module, or the function that is to be performed by a module. In normal use, a command is first sent specifying the X-10 module number, followed by a command specifying the function required. Some functions operate on all modules at once so the module number is unnecessary. KeyCode numbers 0-15 correspond to module numbers 1-16.

Repeat is an optional parameter, and if it is not included, then a repeat of 2 times (the minimum) is assumed. **Repeat** is normally reserved for use with the X-10 Bright and Dim commands.

Example

```
Dim House as Byte
Dim Unit as Byte
' Create some aliases of the keycodes
Symbol UnitOn = 0b10010 ' Turn module on
Symbol UnitOff = 0b11010 ' Turn module off
Symbol UnitsOff = 0b11100 ' Turn all modules off
Symbol LightsOn = 0b10100 ' Turn all light modules on
Symbol LightsOff = 0b10000 ' Turn all light modules off
Symbol Bright = 0b10110 ' Brighten light module
Symbol DimIt = 0b11110 ' Dim light module
' Create aliases for the pins used
Symbol DataPin = PORTA.1
Symbol ZeroC = PORTA.0
House = 0 ' Set house to 0 (A)
Unit = 8 ' Set unit to 8 (9)
' Turn on unit 8 in house 0
Xout DataPin, ZeroC, [House \ Unit, House \ UnitOn ]
' Turn off all the lights in house 0
Xout DataPin, ZeroC, [House \ LightsOff ]
Xout DataPin, ZeroC, [House \ 0]
' Blink light 0 on and off every 10 seconds
MyLoop:
Xout DataPin, ZeroC, [House \ UnitOn ]
DelayMs 10000 ' Wait 10 seconds
Xout DataPin, ZeroC, [House \ UnitOff ]
DelayMs 10000 ' Wait 10 seconds
GoTo MyLoop
```

Xout and Xin Declares

In order to make the **Xout** command's results more in keeping with the BASIC Stamp interpreter, two declares have been included for both Xin and **Xout**. These are.

```
Declare Xout_Translate = On/Off, True/False or 1/0
and
Declare Xin_Translate = On/Off, True/False or 1/0
```

Notes

Xout only transmits data at each zero crossing of the AC power line, as received on **ZeroPin**. If there are no transitions on this line, **Xout** will effectively wait forever.

Xout is used to transmit information from X-10 devices that can receive the appropriate data. X-10 modules are available from a wide variety of sources under several trade names. An interface is required to connect the microcontroller to the AC power line. Either the PL-513 for send only, or the TW-523 for two-way X-10 communications are required. These devices contain the power line interface and isolate the PICmicro™ from the AC line.

The KeyCode numbers and their corresponding operations are listed below: -

KeyCode	KeyCode No.	Operation
UnitOn	10010	Turn module on
UnitOff	11010	Turn module off
UnitsOff	11100	Turn all modules off
LightsOn	10100	Turn all light modules on
LightsOff	10000	Turn all light modules off
Bright	10110	Brighten light module
Dim	11110	Dim light module

Wiring to the X-10 interfaces requires 4 connections. Output from the X-10 interface (zero crossing and receive data) are open-collector, which is the reason for the pull-up resistors on the microcontroller.

Wiring for each type of interface is shown below: -

PL-513 Wiring

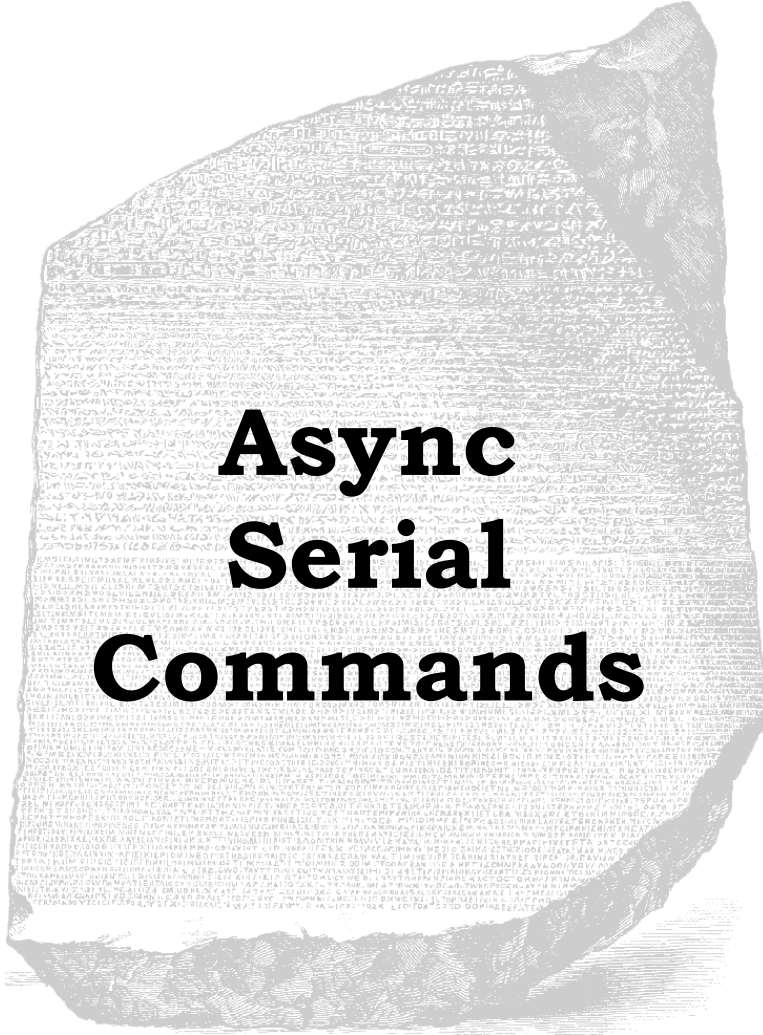
Wire No.	Wire Colour	Connection
1	Black	Zero crossing output
2	Red	Zero crossing common
3	Green	X-10 transmit common
4	Yellow	X-10 transmit input

TW-523 Wiring

Wire No.	Wire Colour	Connection
1	Black	Zero crossing output
2	Red	Common
3	Green	X-10 receive output
4	Yellow	X-10 transmit input

Warning. Under no circumstances should the microcontroller be connected directly to the AC power line. Voltage potentials carried by the power line will not only instantly destroy the microcontroller, but could also pose a serious health hazard.

See also : Xin.



Async Serial Commands

HRsin, HRsin2, HRsin3, HRsin4, Hrsin5

Syntax

Variable = **HRsin**, { *Timeout*, *Timeout Label* }

or

HRsin { *Timeout*, *Timeout Label* }, { *Parity Error Label* }, *Modifiers*, *Variable* {, *Variable...* }

Overview

Receive one or more values from the serial port on devices that contain a USART peripheral. If **HRsin2**, **HRsin3**, **Hrsin4**, or **Hrsout5** are used, the device must contain that amount of USARTs.

Parameters

Timeout is an *optional* value for the length of time the **HRsin** command will wait before jumping to label **Timeout Label**. **Timeout** is specified in 1 millisecond units and has a maximum of 16-bits.

Timeout Label is an *optional* valid BASIC label where **HRsin** will jump to in the event that a character has not been received within the time specified by **Timeout**. It can also be the compiler directives; **Break** or **Continue**, if the command is used inside a loop. **Break** will exit a loop if a timeout occurs, and **Continue** will re-iterate the loop.

Parity Error Label is an *optional* valid BASIC label where **HRsin** will jump to in the event that a Parity error is received. Parity is set using **Declares**. Parity Error detecting is not supported in the inline version of **HRsin** (first syntax example above).

Modifier is one of the many formatting modifiers, explained below.

Variable is a **Bit**, **Byte**, **Word**, **Long**, or **Dword** variable, that will be loaded by **HRsin**.

Example

```
' Receive values serially and timeout if no reception after 1 second
Device = 16F1829
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz

Declare Hserial_Baud = 9600 ' Set Baud rate to 9600 for HRsin and HRsout
Declare Hserial_Clear = On ' Clear the buffer before receiving from HRsin

Dim bVar1 as Byte
Do
    bVar1 = HRsin, {1000, Timeout} ' Receive a byte serially into Var1
    HRsoutLn Dec bVar1 ' Display the byte received
Loop ' Loop forever

Timeout:
    HRsoutLn "Timed Out" ' Display an error if HRsin timed out
```

HRsin Modifiers.

As we already know, **HRsin** will wait for and receive a single byte of data, and store it in a variable. If the PICmicro™ were connected to a PC running a terminal program and the user pressed the "A" key on the keyboard, after the **HRsin** command executed, the variable would contain 65, which is the ASCII code for the letter "A"

What would happen if the user pressed the "1" key? The result would be that the variable would contain the value 49 (the ASCII code for the character "1"). This is an important point to remember: every time you press a character on the keyboard, the computer receives the ASCII value of that character. It is up to the receiving side to interpret the values as necessary.

In this case, perhaps we actually wanted the variable to end up with the value 1, rather than the ASCII code 49.

The **HRsin** command provides a modifier, called the decimal modifier, which will interpret this for us. Look at the following code: -

```
Dim SerData as Byte
HRsin Dec SerData
```

Notice the decimal modifier in the **HRsin** command that appears just to the left of the SerData variable. This tells **HRsin** to convert incoming text representing decimal numbers into true decimal form and store the result in SerData. If the user running the terminal software pressed the "1", "2" and then "3" keys followed by a space or other non-numeric text, the value 123 will be stored in the variable SerData, allowing the rest of the program to perform any numeric operation on the variable.

Without the decimal modifier, however, you would have been forced to receive each character ("1", "2" and "3") separately, and then would still have to do some manual conversion to arrive at the number 123 (one hundred twenty three) before you can do the desired calculations on it.

The decimal modifier is designed to seek out text that represents decimal numbers. The characters that represent decimal numbers are the characters "0" through "9". Once the **HRsin** command is asked to use the decimal modifier for a particular variable, it monitors the incoming serial data, looking for the first decimal character. Once it finds the first decimal character, it will continue looking for more (accumulating the entire multi-digit number) until it finds a non-decimal numeric character. Remember that it will not finish until it finds at least one decimal character followed by at least one non-decimal character.

To illustrate this further, examine the following examples (assuming we're using the same code example as above): -

Serial input: "ABC"

Result: The program halts at the **HRsin** command, continuously waiting for decimal text.

Serial input: "123" (with no characters following it)

Result: The program halts at the **HRsin** command. It recognises the characters "1", "2" and "3" as the number one hundred twenty three, but since no characters follow the "3", it waits continuously, since there's no way to tell whether 123 is the entire number or not.

Serial input: "123" (followed by a space character)

Result: Similar to the above example, except once the space character is received, the program knows the entire number is 123, and stores this value in SerData. The **HRsin** command then ends, allowing the next line of code to run.

Serial input: "123A"

Result: Same as the example above. The "A" character, just like the space character, is the first non-decimal text after the number 123, indicating to the program that it has received the entire number.

Serial input: "ABCD123EFGH"

Result: Similar to examples 3 and 4 above. The characters "ABCD" are ignored (since they're not decimal text), the characters "123" are evaluated to be the number 123 and the following character, "E", indicates to the program that it has received the entire number.

The final result of the **Dec** modifier is limited to 16 bits (up to the value 65535). If a value larger than this is received by the decimal modifier, the end result will be incorrect because the result rolled-over the maximum 16-bit value. Therefore, **HRsin** modifiers may not (at this time) be used to load **Dword** (32-bit) variables.

The decimal modifier is only one of a family of conversion modifiers available with **HRsin**. See below for a list of available conversion modifiers. All of the conversion modifiers work similar to the decimal modifier (as described above). The modifiers receive bytes of data, waiting for the first byte that falls within the range of characters they accept (e.g., "0" or "1" for binary, "0" to "9" for decimal, "0" to "9" and "A" to "F" for hex. Once they receive a numeric character, they keep accepting input until a non-numeric character arrives, or in the case of the fixed length modifiers, the maximum specified number of digits arrives.

While very effective at filtering and converting input text, the modifiers aren't completely fool-proof. As mentioned before, many conversion modifiers will keep accepting text until the first non-numeric text arrives, even if the resulting value exceeds the size of the variable. After **HRsin**, a **Byte** variable will contain the lowest 8 bits of the value entered and a **Word** (16-bits) would contain the lowest 16 bits. You can control this to some degree by using a modifier that specifies the number of digits, such as **Dec2**, which would accept values only in the range of 0 to 99.

Conversion Modifier	Type of Number	Numeric	Characters Accepted
Dec {0..10}	Decimal, optionally limited to 0 - 10 digits		0 through 9
Hex {1..8}	Hexadecimal, optionally limited to 1 - 8 digits		0 through 9, A through F
Bin {1..32}	Binary, optionally limited to 1 - 32 digits		0, 1

A variable preceded by **Bin** will receive the ASCII representation of its binary value. For example, if **Bin** Var1 is specified and "1000" is received, Var1 will be set to 8.

A variable preceded by **Dec** will receive the ASCII representation of its decimal value. For example, if **Dec** Var1 is specified and "123" is received, Var1 will be set to 123.

A variable preceded by **Hex** will receive the ASCII representation of its hexadecimal value. For example, if **Hex** Var1 is specified and "FE" is received, Var1 will be set to 254.

SKIP followed by a count will skip that many characters in the input stream. For example, **SKIP** 4 will skip 4 characters.

The **HRsin** command can be configured to wait for a specified sequence of characters before it retrieves any additional input. For example, suppose a device attached to the PICmicro™ is known to send many different sequences of data, but the only data you wish to observe happens to appear right after the unique characters, "XYZ". A modifier named **Wait** can be used for this purpose: -

```
HRsin Wait("XYZ"), SerData
```

The above code waits for the characters "X", "Y" and "Z" to be received, in that order, then it receives the next data byte and places it into variable SerData.

Str modifier.

The **HRsin** command also has a modifier for handling a string of characters, named **Str**.

The **Str** modifier is used for receiving a string of characters into a **Byte** array variable.

A string is a set of characters that are arranged or accessed in a certain order. The characters "ABC" would be stored in a string with the "A" first, followed by the "B" then followed by the "C". A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string "ABC" would be stored in a **Byte** array containing three bytes (elements).

Below is an example that receives ten bytes and stores them in the 10 element **Byte** array, SerString: -

```
Dim SerString[10] as Byte      ' Create a 10 element byte array.
HRsin Str SerString           ' Fill the array with received data.
Print Str SerString           ' Display the string.
```

If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. For example: -

```
Dim SerString[10] as Byte      ' Create a 10 element byte array.
HRsin Str SerString\5          ' Fill the first 5-bytes of the array
Print Str SerString\5          ' Display the 5-character string.
```

The example above illustrates how to fill only the first n bytes of an array, and then how to display only the first n bytes of the array. n refers to the value placed after the backslash.

Because of its complexity, serial communication can be rather difficult to work with at times. Using the guidelines below when developing a project using the **HRsin** and **HRsout** commands may help to eliminate some obvious errors: -

Always build your project in steps.

Start with small, manageable pieces of code, (that deal with serial communication) and test them, one individually.

Add more and more small pieces, testing them each time, as you go.

Never write a large portion of code that works with serial communication without testing its smallest workable pieces first.

Pay attention to timing.

Be careful to calculate and overestimate the amount of time, operations should take within the PICmicro™ for a given oscillator frequency. Misunderstanding the timing constraints is the source of most problems with code that communicate serially. If the serial communication in your project is bi-directional, the above statement is even more critical.

Pay attention to wiring.

Take extra time to study and verify serial communication wiring diagrams. A mistake in wiring can cause strange problems in communication, or no communication at all. Make sure to connect the ground pins (Vss) between the devices that are communicating serially.

Verify port setting on the PC and in the HRsin / HRsout commands.

Unmatched settings on the sender and receiver side will cause garbled data transfers or no data transfers. This is never more critical than when a line transceiver is used(i.e. MAX232). Always remember that a line transceiver inverts the serial polarity.

If the serial data received is unreadable, it is most likely caused by a Baud rate setting error, or a polarity error.

If receiving data from another device that is not a PICmicro™, try to use Baud rates of 9600 and below, or alternatively, use a higher frequency crystal.

Because of additional overheads in the PICmicro™, and the fact that the **HRsin** command only offers a 2 level receive buffer for serial communication, received data may sometimes be missed or garbled. If this occurs, try lowering the Baud rate, or increasing the crystal frequency. Using simple variables (not arrays) will also increase the chance that the PICmicro™ will receive the data properly.

Declares

There are several **Declare** directives for use with **HRsin**. These are: -

Declare HRsin_Pin, HRsin2_Pin, HRsin3_Pin, or HRsin4_Pin Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the RX lines must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial_Baud, Hserial2_Baud, Hserial3_Baud, or Hserial4_Baud Constant value

Sets the Baud rate that will be used to transmit or receive a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program, and the compiler automatically sets up the required SFRs to work as close to that Baud required as possible.

Declare Hserial_Parity, Hserial2_Parity, Hserial3_Parity, or Hserial4_Parity Odd or Even

Enables/Disables parity on the serial port. For both **HSerout** and **HSerin** The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial_Parity** declare.

```
Declare Hserial_Parity = Even      ' Use if even parity desired
Declare Hserial_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial_Clear, Hserial2_Clear, Hserial3_Clear, or Hserial4_Clear On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow if bytes are not read from it often enough. When this occurs, the USART stops accepting any new bytes, and requires resetting. This overflow error can be reset by strobing the CREN bit within the **RCSTA** register.

Example: -

```
RCSTA.4 = 0
RCSTA.4 = 1
```

OR

```
clear RCSTA.4
Set RCSTA.4
```

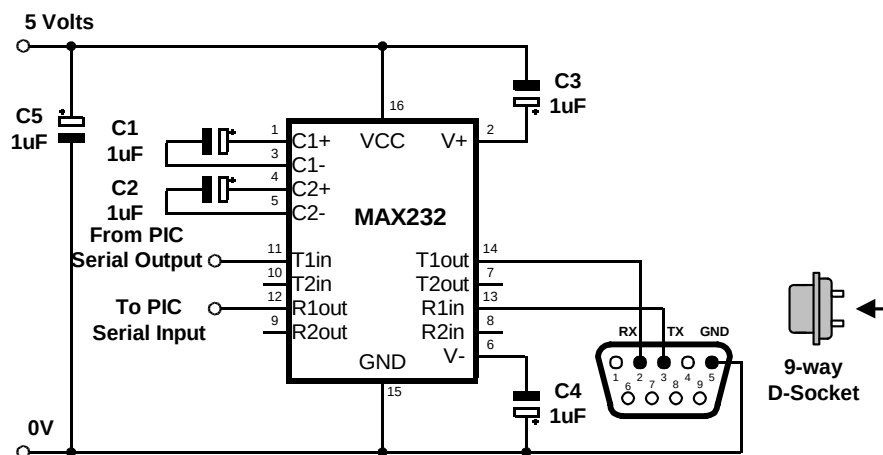
Alternatively, the **Hserial_Clear** declare can be used to automatically clear this error, even if no error occurred. However, the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial_Clear = On
```

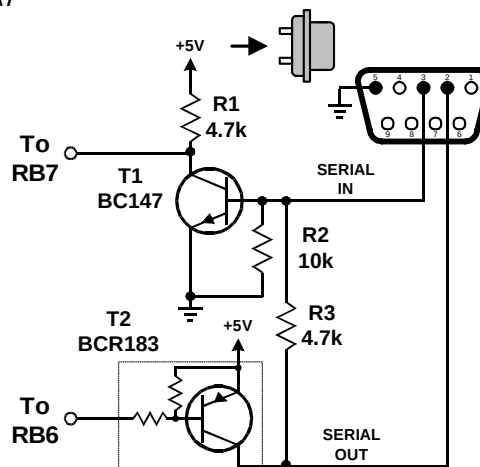
Notes

HRsin can only be used with devices that contain a hardware USART. See the specific device's data sheet for further information concerning the serial input pin as well as other relevant parameters.

Since the serial transmission is done in hardware, it is not possible to set the levels to an inverted state to eliminate an RS232 driver. Therefore a suitable driver should be used with **HRsin**. Just such a circuit using a MAX232 is shown below.



A simpler, and somewhat more elegant transceiver circuit using only 5 discrete components is shown in the diagram below.



See also :Declare, Rsin, Rsout, Serin, Serout, HRsout, HSerin, HSerout.

HRsout, HRsout2, HRsout3, HRsout4, HRsout5

Syntax

HRsout *Item* {, *Item*... }

Overview

Transmit one or more *Items* from the hardware serial port on devices that contain a USART peripheral. If **HRsout2**, **HRsout3**, **HRsout4**, or **HRsout5** are used, the device must contain that amount of USARTs.

Parameters

Item may be a constant, variable, expression, string list, or inline command. There are no operators as such, instead there are *modifiers*.

The modifiers are listed below: -

Modifier	Operation
At ypos,xpos	Position the cursor on a serial LCD
Cls	Clear a serial LCD (also creates a 30ms delay)
Bin{1..32}	Send binary digits
Dec{0..10}	Send decimal digits (amount of digits after decimal point with floating point)
Hex{1..8}	Send hexadecimal digits
Sbin{1..32}	Send signed binary digits
Sdec{0..10}	Send signed decimal digits
Shex{1..8}	Send signed hexadecimal digits
Ibin{1..32}	Send binary digits with a preceding '%' identifier
Idec{0..10}	Send decimal digits with a preceding '#' identifier
Ihex{1..8}	Send hexadecimal digits with a preceding '\$' identifier
ISbin{1..32}	Send signed binary digits with a preceding '%' identifier
ISdec{0..10}	Send signed decimal digits with a preceding '#' identifier
IShex{1..8}	Send signed hexadecimal digits with a preceding '\$' identifier
Rep c\n	Send character c repeated n times
Str array\n	Send all or part of an array
Cstr cdata	Send string data defined in a Cdata statement.

The numbers after the **Bin**, **Dec**, and **Hex** modifiers are optional. If they are omitted, then the default is all the digits that make up the value will be displayed.

If a floating point variable is to be displayed, then the digits after the **Dec** modifier determine how many remainder digits are send. i.e. numbers after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.145
HRsout Dec2 MyFloat      ' Send 2 digits after the decimal point
```

The above program will transmit the ASCII characters "3.14"

If the digit after the **Dec** modifier is omitted, then 3 digits will be displayed after the decimal point.


```
Dim MyFloat as Float
MyFloat = 3.1456
HRSout Dec MyFloat      ' Send 3 digits after the decimal point
```

The above program will transmit the ASCII characters "3.145"

There is no need to use the **Sdec** modifier for signed floating point values, as the compiler's **Dec** modifier will automatically display a minus result: -

```
Dim MyFloat as Float
MyFloat = -3.1456
HRSout Dec MyFloat      ' Send 3 digits after the decimal point
```

The above program will transmit the ASCII characters "-3.145"

Hex or **Bin** modifiers cannot be used with floating point values or variables.

The Xpos and Ypos values in the **At** modifier both start at 1. For example, to place the text "Hello World" on line 1, position 1, the code would be: -

```
HRSout At 1, 1, "Hello World"
```

Example 1

```
Device = 16F1829
Declare Xtal = 20      ' Tell the compiler the device will be operating at 20MHz
Declare Hserial_Baud = 9600      ' Set Baud rate to 9600 for HRsin and HRsout

Dim bVar1 as Byte
Dim wWrD as Word
Dim dDwd as Dword

HRSout "Hello World"      ' Display the text "Hello World"
HRSout "Var1= ", Dec bVar1 ' Display the decimal value of bVar1
HRSout "Var1= ", Hex bVar1 ' Display the hexadecimal value of bVar1
HRSout "Var1= ", Bin bVar1 ' Display the binary value of bVar1
HRSout "Dwd= ", Hex6 dDwd  ' Display 6 hex characters of a Dword variable
```

Example 2

```
' Display a negative value on a serial LCD.
Symbol Negative = -200
HRSout At 1, 1, SDec Negative
```

Example 3

```
' Display a negative value on a serial LCD with a preceding identifier.
HRSout At 1, 1, ISHex -$1234
```

Example 3 will produce the text "\$-1234" on the serial terminal.

Some microcontrollers have the ability to read and write to their own flash memory. And although writing to this memory too many times is unhealthy for the PICmicro™, reading this memory is both fast, and harmless. Which offers a unique form of data storage and retrieval, the **Cdata** command proves this, as it uses the mechanism of reading and storing in the device's flash memory.

The **Cstr** modifier may be used in commands that deal with text processing i.e. **Serout**, **HSe-
rout**, and **Print** etc.

The **Cstr** modifier is used in conjunction with the **Cdata** command. The **Cdata** command is used for initially creating the string of characters: -

```
String1: Cdata "Hello World", 0
```

The above line of code will create, in flash memory, the values that make up the ASCII text "Hello World", at address String1. Note the null terminator after the ASCII text.

null terminated means that a zero (null) is placed at the end of the string of ASCII characters to signal that the string has finished.

To display, or transmit this string of characters, the following command structure could be used:

```
HRsout Cstr String1
```

The label that declared the address where the list of **Cdata** values resided, now becomes the string's name. In a large program with lots of text formatting, this type of structure can save quite literally hundreds of bytes of valuable code space.

The **Str** modifier is used for sending a string of bytes from a **Byte** array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a **Byte** array containing three bytes (elements).

Below is an example that displays four bytes (from a **Byte** array): -

```
Dim bMyArray[10] as Byte = "Hello"      ' Load the first 5 bytes of the array  
HRsout Str bMyArray\5                    ' Display a 5-byte string.
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the PICmicro™ would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 5 bytes.

Declares

There are several **Declare** directives for use with the **HRsout** commands. These are: -

Declare HRsout_Pin, HRsout2_Pin, HRsout3_Pin, HRsout4_Pin, or HRsout5_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX lines must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial_Baud, Hserial2_Baud, Hserial3_Baud, Hserial4_Baud, or Hserial5_Baud = Constant value

Sets the Baud rate that will be used to transmit or receive a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program, and the compiler automatically sets up the required SFRs to work as close to that Baud required as possible.

Declare Hserial_Parity, Hserial2_Parity, Hserial3_Parity, Hserial4_Parity, or Hserial5_Parity = **Odd** or **Even**

Enables/Disables parity on the serial port. For both **HSerout** and **HSerin** The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial_Parity** declare.

```
Declare Hserial_Parity = Even      ' Use if even parity desired
Declare Hserial_Parity = Odd       ' Use if odd parity desired
```

Notes

The **HRsout** commands can only be used with devices that contain one, or more, hardware USARTs. See the specific device's data sheet for further information concerning the serial input pin as well as other relevant parameters.

Since the serial transmission is done in hardware, it is not possible to set the levels to an inverted state in order to eliminate an RS232 driver. Therefore a suitable driver should be used with **HRsout**. See **HRsin** for circuits.

See also : **Declare, Rsin, Rsout, Serin, Serout, HRsin, HSerin, HSerout.**

HRsoutLn, HRsout2Ln, HRsout3Ln, HRsout4Ln, HRsout5Ln

Syntax

```
HRsoutLn Item {, Item... }  
HRsout2Ln Item {, Item... }  
HRsout3Ln Item {, Item... }  
HRsout4Ln Item {, Item... }  
HRsout5Ln Item {, Item... }
```

Overview

Transmit one or more *Items* from the hardware serial port on devices that contain one or more USART peripherals and terminate with a Carriage Return(13) or Carriage Return(13) Line Feed(10) or Line Feed(10) Carriage Return(13). The syntax and operators are exactly the same as **HRsout**, **HRsout2**, **HRsout3**, **HRsout4** and **HRsout5**. If **HRsout2Ln**, **HRsout3Ln**, **HRsout4Ln**, or **HRsout5Ln** are used, the device must contain that amount of USARTs.

Parameters

Item may be a constant, variable, expression, string list, or inline command.

There are no operators as such, instead there are *modifiers*. See the section for **HRsout** for more details.

Declares

There are 5 declares for the HRsoutXLn commands. Each one is for the particular command.

```
Declare Hserial1_Terminator = CRLF or LFCR or CR  
Declare Hserial2_Terminator = CRLF or LFCR or CR  
Declare Hserial3_Terminator = CRLF or LFCR or CR  
Declare Hserial4_Terminator = CRLF or LFCR or CR  
Declare Hserial5_Terminator = CRLF or LFCR or CR
```

The parameter **CR** will transmit a single value of 13 at the end of transmission.

The parameter **CRLF** will transmit a value of 13 then 10 at the end of transmission.

The parameter **LFCR** will transmit a value of 10 then 13 at the end of transmission.

See also :**Declare**, **Rsin**, **Rsout**, **Serin**, **Serout**, **HRsout**, **HRsin**, **HSerin**, **HSerout**.

HSerin, HSerin2, HSerin3, Hserin4, Hserin5

Syntax

HSerin *Timeout*, *Timeout Label*, *Parity Error Label*, [*Modifiers*, *Variable* {, *Variable*... }]

Overview

Receive one or more values from the serial port on devices that contain a USART peripheral. If **HSerin2**, **HSerin3**, **Hserin4**, or **Hserin5** are used, the device must contain that amount of USARTs.

Parameters

Timeout is an *optional* value for the length of time the **HSerin** command will wait before jumping to label **Timeout Label**. **Timeout** is specified in 1 millisecond units and has a maximum of 16-bits.

Timeout Label is an optional valid BASIC label where **HSerin** will jump to in the event that a character has not been received within the time specified by **Timeout**. It can also be the compiler directives; **Break** or **Continue**, if the command is used inside a loop. **Break** will exit a loop if a timeout occurs, and **Continue** will re-iterate the loop.

Parity Error Label is an optional valid BASIC label where **HSerin** will jump to in the event that a Parity error is received. Parity is set using **Declares**. Parity Error detecting is not supported in the inline version of **HSerin** (first syntax example above).

Modifier is one of the many formatting modifiers, explained below.

Variable is a **Bit**, **Byte**, **Word**, **Long**, or **Dword** variable, that will be loaded by **HSerin**.

Example

```
' Receive values serially and timeout if no reception after 1 second
Device = 16F1829
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz

Declare Hserial_Baud = 9600 ' Set Baud rate to 9600 for HSerin
Declare Hserial_Clear = On ' Clear the buffer before receiving

Dim bVar1 as Byte

Do
    HSerin 1000, Timeout, [bVar1] ' Receive a byte serially into bVar1
    HRSoutLn Dec bVar1 ' Display the byte received
Loop ' Loop forever

Timeout:
    HRSoutLn "Timed Out" ' Display an error if HSerin timed out
```

HSerin Modifiers.

As we already know, **HSerin** will wait for and receive a single byte of data, and store it in a variable . If the microcontroller was connected to a PC running a terminal program and the user pressed the "A" key on the keyboard, after the **HSerin** command executed, the variable would contain 65, which is the ASCII code for the letter "A"

What would happen if the user pressed the "1" key? The result would be that the variable would contain the value 49 (the ASCII code for the character "1"). This is an important point to remember: every time you press a character on the keyboard, the computer receives the ASCII value of that character. It is up to the receiving side to interpret the values as necessary. In this case, perhaps we actually wanted the variable to end up with the value 1, rather than the ASCII code 49.

The **HSerin** command provides a modifier, called the decimal modifier, which will interpret this for us. Look at the following code: -

```
Dim bSerData as Byte
HSerin [Dec bSerData]
```

Notice the decimal modifier in the **HSerin** command that appears just to the left of the bSerData variable. This tells **HSerin** to convert incoming text representing decimal numbers into true decimal form and store the result in bSerData. If the user running the terminal software pressed the "1", "2" and then "3" keys followed by a space or other non-numeric text, the value 123 will be stored in the variable bSerData, allowing the rest of the program to perform any numeric operation on the variable.

Without the decimal modifier, however, you would have been forced to receive each character ("1", "2" and "3") separately, and then would still have to do some manual conversion to arrive at the number 123 (one hundred twenty three) before you can do the desired calculations on it.

The decimal modifier is designed to seek out text that represents decimal numbers. The characters that represent decimal numbers are the characters "0" through "9". Once the **HSerin** command is asked to use the decimal modifier for a particular variable, it monitors the incoming serial data, looking for the first decimal character. Once it finds the first decimal character, it will continue looking for more (accumulating the entire multi-digit number) until it finds a non-decimal numeric character. Remember that it will not finish until it finds at least one decimal character followed by at least one non-decimal character.

To illustrate this further, examine the following examples (assuming we're using the same code example as above): -

Serial input: "ABC"

Result: The program halts at the **HSerin** command, continuously waiting for decimal text.

Serial input: "123" (with no characters following it)

Result: The program halts at the **HSerin** command. It recognises the characters "1", "2" and "3" as the number one hundred twenty three, but since no characters follow the "3", it waits continuously, since there's no way to tell whether 123 is the entire number or not.

Serial input: "123" (followed by a space character)

Result: Similar to the above example, except once the space character is received, the program knows the entire number is 123, and stores this value in SerData. The **HSerin** command then ends, allowing the next line of code to run.

Serial input: "123A"

Result: Same as the example above. The "A" character, just like the space character, is the first non-decimal text after the number 123, indicating to the program that it has received the entire number.

Serial input: "ABCD123EFGH"

Result: Similar to examples 3 and 4 above. The characters "ABCD" are ignored (since they're not decimal text), the characters "123" are evaluated to be the number 123 and the following character, "E", indicates to the program that it has received the entire number.

The final result of the **Dec** modifier is limited to 16 bits (up to the value 65535). If a value larger than this is received by the decimal modifier, the end result will be incorrect because the

result rolled-over the maximum 16-bit value. Therefore, **HSerin** modifiers may not (at this time) be used to load **Dword** (32-bit) variables.

The decimal modifier is only one of a family of conversion modifiers available with **HSerin**. See below for a list of available conversion modifiers. All of the conversion modifiers work similar to the decimal modifier (as described above). The modifiers receive bytes of data, waiting for the first byte that falls within the range of characters they accept (e.g., "0" or "1" for binary, "0" to "9" for decimal, "0" to "9" and "A" to "F" for hex. Once they receive a numeric character, they keep accepting input until a non-numeric character arrives, or in the case of the fixed length modifiers, the maximum specified number of digits arrives.

While very effective at filtering and converting input text, the modifiers aren't completely fool-proof. As mentioned before, many conversion modifiers will keep accepting text until the first non-numeric text arrives, even if the resulting value exceeds the size of the variable. After **HSerin**, a **Byte** variable will contain the lowest 8 bits of the value entered and a **Word** (16-bits) would contain the lowest 16 bits. You can control this to some degree by using a modifier that specifies the number of digits, such as **Dec2**, which would accept values only in the range of 0 to 99.

Conversion Modifier	Type of Number	Numeric	Characters Accepted
Dec {0..10}	Decimal, optionally limited to 0 - 10 digits		0 through 9
Hex {1..8}	Hexadecimal, optionally limited to 1 - 8 digits		0 through 9, A through F
Bin {1..32}	Binary, optionally limited to 1 - 32 digits		0, 1

A variable preceded by **Bin** will receive the ASCII representation of its binary value. For example, if **Bin** Var1 is specified and "1000" is received, Var1 will be set to 8.

A variable preceded by **Dec** will receive the ASCII representation of its decimal value. For example, if **Dec** Var1 is specified and "123" is received, Var1 will be set to 123.

A variable preceded by **Hex** will receive the ASCII representation of its hexadecimal value. For example, if **Hex** Var1 is specified and "FE" is received, Var1 will be set to 254.

Skip followed by a count will skip that many characters in the input stream. For example, **Skip** 4 will skip 4 characters.

The **HSerin** command can be configured to wait for a specified sequence of characters before it retrieves any additional input. For example, suppose a device attached to the PICmicro™ is known to send many different sequences of data, but the only data you wish to observe happens to appear right after the unique characters, "XYZ". A modifier named **Wait** can be used for this purpose: -

```
HSerin [Wait("XYZ"), bSerData]
```

The above code waits for the characters "X", "Y" and "Z" to be received, in that order, then it receives the next data byte and places it into variable bSerData.

Str modifier.

The **HSerin** command also has a modifier for handling a string of characters, named **Str**.

The **Str** modifier is used for receiving a string of characters into a **Byte** array variable.

A string is a set of characters that are arranged or accessed in a certain order. The characters "ABC" would be stored in a string with the "A" first, followed by the "B" then followed by the "C". A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string "ABC" would be stored in a **Byte** array containing three bytes (elements).

Below is an example that receives ten bytes and stores them in the 10 element **Byte** array, bSerString: -

```
Dim bSerString[10] as Byte      ' Create a 10 element byte array.
HSerin [Str bSerString]        ' Fill the array with received data.
Print Str bSerString           ' Display the string.
```

If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. For example: -

```
Dim bSerString[10] as Byte      ' Create a 10 element byte array.
HSerin [Str bSerString\5]      ' Fill the first 5-bytes of the array
Print Str bSerString\5         ' Display the 5-character string.
```

The example above illustrates how to fill only the first n bytes of an array, and then how to display only the first n bytes of the array. n refers to the value placed after the backslash.

Because of its complexity, serial communication can be rather difficult to work with at times. Using the guidelines below when developing a project using the **HSerin** and **HSerout** commands may help to eliminate some obvious errors: -

Always build your project in steps.

Start with small, manageable pieces of code, (that deal with serial communication) and test them, one individually.

Add more and more small pieces, testing them each time, as you go.

Never write a large portion of code that works with serial communication without testing its smallest workable pieces first.

Pay attention to timing.

Be careful to calculate and overestimate the amount of time, operations should take within the PICmicro[™] for a given oscillator frequency. Misunderstanding the timing constraints is the source of most problems with code that communicate serially. If the serial communication in your project is bi-directional, the above statement is even more critical.

Pay attention to wiring.

Take extra time to study and verify serial communication wiring diagrams. A mistake in wiring can cause strange problems in communication, or no communication at all. Make sure to connect the ground pins (Vss) between the devices that are communicating serially.

Verify port setting on the PC and in the HSerin / HSerout commands.

Unmatched settings on the sender and receiver side will cause garbled data transfers or no data transfers. This is never more critical than when a line transceiver is used(i.e. MAX232). Always remember that a line transceiver inverts the serial polarity.

If the serial data received is unreadable, it is most likely caused by a Baud rate setting error, or a polarity error.

If receiving data from another device that is not a PICmicro™, try to use Baud rates of 9600 and below, or alternatively, use a higher frequency crystal.

Because of additional overheads in the PICmicro™, and the fact that the **HSerin** command offers a 2 level hardware receive buffer for serial communication, received data may sometimes be missed or garbled. If this occurs, try lowering the Baud rate, or increasing the crystal frequency. Using simple variables (not arrays) will also increase the chance that the PICmicro™ will receive the data properly.

Declares

There are several Declare directives for use with **HSerin**. These are: -

Declare HSerin_Pin, HSerin2_Pin, HSerin3_Pin, Hserin4_Pin, or Hserin5_Pin = Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the RX lines must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial_Baud, Hserial2_Baud, Hserial3_Baud, Hserial4_Baud, or Hserial5_Baud = Constant value

Sets the Baud rate that will be used to transmit or receive a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program, and the compiler automatically sets up the required SFRs to work as close to that Baud required as possible.

Declare Hserial_Parity, Hserial2_Parity, Hserial3_Parity, Hserial4_Parity, or Hserial5_Parity = **Odd** or **Even**

Enables/Disables parity on the serial port. For both **HSerout** and **HSerin** The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial_Parity** declare.

```
Declare Hserial_Parity = Even      ' Use if even parity desired
Declare Hserial_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial_Clear, Hserial2_Clear, Hserial3_Clear, Hserial4_Clear, or Hserial5_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow is characters are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting. This overflow error can be reset by strobing the CREN bit within the **RCSTA** register.

Example: -

```
RCSTA.4 = 0
RCSTA.4 = 1
```

or

```
clear RCSTA.4
Set RCSTA.4
```


Alternatively, the **Hserial_Clear** declare can be used to automatically clear this error, even if no error occurred. However, the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial_Clear = On
```

Notes

HSerin can only be used with devices that contain a hardware USART. See the specific device's data sheet for further information concerning the serial input pin as well as other relevant parameters.

Since the serial transmission is done in hardware, it is not possible to set the levels to an inverted state to eliminate an RS232 driver. Therefore a suitable driver should be used with **HSerin** . See **HRsin** for suitable circuits.

See also : Declare, HSerout, HRsin, HRsout, Rsin, Rsout, Serin, Serout.

HSerout, HSerout2, HSerout3, HSerout4, HSerout5

Syntax

```
HSerout [Item {, Item... }]
HSerout2 [Item {, Item... }]
HSerout3 [Item {, Item... }]
HSerout4 [Item {, Item... }]
Hserout5 [Item {, Item... }]
```

Overview

Transmit one or more *Items* from the hardware serial port on devices that contains one or more USART peripherals. If **HSerout2**, **HSerout3**, **Hserout4**, or **Hserout5** are used, the device must contain that amount of USARTs.

Parameters

Item may be a constant, variable, expression, string list, or inline command.

There are no operators as such, instead there are *modifiers*. For example, if an at sign '@' precedes an *Item*, the ASCII representation for each digit is transmitted.

The modifiers are listed below: -

Modifier	Operation
----------	-----------

At ypos,xpos	Position the cursor on a serial LCD
Cls	Clear a serial LCD (also creates a 30ms delay)
Bin{1..32}	Send binary digits
Dec{0..10}	Send decimal digits (amount of digits after decimal point with floating point)
Hex{1..8}	Send hexadecimal digits
Sbin{1..32}	Send signed binary digits
Sdec{0..10}	Send signed decimal digits
Shex{1..8}	Send signed hexadecimal digits
Ibin{1..32}	Send binary digits with a preceding '%' identifier
Iddec{0..10}	Send decimal digits with a preceding '#' identifier
Ihex{1..8}	Send hexadecimal digits with a preceding '\$' identifier
ISbin{1..32}	Send signed binary digits with a preceding '%' identifier
ISdec{0..10}	Send signed decimal digits with a preceding '#' identifier
IShex{1..8}	Send signed hexadecimal digits with a preceding '\$' identifier
Rep c\ n	Send character c repeated n times
Str array\ n	Send all or part of an array
Cstr cdata	Send string data defined in a Cdata statement.

The numbers after the **Bin**, **Dec**, and **Hex** modifiers are optional. If they are omitted, then the default is all the digits that make up the value will be displayed.

If a floating point variable is to be displayed, then the digits after the **Dec** modifier determine how many remainder digits are send. i.e. numbers after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.145
HSerout [Dec2 MyFloat]      ' Send 2 values after the decimal point
```

The above program snippet will transmit the ASCII representation of 3.14

If the digit after the **Dec** modifier is omitted, then 3 values will be displayed after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.1456
HSerout [Dec MyFloat] ' Send 3 values after the decimal point
```

The above program snippet will transmit the ASCII representation of 3.145

There is no need to use the **SDec** modifier for signed floating point values, as the compiler's **Dec** modifier will automatically display a minus result: -

```
Dim MyFloat as Float
MyFloat = -3.1456
HSerout [Dec MyFloat] ' Send 3 values after the decimal point
```

The above program snippet will transmit the ASCII representation of -3.145

Hex or **Bin** modifiers cannot be used with floating point values or variables.

The Xpos and Ypos values in the **At** modifier both start at 1. For example, to place the text "Hello World" on line 1, position 1, the code would be: -

```
HSerout [At 1, 1, "Hello World"]
```

Example 1

```
Device = 16F1829
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz
Declare Hserial_Baud = 9600 ' Set Baud rate to 9600 for HSerout

Dim MyByte as Byte = 123
Dim MyWord as Word = 1234
Dim MyDword as Dword = 12345

HSerout ["Hello World"] ' Display the text "Hello World"
HSerout ["MyByte= ", Dec MyByte] ' Display the decimal value held in MyByte
HSerout ["MyByte= ", Hex MyByte] ' Display the hexadecimal value held in MyByte
HSerout ["MyByte= ", Bin MyByte] ' Display the binary value held in MyByte
,
' Display 6 hex characters of a Dword type variable
,
HSerout ["MyDwordd= ", Hex6 MyDword]
```

Example 2

```
' Display a negative value on a serial LCD or terminal.
Symbol cNegative = -200
HSerout [At 1, 1, SDec cNegative]
```

Example 3

```
' Display a negative value on a serial LCD or terminal, with a preceding identifier.
HSerout [At 1, 1, ISHex -$1234]
```

Example 3 will transmit the text \$-1234.

Some PICmicro[™] have the ability to read and write to their own flash memory. And although writing to this memory too many times is unhealthy for the PICmicro[™], reading this memory is both fast, and harmless.

Which offers a unique form of data storage and retrieval, the **Cdata** command proves this, as it uses the mechanism of reading and storing in the PICmicro's™ flash memory.

Combining the unique features of the 'self modifying PICmicro's™' with a string format, the compiler is capable of reducing the overhead of printing, or transmitting large amounts of text data. The **Cstr** modifier may be used in commands that deal with text processing i.e. **Serout**, **HRsout**, and **Print** etc.

The **Cstr** modifier is used in conjunction with the **Cdata** directive or the **Dim as Flashx** directive. The **Cdata** directive is used for initially creating the string of characters: -

```
String1: Cdata "Hello World", 0
```

Or with **Dim As Flash8**:

```
Dim String1 as Flash8 = "Hello World", 0
```

The above lines of code will create, in flash memory, the values that make up the ASCII text "Hello World", at address String1. Note the null terminator after the ASCII text.

"Null terminated" means that a zero (null) is placed at the end of the string of ASCII characters to signal that the string has finished.

To display, or transmit this string of characters, the following command structure could be used:

```
HSerout [Cstr String1]
```

The label that declared the address where the list of flash memory values reside, now becomes the string's name.

The term 'virtual string' relates to the fact that a string formed from the **Cdata** command cannot be written too, but only read from.

The **Str** modifier is used for sending a string of bytes from a **Byte** array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a **Byte** array containing three bytes (elements).

Below is an example that displays four bytes (from a **Byte** array): -

```
Dim bMyArray[10] as Byte = "HELLO" ' Create a 10 element array, and pre-load it
HSerout [Str bMyArray\5]           ' Display a 5-byte string
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the PICmicro™ would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 5 bytes.

Declares

There are several Declare directives for use with **HSerout**, **HSerout2**, **HSerout3**, **Hserout4**, and **Hserout5**. These are: -

Declare HSerout_Pin, HSerout2_Pin, HSerout3_Pin, Hserout4_Pin, or Hserout5_Pin = Port.Pin

For devices that have PPS (Peripheral Pin Select), the port and pin used for the TX lines must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial_Baud, Hserial2_Baud, Hserial3_Baud, Hserial4_Baud, or Hserial5_Baud = Constant value

Sets the Baud rate that will be used to transmit or receive a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program, and the compiler automatically sets up the required SFRs to work as close to that Baud required as possible.

Declare Hserial_Parity, Hserial2_Parity, Hserial3_Parity, Hserial4_Parity, or Hserial5_Parity = Odd or Even

Enables/Disables parity on the serial port. For both **HSerout** and **HSerin** The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial_Parity** declare.

```
Declare Hserial_Parity = Even      ' Use if even parity desired
Declare Hserial_Parity = Odd       ' Use if odd parity desired
```

Notes

HSerout can only be used with devices that contain a hardware USART. See the specific device's data sheet for further information concerning the serial input pin as well as other relevant parameters. Since the serial transmission is done in hardware, it is not possible to set the levels to an inverted state in order to eliminate an RS232 driver. Therefore a suitable driver should be used with **HSerout** . See **HRsin** for circuit examples

See also :**Declare, Rsin, Rsout, Serin, Serout, HSerin, HSerin2, HSerin3, HSerin4.**

HSeroutLn, HSerout2Ln, HSerout3Ln, HSerout4Ln, HSerout5Ln

Syntax

```
HSeroutLn [Item {, Item... }]  
HSerout2Ln [Item {, Item... }]  
HSerout3Ln [Item {, Item... }]  
HSerout4Ln [Item {, Item... }]  
Hserout5Ln [Item {, Item... }]
```

Overview

Transmit one or more *Items* from the hardware serial port on devices that contain one or more USART peripherals and terminate with a Carriage Return(13) or Carriage Return(13) Line Feed(10) or Line Feed(10) Carriage Return(13). The syntax and operators are exactly the same as **HSerout**, **HSerout2**, **HSerout3**, **Hserout4** and **Hserout5**. If **HSerout2Ln**, **HSe-
rout3Ln**, **Hserout4Ln**, or **Hserout5Ln** are used, the device must contain that amount of USARTs.

Parameters

Item may be a constant, variable, expression, string list, modifier, or inline command. See the section on **HSerout** for more details.

Declares

There are 5 declares for the HSeroutXLn commands. Each one is for the particular command.

```
Declare Hserial1_Terminator = CRLF or LFCR or CR  
Declare Hserial2_Terminator = CRLF or LFCR or CR  
Declare Hserial3_Terminator = CRLF or LFCR or CR  
Declare Hserial4_Terminator = CRLF or LFCR or CR  
Declare Hserial5_Terminator = CRLF or LFCR or CR
```

The parameter **CR** will transmit a single value of 13 at the end of transmission.

The parameter **CRLF** will transmit a value of 13 then 10 at the end of transmission.

The parameter **LFCR** will transmit a value of 10 then 13 at the end of transmission.

See also :**Declare**, **Rsin**, **Rsout**, **Serin**, **Serout**, **HRsout**, **HRsoutLn**, **HRsin**, **HSerin**, **HSe-
rout**.

HSerialx_ChangeBaud

Syntax

Hserial1_ChangeBaud *Baud Value*, { *Display Actual Baud* }

or

Hserial2_ChangeBaud *Baud Value*, { *Display Actual Baud* }

or

Hserial3_ChangeBaud *Baud Value*, { *Display Actual Baud* }

or

Hserial4_ChangeBaud *Baud Value*, { *Display Actual Baud* }

or

Hserial5_ChangeBaud *Baud Value*, { *Display Actual Baud* }

Overview

Changes the Baud rate of a USART for the **HRsoutX/HRsinX** and **HSeroutX/HSerinX** commands.

Parameters

Baud Value is a constant value that signifies which Baud rate to set the USART at.

Display Actual Baud is an optional constant of 0 or 1 that will produce a reminder message in the IDE that indicates what the actual Baud rate is, and its error ratio.

Example

```
Device = 18F25K20
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz
Declare Hserial_Baud = 9600 ' Set Baud rate to 9600 for HRsoutLn

HRsoutLn "Hello World at 9600 Baud"
DelayMs 2000 ' Wait for 2 seconds

HSerial1_ChangeBaud 115200 ' Change the Baud rate to 115200 for USART1
HRsoutLn "Hello World at 115200 Baud"
Stop
```

Rsin

Syntax

Variable = **Rsin**, { *Timeout Label* }

or

Rsin { *Timeout Label* }, *Modifier..Variable* {, *Modifier.. Variable*...}

Overview

Receive one or more bytes from a predetermined pin at a predetermined Baud rate in standard asynchronous format using 8 data bits, no parity and 1 stop bit (8N1). The pin is automatically made an input.

Parameters

Modifiers may be one of the serial data modifiers explained below.

Variable can be any user defined variable.

An optional **Timeout Label** may be included to allow the program to jump to a BASIC label if a byte is not received within a certain amount of time. It can also be one of the compiler directives; **Break** or **Continue**, if the command is used inside a loop. **Break** will exit a loop if a timeout occurs, and **Continue** will re-iterate the loop. *Timeout* is specified in units of 1 millisecond and is specified by using a **Declare** directive.

Example

```
Device = 18F25K20
```

```
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz
```

```
Declare Rsin_Timeout = 2000 ' Timeout after 2 seconds
```

```
Dim MyByte as Byte
```

```
Dim MyWord as Word
```

```
MyByte = Rsin, {Label}
```

```
Rsin MyByte, MyWord
```

```
Rsin { Label }, MyByte, MyWord
```

```
Label: { do something when timed out }
```

Declares

There are several **Declares** for use with **Rsin**. These are :-

Declare Rsin_Pin = Port.Pin

Assigns the Port and Pin that will be used to input serial data by the **Rsin** command. This may be any valid port on the PICmicro™.

If the **Declare** is not used in the program, then the default Port and Pin is PORTB.1.

Declare Rsin_Mode = Inverted or True or 1, 0

Sets the serial mode for the data received by **Rsin**. This may be inverted or true. Alternatively, a value of 1 may be substituted to represent inverted, and 0 for true.

If the **Declare** is not used in the program, then the default mode is Inverted.

Declare Serial_Baud = 0 to 65535 bps (Baud)

Informs the **Rsin** and **Rsout** routines as to what Baud rate to receive and transmit data.

Virtually any Baud rate may be transmitted and received, but there are standard Bauds: -

300, 600, 1200, 2400, 4800, 9600, and 19200.

When using a 4MHz crystal, the highest Baud rate that is reliably achievable is 9600. However, an increase in the oscillator speed allows higher Baud rates to be achieved, including 38400 Baud.

If the **Declare** is not used in the program, then the default Baud is 9600.

Declare Rsin_Timeout = 0 to 65535 milliseconds (ms)

Sets the time, in milliseconds, that **Rsin** will wait for a start bit to occur.

Rsin waits in a tight loop for the presence of a start bit. If no timeout value is used, then it will wait forever. The **Rsin** command has the option of jumping out of the loop if no start bit is detected within the time allocated by timeout.

If the **Declare** is not used in the program, then the default timeout value is 10000ms or 10 seconds.

Rsin Modifiers.

As we already know, **Rsin** will wait for and receive a single byte of data, and store it in a variable. If the PICmicro™ were connected to a PC running a terminal program and the user pressed the "A" key on the keyboard, after the **Rsin** command executed, the variable would contain 65, which is the ASCII code for the letter "A"

What would happen if the user pressed the "1" key? The result would be that the variable would contain the value 49 (the ASCII code for the character "1"). This is an important point to remember: every time you press a character on the keyboard, the computer receives the ASCII value of that character. It is up to the receiving side to interpret the values as necessary. In this case, perhaps we actually wanted the variable to end up with the value 1, rather than the ASCII code 49.

The **Rsin** command provides a modifier, called the decimal modifier, which will interpret this for us. Look at the following code: -

```
Dim bSerData as Byte
Rsin Dec bSerData
```

Notice the decimal modifier in the **Rsin** command that appears just to the left of the bSerData variable. This tells **Rsin** to convert incoming text representing decimal numbers into true decimal form and store the result in bSerData. If the user running the terminal software pressed the "1", "2" and then "3" keys followed by a space or other non-numeric text, the value 123 will be stored in the variable bSerData, allowing the rest of the program to perform any numeric operation on the variable.

Without the decimal modifier, however, you would have been forced to receive each character ("1", "2" and "3") separately, and then would still have to do some manual conversion to arrive at the number 123 (one hundred twenty three) before you can do the desired calculations on it.

The decimal modifier is designed to seek out text that represents decimal numbers. The characters that represent decimal numbers are the characters "0" through "9". Once the **Rsin** command is asked to use the decimal modifier for a particular variable, it monitors the incoming serial data, looking for the first decimal character. Once it finds the first decimal character, it will continue looking for more (accumulating the entire multi-digit number) until it finds a non-decimal numeric character. Remember that it will not finish until it finds at least one decimal character followed by at least one non-decimal character.

To illustrate this further, examine the following examples (assuming we're using the same code example as above): -

Serial input: "ABC"

Result: The program halts at the **Rsin** command, continuously waiting for decimal text.

Serial input: "123" (with no characters following it)

Result: The program halts at the **Rsin** command. It recognises the characters "1", "2" and "3" as the number one hundred twenty three, but since no characters follow the "3", it waits continuously, since there's no way to tell whether 123 is the entire number or not.

Serial input: "123" (followed by a space character)

Result: Similar to the above example, except once the space character is received, the program knows the entire number is 123, and stores this value in SerData. The **Rsin** command then ends, allowing the next line of code to run.

Serial input: "123A"

Result: Same as the example above. The "A" character, just like the space character, is the first non-decimal text after the number 123, indicating to the program that it has received the entire number.

Serial input: "ABCD123EFGH"

Result: Similar to examples 3 and 4 above. The characters "ABCD" are ignored (since they're not decimal text), the characters "123" are evaluated to be the number 123 and the following character, "E", indicates to the program that it has received the entire number.

The final result of the **Dec** modifier is limited to 16 bits (up to the value 65535). If a value larger than this is received by the decimal modifier, the end result will be incorrect because the result rolled-over the maximum 16-bit value. Therefore, **Rsin** modifiers may not (at this time) be used to load **Dword** (32-bit) variables.

The decimal modifier is only one of a family of conversion modifiers available with **Rsin**. See below for a list of available conversion modifiers. All of the conversion modifiers work similar to the decimal modifier (as described above). The modifiers receive bytes of data, waiting for the first byte that falls within the range of characters they accept (e.g., "0" or "1" for binary, "0" to "9" for decimal, "0" to "9" and "A" to "F" for hex). Once they receive a numeric character, they keep accepting input until a non-numeric character arrives, or in the case of the fixed length modifiers, the maximum specified number of digits arrives.

While very effective at filtering and converting input text, the modifiers aren't completely fool-proof. As mentioned before, many conversion modifiers will keep accepting text until the first non-numeric text arrives, even if the resulting value exceeds the size of the variable. After **Rsin**, a **Byte** variable will contain the lowest 8 bits of the value entered and a **Word** (16-bits) would contain the lowest 16 bits. You can control this to some degree by using a modifier that specifies the number of digits, such as **Dec2**, which would accept values only in the range of 0 to 99.

Conversion Modifier	Type of Number	Numeric	Characters Accepted
Dec {1..10}	Decimal, optionally limited to 1 - 10 digits		0 through 9
Hex {1..8}	Hexadecimal, optionally limited to 1 - 8 digits		0 through 9, A through F
Bin {1..32}	Binary, optionally limited		0, 1 to 1 - 32 digits

A variable preceded by **Bin** will receive the ASCII representation of its binary value. For example, if **Bin** Var1 is specified and "1000" is received, Var1 will be set to 8.

A variable preceded by **Dec** will receive the ASCII representation of its decimal value. For example, if **Dec** Var1 is specified and "123" is received, Var1 will be set to 123.

A variable preceded by **Hex** will receive the ASCII representation of its hexadecimal value. For example, if **Hex** Var1 is specified and "FE" is received, Var1 will be set to 254.

SKIP followed by a count will skip that many characters in the input stream. For example, **SKIP** 4 will skip 4 characters.

The **Rsin** command can be configured to wait for a specified sequence of characters before it retrieves any additional input. For example, suppose a device attached to the PICmicro™ is known to send many different sequences of data, but the only data you wish to observe happens to appear right after the unique characters, "XYZ". A modifier named **Wait** can be used for this purpose: -

```
Rsin Wait("XYZ"), SerData
```

The above code waits for the characters "X", "Y" and "Z" to be received, in that order, then it receives the next data byte and places it into variable SerData.

Str modifier.

The **Rsin** command also has a modifier for handling a string of characters, named **Str**.

The **Str** modifier is used for receiving a string of characters into a **Byte** array variable.

A string is a set of characters that are arranged or accessed in a certain order. The characters "ABC" would be stored in a string with the "A" first, followed by the "B" then followed by the "C". A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string "ABC" would be stored in a **Byte** array containing three bytes (elements).

Below is an example that receives ten bytes and stores them in the 10 element byte array, bSerString: -

```
Dim bSerString[10] as Byte ' Create a 10 element byte array.
Rsin Str bSerString        ' Fill the array with received data.
Print Str bSerString       ' Display the string.
```

If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. For example: -

```
Dim bSerString[10] as Byte ' Create a 10 element byte array.
Rsin Str bSerString\5      ' Fill the first 5-bytes of the array
Print Str bSerString\5     ' Display the 5-character string.
```

The example above illustrates how to fill only the first n bytes of an array, and then how to display only the first n bytes of the array. n refers to the value placed after the backslash.

Because of its complexity, serial communication can be rather difficult to work with at times. Using the guidelines below when developing a project using the **Rsin** and **Rsout** commands may help to eliminate some obvious errors: -

Always build your project in steps.

Start with small, manageable pieces of code, (that deal with serial communication) and test them, one individually.

Add more and more small pieces, testing them each time, as you go.

Never write a large portion of code that works with serial communication without testing its smallest workable pieces first.

Pay attention to timing.

Be careful to calculate and overestimate the amount of time, operations should take within the PICmicro™ for a given oscillator frequency. Misunderstanding the timing constraints is the source of most problems with code that communicate serially. If the serial communication in your project is bi-directional, the above statement is even more critical.

Pay attention to wiring.

Take extra time to study and verify serial communication wiring diagrams. A mistake in wiring can cause strange problems in communication, or no communication at all. Make sure to connect the ground pins (Vss) between the devices that are communicating serially.

Verify port setting on the PC and in the Rsin / Rsout commands.

Unmatched settings on the sender and receiver side will cause garbled data transfers or no data transfers. This is never more critical than when a line transceiver is used(i.e. MAX232). Always remember that a line transceiver inverts the serial polarity.

If the serial data received is unreadable, it is most likely caused by a Baud rate setting error, or a polarity error.

If receiving data from another device that is not a PICmicro™, try to use Baud rates of 9600 and below, or alternatively, use a higher frequency crystal.

Because of additional overheads in the PICmicro™, and the fact that the **Rsin** command offers no hardware receive buffer for serial communication, received data may sometimes be missed or garbled. If this occurs, try lowering the Baud rate, or increasing the crystal frequency. Using simple variables (not arrays) will also increase the chance that the PICmicro™ will receive the data properly.

Notes

Rsin is oscillator independent as long as the crystal frequency is declared at the top of the program. If no Xtal **Declare** is used, then **Rsin** defaults to a 4MHz crystal frequency for its bit timing.

See also : **Declare, Rsout, Serin, Serout, HRsin, HRsout, HSerin, HSerout.**

Rsout

Syntax

Rsout *Item* {, *Item*... }

Overview

Send one or more *Items* to a predetermined pin at a predetermined Baud rate in standard asynchronous format using 8 data bits, no parity and 1 stop bit (8N1). The pin is automatically made an output.

Parameters

Item may be a constant, variable, expression, or string list.

There are no operators as such, instead there are *modifiers*. For example, if an at sign '@' precedes an *Item*, the ASCII representation for each digit is transmitted.

The modifiers are listed below: -

Modifier	Operation
At ypos,xpos	Position the cursor on a serial LCD
Cls	Clear a serial LCD (also creates a 30ms delay)
Bin{1..32}	Send binary digits
Dec{0..10}	Send decimal digits (amount of digits after decimal point with floating point)
Hex{1..8}	Send hexadecimal digits
Sbin{1..32}	Send signed binary digits
Sdec{0..10}	Send signed decimal digits
Shex{1..8}	Send signed hexadecimal digits
Ibin{1..32}	Send binary digits with a preceding '%' identifier
Idec{0..10}	Send decimal digits with a preceding '#' identifier
Ihex{1..8}	Send hexadecimal digits with a preceding '\$' identifier
ISbin{1..32}	Send signed binary digits with a preceding '%' identifier
ISdec{0..10}	Send signed decimal digits with a preceding '#' identifier
IShex{1..8}	Send signed hexadecimal digits with a preceding '\$' identifier
Rep c\n	Send character c repeated n times
Str array\n	Send all or part of an array
Cstr cdata	Send string data defined in a Cdata statement.

The numbers after the **Bin**, **Dec**, and **Hex** modifiers are optional. If they are omitted, then the default is all the digits that make up the value will be displayed.

If a floating point variable is to be displayed, then the digits after the **Dec** modifier determine how many remainder digits are send. i.e. numbers after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.145
Rsout Dec2 MyFloat    ' Send 2 values after the decimal point
```

The above program will send 3.14

If the digit after the **Dec** modifier is omitted, then 3 values will be displayed after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.1456
Rsout Dec MyFloat      ' Send 3 values after the decimal point
```

The above program will send 3.145

There is no need to use the **Sdec** modifier for signed floating point values, as the compiler's **Dec** modifier will automatically display a minus result: -

```
Dim MyFloat as Float
MyFloat = -3.1456
Rsout Dec MyFloat      ' Send 3 values after the decimal point
```

The above program will send -3.145

Hex or **Bin** modifiers cannot be used with floating point values or variables.

The Xpos and Ypos values in the **At** modifier both start at 1. For example, to place the text "Hello World" on line 1, position 1, the code would be: -

```
Rsout At 1, 1, "Hello World"
```

Example 1

```
Device = 18F25K20
Declare Xtal = 20 ' Tell the compiler the device will be operating at 20MHz
```

```
Dim bVar1 as Byte
Dim wWrd as Word
Dim dDwd as Dword
```

```
Rsout "Hello World"      ' Display the text "Hello World"
Rsout "Var1= ", Dec bVar1 ' Display the decimal value of bVar1
Rsout "Var1= ", Hex bVar1 ' Display the hexadecimal value of bVar1
Rsout "Var1= ", Bin bVar1 ' Display the binary value of bVar1
Rsout "Dwd= ", Hex6 dDwd  ' Display 6 hex characters of a Dword variable
```

Example 2

```
' Display a negative value on a serial LCD.
```

```
Symbol cNegative = -200
Rsout At 1, 1, SDec cNegative
```

Example 3

```
' Display a negative value on a serial LCD with a preceding identifier.
```

```
Rsout At 1, 1, IShex -$1234
```

Example 3 will produce the text "\$-1234" on the LCD.

Some PICmicros such as the 16F87x, and 18FXXX range have the ability to read and write to their own flash memory. And although writing to this memory too many times is unhealthy for the PICmicro™, reading this memory is both fast, and harmless. Which offers a unique form of data storage and retrieval, the **Cdata** command proves this, as it uses the mechanism of reading and storing in the PICmicro's flash memory.

Combining the unique features of the 'self modifying PICmicro's' with a string format, the compiler is capable of reducing the overhead of printing, or transmitting large amounts of text data.

The **Cstr** modifier may be used in commands that deal with text processing i.e. **Serout**, **HRsout**, and **Print** etc.

The **Cstr** modifier is used in conjunction with the **Cdata** directive or the **Dim as Flash** directive. The **Cdata** command is used for initially creating the string of characters: -

```
String1: Cdata "Hello World", 0
```

Or

```
Dim String1 as Flash8 = "Hello World", 0
```

The above lines of code will create, in flash memory, the values that make up the ASCII text "Hello World", at address String1. Note the null terminator after the ASCII text.

Null terminated means that a zero (null) is placed at the end of the string of ASCII characters to signal that the string has finished.

To display, or transmit this string of characters, the following command structure could be used:

```
Rsout Cstr String1
```

The label that declared the address where the list of flash memory values resided, now becomes the string's name. In a large program with lots of text formatting, this type of structure can save quite literally hundreds of bytes of valuable code space.

The term 'virtual string' relates to the fact that a string formed from the Cdata command cannot be written too, but only read from.

The **Str** modifier is used for sending a string of bytes from a **Byte** array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order.

The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a **Byte** array containing three bytes (elements).

Below is an example that displays five bytes (from a **Byte** array): -

```
Dim MyArray[10] as Byte = "HELLO" ' Create a 10 element array, pre-load it
Rsout Str MyArray\5          ' Send 5-byte string.
```

The above example, has exactly the same function as the previous one. The only difference is that the string is now constructed using **Str** as a command instead of a modifier.

Declares

There are several **Declares** for use with **Rsout**. These are : -

Declare Rsout_Pin = Port.Pin

Assigns the Port and Pin that will be used to output serial data from the **Rsout** command. This may be any valid port on the PICmicro™.

Declare Rsout_Mode = Inverted or True/False or 1, 0

Sets the serial mode for the data transmitted by **Rsout**. This may be inverted or true. Alternatively, a value of 1 may be substituted to represent inverted, and 0 for true.

If the **Declare** is not used in the program, then the default mode is Inverted.

Declare Serial_Baud = 0 to 65535 bps (Baud)

Informs the **Rsin** and **Rsout** routines as to what Baud rate to receive and transmit data.

Virtually any Baud rate may be transmitted and received, but there are standard Bauds: -

300, 600, 1200, 2400, 4800, 9600, and 19200.

When using a 4MHz crystal, the highest Baud rate that is reliably achievable is 9600. However, an increase in the oscillator speed allows higher Baud rates to be achieved, including 38400 Baud.

If the **Declare** is not used in the program, then the default Baud is 9600.

Declare Rsout_Pace = 0 to 65535 microseconds (us)

Implements a delay between characters transmitted by the **Rsout** command.

On occasion, the characters transmitted serially are in a stream that is too fast for the receiver to catch, this results in missed characters. To alleviate this, a delay may be implemented between each individual character transmitted by **Rsout**.

If the **Declare** is not used in the program, then the default is no delay between characters.

Notes

Rsout is oscillator independent as long as the crystal frequency is declared at the top of the program. If no declare is used, then **Rsout** defaults to a 4MHz crystal frequency for its bit timing.

The **At** and **Cls** modifiers are primarily intended for use with serial LCD modules. Using the following command sequence will first clear the LCD, then display text at position 5 of line 2: -

```
Rsout Cls, At 2, 5, "Hello World"
```

The values after the **At** modifier may also be variables.

See also : Declare, Rsin , Serin, Serout, HRsin, HRsout, HSerin, HSerout.

RsoutLn

Syntax

RsoutLn *Item* {, *Item*... }

Overview

Transmit one or more *Items* to a predetermined pin at a predetermined Baud rate in standard asynchronous format using 8 data bits, no parity and 1 stop bit (8N1), and terminate with a Carriage Return(13) or Carriage Return(13) Line Feed(10) or Line Feed(10) Carriage Return(13).. The pin is automatically made an output.

Parameters

Item may be a constant, variable, expression, string list, modifier, or inline command. See the section for **Rsout** for more details.

Declare

There is a declare for the **RsoutLn** command that dictates what values are used as the terminator.

```
Declare Serial_Terminator = CRLF or LFCR or CR
```

The parameter **CR** will transmit a single value of 13 at the end of transmission.

The parameter **CRLF** will transmit a value of 13 then 10 at the end of transmission.

The parameter **LFCR** will transmit a value of 10 then 13 at the end of transmission.

See also : **Declare**, **Rsin** , **Serin**, **Serout**, **HRsin**, **HRsout**, **HRsoutLn**, **HSerin**, **HSerout**.

Serin

Syntax

Serin *Rpin* { \ *Fpin* }, *Baudmode*, { *Plabel*, } { *Timeout*, *Tlabel*, } [*InputData*]

Overview

Receive asynchronous serial data (i.e. RS232 data).

Parameters

Rpin is a Port.Bit constant that specifies the I/O pin through which the serial data will be received. This pin will be set to input mode.

Fpin is an optional Port.Bit constant that specifies the I/O pin to indicate flow control status on. This pin will be set to output mode.

Baudmode may be a variable, constant, or expression (0 - 65535) that specifies serial timing and configuration.

Plabel is an optional label indicating where the program should jump to in the event of a parity error. This argument should only be provided if **Baudmode** indicates that parity is required.

Timeout is an optional constant (0 - 65535) that informs **Serin** how long to wait for incoming data. If data does not arrive in time, the program will jump to the address specified by **Tlabel**.

Tlabel is an optional label that must be provided along with **Timeout**, indicating where the program jump to in the event that data does not arrive within the period specified by **Timeout**. It can also be the compiler directives; **Break** or **Continue**, if the command is used inside a loop.

Break will exit a loop if a timeout occurs, and **Continue** will re-iterate the loop.

InputData is list of variables and modifiers that informs **Serin** what to do with incoming data. **Serin** may store data in a variable, array, or an array string using the **Str** modifier.

Notes

One of the most popular forms of communication between electronic devices is serial communication. There are two major types of serial communication; asynchronous and synchronous. The **Rsin**, **Rout**, **Serin** and **Serout** commands are all used to send and receive asynchronous serial data. While the **Shin** and **Shout** commands are for use with synchronous communications.

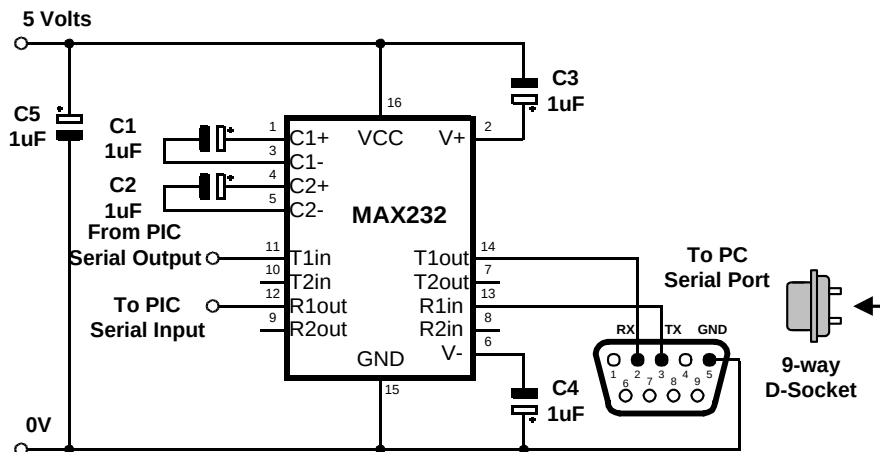
The term asynchronous means 'no clock.' More specifically, 'asynchronous serial communication' means data is transmitted and received without the use of a separate 'clock' line. Data can be sent using as few as two wires; one for data and one for ground. The PC's serial ports (also called COM ports or RS232 ports) use asynchronous serial communication. Note: the other kind of serial communication, synchronous, uses at least three wires; one for clock, one for data and one for ground.

RS232 is the electrical specification for the signals that PC serial ports use. Unlike standard TTL logic, where 5 volts is a logic 1 and 0 volts is logic 0, RS232 uses -12 volts for logic 1 and +12 volts for logic 0. This specification allows communication over longer wire lengths without amplification.

Most circuits that work with RS232 use a line driver / receiver (transceiver). This component does two things: -

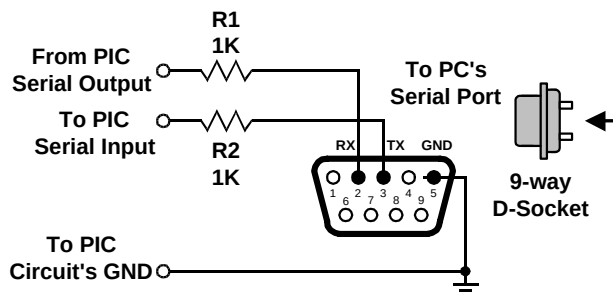
Convert the ± 12 volts of RS-232 to TTL compatible 0 to 5 volt levels.
Invert the voltage levels, so that 5 volts = logic 1 and 0 volts = logic 0.

By far, the most common line driver device is the MAX232 from Maxim semiconductor. With the addition of a few capacitors, a complete 2-way level converter is realised. Figure 1 shows a typical circuit for one of these devices. The MAX232 is not the only device available, there are other types that do not require any external capacitors at all. Visit Maxim's excellent web site at www.maxim.com, and download one of their many detailed datasheets.



Typical MAX232 RS232 line-transceiver circuit.

Because of the excellent IO capabilities of the PICmicro™ range of devices, and the adoption of TTL levels on most modern PC serial ports, a line driver is often unnecessary unless long distances are involved between the transmitter and the receiver. Instead a simple current limiting resistor is all that's required. As shown below: -



Directly connected RS232 circuit.

You should remember that when using a line transceiver such as the MAX232, the serial mode (polarity) is inverted in the process of converting the signal levels, however, if using the direct connection, the mode is untouched. This is the single most common cause of errors when connecting serial devices, therefore you must make allowances for this within your software.

Asynchronous serial communication relies on precise timing. Both the sender and receiver must be set for identical timing, this is commonly expressed in bits per second (bps) called Baud. **Ser**in requires a value called *Baudmode* that informs it of the relevant characteristics of the incoming serial data; the bit period, number of data and parity bits, and polarity.

The *Baudmode* argument for **Serin** accepts a 16-bit value that determines its characteristics: 1-stop bit, 8-data bits/no-parity or 7-data bits/even-parity and most speeds from as low as 300 Baud to 38400 Baud (depending on the crystal frequency used). The following table shows how *Baudmode* is calculated, while table 1 shows some common *Baudmodes* for standard serial Baud rates.

Step 1.	Determine the bit period. (bits 0 – 11)	$(1,000,000 / \text{Baud rate}) - 20$
Step 2.	data bits and parity. (bit 13)	8-bit/no-parity = step 1 + 0 7-bit/even-parity = step 1 + 8192
Step 3.	Select polarity. (bit 14)	True (non-inverted) = step 2 + 0 Inverted = step 2 + 16384

Baudmode calculation.

Add the results of steps 1, 2 3, and 3 to determine the correct value for the *Baudmode* parameter.

BaudRate	8-bit no-parity inverted	8-bit no-parity true	7-bit even-parity inverted	7-bit even-parity true
300	19697	3313	27889	11505
600	18030	1646	26222	9838
1200	17197	813	25389	9005
2400	16780	396	24972	8588
4800	16572	188	24764	8380
9600	16468	84	24660	8276

Table 1. Common Baud rates and corresponding *Baudmodes*.

If communications are with existing software or hardware, its speed and mode will determine the choice of Baud rate and mode. In general, 7-bit/even-parity (7E) mode is used for text, and 8-bit/no-parity (8N) for byte-oriented data. Note: the most common mode is 8-bit/no-parity, even when the data transmitted is just text. Most devices that use a 7-bit data mode do so in order to take advantage of the parity feature. Parity can detect some communication errors, but to use it you lose one data bit. This means that incoming data bytes transferred in 7E (even-parity) mode can only represent values from 0 to 127, rather than the 0 to 255 of 8N (no-parity) mode.

The compiler's serial commands **Serin** and **Serout**, have the option of still using a parity bit with 4 to 8 data bits. This is through the use of a **Declare**: -

With parity disabled (the default setting): -

```
Declare Serial_Data 4 ' Set Serin and Serout data bits to 4
Declare Serial_Data 5 ' Set Serin and Serout data bits to 5
Declare Serial_Data 6 ' Set Serin and Serout data bits to 6
Declare Serial_Data 7 ' Set Serin and Serout data bits to 7
Declare Serial_Data 8 ' Set Serin and Serout data bits to 8 (default)
```

With parity enabled: -

```
Declare Serial_Data 5 ' Set Serin and Serout data bits to 4
Declare Serial_Data 6 ' Set Serin and Serout data bits to 5
Declare Serial_Data 7 ' Set Serin and Serout data bits to 6
Declare Serial_Data 8 ' Set Serin and Serout data bits to 7 (default)
Declare Serial_Data 9 ' Set Serin and Serout data bits to 8
```

Serial_Data data bits may range from 4 bits to 8 (the default if no **Declare** is issued). Enabling parity uses one of the number of bits specified.

Declaring **Serial_Data** as 9 allows 8 bits to be read and written along with a 9th parity bit.

Parity is a simple error-checking feature. When a serial sender is set for even parity (the mode the compiler supports) it counts the number of 1s in an outgoing byte and uses the parity bit to make that number even. For example, if it is sending the 7-bit value: 0b0011010, it sets the parity bit to 1 in order to make an even number of 1s (four).

The receiver also counts the data bits to calculate what the parity bit should be. If it matches the parity bit received, the serial receiver assumes that the data was received correctly. Of course, this is not necessarily true, since two incorrectly received bits could make parity seem correct when the data was wrong, or the parity bit itself could be bad when the rest of the data was correct.

Many systems that work exclusively with text use 7-bit/ even-parity mode. For example, to receive one data byte from bit-0 of **PORTA** at 9600 Baud, 7E, inverted:

```
Serin PORTA.0, 24660, [SerData]
```

The above example will work correctly, however it doesn't inform the program what to do in the event of a parity error.

Below, is an improved version that uses the optional *Plabel* argument:

```
Serin PORTA.0, 24660, ParityError, [SerData]
Print Dec SerData
Stop
ParityError:
Print "Parity Error"
Stop
```

If the parity matches, the program continues at the **Print** instruction after **Serin**. If the parity doesn't match, the program jumps to the label **P_ERROR**. Note that a parity error takes precedence over other *InputData* specifications (as soon as an error is detected, **Serin** aborts and jumps to the *Plabel* routine).

In the examples above, the only way to end the **Serin** instruction (other than reset or power-off) is to give **Serin** the serial data it needs. If no serial data arrives, the program is stuck in an end-less loop. However, you can force **Serin** to abort if it doesn't receive data within a specified number of milliseconds.

For example, to receive a value through bit-0 of **PORTA** at 9600 Baud, 8N, inverted and abort **Serin** after 2 seconds (2000 ms) if no data arrives: -

```
Serin PORTA.0, 16468, 2000, TimeoutError, [SerData]
Print Cls, Dec MyResult
Stop
TimeoutError:
Print Cls, "Timed Out"
Stop
```

If no serial data arrives within 2 seconds, **Serin** aborts and continues at the label *TimeoutError*.

Both Parity and Serial Timeouts may be combined. Below is an example to receive a value through bit-0 of **PORTA** at 2400 Baud, 7E, inverted with a 10-second timeout: -

```

Dim SerData as Byte
Again:
  Serin PORTA.0, 24660, ParityError, 10000, TimeoutError, [SerData]
  Print Cls, Dec SerData
  GoTo Again
TimeoutError:
  Print Cls, "Timed Out"
  GoTo Again
ParityError:
  Print Cls, "Parity Error"
  GoTo Again

```

When designing an application that requires serial communication between microcontrollers, you should remember to work within these limitations: -

When the PICmicro™ is sending or receiving data, it cannot execute other instructions.
When the PICmicro™ is executing other instructions, it cannot send or receive data.

The compiler does not offer a serial buffer as there is in PCs. At lower crystal frequencies, and higher serial rates, the PICmicro™ cannot receive data via **Serin**, process it, and execute another **Serin** in time to catch the next chunk of data, unless there are significant pauses between data transmissions.

These limitations can sometimes be addressed by using flow control; the *Fpin* option for **Serin** and **Serout**. Through *Fpin*, **Serin** can inform another PICmicro™ sender when it is ready to receive data. (*Fpin* flow control follows the rules of other serial handshaking schemes, however most computers other than the PICmicro™ cannot start and stop serial transmission on a byte-by-byte basis. That is why this discussion is limited to communication between PICmicros.)

Below is an example using flow control with data through bit-0 of **PORTA**, and flow control through bit-1 of **PORTA**, 9600 Baud, N8, non-inverted: -

```

Serin PORTA.0\PORTA.1, 84, [SerData]

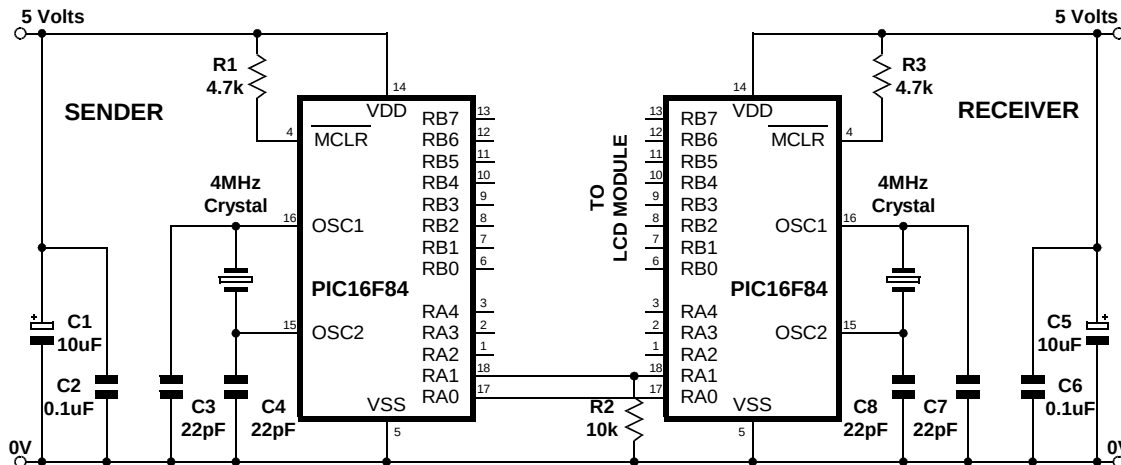
```

When **Serin** executes, bit-0 of **PORTA** (*Rpin*) is made an input in preparation for incoming data, and bit-1 of **PORTA** (*Fpin*) is made an output low, to signal “go” to the sender. After **Serin** finishes receiving data, bit-1 of **PORTA** is brought high to notify the sender to stop. If an inverted *BaudMode* had been specified, the *Fpin*’s responses would have been reversed. The table below illustrates the relationship of serial polarity to *Fpin* states.

Serial Polarity	Ready to Receive ("Go")	Not Ready to Receive ("Stop")
Inverted	<i>Fpin</i> is High (1)	<i>Fpin</i> is Low (0)
Non-inverted	<i>Fpin</i> is Low (0)	<i>Fpin</i> is High (1)

See the following circuit for a flow control example using two 16F84 devices. In the demonstration program example, the sender transmits the whole word “HELLO!” in approx 6 ms. The receiver catches the first byte at most; by the time it got back from the first 1-second delay (**DelayMs** 1000), the rest of the data would be long gone. With flow control, communication is flawless since the sender waits for the receiver to catch up.

In the circuit below, the flow control pin (**PORTA.1**) is pulled to ground through a 10kΩ resistor. This is to ensure that the sender sees a stop signal (0 for inverted communications) when the receiver is first powered up.



Communicating Communication between two microcontrollers using flow control.

' *Sender Code. Program into the Sender device.*

```
Do
  Serout PORTA.0\PORTA.1, 16468, ["HELLO!"] ' Send the message.
  DelayMs 2500 ' Delay for 2.5 seconds
Loop ' Repeat the message forever
```

' *Receiver Code. Program into the Receiver device.*

```
Dim bMessage as Byte
Do
  Serin PORTA.0\PORTA.1, 16468, [bMessage] ' Get 1 byte.
  Print bMessage ' Display the byte on LCD.
  DelayMs 1000 ' Delay for 1 second.
Loop ' Repeat forever
```

Serin Modifiers.

The **Serin** command can be configured to wait for a specified sequence of characters before it retrieves any additional input. For example, suppose a device attached to the PICmicro™ is known to send many different sequences of data, but the only data you wish to observe happens to appear right after the unique characters, "XYZ". A modifier named **Wait** can be used for this purpose: -

```
Serin PORTA.0, 16468, [Wait("XYZ"), SerData]
```

The above code waits for the characters "X", "Y" and "Z" to be received, in that order, then it receives the next data byte and places it into variable SerData.

The compiler also has a modifier for handling a string of characters, named **Str**.

The **Str** modifier is used for receiving a string of characters into a **Byte** array variable.

A string is a set of characters that are arranged or accessed in a certain order. The characters "ABC" would be stored in a string with the "A" first, followed by the "B" then followed by the "C".

A **Byte** array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string "ABC" would be stored in a **Byte** array containing three bytes (elements).

Below is an example that receives ten bytes through bit-0 of **PORTA** at 9600 bps, N81/inverted, and stores them in the 10 element **Byte** array, bSerString: -

```
Dim bSerString[10] as Byte           ' Create a 10 element byte array.
Serin PORTA.0, 16468, [Str bSerString] ' Fill the array with data.
Print Str bSerString                 ' Display the string.
```

If the amount of received characters is not enough to fill the entire array, then a formatter may be placed after the array's name, which will only receive characters until the specified length is reached. For example: -

```
Dim bSerString[10] as Byte           ' Create a 10 element byte array.
Serin PORTA.0, 16468, [Str bSerString\5] ' Fill first 5-bytes of array
Print Str bSerString\5               ' Display the 5-character string.
```

The example above illustrates how to fill only the first *n* bytes of an array, and then how to display only the first *n* bytes of the array. *n* refers to the value placed after the backslash.

Because of its complexity, serial communication can be rather difficult to work with at times. Using the guidelines below when developing a project using the **Serin** and **Serout** commands may help to eliminate some obvious errors: -

Always build your project in steps.

Start with small, manageable pieces of code, (that deal with serial communication) and test them, one individually.

Add more and more small pieces, testing them each time, as you go.

Never write a large portion of code that works with serial communication without testing its smallest workable pieces first.

Pay attention to timing.

Be careful to calculate and overestimate the amount of time, operations should take within the microcontroller for a given oscillator frequency. Misunderstanding the timing constraints is the source of most problems with code that communicate serially. If the serial communication in your project is bi-directional, the above statement is even more critical.

Pay attention to wiring.

Take extra time to study and verify serial communication wiring diagrams. A mistake in wiring can cause strange problems in communication, or no communication at all. Make sure to connect the ground pins (Vss) between the devices that are communicating serially.

Verify port setting on the PC and in the Serin / Serout commands.

Unmatched settings on the sender and receiver side will cause garbled data transfers or no data transfers. This is never more critical than when a line transceiver is used(i.e. MAX232). Always remember that a line transceiver inverts the serial polarity.

If the serial data received is unreadable, it is most likely caused by a Baud rate setting error, or a polarity error. If receiving data from another device that is not a PICmicro[™], try to use Baud rates of 9600 and below, or alternatively, use a higher frequency crystal.

Because of additional overheads in the microcontroller, and the fact that the **Serin** command offers no hardware receive buffer for serial communication, received data may sometimes be missed or garbled. If this occurs, try lowering the Baud rate, or increasing the crystal frequency. Using simple variables (not arrays) will also increase the chance that the device will receive the data properly.

See also : **HRsin, HRsout, HSerin, HSerout, Rsin, Rsout.**

Serout

Syntax

Serout *Tpin* { \ *Fpin* }, *Baudmode*, { *Pace*, } { *Timeout*, *Tlabel*, } [*OutputData*]

Overview

Transmit asynchronous serial data (i.e. RS232 data).

Parameters

Tpin is a Port.Bit constant that specifies the I/O pin through which the serial data will be transmitted. This pin will be set to output mode while operating. The state of this pin when finished is determined by the driver bit in *Baudmode*.

Fpin is an optional Port.Bit constant that specifies the I/O pin to monitor for flow control status. This pin will be set to input mode. Note: *Fpin* must be specified in order to use the optional *Timeout* and *Tlabel* operators in the **Serout** command.

Baudmode may be a variable, constant, or expression (0 - 65535) that specifies serial timing and configuration.

Pace is an optional variable, constant, or expression (0 - 65535) that determines the length of the delay between transmitted bytes. Note: *Pace* cannot be used simultaneously with *Timeout*.

Timeout is an optional variable or constant (0 - 65535) that informs **Serout** how long to wait for *Fpin* permission to send. If permission does not arrive in time, the program will jump to the address specified by *Tlabel*. Note: *Fpin* must be specified in order to use the optional *Timeout* and *Tlabel* operators in the **Serout** command.

Tlabel is an optional label that must be provided along with *Timeout*. *Tlabel* indicates where the program should jump to in the event that permission to send data is not granted within the period specified by *Timeout*.

OutputData is list of variables, constants, expressions and modifiers that informs **Serout** how to format outgoing data. **Serout** can transmit individual or repeating bytes, convert values into decimal, hex or binary text representations, or transmit strings of bytes from variable arrays, and **Cdata** constructs. These actions can be combined in any order in the *OutputData* list.

Notes

One of the most popular forms of communication between electronic devices is serial communication. There are two major types of serial communication; asynchronous and synchronous. The **Rsin**, **Rout**, **Serin** and **Serout** commands are all used to send and receive asynchronous serial data. While the **Shin** and **Shout** commands are for use with synchronous communications.

The term asynchronous means 'no clock.' More specifically, 'asynchronous serial communication' means data is transmitted and received without the use of a separate 'clock' line. Data can be sent using as few as two wires; one for data and one for ground. The PC's serial ports (also called COM ports or RS232 ports) use asynchronous serial communication. Note: the other kind of serial communication, synchronous, uses at least three wires; one for clock, one for data and one for ground.

RS232 is the electrical specification for the signals that PC serial ports use. Unlike standard TTL logic, where 5 volts is a logic 1 and 0 volts is logic 0, RS232 uses -12 volts for logic 1 and +12 volts for logic 0. This specification allows communication over longer wire lengths without amplification.

Most circuits that work with RS232 use a line driver / receiver (transceiver). This component does two things: -

- Convert the ± 12 volts of RS-232 to TTL compatible 0 to 5 volt levels.
- Invert the voltage levels, so that 5 volts = logic 1 and 0 volts = logic 0.

By far, the most common line driver device is the MAX232 from MAXIM semiconductor. With the addition of a few capacitors, a complete 2-way level converter is realised (see **Serin** for circuit).

The MAX232 is not the only device available, there are other types that do not require any external capacitors at all. Visit Maxim's excellent web site at www.maxim.com <<http://www.maxim.com>>, and download one of their many detailed datasheets.

Because of the excellent IO capabilities of the PICmicro™ range of devices, and the adoption of TTL levels on most modern PC serial ports, a line driver is often unnecessary unless long distances are involved between the transmitter and the receiver. Instead a simple current limiting resistor is all that's required (see **Serin** for circuit).

You should remember that when using a line transceiver such as the MAX232, the serial mode (polarity) is inverted in the process of converting the signal levels, however, if using the direct connection, the mode is untouched. This is the single most common cause of errors when connecting serial devices, therefore you must make allowances for this within your software.

Asynchronous serial communication relies on precise timing. Both the sender and receiver must be set for identical timing, this is commonly expressed in bits per second (bps) called Baud. **Serout** requires a value called *Baudmode* that informs it of the relevant characteristics of the incoming serial data; the bit period, number of data and parity bits, and polarity.

The *Baudmode* argument for **Serout** accepts a 16-bit value that determines its characteristics: 1-stop bit, 8-data bits/no-parity or 7-data bits/even-parity and virtually any speed from as low as 300 Baud to 38400 Baud (depending on the crystal frequency used). Table 2 below shows how *Baudmode* is calculated, while table 3 shows some common *Baudmodes* for standard serial Baud rates.

Step 1.	Determine the bit period. (bits 0 – 11)	$(1,000,000 / \text{Baud rate}) - 20$
Step 2.	data bits and parity. (bit 13)	8-bit/no-parity = step 1 + 0 7-bit/even-parity = step 1 + 8192
Step 3.	Select polarity. (bit 14)	True (non-inverted) = step 2 + 0 Inverted = step 2 + 16384

Baudmode calculation.

Add the results of steps 1, 2 3, and 3 to determine the correct value for the *Baudmode* parameter

BaudRate	8-bit no-parity inverted	8-bit no-parity true	7-bit even-parity inverted	7-bit even-parity true
300	19697	3313	27889	11505
600	18030	1646	26222	9838
1200	17197	813	25389	9005
2400	16780	396	24972	8588
4800	16572	188	24764	8380
9600	16468	84	24660	8276

Note

For 'open' Baudmodes used in networking, add 32768 to the values from the previous table.

If communications are with existing software or hardware, its speed and mode will determine the choice of Baud rate and mode. In general, 7-bit/even-parity (7E) mode is used for text, and 8-bit/no-parity (8N) for byte-oriented data. Note: the most common mode is 8-bit/no-parity, even when the data transmitted is just text. Most devices that use a 7-bit data mode do so in order to take advantage of the parity feature. Parity can detect some communication errors, but to use it you lose one data bit. This means that incoming data bytes transferred in 7E (even-parity) mode can only represent values from 0 to 127, rather than the 0 to 255 of 8N (no-parity) mode.

The compiler's serial commands **Serout** and **Serin**, have the option of still using a parity bit with 4 to 8 data bits. This is through the use of a **Declare**: -

With parity disabled (the default setting): -

```
Declare Serial_Data 4 ' Set Serout and Serin data bits to 4
Declare Serial_Data 5 ' Set Serout and Serin data bits to 5
Declare Serial_Data 6 ' Set Serout and Serin data bits to 6
Declare Serial_Data 7 ' Set Serout and Serin data bits to 7
Declare Serial_Data 8 ' Set Serout and Serin data bits to 8 (default)
```

With parity enabled: -

```
Declare Serial_Data 5 ' Set Serout and Serin data bits to 4
Declare Serial_Data 6 ' Set Serout and Serin data bits to 5
Declare Serial_Data 7 ' Set Serout and Serin data bits to 6
Declare Serial_Data 8 ' Set Serout and Serin data bits to 7 (default)
Declare Serial_Data 9 ' Set Serout and Serin data bits to 8
```

Serial_Data data bits may range from 4 bits to 8 (the default if no **Declare** is issued). Enabling parity uses one of the number of bits specified.

Declaring **Serial_Data** as 9 allows 8 bits to be read and written along with a 9th parity bit.

Parity is a simple error-checking feature. When the **Serout** command's *Baudmode* is set for even parity (compiler default) it counts the number of 1s in the outgoing byte and uses the parity bit to make that number even. For example, if it is sending the 7-bit value: 0b0011010, it sets the parity bit to 1 in order to make an even number of 1s (four).

The receiver also counts the data bits to calculate what the parity bit should be. If it matches the parity bit received, the serial receiver assumes that the data was received correctly. Of course, this is not necessarily true, since two incorrectly received bits could make parity seem correct when the data was wrong, or the parity bit itself could be bad when the rest of the data was correct. Parity errors are only detected on the receiver side.

Normally, the receiver determines how to handle an error. In a more robust application, the receiver and transmitter might be set up in such that the receiver can request a re-send of data that was received with a parity error.

Serout Modifiers.

The example below will transmit a single byte from bit-0 of **PORTA** at 2400 Baud, 8N1, inverted: -

```
Serout PORTA.0, 16780, [65]
```

In the above example, **Serout** will transmit a byte equal to 65 (the ASCII value of the character "A") through **PORTA.0**. If the PICmicro™ was connected to a PC running a terminal program such as HyperTerminal set to the same Baud rate, the character "A" would appear on the screen. Always remembering that the polarity will differ if a line transceiver such as the MAX232 is used.

What if you wanted the value 65 to appear on the PC's screen? As was stated earlier, it is up to the receiving side (in serial communication) to interpret the values. In this case, the PC is interpreting the byte-sized value to be the ASCII code for the character "A". Unless you're also writing the software for the PC, you cannot change how the PC interprets the incoming serial data, therefore to solve this problem, the data needs to be translated before it is sent.

The **Serout** command provides a modifier which will translate the value 65 into two ASCII codes for the characters "6" and "5" and then transmit them: -

```
Serout PORTA.0, 16780, [Dec 65]
```

Notice that the decimal modifier in the **Serout** command is the word **Dec**. This modifier informs the **Serout** command to convert the number into separate ASCII characters which represent the value in decimal form. If the value 65 in the code were changed to 123, the **Serout** command would send three bytes (49, 50 and 51) corresponding to the characters "1", "2" and "3".

This is exactly the same modifier that is used in the **Rsout** and **Print** commands.

As well as the **Dec** modifier, **Serout** may use **Hex**, or **Bin** modifiers, again, these are the same as used in the **Rsout** and **Print** commands. Therefore, please refer to the **Rsout** or **Print** command descriptions for an explanation of these. The **Serout** command sends quoted text exactly as it appears in the *OutputData* list:

```
Serout PORTA.0, 16780, ["Hello World", 13]  
Serout PORTA.0, 16780, ["Num = ", Dec 100]
```

The above code will display "Hello World" on one line and "Num = 100" on the next line. Notice that you can combine data to output in one **Serout** command, separated by commas. In the example above, we could have written it as one line of code: -

```
Serout PORTA.0, 16780, ["Hello World", 13, "Num = ", Dec 100]
```


Serout also has some other modifiers. These are listed below: -

Modifier	Operation
At ypos,xpos	Position the cursor on a serial LCD
Cls	Clear a serial LCD (also creates a 30ms delay)
Bin{1..32}	Send binary digits
Dec{0..10}	Send decimal digits (amount of digits after decimal point with floating point)
Hex{1..8}	Send hexadecimal digits
Sbin{1..32}	Send signed binary digits
Sdec{0..10}	Send signed decimal digits
Shex{1..8}	Send signed hexadecimal digits
Ibin{1..32}	Send binary digits with a preceding '%' identifier
Iddec{0..10}	Send decimal digits with a preceding '#' identifier
Ihex{1..8}	Send hexadecimal digits with a preceding '\$' identifier
ISbin{1..32}	Send signed binary digits with a preceding '%' identifier
ISdec{0..10}	Send signed decimal digits with a preceding '#' identifier
IShex{1..8}	Send signed hexadecimal digits with a preceding '\$' identifier
Rep c\	Send character c repeated n times

If a floating point variable is to be displayed, then the digits after the **Dec** modifier determine how many remainder digits are printed. i.e. numbers after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.145
Serout PORTA.0, 16780, [Dec2 MyFloat] ' Send 2 values after decimal point
```

The above program will send 3.14

If the digit after the **Dec** modifier is omitted, then 3 values will be displayed after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.1456
Serout PORTA.0, 16780, [Dec MyFloat] ' Send 3 values after decimal point
```

The above program will send 3.145

There is no need to use the **Sdec** modifier for signed floating point values, as the compiler's **Dec** modifier will automatically display a minus result: -

```
Dim MyFloat as Float
MyFloat = -3.1456
Serout PORTA.0, 16780, [Dec MyFloat] ' Send 3 values after decimal point
```

The above program will send -3.145

Hex or **Bin** modifiers cannot be used with floating point values or variables.

Using Strings with Serout.

The **Str** modifier is used for transmitting a string of characters from a byte array variable. A string is a set of characters that are arranged or accessed in a certain order. The characters "ABC" would be stored in a string with the "A" first, followed by the "B" then followed by the "C". A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string "ABC" would be stored in a byte array containing three bytes (elements).

Below is an example that transmits five bytes (from a byte array) through bit-0 of **PORTA** at 9600 bps, N81/inverted: -

```
Dim bSerString[10] as Byte      ' Create a 10 element byte array.
bSerString[0] = "H"             ' Load the first 5 bytes of the array
bSerString[1] = "E"             ' With the word "HELLO"
bSerString[2] = "L"
bSerString[3] = "L"
bSerString[4] = "O"
Serout PORTA.0, 16468, [Str bSerString\5] ' Send 5-byte string.
```

Note that we use the optional \n argument of **Str**. If we didn't specify this, the PICmicro™ would try to keep sending characters until all 10 bytes of the array were transmitted, or it found a byte equal to 0 (a null terminator). Since we didn't specify a last byte of 0 in the array, and we do not wish the last five bytes to be transmitted, we chose to tell it explicitly to only send the first 5 characters.

The above example may also be written as: -

```
Dim SerString[10] as Byte      ' Create a 10 element byte array.
Str SerString = "HELLO", 0     ' Load the first 6 bytes of the array
Serout PORTA.0, 16468, [Str SerString] ' Send first 5-bytes of string.
```

In the above example, we specifically added a null terminator to the end of the string (a zero). Therefore, the **Str** modifier within the **Serout** command will output data until this is reached. An alternative to this would be to create the array exactly the size of the text. In our example, the array would have been 5 elements in length.

Another form of string is used by the **Cstr** modifier. Note: Because this uses the **Cdata** command to create the individual elements it is only for use with devices that support self-modifying features, such as the 16F87X, and 18XXXX range of devices.

Below is an example of using the **Cstr** modifier. Its function is the same as the above examples, however, no RAM is used for creating arrays.

```
Serout PORTA.0, 16468, [Cstr SerString]
```

```
SerString: Cdata "HELLO", 0
```

The **Cstr** modifier will always be terminated by a null (i.e. zero at the end of the text or data). If the null is omitted, then the **Serout** command will continue transmitting characters forever.

The **Serout** command can also be configured to pause between transmitted bytes. This is the purpose of the optional *Pace* parameter. For example (9600 Baud N8, inverted): -

```
Serout PORTA.0, 16468, 1000, ["Send this message Slowly"]
```

Here, the PICmicro™ transmits the message "Send this message Slowly" with a 1 second delay between each character.

A good reason to use the *Pace* feature is to support devices that require more than one stop bit. Normally, the PICmicro™ sends data as fast as it can (with a minimum of 1 stop bit between bytes). Since a stop bit is really just a resting state in the line (no data transmitted), using the *Pace* option will effectively add multiple stop bits. Since the requirement for 2 or more stop bits (on some devices) is really just a minimum requirement, the receiving side should receive this data correctly.

Serout Flow Control.

When designing an application that requires serial communication between microcontrollers, you need to work within these limitations: -

When the PICmicro™ is sending or receiving data, it cannot execute other instructions.
When the PICmicro™ is executing other instructions, it cannot send or receive data.

The compiler does not offer a serial buffer as there is in PCs. At lower crystal frequencies, and higher serial rates, the PICmicro™ cannot receive data via **Serin**, process it, and execute another **Serin** in time to catch the next chunk of data, unless there are significant pauses between data transmissions.

These limitations can sometimes be addressed by using flow control; the *Fpin* option for **Serout** and **Serin**. Through *Fpin*, **Serin** can inform another PICmicro™ sender when it is ready to receive data and **Serout** (on the sender) will wait for permission to send. *Fpin* flow control follows the rules of other serial handshaking schemes, however most computers other than the PICmicro™ cannot start and stop serial transmission on a byte-by-byte basis. That is why this discussion is limited to communication between PICmicros.

Below is an example using flow control with data through bit-0 of **PORTA**, and flow control through bit-1 of **PORTA**, 9600 Baud, N8, non-inverted: -

```
Serout PORTA.0\PORTA.1, 84, [SerData]
```

When **Serin** executes, bit-0 of **PORTA** (*Tpin*) is made an output in preparation for sending data, and bit-1 of **PORTA** (*Fpin*) is made an input, to wait for the "go" signal from the receiver. The table below illustrates the relationship of serial polarity to *Fpin* states.

Serial Polarity	Ready to Receive ("Go")	Not Ready to Receive ("Stop")
Inverted	<i>Fpin</i> is High (1)	<i>Fpin</i> is Low (0)
Non-inverted	<i>Fpin</i> is Low (0)	<i>Fpin</i> is High (1)

See **Serin** for a flow control circuit.

The **Serout** command supports open-drain and open-source output, which makes it possible to network multiple microcontrollers on a single pair of wires. These 'open Baudmodes' only actively drive the *Tpin* in one state (for the other state, they simply disconnect the pin; setting it to an input mode). If two microcontrollers in a network had their **Serout** lines connected together (while a third device listened on that line) and the microcontrollers were using always-driven Baudmodes, they could simultaneously output two opposite states (i.e. +5 volts and ground). This would create a short circuit. The heavy current flow would likely damage the I/O pins or the microcontrollers themselves.

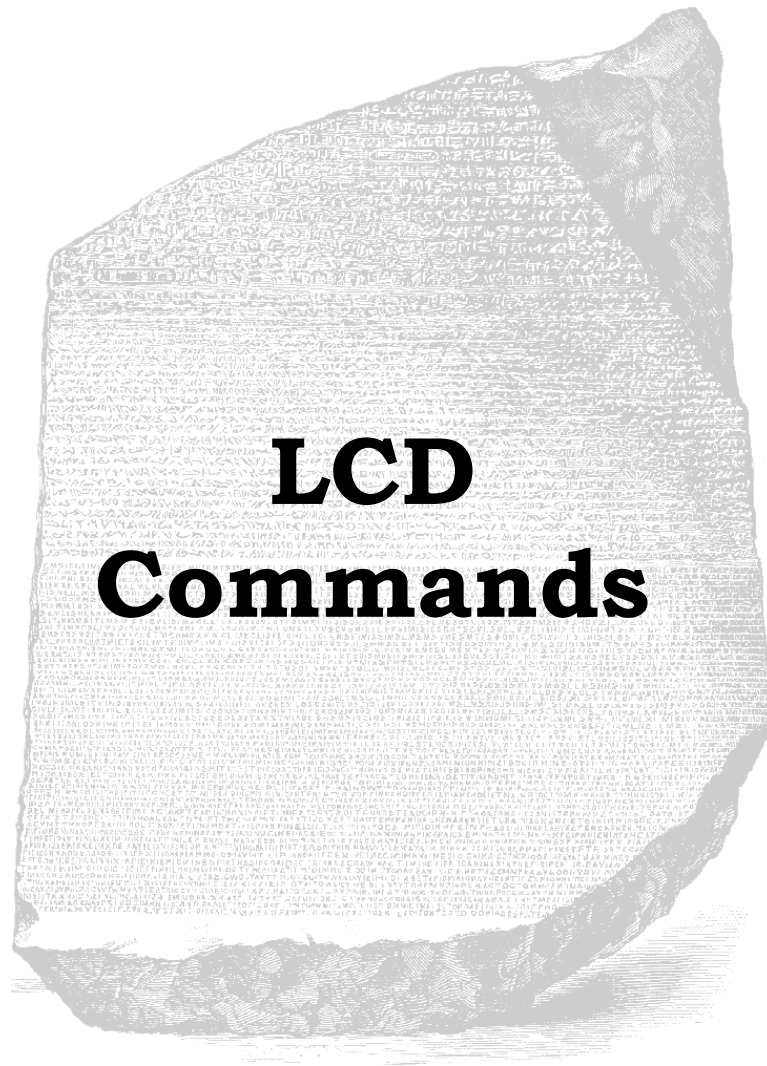
Since the open Baudmodes only drive in one state and float in the other, there's no chance of this kind of short happening.

The polarity selected for **Serout** determines which state is driven and which is open as shown in the table below.

Serial Polarity	State(0)	State(1)	Resistor Pulled to:
Inverted	Open	Driven	Gnd (Vss)
Non-inverted	Driven	Open	+5V (Vdd)

Since open Baudmodes only drive to one state, they need a resistor to pull the networked line into the opposite state, as shown in the above table and in the circuits below. Open Baudmodes allow the PICmicro[™] to share a line, however it is up to your program to resolve other networking issues such as who talks when, and how to detect, prevent and fix data errors.

See also : Rsin, Rsout, HRsin, HRsout, HSerin, HSerout, Serin.



LCD Commands

Box

Syntax

Box *Set_Clear, Xpos Start, Ypos Start, Size*

Overview

Draw a square on a graphic LCD.

Parameters

Set_Clear may be a constant or variable that determines if the square will set or clear the pixels. A value of 1 will set the pixels and draw a square, while a value of 0 will clear any pixels and erase a square .

Xpos Start may be a constant or variable that holds the X position for the centre of the square. Can be a value from 0 to 127.

Ypos Start may be a constant or variable that holds the Y position for the centre of the square. Can be a value from 0 to 63.

Size may be a constant or variable that holds the Size of the square (in pixels). Can be a value from 0 to 255.

Example

```
' Draw a square at position 63,32 with a size of 20 pixels  
' on a KS0108 graphic LCD  
,
```

```
Device = 16F877  
Declare Xtal = 4
```

```
Declare Lcd_DTport = PORTD  
Declare LCD_RS핀 = PORTC.1  
Declare LCD_EN핀 = PORTE.0  
Declare LCD_RW핀 = PORTC.0  
Declare LCD_CS1핀 = PORTE.1  
Declare LCD_CS2핀 = PORTE.2  
Declare LCD_Type = Graphic
```

```
Dim Xpos as Byte  
Dim Ypos as Byte  
Dim Size as Byte  
Dim SetClr as Byte
```

```
DelayMs 100          ' Wait for the LCD to stabilise  
Cls                  ' Clear the LCD  
Xpos = 63  
Ypos = 32  
Size = 20  
SetClr = 1  
Box SetClr, Xpos, Ypos, Radius  
Stop
```

Notes

Because of the aspect ratio of the pixels on the graphic LCD (approx 1.5 times higher than wide) the square will appear elongated.

See Also : Circle, Line, LineTo, Plot, UnPlot.

Circle

Syntax

Circle *Set_Clear*, *Xpos*, *Ypos*, *Radius*

Overview

Draw a circle on a graphic LCD.

Parameters

Set_Clear may be a constant or variable that determines if the circle will set or clear the pixels. A value of 1 will set the pixels and draw a circle, while a value of 0 will clear any pixels and erase a circle.

Xpos may be a constant or variable that holds the X position for the centre of the circle. Can be a value from 0 to the X resolution of the display.

Ypos may be a constant or variable that holds the Y position for the centre of the circle. Can be a value from 0 to the Y resolution of the display.

Radius may be a constant or variable that holds the Radius of the circle. Can be a value from 0 to 255.

Example

' Draw circle at position 63,32 with radius of 20 pixels on a KS0108 LCD

```
Device = 16F877
Declare Xtal = 4

Declare Lcd_DTport = PORTD
Declare LCD_RSpin = PORTC.1
Declare LCD_ENpin = PORTE.0
Declare LCD_RWpin = PORTC.0
Declare LCD_CS1pin = PORTE.1
Declare LCD_CS2pin = PORTE.2
Declare LCD_Type = Graphic

Dim bXpos as Byte
Dim bYpos as Byte
Dim bRadius as Byte
Dim bSetClr as Byte

DelayMs 100          ' Wait for the LCD to stabilise
Cls                  ' Clear the LCD
bXpos = 63
bYpos = 32
bRadius = 20
bSetClr = 1
Circle bSetClr, bXpos, bYpos, bRadius
Stop
```

Notes

Because of the aspect ratio of the pixels on the graphic LCD (approx 1.5 times higher than wide) the circle will appear elongated.

See Also : **Box, Line, Pixel, Plot, UnPlot.**

Cls

Syntax

Cls

Or if using a Toshiba T6963 graphic LCD

Cls Text

Cls Graphic

Overview

Clears the alphanumeric or graphic LCD and places the cursor at the home position i.e. line 1, position 1 (line 0, position 0 for graphic LCDs).

Toshiba graphic LCDs based upon the T6963 chipset have separate RAM for text and graphics. Issuing the word **Text** after the **Cls** command will only clear the TEXT RAM, while issuing the word **Graphic** after the **Cls** command will only clear the Graphic RAM. Issuing the **Cls** command on its own will clear both areas of RAM.

Example 1

```
' Clear an alphanumeric or KS0108 graphic LCD
Cls                               ' Clear the LCD
Print "HELLO"                    ' Display the word "HELLO" on the LCD
Cursor 2, 1                      ' Move the cursor to line 2, position 1
Print "WORLD"                    ' Display the word "WORLD" on the LCD
Stop
```

In the above example, the LCD is cleared using the **Cls** command, which also places the cursor at the home position i.e. line 1, position 1. Next, the word HELLO is displayed in the top left corner. The cursor is then moved to line 2 position 1, and the word WORLD is displayed.

Example 2

```
' Clear a Toshiba T6963 graphic LCD.
Cls                               ' Clear all RAM within the LCD
Print "Hello"                    ' Display the word "Hello" on the LCD
Line 1,0,0,63,63                ' Draw a line on the LCD
DelayMs 1000                     ' Wait for 1 second
Cls Text                        ' Clear only the text RAM, leaving the line displayed
DelayMs 1000                     ' Wait for 1 second
Cls Graphic                      ' Now clear the line from the display
Stop
```

Notes

The **Cls** command will also initialise any of the above LCDs. (set the ports to inputs/outputs etc), however, this is most important to Toshiba graphic LCDs, and the **Cls** command should always be placed at the head of the BASIC program, prior to issuing any command that interfaces with the LCD. i.e. **Print**, **Plot** etc.

See also : **Cursor**, **Print**, **Toshiba_Command**.

Cursor

Syntax

Cursor *Line, Position*

Overview

Move the cursor position on an Alphanumeric or Graphic LCD to a specified line (Ypos) and position (Xpos).

Parameters

Line is a constant, variable, or expression that corresponds to the line (Ypos) number from 1 to maximum lines (0 to maximum lines if using a graphic LCD).

Position is a constant, variable, or expression that moves the position within the position (Xpos) chosen, from 1 to maximum position (0 to maximum position if using a graphic LCD).

Example 1

```
Dim Line as Byte
Dim Xpos as Byte

Line = 2
Xpos = 1
Cls                               ' Clear the LCD
Print "Hello"                     ' Display the word "Hello" on the LCD
Cursor Line, Xpos                 ' Move the cursor to line 2, position 1
Print "World"                     ' Display the word "World" on the LCD
```

In the above example, the LCD is cleared using the **Cls** command, which also places the cursor at the home position i.e. line 1, position 1. Next, the word "Hello" is displayed in the top left corner. The cursor is then moved to line 2 position 1, and the word "World" is displayed.

Example 2

```
Dim Xpos as Byte
Dim Ypos as Byte
Again:
Ypos = 1                          ' Start on line 1
For Xpos = 1 to 16                 ' Create a loop of 16
  Cls                             ' Clear the LCD
  Cursor Ypos, Xpos               ' Move the cursor to position Ypos,Xpos
  Print "*"                       ' Display the character
  DelayMs 100
Next
Ypos = 2                          ' Move to line 2
For Xpos = 16 to 1 Step -1        ' Create another loop, this time reverse
  Cls                             ' Clear the LCD
  Cursor Ypos, Xpos               ' Move the cursor to position Ypos,Xpos
  Print "*"                       ' Display the character
  DelayMs 100
Next
GoTo Again                        ' Repeat forever
```

Example 2 displays an asterisk character moving around the perimeter of a 2-line by 16 character LCD.

See also : **Cls, Print**

LCDread

Syntax

Variable = **LCDread** *Ypos*, *Xpos*

Or

Variable = **LCDread Text** *Ypos*, *Xpos*

Overview

Read a byte from a graphic LCD. Can also read Text RAM from a Toshiba T6963 LCD.

Parameters

Variable is a user defined variable.

Ypos :-

With a KS0108 graphic LCD this may be a constant, variable or expression within the range of 0 to 7 This corresponds to the line number of the LCD, with 0 being the top row.

With a Toshiba T6963 graphic LCD this may be a constant, variable or expression within the range of 0 to the Y resolution of the display. With 0 being the top line.

Xpos :-

With a KS0108 graphic LCD this may be a constant, variable or expression with a value of 0 to 127. This corresponds to the X position of the LCD, with 0 being the far left column.

With a Toshiba graphic LCD this may be a constant, variable or expression with a value of 0 to the X resolution of the display divided by the font width (LCD_X_Res / LCD_Font_Width). This corresponds to the X position of the LCD, with 0 being the far left column.

Example

```
' Read and display the top row of the KS0108 graphic LCD
Device = 16F1829
Declare LCD_Type = KS0108      ' Target a KS0108 graphic LCD

Dim Var1 as Byte
Dim Xpos as Byte
Cls                             ' Clear the LCD
Print "Testing 1 2 3"
For Xpos = 0 to 127             ' Create a loop of 128
    Var1 = LCDread 0, Xpos      ' Read the LCD's top line
    Print At 1, 0, "Chr= ", Dec Var1, " "
    DelayMs 100
Next
Stop
```

Notes

The graphic LCDs that are compatible with the compiler's built-in library routines are the KS0108, and the Toshiba T6963. The standard KS0108 display has a pixel resolution of 64 x 128. The 64 being the Y axis, made up of 8 lines each having 8-bits. The 128 being the X axis, made up of 128 positions. The Toshiba LCDs are available with differing resolutions.

As with **LCDwrite**, the graphic LCD must be targeted using the **LCD_Type Declare** directive before this command may be used.

The Toshiba T6963 graphic LCDs split their graphic and text information within internal RAM. This means that the **LCDread** command can also be used to read the textual information as well as the graphical information present on the LCD. Placing the word **Text** after the **LCDread** command will direct the reading process to Text RAM.

Example

```
' Read text from a Toshiba graphic LCD
Device = 18F452
Declare LCD_Type = Toshiba      ' Use a Toshiba T6963 graphic LCD
,
' LCD interface pin assignments
,
Declare LCD_DTPort = PORTD      ' LCD's Data port
Declare LCD_WRPin = PORTE.2     ' LCD's WR line
Declare LCD_RDPin = PORTE.1     ' LCD's RD line
Declare LCD_CEPin = PORTE.0     ' LCD's CE line
Declare LCD_CDPin = PORTA.1     ' LCD's CD line
Declare LCD_RSTPin = PORTA.0    ' LCD's Reset line (Optional)
,
' LCD characteristics
,
Declare LCD_X_Res = 128         ' LCD's X Resolution
Declare LCD_Y_Res = 64         ' LCD's Y Resolution
Declare LCD_Font_Width = 8     ' The width of the LCD's font

Dim Charpos as Byte            ' The X position of the read
Dim Char as Byte               ' The byte read from the LCD

DelayMs 100                    ' Wait for the LCD to stabilise
ADCON1 = 7                     ' PORTA and PORTE to all digital mode
Cls                             ' Clear the LCD
Print At 0,0," This is for Copying" ' Display text on top line of LCD
For Charpos = 0 to 20          ' Create a loop of 21 cycles
    Char = LCDread Text 0,Charpos ' Read the top line of the LCD
    Print At 1,Charpos,Char      ' Print the byte read on the second line
    DelayMs 100                 ' A small delay so we can see things happen
Next                            ' Close the loop
```

See also : **LCDwrite** for a description of the screen formats, **Pixel**, **Plot**, **Toshiba_Command**, **Toshiba_UDG**, **UnPlot**, see **Print** for LCD connections.

LCDwrite

Syntax

LCDwrite *Ypos*, *Xpos*, [*Value* ,{ *Value* etc...}]

Overview

Write a byte to a graphic LCD.

Parameters

Ypos :-

With a KS0108 graphic LCD this may be a constant, variable or expression within the range of 0 to 7 This corresponds to the line number of the LCD, with 0 being the top row.

With a **Toshiba** T6963 graphic LCD this may be a constant, variable or expression within the range of 0 to the Y resolution of the display. With 0 being the top line.

Xpos :-

With a KS0108 graphic LCD this may be a constant, variable or expression with a value of 0 to 127. This corresponds to the X position of the LCD, with 0 being the far left column.

With a **Toshiba** graphic LCD this may be a constant, variable or expression with a value of 0 to the X resolution of the display divided by the font width (LCD_X_Res / LCD_Font_Width). This corresponds to the X position of the LCD, with 0 being the far left column.

Value may be a constant, variable, or expression, within the range of 0 to 255 (byte).

Example 1

```
' Display a line on the top row of a KS0108 graphic LCD
Device = 16F1829
Declare LCD_Type = KS0108           ' Target a KS0108 graphic LCD
Dim Xpos as Byte

Cls                                 ' Clear the LCD
For Xpos = 0 to 127                ' Create a loop of 128
    LCDwrite 0, Xpos, [0b11111111] ' Write to the LCD's top line
    DelayMs 100
Next
Stop
```

Example 2

```
' Display a line on the top row of a Toshiba 128x64 graphic LCD
Device = 16F1829
Declare LCD_Type = Toshiba         ' Target a Toshiba graphic LCD
Dim Xpos as Byte

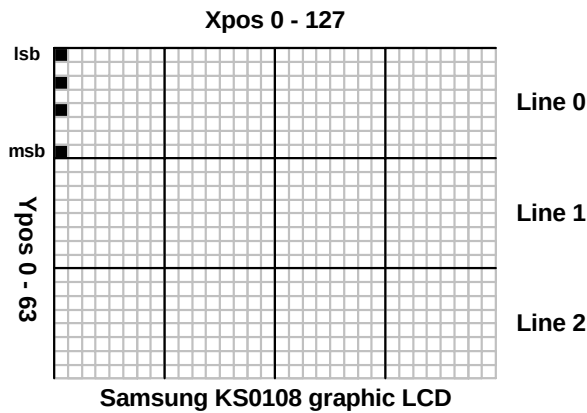
Cls                                 ' Clear the LCD
For Xpos = 0 to 20                  ' Create a loop of 21
    LCDwrite 0, Xpos, [0b00111111] ' Write to the LCD's top line
    DelayMs 100
Next
Stop
```

Notes

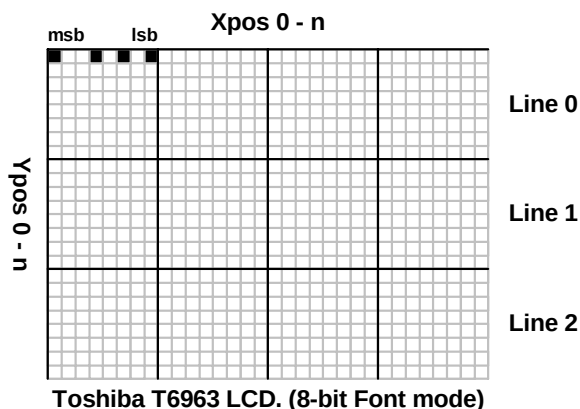
The graphic LCDs that are compatible with compiler's built-in library routines are the KS0108, and the Toshiba T6963. The KS0108 display has a pixel resolution of 64 x 128. The 64 being the Y axis, made up of 8 lines each having 8-bits. The 128 being the X axis, made up of 128 positions. The Toshiba LCDs are available with differing resolutions.

There are important differences between the KS0108 and Toshiba screen formats. The diagrams below show these in more detail: -

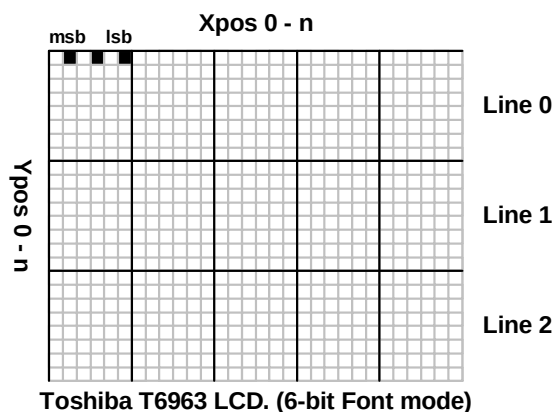
The diagram below illustrates the position of one byte at position 0,0 on a KS0108 LCD screen. The least significant bit is located at the top. The byte displayed has a value of 149 (10010101).



The diagram below illustrates the position of one byte at position 0,0 on a Toshiba T6963 LCD screen in 8-bit font mode. The least significant bit is located at the right of the screen byte. The byte displayed has a value of 149 (10010101).



The diagram below illustrates the position of one byte at position 0,0 on a Toshiba T6963 LCD screen in 6-bit font mode. The least significant bit is located at the right of the screen byte. The byte displayed still has a value of 149 (10010101), however, only the first 6 bits are displayed (010101) and the other two are discarded.



See also : [LCDread](#), [Plot](#), [Toshiba_Command](#), [Toshiba_UDG](#), [UnPlot](#),
see [Print](#) for LCD connections.

Line

Syntax

Line *Set_Clear*, *Xpos Start*, *Ypos Start*, *Xpos End*, *Ypos End*

Overview

Draw a straight line in any direction on a graphic LCD.

Parameters

Set_Clear may be a constant or variable that determines if the line will set or clear the pixels. A value of 1 will set the pixels and draw a line, while a value of 0 will clear any pixels and erase a line.

Xpos Start may be a constant or variable that holds the X position for the start of the line. Can be a value from 0 to 127.

Ypos Start may be a constant or variable that holds the Y position for the start of the line. Can be a value from 0 to 63.

Xpos End may be a constant or variable that holds the X position for the end of the line. Can be a value from 0 to 127.

Ypos End may be a constant or variable that holds the Y position for the end of the line. Can be a value from 0 to 63.

Example

```
' Draw a line from 0,0 to 120,34
```

```
Device = 16F877
```

```
Declare Xtal = 4
```

```
Declare Lcd_DTport = PORTD
```

```
Declare LCD_RSpin = PORTC.1
```

```
Declare LCD_ENpin = PORTE.0
```

```
Declare LCD_RWpin = PORTC.0
```

```
Declare LCD_CS1pin = PORTE.1
```

```
Declare LCD_CS2pin = PORTE.2
```

```
Declare LCD_Type = Graphic
```

```
Dim Xpos_Start as Byte
```

```
Dim Xpos_End as Byte
```

```
Dim Ypos_Start as Byte
```

```
Dim Ypos_End as Byte
```

```
Dim SetClr as Byte
```

```
DelayMs 100 ' Wait for the LCD to stabilise
```

```
Cls ' Clear the LCD
```

```
Xpos_Start = 0
```

```
Ypos_Start = 0
```

```
Xpos_End = 120
```

```
Ypos_End = 34
```

```
SetClr = 1
```

```
Line SetClr, Xpos_Start, Ypos_Start, Xpos_End, Ypos_End
```

```
Stop
```

See Also : [Box](#), [Circle](#).

LineTo

Syntax

LineTo *Set_Clear*, *Xpos End*, *Ypos End*

Overview

Draw a straight line in any direction on a graphic LCD, starting from the previous **Line** command's end position.

Parameters

Set_Clear may be a constant or variable that determines if the line will set or clear the pixels. A value of 1 will set the pixels and draw a line, while a value of 0 will clear any pixels and erase a line.

Xpos End may be a constant or variable that holds the X position for the end of the line. Can be a value from 0 to 127.

Ypos End may be a constant or variable that holds the Y position for the end of the line. Can be a value from 0 to 63.

Example

' Draw a line from 0,0 to 120,34. Then from 120,34 to 0,63

```
Device = 16F877
Declare Xtal = 4
```

```
Declare Lcd_DTport = PORTD
Declare LCD_RSpin = PORTC.1
Declare LCD_ENpin = PORTE.0
Declare LCD_RWpin = PORTC.0
Declare LCD_CS1pin = PORTE.1
Declare LCD_CS2pin = PORTE.2
Declare LCD_Type = Graphic
```

```
Dim Xpos_Start as Byte
Dim Xpos_End as Byte
Dim Ypos_Start as Byte
Dim Ypos_End as Byte
Dim SetClr as Byte
```

```
DelayMs 100           ' Wait for the LCD to stabilise
Cls                   ' Clear the LCD
Xpos_Start = 0
Ypos_Start = 0
Xpos_End = 120
Ypos_End = 34
SetClr = 1
Line SetClr, Xpos_Start, Ypos_Start, Xpos_End, Ypos_End
Xpos_End = 0
Ypos_End = 63
LineTo SetClr, Xpos_End, Ypos_End
Stop
```

Notes

The **LineTo** command uses the compiler's internal system variables to obtain the end position of a previous **Line** command. These X and Y coordinates are then used as the starting X and Y coordinates of the **LineTo** command.

See Also : **Line, Box, Circle.**

Pixel

Syntax

Variable = **Pixel** *Ypos*, *Xpos*

Overview

Read the condition of an individual pixel from a graphic LCD. The returned value will be 1 if the pixel is set, and 0 if the pixel is clear.

Parameters

Variable is a user defined variable.

Xpos can be a constant, variable, or expression, pointing to the X-axis location of the pixel to examine. This must be a value of 0 to the X resolution of the LCD. Where 0 is the far left row of pixels.

Ypos can be a constant, variable, or expression, pointing to the Y-axis location of the pixel to examine. This must be a value of 0 to the Y resolution of the LCD. Where 0 is the top column of pixels.

Example

```
' Read a line of pixels from a KS0108 graphic LCD
Device = 16F1829
Declare LCD_Type = KS0108      ' Use a KS0108 Graphic LCD
Declare Internal_Font = Off    ' Use an external chr set
Declare Font_Addr = 0          ' EEPROM's address is 0
,
' Graphic LCD Pin Assignments
,
Declare LCD_DTPort = PORTD
Declare LCD_RSPin = PORTC.2
Declare LCD_RWPin = PORTE.0
Declare LCD_ENPin = PORTC.5
Declare LCD_CS1Pin = PORTE.1
Declare LCD_CS2Pin = PORTE.2
,
' Character set EEPROM Pin Assignments
,
Declare SDA_Pin = PORTC.4
Declare SCL_Pin = PORTC.3

Dim Xpos as Byte
Dim Ypos as Byte
Dim MyResult as Byte

ADCON1 = 7      ' PORTA and PORTE to all digital mode
Cls
Print At 0, 0, "Testing 1-2-3"
,
' Read the top row and display the result
,
For Xpos = 0 to 127
MyResult = Pixel 0, Xpos      ' Read the top row
Print At 1, 0, Dec MyResult
DelayMs 400
Next
Stop
```

See also : LCDread, LCDwrite, Plot, UnPlot. See Print for circuit.

Plot

Syntax

Plot *Ypos, Xpos*

Overview

Set an individual pixel on a graphic LCD.

Parameters

Xpos can be a constant, variable, or expression, pointing to the X-axis location of the pixel to set. This must be a value of 0 to the X resolution of the LCD. Where 0 is the far left row of pixels.

Ypos can be a constant, variable, or expression, pointing to the Y-axis location of the pixel to set. This must be a value of 0 to the Y resolution of the LCD. Where 0 is the top column of pixels.

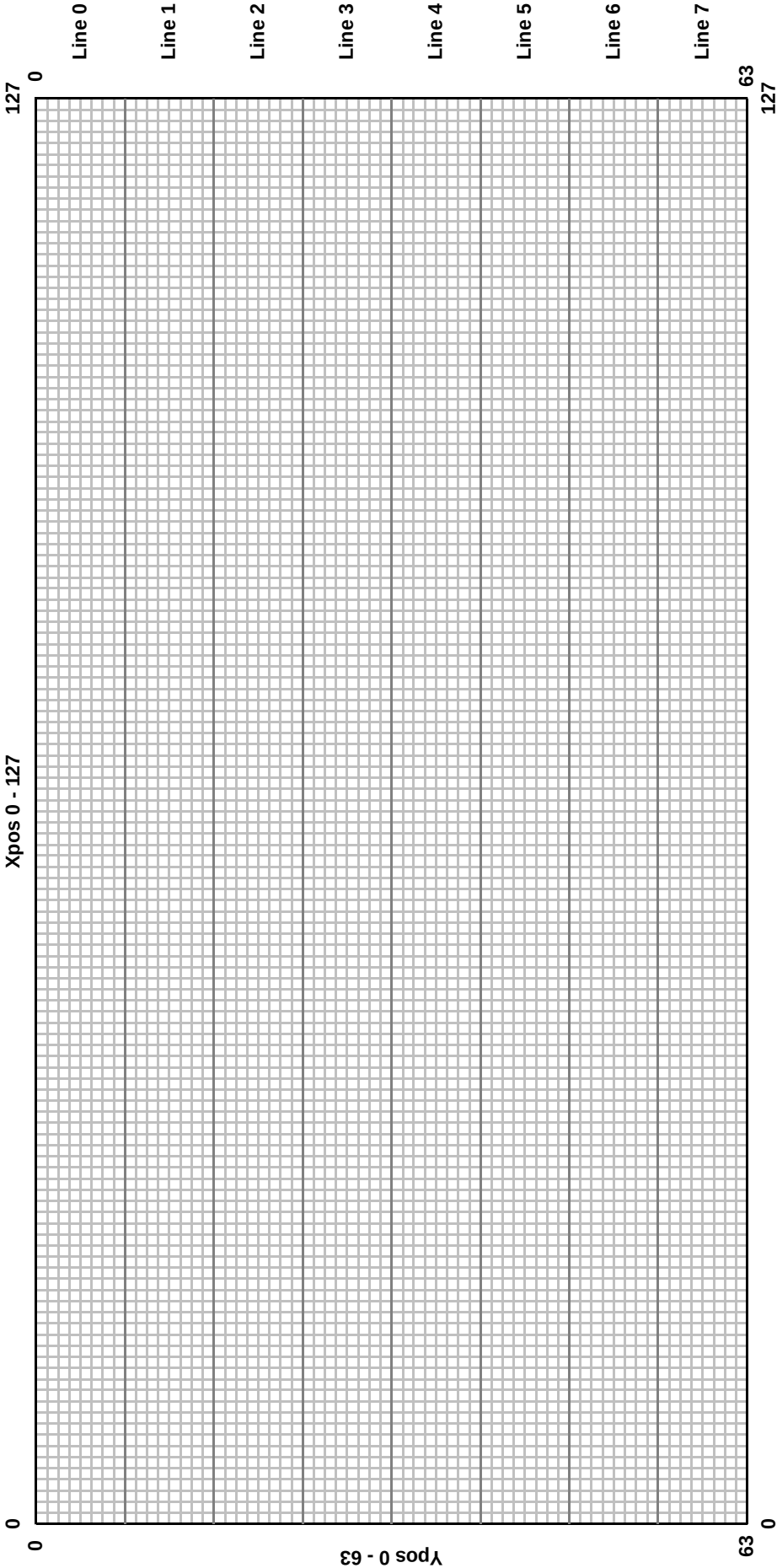
Example

```
Device = 16F1829
Declare LCD_Type = KS0108      ' Use a KS0108 Graphic LCD
,
' Graphic LCD Pin Assignments
,
Declare LCD_DTPort = PORTD
Declare LCD_RSPin = PORTC.2
Declare LCD_RWPin = PORTE.0
Declare LCD_ENPin = PORTC.5
Declare LCD_CS1Pin = PORTE.1
Declare LCD_CS2Pin = PORTE.2

Dim Xpos as Byte
,
' Draw a line across the LCD
,
While                                ' Create an infinite loop
  For Xpos = 0 to 127
    Plot 20, Xpos
    DelayMs 10
  Next
  ,
  ' Now erase the line
  ,
  For Xpos = 0 to 127
    UnPlot 20, Xpos
    DelayMs 10
  Next
Wend
```

See also : LCDread, LCDwrite, Pixel, UnPlot. See Print for circuit.

Graphic LCD pixel configuration for a 128x64 resolution display.



Print

Syntax

Print *Item* {, *Item*... }

Overview

Send Text to an LCD module using the Hitachi HD44780 controller or a graphic LCD based on the KS0108, or Toshiba T6963 chipsets.

Parameters

Item may be a constant, variable, expression, modifier, or string list.

There are no operators as such, instead there are *modifiers*. For example, if an at sign '@' precedes an *Item*, the ASCII representation for each digit is sent to the LCD.

The modifiers are listed below: -

Modifier	Operation
----------	-----------

At Ypos (1 to n),Xpos(1 to n)	Position the cursor on the LCD
--------------------------------------	--------------------------------

Cls	Clear the LCD (also creates a 30ms delay)
------------	---

Bin{1..32}	Display binary digits
-------------------	-----------------------

Dec{0..10}	Display decimal digits
-------------------	------------------------

Hex{1..8}	Display hexadecimal digits
------------------	----------------------------

Sbin{1..32}	Display signed binary digits
--------------------	------------------------------

Sdec{0..10}	Display signed decimal digits
--------------------	-------------------------------

Shex{1..8}	Display signed hexadecimal digits
-------------------	-----------------------------------

Ibin{1..32}	Display binary digits with a preceding '%' identifier
--------------------	---

Idec{0..10}	Display decimal digits with a preceding '#' identifier
--------------------	--

Ihex{1..8}	Display hexadecimal digits with a preceding '\$' identifier
-------------------	---

ISbin{1..32}	Display signed binary digits with a preceding '%' identifier
---------------------	--

ISdec{0..10}	Display signed decimal digits with a preceding '#' identifier
---------------------	---

IShex{1..8}	Display signed hexadecimal digits with a preceding '\$' identifier
--------------------	--

Rep c\n	Display character c repeated n times
----------------	--------------------------------------

Str array\n	Display all or part of an array
--------------------	---------------------------------

Cstr cdata	Display string data defined in a Cdata statement.
-------------------	---

The numbers after the **Bin**, **Dec**, and **Hex** modifiers are optional. If they are omitted, then the default is all the digits that make up the value will be displayed.

If a floating point variable is to be displayed, then the digits after the **Dec** modifier determine how many remainder digits are printed. i.e. numbers after the decimal point.

```
Dim MyFloat as Float
```

```
MyFloat = 3.145
```

```
Print Dec2 MyFloat      ' Display 2 values after the decimal point
```

The above program will display 3.14

If the digit after the **Dec** modifier is omitted, then 3 values will be displayed after the decimal point.

```
Dim MyFloat as Float
MyFloat = 3.1456
Print Dec MyFloat      ' Display 3 values after the decimal point
```

The above program will display 3.145

There is no need to use the **Sdec** modifier for signed floating point values, as the compiler's **Dec** modifier will automatically display a minus result: -

```
Dim MyFloat as Float
MyFloat = -3.1456
Print Dec MyFloat      ' Display 3 values after the decimal point
```

The above program will display -3.145

Hex or **Bin** modifiers cannot be used with floating point values or variables.

The Xpos and Ypos values in the **At** modifier both start at 1. For example, to place the text "Hello World" on line 1, position 1, the code would be: -

```
Print At 1, 1, "Hello World"
```

Example 1

```
Dim Var1 as Byte
Dim Wrđ as Word
Dim Dwd as Dword

Print "Hello World"      ' Display the text "Hello World"
Print "Var1= ", Dec Var1  ' Display the decimal value of Var1
Print "Var1= ", Hex Var1  ' Display the hexadecimal value of Var1
Print "Var1= ", Bin Var1  ' Display the binary value of Var1
Print "Dwd= ", Hex6 Dwd   ' Display 6 hex characters of a Dword variable
```

Example 2

```
' Display a negative value on the LCD.
Symbol Negative = -200
Print At 1, 1, Sdec Negative
```

Example 3

```
' Display a negative value on the LCD with a preceding identifier.
Print At 1, 1, IShex -$1234
```

Example 3 will produce the text "\$-1234" on the LCD.

Some PICmicros such as the 16F87x, and 18FXXX range have the ability to read and write to their own flash memory. And although writing to this memory too many times is unhealthy for the PICmicro™, reading this memory is both fast, and harmless. Which offers a unique form of data storage and retrieval, the **Cdata** command proves this, as it uses the mechanism of reading and storing in the PICmicro's flash memory.

Combining the unique features of the 'self modifying PICmicro's' with a string format, the compiler is capable of reducing the overhead of printing, or transmitting large amounts of text data. The **Cstr** modifier may be used in commands that deal with text processing i.e. **Serout**, **HRsout**, and **RSOUT** etc.

The **Cstr** modifier is used in conjunction with the **Cdata** command. The **Cdata** command is used for initially creating the string of characters: -

```
String1: Cdata "Hello World", 0
```

The above line of code will create, in flash memory, the values that make up the ASCII text "Hello World", at address String1. Note the null terminator after the ASCII text.

null terminated means that a zero (null) is placed at the end of the string of ASCII characters to signal that the string has finished.

To display this string of characters, the following command structure could be used: -

```
Print Cstr String1
```

The label that declared the address where the list of Cdata values resided, now becomes the string's name. In a large program with lots of text formatting, this type of structure can save quite literally hundreds of bytes of valuable code space.

Try both these small programs, and you'll see that using **Cstr** saves a few bytes of code: -

First the standard way of displaying text: -

```
Device = 16F1829  
Cls  
Print "HELLO WORLD"  
Print "HOW ARE YOU?"  
Print "I AM FINE!"  
Stop
```

Now using the **Cstr** modifier: -

```
Cls  
Print Cstr TEXT1  
Print Cstr TEXT2  
Print Cstr TEXT3  
Stop
```

```
TEXT1: Cdata "HELLO WORLD", 0  
TEXT2: Cdata "HOW ARE YOU?", 0  
TEXT3: Cdata "I AM FINE!", 0
```

Again, note the null terminators after the ASCII text in the **Cdata** commands. Without these, the PICmicro™ will continue to transmit data in an endless loop.

The term 'virtual string' relates to the fact that a string formed from the Cdata command cannot be written too, but only read from.

The **Str** modifier is used for sending a string of bytes from a byte array variable. A string is a set of bytes sized values that are arranged or accessed in a certain order. The values 1, 2, 3 would be stored in a string with the value 1 first, followed by 2 then followed by the value 3. A byte array is a similar concept to a string; it contains data that is arranged in a certain order. Each of the elements in an array is the same size. The string 1,2,3 would be stored in a byte array containing three bytes (elements).

Below is an example that displays four bytes (from a byte array): -

```
Dim MyArray[10] as Byte      ' Create a 10 element byte array.
MyArray [0] = "H"           ' Load the first 5 bytes of the array
MyArray [1] = "E"           ' With the data to send
MyArray [2] = "L"
MyArray [3] = "L"
MyArray [4] = "O"
Print Str MyArray\5          ' Display a 5-byte string.
```

Note that we use the optional `\n` argument of **Str**. If we didn't specify this, the PICmicro™ would try to keep sending characters until all 10 bytes of the array were transmitted. Since we do not wish all 10 bytes to be transmitted, we chose to tell it explicitly to only send the first 5 bytes.

The above example may also be written as: -

```
Dim MyArray[10] as Byte      ' Create a 10 element byte array.
Str MyArray = "HELLO"        ' Load the first 5 bytes of the array
Print Str MyArray\5          ' Send 5-byte string.
```

The above example, has exactly the same function as the previous one. The only difference is that the string is now constructed using **Str** as a command instead of a modifier.

Declares

There are several Declares for use with an Hitachi alphanumeric LCD and **Print**: -

Declare LCD_Type = 0 or 1 or 2, **Alpha** or **Alphanumeric** or **Graphic** or **KS0108** or **Toshiba** or **T6963**

Inform the compiler as to the type of LCD that the **Print** command will output to. If **Graphic**, **KS0108** or 1 is chosen then any output by the **Print** command will be directed to a graphic LCD based on the KS0108 chipset. A value of 2, or the text **Toshiba**, or **T6963**, will direct the output to a graphic LCD based on the Toshiba T6963 chipset. A value of 0 or **Alpha**, or if the **Declare** is not issued, will target the standard Hitachi HD44780 alphanumeric LCD type

Targeting the graphic LCD will also enable commands such as **Plot**, **UnPlot**, **LCDread**, **LCDwrite**, **Pixel**, **Box**, **Circle** and **Line**.

Declare LCD_DTPin = Port.Pin

Assigns the Port and Pins that the LCD's DT lines will attach to.

The LCD may be connected to the microcontroller using either a 4-bit bus or an 8-bit bus. If an 8-bit bus is used, all 8 bits must be on one port. If a 4-bit bus is used, it must be connected to either the bottom 4 or top 4 bits of one port. For example: -

```
Declare LCD_DTPin PORTB.4    ' Used for 4-line interface.
Declare LCD_DTPin PORTB.0    ' Used for 8-line interface.
```

In the above examples, **PORTB** is only a personal preference. The LCD's DT lines can be attached to any valid port on the microcontroller.

Declare LCD_DataX_Pin = Port.Pin

Assigns the individual Ports and Pins that the HD4470 LCD's DT lines will attach to.

Unlike the above **LCD_DTPin** declares, the LCD's data pins can also be attached to any separate port and pin. For example:-

```
Declare LCD_Data0_Pin PORTA.0 ' Connect PORTA.0 to the LCD's D0 line
Declare LCD_Data1_Pin PORTA.2 ' Connect PORTA.2 to the LCD's D1 line
Declare LCD_Data2_Pin PORTA.4 ' Connect PORTA.4 to the LCD's D2 line
Declare LCD_Data3_Pin PORTB.0 ' Connect PORTB.0 to the LCD's D3 line
Declare LCD_Data4_Pin PORTB.1 ' Connect PORTB.1 to the LCD's D4 line
Declare LCD_Data5_Pin PORTB.5 ' Connect PORTB.5 to the LCD's D5 line
Declare LCD_Data6_Pin PORTC.0 ' Connect PORTC.0 to the LCD's D6 line
Declare LCD_Data7_Pin PORTC.1 ' Connect PORTC.1 to the LCD's D7 line
```

There are no default settings for these **Declares** and they must be used within the BASIC program if required.

Declare LCD_ENPin = Port.Pin

Assigns the Port and Pin that the LCD's EN line will attach to. This also assigns the graphic LCD's EN pin.

Declare LCD_RSPin = Port.Pin

Assigns the Port and Pins that the LCD's RS line will attach to. This also assigns the graphic LCD's RS pin.

If the **Declare** is not used in the program, then the default Port and Pin is **PORTB.3**.

Declare LCD_Interface = 4 or 8

Inform the compiler as to whether a 4-line or 8-line interface is required by the LCD.

If the **Declare** is not used in the program, then the default interface is a 4-line type.

Declare LCD_Lines = 1, 2, or 4

Inform the compiler as to how many lines the LCD has.

LCD's come in a range of sizes, the most popular being the 2 line by 16 character types. However, there are 4-line types as well. Simply place the number of lines that the particular LCD has into the declare.

If the **Declare** is not used in the program, then the default number of lines is 2.

Declare LCD_CommandUs = 1 to 65535

Time to wait (in microseconds) between commands sent to the LCD.

If the **Declare** is not used in the program, then the default delay is 2000us (2ms).

Declare LCD_DataUs = 1 to 255

Time to wait (in microseconds) between data sent to the LCD.

If the **Declare** is not used in the program, then the default delay is 50us.

Notes

If no modifier precedes an item in a **Print** command, then the character's value is sent to the LCD. This is useful for sending control codes to the LCD. For example: -

Print \$FE, 128

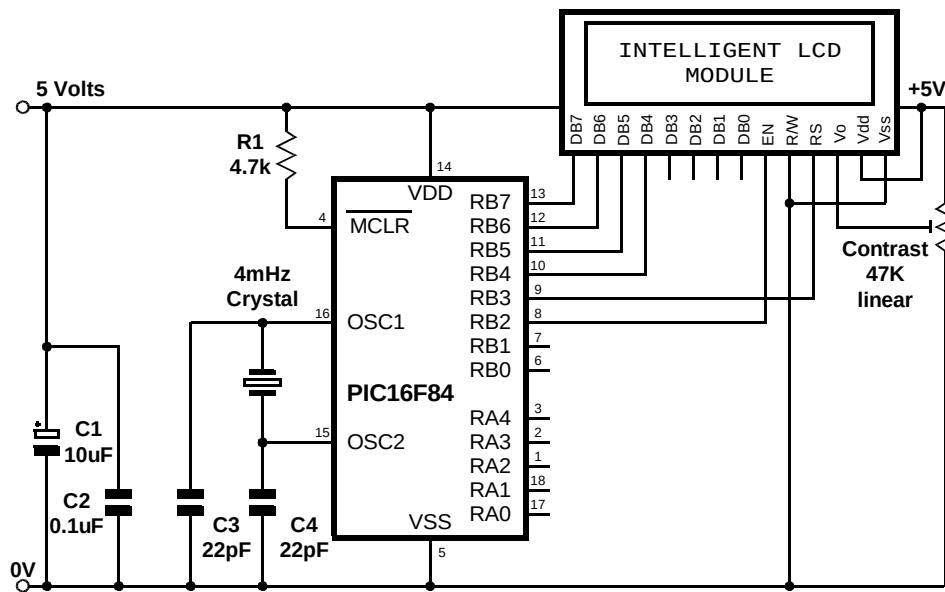
Will move the cursor to line 1, position 1 (HOME).

Below is a list of some useful control commands: -

Control Command	Operation
\$FE, 1	Clear display
\$FE, 2	Return home (beginning of first line)
\$FE, \$0C	Cursor off
\$FE, \$0E	Underline cursor on
\$FE, \$0F	Blinking cursor on
\$FE, \$10	Move cursor left one position
\$FE, \$14	Move cursor right one position
\$FE, \$C0	Move cursor to beginning of second line
\$FE, \$94	Move cursor to beginning of third line (if applicable)
\$FE, \$D4	Move cursor to beginning of fourth line (if applicable)

Note that if the command for clearing the LCD is used, then a small delay should follow it: -

```
Print $FE, 1 : DelayMs 30
```



The above diagram shows the default connections for an alphanumeric LCD module. In this instance, connected to the 16F84 PICmicro™.

Using a KS0108 Graphic LCD

Once a KS0108 graphic LCD has been chosen using the **Declare LCD_Type** directive, all **Print** outputs will be directed to that LCD.

The standard modifiers used by an alphanumeric LCD may also be used with the graphics LCD. Most of the above modifiers still work in the expected manner, however, the **At** modifier now starts at Ypos 0 and Xpos 0, where values 0,0 will be the top left corner of the LCD.

There are also four new modifiers. These are: -

Font 0 to n	Choose the n th font, if available
Inverse 0-1	Invert the characters sent to the LCD
or 0-1	Or the new character with the original
Xor 0-1	Xor the new character with the original

Once one of the four new modifiers has been enabled, all future **Print** commands will use that particular feature until the modifier is disabled. For example: -

```
' Enable inverted characters from this point
Print At 0, 0, Inverse 1, "Hello World"
Print At 1, 0, "Still Inverted"
' Now use normal characters
Print At 2, 0, Inverse 0, "Normal Characters"
```

If no modifiers are present, then the character's ASCII representation will be displayed: -

```
' Print characters A and B
Print At 0, 0, 65, 66
```


Declares

There are nine declares associated with a KS0108 graphic LCD.

Declare LCD_DTPort Port

Assign the port that will output the 8-bit data to the graphic LCD.

If the **Declare** is not used, then the default port is PORTD.

Declare LCD_RWPin Port.Pin

Assigns the Port and Pin that the graphic LCD's RW line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTE.0.

Declare LCD_CS1Pin Port.Pin

Assigns the Port and Pin that the graphic LCD's CS1 line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTC.0.

Declare LCD_CS2Pin Port.Pin

Assigns the Port and Pin that the graphic LCD's CS2 line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTC.2.

Note

Along with the new declares, two of the existing LCD declares must also be used. Namely, RS_Pin and EN_Pin.

Declare Internal_Font On - Off, 1 or 0

The graphic LCDs that are compatible with compiler's built-in library routines are non-intelligent types, therefore, a separate character set is required. This may be in one of two places, either externally, in an I²C EEPROM, or internally in a **Cdata** table.

If the **Declare** is omitted from the program, then an external font is the default setting.

If an external font is chosen, the I²C EEPROM must be connected to the specified SDA and SCL pins (as dictated by **Declare** SDA and **Declare** SCL).

If an internal font is chosen, it must be on a PICmicro™ device that has self modifying code features, such as the 16F87X range.

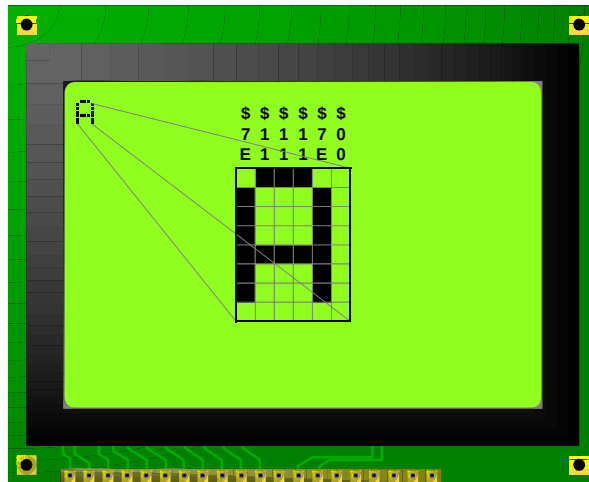
The **Cdata** table that contains the font must have a label, named Font_Table: preceding it. For example: -

```
Font_Table:- '{ data for characters 0 to 64 }  
    Cdata $7E, $11, $11, $11, $7E, $00, - ' Chr 65 "A"  
        $7F, $49, $49, $49, $36, $00    ' Chr 66 "B"  
    { rest of font table }
```

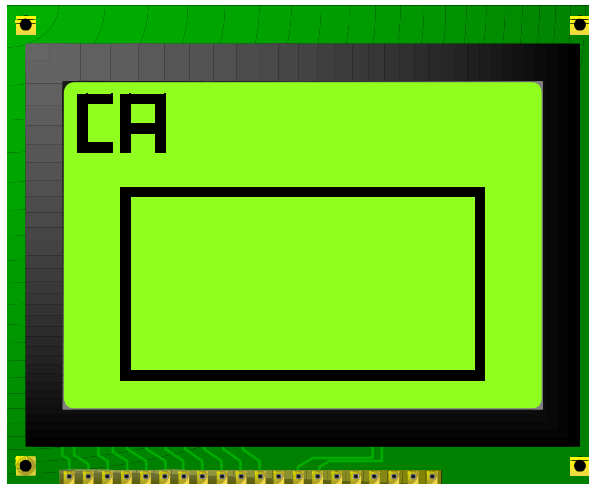
Notice the dash after the font's label, this disables any bank switching code that may otherwise disturb the location in memory of the **Cdata** table.

The font table may be anywhere in memory, however, it is best placed after the main program code.

The font is built up of an 8x6 cell, with only 5 of the 6 rows, and 7 of the 8 columns being used for alphanumeric characters. See the diagram below.



If a graphic character is chosen (chr 0 to 31), the whole of the 8x6 cell is used. In this way, large fonts and graphics may be easily constructed.



The character set itself is 128 characters long (0 -127). Which means that all the ASCII characters are present, including \$, %, &, # etc.

There are two programs in the compiler's Samples directory, that are for use with internal and external fonts. **Int_Font.bas**, contains a **Cdata** table that may be cut and pasted into your own program if an internal font is chosen. **Ext_Font.bas**, writes the character set to a 24LC32 I²C EEPROM for use with an external font. Both programs are fully commented.

Declare Font_Addr 0 to 7

Set the slave address for the I²C EEPROM that contains the font.

When an external source for the font is used, it may be on any one of 8 eeproms attached to the I²C bus. So as not to interfere with any other eeproms attached, the slave address of the EEPROM carrying the font code may be chosen.

If the **Declare** is omitted from the program, then address 0 is the default slave address of the font EEPROM.

Declare GLCD_CS_Invert On - Off, 1 or 0

Some graphic LCD types have inverters on the CS lines. Which means that the LCD displays left-hand data on the right side, and vice-versa. The **GLCD_CS_Invert Declare**, adjusts the library LCD handling subroutines to take this into account.

Declare GLCD_Strobe_Delay 0 to 65535 microseconds (us).

If a noisy circuit layout is unavoidable when using a graphic LCD, then the above **Declare** may be used. This will create a delay between the Enable line being strobed. This can ease random data being produced on the LCD's screen. See below for more details on circuit layout for graphic LCDs.

If the **Declare** is not used in the program, then no delay is created between strobes, and the LCD is accessed at full efficiency.

Declare GLCD_Read_Delay 0 to 65535 microseconds (us).

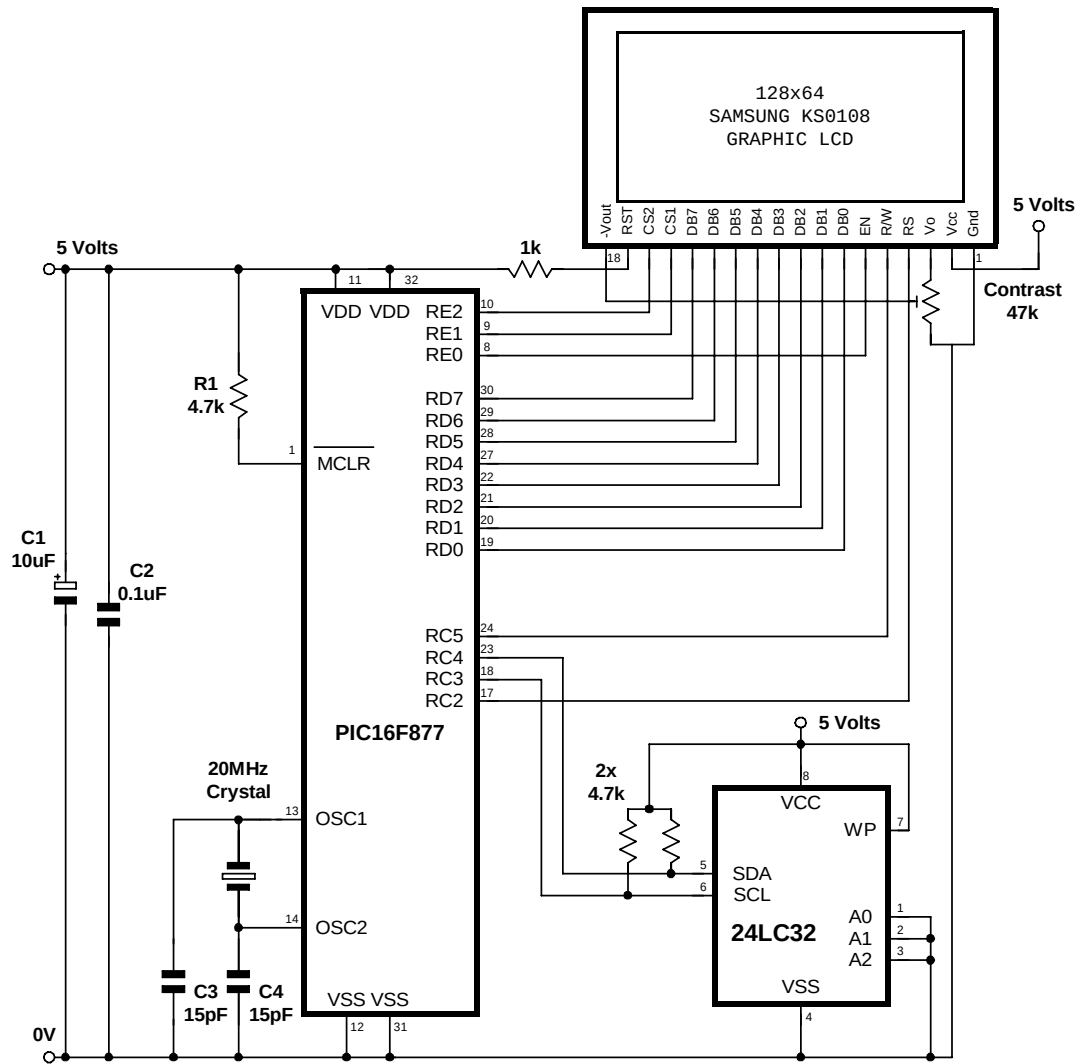
Create a delay of n microseconds between strobing the EN line of the graphic LCD, when reading from the GLCD. This can help noisy, or badly decoupled circuits overcome random bits being examined. The default if the **Declare** is not used in the BASIC program is a delay of 0.

Important

Because of the complexity involved with interfacing to the KS0108 graphic LCD, **six** of the eight stack levels available on the 14-bit core devices, are used when the **Print** command is issued with an external font. Therefore, be aware that if **Print** is used within a subroutine, you must limit the amount of subroutine nesting that may take place.

If an internal font is implemented on a KS0108 graphic LCD, then only **four** stack levels are used.

If any of the LCD's pins are attached to any of the microcontroller's analogue pins. i.e. **PORTA** or **PORTE**, then these pins must be set to digital by manipulating the appropriate SFRs (Special Function Registers)



The diagram above shows a typical circuit arrangement for an external font with a KS0108 graphic LCD. The EEPROM has a slave address of 0. If an internal font is used, then the EEPROM may be omitted.

Using a Toshiba T6963 Graphic LCD

Once a Toshiba graphic LCD has been chosen using the **Declare LCD_Type** directive, all **Print** outputs will be directed to that LCD.

The standard modifiers used by an alphanumeric LCD may also be used with the graphics LCD. Most of the modifiers still work in the expected manner, however, the **At** modifier now starts at Ypos 0 and Xpos 0, where values 0,0 correspond to the top left corner of the LCD.

The KS0108 modifiers **Font**, **Inverse**, **Or**, and **Xor** are not supported because of the method Toshiba LCD's using the T6963 chipset implement text and graphics.

There are several **Declares** for use with a Toshiba graphic LCD, some optional and some mandatory.

Declare LCD_DTPort Port.Pin

Assign the port that will output the 8-bit data to the graphic LCD.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_WRPin Port.Pin

Assigns the Port and Pin that the graphic LCD's WR line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RDPin Port.Pin

Assigns the Port and Pin that the graphic LCD's RD line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_CEPin Port.Pin

Assigns the Port and Pin that the graphic LCD's CE line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_CDPin Port.Pin

Assigns the Port and Pin that the graphic LCD's CD line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RSTPin Port.Pin

Assigns the Port and Pin that the graphic LCD's RST line will attach to.

The LCD's RST (Reset) **Declare** is optional and if omitted from the BASIC code the compiler will not manipulate it. However, if not used as part of the interface, you must set the LCD's RST pin high for normal operation.

Declare LCD_X_Res 0 to 255

LCD displays using the T6963 chipset come in varied screen sizes (resolutions). The compiler must know how many horizontal pixels the display consists of before it can build its library sub-routines.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_Y_Res 0 to 255

LCD displays using the T6963 chipset come in varied screen sizes (resolutions). The compiler must know how many vertical pixels the display consists of before it can build its library subroutines.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_Font_Width 6 or 8

The Toshiba T6963 graphic LCDs have two internal font sizes, 6 pixels wide by eight high, or 8 pixels wide by 8 high. The particular font size is chosen by the LCD's FS pin. Leaving the FS pin floating or bringing it high will choose the 6 pixel font, while pulling the FS pin low will choose the 8 pixel font. The compiler must know what size font is required so that it can calculate screen and RAM boundaries.

Note that the compiler does not control the FS pin and it is down to the circuit layout whether or not it is pulled high or low. There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RAM_Size 1024 to 65535

Toshiba graphic LCDs contain internal RAM used for Text, Graphic or Character Generation. The amount of RAM is usually dictated by the display's resolution. The larger the display, the more RAM is normally present. Standard displays with a resolution of 128x64 typically contain 4096 bytes of RAM, while larger types such as 240x64 or 190x128 typically contain 8192 bytes or RAM. The display's datasheet will inform you of the amount of RAM present.

If this **Declare** is not issued within the BASIC program, the default setting is 8192 bytes.

Declare LCD_Text_Pages 1 to n

As mentioned above, Toshiba graphic LCDs contain RAM that is set aside for text, graphics or characters generation. In normal use, only one page of text is all that is required, however, the compiler can re-arrange its library subroutines to allow several pages of text that is continuous. The amount of pages obtainable is directly proportional to the RAM available within the LCD itself. Larger displays require more RAM per page, therefore always limit the amount of pages to only the amount actually required or unexpected results may be observed as text, graphic and character generator RAM areas merge.

This **Declare** is purely optional and is usually not required. The default is 3 text pages if this **Declare** is not issued within the BASIC program.

Declare LCD_Graphic_Pages 1 to n

Just as with text, the Toshiba graphic LCDs contain RAM that is set aside for graphics. In normal use, only one page of graphics is all that is required, however, the compiler can re-arrange its library subroutines to allow several pages of graphics that is continuous. The amount of pages obtainable is directly proportional to the RAM available within the LCD itself. Larger displays require more RAM per page, therefore always limit the amount of pages to only the amount actually required or unexpected results may be observed as text, graphic and character generator RAM areas merge.

This **Declare** is purely optional and is usually not required. The default is 1 graphics page if this **Declare** is not issued within the BASIC program.

Declare LCD_Text_Home_Address 0 to n

The RAM within a Toshiba graphic LCD is split into three distinct uses, text, graphics and character generation. Each area of RAM must not overlap or corruption will appear on the display as one uses the other's assigned space. The compiler's library subroutines calculate each area of RAM based upon where the text RAM starts. Normally the text RAM starts at address 0, however, there may be occasions when it needs to be set a little higher in RAM. The order of RAM is; Text, Graphic, then Character Generation.

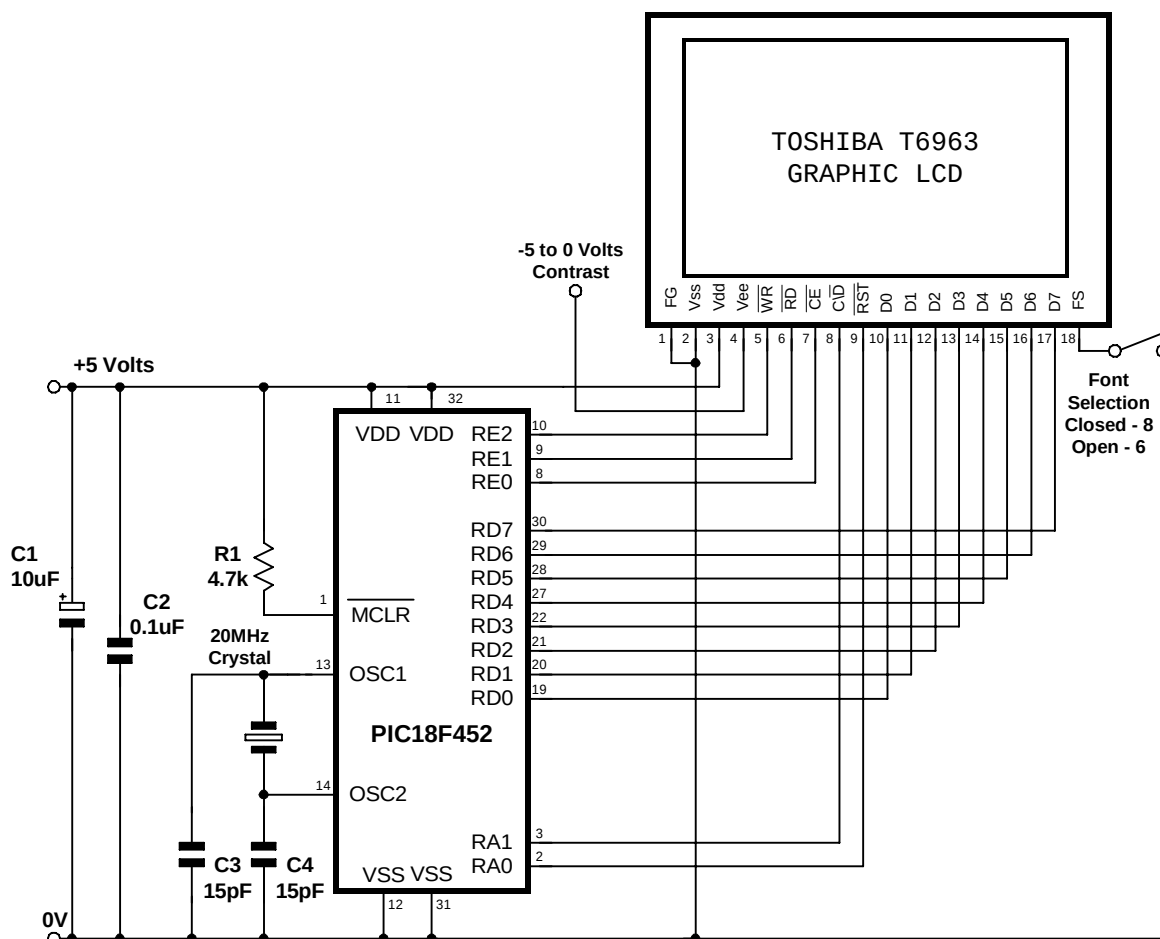
This **Declare** is purely optional and is usually not required. The default is the text RAM starting at address 0 if this **Declare** is not issued within the BASIC program.

Notes

Unlike interfacing to the KS0108 graphic LCD, only **four** of the eight stack levels available on the 14-bit core devices, are used when the **Print** command is issued.

If any of the LCD's pins are attached to any of the PICmicro's analogue pins. i.e. **PORTA** or **PORTE**, then these pins must be set to digital by manipulating the appropriate SFRs (Special Function Registers).

The diagram below shows a typical circuit for an interface with a Toshiba T6963 graphic LCD.



Toshiba_Command

Syntax

Toshiba_Command *Command, Value*

Overview

Send a command with or without parameters to a Toshiba T6963 graphic LCD.

Parameters

Command can be a constant, variable, or expression, that contains the command to send to the LCD. This will always be an 8-bit value.

Value can be a constant, variable, or expression, that contains an 8-bit or 16-bit parameter associated with the command. An 8-bit value will be sent as a single parameter, while a 16-bit value will be sent as two parameters. Parameters are optional as some commands do not require any. Therefore if no parameters are included, only a command is sent to the LCD.

Because the size of the parameter is vital to the correct operation of specific commands, you can force the size of the parameter sent by issuing either the text **"Byte"** or **"Word"** prior to the parameter's value.

```
Toshiba_Command $C0, Byte $FF01 ' Send the low byte of the 16-bit value.
Toshiba_Command $C0, Word $01   ' Send a 16-bit value regardless.
```

The explanation of each command is too lengthy for this document, however they can be found in the Toshiba T6963 datasheet. The example program shown below contains a condensed list of commands.

Example

```
' Pan two pages of text left and right on a 128x64 Toshiba T6963 graphic LCD
Device = 18F452
Declare LCD_Type = Toshiba           ' Use a Toshiba T6963 graphic LCD
,
' LCD interface pin assignments
,
Declare LCD_DTPort = PORTD           ' LCD's Data port
Declare LCD_WRPin = PORTE.2          ' LCD's WR line
Declare LCD_RDPin = PORTE.1          ' LCD's RD line
Declare LCD_CEPin = PORTE.0          ' LCD's CE line
Declare LCD_CDPin = PORTA.1          ' LCD's CD line
Declare LCD_RSTPin = PORTA.0         ' LCD's Reset line (Optional)
,
' LCD characteristics
,
Declare LCD_Text_Pages = 2           ' Choose two text pages
Declare LCD_RAM_Size = 8192          ' Amount of RAM the LCD contains
Declare LCD_X_Res = 128              ' LCD's X Resolution
Declare LCD_Y_Res = 64               ' LCD's Y Resolution
Declare LCD_Font_Width = 6           ' The width of the LCD's font
Declare LCD_Text_Home_Address = 0    ' Text RAM starts at address 0
```



```
' LCD Display Constants: -
' Register set commands:
Symbol T_Cursor_Pointer_Set = $21      ' Cursor Pointer Set
' Offset Register Set (CGRAM start address offset)
Symbol T_Offset_Reg_Set = $22
Symbol T_Addr_Pointer_Set = $24        ' Address Pointer Set
' Control Word Set commands:
Symbol T_Text_Home_Set = $40           ' Text Home Address Set
Symbol T_Text_Area_Set = $41           ' Text Area Set
Symbol T_Graph_Home_Set = $42          ' Graphics Home address Set
Symbol T_Graph_Area_Set = $43          ' Graphics Area Set
' Mode Set commands:
Symbol T_or_Mode = $80                 ' or mode
Symbol T_xor_Mode = $81                ' xor mode
Symbol T_and_Mode = $83                ' and mode
Symbol T_Text_ATTR_Mode = $84          ' Text Attribute mode
Symbol T_INT_CG_Mode = $80             ' Internal CG ROM mode
Symbol T_EXT_CG_Mode = $88             ' External CG RAM mode
' Display Mode commands (or together required bits):
Symbol T_DISPLAY_OFF = $90             ' Display off
Symbol T_BLINK_ON = $91                ' Cursor Blink on
Symbol T_Cursor_ON = $92               ' Cursor on
Symbol T_Text_ON = $94                 ' Text mode on
Symbol T_Graphic_ON = $98              ' Graphic mode on
Symbol T_Text_and_GRAPH_ON = $9C        ' Text and graphic mode on
' Cursor Pattern Select:
Symbol T_Cursor_1Line = $A0            ' 1 line cursor
Symbol T_Cursor_2Line = $A1            ' 2 line cursor
Symbol T_Cursor_3Line = $A2            ' 3 line cursor
Symbol T_Cursor_4Line = $A3            ' 4 line cursor
Symbol T_Cursor_5Line = $A4            ' 5 line cursor
Symbol T_Cursor_6Line = $A5            ' 6 line cursor
Symbol T_Cursor_7Line = $A6            ' 7 line cursor
Symbol T_Cursor_8Line = $A7            ' 8 line cursor
' Data Auto Read/Write:
Symbol T_Data_AUTO_WR = $B0            ' Data write with auto increment of address
Symbol T_Data_AUTO_RD = $B1            ' Data read with auto increment of address
Symbol T_AUTO_Data_Reset = $B2         ' Disable auto read/write
' Data Read/Write:
Symbol T_Data_WR_Inc = $C0             ' Data write and increment address
Symbol T_Data_RD_Inc = $C1             ' Data read and increment address
Symbol T_Data_WR_Dec = $C2             ' Data write and decrement address
Symbol T_Data_RD_Dec = $C3             ' Data read and decrement address
Symbol T_Data_WR = $C4                 ' Data write with no address change
Symbol T_Data_RD = $C5                 ' Data read with no address change
' Screen Peek:
Symbol T_Screen_Peek = $E0             ' Read the display
' Screen Copy:
Symbol T_Screen_Copy = $E8             ' Copy a line of the display
' Bit Set/Reset (or with bit number 0-7):
Symbol T_Bit_Reset = $F0               ' Pixel clear
Symbol T_Bit_Set = $F8                 ' Pixel set
```

```

' Create two variables for the demonstration
Dim Pan_Loop as Byte      ' Holds the amount of pans to perform
Dim Ypos as Byte          ' Holds the Y position of the displayed text
,
' The Main program loop starts here
,
DelayMs 100                ' Wait for the LCD to stabilise
Cls                        ' Clear and initialise the LCD
,
' Place text on two screen pages
,
For Ypos = 1 to 6
    Print At Ypos, 0, "  THIS IS PAGE ONE      THIS IS PAGE TWO"
Next
,
' Draw a box around the display
,
Line 1, 0, 0, 127, 0      ' Top line
LineTo 1, 127, 63         ' Right line
LineTo 1, 0, 63           ' Bottom line
LineTo 1, 0, 0            ' Left line
,
' Pan from one screen to the next then back
,
While                      ' Create an infinite loop
    For Pan_Loop = 0 to 22
        ,
        ' Increment the Text home address
        ,
        Toshiba_Command T_Text_Home_Set, Word Pan_Loop
        DelayMs 200
    Next
    DelayMs 200
    For PAN_Loop = 22 to 0 Step -1
        ,
        ' Decrement the Text home address
        ,
        Toshiba_Command T_Text_Home_Set, Word Pan_Loop
        DelayMs 200
    Next
    DelayMs 200
Wend                      ' Do it forever

```

Notes

When the Toshiba LCD's **Declares** are issued within the BASIC program, several internal variables and constants are automatically created that contain the Port and Bits used by the actual interface and also some constant values holding valuable information concerning the LCD's RAM boundaries and setup. These variables and constants can be used within the BASIC or Assembler environment. The internal variables and constants are: -

Variables.

__LCD_DTPort	The Port where the LCD's data lines are attached.
__LCD_WRPort	The Port where the LCD's WR pin is attached.
__LCD_RDPort	The Port where the LCD's RD pin is attached.
__LCD_CEPort	The Port where the LCD's CE pin is attached.
__LCD_CDPort	The Port where the LCD's CD pin is attached.
__LCD_RSTPort	The Port where the LCD's RST pin is attached.

Constants.

__LCD_Type	The type of LCD targeted. 0 = Alphanumeric, 1 = KS0108, 2 = Toshiba.
__LCD_WRPin	The Pin where the LCD's WR line is attached.
__LCD_RDPin	The Pin where the LCD's RD line is attached.
__LCD_CEPin	The Pin where the LCD's CE line is attached.
__LCD_CDPin	The Pin where the LCD's CD line is attached.
__LCD_RSTPin	The Pin where the LCD's RST line is attached.
__LCD_Text_Pages	The amount of TEXT pages chosen.
__LCD_Graphic_Pages	The amount of Graphic pages chosen.
__LCD_RAM_Size	The amount of RAM that the LCD contains.
__LCD_X_Res	The X resolution of the LCD. i.e. Horizontal pixels.
__LCD_Y_Res	The Y resolution of the LCD. i.e. Vertical pixels.
__LCD_Font_Width	The width of the font. i.e. 6 or 8.
__LCD_Text_Area	The amount of characters on a single line of TEXT RAM.
__LCD_Graphic_Area	The amount of characters on a single line of Graphic RAM.
__LCD_Text_Home_Address	The Starting address of the TEXT RAM.
__LCD_Graphic_Home_Address	The Starting address of the Graphic RAM.
__LCD_CGRAM_Home_Address	The Starting address of the CG RAM.
__LCD_End_Of_Graphic_RAM	The Ending address of Graphic RAM.
__LCD_CGRAM_Offset	The Offset value for use with CG RAM.

Notice that each name has TWO underscores preceding it. This should ensure that duplicate names are not defined within the BASIC environment.

It may not be apparent straight away why the variables and constants are required, however, the Toshiba LCDs are capable of many tricks such as panning, page flipping, text manipulation etc, and all these require some knowledge of RAM boundaries and specific values relating to the resolution of the LCD used.

See also : **LCDRead, LCDWrite, Pixel, Plot, Toshiba_UDG,UnPlot.**
 See Print for circuit.

Toshiba_UDG

Syntax

Toshiba_UDG *Character*, [*Value* {, *Values* }]

Overview

Create **User Defined Graphics** for a Toshiba T6963 graphic LCD.

Parameters

Character can be a constant, variable, or expression, that contains the character to define. User defined characters start from 160 to 255.

Values is a list of constants, variables, or expressions, that contain the information to build the User Defined character. There are also some modifiers that can be used in order to access UDG data from various tables.

Example

```
' Create four User Defined Characters using four different methods
Device = 18F452
Declare Xtal = 20

Declare LCD_Type = T6963          ' Use a Toshiba T6963 graphic LCD
,
' LCD interface pin assignments
,
Declare LCD_DTPort = PORTD        ' LCD's Data port
Declare LCD_WRPin = PORTE.2      ' LCD's WR line
Declare LCD_RDPin = PORTE.1      ' LCD's RD line
Declare LCD_CEPin = PORTE.0      ' LCD's CE line
Declare LCD_CDPin = PORTA.1      ' LCD's CD line
Declare LCD_RSTPin = PORTA.0     ' LCD's Reset line (Optional)
,
' LCD characteristics
,
Declare LCD_X_Res = 128          ' LCD's X Resolution
Declare LCD_Y_Res = 64          ' LCD's Y Resolution
Declare LCD_Font_Width = 8      ' The width of the LCD's font
Dim UDG_3[8] as Byte            ' Create a byte array to hold UDG data
Dim DemoChar as Byte           ' Create a variable for the demo loop
' Create some User Defined Graphic data in EEPROM memory
UDG_1 Edata $18, $18, $3C, $7E, $DB, $99, $18, $18
,
' The main demo loop starts here
DelayMs 100                      ' Wait for the LCD to stabilise
Cls                              ' Clear both text and graphics of the LCD
' Load the array with UDG data
Str UDG_3 = $18, $18, $99, $DB, $7E, $3C, $18, $18
,
' Print user defined graphic chars 160, 161, 162, and 163 on the LCD
,
Print At 1, 0, "Char 160 = ", 160
Print At 2, 0, "Char 161 = ", 161
Print At 3, 0, "Char 162 = ", 162
Print At 4, 0, "Char 163 = ", 163
```

```

Toshiba_UDG 160, [Estr UDG_1]      ' Place UDG Edata into character 160
Toshiba_UDG 161, [UDG_2]          ' Place UDG Cdata into character 161
Toshiba_UDG 162, [Str UDG_3\8]    ' Place UDG array into character 162
' Place values into character 163
Toshiba_UDG 163, $0C, $18, $30, $FF, $FF, $30, $18, $0C]
While                             ' Create an infinite loop
  For DemoChar = 160 to 163       ' Cycle through characters 160 to 163
    Print At 0, 0, DemoChar       ' Display the character
    DelayMs 200                  ' A small delay
  Next                             ' Close the loop
Wend                               ' Do it forever
'
' Create some User Defined Graphic data in flash memory
UDG_2: Cdata $30, $18, $0C, $FF, $FF, $0C, $18, $30

```

Notes

User Defined Graphic values can be stored in on-board EEPROM by the use of **Edata** tables, and retrieved by the use of the **Estr** modifier. Eight, and only Eight, values will be read with a single **Estr**:

```

UDG_1 Edata $18, $18, $3C, $7E, $DB, $99, $18, $18
Toshiba_UDG 160, [Estr UDG_1]

```

User Defined Graphic values can also be stored in flash memory, on devices that can access their own flash memory, and retrieved by the use of a label name associated with a **Cdata** table. Eight, and only Eight, values will be read with a single label name:

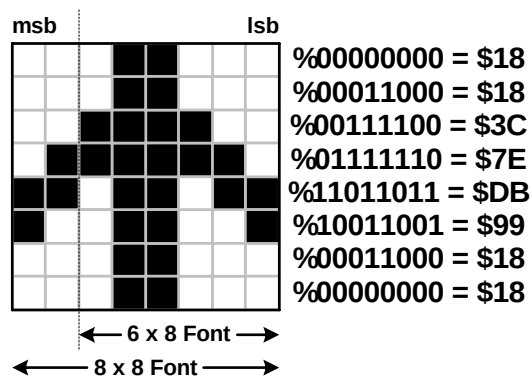
```

Toshiba_UDG 161, [UDG_2]
UDG_2:
  Cdata $30, $18, $0C, $FF, $FF, $0C, $18, $30

```

The use of the **Str** modifier will retrieve values stored in an array, however, this is not recommended as it will waste precious RAM.

The Toshiba LCD's font is designed in an 8x8 grid or a 6x8 grid depending on the font size chosen. The diagram below shows a designed character and its associated values.



See also : LCDRead, LCDWrite, Pixel, Plot, Toshiba_Command, UnPlot.
See Print for circuit.

UnPlot

Syntax

UnPlot *Ypos, Xpos*

Overview

Clear an individual pixel on a graphic LCD.

Parameters

Xpos can be a constant, variable, or expression, pointing to the X-axis location of the pixel to clear. This must be a value of 0 to the X resolution of the LCD. Where 0 is the far left row of pixels.

Ypos can be a constant, variable, or expression, pointing to the Y-axis location of the pixel to clear. This must be a value of 0 to the Y resolution of the LCD. Where 0 is the top column of pixels.

Example

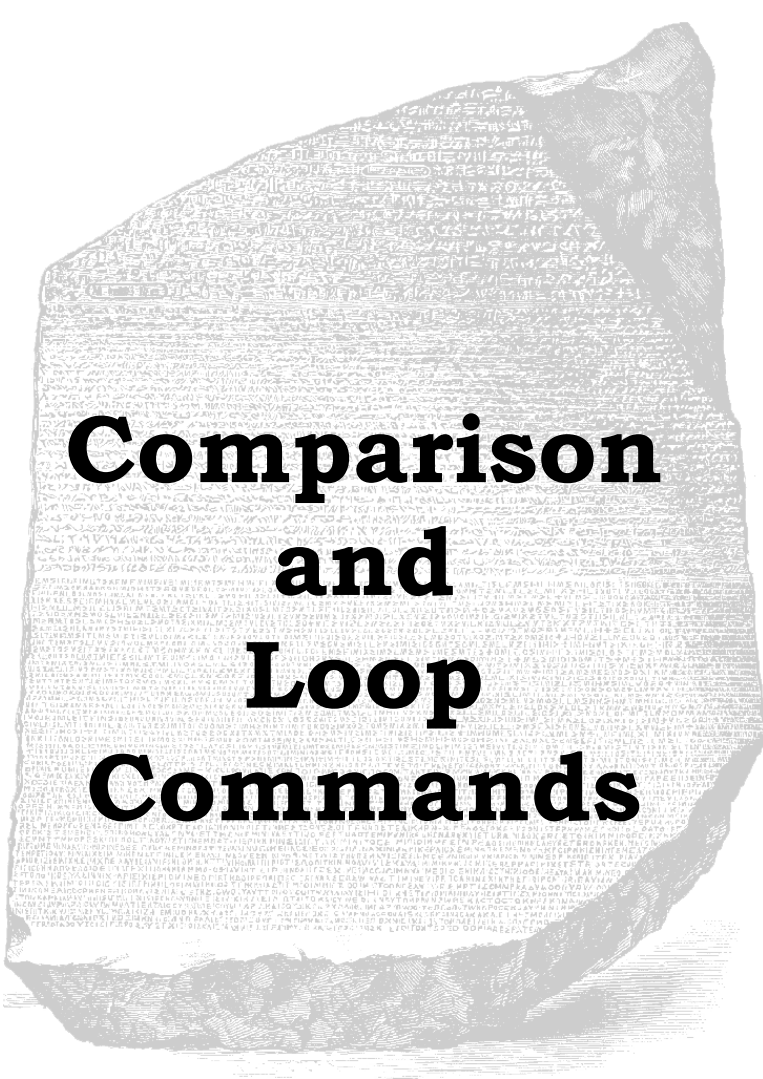
```
Device = 16F1829
Declare Xtal = 4

Declare LCD_Type = KS0108 ' Use a KS0108 Graphic LCD
,
' Graphic LCD Pin Assignments
,

Declare LCD_DTPort = PORTD
Declare LCD_RSPin = PORTC.2
Declare LCD_RWPin = PORTE.0
Declare LCD_ENPin = PORTC.5
Declare LCD_CS1Pin = PORTE.1
Declare LCD_CS2Pin = PORTE.2

Dim Xpos as Byte
Cls ' Clear the LCD
,
' Draw a line across the LCD
,
Do ' Create an infinite loop
  For Xpos = 0 to 127
    Plot 20, Xpos
    DelayMs 10
  Next
  ,
  ' Now erase the line
  ,
  For Xpos = 0 to 127
    UnPlot 20, Xpos
    DelayMs 10
  Next
Loop
```

See also : LCDRead, LCDWrite, Pixel, Plot. See Print for circuit.



Comparison and Loop Commands

Branch

Syntax

Branch *Index*, [*Label1* {...*Labeln* }]

Overview

Cause the program to jump to different locations based on a variable index. On a PICmicro™ device with only one page of memory.

Parameters

Index is a constant, variable, or expression, that specifies the address to branch to.

Label1,...**Labeln** are valid labels that specify where to branch to. A maximum of 255 labels may be placed between the square brackets, 256 if using an 18F device.

Example

```
Device = 16F1829
Dim Index as Byte
Start:
    Index = 2           ' Assign Index a value of 2
    Branch Index, [Lab_0, Lab_1, Lab_2] ' Jump to Lab_2 because Index = 2
Lab_0:
    Index = 2           ' Index now equals 2
    GoTo Start
Lab_1:
    Index = 0           ' Index now equals 0
    GoTo Start
Lab_2:
    Index = 1           ' Index now equals 1
    GoTo Start
```

The above example we first assign the index variable a value of 2, then we define our labels. Since the first position is considered 0 and the variable index equals 2 the **Branch** command will cause the program to jump to the third label in the brackets [Lab_2].

Notes

Branch operates the same as **On x GoTo**. It's useful when you want to organise a structure such as: -

```
If Var1 = 0 Then GoTo Lab_0 ' Var1 =0: go to label "Lab_0"
If Var1 = 1 Then GoTo Lab_1 ' Var1 =1: go to label "Lab_1"
If Var1 = 2 Then GoTo Lab_2 ' Var1 =2: go to label "Lab_2"
```

You can use **Branch** to organise this into a single statement: -

```
Branch Var1, [Lab_0, Lab_1, Lab_2]
```

This works exactly the same as the above **If...Then** example. If the value is not in range (in this case if Var1 is greater than 2), **Branch** does nothing. The program continues with the next instruction..

The **Branch** command is primarily for use with devices that have one page of memory (0-2047). If larger devices are used and you suspect that the branch label will be over a page boundary, use the **BranchL** command instead.

BranchL

Syntax

BranchL *Index*, [*Label1* {...*Labeln* }]

Overview

Cause the program to jump to different locations based on a variable index. On a PICmicro™ device with more than one page of memory.

Parameters

Index is a constant, variable, or expression, that specifies the address to branch to.

Label1,...Labeln are valid labels that specify where to branch to. A maximum of 127 labels may be placed between the square brackets, 256 if using an 18F device.

Example

```
Device = 16F1829
Dim Index as Byte
```

```
Start:
    Index = 2           ' Assign Index a value of 2
    ' Jump to label 2 (Label_2) because Index = 2
    BranchL Index,[Label_0, Label_1, Label_2]
Label_0:
    Index = 2           ' Index now equals 2
    GoTo Start
Label_1:
    Index = 0           ' Index now equals 0
    GoTo Start
Label_2:
    Index = 1           ' Index now equals 1
    GoTo Start
```

The above example we first assign the index variable a value of 2, then we define our labels. Since the first position is considered 0 and the variable index equals 2 the **BranchL** command will cause the program to jump to the third label in the brackets [Label_2].

Notes

The **BranchL** command is mainly for use with PICmicro™ devices that have more than one page of memory (greater than 2048). It may also be used on any PICmicro™ device, but does produce code that is larger than **Branch**.

See also : **Branch**

Break

Syntax Break

Overview

Exit a **For...Next**, **While...Wend**, **Repeat...Until** or **Do...Loop** condition prematurely.

Example 1

' Break out of a For-Next loop when the count reaches 10

```
Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim Var1 as Byte

For Var1 = 0 to 39          ' Create a loop of 40 revolutions
    HRSoutLn Dec Var1      ' Print the revolutions on the serial terminal
    If Var1 = 10 Then Break ' Break out of the loop when Var1 = 10
    DelayMs 200            ' Delay so we can see what's happening
Next                       ' Close the For-Next loop
HRSoutLn "Exited At ", Dec Var1 ' Display value when loop was broke
```

Example 2

' Break out of a Repeat-Until loop when the count reaches 10

```
Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim Var1 as Byte

Var1 = 0
Repeat                       ' Create a loop
    HRSoutLn Dec Var1      ' Print the revolutions on the serial terminal
    If Var1 = 10 Then Break ' Break out of the loop when Var1 = 10
    DelayMs 200            ' Delay so we can see what's happening
    Inc Var1
Until Var1 > 39              ' Close the loop after 40 revolutions
HRSoutLn "Exited At ", Dec Var1 ' Display value when loop was broke
```

Example 3

' Break out of a While-Wend loop when the count reaches 10

```
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim bVar1 as Byte

bVar1 = 0
While bVar1 < 40             ' Create a loop of 40 revolutions
    HRSoutLn Dec bVar1       ' Print the revolutions on a serial terminal
    If bVar1 = 10 Then Break ' Break out of the loop when bVar1 = 10
    DelayMs 200             ' Delay so we can see what's happening
    Inc bVar1
Wend                         ' Close the loop
HRSoutLn "Exited At ", Dec bVar1 ' Display value when loop was broke
Stop
```

Notes

The **Break** command is similar to a **GoTo** but operates internally. When the **Break** command is encountered, the compiler will force a jump to the loop's internal exit label.

If the **Break** command is used outside of **For...Next**, **Repeat...Until**, **While...Wend** or **Do...Loop**, an error will be produced.

If the **Break** command is used within a **Select...EndSelect** construct while this is itself inside a loop, only the **Select...EndSelect** will be exited, not the loop.

See also : **Continue**, **For...Next**, **While...Wend**, **Repeat...Until**.

Bound

Syntax

Variable = **Bound** (*Variable*)

Overview

The **Bound** function returns the size of a standard variable, in bytes - 1. If used with an array, it returns the amount of elements in the array - 1.

Example

```
' Create a loop for the amount of elements in an array
,
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRsoutLn

Dim WordArray[10] as Word   ' Create an unsigned Word array variable
Dim bIndex as Byte          ' Create a Byte variable

WordArray = 0, 100, 200, 300, 400, 500, 600, 700, 800, 900

For bIndex = 0 To Bound(WordArray)
    HRsoutLn Dec bIndex, "=", Dec WordArray[Index]
Next                        ' Loop until all elements scanned
```

See Also: For...Next, Do...Loop, Repeat...Until, SizeOf, While...Wend

Continue

Syntax Continue

Overview

Cause the next iteration of **For...Next**, **While...Wend** or **Repeat...Until** or **Do...Loop** conditions to occur. With a **For...Next** loop, **Continue** will jump to the **Next** part. With a **While...Wend** loop, **Continue** will jump to the **While** part. With a **Repeat...Until** loop, **Continue** will jump to the **Until** part.

Example

```
' Create and display a For-Next loop's iterations, missing out number 10
Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim bIndex as Byte

For bIndex = 0 to 19      ' Create a loop of 20 iterations
    If bIndex = 10 Then Continue ' Miss out number 10
    HRSoutLn Dec bIndex    ' Display the counting loop
    DelayMs 100           ' Slow things down to see what's happening
Next                    ' Close the loop
```

See also : **Break**, **For...Next**, **Repeat...Until**, **While...Wend**.

Do...Loop

Syntax

Do

Instructions

Loop

or

Do

Instructions

Loop Until *Condition*

or

Do

Instructions

Loop While *Condition*

Overview

Execute a block of instructions until a condition is true, or while a condition is false, or create an infinite loop.

Example 1

```
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim MyWord as Word
MyWord = 1
Do                           ' Create a loop
    HRSoutLn Dec MyWord
    DelayMs 200
    Inc MyWord
Loop Until MyWord > 10      ' Loop until MyWord is greater than 10
```

Example 2

```
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim MyWord as Word
MyWord = 1
Do                           ' Create a loop
    HRSoutLn Dec MyWord
    DelayMs 200
    Inc MyWord
Loop While MyWord < 11      ' Loop while MyWord is less than 11
```

Example 3

```
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim MyWord as Word
MyWord = 1
Do                           ' Create a loop
    HRSoutLn Dec MyWord
    DelayMs 200
    Inc MyWord
Loop                         ' Loop forever
```

Notes.

Do-Loop differs from the **While-Wend** type in that, the **Do** loop will carry out the instructions within the loop at least once like a **Repeat-Until** type, then continuously until the condition is true, but the **While** loop only carries out the instructions if the condition is true.

Do-Loop is an ideal replacement to a **For-Next** loop, and can actually take less code space, thus performing the loop faster.

The above example 2 and example 3 show the equivalent to the **For-Next** loop: -

```
For MyWord = 1 to 10 : Next
```

See also : **While...Wend, For...Next...Step, Repeat...Until.**

For...Next...Step

Syntax

```
For Variable = Startcount to Endcount [ Step { Stepval } ]  
{code body}  
Next
```

Overview

The **For...Next** loop is used to execute a statement, or series of statements a predetermined amount of times.

Parameters

Variable refers to an index variable used for the sake of the loop. This index variable can itself be used in the code body but beware of altering its value within the loop as this can cause many problems.

Startcount is the start number of the loop, which will initially be assigned to the *variable*. This does not have to be an actual number - it could be the contents of another variable.

Endcount is the number on which the loop will finish. This does not have to be an actual number, it could be the contents of another variable, or an expression.

Stepval is an optional constant or variable by which the *variable* increases or decreases with each trip through the **For-Next** loop. If *Startcount* is larger than *Endcount*, then a minus sign must precede *Stepval*.

Example 1

```
' Display in decimal, all the values of MyWord within an upward loop  
Device = 18F26K40          ' Tell the compiler what device to compile for  
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn  
  
Dim MyWord as Word  
  
For MyWord = 0 To 2000 Step 2      ' Perform an upward loop  
    HRSoutLn Dec MyWord , " "      ' Display the value of MyWord  
Next                               ' Close the loop
```

Example 2

```
' Display in decimal, all the values of MyWord within a downward loop  
Device = 18F26K40          ' Tell the compiler what device to compile for  
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn  
  
Dim MyWord as Word  
  
For MyWord = 2000 to 0 Step -2    ' Perform a downward loop  
    HRSoutLn Dec MyWord , " "      ' Display the value of MyWord  
Next                               ' Close the loop
```

Example 3

```
' Display in decimal, all the values of MyDword within a downward loop  
Device = 18F26K40          ' Tell the compiler what device to compile for  
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn  
  
Dim MyDword as Dword  
  
For MyDword = 200000 To 0 Step -200 ' Perform a downward loop  
    HRSoutLn Dec MyDword , " "      ' Display the value of MyDword  
Next                               ' Close the loop
```


Example 4

```
' Display all of Wrd1 using a expressions as parts of the For-Next construct
Device = 18F26K40 ' Tell the compiler what device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim Wrd1 as Word
Dim Wrd2 as Word

Wrd2 = 1000

For Wrd1= Wrd2 + 10 To Wrd2 + 1000 ' Perform a loop
    HRSoutLn Dec Wrd1, " " ' Display the value of Wrd1
Next ' Close the loop
```

Notes

You may have noticed from the above examples, that no variable is present after the **Next** command. A variable after **Next** is purely optional.

For-Next loops may be nested as deeply as the memory on the PICmicro™ will allow. To prematurely exit a loop you may use the **Break** command.

```
For Var1 = 0 To 20 ' Create a loop of 21
    If Var1 = 10 Then Break ' Break out of loop when Var1 is 10
Next ' Close the loop
```

```
BreakOut:
    Stop
```

See also : **Bound, Do...Loop, While...Wend, Repeat...Until, SizeOf.**

If..Then..Else..EndIf

Syntax

If *Comparison* **Then** *Instruction* : { *Instruction* }

Or, you can use the single line form syntax:

If *Comparison* **Then** *Instruction* : { *Instruction* } : **Elseif** *Comparison* **Then** *Instruction* : **Else** *Instruction*

Or, you can use the block form syntax:

```
If Comparison Then  
  Instruction(s)  
Elseif Comparison Then  
  Instruction(s)  
{  
  Elseif Comparison Then  
    Instruction(s)  
  }  
Else  
  Instruction(s)  
EndIf
```

The curly braces signify optional conditions.

Overview

Evaluates the *comparison* and, if it fulfils the criteria, executes *expression*. If *comparison* is not fulfilled the *instruction* is ignored, unless an **Else** directive is used, in which case the code after it is implemented until the **EndIf** is found.

When all the instruction are on the same line as the **If-Then** statement, all the instructions on the line are carried out if the condition is fulfilled.

Parameters

Comparison is composed of variables, numbers and comparators.

Instruction is the statement to be executed should the *comparison* fulfil the **If** criteria

Example 1

```
Symbol LED = PORTB.4  
Dim bVar1 as Byte  
bVar1 = 3  
Low LED  
If bVar1 > 4 Then High LED : DelayMs 500 : Low LED
```

In the above example, bVar1 is not greater than 4 so the **If** criteria isn't fulfilled. Consequently, the **High** LED statement is never executed leaving the state of port pin PORTB.4 low. However, if we change the value of variable bVar1 to 5, then the LED will turn on for 500ms then off, because bVar1 is now greater than 4, so fulfils the *comparison* criteria.

A second form of **If**, evaluates the expression and if it is true then the first block of instructions is executed. If it is false then the second block (after the **Else**) is executed.

The program continues after the **EndIf** instruction.

The **Else** is optional. If it is missed out then if the expression is false the program continues after the **EndIf** line.

Example 2

```
If X & 1 = 0 Then
    A = 0
    B = 1
Else
    A = 1
EndIf
If Z = 1 Then
    A = 0
    B = 0
EndIf
```

Example 3

```
If X = 10 Then
    High LED1
ElseIf X = 20 Then
    High LED2
Else
    High LED3
EndIf
```

A forth form of **If**, allows the **Else** or **ElseIf** to be placed on the same line as the **If**: -

```
If X = 10 Then High LED1 : ElseIf X = 20 Then High LED2 : Else : High LED3
```

Notice that there is no **EndIf** instruction. The comparison is automatically terminated by the end of line condition. So in the above example, if X is equal to 10 then LED1 will illuminate, if X equals 20 then LED will illuminate, otherwise, LED3 will illuminate.

The **If** statement allows any type of variable, register or constant to be compared. A common use for this is checking a Port bit: -

```
If PORTA.0 = 1 Then High LED : Else : Low LED
```

Any commands on the same line after **Then** will only be executed if the comparison is fulfilled: -

```
If Var1 = 1 Then High LED : DelayMs 500 : Low LED
```

Notes

A **GoTo** command is optional after the **Then**: -

```
If PORTB.0 = 1 Then Label
```

Then directive always required.

The Positron8 compiler relies heavily on the **Then** part. Therefore, if the **Then** part of a construct is left out of the code listing, a Syntax Error will be produced.

See also : **Boolean Logic Operators, Select..Case..EndSelect.**

On GoTo

Syntax

On *Index Variable* **GoTo** *Label1* {...*Labeln*}

Overview

Cause the program to jump to different locations based on a variable index. On a PICmicro™ device with only one page of memory. Exactly the same functionality as **Branch**.

Parameters

Index Variable is a constant, variable, or expression, that specifies the label to jump to.

Label1...Labeln are valid labels that specify where to branch to. A maximum of 255 labels may be placed after the **GoTo**, 256 if using an 18F device.

Example

```

Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim bIndex as Byte

bIndex = 2                  ' Assign Index a value of 2
Start:                      ' Jump to label 2 (Label_2) because Index = 2
    On bIndex GoTo Label_0, Label_1, Label_2

Label_0:
    bIndex = 2              ' Index now equals 2
    HRSoutLn "Label 0"      ' Display the Label name on the serial terminal
    DelayMs 500            ' Wait 500ms
    GoTo Start              ' Jump back to Start
Label_1:
    bIndex = 0              ' Index now equals 0
    HRSoutLn "Label 1"      ' Display the Label name on the serial terminal
    DelayMs 500            ' Wait 500ms
    GoTo Start              ' Jump back to Start
Label_2:
    bIndex = 1              ' Index now equals 1
    HRSoutLn "Label 2"      ' Display the Label name on the serial terminal
    DelayMs 500            ' Wait 500ms
    GoTo Start              ' Jump back to Start
    
```

The above example we first assign the bIndex variable a value of 2, then we define our labels. Since the first position is considered 0 and the variable bIndex equals 2 the **On GoTo** command will cause the program to jump to the third label in the list, which is Label_2.

Notes

On GoTo is useful when you want to organise a structure such as: -

```
If Var1 = 0 Then GoTo Label_0 ' Var1 = 0: go to label "Label_0"  
If Var1 = 1 Then GoTo Label_1 ' Var1 = 1: go to label "Label_1"  
If Var1 = 2 Then GoTo Label_2 ' Var1 = 2: go to label "Label_2"
```

You can use **On GoTo** to organise this into a single statement: -

```
On Var1 GoTo Label_0, Label_1, Label_2
```

This works exactly the same as the above **If...Then** example. If the value is not in range (in this case if Var1 is greater than 2), **On GoTo** does nothing. The program continues with the next instruction.

The **On GoTo** command is primarily for use with PICmicro™ devices that have one page of memory (0-2047). If larger PICmicros are used and you suspect that the branch label will be over a page boundary, use the **On GoToL** command instead.

See also : **Branch, BranchL, On GoToL, On GoSub.**

On GoToL

Syntax

On *Index Variable* **GoToL** *Label1* {...*Labeln* }

Overview

Cause the program to jump to different locations based on a variable index. On a PICmicro™ device with more than one page of memory, or 18F devices. Exactly the same functionality as **BranchL**.

Parameters

Index Variable is a constant, variable, or expression, that specifies the label to jump to.

Label1...Labeln are valid labels that specify where to branch to. A maximum of 127 labels may be placed after the **GoToL**, 256 if using an 18F device.

Example

```
Device = 16F1829           ' Use a larger PICmicro device
Declare Xtal = 20           ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim Index as Byte

Index = 2                  ' Assign Index a value of 2
Start:                     ' Jump to label 2 (Label_2) because Index = 2

On Index GoToL Label_0, Label_1, Label_2

Label_0:
Index = 2                  ' Index now equals 2
HRSoutLn "Label 0"         ' Display the Label name
GoTo Start                 ' Jump back to Start

Label_1:
Index = 0                  ' Index now equals 0
HRSoutLn "Label 1"         ' Display the Label name
GoTo Start                 ' Jump back to Start

Label_2:
Index = 1                  ' Index now equals 1
HRSoutLn "Label 2"         ' Display the Label name
GoTo Start                 ' Jump back to Start
```

The above example we first assign the index variable a value of 2, then we define our labels. Since the first position is considered 0 and the variable Index equals 2 the **On GoToL** command will cause the program to jump to the third label in the list, which is Label_2.

Notes

The **On GoToL** command is mainly for use with PICmicro™ devices that have more than one page of memory (greater than 2048). It may also be used on any PICmicro™ device, but does produce code that is larger than **On GoTo**.

See also : **Branch**, **BranchL**, **On GoTo**, **On GoSub** .

On GoSub

Syntax

On *Index Variable* **GoSub** *Label1* {...*LabelN*}

Overview

Cause the program to Call a subroutine based on an index value. A subsequent **Return** will continue the program immediately following the **On GoSub** command.

Parameters

Index Variable is a constant, variable, or expression, that specifies the label to call.

Label1...LabelN are valid labels that specify where to call. A maximum of 256 labels may be placed after the **GoSub**.

Example

```
Device = 18F26K40           ' Use an 18F device
Declare Xtal = 20           ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim bIndex as Byte

Do                           ' Create an infinite loop
  For bIndex = 0 to 2        ' Create a loop to call all the labels
    ' Call the label depending on the value of Index
    On bIndex GoSub Label_0, Label_1, Label_2
    DelayMs 500              ' Wait 500ms after the subroutine has returned
  Next
Loop                          ' Do it forever

Label_0:
  HRSoutLn "Label 0"         ' Display the Label name
  Return

Label_1:
  HRSoutLn "Label 1"         ' Display the Label name
  Return

Label_2:
  HRSoutLn "Label 2"         ' Display the Label name
  Return
```

The above example, a loop is formed that will load the variable Index with values 0 to 2. The **On GoSub** command will then use that value to call each subroutine in turn. Each subroutine will **Return** to the **DelayMs** command, ready for the next scan of the loop.

Notes

On GoSub is useful when you want to organise a structure such as: -

```
If Var1 = 0 Then GoSub Label_0    ' Var1 = 0: call label "Label_0"  
If Var1 = 1 Then GoSub Label_1    ' Var1 = 1: call label "Label_1"  
If Var1 = 2 Then GoSub Label_2    ' Var1 = 2: call label "Label_2"
```

You can use **On GoSub** to organise this into a single statement: -

```
On Var1 GoSub Label_0, Label_1, Label_2
```

This works exactly the same as the above **If...Then** example. If the value is not in range (in this case if Var1 is greater than 2), **On GoSub** does nothing. The program continues with the next instruction..

On GoSub is only supported with 18F devices because they are the only PICmicro™ devices that allow code access to their return stack, which is required for the computed **Return** address.

The list of subroutines within the **On Gosub** can also be procedure calls, but they are not allowed to contain parameters:

```
On Var1 GoSub Proc0(), Proc1(), Proc2()
```

See also : **Branch, BranchL, On GoTo, On GoToL.**

Repeat...Until

Syntax

Repeat *Condition*

Instructions

Instructions

Until *Condition*

or

Repeat { *Instructions* : } **Until** *Condition*

Overview

Execute a block of instructions until a condition is true.

Example

```
Device = 18F25K20           ' Use an 18F device
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim MyWord as Word         ' Create an unsigned Word variable

MyWord = 1
Repeat
    HRSoutLn Dec MyWord
    DelayMs 200
    Inc MyWord
Until MyWord > 10
```

or

```
Repeat High LED : Until PORTA.0 = 1 ' Wait for a Port change
```

Notes

The **Repeat-Until** loop differs from the **While-Wend** type in that the **Repeat** loop will carry out the instructions within the loop at least once, then continuously until the condition is true, but the **While** loop only carries out the instructions if the condition is true.

The **Repeat-Until** loop is an ideal replacement to a **For-Next** loop, and actually takes less code space, thus performing the loop faster.

Two commands have been added especially for a **Repeat** loop, these are **Inc** and **Dec**.

Inc. Increment a variable i.e. `MyWord = MyWord + 1`

Dec. Decrement a variable i.e. `MyWord = MyWord - 1`

The above example shows the equivalent to the **For-Next** loop: -

```
For MyWord = 1 to 10 : Next
```

See also : **Bound, Do...Loop, For...Next...Step, SizeOf, While...Wend.**

Select..Case..EndSelect

Syntax

Select *Expression*

Case Condition(s)
 Instructions

{
 Case Condition(s)
 Instructions

Case Else
 Statement(s)
}

EndSelect

The curly braces signify optional conditions.

Overview

Evaluate an *Expression* then continually execute a block of BASIC code based upon comparisons to *Condition(s)*. After executing a block of code, the program continues at the line following the **EndSelect**. If no conditions are found to be True and a **Case Else** block is included, the code after the **Case Else** leading to the **EndSelect** will be executed.

Parameters

Expression can be any valid variable, constant, expression or inline command that will be compared to the *Conditions*.

Condition(s) is a statement that can evaluate as True or False. The Condition can be a simple or complex relationship, as described below. Multiple conditions within the same **Case** can be separated by commas.

Instructions can be any valid BASIC command that will be operated on if the **Case** condition produces a True result.

Example

```
' Load variable MyResult according to the contents of variable Var1
' MyResult will return a value of 255 if no valid condition was met
Device = 18F26K40      ' Compiler for an 18F device
Declare Xtal = 20      ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim Var1 as Byte
Dim MyResult as Byte

MyResult = 0          ' Clear the MyResult variable before we start
Var1 = 1              ' Variable to base the conditions upon
Select Var1
    Case 1            ' Is Var1 equal to 1 ?
        MyResult = 1  ' Load MyResult with 1 if yes
    Case 2            ' Is Var1 equal to 2 ?
        MyResult = 2  ' Load MyResult with 2 if yes
    Case 3            ' Is Var1 equal to 3 ?
        MyResult = 3  ' Load MyResult with 3 if yes
    Case Else         ' Otherwise...
        MyResult = 255 ' Load MyResult with 255
EndSelect
HRSoutLn Dec MyResult ' Display the value of MyResult
```

Notes

Select..Case is simply an advanced form of the **If..Then..Elseif..Else** construct, in which multiple **Elseif** statements are executed by the use of the **Case** command.

Taking a closer look at the **Case** command: -

Case *Conditional_Op Expression*

Where *Conditional_Op* can be an = operator (which is implied if absent), or one of the standard comparison operators <>, <, >, >= or <=. Multiple conditions within the same **Case** can be separated by commas. If, for example, you wanted to run a **Case** block based on a value being less than one or greater than nine, the syntax would look like: -

```
Case < 1, > 9
```

Another way to implement Case is: -

```
Case value1 to value2
```

In this form, the valid range is from *Value1* to *Value2*, inclusive. So if you wished to run a **Case** block on a value being between the values 1 and 9 inclusive, the syntax would look like: -

```
Case 1 To 9
```

For those of you that are familiar with C or Java, you will know that in those languages the statements in a **Case** block fall through to the next **Case** block unless the keyword break is encountered. In BASIC however, the code under an executed **Case** block jumps to the code immediately after **EndSelect**.

The word **Default** can be used instead of the name **Else**, within a **Select...EndSelect** block, if required.

Shown below is a typical **Select...EndSelect** structure with its corresponding **If..Then** equivalent code alongside.

```
Select Var1
  Case 6, 9, 99, 66
    ' If Var1 = 6 or Var1 = 9 or Var1 = 99 or Var1 = 66 Then
      Print "or Values"
  Case 110 to 200
    ' ElseIf Var1 >= 110 and Var1 <= 200 Then
      Print "and Values"
  Case 100
    ' ElseIf Var1 = 100 Then
      Print "EQUAL Value"
  Case > 300
    ' ElseIf Var1 > 300 Then
      Print "Greater Value"
  Case Default
    ' Else
      Print "Default Value"
EndSelect
' EndIf
```

See also : **If..Then..Elseif..Else..EndIf**.

SizeOf

Syntax

Variable = **SizeOf** (*Variable*)

Overview

The **SizeOf** function returns the size of a standard variable, in bytes. If used with an array, it returns the amount of elements in the array.

Example

```
' Create a loop for the amount of elements in an array
,
Device = 18F25K20           ' Use an 18F device
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim WordArray[10] as Word   ' Create an unsigned Word array variable
Dim Index as Byte           ' Create a Byte variable

WordArray = 0, 100, 200, 300, 400, 500, 600, 700, 800, 900

Index = 0
Repeat
    HRSoutLn Dec Index, "=", Dec WordArray[Index]
    Inc Index
Until Index >= SizeOf(WordArray) ' Loop until all elements scanned
```

See Also: **Bound, For...Next, Do...Loop, Repeat...Until, While...Wend**

Tern

Syntax

Variable = **Tern** (*Param1 Condition Param2, ValueIfTrue, ValueIfFalse*)

Overview

The **Tern** function is a form of *Ternary Operator* and has the same mechanism as a C compiler's '?' directive. If the comparison between **Param1** and **Param2** is true, then the assignment **Variable** will be loaded with **ValueIfTrue**, otherwise it will be loaded with **ValueIfFalse**. It is the equivalent of:

```
If Param1 condition Param2 Then
    Variable = ValueIfTrue
Else
    Variable = ValueIfFalse
EndIf
```

But it is in a single line of code and the asm code it produces is the same as it is if the comparison was written as above.

Parameters

Param1 can be any valid variable, constant, expression or procedure call that will be compared to **Param2**.

Param2 can be any valid variable, constant, expression or procedure call that will be compared to **Param1**.

Condition is a standard set of comparison characters as found in the **If** command. They can be <, >, <=, >=, <> or =.

ValueIfTrue can be any valid variable, constant or procedure call that will be loaded into the assignment **Variable** if the comparison between **Param1** and **Param2** is true.

ValueIfFalse can be any valid variable, constant or procedure call that will be loaded into the assignment **Variable** if the comparison between **Param1** and **Param2** is false.

Example

```
' Load a bit with a 1 or a 0 depending on the state of a variable
,
Device = 18F25K20           ' Use an 18F device
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRsoutLn

Dim Wordin as Word          ' Create an unsigned Word variable
Dim Bitout as Bit           ' Create a Bit variable

Wordin = 1024
,
' Load Bitout with 1 if Wordin holds less than 1000
,
Bitout = Tern(Wordin < 1000, 1, 0)
HRsoutLn "Bitout = ", Dec Bitout
,
' Load Bitout with 1 if Wordin holds greater than 1000
,
Bitout = Tern(Wordin > 1000, 1, 0)
HRsoutLn "Bitout = ", Dec Bitout
```

See also : **If..Then..Elseif..Else..EndIf.**

While...Wend

Syntax

```
While Condition  
    Instructions  
    Instructions  
Wend
```

or

```
While Condition { Instructions : } Wend
```

Overview

Execute a block of instructions while a condition is true.

Example

```
Device = 18F25K20           ' Use an 18F device  
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz  
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn  
  
Dim MyWord as Word        ' Create an unsigned Word variable  
  
MyWord = 1  
while MyWord <= 10  
    HRsoutLn Dec MyWord  
    MyWord = MyWord + 1  
wend
```

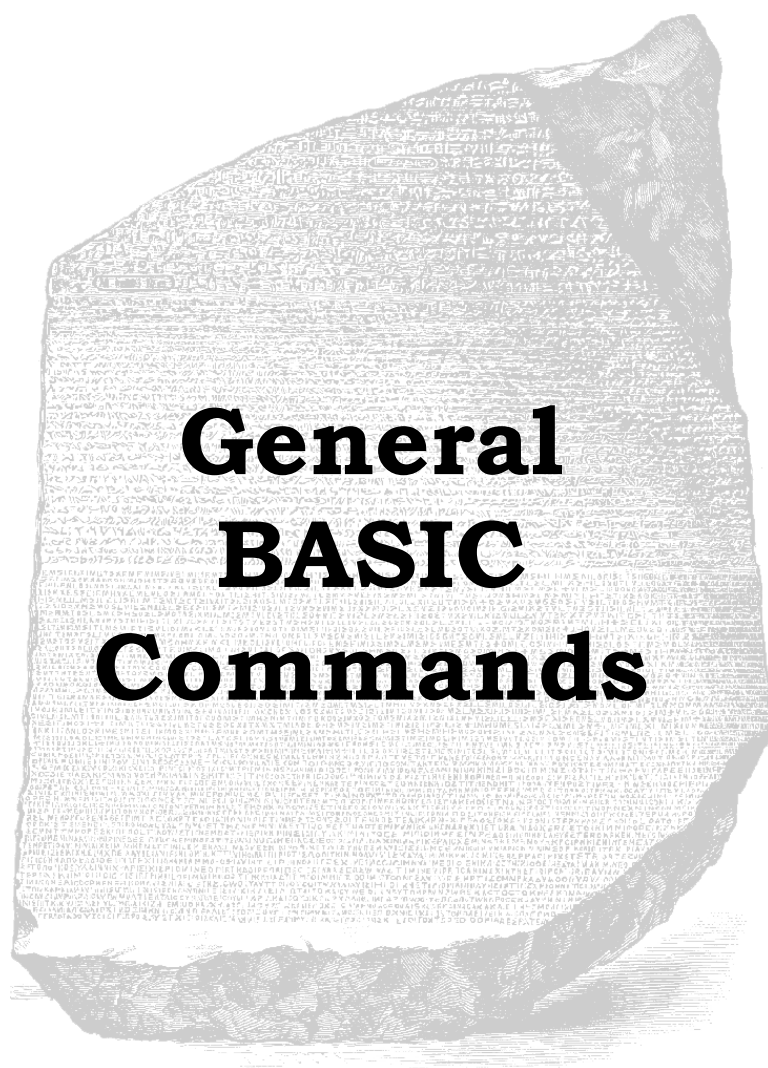
or

```
while PORTA.0 = 1: wend    ' Wait for a change on the Port
```

Notes

While-Wend, repeatedly executes *Instructions* **While** *Condition* is true. When the *Condition* is no longer true, execution continues at the statement following the **Wend**. *Condition* may be any comparison expression.

See also : Do...Loop, Repeat...Until, For...Next.



General BASIC Commands

AddressOf

Syntax

Assignment Variable = **AddressOf** (*Variable*)

Overview

Returns the address of the variable in RAM, or a label in Code memory. Commonly known as a *pointer*.

Parameters

Assignment Variable can be any of the compiler's variable types, and will receive the pointer to the *variable's* address.

Variable can be any variable name used in the BASIC program.

Notes

Be careful if using **AddressOf** to locate the starting address of an array when using an older standard 14-bit device, because arrays can cross RAM bank boundaries, and the finishing address of the array may be in a different RAM bank to its start address. The compiler can track RAM bank changes internally when accessing arrays on the older standard 14-bit core devices, but a user's BASIC program, generally, cannot. For example, the most common use for **AddressOf** is when implementing indirect addressing using the microcontroller's **FSR** and **INDF** registers.

This is not the case with 18F devices, as the **FSR0**, **FSR1**, and **FSR2** registers can access all memory areas linearly the same with enhanced 14-bit core devices, because they contain **FSR0** and **FSR1** SFRs.

When using **AddressOf** with an enhanced 14-bit core device it will return the address of a variable or label plus the offsets required to make them linearly accessible. i.e. \$2000 for RAM and \$8000 for Flash memory.

Call

Syntax

Call *Label*

Overview

Execute the assembly language subroutine named *Label*.

Parameters

Label must be a valid label name.

Example

```
' Call an assembler routine
Call Asm_Sub

Asm
    Asm_Sub
    {mnemonics}
Return
EndAsm
```

Notes

The **GoSub** command is usually used to execute a BASIC subroutine. However, if your subroutine happens to be written in assembler, the **Call** command should be used. The main difference between **GoSub** and **Call** is that when **Call** is used, the *label's* existence is not checked until assembly time. Using **Call**, a *label* in an assembly language section can be accessed that would otherwise be inaccessible to **GoSub**. This also means that any errors produced will be assembler types.

The **Call** command adds Page and Bank switching instructions prior to actually calling the subroutine, however, if **Call** is used in an all assembler environment, the extra mnemonics preceding the command can interfere with carefully sculptured code such as bit tests etc. By wrapping the subroutine's name in parenthesis, the Bank and Page instructions are suppressed, and the **Call** command becomes the **Call** mnemonic.

Call(Subroutine_Name)

Only use the mnemonic variation of **Call**, if you know that your destination is within the same Page as the section of code calling it. This is not an issue if using 18F devices, as they have a more linear memory organisation.

See also : **GoSub, GoTo, Proc...EndProc, Sub...EndSub**

Clear

Syntax

Clear *Variable* or *Variable.Bit* or *Pin Number*

Clear

Overview

Place a variable or bit in a clear state. For a variable, this means loading it with 0. For a bit this means setting it to 0.

Clear has another purpose... If no variable is present after the command, all user RAM within the device is cleared when the device first powers up, or a reset is implemented. Variables that are created with assignments, and **Static** variables will still hold their values because the **Clear** command becomes a directive, and signals to the compiler to add a block of code at the beginning of the user's program, to clear the RAM before the variables are created.

Parameters

Variable can be any variable or register.

Variable.Bit can be any variable and bit combination.

Pin Number can only be a constant that holds a value from 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example1

```
Clear           ' Clear all RAM area
Clear Var1.3    ' Clear bit 3 of Var1
Clear Var1      ' Load Var1 with the value of 0
Clear STATUS.0  ' Clear the carry flag high
Clear MyArray   ' Clear all of an Array variable. i.e. reset to zero's
Clear MyString  ' Clear all of a String variable. i.e. reset to zero's
Clear Pin_A0    ' Clear PORTA.0
```

Notes

There is a major difference between the **Clear** and **Low** command. **Clear** does not alter the TRIS register if a Port is targeted.

See Also : Set, Low, High, PinClear, PinSet, PinLow, PinHigh.

ClearBit

Syntax

ClearBit *Variable*, *Index*

Overview

Clear a bit of a variable or register using a variable index to the bit of interest.

Parameters

Variable is a user defined variable.

Index is a constant, variable, or expression that points to the bit within *Variable* that requires clearing.

Example

```
' Clear then Set each bit of variable ExVar
Device = 16F1829
Declare Xtal = 4
Dim ExVar as Byte
Dim Index as Byte
Cls
ExVar = 0b11111111

Do                                     ' Create an infinite loop
  For Index = 0 to 7                  ' Create a loop for 8 bits
    ClearBit ExVar, Index             ' Clear each bit of ExVar
    Print At 1,1,Bin8 ExVar           ' Display the binary result
    DelayMs 100                       ' Slow things down to see what's happening
  Next                                ' Close the loop
  For Index = 7 to 0 Step -1          ' Create a loop for 8 bits
    SetBit ExVar, Index               ' Set each bit of ExVar
    Print At 1,1,Bin8 ExVar           ' Display the binary result
    DelayMs 100                       ' Slow things down to see what's happening
  Next                                ' Close the loop
Loop                                  ' Do it forever
```

Notes

There are many ways to clear a bit within a variable, however, each method requires a certain amount of manipulation, either with rotates, or alternatively, the use of indirect addressing using the **FSR**, and **INDF** registers. Each method has its merits, but requires a certain amount of knowledge to accomplish the task correctly. The **ClearBit** command makes this task extremely simple using a register rotate method, however, this is not necessarily the quickest method, or the smallest, but it is the easiest. For speed and size optimisation, there is no shortcut to experience.

To Clear a known constant bit of a variable or register, then access the bit directly using Port.n.

```
PORTA.1 = 0
```

or

```
Var1.4 = 0
```

If a Port is targeted by **ClearBit**, the TRIS register is **not** affected.

See also : **GetBit**, **LoadBit**, **SetBit**.

Dec

Syntax

Dec *Variable* {, *DecrementVariable*}

Overview

Decrement a variable i.e. $\text{Var1} = \text{Var1} - 1$, or decrement a variable by the value held in parameter 2. i.e. $\text{Var1} = \text{Var1} - \text{Var2}$

Parameters

Variable is a user defined variable that will be decremented.

DecrementVariable is an optional variable or expression or constant that will be subtracted from the first variable.

Example1

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16       ' Set its frequency
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyByte as Byte = 11 ' Create a variable and give it an initial value

Repeat                ' Create a loop
  Dec MyByte          ' Decrement the variable MyByte
  HRsoutLn Dec MyByte ' Transmit the decimal value serially
  DelayMs 200         ' A delay to see what's happening
Until MyByte = 0      ' Loop until the variable reaches 0
```

The above example shows the equivalent to the **For-Next** loop: -

```
For MyByte = 10 to 0 Step -1
Next
```

Example 2

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16       ' Set its frequency
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyWord as Word = 110 ' Create a variable and give it an initial value

Repeat                ' Create a loop
  Print Dec MyWord     ' Transmit the ASCII value to a serial terminal
  DelayMs 200          ' A delay so the value can be seen changing
  Dec MyWord, 10        ' Decrement the variable MyWord by 10
Until MyWord = 0      ' Loop until the variable reaches 0
```

See also : **Inc.**

DelayCs

Syntax

DelayCs Length

Overview

Delay execution for an amount of instruction cycles.

Parameters

Length can only be a constant with a value from 1 to 1000.

Example

```
DelayCs 100           ' Delay for 100 cycles
```

Notes

DelayCs is oscillator independent, as long as you inform the compiler of the crystal frequency to use, using the **Declare** directive.

The length of a given instruction cycle is determined by the oscillator frequency. For example, running the microcontroller at it's default speed of 64MHz will result in an instruction cycle of 62.5ns (nano seconds).

Because of code memory paging overheads, **DelayCs** is only available when using enhanced 14-bit core or 18F devices.

See also : **DelayUs**, **DelayMs**, **Sleep**, **Snooze**.

DelayMs

Syntax

DelayMs *Length*

Overview

Delay execution for *length* x milliseconds (ms). Delays may be up to 65535ms (65.535 seconds) long.

Parameters

Length can be a constant, variable, or expression.

Example

```
Device = 18F25K20
Declare Xtal = 16

Dim MyByte as Byte = 50
Dim MyWord as Word = 1000

DelayMs 100           ' Delay for 100ms
DelayMs MyByte         ' Delay for 50ms
DelayMs MyWord         ' Delay for 1000ms
DelayMs MyWord + 10    ' Delay for 1010ms
```

Notes

DelayMs is oscillator independent, as long as you inform the compiler of the crystal frequency to use, using the **Declare** directive.

See also : DelayCs, DelayUs, Sleep, Snooze.

DelayUs

Syntax

DelayUs *Length*

Overview

Delay execution for *Length* X microseconds (us). Delays may be up to 65535us (65.535 milliseconds) long.

Parameters

Length can be a constant, variable, or expression.

Example

```
Device = 18F25K20
Declare Xtal = 16

Dim MyByte as Byte = 50
Dim MyWord as Word = 1000

DelayUs 1           ' Delay for 1us
DelayUs 100          ' Delay for 100us
DelayUs MyByte        ' Delay for 50us
DelayUs MyWord         ' Delay for 1000us
DelayUs MyWord + 10    ' Delay for 1010us
```

Notes

DelayUs is oscillator independent, as long as you inform the compiler of the crystal frequency to use, using the **Xtal** directive.

If a constant is used as **Length**, then delays down to 1us can be achieved, however, if a Variable is used as the **Length** parameter, then there's a minimum delay time depending on the frequency of the crystal used: -

Crystal Freq	Minimum Delay
4MHz	24us
8MHz	12us
10MHz	8us
16MHz	5us
20MHz	2us
24MHz	2us
25MHz	2us
32MHz	2us
33MHz	2us
40MHz	2us
48MHz	2us
64MHz	2us

See also : **Declare, DelayMs, DelayCs, Sleep, Snooze**

Dig

Syntax

Variable = **Dig** *Value*, *DigitNumber*

Overview

Returns the value of a decimal digit.

Parameters

Value is an unsigned constant, 8-bit, 16-bit, 32-bit integer variable or expression, from which the **DigitNumber** is to be extracted.

DigitNumber is a constant, variable, or expression that represents the digit to extract from **Value**. (0 - 9 with 0 being the rightmost digit).

Example 1

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16      ' Set its frequency
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyValue as Byte
Dim MyDigit as Byte

MyValue = 124
MyDigit = Dig MyValue, 1 ' Extract the second digit's value
HRsoutLn Dec MyDigit     ' Transmit the value, which is 2
```

Example 2

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16      ' Set its frequency
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyWord As Word = 1234
Dim MyDigit0 As Byte
Dim MyDigit1 As Byte
Dim MyDigit2 As Byte
Dim MyDigit3 As Byte
,
' Extract the separate digits from a variable
,
MyDigit0 = Dig MyWord, 0 ' Extract the first digit (right to left)
MyDigit1 = Dig MyWord, 1 ' Extract the second digit (right to left)
MyDigit2 = Dig MyWord, 2 ' Extract the third digit (right to left)
MyDigit3 = Dig MyWord, 3 ' Extract the fourth digit (right to left)

HRsoutLn "Raw Digit 3 = ", Dec MyDigit3
HRsoutLn "Raw Digit 2 = ", Dec MyDigit2
HRsoutLn "Raw Digit 1 = ", Dec MyDigit1
HRsoutLn "Raw Digit 0 = ", Dec MyDigit0
,
' Convert the digits to ASCII by adding 48
,
Inc MyDigit0, 48
Inc MyDigit1, 48
Inc MyDigit2, 48
Inc MyDigit3, 48

HRsoutLn "ASCII Digit 3 = ", MyDigit3
HRsoutLn "ASCII Digit 2 = ", MyDigit2
HRsoutLn "ASCII Digit 1 = ", MyDigit1
HRsoutLn "ASCII Digit 0 = ", MyDigit0
```


GetBit

Syntax

Variable = **GetBit** *Variable1*, *Index*

Overview

Examine a bit of a variable, or SFR (Special Function Register).

Parameters

Variable1 is a user defined variable.

Index is a constant, variable, or expression that points to the bit within *Variable1* that requires examining.

Example

```
' Examine and display each bit of variable ExVar
Device = 18F26K40      ' Compile for an 18F device
Declare Xtal = 20      ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim ExVar as Byte
Dim Index as Byte
Dim BitVal as Byte

ExVar = 0b10110111

Do
  HRSoutLn Bin8 ExVar      ' Display the original variable
  For Index = 7 to 0 Step -1 ' Create a loop for 8 bits
    BitVal = GetBit ExVar, Index ' Examine each bit of ExVar
    HRSout Dec1 BitVal          ' Display the binary result
    DelayMs 100                ' Slow things down to see what's happening
  Next                         ' Close the loop
  HRSout 13                    ' Send a CR to move to the next line
Loop                          ' Do it forever
```

See also : **ClearBit**, **LoadBit**, **SetBit**.

GoSub

Syntax

GoSub *Label*

or

GoSub *Label* [*Variable*, {*Variable*, *Variable*... etc}], *Receipt Variable*

Overview

GoSub jumps the program to a defined label and continues execution from there. Once the program hits a **Return** command the program returns to the instruction following the **GoSub** that called it and continues execution from that point.

If using an 18F device, parameters can be pushed onto a software stack before the call is made, and a variable can be popped from the stack before continuing execution of the next commands. Only the 18F devices have this mechanism, because they contain an FSR2 register that is used as a stack pointer. The other 16F devices do not contain this SFR.

Parameters

Label is a user-defined label placed at the beginning of a line which must have a colon ':' directly after it.

Variable is a user defined variable of type **Bit**, **Byte**, **Long**, **Word**, **Dword**, **Float**, **String**, **Array** or **Constant** value, that will be pushed onto the stack before the call to a subroutine is performed.

Receipt Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float**, **String** or **Array** that will hold a value popped from the stack after the subroutine has returned.

Example 1

```
' Implement a standard subroutine call
GoTo Start      ' Jump over the subroutines
SubA:  { subroutine A code
.....
.....
}
Return

SubB:  { subroutine B code
.....
.....
}
Return

' Actual start of the main program
Start:
GoSub SubA
GoSub SubB
Stop
```

Example 2

```
' Call a subroutine with parameters
Device = 18F25K20           ' Stack only suitable for 18F devices
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Stack_Size = 20    ' Create a small stack capable of holding 20 bytes

Dim Wrd1 as Word           ' Create a Word variable
Dim Wrd2 as Word           ' Create another Word variable
Dim Receipt as Word       ' Create a variable to hold result

Wrd1 = 1234                ' Load the Word variable with a value
Wrd2 = 567                 ' Load the other Word variable with a value
' Call the subroutine and return a value
GoSub AddThem [Wrd1, Wrd2], Receipt
Print Dec Receipt         ' Display the result as decimal
Stop

' Subroutine starts here. Add two parameters passed and return the result
AddThem:
Dim AddWrd1 as Word       ' Create two uniquely named variables
Dim AddWrd2 as Word

Pop AddWrd2               ' Pop the last variable pushed
Pop AddWrd1               ' Pop the first variable pushed
AddWrd1 = AddWrd1 + AddWrd2 ' Add the values together
Return AddWrd1            ' Return the result of the addition
```

In reality, what's happening with the **GoSub** in the above program is simple, if we break it into its constituent events: -

```
Push Wrd1
Push Wrd2
GoSub AddThem
Pop Receipt
```

Notes

Now that the Positron8 compiler has true procedures, the parameters used with **GoSub** are legacy and should not be used in new programs.

Only one parameter can be returned from the subroutine, any others will be ignored.

If a parameter is to be returned from a subroutine but no parameters passed to the subroutine, simply issue a pair of empty square braces: -

```
GoSub Label [ ], Receipt
```

The same rules apply for the parameters as they do for **Push**, which is after all, what is happening.

Positron8 allows any amount of **GoSubs** in a program, but the 14-bit PICmicro™ architecture only has an 8-level return address stack, which only allows 8 **Gosubs** to be nested. The compiler only ever uses a maximum of 4-levels for its library subroutines, therefore do not use more than 4 **GoSubs** within subroutines. The 18F devices however, have a 28-level return address stack which allows any combination of up to 28 **GoSubs** to occur.

A subroutine must always end with a **Return** command.

What is a Stack?

All microprocessors and most microcontrollers have access to a Stack, which is an area of RAM allocated for temporary data storage. But this is sadly lacking on a PICmicro™ device. However, the 18F devices have an architecture and low-level mnemonics that allow a Stack to be created and used very efficiently.

A stack is first created in high memory by issuing the **Stack_Size Declare**.

```
Declare Stack_Size = 40
```

The above line of code will reserve 40 bytes at the top of RAM. This means that it is a safe place for temporary variable storage.

Taking the above line of code as an example, we can examine what happens when a variable is pushed on to the 40 byte stack, and then popped off again.

First the RAM is allocated as a byte array above all **Dimmed** variables so it does not interfere with anything in the BASIC program. For this explanation we will assume that a 18F452 PICmicro™ device is being used. Reserving a stack of 40 bytes may create a byte array at address 1495.

Pushing.

When a **Word** variable is pushed onto the stack, the memory map would look like the diagram below: -

Top of Memory	Empty RAM.....	Address 1535
	~	
	~	
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte address of Word variable	Address 1496
Start of Stack	High Byte address of Word variable	Address 1495

The high byte of the variable is first pushed on to the stack, then the low byte. And as you can see, the stack grows in an upward direction whenever a **Push** is implemented, which means it shrinks back down whenever a **Pop** is implemented.

If we were to **Push** a **Dword** variable on to the stack as well as the **Word** variable, the stack memory would look like: -

Top of Memory	Empty RAM.....	Address 1535
	~	
	~	
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte address of Dword variable	Address 1500
	Mid1 Byte address of Dword variable	Address 1499
	Mid2 Byte address of Dword variable	Address 1498
	High Byte address of Dword variable	Address 1497
	Low Byte address of Word variable	Address 1496
Start of Stack	High Byte address of Word variable	Address 1495

Popping.

When using the **Pop** command, the same variable type that was pushed last must be popped first, or the stack will become out of phase and any variables that are subsequently popped will contain invalid data. For example, using the above analogy, we need to **Pop** a **Dword** variable first. The **Dword** variable will be popped Low Byte first, then MID1 Byte, then MID2 Byte, then lastly the High Byte. This will ensure that the same value pushed will be reconstructed correctly when placed into its recipient variable. After the **Pop**, the stack memory map will look like: -

Top of Memory	Empty RAM.....	Address 1535
	~	~
	~	~
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte address of Word variable	Address 1496
Start of Stack	High Byte address of Word variable	Address 1495

If a **Word** variable was then popped, the stack will be empty, however, what if we popped a **Byte** variable instead? the stack would contain the remnants of the **Word** variable previously pushed. Now what if we popped a **Dword** variable instead of the required **Word** variable? the stack would underflow by two bytes and corrupt any variables using those address's . The compiler cannot warn you of this occurring, so it is up to you, the programmer, to ensure that proper stack management is carried out. The same is true if the stack overflows. i.e. goes beyond the top of RAM. The compiler cannot give a warning.

Technical Details of Stack implementation.

The stack implemented by the compiler is known as an **Incrementing Last-In First-Out** Stack. *Incrementing* because it grows upwards in memory. *Last-In First-Out* because the last variable pushed, will be the first variable popped.

The stack is not circular in operation, so that a stack overflow will rollover into the PICmicro's hardware register, and an underflow will simply overwrite RAM immediately below the Start of Stack memory. If a circular operating stack is required, it will need to be coded in the main BASIC program, by examination and manipulation of the stack pointer (see below).

Indirect register pair **FSR2L** and **FSR2H** are used as a 16-bit stack pointer, and are incremented for every **Byte** pushed, and decremented for every **Byte** popped. Therefore checking the **FSR2** registers in the BASIC program will give an indication of the stack's condition if required. This also means that the BASIC program cannot use the **FSR2** register pair as part of its code, unless for manipulating the stack. Note that none of the compiler's commands, other than **Push** and **Pop**, use **FSR2**.

Whenever a variable is popped from the stack, the stack's memory is not actually cleared, only the stack pointer is moved. Therefore, the above diagrams are not quite true when they show empty RAM, but unless you have use of the remnants of the variable, it should be considered as empty, and will be overwritten by the next **Push** command.

See also : **Call, GoTo, Push, Pop, Proc...EndProc, Sub...EndSub.**

GoTo

Syntax

GoTo *Label*

Overview

Jump to a defined label and continue execution from there.

Parameters

Label is a user-defined label placed at the beginning of a line which must have a colon ':' directly after it.

Example

```
If Var1 = 3 Then GoTo JumpOver
{
  code here executed only if Var1<>3
  .....
  .....
}
JumpOver:
  {continue code execution}
```

In this example, if Var1=3 then the program jumps over all the code below it until it reaches the *label* JumpOver where program execution continues as normal.

See also : **Call, GoSub, Sub...EndSub, Proc...EndProc.**

Inc

Syntax

Inc *Variable* {, *IncrementVariable*}

Overview

Increment a variable i.e. *Variable* = *Variable* + 1, or increment a variable by the value held in parameter 2. i.e. *Variable* = *Variable* + *IncrementVariable*

Parameters

Variable is a user defined variable that will be incremented

IncrementVariable is an optional variable or expression or constant that will be added to the first variable.

Example1

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16      ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyByte as Byte = 1 ' Create a variable and give it an initial value

Repeat                ' Create a loop
  HRsoutLn Dec MyByte ' Transmit the ASCII value to a serial terminal
  DelayMs 200         ' A delay so the value can be seen changing
  Inc MyByte          ' Increment the variable MyByte by 1
Until MyByte > 10     ' Loop until the variable reaches 10 or over
```

The above example shows the equivalent to the **For-Next** loop: -

```
For MyByte = 1 to 10 : Next
```

Example 2

```
Device = 18F25K20      ' Select the device to use
Declare Xtal = 16      ' Set its frequency
Declare Hserial_Baud = 9600 ' Set the Baud rate for the HRsoutLn command

Dim MyWord as Word = 1 ' Create a variable and give it an initial value

Repeat                ' Create a loop
  HRsoutLn Dec MyWord ' Transmit the ASCII value to a serial terminal
  DelayMs 200         ' A delay so the value can be seen changing
  Inc MyWord, 10       ' Increment the variable MyWord by 10
Until MyWord > 100     ' Loop until the variable reaches 100 or over
```

See also : Dec.

LoadBit

Syntax

LoadBit *Variable, Index, Value*

Overview

Clear, or Set a bit of a variable or register using a variable index to point to the bit of interest.

Parameters

Variable is a user defined variable, of type **Byte**, **Word**, **Long**, or **Dword**.

Index is a constant, variable, or expression that points to the bit within *Variable* that requires accessing.

Value is a constant, variable, or expression that will be placed into the bit of interest. Values greater than 1 will set the bit.

Example

```
' Copy variable ExVar bit by bit into variable PT_Var
Device = 16F1829
Declare Xtal = 4           ' Tell the compiler the device is operating at 4MHz
Dim ExVar as Word
Dim Index as Byte
Dim Value as Byte
Dim PT_Var as Word

Do
  PT_Var = 0b0000000000000000
  ExVar = 0b1011011000110111
  Cls
  For Index = 0 to 15      ' Create a loop for 16 bits
    Value = GetBit ExVar, Index ' Examine each bit of variable ExVar
    LoadBit PT_Var, Index, Value ' Set or Clear each bit of PT_Var
    Print At 1, 1, Bin16 ExVar ' Display the original variable
    Print At 2, 1, Bin16 PT_Var ' Display the copied variable
    DelayMs 100 ' Slow things down to see what's happening
  Next ' Close the loop
Loop ' Do it forever
```

Notes

There are many ways to clear or set a bit within a variable, however, each method requires a certain amount of manipulation, either with rotates, or alternatively, the use of indirect addressing using the **FSR**, and **INDF** registers. Each method has its merits, but requires a certain amount of knowledge to accomplish the task correctly. The **LoadBit** command makes this task extremely simple by taking advantage of the indirect method using **FSR**, and **INDF**, however, this is not necessarily the quickest method, or the smallest, but it is the easiest. For speed and size optimisation, there is no shortcut to experience.

To clear a known constant bit of a variable or register, then access the bit directly using Port.n.
i.e. **PORTA.1** = 0

To set a known constant bit of a variable or register, then access the bit directly using Port.n.
i.e. **PORTA.1** = 1

If a Port is targeted by **LoadBit**, the TRIS register is **not** affected.

See also : **ClearBit, GetBit, SetBit.**

Pop

Syntax

Pop *Variable*, {*Variable*, *Variable* etc}

Overview

Pull a single variable or multiple variables from a software stack.

If the **Pop** command is issued without a following variable, it will implement the assembler mnemonic **Pop**, which manipulates the PICmicro's call stack.

Parameters

Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float**, **Array**, or **String**.

The amount of bytes pushed on to the stack varies with the variable type used. The list below shows how many bytes are pushed for a particular variable type, and their order.

- **Bit** 1 Byte is popped containing the value of the bit pushed.
- **Pin** 1 Byte is popped containing the value of the byte pushed.
- **Byte** 1 Byte is popped containing the value of the byte pushed.
- **Byte Array** 1 Byte is popped containing the value of the byte pushed.
- **Word** 2 Bytes are popped. Low Byte then High Byte containing the value of the word pushed.
- **Word Array** 2 Bytes are popped. Low Byte then High Byte containing the value of the word pushed.
- **Dword Array** 4 Bytes are popped. Low Byte, Mid1 Byte, Mid2 Byte then High Byte containing the value of the dword pushed.
- **Dword** 4 Bytes are popped. Low Byte, Mid1 Byte, Mid2 Byte then High Byte containing the value of the dword pushed.
- **Float** 4 Bytes are popped. Low Byte, Mid1 Byte, Mid2 Byte then High Byte containing the value of the float pushed.
- **String** 2 Bytes are popped. Low Byte then High Byte that point to the start address of the string previously pushed.

Example 1

```
' Push two variables on to the stack then retrieve them

Device = 18F452          ' Select the device to use
Declare Stack_Size = 20 ' Create a small stack capable of holding 20 bytes

Dim Wrd as Word          ' Create a Word variable
Dim Dwd as Dword         ' Create a Dword variable

Wrd = 1234                ' Load the Word variable with a value
Dwd = 567890              ' Load the Dword variable with a value
Push Wrd, Dwd             ' Push the Word variable then the Dword variable

Clear Wrd                 ' Clear the Word variable
Clear Dwd                 ' Clear the Dword variable

Pop Dwd, Wrd              ' Pop the Dword variable then the Word variable
Print Dec Wrd, " ", Dec Dwd ' Display the variables as decimal
Stop
```

Example 2

' Push a String on to the stack then retrieve it

```
Device = 18F452           ' Select the device to use
Declare Stack_Size = 10   ' Create a small stack capable of holding 10 bytes

Dim SourceString as String * 20 ' Create a String variable
Dim DestString as String * 20   ' Create another String variable

SourceString = "Hello World"    ' Load the String variable with characters

Push SourceString              ' Push the String variable's address

Pop DestString                 ' Pop the previously pushed String into DestString
Print DestString              ' Display the string, which will be " Hello World "
Stop
```

Example 3

' Push a Quoted character string on to the stack then retrieve it

```
Device = 18F452           ' Select the device to use
Declare Stack_Size = 10   ' Create a small stack capable of holding 10 bytes

Dim DestString as String * 20 ' Create a String variable

Push " Hello World "        ' Push the Quoted String of Characters on to the stack

Pop DestString              ' Pop the previously pushed String into DestString
Print DestString           ' Display the string, which will be "Hello World"
Stop
```

See also : **Push, GoSub, Return, See Push for technical details of stack manipulation.**

Ptr8, Ptr16, Ptr24, Ptr32

Syntax

Variable = **Ptr8** (*Address*)
Variable = **Ptr16** (*Address*)
Variable = **Ptr24** (*Address*)
Variable = **Ptr32** (*Address*)

or

Ptr8 (*Address*) = *Variable*
Ptr16 (*Address*) = *Variable*
Ptr24 (*Address*) = *Variable*
Ptr32 (*Address*) = *Variable*

Overview

Indirectly address RAM for loading or retrieving using a variable to hold the 16-bit address on enhanced 14-bit core devices and 18F devices.

Parameters

Variable is a user defined variable that holds the result of the indirectly address RAM area, or the variable to place into the indirectly addressed RAM area.

Address can be a **Word**, **Long**, or **Dword** variable or expression that holds the 16-bit address of the RAM area of interest.

Address can also post or pre increment or decrement:

- (MyAddress++) Post increment MyAddress after retrieving it's RAM location.
- (MyAddress--) Post decrement MyAddress after retrieving it's RAM location.
- (++MyAddress) Pre increment MyAddress before retrieving it's RAM location.
- (--MyAddress) Pre decrement MyAddress before retrieving it's RAM location.

Ptr8 will load or retrieve a value with an optional 8-bit post or pre increment or decrement.

Ptr16 will load or retrieve a value with an optional 16-bit post or pre increment or decrement.

Ptr24 will load or retrieve a value with an optional 24-bit post or pre increment or decrement.

Ptr32 will load or retrieve a value with an optional 32-bit post or pre increment or decrement.

8-bit Example.

```
' Load and Read 8-bit values indirectly from/to RAM
,
Device = 18F25K20                ' Choose an 18F device
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz

Declare Hserial_Baud = 9600      ' Set Baud rate to 9600

Dim MyByteArray[20] As Byte      ' Create a byte array
Dim MyByte As Byte              ' Create a byte variable
Dim bIndex As Byte
Dim wAddress as Word            ' Create a variable to hold address
```

```

Main:
'
' Load into RAM
'
wAddress = AddressOf(MyByteArray) ' Load wAddress with address of array
For bIndex = 19 To 0 Step -1 ' Create a loop
    Ptr8(wAddress++) = bIndex ' Load RAM with address post increment
Next
'
' Read from RAM
'
wAddress = AddressOf(MyByteArray) ' Load wAddress with address of array
Do ' Create a loop
    MyByte = Ptr8(wAddress++) ' Retrieve from RAM with post increment
    HRSout Dec MyByte, 13 ' Transmit the byte read from RAM
    If MyByte = 0 Then Break ' Exit when a null(0) is read from RAM
Loop

```

16-bit Example.

```

' Load and Read 16-bit values indirectly from/to RAM
'
Device = 18F25K20 ' Choose an 18F device
Declare Xtal = 16 ' Tell the compiler the device is operating at 16MHz

Declare Hserial_Baud = 9600 ' Set Baud rate to 9600 for HRSoutLn

Dim MyWordArray[20] As Word ' Create a word array
Dim MyWord As Word ' Create a word variable
Dim bIndex As Byte
Dim wAddress as Word ' Create a variable to hold the address

```

```

Main:
'
' Load into RAM
'
wAddress = AddressOf(MyWordArray) ' Load wAddress with address of array
For bIndex = 19 To 0 Step -1 ' Create a loop
    Ptr16(wAddress++) = bIndex ' Load RAM with address post increment
Next
'
' Read from RAM
'
wAddress = AddressOf(MyWordArray) ' Load wAddress with address of array
Do ' Create a loop
    MyWord = Ptr16(wAddress++) ' Retrieve from RAM with post increment
    HRSout Dec MyWord, 13 ' Transmit the word read from RAM
    If MyWord = 0 Then Break ' Exit when a null(0) is read from RAM
Loop

```

24-bit Example.

```
' Load and Read 24-bit values indirectly from/to RAM
,
Device = 18F25K20          ' Choose an 18F device
Declare Xtal = 16          ' Tell the compiler the device is operating at 16MHz

Declare Hserial_Baud = 9600 ' Set Baud rate to 9600

Dim MyLongArray[20] As Long ' Create a long array
Dim MyLong As Long          ' Create a long variable
Dim bIndex As Byte
Dim wAddress as Word        ' Create a variable to hold the address

Main:
,
' Load into RAM
,
wAddress = AddressOf(MyLongArray) ' Load wAddress with address of the array
For bIndex = 19 To 0 Step -1      ' Create a loop
    Ptr24(wAddress++) = bIndex    ' Load RAM with address post increment
Next
,
' Read from RAM
,
wAddress = AddressOf(MyLongArray) ' Load wAddress with address of array
Do                                ' Create a loop
    MyLong = Ptr24(wAddress++)    ' Retrieve from RAM with post increment
    HRsout Dec MyLong, 13        ' Transmit the long read from RAM
    If MyLong = 0 Then Break     ' Exit when a null(0) is read from RAM
Loop
```

32-bit Example.

```
' Load and Read 32-bit values indirectly from RAM
,
Device = 18F25K20          ' Choose an 18F device
Declare Xtal = 16          ' Tell the compiler the device is operating at 16MHz

Declare Hserial_Baud = 9600 ' Set Baud rate to 9600

Dim MyDwordArray[20] As Dword ' Create a dword array
Dim MyDword As Dword          ' Create a dword variable
Dim bIndex As Byte
Dim wAddress as Word        ' Create a variable to hold the address

Main:
,
' Load into RAM
,
wAddress = AddressOf(MyDwordArray) ' Load wAddress with address of the array
For bIndex = 19 To 0 Step -1      ' Create a loop
    Ptr32(wAddress++) = bIndex    ' Load RAM with address post increment
Next
,
' Read from RAM
,
wAddress = AddressOf(MyDwordArray) ' Load wAddress with address of array
Do                                ' Create a loop
    MyDword = Ptr32(wAddress++)    ' Retrieve from RAM with post increment
    HRsout Dec MyDword, 13        ' Transmit the dword read from RAM
    If MyDword = 0 Then Break     ' Exit when a null(0) is read from RAM
Loop
```

See also: [AddressOf](#).

Push

Syntax

Push *Variable*, {*Variable*, *Variable* etc}

Overview

Place a single variable or multiple variables onto a software stack.

If the **Push** command is issued without a following variable, it will implement the assembler mnemonic **Push**, which manipulates the PICmicro's call stack.

Parameters

Variable is a user defined variable of type **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Long**, **Dword**, **Float**, **Array**, **String**, or **constant** value.

The amount of bytes pushed on to the stack varies with the variable type used. The list below shows how many bytes are pushed for a particular variable type, and their order.

- **Bit** 1 Byte is pushed that holds the condition of the bit.
- **Pin** 1 Byte is pushed.
- **Byte** 1 Byte is pushed.
- **Byte Array** 1 Byte is pushed.
- **Word** 2 Bytes are pushed. High Byte then Low Byte.
- **Long Array** 3 Bytes are pushed. High Byte then Low Byte.
- **Long** 3 Bytes are pushed. High Byte then Low Byte.
- **Word Array** 2 Bytes are pushed. High Byte then Low Byte.
- **Dword Array** 4 Bytes are pushed. High Byte then Low Byte.
- **Dword** 4 Bytes are pushed. High Byte, Mid2 Byte, Mid1 Byte then Low Byte.
- **Float** 4 Bytes are pushed. High Byte, Mid2 Byte, Mid1 Byte then Low Byte.
- **String** 2 Bytes are pushed. High Byte then Low Byte that point to the start address of the string in memory.
- **Constant** Amount of bytes varies according to the value pushed. High Byte first.

Example 1

' Push two variables on to the stack then retrieve them

```

Device = 18F452           ' Stack only suitable for 18F devices
  Declare Xtal = 16       ' Tell the compiler the device is operating at 16MHz

Declare Stack_Size = 20 ' Create a small stack capable of holding 20 bytes

Dim Wrd as Word           ' Create a Word variable
Dim Dwd as Dword          ' Create a Dword variable

Wrd = 1234                ' Load the Word variable with a value
Dwd = 567890              ' Load the Dword variable with a value
Push Wrd, Dwd             ' Push the Word variable then the Dword variable

Clear Wrd                 ' Clear the Word variable
Clear Dwd                 ' Clear the Dword variable

Pop Dwd, Wrd              ' Pop the Dword variable then the Word variable
Print Dec Wrd, " ", Dec Dwd ' Display the variables as decimal
Stop
```

Example 2

' Push a String on to the stack then retrieve it

```
Device = 18F452          ' Stack only suitable for 18F devices
Declare Stack_Size = 10  ' Create a small stack capable of holding 10 bytes

Dim SourceString as String * 20 ' Create a String variable
Dim DestString as String * 20   ' Create another String variable

SourceString = "Hello World"    ' Load the String variable with characters

Push SourceString              ' Push the String variable's address

Pop DestString                 ' Pop the previously pushed String into DestString
Print DestString               ' Display the string, which will be "Hello World"
Stop
```

Formatting a Push.

Each variable type, and more so, constant value, will push a different amount of bytes on to the stack. This can be a problem where values are concerned because it will not be known what size variable is required in order to **Pop** the required amount of bytes from the stack. For example, the code below will push a constant value of 200 on to the stack, which requires 1 byte.

```
Push 200
```

All well and good, but what if the recipient popped variable is of a **Word** or **Dword** type.

```
Pop Wrd
```

Popping from the stack into a **Word** variable will actually pull 2 bytes from the stack, however, the code above has only pushed on byte, so the stack will become out of phase with the values or variables previously pushed. This is not really a problem where variables are concerned, as each variable has a known byte count and the user knows if a **Word** is pushed, a **Word** should be popped.

The answer lies in using a formatter preceding the value or variable pushed, that will force the amount of bytes loaded on to the stack. The formatters are **Byte**, **Word**, **Long**, **Dword** or **Float**.

The **Byte** formatter will force any variable or value following it to push only 1 byte to the stack.

```
Push Byte 12345
```

The **Word** formatter will force any variable or value following it to push only 2 bytes to the stack:

```
Push Word 123
```

The **Long** formatter will force any variable or value following it to push only 3 bytes to the stack:

```
Push Long 123
```

The **Dword** formatter will force any variable or value following it to push only 4 bytes to the stack: -

```
Push Dword 123
```

The **Float** formatter will force any variable or value following it to push only 4 bytes to the stack, and will convert a constant value into the 4-byte floating point format: -

Push Float 123

So for the **Push** of 200 code above, you would use: -

Push Word 200

In order for it to be popped back into a **Word** variable, because the push would be the high byte of 200, then the low byte.

If using the multiple variable **Push**, each parameter can have a different formatter preceding it.

Push Word 200, **Dword** 1234, **Float** 1234

Note that if a floating point value is pushed, 4 bytes will be placed on the stack because this is a known format.

What is a Stack?

All microprocessors and most microcontrollers have access to a Stack, which is an area of RAM allocated for temporary data storage. But this is sadly lacking on a PICmicro™ device. However, the 18F devices have an architecture and low-level mnemonics that allow a Stack to be created and used very efficiently.

A stack is first created in high memory by issuing the **Stack_Size Declare**.

Declare Stack_Size = 40

The above line of code will reserve 40 bytes as a byte array that resides above **Dimmed** variables. This means that it is a safe place for temporary variable storage.

Taking the above line of code as an example, we can examine what happens when a variable is pushed on to the 40 byte stack, and then popped off again.

First the RAM is allocated as the byte array. For this explanation we will assume that a 18F452 PICmicro™ device is being used and the stack array starts at address 1495 within its RAM.

Pushing.

When a **Word** variable is pushed onto the stack, the memory map would look like the diagram below: -

Top of Memory	Empty RAM.....	Address 1535
	~ ~	
	~ ~	
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte Address of Word Variable	Address 1496
Start of Stack	High Byte Address of Word Variable	Address 1495

The high byte of the variable is first pushed on to the stack, then the low byte. And as you can see, the stack grows in an upward direction whenever a **Push** is implemented, which means it shrinks back down whenever a **Pop** is implemented.

If we were to **Push** a **Dword** variable on to the stack as well as the **Word** variable, the stack memory would look like: -

Top of Memory	Empty RAM.....	Address 1535
	~ ~	
	~ ~	
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte Address of Dword Variable	Address 1500
	Mid1 Byte Address of Dword Variable	Address 1499
	Mid2 Byte Address of Dword Variable	Address 1498
	High Byte Address of Dword Variable	Address 1497
	Low Byte Address of Word Variable	Address 1496
Start of Stack	High Byte Address of Word Variable	Address 1495

Popping.

When using the **Pop** command, the same variable type that was pushed last must be popped first, or the stack will become out of phase and any variables that are subsequently popped will contain invalid data. For example, using the above analogy, we need to **Pop** a **Dword** variable first. The **Dword** variable will be popped Low Byte first, then MID1 Byte, then MID2 Byte, then lastly the High Byte. This will ensure that the same value pushed will be reconstructed correctly when placed into its recipient variable. After the **Pop**, the stack memory map will look like: -

Top of Memory	Empty RAM.....	Address 1535
	~ ~	
	~ ~	
	Empty RAM.....	Address 1502
	Empty RAM.....	Address 1501
	Low Byte Address of Word Variable	Address 1496
Start of Stack	High Byte Address of Word Variable	Address 1495

If a **Word** variable was then popped, the stack will be empty, however, what if we popped a **Byte** variable instead? the stack would contain the remnants of the **Word** variable previously pushed. Now what if we popped a **Dword** variable instead of the required **Word** variable? the stack would underflow by two bytes and corrupt any variables using those address's . The compiler cannot warn you of this occurring, so it is up to you, the programmer, to ensure that proper stack management is carried out. The same is true if the stack overflows. i.e. goes beyond the top of RAM. The compiler cannot give a warning.

Technical Details of Stack implementation.

The stack implemented by the compiler is known as an **Incrementing Last-In First-Out** Stack. *Incrementing* because it grows upwards in memory. *Last-In First-Out* because the last variable pushed, will be the first variable popped.

The stack is not circular in operation, so that a stack overflow will rollover into the PICmicro's hardware register, and an underflow will simply overwrite RAM immediately below the Start of Stack memory. If a circular operating stack is required, it will need to be coded in the main BASIC program, by examination and manipulation of the stack pointer (see below).

Indirect register pair **FSR2L** and **FSR2H** are used as a 16-bit stack pointer, and are incremented for every **Byte** pushed, and decremented for every **Byte** popped. Therefore checking the FSR2 registers in the BASIC program will give an indication of the stack's condition if required. This also means that the BASIC program cannot use the FSR2 register pair as part of its code, unless for manipulating the stack. Note that none of the compiler's commands, other than **Push** and **Pop**, use FSR2.

Whenever a variable is popped from the stack, the stack's memory is not actually cleared, only the stack pointer is moved. Therefore, the above diagrams are not quite true when they show empty RAM, but unless you have use of the remnants of the variable, it should be considered as empty, and will be overwritten by the next **Push** command.

See also : **Pop, GoSub, Return.**

Random

Syntax

Assignment Variable = **Random**

Overview

Generate a pseudo-randomised value.

Parameters

None

Assignment Variable is a user defined variable that will hold the pseudo-random value. The pseudo-random algorithm used has a working length of 1 to 65535 (only zero is not produced).

Example

```
Device = 18F26K40           ' Compiler for an 18F device
Declare Xtal = 20           ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim MyWord as Word

Seed $0345                  ' Seed the pseudo random number generator

MyWord = Random              ' Get a pseudo random number into MyWord
HRSoutLn Dec MyWord
```

Note

All microcontrollers use a *pseudo* random number generator because they do not have a random noise generator peripheral, so the parameter that is used for **Seed** will always produce the same sequence of random values from the **Random** command.

It is important to be aware of this because each microcontroller will produce the same *pseudo* random values. If true random number generation is required, find a source of random noise that can be fed into the microcontroller's ADC and use this value to place in the **Seed** command.

See also: **Seed.**

Return

Syntax Return

or

Return Variable

Availability

All devices. But a parameter return from a standard subroutine is only supported with 18F devices. For better results, use **Proc-EndProc**.

Overview

Return from a subroutine.

If using an 18F device, a parameter can be pushed onto a software stack before the return mnemonic is implemented.

Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float**, **Array**, **String**, or **Constant** value, that will be pushed onto the stack before the subroutine is exited.

Example

```
' Call a subroutine with parameters
,
Device = 18F26K40          ' Compiler for an 18F device
Declare Xtal = 20          ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Declare Stack_Size = 20 ' Create a small stack capable of holding 20 bytes

Dim Wrd1 as Word          ' Create a Word variable
Dim Wrd2 as Word          ' Create another Word variable
Dim Receipt as Word       ' Create a variable to hold result

Wrd1 = 1234                ' Load the Word variable with a value
Wrd2 = 567                ' Load the other Word variable with a value
,
' Call the subroutine and return a value
,
GoSub AddThem [Wrd1, Wrd2], Receipt
HRSoutLn Dec Receipt      ' Display the result as decimal
Stop
,
' Subroutine starts here. Add two parameters passed and return the result
,
AddThem:
Dim AddWrd1 as Word       ' Create two uniquely named variables
Dim AddWrd2 as Word

Pop AddWrd2               ' Pop the last variable pushed
Pop AddWrd1               ' Pop the first variable pushed
AddWrd1 = AddWrd1 + AddWrd2 ' Add the values together
Return AddWrd1            ' Return the result of the addition
```

In reality, what's happening with the **Return** in the above program is simple, if we break it into its constituent events: -

```
Push AddWrd1
Return
```

Notes

The same rules apply for the variable returned as they do for **Pop**, which is after all, what is happening when a variable is returned.

Return resumes execution at the statement following the **GoSub** which called the subroutine.

Using stack parameters with **Gosub** and **Return** are no longer recommended or required because true procedures are now implemented with the Positron8 compiler.

Note.

The **Return** with a parameter from the stack is now legacy because the Positron8 compiler now has true procedures that can return a value a lot more efficiently.

See also : **Call, GoSub, Push, Pop, Proc-EndProc.**

Rol

Syntax

Rol *Variable* {,Set or Clear}

Overview

Bitwise rotate a variable left, with or without the microcontroller's Carry flag.

Parameters

Variable may be any standard variable type, but not an array or expression.

Set or **Clear** are optional parameters that will clear or set the Carry flag before the rotate.

If no parameter is placed after *Variable*, the current Carry flag state will be rotated into the LSB (Least Significant Bit) of *Variable*.

Example.

```
' Demonstrate the Rol Command
,
Device = 18F25K22
Declare Xtal = 16          ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' HRSoutLn Baud rate

Dim Index As Byte
Dim MyByte As Byte = 0b10000000
Dim Byteout As Byte
,
' Rotate the carry flag through MyByte
Rol MyByte
Rol MyByte
Rol MyByte
Rol MyByte
Rol MyByte
Rol MyByte
Rol MyByte
Rol MyByte
,
' Set each bit of MyByte with every rotate
MyByte = 0b00000000
For Index = 0 To 7          ' Create a loop of 8 iterations
    Rol MyByte, Set          ' Rotate MyByte and set the Least Significant Bit
    HRSoutLn Bin8 MyByte
Next
HRSoutLn "-----"
,
' Clear each bit of MyByte with every rotate
MyByte = 0b11111111
For Index = 0 To 7          ' Create a loop of 8 iterations
    Rol MyByte, Clear        ' Rotate MyByte and clear the Least Significant Bit
    HRSoutLn Bin8 MyByte
Next
HRSoutLn "-----"
,
' Transfer the value of MyByte to Byteout, but reversed
MyByte = 0b10000000
Byteout = 0b00000000
For Index = 0 To 7          ' Create a loop of 8 iterations
    Rol MyByte                ' Rotate MyByte into the Carry bit of STATUS
    Ror Byteout                ' Rotate the Carry bit into Byteout
    HRSoutLn Bin8 Byteout
Next
```

See also: Ror.

Ror

Syntax

Ror *Variable* {*,Set or Clear*}

Overview

Bitwise rotate a variable right, with or without the microcontroller's Carry flag.

Parameters

Variable may be any standard variable type, but not an array or expression.

Set or **Clear** are optional parameters that will clear or set the Carry flag before the rotate.

If no parameter is placed after *Variable*, the current Carry flag state will be rotated into the MSB (Most Significant Bit) of *Variable*.

Example.

```
' Demonstrate the Ror Command
'
Device = 18F25K22
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600 ' HRSoutLn Baud rate

Dim Index As Byte
Dim MyByte As Byte = 0b00000001
Dim Byteout As Byte
'
' Rotate the carry through MyByte
Ror MyByte
Ror MyByte
Ror MyByte
Ror MyByte
Ror MyByte
Ror MyByte
Ror MyByte
Ror MyByte
'
' Set each bit of MyByte with every rotate
MyByte = 0b00000000
For Index = 0 To 7           ' Create a loop of 8 iterations
    Ror MyByte, Set          ' Rotate MyByte and set the Most Significant Bit
    HRSoutLn Bin8 MyByte
Next
HRSoutLn "-----"
'
' Clear each bit of MyByte with every rotate
MyByte = 0b11111111
For Index = 0 To 7           ' Create a loop of 8 iterations
    Ror MyByte, Clear        ' Rotate MyByte and clear the Most Significant Bit
    HRSoutLn Bin8 MyByte
Next
HRSoutLn "-----"
'
' Transfer the value of MyByte to Byteout, but reversed
MyByte = 0b00000001
Byteout = 0b00000000
For Index = 0 To 7           ' Create a loop of 8 iterations
    Ror MyByte               ' Rotate MyByte into the Carry bit of STATUS
    Rol Byteout               ' Rotate the Carry bit into Byteout
    HRSoutLn Bin8 Byteout
Next
```

See also: Rol.

Seed

Syntax

Seed *Value*

Overview

Seed the *pseudo* random number generator, in order to obtain a more random result.

Parameters

Value can be a variable, constant or expression, with a value from 1 to 65535. A value of \$0345 is a good starting point.

Example

```
' Create and display a Random number
Device = 18F26K40      ' Compiler for an 18F device
Declare Xtal = 20      ' Tell the compiler the device is operating at 20MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim wMyRandom as Word

Seed $0345              ' Seed the pseudo random generator with the value $0345

Do                      ' Create a loop
    wMyRandom = Random  ' Generate a pseudo random value into wMyRandom
    HRSoutLn Dec wMyRandom ' Display the pseudo random value on an serial terminal
    DelayMs 500         ' Create a delay so the values can be seen
Loop                   ' Do it forever
```

Note

All microcontrollers use a *pseudo* random number generator because they do not have a random noise generator peripheral, so the parameter that is used for **Seed** will always produce the same sequence of random values from the **Random** command.

It is important to be aware of this because each microcontroller will produce the same *pseudo* random values. If true random number generation is required, find a source of random noise that can be fed into the microcontroller's ADC and use this value to place in the **Seed** command.

See also: **Random.**

SetBit

Syntax

SetBit *Variable, Index*

Overview

Set a bit of a variable or register using a variable index to the bit of interest.

Parameters

Variable is a user defined variable, of type **Byte**, **Word**, **Long**, **Long**, or **Dword**.

Index is a constant, variable, or expression that points to the bit within *Variable* that requires setting.

Example

```
' Clear then Set each bit of variable ExVar
Device = 16F1829
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Dim ExVar as Byte
Dim Index as Byte

Cls
ExVar = 0b11111111
Do
  For Index = 0 to 7          ' Create a loop for 8 bits
    ClearBit ExVar, Index    ' Clear each bit of ExVar
    Print At 1,1,Bin8 ExVar  ' Display the binary result
    DelayMs 100              ' Slow things down to see what's happening
  Next                       ' Close the loop
  For Index = 7 to 0 Step -1 ' Create a loop for 8 bits
    SetBit ExVar, Index      ' Set each bit of ExVar
    Print At 1,1,Bin8 ExVar  ' Display the binary result
    DelayMs 100              ' Slow things down to see what's happening
  Next                       ' Close the loop
Loop                          ' Do it forever
```

Notes

There are many ways to set a bit within a variable, however, each method requires a certain amount of manipulation, either with rotates, or alternatively, the use of indirect addressing using the **FSR**, and **INDF** registers. Each method has its merits, but requires a certain amount of knowledge to accomplish the task correctly. The **SetBit** command makes this task extremely simple using a register rotate method, however, this is not necessarily the quickest method, or the smallest, but it is the easiest. For speed and size optimisation, there is no shortcut to experience.

To Set a known constant bit of a variable or register, then access the bit directly using Port.n.

```
PORTA.1 = 1
```

or

```
Var1.4 = 1
```

If a Port is targeted by **SetBit**, the TRIS register is **not** affected.

See also : **ClearBit**, **GetBit**, **LoadBit**.

Set

Syntax

Set *Variable* or *Variable.Bit* or *Pin Number*

or

Set

Overview

Place a variable or bit in a set state. For a variable, this means loading it with its maximum value. For a bit this means setting it to 1.

Set has another purpose... If no variable is present after the command, all user RAM within the device is set to 255 when the device first powers up, or a reset is implemented. Variables that are created with assignments, and **Static** variables will still hold their values because the **Set** command becomes a directive, and signals to the compiler to add a block of code at the beginning of the user's program, to set the RAM before the variables are created.

Parameters

Variable can be any variable or register.

Variable.Bit can be any variable and bit combination.

Pin Number can only be a constant that holds a value from 0 to the amount of I/O pins on the device. A value of 0 will be **PORTA.0**, if present, 1 will be **PORTA.1**, 8 will be **PORTB.0** etc...

Example 1

```
Set Var1.3      ' Set bit 3 of Var1
Set Var1        ' Load Var1 with its maximum value allowed
Set STATUS.0    ' Set the carry flag high
Set Array       ' Set all of an Array variable. i.e. set to its max value
Set String1     ' Set all of a String variable. i.e. set to spaces (ASCII 32)
Set             ' Load all user RAM with 255
Set Pin_A0      ' Set PORTA.0
```

Notes

There is a major difference between the **Set** and **High** command. **Set** does not alter the TRIS register if a Port is targeted.

See also : Clear, High, Low, PinSet, PinClear, PinLow, PinHigh.

Snooze

Syntax

Snooze *Period*

Overview

Enter sleep mode for a short period. Power consumption is reduced to a few μA assuming no loads are being driven.

Parameters

Period is a variable or constant that determines the duration of the reduced power nap. The duration is $(2^{\text{period}}) * 18 \text{ ms}$. (Read as "2 raised to the power of 'period', times 18 ms.") Period can range from 0 to 7, resulting in the following snooze lengths: -

Period	Length of Snooze (approx)
0 - 1	18ms
1 - 2	36ms
2 - 4	72ms
3 - 8	144ms
4 - 16	288ms
5 - 32	576ms
6 - 64	1152ms (1.152 seconds)
7 - 128	2304ms (2.304 seconds)

Example

```
Snooze 6 ' Low power mode for approx 1.152 seconds
```

Notes

Snooze intervals are directly controlled by the watchdog timer without compensation. Variations in temperature, supply voltage, and manufacturing tolerance of the device you are using can cause the actual timing to vary by as much as -50% to +100%

See also : Sleep.

Sleep

Syntax

Sleep { *Length* }

Overview

Places the microcontroller into low power mode for approx *n* seconds. i.e. power down but leaves the port pins in their previous states.

Parameters

Length is an optional variable or constant (1-65535) that specifies the duration of sleep in seconds. If length is omitted, then the Sleep command is assumed to be the assembler mnemonic, which means the microcontroller will sleep continuously, or until the Watchdog timer wakes it up.

Example

```
Symbol LED = PORTA.0

Do
    High LED      ' Turn LED on.
    DelayMs 1000  ' Wait 1 second.
    Low LED       ' Turn LED off.
    Sleep 60      ' Sleep for 1 minute.
Loop
```

Notes

Sleep will place the device into a low power mode for the specified period of seconds. Period is 16 bits, so delays of up to 65,535 seconds are the limit (a little over 18 hours) **Sleep** uses the Watchdog Timer so it is independent of the oscillator frequency. The smallest units is about 2.3 seconds and may vary depending on specific environmental conditions and the device used.

The **Sleep** command is used to put the microcontroller in a low power mode without resetting the registers. Allowing continual program execution upon waking up from the **Sleep** period.

Waking a 14-bit core device from Sleep

All the PICmicro™ range have the ability to be placed into a low power mode, consuming micro Amps of current.

The command for doing this is **Sleep**. The compiler's **Sleep** command or the assembler's **Sleep** instruction may be used. The compiler's **Sleep** command differs somewhat to the assembler's in that the compiler's version will place the device into low power mode for approx *n* seconds (*where n is a value from 0 to 65535*). The assembler's version still places the device into low power mode, however, it does this forever, or until an internal or external source wakes it. This same source also wakes the device when using the compiler's command.

Many things can wake the device from its sleep, the WatchDog Timer is the main cause and is what the compiler's **Sleep** command uses.

Another method of waking the PICmicro™ is an external one, a change on one of the port pins. We will examine more closely the use of an external source. There are several ways of waking the microcontroller using an external source. One is a change on bits 4..7 of PORTB.

Another is a change on bit-0 of **PORTB**. We shall first look at the wake up on change of **PORTB**,bits-4..7.

As its name suggests, any change on these pins either high to low or low to high will wake the device. However, to setup this mode of operation several bits within registers **INTCON** and **OPTION_REG** need to be manipulated. One of the first things required is to enable the weak **PORTB** pull-up resistors. This is accomplished by clearing the RBPU bit of **OPTION_REG** (**OPTION_REG.7**). If this was not done, then the pins would be floating and random input states would occur waking the microcontroller up prematurely. Although technically we are enabling a form of interrupt, we are not interested in actually running an interrupt handler. Therefore, we must make sure that Global interrupts are disabled, or the device will jump to an interrupt handler every time a change occurs on **PORTB**. This is done by clearing the GIE bit of **INTCON** (**INTCON.7**).

The interrupt we are concerned with is the RB port change type. This is enabled by setting the RBIE bit of the **INTCON** register (**INTCON.3**). All this will do is set a flag whenever a change occurs (*and of course wake up the PICmicro™*). The flag in question is RBIF, which is bit-0 of the **INTCON** register. For now we are not particularly interested in this flag, however, if global interrupts were enabled, this flag could be examined to see if it was the cause of the interrupt. The RBIF flag is not cleared by hardware so before entering Sleep it should be cleared. It must also be cleared before an interrupt handler is exited.

The **Sleep** command itself is then used. Upon a change of **PORTB**, bits 4..7 the device will wake up and perform the next instruction (*or command*) after the **Sleep** command was issued. A second external source for waking the device is a pulse applied to **PORTB.0**. This interrupt is triggered by the edge of the pulse, high to low or low to high. The INTEDG bit of **OPTION_REG** (**OPTION_REG.6**) determines what type of pulse will trigger the interrupt. If it is set, then a low to high pulse will trigger it, and if it is cleared then a high to low pulse will trigger it.

To allow the **PORTB.0** interrupt to wake the PICmicro™ the INTE bit must be set, this is bit-4 of the **INTCON** register. This will allow the flag INTF (**INTCON.1**) to be set when a pulse with the right edge is sensed. This flag is only of any importance when determining what caused the interrupt. However, it is not cleared by hardware and should be cleared before the Sleep command is used (*or the interrupt handler is exited*). The program below will wake the microcontroller when a change occurs on **PORTB**, bits 4-7.

```
Symbol LED = PORTB.0      ' Assign the LED's pin
```

Main:

```
INTCONbits_GIE = 0      ' Turn Off global interrupts
Input PORTB.4           ' Make PORTB.4 an Input
OPTION_REGbits_RBPU = 0 ' Enable PORTB Pull-up Resistors
INTCONbits_RBIE = 1     ' Enable PORTB[4..7] interrupt

Do
  DelayMs 100           ' Turn off the LED
  Low LED               ' Clear the PORTB[4..7] interrupt flag
  INTCONbits_RBIF = 0   ' Put the microcontroller to sleep
  Sleep                ' When it wakes up, delay for 100ms
  DelayMs 100           ' Then light the LED
  High LED              ' Do it forever
Loop
```

Stop

Syntax Stop

Overview

Stop halts program execution by sending the microcontroller into an infinite loop.

Example

```
If A > 12 Then Stop  
{ code data }
```

If variable A contains a value greater than 12 then stop program execution. *code data* will not be executed.

Notes

Although **Stop** halts the microcontroller in its tracks it does not prevent any code listed in the BASIC source after it from being compiled.

See also : **End, Sleep, Snooze.**

Swap

Syntax

Swap *pVariable, pVariable*

Overview

Swap any two variable's values with each other.

Parameters

pVariable are the variables to be swapped

Example

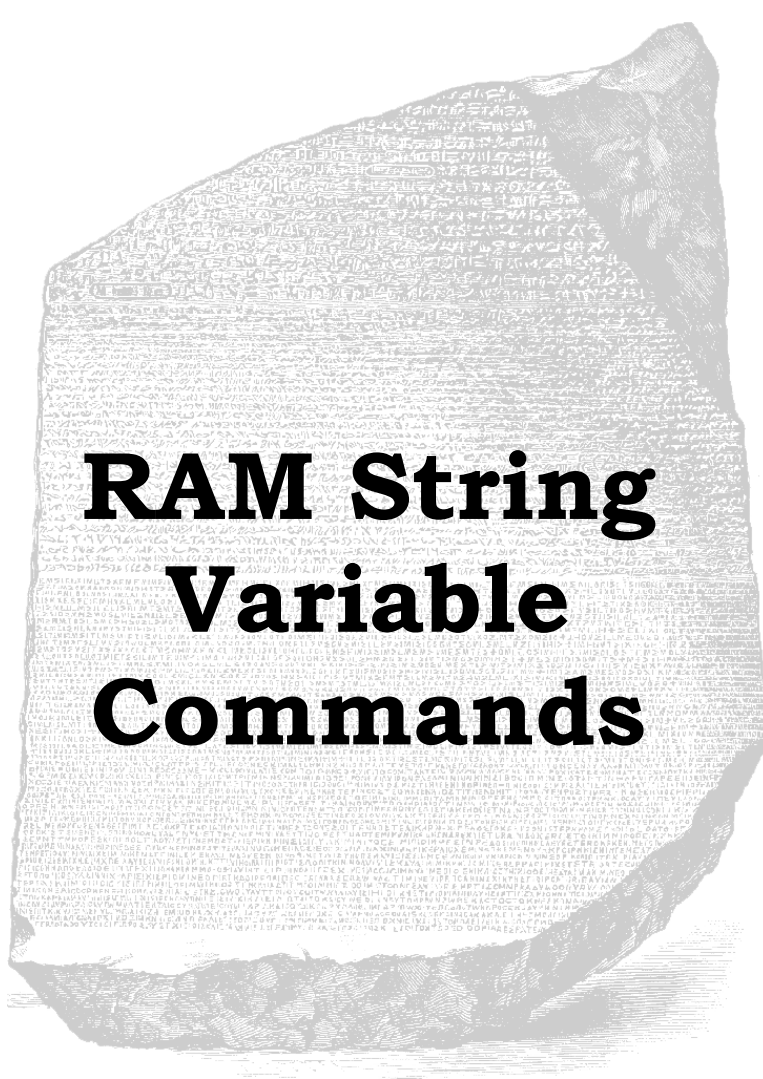
```
' If wDog = 10 and wCat = 20 then by using the swap command  
' wDog will now equal 20 and wCat will equal 10.
```

```
Dim wDog as Word  
Dim wCat as Word
```

```
wDog = 10           ' wDog equals 10  
wCat = 20           ' wCat equals 20  
Swap wDog, wCat     ' wDog now equals 20 and wCat now equals 10
```

Note

If the same two **Byte** variables are used in the **Swap** command, their nibbles (low and high 4-bits) will be swapped using the **Swapf** mnemonic.



RAM String Variable Commands

Len

Syntax

Assignment Variable = **Len**(Source String)

Overview

Find the length of a **String**. (not including the null terminator) .

Parameters

Source String can be a **String** variable, or a Quoted String of Characters. The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array** variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM. A third possibility for *Source String* is a label name, in which case a null terminated Quoted String of Characters is read from a Flash memory table.

Assignment Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array**.

Example 1

```
' Display the length of SourceString
Device = 18F25K20           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String capable of 20 characters
Dim Length as Byte

SourceString = "Hello World"    ' Load the source string with characters
Length = Len(SourceString)      ' Find the length
HRSoutLn Dec Length            ' Display the result, which will be 11
```

Example 2

```
' Display the length of a Quoted Character String
Device = 18F25K20           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz

Dim Length as Byte

Length = Len("Hello World")    ' Find the length
HRSoutLn Dec Length            ' Display the result, which will be 11
```

Example 3

```
' Display the length of SourceString using a pointer to SourceString
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String capable of 20 characters
Dim Length as Byte              ' Display the length of SourceString
Dim SourceString as String * 20 ' Create a String capable of 20 characters
' Create a Word variable to hold the address of SourceString
Dim StringAddr as Word

SourceString = "Hello World"    ' Load the source string with characters
' Locate the start address of SourceString in RAM
StringAddr = AddressOf(SourceString)
Length = Len(StringAddr)        ' Find the length
HRSoutLn Dec Length            ' Display the result, which will be 11
```

Example 4

```
' Display the length of a Flash memory string
Device = 18F26K40      ' A suitable device for Strings
Declare Xtal = 16      ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim Length as Byte
,
' Create a null terminated string of characters in flash memory
,
Dim Source As Flash = "Hello World", 0

Length = Len(Source)      ' Find the length
HRSoutLn Dec Length      ' Display the result, which will be 11
```

See also : **Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Left\$, Mid\$, Right\$, Str\$, ToLower, ToUpper, AddressOf.**

Left\$

Syntax

Destination String = **Left\$** (*Source String*, *Amount of characters*)

Overview

Extract *n* amount of characters from the left of a source string and copy them into a destination string.

Parameters

Source String can be a **String** variable, or a Quoted String of Characters. See below for more variable types that can be used for *Source String*.

Amount of characters can be any valid variable type, expression or constant value, that signifies the amount of characters to extract from the left of the *Source String*. Values start at 1 for the leftmost part of the string and should not exceed 255 which is the maximum allowable length of a **String** variable.

Destination String can only be a **String** variable, and should be large enough to hold the correct amount of characters extracted from the *Source String*.

Example 1.

```
' Copy 5 characters from the left of SourceString into DestString

Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String capable of 20 characters
Dim DestString as String * 20   ' Create another String for 20 characters

SourceString = "Hello World"   ' Load the source string with characters
' Copy 5 characters from the source string into the destination string
DestString = Left$(SourceString, 5)
HRSoutLn DestString            ' Display the result, which will be "HELLO"
```

Example 2.

```
' Copy 5 chars from the left of a Quoted Character String into DestString

Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20 ' Create a String capable of 20 characters

' Copy 5 characters from the quoted string into the destination string
DestString = Left$("Hello World", 5)
HRSoutLn DestString          ' Display the result, which will be "HELLO"
```

The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array** variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM.

Example 3.

```
' Copy 5 characters from the left of SourceString into DestString using a
' pointer to SourceString

Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String capable of 20 characters
Dim DestString as String * 20   ' Create another String for 20 characters
' Create a Word variable to hold the address of SourceString
Dim StringAddr as Word

SourceString = "Hello World"    ' Load the source string with characters
' Locate the start address of SourceString in RAM
StringAddr = AddressOf(SourceString)
' Copy 5 characters from the source string into the destination string
DestString = Left$(StringAddr, 5)
HRSoutLn DestString            ' Display the result, which will be "HELLO"
```

A third possibility for *Source String* is a label name, in which case a null terminated Quoted String of Characters is read from a **Cdata** table or a **Dim As Flash** table.

Example 4.

```
' Copy 5 characters from the left of a Flash memory table into DestString

Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20 ' Create a String capable of 20 characters
' Create a null terminated string of characters in flash memory
Dim Source as Code = "Hello World", 0
' Copy 5 characters from label Source into the destination string
DestString = Left$(Source, 5)
HRSoutLn DestString          ' Display the result, which will be "HELLO"
```

See also : Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Len, Mid\$, Right\$, Str\$, ToLower, ToUpper , AddressOf.

Mid\$

Syntax

Destination String = **Mid\$** (*Source String*, *Position within String*, *Amount of characters*)

Overview

Extract *n* amount of characters from a source string beginning at *n* characters from the left, and copy them into a destination string.

Parameters

Source String can be a **String** variable, or a **Quoted String of Characters**. See below for more variable types that can be used for *Source String*.

Position within String can be any valid variable type, expression or constant value, that signifies the position within the Source String from which to start extracting characters. Values start at 1 for the leftmost part of the string and should not exceed 255 which is the maximum allowable length of a String variable.

Amount of characters can be any valid variable type, expression or constant value, that signifies the amount of characters to extract from the left of the *Source String*. Values start at 1 and should not exceed 255 which is the maximum allowable length of a String variable.

Destination String can only be a **String** variable, and should be large enough to hold the correct amount of characters extracted from the *Source String*.

Example 1

```
' Copy 5 characters from position 4 of SourceString into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                 ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20   ' Create a String of 20 characters
Dim DestString as String * 20     ' Create another String

SourceString = "Hello World"      ' Load the source string with characters
,
' Copy 5 characters from the source string into the destination string
,
DestString = Mid$(SourceString, 4, 5)
HRSoutLn DestString              ' Display the result, which will be "Lo Wo"
```

Example 2

```
' Copy 5 chars from position 4 of a Quoted Character String into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                 ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20     ' Create a String of 20 characters
,
' Copy 5 characters from the quoted string into the destination string
,
DestString = Mid$("Hello World", 4, 5)
HRSoutLn DestString              ' Display the result, which will be "Lo Wo"
```

The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array** variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM.

Example 3

```
' Copy 5 chars from position 4 of SourceString to DestString with a pointer
' to SourceString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20  ' Create a String of 20 characters
Dim DestString as String * 20    ' Create another String
' Create a Word variable to hold the address of SourceString
Dim StringAddr as Word

SourceString = "Hello World"     ' Load the source string with characters
,
' Locate the start address of SourceString in RAM
,
StringAddr = AddressOf(SourceString)
,
' Copy 5 characters from the source string into the destination string
,
DestString = Mid$(StringAddr, 4, 5)
HRSoutLn DestString              ' Display the result, which will be "Lo Wo"
```

A third possibility for *Source String* is a Label name, in which case a null terminated Quoted String of Characters is read from a **Cdata** table.

Example 4

```
' Copy 5 characters from position 4 of a Flash memory table into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20    ' Create a String of 20 characters
,
' Create a null terminated string of characters in flash memory
,
Dim Source as Code = "Hello World", 0
,
' Copy 5 characters from label Source into the destination string
,
DestString = Mid$(Source, 4, 5)
HRSoutLn DestString              ' Display the result, which will be "Lo Wo"
```

See also : **Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Len, Left\$, Right\$, Str\$, ToLower, ToUpper, AddressOf.**

Right\$

Syntax

Destination String = **Right\$** (*Source String*, *Amount of characters*)

Overview

Extract *n* amount of characters from the right of a source string and copy them into a destination string.

Overview

Source String can be a **String** variable, or a **Quoted String of Characters**. See below for more variable types that can be used for *Source String*.

Amount of characters can be any valid variable type, expression or constant value, that signifies the amount of characters to extract from the right of the *Source String*. Values start at 1 for the rightmost part of the string and should not exceed 255 which is the maximum allowable length of a **String** variable.

Destination String can only be a **String** variable, and should be large enough to hold the correct amount of characters extracted from the *Source String*.

Example 1

```
' Copy 5 characters from the right of SourceString into DestString
,
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String of 20 characters
Dim DestString as String * 20   ' Create another String

SourceString = "Hello World"    ' Load the source string with characters
,
' Copy 5 characters from the source string into the destination string
,
DestString = Right$(SourceString, 5)
HRSoutLn DestString           ' Display the result, which will be "World"
```

Example 2

```
' Copy 5 characters from right of a Quoted Character String to DestString
,
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20 ' Create a String of 20 characters
,
' Copy 5 characters from the quoted string into the destination string
,
DestString = Right$("Hello World", 5)
HRSoutLn DestString           ' Display the result, which will be "World"
```

The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array**, variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM.

Example 3

```
' Copy 5 characters from the right of SourceString into DestString using a
' pointer to SourceString

Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String of 20 characters
Dim DestString as String * 20   ' Create another String
' Create a Word variable to hold the address of SourceString
Dim StringAddr as Word

SourceString = "Hello World"     ' Load the source string with characters
' Locate the start address of SourceString in RAM
StringAddr = AddressOf(SourceString)
' Copy 5 characters from the source string into the destination string
DestString = Right$(StringAddr, 5)
HRSoutLn DestString              ' Display the result, which will be "World"
```

A third possibility for *Source String* is a Label name, in which case a null terminated Quoted String of Characters is read from a **Cdata** table.

Example 4

```
' Copy 5 characters from the right of a Cdata table into DestString

Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20    ' Create a String of 20 characters

' Copy 5 characters from label Source into the destination string
DestString = Right$(Source, 5)
HRSoutLn DestString              ' Display the result, which will be "WORLD"

' Create a null terminated string of characters in flash memory
Source:
Cdata "Hello World", 0
```

See also : Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Dim as Flash, Len, Left\$, Mid\$, Str\$, ToLower, ToUpper, AddressOf.

Strn

Syntax

Strn *Byte Array* = *Item*

Overview

Load a **Byte Array** with null terminated data, which can be likened to creating a pseudo String variable.

Parameters

Byte Array is the variable that will be loaded with values.

Item can be another **Strn** command, a **Str** command, **Str\$** command, or a quoted character string

Example

' Load the Byte Array String1 with null terminated characters

```
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim String1[21] as Byte    ' Create a Byte array with 21 elements

Strn String1 = "Hello World"
' Load String1 with characters and null terminate it
HRSoutLn Str String1      ' Display the string
Stop
```

See also: **Arrays as Strings, Str\$.**

Str\$

Syntax

Str Byte Array = **Str\$** (*Modifier Variable*)

or

String = **Str\$** (*Modifier Variable*)

Overview

Convert a Decimal, Hex, Binary, or Floating Point value or variable into a null terminated string held in a **Byte array**, or a **String** variable. For use only with the **Str** and **Strn** commands, and real String variables.

Parameters

Modifier is one of the standard modifiers used with **Print**, **Rsout**, **HSerout** etc. See list below.

Variable is a variable that holds the value to convert. This may be a **Bit**, **Byte**, **Word**, **Long**, **Dword**, or **Float**.

Byte Array must be of sufficient size to hold the resulting conversion and a terminating null character (0).

String must be of sufficient size to hold the resulting conversion.

Notice that there is no comma separating the Modifier from the Variable. This is because the compiler borrows the format and subroutines used in **Print**. Which is why the modifiers are the same: -

Bin{1..32}	Convert to binary digits
Dec{1..10}	Convert to decimal digits
Hex{1..8}	Convert to hexadecimal digits
Sbin{1..32}	Convert to signed binary digits
Sdec{1..10}	Convert to signed decimal digits
Shex{1..8}	Convert to signed hexadecimal digits
Ibin{1..32}	Convert to binary digits with a preceding '%' identifier
Idec{1..10}	Convert to decimal digits with a preceding '#' identifier
Ihex{1..8}	Convert to hexadecimal digits with a preceding '\$' identifier
ISbin{1..32}	Convert to signed binary digits with a preceding '%' identifier
ISdec{1..10}	Convert to signed decimal digits with a preceding '#' identifier
IShex{1..8}	Convert to signed hexadecimal digits with a preceding '\$' identifier

Example 1

```
' Convert a Word variable to a String of characters in a Byte array.
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a byte array to hold converted value, and null terminator
,

Dim String1[11] as Byte
Dim Wrld as Word

Wrld = 1234                  ' Load the variable with a value
Strn String1 = Str$(Dec Wrld) ' Convert the Integer to a String
HRSoutLn Str String1        ' Display the string
Stop
```

Example 2

```
' Convert a Dword variable to a String of characters in a Byte array.
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a byte array to hold converted value, and null terminator
,

Dim MyString[11] as Byte
Dim Dwd1 as Dword

Dwd1 = 1234                 ' Load the variable with a value
Strn MyString = Str$(Dec Dwd1) ' Convert the Integer to a String
HRSoutLn Str MyString       ' Display the array acting as a string
```

Example 3

```
' Convert a Float variable to a String of characters in a Byte array.
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a byte array to hold converted value, and null terminator
,

Dim MyString[11] as Byte
Dim Flt1 as Float

Flt1 = 3.14                 ' Load the variable with a value
Strn MyString = Str$(Dec Flt1) ' Convert the Float to a String
HRSoutLn Str MyString       ' Display the array acting as a string
```

Example 4

```
' Convert a Word variable to a Binary String of characters in an array.
Device = 18F26K40           ' A suitable device for Strings
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a byte array to hold converted value, and null terminator
,

Dim MyString[34] as Byte
Dim MyWord as Word

MyWord = 1234               ' Load the variable with a value
Strn MyString = Str$(Bin MyWord) ' Convert the Integer to a String
HRSoutLn Str MyString       ' Display the array acting as a string
```

If we examine the resulting string (Byte Array) converted with example 2, it will contain: -

character 1, character 2, character 3, character 4, 0

The zero is not character zero, but value zero. This is a null terminated string.

Notes

The **Byte Array** created to hold the resulting conversion, must be large enough to accommodate all the resulting digits, including a possible minus sign and preceding identifying character. %, \$, or # if the I version modifiers are used. The compiler will try and warn you if it thinks the array may not be large enough, but this is a rough guide, and you as the programmer must decide whether it is correct or not. If the size is not correct, any adjacent variables will be overwritten, with potentially catastrophic results.

See also : **Creating and using Strings, Strn, Arrays as Strings.**

ToLower

Syntax

Destination String = **ToLower** (*Source String*)

Overview

Convert the characters from a source string to lower case.

Overview

Destination String can only be a **String** variable, and should be large enough to hold the correct amount of characters extracted from the *Source String*.

Source String can be a **String** variable, or a Quoted String of Characters. The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array**, variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM. A third possibility for *Source String* is a Label name, in which case a null terminated Quoted String of Characters is read from a **Cdata** table.

Example 1

```
' Convert the characters from SourceString to lowercase into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20  ' Create a String of 20 characters
Dim DestString as String * 20    ' Create another String

SourceString = "HELLO WORLD"     ' Load the source string with characters
DestString = ToLower(SourceString) ' Convert to lowercase
HRSoutLn DestString              ' Display the result, which will be "hello world"
```

Example 2

```
' Convert the characters from a Quoted Character String to lowercase
' into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20    ' Create a String of 20 characters

DestString = ToLower("HELLO WORLD") ' Convert to lowercase
HRSoutLn DestString              ' Display the result, which will be "hello world"
```

Example 3

```
' Convert to lowercase from SourceString into DestString using a pointer to
' SourceString
,
Device = 18F26K40          ' A suitable device for Strings
Declare Xtal = 16          ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20    ' Create a String of 20 characters
Dim DestString as String * 20      ' Create another String
,
' Create a Word variable to hold the address of SourceString
,
Dim StringAddr as Word
SourceString = "HELLO WORLD"      ' Load the source string with characters
,
' Locate the start address of SourceString in RAM
,
StringAddr = AddressOf(SourceString)
DestString = ToLower(StringAddr)  ' Convert to lowercase
HRSoutLn DestString              ' Display the result, which will be "hello world"
```

Example 4

```
' Convert chars from a Cdata table to lowercase and place into DestString
,
Device = 18F26K40          ' A suitable device for Strings
Declare Xtal = 16          ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20    ' Create a String of 20 characters
,
' Create a null terminated string of characters in flash memory
,
Dim Source as Flash8 = "HELLO WORLD", 0

DestString = ToLower(Source)      ' Convert to lowercase
HRSoutLn DestString              ' Display the result, which will be "hello world"
```

See also : **Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Len, Left\$, Mid\$, Right\$, Str\$, ToUpper, AddressOf.**

ToUpper

Syntax

Destination String = **ToUpper** (*Source String*)

Overview

Convert the characters from a source string to UPPER case.

Overview

Source String can be a **String** variable, or a Quoted String of Characters . The *Source String* can also be a **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array**, variable, in which case the value contained within the variable is used as a pointer to the start of the Source String's address in RAM. A third possibility for *Source String* is a Label name, in which case a null terminated Quoted String of Characters is read from a **Cdata** table or a **Dim As Flash** data table.

Destination String can only be a **String** variable, and should be large enough to hold the correct amount of characters extracted from the *Source String*.

Example 1

```
' Convert the characters from SourceString to UpperCase and place into
' DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20    ' Create a String of 20 characters
Dim DestString as String * 20      ' Create another String

SourceString = "hello world"       ' Load the source string with characters
DestString = ToUpper(SourceString) ' Convert to uppercase
HRSoutLn DestString               ' Display the result, which will be "HELLO WORLD"
```

Example 2

```
' Convert the chars from a Quoted Character String to UpperCase
' and place into DestString
,
Device = 18F26K40                ' A suitable device for Strings
Declare Xtal = 16                ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20      ' Create a String of 20 characters

DestString = ToUpper("hello world") ' Convert to uppercase
HRSoutLn DestString               ' Display the result, which will be "HELLO WORLD"
```

Example 3

```
' Convert to UpperCase from SourceString into DestString using a pointer to
' SourceString
,
Device = 18F452                ' A suitable device for Strings
Declare Xtal = 16              ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim SourceString as String * 20 ' Create a String of 20 characters
Dim DestString as String * 20   ' Create another String
,
' Create a Word variable to hold the address of SourceString
,
Dim StringAddr as Word
,
' Load the source string with characters
,
SourceString = "hello world"
,
' Locate the start address of SourceString in RAM
,
StringAddr = AddressOf(SourceString)
DestString = ToUpper(StringAddr) ' Convert to uppercase
HRSoutLn DestString             ' Display the result, which will be "HELLO WORLD"
```

Example 4

```
' Convert chars from Flash memory table to uppercase and place into DestString
,
Device = 18F452                ' A suitable device for Strings
Declare Xtal = 16              ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim DestString as String * 20   ' Create a String of 20 characters
,
' Create a null terminated string of characters in flash memory
,
Dim Source as Flash8 = "hello world", 0

DestString = ToUpper(Source)     ' Convert to uppercase
HRSoutLn DestString             ' Display the result, which will be "HELLO WORLD"
```

See also : **Creating and using Strings, Creating and using Virtual Strings with Cdata, Cdata, Len, Left\$, Mid\$, Right\$, Str\$, ToLower, AddressOf .**

Val

Syntax

Assignment Variable = **Val** (Array Variable, Modifier)

Overview

Convert a **Byte** Array or **String** containing Decimal, Hex, or Binary numeric text into its integer equivalent.

Parameters

Array Variable is a **Byte** array or **String** variable containing the alphanumeric digits to convert and terminated by a null (i.e. value 0).

Modifier can be **Hex**, **Dec**, or **Bin**. To convert a Hexadecimal string, use the **Hex** modifier, for Binary, use the **Bin** modifier, for Decimal use the **Dec** modifier.

Assignment Variable is a variable that will contain the converted value. Floating point characters and variables cannot be converted, and will be rounded down to the nearest integer value.

Example 1

```
' Convert a string of hexadecimal characters to an integer
Device = 18F452           ' A suitable device for Strings
Declare Xtal = 16         ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
Dim String1[10] as Byte  ' Create a byte array as a String
Dim Wrd1 as Word         ' Create a variable to hold result

Str String1 = "12AF",0    ' Load the String with Hex digits
Wrd1 = Val(String1,Hex)   ' Convert the String into an integer
HRSoutLn Hex Wrd1        ' Display the integer as Hex
```

Example 2

```
' Convert a string of decimal characters to an integer
Device = 18F452           ' A suitable device for Strings
Declare Xtal = 16         ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim String1[10] as Byte  ' Create a byte array as a String
Dim Wrd1 as Word         ' Create a variable to hold result

Str String1 = "1234",0    ' Load the String with Decimal digits
Wrd1 = Val(String1,Dec)   ' Convert the String into an integer
HRSoutLn Dec Wrd1        ' Display the integer as Decimal
```

Example 3

```
' Convert a string of binary characters to an integer
Device = 18F452           ' A suitable device for Strings
Declare Xtal = 16         ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim String1[17] as Byte  ' Create a byte array as a String
Dim Wrd1 as Word         ' Create a variable to hold result

Str String1 = "1010101010000000",0 ' Load the String with Binary
Wrd1 = Val(String1,Bin)   ' Convert the String into an integer
HRSoutLn Bin Wrd1        ' Display the integer as Binary
```


Notes

There are limitations with the **Val** command when used on a 14-bit core device, in that the array must fit into a single RAM bank. But this is not really a problem, just a little thought when placing the variables will suffice. The compiler will inform you if the array is not fully located inside a Bank, and therefore not suitable for use with the **Val** command.

This is not a problem with 18F devices, as they are able to access all their memory very easily.

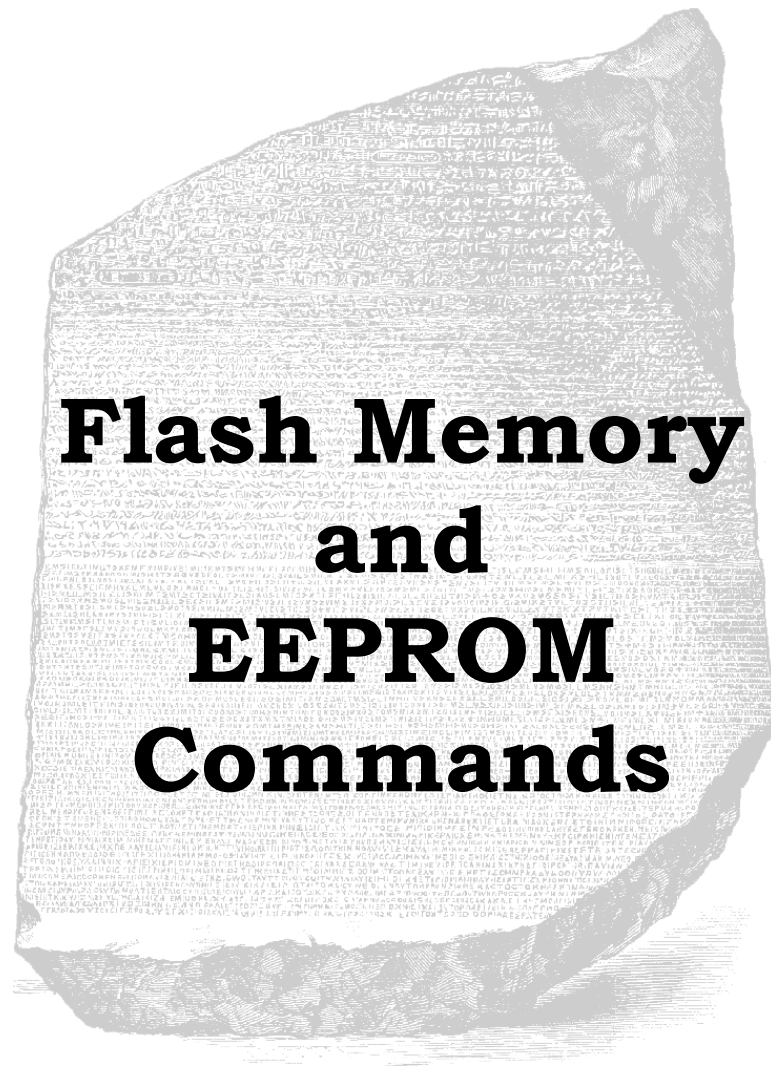
The **Val** command is not recommended inside an expression, as the results are not predictable. However, the **Val** command can be used within an **If-Then**, **While-Wend**, or **Repeat-Until** construct, but the code produced is not as efficient as using it outside a construct, because the compiler must assume a worst case scenario, and use **Dword** comparisons.

```
Device = 18F452           ' A suitable device for Strings
Declare Xtal = 16         ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim String1[10] as Byte   ' Create a byte array as a String

Str String1 = "123",0     ' Load the String with Dec digits
If Val(String1,Hex) = 123 Then ' Compare the result
    HRSoutLn Dec Val (String1,Hex)
Else
    HRSoutLn "not Equal"
EndIf
Stop
```

See also: **Str**, **Strn**, **Str\$**.



Flash Memory and EEPROM Commands

Cdata

Syntax

Cdata { *alphanumeric data* }

Overview

Place information directly into flash memory for access by **Cread** and **Cwrite**.

Parameters

alphanumeric data can be any value, alphabetic character, or string enclosed in quotes (") or numeric data without quotes.

Example

```
Device = 16F1829           ' A device with flash modifying features
Dim MyChar as Byte
Dim MyLoop as Byte

For MyLoop = 0 to 10       ' Create a loop of 11
    MyChar = Cread Address + MyLoop ' Read memory location Address + MyLoop
    Print MyChar           ' Display the value read
Next
Stop
```

Address:

```
Cdata "Hello World"       ' Create a string of text in flash memory
```

The program above reads and displays 10 values from the address located by the Label accompanying the **Cdata** command. Resulting in "Hello World" being displayed.

Using the in-line command structure, the **Cread** and **Print** parts of the above program may be written as: -

```
' Read and display memory location Address + MyLoop
Print Cread Address + MyLoop
```

The **Cwrite** command uses the same technique for writing to memory: -

```
Device = 16F1829           ' A device with code modifying features

Dim MyLoop as Byte

Cwrite Address, ["Hello World"] ' Write string to flash memory at location Address
For MyLoop = 0 to 9           ' Create a loop of 10
    Print Cread Address + MyLoop ' Read and display flash memory Address + MyLoop
Next
Stop
,
' Reserve 10 spaces in flash memory
,
Address:
    Cdata 32, 32, 32, 32, 32, 32, 32, 32, 32, 32
```

Notice the string text now allowed in the **Cwrite** command. This allows the whole PICmicro™ to be used for data storage and retrieval if desired.

Important Note

Take care not to overwrite existing code when using the **Cwrite** command, and also remember that the all PICmicro™ devices have a finite amount of write cycles (approx 1000). A single program can easily exceed this limit, making that particular memory cell or cells inaccessible.

The configuration fuse setting **WRTE** must be enabled before **Cdata**, **Cread** and **Cwrite** may be used. This enables the self-modifying feature. If the **Config** directive is used, then the **WRTE_ON** fuse setting must be included in the list: -

```
Config WDT_ON, XT_OSC, WRTE_ON
```

Because the 14-bit core devices are only capable of holding 14 bits to a **Word**, values greater than 16383 (\$3FFF) cannot be stored.

Formatting a Cdata table with an 18F device.

Sometimes it is necessary to create a data table with a known format for its values. For example all values will occupy 4 bytes of data space even though the value itself would only occupy 1 or 2 bytes. Formatters are not supported with 14-bit core devices, because they can only hold a maximum value of \$3FFF (16383). i.e. 14-bits.

```
Cdata 100000, 10000, 1000, 100, 10, 1
```

The above line of code would produce an uneven code space usage, as each value requires a different amount of code space to hold the values. 100000 would require 4 bytes of code space, 10000 and 1000 would require 2 bytes, but 100, 10, and 1 would only require 1 byte.

Reading these values using **Cread** would cause problems because there is no way of knowing the amount of bytes to read in order to increment to the next valid value.

The answer is to use formatters to ensure that a value occupies a predetermined amount of bytes. These are: -

Byte
Word
Long
Dword
Float

Placing one of these formatters before the value in question will force a given length.

```
Cdata  Dword 100000, Dword 10000, Dword 1000 , _  
       Dword 100, Dword 10, Dword 1
```

Byte will force the value to occupy one byte of code space, regardless of its value. Any values above 255 will be truncated to the least significant byte.

Word will force the value to occupy 2 bytes of code space, regardless of its value. Any values above 65535 will be truncated to the two least significant bytes. Any value below 255 will be padded to bring the memory count to 2 bytes.

Long will force the value to occupy 3 bytes of code space, regardless of its value. Any values above 16777215 will be truncated to the three least significant bytes. Any value below 255 will be padded to bring the memory count to 3 bytes.

Dword will force the value to occupy 4 bytes of code space, regardless of its value. Any value below 65535 will be padded to bring the memory count to 4 bytes. The line of code shown above uses the **Dword** formatter to ensure all the values in the **Cdata** table occupy 4 bytes of code space.

Float will force a value to its floating point equivalent, which always takes up 4 bytes of code space.

If all the values in an **Cdata** table are required to occupy the same amount of bytes, then a single formatter will ensure that this happens.

```
Cdata as Dword 100000, 10000, 1000, 100, 10, 1
```

The above line has the same effect as the formatter previous example using separate **Dword** formatters, in that all values will occupy 4 bytes, regardless of their value. All four formatters can be used with the **as** keyword.

The example below illustrates the formatters in use.

```
' Convert a Dword value into a string array
' Using only BASIC commands
' Similar principle to the Str$ command

Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim P10 as Dword          ' Power of 10 variable
Dim Cnt as Byte
Dim J as Byte

Dim Value as Dword        ' Value to convert
Dim String1[11] as Byte   ' Holds the converted value
Dim bPtr as Byte          ' Pointer within the Byte array

Clear                    ' Clear all RAM before we start
Value = 1234576          ' Value to convert
DwordToStr()             ' Convert Value to string
HRSoutLn Str String1      ' Display the result
Stop

' Convert a Dword value into a string array
' Value to convert is placed in 'Value'
' Byte array 'String1' is built up with the ASCII equivalent

Proc DwordToStr()
    bPtr = 0
    J = 0
    Repeat
        P10 = Cread DwordTbl + (J * 4)
        Cnt = 0

        Do Value >= P10
            Value = Value - P10
            Inc Cnt
        Loop

        If Cnt <> 0 Then
            String1[bPtr] = Cnt + "0"
            Inc bPtr
        EndIf
        Inc J
    Until J > 8

    String1[bPtr] = Value + "0"
    Inc bPtr
    String1[bPtr] = 0      ' Add the null to terminate the string
EndProc

' Cdata table is formatted for all 32-bit values.
' Which means each value will require 4 bytes of code space
Dword_TBL:
    Cdata as Dword 1000000000, 1000000000, 100000000, 10000000, 100000, _
                    10000, 1000, 100, 10
```

Label names as an Address.

If a label's name is used in the list of values in a **Cdata** table, the label's address will be used. This is useful for accessing other tables of data using their address from a lookup table. See the following example.

Note that this is not always permitted with standard 14-bit core devices, because they may not be able to hold the larger value in a 14-bit word.

```
' Display text from two Cdata tables
' Based on their address located in a separate table

Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSout

Dim Address as Word
Dim DataByte as Byte

Address = Cread AddrTable ' Locate the address of the first string
Do ' Create an infinite loop
    DataByte = Cread Address ' Read each character from the Cdata string
    If DataByte = 0 Then Break ' Exit if null found
    HRSout DataByte ' Display the character
    Inc Address ' Next character
Loop ' Close the loop

Address = Cread AddrTable + 2 ' Locate the address of the second string
Do ' Create an infinite loop
    DataByte = Cread Address ' Read each character from the Cdata string
    If DataByte = 0 Then Break ' Exit if null found
    HRSout DataByte ' Display the character
    Inc Address ' Next character
Loop ' Close the loop

AddrTable: ' Table of address's
    Cdata Word String1, Word String2
String1:
    Cdata "HELLO", 0
String2:
    Cdata "WORLD", 0
```

See also : **Config, Cread, Cread8, Cread16, Cread24, Cread32, Cwrite, Dim, Ldata, Lread, Lread8, Lread16, Lread24, Lread32, Dim As Code, Dim As Flash8, Dim As Flash16, Dim As Flash24, Dim As Flash32.**

cPtr8, cPtr16, cPtr24, cPtr32

Syntax

Variable = **cPtr8** (*Address*)

Variable = **cPtr16** (*Address*)

Variable = **cPtr24** (*Address*)

Variable = **cPtr32** (*Address*)

Overview

Indirectly read flash memory using a variable to hold the 16-bit or 32-bit address. For enhanced 14-bit core devices and 18F devices only.

Parameters

Variable is a user defined variable that holds the result of the indirectly addressed flash memory area.

Address is a **Word**, **Long**, or **Dword** variable, or an expression that holds the 16-bit, 24-bit, or 32-bit address of the flash memory area of interest.

Address can also post or pre increment or decrement:

- (MyAddress++) Post increment MyAddress after retrieving it's RAM location.
- (MyAddress--) Post decrement MyAddress after retrieving it's RAM location.
- (++MyAddress) Pre increment MyAddress before retrieving it's RAM location.
- (--MyAddress) Pre decrement MyAddress before retrieving it's RAM location.

cPtr8 will retrieve a value with an optional 8-bit post or pre increment or decrement.

cPtr16 will retrieve a value with an optional 16-bit post or pre increment or decrement.

cPtr24 will retrieve a value with an optional 24-bit post or pre increment or decrement.

cPtr32 will retrieve a value with an optional 32-bit post or pre increment or decrement.

8-bit Example.

```
'
' Read 8-bit values indirectly from flash memory
'
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
'
' Create an 8-bit flash memory table
'
Dim FlashArray As Flash8 = 1, 2, 3, 4, 5, 6, 7, 8, 9, 0
Dim MyByte As Byte         ' Create a byte variable
Dim bIndex As Byte
Dim wAddress As Word       ' Create variable to hold 16-bit address
Main:
'
' Read from flash memory
'
wAddress = AddressOf(FlashArray) ' Load wAddress with address of flash memory
Do                                ' Create a loop
    MyByte = cPtr8(wAddress++)    ' Retrieve from code with post increment
    If MyByte = 0 Then Break      ' Exit when a null(0) is read from code
    HRsoutLn Dec MyByte          ' Transmit the byte read from code
Loop
```


16-bit Example.

```
,
' Read 16-bit values indirectly from flash memory
,
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a 16-bit flash memory table
,
Dim FlashArray As Flash16 = 100, 200, 300, 400, 500, 600, 700, 0
Dim MyWord As Word         ' Create a word variable
Dim bIndex As Byte
Dim wAddress As Word       ' Create variable to hold 16-bit address
```

Main:

```
,
' Read from flash memory
,
wAddress = AddressOf(FlashArray) ' Load wAddress with address of memory
Do                                ' Create a loop
    MyWord = cPtr16(wAddress++) ' Retrieve from code with post increment
    If MyWord = 0 Then Break    ' Exit when a null(0) is read from code
    HRSoutLn Dec MyWord         ' Transmit the word read from code
Loop
```

24-bit Example.

```
,
' Read 24-bit values indirectly from flash memory
,
Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600
,
' Create a 24-bit flash memory table
,
Dim FlashArray As Flash24 = 100, 200, 300, 400, 500, 600, 700, 0
Dim MyLong As Long          ' Create a long variable
Dim bIndex As Byte
Dim wAddress As Word        ' Create variable to hold 16-bit address
```

Main:

```
,
' Read from flash memory
,
wAddress = AddressOf(FlashArray) ' Load wAddress with address of memory
Do                                ' Create a loop
    MyLong = cPtr24(wAddress++) ' Retrieve from code with post increment
    If MyLong = 0 Then Break    ' Exit when a null(0) is read from code
    HRSoutLn Dec MyLong         ' Transmit the long read from code
Loop
```

32-bit Example.

```
'  
' Read 32-bit values indirectly from flash memory  
'  
Device = 18F26K40           ' Tell the compiler what device to compile for  
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz  
Declare Hserial_Baud = 9600  
'  
' Create a 32-bit flash memory table  
'  
Dim FlashArray As Flash32 = 100, 200, 300, 400, 500, 600, 700, 0  
Dim MyDword As Dword       ' Create a dword variable  
Dim bIndex As Byte  
Dim wAddress As Word        ' Create variable to hold 16-bit address  
  
Main:  
'  
' Read from flash memory  
'  
wAddress = AddressOf(FlashArray) ' Load wAddress with address of memory  
Do                                ' Create a loop  
    MyDword = cPtr32(wAddress++) ' Retrieve from code with post increment  
    If MyDword = 0 Then Break    ' Exit when a null(0) is read from code  
    HRSoutLn Dec MyDword         ' Transmit the dword read from code  
Loop
```

See also: **AddressOf, Cread8, Cread16, Cread24, Cread32.**

Cread

Syntax

Variable = **Cread** *Address*

Overview

Read data from anywhere in flash memory.

Parameters

Variable is a user defined variable.

Address is a constant, variable, label, or expression that represents any valid address within flash memory

Example

```
' Read flash memory locations within the device

Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim bVar1 as Byte
Dim wWrd as Word
Dim wAddress as Word

wAddress = 1000             ' Address now holds the base address
bVar1 = Cread 1000          ' Read 8-bit data at address 1000 into Var1
wWrd = Cread Address + 10   ' Read data at address 1000+10
```

Notes

The **Cread** command takes advantage of the self-modifying feature that is available in the latest devices.

If a **Float** or **Dword** size variable is used as the assignment, then 32-bits will be read. If a **Word** size variable is used as the assignment, then 16-bits will be read. If a **Byte** sized variable is used as the assignment, then 8-bits will be read.

If the device has it, the configuration fuse setting WRTE must be enabled before **Cdata**, **Dim as Flash**, **Cread**, and **Cwrite** may be used, this is the default setting. This enables the self-modifying feature. If the **Config** directive is used, then the WRTE_ON fuse setting must be included in the list: -

```
Config WDT_ON, XT_OSC, WRTE_ON
```

See also : **Cdata**, **Cread8**, **Cread16**, **Cread24**, **Cread32**, **Config**, **Cwrite**, **Dim**, **Ldata**, **Lread**, **Lread8**, **Lread16**, **Lread32**.

Cread8, Cread16, Cread24, Cread32

Syntax

Variable = **Cread8** *Label* [*Offset Variable*]

or

Variable = **Cread16** *Label* [*Offset Variable*]

or

Variable = **Cread24** *Label* [*Offset Variable*]

or

Variable = **Cread32** *Label* [*Offset Variable*]

Overview

Read an 8, 16, or 32-bit value from a **Cdata** table using an offset of *Offset Variable* and place into *Variable*, with more efficiency than using **Cread** . For device's that can access their own flash memory.

Cread8 will access 8-bit values from an **Cdata** table.

Cread16 will access 16-bit values from an **Cdata** table.

Cread24 will access 24-bit values from an **Cdata** table.

Cread32 will access 32-bit values from an **Cdata** table, this also includes floating point values.

Parameters

Variable is a user defined variable or an **Array**.

Label is a label name preceding the **Cdata** statement of which values will be read from.

Offset Variable can be a constant value, variable, or expression that points to the location of interest within the **Cdata** table.

Cread8 Example

```
' Extract the second value from within an 8-bit Cdata table
Device = 18F26K40 ' Tell the compiler what device to compile for
Declare Xtal = 16 ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim Offset as Byte ' Create a Byte size variable for the offset
Dim MyResult as Byte ' Create a Byte size variable to hold the result

' Create a table containing only 8-bit values
Dim Byte_Table as Flash8 = 100, 200

Offset = 1 ' Point to the second value in the Cdata table
' Read the 8-bit value pointed to by Offset
MyResult = Cread8 Byte_Table[Offset]
HRSoutLn Dec MyResult ' Display the decimal result on the serial terminal
```

Cread16 Example

```
' Extract the second value from within a 16-bit Cdata table
Device = 18F4520
Dim Offset as Byte      ' Create a Byte size variable for the offset
Dim MyResult as Word    ' Create a Word size variable to hold the result

' Create a flash memory table containing only 16-bit values
Dim WordTable as Flash16 = 1234, 5678

Offset = 1              ' Point to the second value in the Ldata table
' Read the 16-bit value pointed to by Offset
MyResult = Cread16 WordTable[Offset]
HRSoutLn Dec MyResult    ' Display the decimal result on the serial terminal
```

Cread24 Example

```
' Extract the second value from within a 24-bit Cdata table
Device = 18F4520
Dim Offset as Byte      ' Create a Byte size variable for the offset
Dim MyResult as Long    ' Create a Long size variable to hold the result

' Create a flash memory table containing only 24-bit values
Dim LongTable as Flash24 = 1234, 5678

Offset = 1              ' Point to the second value in the Ldata table
' Read the 16-bit value pointed to by Offset
MyResult = Cread24 LongTable[Offset]
HRSoutLn Dec MyResult    ' Display the decimal result on the serial terminal
```

Cread32 Example

```
' Extract the second value from within a 32-bit Cdata table
Device = 18F26K40        ' Tell the compiler what device to compile for
Declare Xtal = 16        ' Tell the compiler the device is operating at 16MHz
Declare Hserial_Baud = 9600

Dim Offset as Byte      ' Create a Byte size variable for the offset
Dim MyResult as Dword   ' Create a Dword size variable to hold the result

' Create a flash memory table containing only 32-bit values
Dim DwordTable as Flash32 = 12340, 56780

Offset = 1              ' Point to the second value in the flash table
' Read the 32-bit value pointed to by Offset
MyResult = Cread32 DwordTable[Offset]
HRSoutLn Dec MyResult    ' Display the decimal result on the serial terminal
```

Notes

Data storage in any program is of paramount importance, and although the standard **Cread** command can access multi-byte values from a flash memory data table, it was not originally intended as such, and is more suited to accessing character data or single 8-bit values. However, the **Cread8**, **Cread16**, **Cread24**, and **Cread32** commands are specifically written in order to efficiently read data from an **Cdata** table, and use the least amount of code space in doing so, thus increasing the speed of operation. Which means that wherever possible, **Cread** should be replaced by **Cread8**, **Cread16**, **Cread24**, or **Cread32**.

See also :**Cdata**, **Cread**, **Dim as Flashx**, **CPtr8**, **CPtr16**, **CPtr14**, **CPtr32**, **CPtrF**.

Cwrite

Syntax

Cwrite Address, [Variable {, Variable...}]

Overview

Write data to anywhere in flash memory on devices that support it.

Parameters

Variable can be a constant, variable, or expression.

Address is a constant, variable, label, or expression that represents any valid flash memory address

Example

```
' Write to memory location 2000+ within the PICmicro

Device = 16F877                               ' Choose the PICmicro
Declare Xtal = 4

Dim MyByte as Byte = 234
Dim MyWord as Word = 1043
Dim wAddress as Word = 2000                    ' wAddress now holds the base address

Cwrite wAddress, [10, MyByte, MyWord] ' Write to address 2000 +
Org 2000
```

Notes

The **Cwrite** command takes advantage of the self-modifying feature that is available in most devices.

If a **Word** size variable is used as the assignment, then a 14-bit **Word** will be written. If a **Byte** sized variable is used as the assignment, then 8-bits will be written.

Because the 14-bit core devices are only capable of holding 14 bits to a **Word**, values greater than 16383 (\$3FFF) cannot be written. However, the 18F devices may hold values up to 65535 (\$FFFF).

The configuration fuse setting WRTE must be enabled before **Cdata**, **Cread**, and **Cwrite** may be used, this is the default setting. This enables the self-modifying feature. If the Config directive is used, then the WRTE_ON fuse setting must be included in the list: -

```
Config WDT_ON, XT_OSC, WRTE_ON
```

Org is actually an assembler directive, so the compiler has no control over it, and if using procedures, it will cause assembler errors, or the program not to work correctly. Only use the **Org** directive if you know what the underlying assembler code, that the compiler creates, is doing.

See also : **Cdata**, **cPtr8**, **cPtr16**, **cPtr24**, **cPtr32**, **Config**, **Cread**, **Cread8**, **Cread16**, **Cread24**, **Cread32**, **Dim as Code**, **Dim as Flash**.

Edata

Syntax

Edata *Constant1* { ,...*Constantn* etc }

Overview

Places constants or strings directly into the on-board EEPROM of compatible microcontroller's

Parameters

Constant1, **Constantn** are values that will be stored in the on-board EEPROM. When using an **Edata** statement, all the values specified will be placed in the EEPROM starting at location 0. The **Edata** statement does not allow you to specify an EEPROM address other than the beginning location at 0. To specify a location to write or read data from the EEPROM other than 0 refer to the **Eread**, **Ewrite** commands.

Example

*' Stores the values 1000,20,255,15, and the ASCII values for
' H','e','l','l','o' in the EEPROM starting at memory position 0.*

```
Edata 1000, 20, $FF, 0b00001111, "Hello"
```

Notes

16-bit, 24-bit, 32-bit and floating point values may also be placed into EEPROM. These are placed LSB first (Lowest Significant Byte). For example, if 1000 is placed into an **Edata** statement, then the order is: -

```
Edata 1000
```

In EEPROM it looks like 232, 03

Alias's to constants may also be used in an **Edata** statement: -

```
Symbol cAlias = 200
```

```
Edata cAlias, 120, 254, "Hello World"
```

Addressing an Edata table.

EEPROM data starts at address 0 and works up towards the maximum amount that the PICmicro™ will allow. However, it is rarely the case that the information stored in EEPROM is one continuous piece of data. EEPROM is normally used for storage of several values or strings of text, so a method of accessing each piece of data is essential. Consider the following piece of code: -

```
Edata "Hello"  
Edata "World"
```

Now we know that EEPROM memory starts at 0, so the text "Hello" must be located at address 0, and we also know that the text "Hello" is built from 5 characters with each character occupying a byte of EEPROM memory, so the text "World" must start at address 5 and also contains 5 characters, so the next available piece of EEPROM memory is located at address 10. To access the two separate text strings we would need to keep a record of the start and end address's of each character placed in the tables.

Counting the amount of EEPROM used by each piece of data is acceptable if only a few **Edata** tables are used in the program, but it can become tedious if multiple values and strings are needing to be stored, and can lead to program glitches if the count is wrong.

Placing an identifying name before the **Edata** table will allow the compiler to do the byte counting for you. The compiler will store the EEPROM address associated with the table in the identifying name as a constant value. For example: -

```
Hello_Text Edata "Hello"  
World_Text Edata "World"
```

The name Hello_Text is now recognised as a constant with the value of 0, referring to address 0 that the text string "Hello" starts at. The World_Text is a constant holding the value 5, which refers to the address that the text string "World" starts at.

Note that the identifying text **must** be located on the same line as the **Edata** directive or a syntax error will be produced. It must also not contain a postfix colon as does a line label or it will be treat as a line label. Think of it as an alias name to a constant.

Any **Edata** directives **must** be placed at the head of the BASIC program as is done with Symbols, so that the name is recognised by the rest of the program as it is parsed. There is no need to jump over **Edata** directives as you have to with **Ldata** or **Cdata**, because they do not occupy flash memory, but reside in high *data* memory.

The example program below illustrates the use of EEPROM addressing.

```
' Display two text strings held in EEPROM  
  
Device = 18F26K40          ' Tell the compiler what device to compile for  
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz  
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn  
  
Dim MyChar as Byte        ' Holds the character read from EEPROM  
Dim Charpos as Byte       ' Holds the address within EEPROM  
,  
' Create a string of text in EEPROM. null terminated  
Hello Edata "HELLO ",0  
,  
' Create another string of text in EEPROM. null terminated  
World Edata "WORLD",0  
  
Charpos = Hello           ' Point Charpos to the start of text "Hello"  
DisplayText()            ' Display the text "Hello"  
Charpos = World           ' Point Charpos to the start of text "World"  
DisplayText()            ' Display the text "World"  
Stop                     ' We're all done  
,  
' Procedure to read and display the text held at the address in Charpos  
,  
  
Proc DisplayText()  
  Do                      ' Create an infinite loop  
    MyChar = Eread Charpos ' Read the EEPROM data  
    If MyChar = 0 Then Break ' Exit when null found  
    HRSout MyChar           ' Display the character  
    Inc Charpos             ' Move up to the next address  
  Loop                     ' Close the loop  
EndProc
```


Formatting an Edata table.

Sometimes it is necessary to create a data table with a known format for its values. For example all values will occupy 4 bytes of data space even though the value itself would only occupy 1 or 2 bytes.

```
Edata 100000, 10000, 1000, 100, 10, 1
```

The above line of code would produce an uneven data space usage, as each value requires a different amount of data space to hold the values. 100000 would require 4 bytes of EEPROM space, 10000 and 1000 would require 2 bytes, but 100, 10, and 1 would only require 1 byte.

Reading these values using **Eread** would cause problems because there is no way of knowing the amount of bytes to read in order to increment to the next valid value.

The answer is to use formatters to ensure that a value occupies a predetermined amount of bytes.

These are: -

Byte
Word
Long
Dword
Float

Placing one of these formatters before the value in question will force a given length.

```
Edata Dword 100000, Dword 10000 , _  
      Dword 1000, Dword 100, Dword 10, Dword 1
```

Byte will force the value to occupy one byte of EEPROM space, regardless of its value. Any values above 255 will be truncated to the least significant byte.

Word will force the value to occupy 2 bytes of EEPROM space, regardless of its value. Any values above 65535 will be truncated to the two least significant bytes. Any value below 255 will be padded to bring the memory count to 2 bytes.

Long will force the value to occupy 3 bytes of EEPROM space, regardless of its value. Any values above 16777215 will be truncated to the three least significant bytes. Any value below 255 will be padded to bring the memory count to 3 bytes.

Dword will force the value to occupy 4 bytes of EEPROM space, regardless of its value. Any value below 65535 will be padded to bring the memory count to 4 bytes. The line of code shown above uses the **Dword** formatter to ensure all the values in the **Edata** table occupy 4 bytes of EEPROM space.

Float will force a value to its floating point equivalent, which always takes up 4 bytes of EEPROM space.

If all the values in an **Edata** table are required to occupy the same amount of bytes, then a single formatter will ensure that this happens.

```
Edata as Dword 100000, 10000, 1000, 100, 10, 1
```

The above line has the same effect as the formatter previous example using separate **Dword** formatters, in that all values will occupy 4 bytes, regardless of their value. All four formatters can be used with the **as** keyword.

The example below illustrates the formatters in use.

```
' Convert a Dword value into a string array
' Using only BASIC commands
' Similar principle to the Str$ command

Device = 18F26K40           ' Tell the compiler what device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim P10 as Dword           ' Power of 10 variable
Dim Cnt as Byte
Dim J as Byte

Dim Value as Dword         ' Value to convert
Dim MyString[11] as Byte   ' Holds the converted value
Dim bElement as Byte      ' Index within the Byte array

Clear                       ' Clear all RAM before we start
Value = 1234576              ' Value to convert
DwordToStr()               ' Convert Value to string
HRSoutLn Str MyString      ' Display the result
Stop

'-----
' Convert a Dword value into a string array
' Value to convert is placed in 'Value'
' Byte array 'MyString' is built up with the ASCII equivalent

MyWord ()
  bElement = 0
  J = 0
  Repeat
    P10 = Eread J * 4
    Cnt = 0

    While Value >= P10
      Value = Value - P10
      Inc Cnt
    Wend
    If Cnt <> 0 Then
      MyString[bElement] = Cnt + "0"
      Inc bElement
    EndIf
    Inc J
  Until J > 8
  MyString[bElement] = Value + "0"
  Inc bElement
  MyString[bElement] = 0      ' Add the null to terminate the string
EndProc

' Edata table is formatted for all 32 bit values.
' Which means each value will require 4 bytes of EEPROM space
Edata as Dword 1000000000, 100000000, 10000000, 1000000, 100000, _
                10000, 1000, 100, 10
```

Label names as an address in an Edata table.

If a label's name is used in the list of values in an **Edata** table, the labels address will be used. This is useful for accessing other tables of data using their address from a lookup table. See example below.

```
' Display text from two Cdata tables
' Based on their address located in a separate table
Device = 16F877      ' Tell the compiler what device to compile for
Declare Xtal = 16     ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn

Dim wAddress as Word
Dim DataByte as Byte

wAddress = Eread 0      ' Locate the address of the first string
Do                      ' Create an infinite loop
    DataByte = Cread wAddress ' Read each character from the Cdata string
    If DataByte = 0 Then Break ' Exit if null found
    HRSout DataByte         ' Display the character
    Inc wAddress             ' Next character
Loop                        ' Close the loop

wAddress = Eread 2      ' Locate the address of the second string
Do                      ' Create an infinite loop
    DataByte = Cread wAddress ' Read each character from the Cdata string
    If DataByte = 0 Then Break ' Exit if null found
    HRSout DataByte         ' Display the character
    Inc wAddress             ' Next character
Loop                      ' Close the loop
Stop

' Table of address's located in EEPROM
'
Edata as Word String1, String2
String1:
Cdata "Hello",0
String2:
Cdata "World",0
```

See also : Eread, Ewrite.

Eread

Syntax

Variable = **Eread** *Address*

Overview

Read information from the on-board EEPROM (Electrically Erasable Programmable Read Only Memory) available on some PICmicro™ types.

Parameters

Address is a constant, variable, or expression, that contains the address of interest within EEPROM.

Variable is a user defined variable.

Example

```
Device = 18F452           ' A suitable device with on-board EEPROM
Dim MyByte as Byte
Dim MyWord as Word
Dim MyLong as Long
Dim MyDword as Dword

Edata 10, 354, 123456789   ' Place some data into the EEPROM
MyByte = Eread 0           ' Read the 8-bit value from address 0
MyWord = Eread 1           ' Read the 16-bit value from address 1
MyLong = Eread 3           ' Read the 24-bit value from address 3
MyDword = Eread 7          ' Read the 32-bit value from address 7
```

Notes

If a **Float**, or **Dword** type variable is used as the assignment variable, then 4-bytes will be read from the EEPROM. Similarly, if a **Long** type variable is used as the assignment variable, then a 24-bit value (3-bytes) will be read from EEPROM. If a **Word** type variable is used as the assignment variable, then a 16-bit value (2-bytes) will be read from EEPROM, and if a **Byte** type variable is used, then 8-bits will be read. To read an 8-bit value while using a **Word** sized variable, use the **LowByte** modifier: -

```
Wrd1.LowByte = Eread 0    ' Read an 8-bit value
Wrd1.HighByte = 0         ' Clear the high byte of Wrd
```

If a 16-bit (**Word**) size value is read from the EEPROM, the address must be incremented by two for the next read. If a **Long** type variable is read, then the address must be incremented by 3. Also, if a **Float** or **Dword** type variable is read, then the address must be incremented by 4.

Most of the PICmicro™ types have a portion of memory set aside for storage of information. The amount of memory is specific to the individual PICmicro™ type, some, such as the 16F84, has 64 bytes, the 16F877 device has 256 bytes, and some of the 18F devices have upwards of 512 bytes.

EEPROM is non-volatile, and is an excellent place for storage of long-term information, or tables of values.

Reading data with the **Eread** command is almost instantaneous, but writing data to the EEPROM can take up to 10ms per byte.

See also : **Edata, Ewrite**

Ewrite

Syntax

Ewrite Address, [Variable {, Variable...etc }]

Overview

Write information to the on-board EEPROM available on some PICmicro™ types.

Parameters

Address is a constant, variable, or expression, that contains the address of interest within EEPROM.

Variable is a user defined variable.

Example

```
Device = 18F452           ' A suitable device with on-board EEPROM
Dim MyByte as Byte
Dim MyWord as Word
Dim Address as Byte

MyByte = 200
MyWord = 2456
Address = 0               ' Point to address 0 within the EEPROM
Ewrite Address, [MyWord, MyByte] ' Write a 16-bit then an 8-bit value
```

Notes

If a **Dword** type variable is used, then a 32-bit value (4-bytes) will be written to the EEPROM. Similarly, if a **Long** type variable is used, then a 24-bit value (3-bytes) will be written to EEPROM, if a **Word** type variable is used, then a 16-bit value (2-bytes) will be written to EEPROM, and if a **Byte** type variable is used, then 8-bits will be written. To write an 8-bit value while using a **Word** sized variable, use the **LowByte** modifier: -

```
Ewrite Address, [ Wrd.LowByte, Var1 ]
```

If a 16-bit (**Word**) size value is written to the EEPROM, the address must be incremented by two before the next write: -

```
For Address = 0 to 64 Step 2
    Ewrite Address, [Wrd]
Next
```

A lot of the Flash PICmicro™ types have a portion of memory set aside for storage of information. The amount of memory is specific to the individual PICmicro™ type, some, have 256 bytes, while others have 1024 bytes.

EEPROM is non-volatile, and is an excellent place for storage of long-term information, or tables of values.

Writing data with the **Ewrite** command can take up to 5ms per byte on some of the older micro-controller types, but reading data from the EEPROM is almost instantaneous,.

See also : **Edata, Eread**

Ldata

Syntax

Ldata { *alphanumeric data* }

Overview

Place information into code memory using the **Retlw** mnemonic when used with a standard 14-bit core devices, and Flash (code) memory when using an 18F or enhanced 14-bit core device. For access by **Lread**, **Lread8**, **Lread16**, **Lread24** or **Lread32**.

Parameters

alphanumeric data can be a 8,16, 24, 32 bit value, or floating point values, or any alphabetic character or string enclosed in quotes.

Example

```
Device = 16F1829

Dim Char as Byte
Dim MyLoop as Byte

Cls
For MyLoop = 0 to 9          ' Create a loop of 10
    Char = Lread Label + MyLoop ' Read memory location Label + MyLoop
    Print Char               ' Display the value read
Next
Stop

Label: Ldata "Hello World" ' Create a string of text in code memory
```

The program above reads and displays 10 values from the address located by the Label accompanying the **Ldata** command. Resulting in "HELLO WORL" being displayed.

Ldata is not simply used for character storage, it may also hold 8, 16, 32 bit, or floating point values. The example below illustrates this: -

```
Device = 16F628
Dim Var1 as Byte
Dim Wrđ1 as Word
Dim Dwd1 as Dword
Dim Flt1 as Float

Cls
Var1 = Lread Bit8_Val ' Read the 8-bit value
Print Dec Var1, " "
Wrđ1= Lread Bit16_Val ' Read the 16-bit value
Print Dec Wrđ1
Dwd1 = Lread Bit32_Val ' Read the 32-bit value
Print At 2,1, Dec Dwd1, " "
Flt1 = Lread MyFloat_Val ' Read the floating point value
Print Dec Flt1
Stop

Bit8_Val: Ldata 123
Bit16_Val: Ldata 1234
Bit32_Val: Ldata 123456
MyFloat_Val: Ldata 123.456
```

Floating point examples.

14-bit core example

```
' 14-bit read floating point data from a table and display the results
Device = 16F1829
Dim MyFloat as Float           ' Create a Floating Point variable
Dim Fcount as Byte

Cls                             ' Clear the LCD
Fcount = 0                     ' Clear the table counter
Repeat                          ' Create a loop
    MyFloat = Lread FlTable + Fcount ' Read the data from the Ldata table
    Print At 1, 1, Dec3 MyFloat ' Display the data read
    Fcount = Fcount + 4          ' Point to next value, by adding 4 to counter
    DelayMs 1000                ' Slow things down
Until MyFloat = 0.005          ' Stop when 0.005 is read
Stop
```

FlTable:

```
Ldata as Float 3.14, 65535.123, 1234.5678, -1243.456, -3.14, 998999.12, _
0.005
```

18F device example

```
' 18F read floating point data from a table and display the results
Device = 18F25K20
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Dim MyFloat as Float           ' Create a Floating Point variable
Dim Fcount as Byte

Cls                             ' Clear the LCD
Fcount = 0                     ' Clear the table counter
Repeat                          ' Create a loop
    MyFloat = Lread FlTable + Fcount ' Read the data from the Ldata table
    Print At 1, 1, Dec3 MyFloat ' Display the data read
    Fcount = Fcount + 2          ' Point to next value, by adding 2 to counter
    DelayMs 1000                ' Slow things down
Until MyFloat = 0.005          ' Stop when 0.005 is read
Stop
```

FlTable:

```
Ldata as Float 3.14, 65535.123, 1234.5678, -1243.456, -3.14, 998999.12, _
0.005
```

Notes

Ldata tables should be placed at the end of the BASIC program. If an **Ldata** table is placed at the beginning of the program, then a **GoTo** command must jump over the tables, to the main body of code.

```
GoTo OverDataTable
```

```
Ldata 1,2,3,4,5,6
```

OverDataTable:

```
{ rest of code here}
```

With **14-bit** core devices, an 8-bit value (0 - 255) in an **Ldata** statement will occupy a single code space, however, 16-bit data (0 - 65535) will occupy two spaces, 32-bit and floating point values will occupy 4 spaces. This must be taken into account when using the **Lread** command. See 14-bit floating point example above.

With 18F devices, an 8, and 16-bit value in an **Ldata** statement will occupy a single code space, however, 32-bit and floating point values will occupy 2 spaces. This must be taken into account when using the **Lread** command. See 16-bit floating point example above.

18F device requirements.

The compiler uses a different method of holding information in an **Ldata** statement when using 18F devices. It uses the unique capability of these devices to read from their own code space, which offers optimisations when values larger than 8-bits are stored. However, because the 18F devices are **Byte** oriented, as opposed to the 14-bit types which are **Word** oriented. The **Ldata** tables should contain an even number of values, or corruption may occur on the last value read. For example: -

Even: **Ldata** 1, 2, 3, "123"

Odd: **Ldata** 1, 2, 3, "12"

An **Ldata** table containing an Odd amount of values will produce a compiler WARNING message.

Formatting an Ldata table.

Sometimes it is necessary to create a data table with a known format for its values. For example all values will occupy 4 bytes of code space even though the value itself would only occupy 1 or 2 bytes. I use the name Byte loosely, as 14-bit core devices use 14-bit Words, as opposed to 18F devices that do actually use Bytes.

```
Ldata 100000, 10000, 1000, 100, 10, 1
```

The above line of code would produce an uneven code space usage, as each value requires a different amount of code space to hold the values. 100000 would require 4 bytes of code space, 10000 and 1000 would require 2 bytes, but 100, 10, and 1 would only require 1 byte.

Reading these values using **Lread** would cause problems because there is no way of knowing the amount of bytes to read in order to increment to the next valid value.

The answer is to use formatters to ensure that a value occupies a predetermined amount of bytes. These are: -

Byte
Word
Long
Dword
Float

Placing one of these formatters before the value in question will force a given length.

```
Ldata Dword 100000, Dword 10000, Dword 1000 , _  
      Dword 100, Dword 10, Dword 1
```

Byte will force the value to occupy one byte of code space, regardless of its value. Any values above 255 will be truncated to the least significant byte.

Word will force the value to occupy 2 bytes of code space, regardless of its value. Any values above 65535 will be truncated to the two least significant bytes. Any value below 255 will be padded to bring the memory count to 2 bytes.

Long will force the value to occupy 3 bytes of code space, regardless of its value. Any values above 16777215 will be truncated to the three least significant bytes. Any value below 255 will be padded to bring the memory count to 3 bytes.

Dword will force the value to occupy 4 bytes of code space, regardless of its value. Any value below 65535 will be padded to bring the memory count to 4 bytes. The line of code shown above uses the **Dword** formatter to ensure all the values in the **Ldata** table occupy 4 bytes of code space.

Float will force a value to its floating point equivalent, which always takes up 4 bytes of code space.

If all the values in an **Ldata** table are required to occupy the same amount of bytes, then a single formatter will ensure that this happens.

```
Ldata as Dword 100000, 10000, 1000, 100, 10, 1
```

The above line has the same effect as the formatter previous example using separate **Dword** formatters, in that all values will occupy 4 bytes, regardless of their value. All four formatters can be used with the **as** keyword.

The example below illustrates the formatters in use.

```
' Convert a Dword value into a string array using only BASIC commands
' Similar principle to the Str$ command

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSoutLn

Dim dP10 as Dword          ' Power of 10 variable
Dim bCnt as Byte
Dim bIndex as Byte
Dim dValue as Dword        ' Value to convert to ASCII
Dim MyString[11] as Byte   ' Holds the converted value
Dim bPtr as Byte           ' Pointer within the Byte array

DelayMs 100                ' Wait for the LCD to stabilise
Cls                         ' Clear the LCD
Clear                      ' Clear all RAM before we start
dValue = 1234576           ' Value to convert
DwordToStr()              ' Convert dValue to an ASCII string
HRSoutLn Str MyString      ' Display the result
Stop

' -----
' Convert a Dword value into a string array.
' The value to convert is placed in dValue
' Byte array 'MyString' is built up with the ASCII equivalent
'

Proc DwordToStr()
    bPtr = 0
    bIndex = 0
    Repeat
        dP10 = Lread DwordTbl + (bIndex * 4)
        bCnt = 0
        While dValue >= dP10
            dValue = dValue - dP10
            Inc bCnt
        Wend
        If bCnt <> 0 Then
            MyString[bPtr] = bCnt + "0"
            Inc bPtr
        EndIf
        Inc bIndex
    Until bIndex > 8
    MyString[bPtr] = dValue + "0"
    Inc bPtr
    MyString[bPtr] = 0      ' Add the null to terminate the string
EndProc
'

' Ldata table is formatted for all 32 bit values.
' Which means each value will require 4 bytes of code space
Dword_TBL:
    Ldata as Dword 1000000000, 100000000, 10000000, 1000000, 100000, 10000, _
                    1000, 100, 10
```

Label names as pointers.

If a label's name is used in the list of values in an **Ldata** table, the label's address will be used. This is useful for accessing other tables of data using their address from a lookup table. See example below.

```
' Display text from two Ldata tables
' Based on their address located in a separate table

Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout

Dim Address as Word
Dim DataByte as Byte

DelayMs 100                ' Wait for the LCD to stabilise
Cls                         ' Clear the LCD
Address = Lread AddrTable   ' Locate the address of the first string
Do                          ' Create an infinite loop
  DataByte = Lread Address   ' Read each character from the Ldata string
  If DataByte = 0 Then Break ' Exit if null found
  HRSout DataByte           ' Display the character
  Inc Address               ' Next character
Loop                        ' Close the loop

Cursor 2,1                 ' Point to line 2 of the LCD
Address = Lread AddrTable + 2 ' Locate the address of the second string
Do                          ' Create an infinite loop
  DataByte = Lread Address   ' Read each character from the Ldata string
  If DataByte = 0 Then Break ' Exit if null found
  HRSout DataByte           ' Display the character
  Inc Address               ' Next character
Loop                        ' Close the loop

Stop

AddrTable:                 ' Table of address's
  Ldata as Word String1, String2
String1:
  Ldata "HELLO",0
String2:
  Ldata "WORLD",0
```

See also : Cdata, Cread, Dim as Code, Data, Edata, Lread, Read, Restore.

LookDown

Syntax

Variable = **LookDown** *Index*, [*Constant* {, *Constant*...etc }]

Overview

Search *constants(s)* for *index* value. If *index* matches one of the *constants*, then store the matching *constant's* position (0-N) in *variable*. If no match is found, then the *variable* is unaffected.

Parameters

Variable is a user define variable that holds the result of the search.

Index is the variable/constant being sought.

Constant(s),... is a list of values. A maximum of 255 values may be placed between the square brackets, 256 if using an 18F device.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout

Dim Value as Byte
Dim MyResult as Byte
Value = 177                 ' The value to look for in the list
MyResult = 255              ' Default to value 255
MyResult = LookDown Value, [75,177,35,1,8,29,245]
HRSoutLn "Value matches ", Dec MyResult, " in list"
```

In the above example, **HRSoutLn** displays, "Value matches 1 in list" because Value (177) matches item 1 of [75,177,35,1,8,29,245]. Note that index numbers count up from 0, not 1; that is in the list [75,177,35,1,8,29,245], 75 is item 0.

If the value is not in the list, then MyResult is unchanged.

Notes

LookDown is similar to the index of a book. You search for a topic and the index gives you the page number. Lookdown searches for a value in a list, and stores the item number of the first match in a variable.

LookDown also supports text phrases, which are basically lists of byte values, so they are also eligible for Lookdown searches:

```
Dim Value as Byte
Dim MyResult as Byte

Value = 101                 ' ASCII "e". the value to look for in the list
MyResult = 255              ' Default to value 255
MyResult = LookDown Value, ["Hello World"]
```

In the above example, MyResult will hold a value of 1, which is the position of character 'e'

See also : Cdata, Cread, Data, Edata, Eread, Ldata, LookDownL, LookUp, LookUpL, Lread, Read, Restore.

LookDownL

Syntax

Variable = **LookDownL** *Index*, {*Operator*} [*Value* {, *Value*...etc }]

Overview

A comparison is made between *index* and *value*; if the result is true, 0 is written into *variable*. If that comparison was false, another comparison is made between *value* and *value1*; if the result is true, 1 is written into *variable*. This process continues until a true is yielded, at which time the *index* is written into *variable*, or until all entries are exhausted, in which case *variable* is unaffected.

Parameters

Variable is a user define variable that holds the result of the search.

Index is the variable/constant being sought.

Value(s) can be a mixture of 16-bit constants, string constants and variables. Expressions may not be used in the *Value* list, although they may be used as the *index* value. A maximum of 85 values may be placed between the square brackets, 256 if using an 18F device.

Operator is an optional comparison operator and may be one of the following: -

- = equal
- <> not equal
- > greater than
- < less than
- >= greater than or equal to
- <= less than or equal to

The optional *Operator* can be used to perform a test for other than equal to ("=") while searching the list. For example, the list could be searched for the first *Value* greater than the *index* parameter by using ">" as the *Operator*. If *Operator* is left out, "=" is assumed.

Example

```
Var1 = LookDownL Wrd, [ 512, Wrd1, 1024 ]  
Var1 = LookDownL Wrd, < [ 10, 100, 1000 ]
```

Notes

Because **LookDownL** is more versatile than the standard **LookDown** command, it generates larger code. Therefore, if the search list is made up only of 8-bit constants and strings, use **LookDown**.

See also : **Cdata, Cread, Cread8, Cread16, Cread32, Edata, Eread, Ldata, LookDown, LookUp, LookUpL, Lread, Lread8, Lread16, Lread32.**

LookUp

Syntax

Variable = **LookUp** *Index*, [*Constant* {, *Constant*...etc }]

Overview

Look up the value specified by the index and store it in variable. If the index exceeds the highest index value of the items in the list, then variable remains unchanged.

Parameters

Variable may be a constant, variable, or expression. This is where the retrieved value will be stored.

Index may be a constant or variable. This is the item number of the value to be retrieved from the list.

Constant(s) may be any 8-bit value (0-255). A maximum of 255 values may be placed between the square brackets, 256 if using an 18F device.

Example

```
' Create an animation of a spinning line.
Device = 18F26K40 ' Select the device to compile for
Declare Xtal = 16 ' Tell the compiler the device will be operating at 16MHz

Dim Index as Byte
Dim Frame as Byte
Cls ' Clear the LCD

Do
  For Index = 0 to 3 ' Create a loop of 4
    Frame = LookUp Index, [ "|\"-/\" ] ' Table of animation characters
    Print At 1, 1, Frame ' Display the character
    DelayMs 200 ' So we can see the animation
  Next ' Close the loop
Loop ' Repeat forever
```

Notes

index starts at value 0. For example, in the **LookUp** command below. If the first value (10) is required, then index will be loaded with 0, and 1 for the second value (20) etc.

```
Var1 = LookUp Index, [10, 20, 30]
```

See also : Cdata, Cread, Cread8, Cread16, Cread24, Cread32, Dim As Code, Edata, Eread, Ldata, LookDown, LookDownL, LookUpL, Lread, Lread8, Lread16, Lread24, Lread32.

LookUpL

Syntax

Variable = **LookUpL** *Index*, [*Value* {, *Value*...etc }]

Overview

Look up the value specified by the index and store it in variable. If the index exceeds the highest index value of the items in the list, then variable remains unchanged. Works exactly the same as **LookUp**, but allows variable types or constants in the list of values.

Parameters

Variable may be a constant, variable, or expression. This is where the retrieved value will be stored.

Index may be a constant or variable. This is the item number of the value to be retrieved from the list.

Value(s) can be a mixture of 16-bit constants, string constants and variables. A maximum of 85 values may be placed between the square brackets, 256 if using an 18F device.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
```

```
Dim Var1 as Byte
Dim Wrd as Word
Dim Index as Byte
Dim Assign as Word
```

```
Var1 = 10
Wrd = 1234
Index = 0           ' Point to the first value in the list (Wrd)
Assign = LookUpL Index, [Wrd, Var1, 12345]
```

Notes

Expressions may not be used in the *Value* list, although they may be used as the *Index* value.

Because **LookUpL** is capable of processing any variable and constant type, the code produced is a lot larger than that of **LookUp**. Therefore, if only 8-bit constants are required in the list, use **LookUp** instead.

See also : Cdata, Cread, Cread8, Cread16, Cread32, Dim As Code, Edata, Eread, Ldata, LookDown, LookDownL, LookUp, Lread, Lread8, Lread16, Lread32.

Lread

Syntax

Variable = **Lread** *Label*

Overview

Read a value from an **Ldata** table and place into *Variable*

Parameters

Variable is a user defined variable.

Label is a label name preceding the **Ldata** statement, or expression containing the *Label* name.

Example

```
Device = 18F26K40           ' Select the device to compile for
Declare Xtal = 16           ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Set the Baud rate for HRSout

Dim Char as Byte
Dim MyLoop as Byte
Cls
For MyLoop = 0 to 9           ' Create a loop of 10
    Char = Lread Label + MyLoop ' Read memory location Label + MyLoop
    HRSout Char                ' Display the value read
Next
Stop
Label: Ldata "HELLO WORLD"    ' Create a string of text in code memory
```

The program above reads and displays 10 values from the address located by the Label accompanying the **Ldata** command. Resulting in "Hello Worl" being displayed.

Ldata is not simply used for character storage, it may also hold 8, 16, 24, 32 bit, or floating point values. The example below illustrates this: -

```
Device = 16F628           ' Select the device to compile for
Declare Xtal = 8           ' Tell the compiler the device will be operating at 8MHz

Dim MyByte as Byte
Dim MyWord as Word
Dim MyDword as Dword
Dim MyFloat as Float

MyByte = Lread Bit8_Val    ' Read the 8-bit value
HRSoutLn Dec Var1

MyWord = Lread Bit16_Val   ' Read the 16-bit value
HRSoutLn Dec Wr1

MyDword = Lread Bit32_Val  ' Read the 32-bit value
HRSoutLn Dec Dwd1

MyFloat = Lread MyFloat_Val ' Read the floating point value
HRSoutLn Dec Flt1
Stop

Bit8_Val: Ldata 123
Bit16_Val: Ldata 1234
Bit32_Val: Ldata 123456
MyFloat_Val: Ldata 123.456
```


Floating point examples.

Enhanced 14-bit core example

```
' Enhanced 14-bit read floating point data from a table and display the results
Device = 16F1829 ' Select the device to compile for
Declare Xtal = 8 ' Tell the compiler the device will be operating at 8MHz
Dim MyFloat as Float ' Create a Floating Point variable
Dim Fcount as Byte
Cls ' Clear the LCD
Fcount = 0 ' Clear the table counter
Repeat ' Create a loop
    MyFloat = Lread FlTable + Fcount ' Read the data from the Ldata table
    Print At 1, 1, Dec3 MyFloat ' Display the data read
    Fcount = Fcount + 4 ' Point to next value, by adding 4 to counter
    DelayMs 1000 ' Slow things down
Until MyFloat = 0.005 ' Stop when 0.005 is read
Stop
FlTable:
Ldata as Float 3.14, 65535.123, 1234.5678, -1243.456, -3.14, 998999.12, _
               0.005
```

18F device example

```
' Read floating point data from a table and display the results
Device = 18F452 ' Select the device to compile for
Declare Xtal = 8 ' Tell the compiler the device will be operating at 8MHz

Dim MyFloat as Float ' Create a Floating Point variable
Dim Fcount as Byte
Cls ' Clear the LCD
Fcount = 0 ' Clear the table counter
Repeat ' Create a loop
    MyFloat = Lread FlTable + Fcount ' Read the data from the Ldata table
    Print At 1, 1, Dec3 MyFloat ' Display the data read
    Fcount = Fcount + 2 ' Point to next value, by adding 2 to counter
    DelayMs 1000 ' Slow things down
Until MyFloat = 0.005 ' Stop when 0.005 is read
Stop
FlTable:
Ldata as Float 3.14, 65535.123, 1234.5678, -1243.456, -3.14, 998999.12, _
               0.005
```

Notes

Ldata tables should be placed at the end of the BASIC program. If an **Ldata** table is placed at the beginning of the program, then a **GoTo** command must jump over the tables, to the main body of code.

```
GoTo OverDataTable
Ldata 1,2,3,4,5,6
OverDataTable:

{ rest of code here}
```

With 14-bit core devices, an 8-bit value (0 - 255) in an **Ldata** statement will occupy a single code space, however, 16-bit data (0 - 65535) will occupy two spaces, 32-bit and floating point values will occupy 4 spaces. This must be taken into account when using the **Lread** command. See 14-bit floating point example above.

With **18F** devices, an 8, and 16-bit value in an **Ldata** statement will occupy a single code space, however, 32-bit and floating point values will occupy 2 spaces. This must be taken into account when using the **Lread** command. See previous 16-bit floating point example.

See also : **Cdata, Cread, Cread8, Cread16, Cread24, Cread32, Ldata.**

Lread8, Lread16, Lread24, Lread32

Syntax

Variable = **Lread8** *Label* [*Offset Variable*]

or

Variable = **Lread16** *Label* [*Offset Variable*]

or

Variable = **Lread24** *Label* [*Offset Variable*]

or

Variable = **Lread32** *Label* [*Offset Variable*]

Overview

Read an 8, 16, 24, or 32-bit value from an **Ldata** table using an offset of *Offset Variable* and place into *Variable*, with more efficiency than using **Lread**.

Lread8 will access 8-bit values from an **Ldata** table.

Lread16 will access 16-bit values from an **Ldata** table.

Lread24 will access 24-bit values from an **Ldata** table.

Lread32 will access 32-bit values from an **Ldata** table, this also includes floating point values.

Parameters

Variable is a user defined variable of type **Bit**, **Byte**, **Word**, **Long**, **Dword**, **Float** or **Array**.

Label is a label name preceding the **Ldata** statement of which values will be read from.

Offset Variable can be a constant value, variable, or expression that points to the location of interest within the **Ldata** table.

Lread8 Example

```
' Extract the second value from within an 8-bit Ldata table
Device = 16F1829          ' Select the device to compile for
Declare Xtal = 8 ' Tell the compiler the device will be operating at 8MHz

Dim Offset as Byte          ' Create a Byte size variable for the offset
Dim MyResult as Byte        ' Create a Byte size variable to hold the result

Cls                          ' Clear the LCD
Offset = 1                   ' Point to the second value in the Ldata table
' Read the 8-bit value pointed to by Offset
MyResult = Lread8 Byte_Table[Offset]
Print Dec MyResult          ' Display the decimal result on the LCD
Stop

' Create a table containing only 8-bit values
Byte_Table: Ldata as Byte 100, 200
```

Lread16 Example

```
' Extract the second value from within a 16-bit Ldata table
Device = 16F1829      ' Select the device to compile for
Declare Xtal = 8 ' Tell the compiler the device will be operating at 8MHz

Dim Offset as Byte      ' Create a Byte size variable for the offset
Dim MyResult as Word    ' Create a Word size variable to hold the result

Cls                    ' Clear the LCD
Offset = 1              ' Point to the second value in the Ldata table
' Read the 16-bit value pointed to by Offset
MyResult = Lread16 WordTable[Offset]
Print Dec MyResult      ' Display the decimal result on the LCD
Stop

' Create a table containing only 16-bit values
WordTable: Ldata as Word 1234, 5678
```

Lread32 Example

```
' Extract the second value from within a 32-bit Ldata table
Device = 16F1829      ' Select the device to compile for
Declare Xtal = 8 ' Tell the compiler the device will be operating at 8MHz

Dim Offset as Byte      ' Create a Byte size variable for the offset
Dim MyResult as Dword   ' Create a Dword size variable to hold the result

Cls                    ' Clear the LCD
Offset = 1              ' Point to the second value in the Ldata table
' Read the 32-bit value pointed to by Offset
MyResult = Lread32 DwordTable[Offset]
Print Dec MyResult      ' Display the decimal result on the LCD
Stop

' Create a table containing only 32-bit values
DwordTable: Ldata as Dword 12340, 56780
```

Notes

Data storage in any program is of paramount importance, and although the standard **Lread** command can access multi-byte values from an **Ldata** table, it was not originally intended as such, and is more suited to accessing character data or single 8-bit values. However, the **Lread8**, **Lread16**, **Lread24**, and **Lread32** commands are specifically written in order to efficiently read data from an **Ldata** table, and use the least amount of code space in doing so, thus increasing the speed of operation. Which means that wherever possible, **Lread** should be replaced by **Lread8**, **Lread16**, **Lread24**, or **Lread32**.

See also : **Cdata**, **cPtr8**, **cPtr16**, **cPtr24**, **cPtr32**, **Cread**, **Cread8**, **Cread16**, **Cread24**, **Cread32**, **Dim As Flash**, **Ldata**, **Lread**.

Creating Flash Memory Tables using Dim as Code or Dim as Flash

There is a special case of the **Dim** directive. This is:

```
Dim MyFlashTable as Code
Or
Dim MyFlashTable as Code8
Or
Dim MyFlashTable as Code16
Or
Dim MyFlashTable as Code24
Or
Dim MyFlashTable as Code32
Or
Dim MyFlashTable as CodeF
```

Or

```
Dim MyFlashTable as Flash
Or
Dim MyFlashTable as Flash8
Or
Dim MyFlashTable as Flash16
Or
Dim MyFlashTable as Flash24
Or
Dim MyFlashTable as Flash32
Or
Dim MyFlashTable as FlashF
```

These will create a data table in the device's code (Flash) memory, which is what is also known as *non-volatile flash* memory. Both the **Code** and **Flash** directives operate exactly the same, they just use a different name for *Flash* memory, that used to be named as *Code* memory.

The data produced by the **Code** and **Flash** directive can follow the same casting rules as the **Cdata** directive, in that the table's data can be given a size that each element will occupy.

```
Dim MyFlash as Code = as Word 1, 2, 3, 4, 5
```

It can also be formatted the same as **Cdata** with **Byte**, **Word**, **Long**, **Dword**, or **Float** types for the size of the constant values.

To ensure that the entire flash memory table's data is all of a common size, the **Code8**, **Code16**, **Code24**, **Code32** or **CodeF** directives can be used instead of the standard **Code** directive. These will make the table's constant values either, all, 8-bit, 16-bit, 24-bit, 32-bit or floating point, regardless of their value.

For example, to make a table of 16-bit values only:

```
Dim MyFlash as Code16 = 1, 2, 3, 4, 5
```

Even though the table's constant values are less than 16-bit in size, they will be internally cast to ensure they require the flash memory for 16-bit values, thus making the table usable for the **Cread16** or **cPtr16** commands. If the values are larger than 16-bit, they will be shortened to fit a 16-bit value.

The directives **Flash8**, **Flash16**, **Flash24**, **Flash32** or **FlashF** can use used, and these are the same as the directives: **Code8**, **Code16**, **Code24**, **Code32** and **CodeF**, but use a different name because the internal program memory used to be called 'Code' memory, but is now called 'Flash' memory within datasheets.

1.) Create a flash memory ASCII character table. Note the Null termination at the end of it:

```
Dim FlashString as Flash8 = "Hello Word, How are you?", 0
```

2.) Create a flash memory table consisting of 8-bit constant values only:

```
Dim FlashTable as Flash8 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 8-bits.

3.) Create a flash memory table consisting of 16-bit constant values only:

```
Dim FlashTable as Flash16 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 16-bits and the shorter values will be padded to also fit 16-bits.

4.) Create a flash memory table consisting of 24-bit constant values only:

```
Dim FlashTable as Flash24 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 24-bits and the shorter values will be padded to also fit 24-bits.

5.) Create a flash memory table consisting of 32-bit constant values only:

```
Dim FlashTable as Flash32 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 32-bits and the shorter values will be padded to also fit 32-bits.

6.) Create a flash memory table consisting of 32-bit floating point constant values only:

```
Dim FlashTable as FlashF = 0, 3.14, 1024.9, 123456, 1234567
```

In the above table, even the integer values will all be converted into 32-bit floating point constants.

Dim as CodeX or **Dim As FlashX** are a better choice for data tables because the compiler will store the tables in low flash memory and not inline as with **Cdata**, so a **Dim as CodeX** or **Dim As FlashX** directive can be placed anywhere in the program and it will not interfere with the program's flow. It also helps to optimise programs because the **TBLPTRU** SFR is not required to be filled when data goes over 65535 bytes on an 18F device because it is stored under the 64K boundary, unless the flash memory data itself is larger than 65536 bytes.

When a Flash memory table runs to more than a single line, it can be continued to the following lines, either with the line continuation characters ‘, _’. For example:

```
Dim FlashTable as Flash16 = 1000, 2000, 3000, 4000, 5000, 6000, _  
                             7000, 8000, 9000, 10000, 11000, 12000, _  
                             13000, 14000, 15000, 16000, 17000
```

Or the table data can start with an open curly brace character ‘{’, then only commas after each line are required until it finds a closing curly brace, ‘}’. For example, the above can be written as:

```
Dim FlashTable as Flash16 = {1000, 2000, 3000, 4000, 5000, 6000,  
                             7000, 8000, 9000, 10000, 11000, 12000,  
                             13000, 14000, 15000, 16000, 17000}
```

The maximum amount of flash memory data items depends on the amount of Flash memory the device contains.

Note that the mechanism of open and close curly braces also applies to **Cdata** table entries.

See also : Cdata, cPtr8, cPtr16, cPtr24, cPtr32, Cread, Cread8, Cread16, Cread24, Cread32, Ldata, Lread.



Compiler Directives

Asm..EndAsm

Syntax

Asm

assembler mnemonics

EndAsm

or

@ assembler mnemonic

Overview

Incorporate in-line assembler in the BASIC code. The mnemonics are passed directly to the assembler without the compiler interfering in any way. This allows a great deal of flexibility that cannot always be achieved using BASIC commands alone.

When the **Asm** directive is found within the BASIC program, the RAM banks are reset before the assembler code is operated upon. The same happens when the **EndAsm** directive is found, in that the RAM banks are reset upon leaving the assembly code. However, this may not always be required and can waste precious code memory.

Placing a dash after **Asm** or **EndAsm** will remove the RAM reset mnemonics.

Asm- EndAsm

Only remove the RAM resets if you are confident enough to do so, as PICmicro™ devices have banked RAM.

The compiler also allows simple assembler mnemonics to be used within the BASIC program without wrapping them in **Asm-EndAsm**, however, the constants, labels, and variables used must be valid BASIC types:

```
Dim MyVar As Byte
```

```
Movlw 10
```

```
Movwf MyVar
```

Note. It is important to remember that mnemonics within the BASIC program will not manipulate RAM banks or Flash pages, as the high level commands do, so always use with caution, and understand the RAM and flash fragmentation of the device being used.

If assembler mnemonics are used within a procedure, the local and parameter variables will be presented to them raw, so the procedure's name will need to be prefixed to a local or parameter or return result variable's name.

For example:

```
Proc MyProc(pParam1 As Byte), Byte
```

```
    Movf MyProcpParam1,w
```

```
    Movwf MyProcResult
```

```
EndProc
```


Config

Syntax

Config { *configuration fuse settings* }

Overview

Enable or Disable particular fuse settings for the PICmicro™.

Parameters

configuration fuse settings vary from device to device, however, certain settings are standard to most PICmicro™ types. Refer to the microcontroller's datasheet for details.

Example

' Disable Watchdog timer and specify an HS_OSC etc, on a PIC16F877 device

```
Config HS_OSC, WDT_OFF, PWRTE_ON, BODEN_OFF, LVP_OFF, _  
        WRTE_ON, CP_OFF, DEBUG_OFF
```

18F Fuse Setting.

Because of the complexity that 18F devices require for adjusting their many fuses, the **Config** directive is not suitable. Instead a more intuitive approach is adopted using the **Config_Start** and **Config_End** directives: -

Config_Start

```
OSC = HS           ' Oscillator Selection HS  
OSCS = Off         ' Osc. Switch Enable Disabled  
PWRT = On          ' Power-up Timer Enabled  
BOR = Off          ' Brown-out Reset Disabled  
BORV = 25          ' Brown-out Voltage 2.5V  
WDT = Off          ' Watchdog Timer Disabled  
WDTPS = 128        ' Watchdog Postscaler 1:128  
CCP2MUX = On       ' CCP2 MUX Enable (RC1)  
STVR = Off         ' Stack Overflow Reset Disabled  
LVP = Off          ' Low Voltage ICSP Disabled  
DEBUG = Off        ' Background Debugger Enable Disabled  
CP0 = Off          ' Code Protection Block 0 Disabled  
CP1 = Off          ' Code Protection Block 1 Disabled  
CP2 = Off          ' Code Protection Block 2 Disabled  
CP3 = Off          ' Code Protection Block 3 Disabled  
CPB = Off          ' Boot Block Code Protection Disabled  
CPD = Off          ' Data EEPROM Code Protection Disabled  
WRT0 = Off         ' Write Protection Block 0 Disabled  
WRT1 = Off         ' Write Protection Block 1 Disabled  
WRT2 = Off         ' Write Protection Block 2 Disabled  
WRT3 = Off         ' Write Protection Block 3 Disabled  
WRTB = Off         ' Boot Block Write Protection Disabled  
WRTC = Off         ' Configuration Register Write Protection Disabled  
WRD = Off          ' Data EEPROM Write Protection Disabled  
EBTR0 = Off        ' Table Read Protection Block 0 Disabled  
EBTR1 = Off        ' Table Read Protection Block 1 Disabled  
EBTR2 = Off        ' Table Read Protection Block 2 Disabled  
EBTR3 = Off        ' Table Read Protection Block 3 Disabled  
EBTRB = Off        ' Boot Block Table Read Protection Disabled
```

Config_End

The configs shown are for the 18F452 device and differ from device to device.

A complete list of Config fuse settings can be found in the "hlpPIC18ConfigSet.chm" file downloadable from www.microchip.com.

The fuse setting text between **Config_Start** and **Config_End** will have the preceding **Config** text added, then is passed directly to the assembler. Any errors in the fuse setting texts will result in Assembler errors being produced.

Notes

If the **Config** directive is not used within the BASIC program then default values are used. These may be found in the .ppi files within the "Includes\PPI" folder.

When using either of the **Config** directives, always use all the fuse settings for the particular PICmicro™ used. With 14-bit core (16F) devices, the compiler will always issue a reminder after the **Config** directive has been issued, however, this may be ignored if you are confident that you have assigned all the relevant fuse names.

Any fuse names that are omitted from the **Config** list will normally assume an Off or Disabled state. However, this is not always the case, and unpredictable results may occur, or the PICmicro™ may refuse to start up altogether.

Before programming the PICmicro™, always check the user configured fuse settings at programming time to ensure that the settings are correct.

Always read the datasheet for the particular PICmicro™ of interest, before using this directive.

Config1, Config2, Config3, Config4 and Config5

Some enhanced 14-bit core devices have more than one configuration area, therefore additional **Config** directives have been added. These are **Config1**, **Config2**, **Config3**, **Config4** and **Config5**. Their use is exactly the same as the **Config** directive, but the fuse names depend on the device used:

Example:

' Alter the fuse settings for a 16F886 device

Config1 HS_OSC, WDT_OFF, DEBUG_OFF, FCMEN_OFF, IESO_OFF, _
BOR_OFF, CPD_OFF, CP_OFF, MCLRE_ON, PWRTE_ON

Config2 WRT_OFF, BOR21V

Note that at the time of writing, all enhanced 14-bit core devices have 2 or more config areas.

Declare

Syntax

[Declare] *code modifying directive* = *modifying value*

Overview

Adjust certain aspects of the produced code at compile time, i.e. Crystal frequency, LCD port and pins, serial Baud rate etc.

Parameters

code modifying directive is a set of pre-defined words. See list below.

modifying value is the value that corresponds to the action. See list below.

The **Declare** directive is an indispensable part of the compiler. It moulds the library subroutines, and passes essential user information to them.

Notes

The **Declare** directive usually alters the corresponding library subroutine at runtime. This means that once the **Declare** is added to the BASIC program, it usually cannot be Undeclared later, or changed in any way. However, there are some declares that alter the flow of code, and can be enabled and disabled throughout the BASIC listing.

Oscillator Frequency Declare.

12-bit core device XTAL values:

Declare Xtal = 4, 8, 10, 12, 16, or 20.

Standard 14-bit core device XTAL values:

Declare Xtal = 3, 4, 7, 8, 10, 12, 14, 16, 19, 20, 22, or 24.

Enhanced 14-bit core device XTAL values:

Declare Xtal = 3, 4, 7, 8, 10, 12, 14, 16, 19, 20, 22, 24, 32, 48, or 64.

18F device XTAL values:

Declare Xtal = 3, 4, 7, 8, 10, 12, 14, 16, 19, 20, 22, 24, 25, 29, 32, 33, 40, 48, 64, 80, or 88.

Inform the compiler what frequency oscillator is being used on the microcontroller.

Some commands are very dependant on the oscillator frequency, **Rsin**, **Rsout**, **DelayMs**, and **DelayUs** being just a few. In order for the compiler to adjust the correct timing for these commands, it must know what frequency is being used on the microcontroller.

The **Xtal** frequencies 3, 7, 14, 19 and 22 are for 3.58MHz, 7.2MHz, 14.32MHz, 19.66MHz, 22.1184MHz and 29.2MHz respectively.

If the **Declare** is not used in the program, then the default frequency will be of an unknown state.

Misc Declares.

Declare WatchDog = On or Off, or True or False, or 1, 0

With the **Declare Watchdog** set to one or true, the compiler will alter its default config fuses to enable the watchdog timer. But more importantly, it will add **Clrwdt** mnemonics to its library subroutines so the watchdog does not get triggered when any of the command subroutines are waiting. Especially the commands that require delays.

If the assembler code produced by the compiler is examined when the **Declare Watchdog** is set to one or true, a lot of **Clrwdt** mnemonics will be seen within its library subroutines. And where it would normally have a **Nop** mnemonic to delay a single clock cycle, it will have the **Clrwdt** mnemonic instead, and instead of a **Bra** \$ + 1 or **Bra** \$ + 2 or **Goto** \$ + 1 mnemonic to delay 2 clock cycles, it will have **Nop**, **Clrwdt** instead for the 2 cycle delay, to make sure the watchdog is reset.

However, it does not add any **Clrwdt** mnemonics in the main user's code, except in low value **DelayUs** and all **DelayCs** commands that would normally use **Nop**, because they are created as inline delays. So a loop of any kind in the main program listing must clear the watchdog before entering it if the watchdog has been enabled, or clear it within the loop, if it does not use any high level compiler commands that clear the watchdog timer.

The compiler understands simple assembler mnemonics in the high level parser, so the **Clrwdt** mnemonic can be added as a BASIC command in your code. The default for the compiler's default config fuses is **WatchDog Off**.

Declare BootLoader = On or Off, or True or False, or 1, 0

The **BootLoader Declare** directive enables or disables the special settings that a serial boot-loader requires at the start of code space. This directive is ignored if a PICmicro™ without boot-loading capabilities is targeted.

Disabling the bootloader will free a few bytes from the code produced. This doesn't seem a great deal, however, these few bytes may be the difference between a working or non-working program. The default for the compiler is **BootLoader On**

Declare Warnings = On or Off, or True or False, or 1, 0

The **Warnings Declare** directive enables or disables the compiler's warning messages. This can have disastrous results if a warning is missed or ignored, so use this directive sparingly, and at your own peril.

The **Warnings Declare** can be issued multiple times within the BASIC code, enabling and disabling the warning messages at key points in the code as and when required.

Declare Hints = On or Off, or True or False, or 1, 0

The **Hints Declare** directive enables or disables the compiler's hint messages. The compiler issues a hint for a reason, so use this directive sparingly, and at your own peril.

The **Hints Declare** can be issued multiple times within the BASIC code, enabling and disabling the hint messages at key points in the code as and when required.

Declare Float_Display_Type = Fast or Standard

By default, the compiler uses a relatively small routine for converting floating point values to decimal, ready for **Rsout**, **Print**, **HRsout** etc. However, because of its size, it does not perform any rounding of the value first, and is only capable of converting relatively small values. i.e. approx 6 digits of accuracy. In order to produce a more accurate result, the compiler needs to use a larger routine. This is implemented by using the above **Declare**.

Using the *Fast* model for the above **Declare** will trigger the compiler into using the more accurate floating point to decimal routine. Note that even though the routine is larger than the standard converter, it actually operates much faster.

The compiler defaults to *Standard* if the **Declare** is not issued in the BASIC program.

Declare Create_Coff = On or Off, or True or False

When the **Create_Coff Declare** is set to **On**, the compiler produces a cof file (Common Object File). This is used for simulating the BASIC code within the MPLAB™ IDE environment or the ISIS simulator.

Declare Signed_Right_Shifts = On or Off, or True or False

In order to maintain backward compatability, Signed Right Shifts can be disabled, to match Positron8 compiler versions earlier than version 4.0.4.6. Setting the **Declare** to Off or False will disable signed right shifts if used with signed variables or within a signed expression, and this will match earlier compiler versions that did not have the ability of signed right shifts, while setting the **Declare** to *On* or *True* will enable signed right shifts.

From compiler version 4.0.4.6 onwards, the compiler defaults to signed right shifts enabled.

Variable Declares.

In order to make the finer management of variables more automatic, the compiler has a few declares. These are:

Declare Auto_Heap_Arrays = *On* or *Off*

The **Auto_Heap_Arrays** declare will automatically place all Array variables created in a program, in Higher RAM.

Arrays are usually accessed via indirect operation, and as such, do not have bank changing requirements in the assembler code, so when arrays are placed among standard variables, they can actually create bloat, so that standard variables require more RAM bank changing mnemonics used when they are accessed. So when this **Declare** is set to *On*, it keeps the RAM used by them, out of the way of standard variables, so that that less RAM bank switching mnemonics need to be used in the assembler code created by the compiler, thus saving flash memory space, and speeding up a program's operation. Its default is *Off* for backward compatibility.

Declare Auto_Heap_Strings = *On* or *Off*

The **Auto_Heap_Strings** declare will automatically place all **String** variables created in a program, in Higher RAM.

String variables are accessed via indirect operation, and as such, do not have bank changing requirements in the assembler code, so when **String** variables are placed among standard variables, they can actually create bloat, so that standard variables require more RAM bank changing mnemonics used when they are accessed. So when this **Declare** is set to *On*, it keeps the RAM used by them, out of the way of standard variables, so that that less RAM bank switching mnemonics need to be used in the assembler code created by the compiler, thus saving flash memory space, and speeding up a program's operation. Its default is *Off* for backward compatibility.

Declare Auto_Variable_Bank_Cross = *On* or *Off*

The compiler handles multi-byte variables such as **Word**, **Long**, **Dword** and **Float** crossing over a RAM bank boundary, which is where some bytes of a variable are in a differing RAM bank. However, this does cause the code produced to be a little larger because it has to bank change more in the assembly code. This can be modified by using the **Auto_Variable_Bank_Cross** declare and setting it to *On*. This will move any variables that are crossing RAM banks up to the beginning of the next RAM bank, however, this will increase RAM usage a little, but may produce smaller code and faster code, so it is a useful Declare to try. Its default is *Off* for backward compatibility.

ADin Declares.

Declare ADin_Res = 8, 10, or 12.

Sets the number of bits in the result.

If this **Declare** is not used, then the default is the resolution of the microcontroller used. Using the above **Declare** allows an 8-bit result to be obtained from 10-bit or 12-bit microcontrollers, but not 10-bits or 12-bits from the 8-bit types.

Declare ADin_Tad = 2_FOSC, 8_FOSC, 32_FOSC, 64_FOSC or FRC.

Sets the ADC's clock source.

All compatible PICmicros have four options for the clock source used by the ADC; 2_FOSC, 8_FOSC, and 32_FOSC, are ratios of the external oscillator, while FRC is the PICmicro's internal RC oscillator. Instead of using the predefined names for the clock source, values from 0 to 3 may be used. These reflect the settings of bits 0-1 in register **ADCON0**.

Care must be used when issuing this **Declare**, as the wrong type of clock source may result in poor resolution, or no conversion at all. If in doubt use FRC which will produce a slight reduction in resolution and conversion speed, but is guaranteed to work first time, every time. FRC is the default setting if the **Declare** is not issued in the BASIC listing.

Declare ADin_Stime = 0 to 65535 microseconds (us).

Allows the internal capacitors to fully charge before a sample is taken. This may be a value from 0 to 65535 microseconds (us).

A value too small may result in a reduction of resolution. While too large a value will result in poor conversion speeds without any extra resolution being attained.

A typical value for **ADin_Stime** is 50 to 100. This allows adequate charge time without losing too much conversion speed.

But experimentation will produce the right value for your particular requirement. The default value if the **Declare** is not used in the BASIC listing is 50.

Busin - Busout Declares.

Declare SDA_Pin = Port.Pin

Declares the port and pin used for the data line (SDA). This may be any valid port on the microcontroller. If this declare is not issued in the BASIC program, then the default Port and Pin is **PORTA.0**

Declare SCL_Pin = Port.Pin

Declares the port and pin used for the clock line (SCL). This may be any valid port on the microcontroller. If this declare is not issued in the BASIC program, then the default Port and Pin is **PORTA.1**

Declare Slow_Bus = On - Off or 1 - 0

Slows the bus speed when using an oscillator higher than 4MHz.

The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. If you use an 8MHz or higher oscillator, the bus speed may exceed the devices specs, which will result in intermittent writes or reads, or in some cases, none at all. Therefore, use this **Declare** if you are not sure of the device's spec. The datasheet for the device used will inform you of its bus speed.

Declare Bus_SCL = On - Off, 1 - 0 or True - False

Eliminates the necessity for a pull-up resistor on the SCL line.

The I²C protocol dictates that a pull-up resistor is required on both the SCL and SDA lines, however, this is not always possible due to circuit restrictions etc, so once the **Bus_SCL On Declare** is issued at the top of the program, the resistor on the SCL line can be omitted from the circuit. The default for the compiler if the **Bus_SCL Declare** is not issued, is that a pull-up resistor is required.

Hbusin - Hbusout Declares.

Declare Hbus_Bitrate = Constant 100, 400, 1000 etc.

The standard speed for the I²C bus is 100KHz. Some devices use a higher bus speed of 400KHz. The above **Declare** allows the I²C bus speed to be increased or decreased. Use this **Declare** with caution, as too high a bit rate may exceed the device's specs, which will result in intermittent transactions, or in some cases, no transactions at all. The datasheet for the device used will inform you of its bus speed. The default bit rate is the standard 100KHz.

Declare HSDA_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the data line (SDA) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSCL_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the clock line (SCL) must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

USART1 Declares for use with HRsin, HSerin, HRsout and HSerout.

Declare HSerout_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSerin_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the RX line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial_Baud = Constant value

Sets the Baud rate that will be used to transmit and receive a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program. The compiler will assign the best values to the SFRs for the Baud rate required. Within the asm file listing are the Baud rate achieved and the error percentage. Once compiled, press the **F2** button and view the asm listing.

Declare Hserial_Parity = Odd or Even

Enables/Disables parity on the serial port. For **HRsin**, **HRsout**, **HSerin** and **HSerout**. The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial_Parity** declare.

```
Declare Hserial_Parity = Even      ' Use if even parity desired
Declare Hserial_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow if characters are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting, so the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial_Clear = On
```

USART2 Declares for use with HRsin2, HSerin2, HRsout2 and HSerout2.

Declare HSerout2_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX2 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSerin2_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the RX2 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial2_Baud = Constant value

Sets the Baud rate that will be used to transmit a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program. The compiler will assign the best values to the SFRs for the Baud rate required. Within the asm file listing are the Baud rate achieved and the error percentage. Once compiled, press the **F2** button and view the asm listing.

Declare Hserial2_Parity = Odd or Even

Enables/Disables parity on the serial port. For **HRsout2**, **HRsin2**, **HSerout2** and **HSerin2**. The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial2_Parity** declare.

```
Declare Hserial2_Parity = Even      ' Use if even parity desired
Declare Hserial2_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial2_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow if characters are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting, so the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial2_Clear = On
```

USART3 Declares for use with HRsin3, HSerin3, HRsout3 and HSerout3.

Declare HSerout3_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX3 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSerin3_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the RX3 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial3_Baud = Constant value

Sets the Baud rate that will be used to transmit a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program. The compiler will assign the best values to the SFRs for the Baud rate required. Within the asm file listing are the Baud rate achieved and the error percentage. Once compiled, press the **F2** button and view the asm listing.

Declare Hserial3_Parity = Odd or Even

Enables/Disables parity on the serial port. For **HRsout3**, **HRsin3**, **HSerout3** and **HSerin3**. The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial2_Parity** declare.

```
Declare Hserial3_Parity = Even      ' Use if even parity desired
Declare Hserial3_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial3_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow is characters are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting, so the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial3_Clear = On
```

USART4 Declares for use with HRsin4, HSerin4, HRsout4 and HSerout4.

Declare HSerout4_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX4 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSerin4_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the RX4 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial4_Baud = Constant value

Sets the Baud rate that will be used to transmit a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program. The compiler will assign the best values to the SFRs for the Baud rate required. Within the asm file listing are the Baud rate achieved and the error percentage. Once compiled, press the **F2** button and view the asm listing.

Declare Hserial4_Parity = Odd or Even

Enables/Disables parity on the serial port. For **HRsout4**, **HRsin4**, **HSerout4** and **HSerin4**. The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial4_Parity** declare.

```
Declare Hserial4_Parity = Even      ' Use if even parity desired
Declare Hserial4_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial4_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow if bytes are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting, so the **Hserial4_Clear** declare can be used to automatically clear this error, even if no error occurred. However, the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial4_Clear = On
```

USART5 Declares for use with HRsin5, HSerin5, HRsout5 and HSerout5.

Declare HSerout5_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the TX5 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare HSerin5_Pin = Port.Pin

For devices that have PPS (*Peripheral Pin Select*), the port and pin used for the RX5 line must be given, so that the compiler can setup the PPS SFRs before the program starts. This may be any valid port on the microcontroller, but check the datasheet to see if the Port is valid for the peripheral.

Declare Hserial5_Baud = Constant value

Sets the Baud rate that will be used to transmit a value serially. The Baud rate is calculated using the **Xtal** frequency declared in the program. The compiler will assign the best values to the SFRs for the Baud rate required. Within the asm file listing are the Baud rate achieved and the error percentage. Once compiled, press the **F2** button and view the asm listing.

Declare Hserial5_Parity = Odd or Even

Enables/Disables parity on the serial port. For **HRsout5**, **HRsin5**, **HSerout5** and **HSerin5**. The default serial data format is 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7data bits, odd parity, 1 stop bit) may be enabled using the **Hserial5_Parity** declare.

```
Declare HSerial5_Parity = Even      ' Use if even parity desired
Declare HSerial5_Parity = Odd       ' Use if odd parity desired
```

Declare Hserial5_Clear = On or Off

Clear the overflow error bit before commencing a read.

Because the hardware serial port only has a 2-byte input buffer, it can easily overflow if bytes are not read from it often enough. When this occurs, the USART stops accepting any new characters, and requires resetting, so the **Hserial5_Clear** declare can be used to automatically clear this error. However, the program will not know if an error occurred while reading, therefore some characters may be lost.

```
Declare Hserial5_Clear = On
```

HPWM Declares.

Some devices have alternate pins that may be used for **HPWM**. The following **Declares** allow the use of different pins: -

```
Declare CCP1_Pin = Port.Pin ' Select HPWM port and bit for CCP1 module (ch 1)
Declare CCP2_Pin = Port.Pin ' Select HPWM port and bit for CCP2 module (ch 2)
Declare CCP3_Pin = Port.Pin ' Select HPWM port and bit for CCP3 module (ch 3)
Declare CCP4_Pin = Port.Pin ' Select HPWM port and bit for CCP4 module (ch 4)
Declare CCP5_Pin = Port.Pin ' Select HPWM port and bit for CCP5 module (ch 5)
Declare CCP6_Pin = Port.Pin ' Select HPWM port and bit for CCP6 module (ch 6)
```

Or

```
Declare HPWM1_Pin = Port.Pin ' Select HPWM port and bit for PWM1 module (ch 1)
Declare HPWM2_Pin = Port.Pin ' Select HPWM port and bit for PWM 2 module (ch 2)
Declare HPWM3_Pin = Port.Pin ' Select HPWM port and bit for PWM 3 module (ch 3)
Declare HPWM4_Pin = Port.Pin ' Select HPWM port and bit for PWM 4 module (ch 4)
Declare HPWM5_Pin = Port.Pin ' Select HPWM port and bit for PWM 5 module (ch 5)
Declare HPWM6_Pin = Port.Pin ' Select HPWM port and bit for PWM 6 module (ch 6)
```

Both texts after the declare; HPWMx_Pin or CCPx_Pin are valid for all devices that contain, either CCP peripherals or PWM peripherals.

For devices that have PPS (Peripheral Pin Select), the compiler will manipulate the appropriate SFRs before the program starts, so that the PWM signal is produced correctly.

Alphanumeric (Hitachi HD44780) LCD Print Declares.

Declare LCD_Type = 0 or **Alpha** or **Alphanumeric**

Informs the compiler as to the type of LCD that the **Print** command will output to. A value of 0 or **Alpha** or **Alphanumeric**, or if the **Declare** is not issued, will target the standard Hitachi HD44780 alphanumeric LCD type.

Declare LCD_DTPin = Port.Pin

Assigns the Port and Pins that the LCD's DT lines will attach to.

The LCD may be connected to the microcontroller using either a 4-bit bus or an 8-bit bus. If an 8-bit bus is used, all 8 bits must be on one port. If a 4-bit bus is used, it must be connected to either the bottom 4 or top 4 bits of one port. For example: -

```
Declare LCD_DTPin PORTB.4 ' Used for 4-line interface.  
Declare LCD_DTPin PORTB.0 ' Used for 8-line interface.
```

In the above examples, **PORTB** is only a personal preference. The LCD's DT lines can be attached to any valid port on the microcontroller.

Declare LCD_DataX_Pin = Port.Pin

Assigns the individual Ports and Pins that the HD4470 LCD's DT lines will attach to.

Unlike the above **LCD_DTPin** declares, the LCD's data pins can also be attached to any separate port and pin. For example:-

```
Declare LCD_Data0_Pin PORTA.0 ' Connect PORTA.0 to the LCD's D0 line  
Declare LCD_Data1_Pin PORTA.2 ' Connect PORTA.2 to the LCD's D1 line  
Declare LCD_Data2_Pin PORTA.4 ' Connect PORTA.4 to the LCD's D2 line  
Declare LCD_Data3_Pin PORTB.0 ' Connect PORTB.0 to the LCD's D3 line  
Declare LCD_Data4_Pin PORTB.1 ' Connect PORTB.1 to the LCD's D4 line  
Declare LCD_Data5_Pin PORTB.5 ' Connect PORTB.5 to the LCD's D5 line  
Declare LCD_Data6_Pin PORTC.0 ' Connect PORTC.0 to the LCD's D6 line  
Declare LCD_Data7_Pin PORTC.1 ' Connect PORTC.1 to the LCD's D7 line
```

There are no default settings for these **Declares** and they must be used within the BASIC program if required.

Declare LCD_ENPin = Port.Pin

Assigns the Port and Pin that the LCD's EN line will attach to. This also assigns the graphic LCD's EN pin.

Declare LCD_RSPin = Port.Pin

Assigns the Port and Pins that the LCD's RS line will attach to. This also assigns the graphic LCD's RS pin.

If the **Declare** is not used in the program, then the default Port and Pin is **PORTB.3**.

Declare LCD_Interface = 4 or 8

Inform the compiler as to whether a 4-line or 8-line interface is required by the LCD.

If the **Declare** is not used in the program, then the default interface is a 4-line type.

Declare LCD_Lines = 1, 2, or 4

Inform the compiler as to how many lines the LCD has.

LCD's come in a range of sizes, the most popular being the 2 line by 16 character types. However, there are 4-line types as well. Simply place the number of lines that the particular LCD has into the declare.

If the **Declare** is not used in the program, then the default number of lines is 2.

Declare LCD_CommandUs = 1 to 65535

Time to wait (in microseconds) between commands sent to the LCD.

If the **Declare** is not used in the program, then the default delay is 2000us (2ms).

Declare LCD_DataUs = 1 to 255

Time to wait (in microseconds) between data sent to the LCD.

If the **Declare** is not used in the program, then the default delay is 50us.

Graphic LCD Declares.

Declare LCD_Type = 1 or 2 or **Graphic** or **KS0108** or **Toshiba** or **T6963**

Informs the compiler as to the type of LCD that the **Print** command will output to. If **Graphic**, **KS0108** or 1 is chosen then any output by the **Print** command will be directed to a graphic LCD based on the KS0108 chipset. A value of 2, or the text **Toshiba**, or **T6963** will direct the output to a graphic LCD based on the Toshiba T6963 chipset. A value of 0 or **Alpha** or **Alphanumeric**, or if the **Declare** is not issued, will target the standard Hitachi HD44780 alphanumeric LCD type.

Targeting the graphic LCD will also enable commands such as **Plot**, **UnPlot**, **LCDread**, **LCDwrite**, **Pixel**, **Box**, **Circle** and **Line**.

KS0108 Graphic LCD specific Declares.

Declare LCD_DTPort = Port

Assign the port that will output the 8-bit data to the graphic LCD.

If the **Declare** is not used, then the default port is PORTB.

Declare LCD_RWPIn = Port.Pin

Assigns the Port and Pin that the graphic LCD's RW line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTC.0.

Declare LCD_CS1Pin = Port.Pin

Assigns the Port and Pin that the graphic LCD's CS1 line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTC.0.

Declare LCD_CS2Pin = Port.Pin

Assigns the Port and Pin that the graphic LCD's CS2 line will attach to.

If the **Declare** is not used in the program, then the default Port and Pin is PORTC.0.

Declare Internal_Font = On - Off, 1 or 0

The graphic LCD's that are compatible with compiler's built-in library routines are non-intelligent types, therefore, a separate character set is required. This may be in one of two places, either externally, in an I²C EEPROM, or internally in a **Cdata** table.

If an external font is chosen, the I²C EEPROM must be connected to the specified SDA and SCL pins (as dictated by **Declare SDA_Pin** and **Declare SCL_Pin**).

If an internal font is chosen, it must be on a PICmicro™ device that has self modifying code features, such as the 16F87X, or 18F range.

The **Cdata** table that contains the font must have a label, named Font_Table: preceding it. For example: -

```
Font_Table:    Cdata $7E, $11, $11, $11, $7E, $0, _    ' Chr "A"
                $7F, $49, $49, $49, $36, $0          ' Chr "B"
                { rest of font table }
```

The font table may be anywhere in memory, however, it is best placed after the main program code.

If the **Declare** is omitted from the program, then an external font is the default setting.

Declare Font_Addr = 0 to 7

Set the slave address for the I²C EEPROM that contains the font.

When an external source for the font is chosen, it may be on any one of 8 eeproms attached to the I²C bus. So as not to interfere with any other eeproms attached, the slave address of the EEPROM carrying the font code may be chosen.

If the **Declare** is omitted from the program, then address 0 is the default slave address of the font EEPROM.

Declare GLCD_CS_Invert = On - Off, 1 or 0

Some graphic LCD types have inverters on their CS lines. Which means that the LCD displays left hand data on the right side, and vice-versa. The **GLCD_CS_Invert Declare**, adjusts the library LCD handling library subroutines to take this into account.

Declare GLCD_Strobe_Delay = 0 to 65535 us (microseconds).

Create a delay of n microseconds between strobing the EN line of the graphic LCD. This can help noisy, or badly decoupled circuits overcome random bits appearing on the LCD. The default if the **Declare** is not used in the BASIC program is a delay of 0.

Toshiba T6963 Graphic LCD specific Declares.

Declare LCD_DTPort = Port

Assign the port that will output the 8-bit data to the graphic LCD.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_WRPin = Port.Pin

Assigns the Port and Pin that the graphic LCD's WR line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RDPin = Port.Pin

Assigns the Port and Pin that the graphic LCD's RD line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_CEPin = Port.Pin

Assigns the Port and Pin that the graphic LCD's CE line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_CDPin = Port.Pin

Assigns the Port and Pin that the graphic LCD's CD line will attach to.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RSTPin = Port.Pin

Assigns the Port and Pin that the graphic LCD's RST line will attach to.

The LCD's RST (Reset) **Declare** is optional and if omitted from the BASIC code the compiler will not manipulate it. However, if not used as part of the interface, you must set the LCD's RST pin high for normal operation.

Declare LCD_X_Res = 0 to 255

LCD displays using the T6963 chipset come in varied screen sizes (resolutions). The compiler must know how many horizontal pixels the display consists of before it can build its library sub-routines.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_Y_Res = 0 to 255

LCD displays using the T6963 chipset come in varied screen sizes (resolutions). The compiler must know how many vertical pixels the display consists of before it can build its library subroutines.

There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_Font_Width = 6 or 8

The Toshiba T6963 graphic LCDs have two internal font sizes, 6 pixels wide by eight high, or 8 pixels wide by 8 high. The particular font size is chosen by the LCD's FS pin. Leaving the FS pin floating or bringing it high will choose the 6 pixel font, while pulling the FS pin low will choose the 8 pixel font. The compiler must know what size font is required so that it can calculate screen and RAM boundaries.

Note that the compiler does not control the FS pin and it is down to the circuit layout whether or not it is pulled high or low. There is no default setting for this **Declare** and it must be used within the BASIC program.

Declare LCD_RAM_Size = 1024 to 65535

Toshiba graphic LCDs contain internal RAM used for Text, Graphic or Character Generation. The amount of RAM is usually dictated by the display's resolution. The larger the display, the more RAM is normally present. Standard displays with a resolution of 128x64 typically contain 4096 bytes of RAM, while larger types such as 240x64 or 190x128 typically contain 8192 bytes or RAM. The display's datasheet will inform you of the amount of RAM present.

If this **Declare** is not issued within the BASIC program, the default setting is 8192 bytes.

Declare LCD_Text_Pages = 1 to n

As mentioned above, Toshiba graphic LCDs contain RAM that is set aside for text, graphics or characters generation. In normal use, only one page of text is all that is required, however, the compiler can re-arrange its library subroutines to allow several pages of text that is continuous. The amount of pages obtainable is directly proportional to the RAM available within the LCD itself. Larger displays require more RAM per page, therefore always limit the amount of pages to only the amount actually required or unexpected results may be observed as text, graphic and character generator RAM areas merge.

This **Declare** is purely optional and is usually not required. The default is 3 text pages if this **Declare** is not issued within the BASIC program.

Declare LCD_Graphic_Pages = 1 to n

Just as with text, the Toshiba graphic LCDs contain RAM that is set aside for graphics. In normal use, only one page of graphics is all that is required, however, the compiler can re-arrange its library subroutines to allow several pages of graphics that is continuous. The amount of pages obtainable is directly proportional to the RAM available within the LCD itself. Larger displays require more RAM per page, therefore always limit the amount of pages to only the amount actually required or unexpected results may be observed as text, graphic and character generator RAM areas merge.

This **Declare** is purely optional and is usually not required. The default is 1 graphics page if this **Declare** is not issued within the BASIC program.

Declare LCD_Text_Home_Address = 0 to n

The RAM within a Toshiba graphic LCD is split into three distinct uses, text, graphics and character generation. Each area of RAM must not overlap or corruption will appear on the display as one uses the other's assigned space. The compiler's library subroutines calculate each area of RAM based upon where the text RAM starts. Normally the text RAM starts at address 0, however, there may be occasions when it needs to be set a little higher in RAM. The order of RAM is; Text, Graphic, then Character Generation.

This **Declare** is purely optional and is usually not required. The default is the text RAM starting at address 0 if this **Declare** is not issued within the BASIC program.

Keypad Declare.

Declare Keypad_Port = Port

Assigns the Port that the keypad is attached to.

The keypad routine requires pull-up resistors, therefore, the best Port for this device is **PORTB** which, sometimes, comes equipped with internal pull-ups. If the **Declare** is not used in the program, then **PORTB** is the default Port.

Rsin - Rsout Declares.

Declare Rsout_Pin = Port.Pin

Assigns the Port and Pin that will be used to output serial data from the **Rsout** command. This may be any valid port on the microcontroller.

If the **Declare** is not used in the program, then the default Port and Pin is **PORTB.0**.

Declare Rsin_Pin = Port.Pin

Assigns the Port and Pin that will be used to input serial data by the **Rsin** command. This may be any valid port on the microcontroller.

If the **Declare** is not used in the program, then the default Port and Pin is **PORTB.1**.

Declare Rsout_Mode = True or Inverted or 1, 0

Sets the serial mode for the data transmitted by **Rsout**. This may be inverted or true. Alternatively, a value of 1 may be substituted to represent inverted, and 0 for true.

If the **Declare** is not used in the program, then the default mode is inverted.

Declare Rsin_Mode = True or Inverted or 1, 0

Sets the serial mode for the data received by **Rsin**. This may be inverted or true. Alternatively, a value of 1 may be substituted to represent inverted, and 0 for true.

If the **Declare** is not used in the program, then the default mode is inverted.

Declare Serial_Baud = 0 to 65535 bps (Baud)

Informs the **Rsin** and **Rsout** routines as to what Baud rate to receive and transmit data.

Virtually any Baud rate may be transmitted and received (within reason), but there are standard Bauds, namely: -

300, 600, 1200, 2400, 4800, 9600, and 19200.

When using a 4MHz crystal, the highest Baud rate that is reliably achievable is 9600. However, an increase in the oscillator speed allows higher Baud rates to be achieved, including 38400 Baud.

If the **Declare** is not used in the program, then the default Baud is 9600.

Declare Rsout_Pace = 0 to 65535 microseconds (us)

Implements a delay between characters transmitted by the **Rsout** command.

On occasion, the characters transmitted serially are in a stream that is too fast for the receiver to catch, this results in missed characters. To alleviate this, a delay may be implemented between each individual character transmitted by **Rsout**.

If the **Declare** is not used in the program, then the default is no delay between characters.

Declare Rsin_Timeout = 0 to 65535 milliseconds (ms)

Sets the time, in ms, that **Rsin** will wait for a start bit to occur.

Rsin waits in a tight loop for the presence of a start bit. If no timeout parameter is issued, then it will wait forever.

The Rsin command has the option of jumping out of the loop if no start bit is detected within the time allocated by timeout.

If the **Declare** is not used in the program, then the default timeout value is 10000ms which is 10 seconds.

Serin - Serout Declare.

If communications are with existing software or hardware, its speed and mode will determine the choice of Baud rate and mode. In general, 7-bit/even-parity (7E) mode is used for text, and 8-bit/no-parity (8N) for byte-oriented data. Note: the most common mode is 8-bit/no-parity, even when the data transmitted is just text. Most devices that use a 7-bit data mode do so in order to take advantage of the parity feature. Parity can detect some communication errors, but to use it you lose one data bit. This means that incoming data bytes transferred in 7E (even-parity) mode can only represent values from 0 to 127, rather than the 0 to 255 of 8N (no-parity) mode.

The compiler's serial commands **Serin** and **Serout** have the option of still using a parity bit with 4 to 8 data bits. This is through the use of a **Declare**: -

With parity disabled (the default setting): -

```
Declare Serial_Data = 4 ' Set Serin and Serout data bits to 4
Declare Serial_Data = 5 ' Set Serin and Serout data bits to 5
Declare Serial_Data = 6 ' Set Serin and Serout data bits to 6
Declare Serial_Data = 7 ' Set Serin and Serout data bits to 7
Declare Serial_Data = 8 ' Set Serin and Serout data bits to 8 (default)
```

With parity enabled: -

```
Declare Serial_Data = 5 ' Set Serin and Serout data bits to 4
Declare Serial_Data = 6 ' Set Serin and Serout data bits to 5
Declare Serial_Data = 7 ' Set Serin and Serout data bits to 6
Declare Serial_Data = 8 ' Set Serin and Serout data bits to 7 (default)
Declare Serial_Data = 9 ' Set Serin and Serout data bits to 8
```

Serial_Data data bits may range from 4 bits to 8 (the default if no **Declare** is issued). Enabling parity uses one of the number of bits specified.

Declaring **Serial_Data** as 9 allows 8 bits to be read and written along with a 9th parity bit.

Parity is a simple error-checking feature. When a serial sender is set for even parity (the mode the compiler supports) it counts the number of 1s in an outgoing byte and uses the parity bit to make that number even. For example, if it is sending the 7-bit value: 0b0011010, it sets the parity bit to 1 in order to make an even number of 1s (four).

The receiver also counts the data bits to calculate what the parity bit should be. If it matches the parity bit received, the serial receiver assumes that the data was received correctly. Of course, this is not necessarily true, since two incorrectly received bits could make parity seem correct when the data was wrong, or the parity bit itself could be bad when the rest of the data was correct.

Many systems that work exclusively with text use 7-bit/ even-parity mode. For example, to receive one data byte through bit-0 of **PORTA** at 9600 Baud, 7E, inverted:

Shin - Shout Declare.

Declare Shift_DelayUs = 0 - 65535 microseconds (us)

Extend the active state of the shift clock.

The clock used by **Shin** and **Shout** runs at approximately 45KHz dependent on the oscillator. The active state is held for a minimum of 2 microseconds. By placing this declare in the program, the active state of the clock is extended by an additional number of microseconds up to 65535 (65.535 milliseconds) to slow down the clock rate.

If the **Declare** is not used in the program, then the default is a very small clock delay.

Device

Syntax

Device *Device type*

Overview

Inform the compiler which microcontroller is being used.

Parameters

Device type can be a 12-bit, standard 14-bit, enhanced 14-bit or 18F device. If a PIC24 or dsPIC33 device is chosen, the compiler will automatically use the Positron24 application.

Example

```
Device = 16F1829      ' Produce code for a 16F1829 device
```

or

```
Device = 16F684      ' Produce code for a 16F684 device
```

or

```
Device = 12F508      ' Produce code for a 12-bit core 12F508 device
```

or

```
Device = 18F4520      ' Produce code for a 18F4520 device
```

Device should be the first command placed in the program.

If the **Device** directive is not used in the BASIC program, the code produced will default to the **PIC18F25K20** device.

For an up-to-date list of compatible devices refer to the compiler's PPI directory.

Dim

Syntax

Dim *Variable* **as** *Size*

or

Dim *Label* **as Code** = *comma delimited data*

or

Dim *Label* **as Flash** = *comma delimited data*

Overview

Declare a RAM variable or RAM alias or a Flash memory table. Note. flash memory is the code storage memory on a PIC microcontroller. The directives **Code** and **Flash** perform exactly the same operation, but newer devices now call the program space *Flash Memory*, not **Code Memory**.

Parameters

Variable can be any alphanumeric character or string.

Size is the physical size of the variable, it may be **Bit**, **Pin**, **Byte**, **Word**, **Long**, **Dword**, **SByte**, **SWord**, **SDword**, **Float**, or **String**.

Label is a valid label name that will be associated with a flash memory table.

Example

```
' Declare different sized variables
Dim MyByte as Byte           ' Create an unsigned 8-bit Byte variable
Dim MyWord as Word           ' Create an unsigned 16-bit Word variable
Dim MyDword as Dword         ' Create an unsigned 32-bit Dword variable

Dim MySByte as SByte         ' Create a signed 8-bit SByte variable
Dim MySWord as SWord         ' Create a signed 16-bit SWord variable
Dim MySDword as SDword       ' Create a signed 32-bit SDword variable

Dim MyPin as Pin             ' Create an unsigned 8-bit Byte pin mask
Dim MyBit as Bit             ' Create a 1-bit Bit variable
Dim MyFloat as Float         ' Create a 32-bit floating point variable
Dim MyString as String * 20 ' Create a 20 character string variable
Dim MyCode as Code = 1,2,3,4,5,6,7 ' Place 7 bytes in flash memory
Dim MyFlash as Flash = 1,2,3,4,5,6,7 ' Place 7 bytes in flash memory
```

Notes

Any variable that is declared without the **'as'** text after it, will assume an 8-bit **Byte** type.

Dim should be placed near the beginning of the program. Any references to variables not declared or before they are declared may, in some cases, produce errors.

Variable names, as in the case or labels, may freely mix numeric content and underscores.

```
Dim bMyVar as Byte
or
Dim wMY_Var as Word
or
Dim tMy_Var2 as Bit
```

Variable names may start with an underscore, but must not start with a number. They can be no more than 32 characters long. Any characters after this limit will cause a syntax error.

`Dim 2bMyVar` is **not** allowed.

Variable names are not case sensitive, which means that the variable: -

`Dim MYVar`

Is the same as...

`Dim MYVar`

Dim can also be used to create Alias's to other variables: -

```
Dim MyByte as Byte      ' Create a Byte sized variable
Dim Var_Bit as MyByte.1 ' Var_Bit now represents Bit-1 of MyByte
```

Alias's, as in the case of constants, do not require any RAM space, because they point to a variable, or part of a variable that has already been declared.

RAM space required.

Each type of variable requires differing amounts of RAM memory for its allocation. The list below illustrates this.

- **String** Requires the specified length of characters + 1.
- **Float** Requires 4 bytes of RAM.
- **Dword** Requires 4 bytes of RAM.
- **SDword** Requires 4 bytes of RAM.
- **Long** Requires 3 bytes of RAM.
- **Word** Requires 2 bytes of RAM.
- **SWord** Requires 2 bytes of RAM.
- **Byte** Requires 1 byte of RAM.
- **SByte** Requires 1 byte of RAM.
- **Pin** Requires 1 byte of RAM.
- **Bit** Requires 1 byte of RAM for every 8 Bit variables used.

Each type of variable may hold a different minimum and maximum value.

- **String** type variables are only useable with 18F and enhanced 14-bit core devices, and can hold a maximum of 255 characters.
- **Bit** type variables may hold a 0 or a 1. These are created 8 at a time, therefore declaring a single **Bit** type variable in a program will not save RAM space, but it will save code space, as **Bit** type variables produce the most efficient use of code for comparisons etc.
- **Pin** type variables may hold an unsigned value from 0 to 255, and are used to store a value mask for a Port.Pin. They are unique to the Positron8 compiler and offer a huge range of flexibility when interfacing with peripheral devices.
- **Byte** type variables may hold an unsigned value from 0 to 255, and are the usual work horses of most programs. Code produced for **Byte** sized variables is very low compared to signed or unsigned **Word**, **DWord** or **Float** types, and should be chosen if the program requires faster, or more efficient operation.

- **SByte** type variables may hold a 2^{15} complemented signed value from -128 to +127. Code produced for **SByte** sized variables is very low compared to **SWord**, **Float**, or **SDword** types, and should be chosen if the program requires faster, or more efficient operation. However, code produced is usually larger for signed variables than unsigned types.
- **Word** type variables may hold an unsigned value from 0 to 65535, which is usually large enough for most applications. It still uses more memory than an 8-bit **Byte** variable, but not nearly as much as a **Dword** or **SDword** type.
- **SWord** type variables may hold a 2^{15} complemented signed value from -32768 to +32767, which is usually large enough for most applications. **SWord** type variables will use more code space for expressions and comparisons, therefore, only use signed variables when required.
- **Long** type variables may hold an unsigned value from 0 to 16777215, which is a very large value for the majority of applications. It still uses more memory than a 16-bit **Word** variable, but not as much as a **Dword** or **SDword** type.
- **Dword** type variables may hold an unsigned value from 0 to 4294967295 making this the largest of the variable family types. This comes at a price however, as **Dword** calculations and comparisons will use more code space within the microcontroller. Use this type of variable sparingly, and only when necessary.
- **SDword** type variables may hold a 2^{15} complemented signed value from -2147483648 to +2147483647, also making this the largest of the variable family types. This comes at a price however, as **SDword** expressions and comparisons will use more code space than a regular **Dword** type. Use this type of variable sparingly, and only when necessary.
- **Float** type variables may theoretically hold a value from -1e37 to +1e38, making this the most versatile of the variable family types. However, more so than **Dword** types, this comes at a price as floating point expressions and comparisons will use more code space within the microcontroller. Use this type of variable sparingly, and only when strictly necessary. Smaller floating point values usually offer more accuracy.

There are modifiers that may also be used with variables. These are **HighByte**, **LowByte**, **Byte0**, **Byte1**, **Byte2**, **Byte3**, **Word0**, **Word1**, **SHighByte**, **SLowByte**, **SByte0**, **SByte1**, **SByte2**, **SByte3**, **SWord0**, and **SWord1**,

Word0, **Word1**, **Byte2**, **Byte3**, **SWord0**, **SWord1**, **SByte2**, and **SByte3** may only be used in conjunction with 32-bit **Dword** or **SDword** type variables.

HighByte and **Byte1** are one and the same thing, when used with a **Word** or **SWord** type variable, they refer to the unsigned High byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as Word           ' Create an unsigned Word variable
Dim Wrd_Hi as Wrd.HighByte
' Wrd_Hi now represents the unsigned high byte of variable Wrd
```

Variable `Wrd_Hi` is now accessed as a **Byte** sized type, but any reference to it actually alters the high byte of `Wrd`.

SHighByte and **SByte1** are one and the same thing, when used with a **Word** or **SWord** type variable, they refer to the signed High byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as SWord      ' Create a signed Word variable
Dim Wrd_Hi as Wrd.SHighByte
' Wrd_Hi now represents the signed high byte of variable Wrd
```

Variable `Wrd_Hi` is now accessed as an **SByte** sized type, but any reference to it actually alters the high byte of `Wrd`.

However, if **Byte1** is used in conjunction with a **Dword** type variable, it will extract the second byte. **HighByte** will still extract the high byte of the variable, as will **Byte3**. If **SByte1** is used in conjunction with an **SDword** type variable, it will extract the signed second byte. **SHighByte** will still extract the signed high byte of the variable, as will **SByte3**.

The same is true of **LowByte**, **Byte0**, **SLowByte** and **SByte0**, but they refer to the unsigned or signed Low Byte of a **Word** or **SWord** type variable: -

```
Dim Wrd as Word       ' Create an unsigned Word variable
Dim Wrd_Lo as Wrd.LowByte
' Wrd_Lo now represents the low byte of variable Wrd
```

Variable `Wrd_Lo` is now accessed as a **Byte** sized type, but any reference to it actually alters the low byte of `Wrd`.

The modifier **Byte2** will extract the 3rd unsigned byte from a 32-bit **Dword** or **SDword** type variable as an alias. Likewise **Byte3** will extract the unsigned high byte of a 32-bit variable.

```
Dim Dwd as Dword      ' Create a 32-bit unsigned variable named Dwd
Dim Part1 as Dwd.Byte0 ' Alias unsigned Part1 to the low byte of Dwd
Dim Part2 as Dwd.Byte1 ' Alias unsigned Part2 to the 2nd byte of Dwd
Dim Part3 as Dwd.Byte2 ' Alias unsigned Part3 to the 3rd byte of Dwd
Dim Part4 as Dwd.Byte3 ' Alias unsigned Part3 to the high (4th) byte of Dwd
```

The modifier **SByte2** will extract the 3rd signed byte from a 32-bit **Dword** or **SDword** type variable as an alias. Likewise **SByte3** will extract the signed high byte of a 32-bit variable.

```
Dim sDwd as SDword    ' Create a 32-bit signed variable named sDwd
Dim sPart1 as sDwd.SByte0 ' Alias signed Part1 to the low byte of sDwd
Dim sPart2 as sDwd.SByte1 ' Alias signed Part2 to the 2nd byte of sDwd
Dim sPart3 as sDwd.SByte2 ' Alias signed Part3 to the 3rd byte of sDwd
Dim sPart4 as sDwd.SByte3 ' Alias signed Part3 to the 4th byte of sDwd
```

The **Word0** and **Word1** modifiers extract the unsigned low word and high word of a **Dword** or **SDword** type variable, and is used the same as the **Byten** modifiers.

```
Dim Dwd as Dword      ' Create a 32-bit unsigned variable named Dwd
Dim Part1 as Dwd.Word0 ' Alias unsigned Part1 to the low word of Dwd
Dim Part2 as Dwd.Word1 ' Alias unsigned Part2 to the high word of Dwd
```

The **SWord0** and **SWord1** modifiers extract the signed low word and high word of a **Dword** or **SDword** type variable, and is used the same as the **SByte** modifiers.

```
Dim sDwd as SDword      ' Create a 32-bit signed variable named sDwd
Dim sPart1 as sDwd.SWord0 ' Alias Part1 to the low word of sDwd
Dim sPart2 as sDwd.SWord1 ' Alias Part2 to the high word of sDwd
```

RAM space for variables is allocated within the microcontroller in the order that they are placed in the BASIC code. For example: -

```
Dim Var1 as Byte
Dim Var2 as Byte
```

Places Var1 first, then Var2: -

```
Var1 equ n
Var2 equ n
```

This means that on a device with more than one RAM Bank, the first n variables will always be in Bank0 (the value of n depends on the specific PICmicro[™] used).

The position of the variable within Banks is usually of little importance if BASIC code is used, however, if assembler routines are being implemented, always assign any variables used within them first.

Creating Flash Memory Tables using Dim as Code or Dim as Flash

There is a special case of the **Dim** directive. This is:

```
Dim MyFlashTable as Code
Or
Dim MyFlashTable as Code8
Or
Dim MyFlashTable as Code16
Or
Dim MyFlashTable as Code24
Or
Dim MyFlashTable as Code32
Or
Dim MyFlashTable as CodeF
```

Or

```
Dim MyFlashTable as Flash
Or
Dim MyFlashTable as Flash8
Or
Dim MyFlashTable as Flash16
Or
Dim MyFlashTable as Flash24
Or
Dim MyFlashTable as Flash32
Or
Dim MyFlashTable as FlashF
```

This will create a data table in the device's code (Flash) memory, which is what is also known as *non-volatile flash* memory. Both the **Code** and **Flash** directives operate exactly the same, they just use a different name for *Flash* memory, that used to be named as *Code* memory.

The data produced by the **Code** and **Flash** directive follows the same casting rules as the **Cdata** directive, in that the table's data can be given a size that each element will occupy.

```
Dim MyFlash as Code = as Word 1, 2, 3, 4, 5
```

It can also be formatted the same as **Cdata** with **Byte**, **Word**, **Long**, **Dword**, or **Float** types for the size of the constant values.

To ensure that the entire flash memory table's data is all of a common size, the **Code8**, **Code16**, **Code24**, **Code32** or **CodeF** directives can be used instead of the standard **Code** directive. These will make the table's constant values either, all, 8-bit, 16-bit, 24-bit, 32-bit or floating point, regardless of their value.

For example, to make a table of 16-bit values only:

```
Dim MyFlash as Code16 = 1, 2, 3, 4, 5
```

Even though the table's constant values are less than 16-bit in size, they will be internally cast to ensure they require the flash memory for 16-bit values, thus making the table usable for the **Cread16** or **cPtr16** commands. If the values are larger than 16-bit, they will be shortened to fit a 16-bit value.

The directives **Flash8**, **Flash16**, **Flash24**, **Flash24**, **Flash32** or **FlashF** can use used, and these are the same as the directives: **Code8**, **Code16**, **Code24**, **Code24**, **Code32** and **CodeF**, but use a different name because the internal program memory used to be called 'Code' memory, but is now called 'Flash' memory within datasheets.

1.) Create a flash memory ASCII character table. Note the Null termination at the end of it:

```
Dim FlashString as Flash8 = "Hello Word, How are you?", 0
```

2.) Create a flash memory table consisting of 8-bit constant values only:

```
Dim FlashTable as Flash8 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 8-bits.

3.) Create a flash memory table consisting of 16-bit constant values only:

```
Dim FlashTable as Flash16 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 16-bits and the shorter values will be padded to also fit 16-bits.

4.) Create a flash memory table consisting of 24-bit constant values only:

```
Dim FlashTable as Flash24 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 24-bits and the shorter values will be padded to also fit 24-bits.

5.) Create a flash memory table consisting of 32-bit constant values only:

```
Dim FlashTable as Flash32 = 0, 1, 1024, 123456, 1234567890
```

In the above table, the longer values will all be truncated to fit 32-bits and the shorter values will be padded to also fit 32-bits.

6.) Create a flash memory table consisting of 32-bit floating point constant values only:

```
Dim FlashTable as FlashF = 0, 3.14, 1024.9, 123456, 1234567
```

In the above table, the integer values will all be converted into 32-bit floating point constants.

Dim as CodeX or **Dim As FlashX** are a better choice for data tables because the compiler will store the tables in low flash memory and not inline as with **Cdata**, so a **Dim as CodeX** or **Dim As FlashX** directive can be placed anywhere in the program and it will not interfere with the program's flow. It also helps to optimise programs because the **TBLPTRU** SFR is not required to be filled when data goes over 65535 bytes on an 18F device because it is stored under the 64K boundary, unless the flash memory data itself is larger than 65536 bytes.

When a Flash memory table runs to more than a single line, it can be continued to the following lines, either with the line continuation characters ‘, _’. For example:

```
Dim FlashTable as Flash16 = 1000, 2000, 3000, 4000, 5000, 6000, _  
                             7000, 8000, 9000, 10000, 11000, 12000, _  
                             13000, 14000, 15000, 16000, 17000
```

Or the table data can start with an open curly brace character ‘{’, then only commas after each line are required until it finds a closing curly brace, ‘}’. For example, the above can be written as:

```
Dim FlashTable as Flash16 = {1000, 2000, 3000, 4000, 5000, 6000,  
                             7000, 8000, 9000, 10000, 11000, 12000,  
                             13000, 14000, 15000, 16000, 1700}
```

The maximum amount of flash memory data items depends on the amount of Flash memory the device contains.

Note that the mechanism of open and close curly braces also applies to **Cdata** table entries.

See Also : **Aliases, Cdata, cPtr8, cPtr16, cPtr24, cPtr32, Declaring Arrays, Floating Point Math, Symbol, Creating and using Strings.**

End

Syntax End

Overview

The **End** statement creates an infinite loop, the same as the **Stop** command.

Notes

End stops the microcontroller processing, by placing it into a continuous loop. However, the port pins remain in the same condition.

See also : **Stop, Sleep, Snooze.**

Include

Syntax

Include "*Filename*"

Overview

Include another file at the current point in the compilation. All the lines in the new file are compiled as if they were in the current file at the point of the **Include** directive.

A common use for the include directive is shown in the example below. Here a small master program is used to include a number of smaller library files which are all compiled together to make the overall program.

Parameter

Filename is any valid file containing compiler statements.

Example

```
' Main Program Includes sub files
  Include "StartCode.bas"
  Include "MainCode.bas"
  Include "EndCode.bas"
```

Notes

The file to be included into the BASIC listing may be in one of several places on the hard drive if a specific path is not chosen.

- 1... Within the BASIC program's directory.
- 2... Within the Compiler's current directory.
- 3... Within the user's Includes folder, located in the user's PDS directory.
- 4... Within the Includes folder of the compiler's current directory.
- 5... Within the Includes\Sources folder of the compiler's current directory.

The list above also shows the order in which they are searched for.

Using Include files to tidy up your code

If the include file contains assembler subroutines on a standard 14-bit core device, then it must always be placed at the beginning of the program. This allows the subroutine/s to be placed within the first bank of memory (0..2048), thus avoiding any bank boundary errors. Placing the include file at the beginning of the program also allows all of the variables used by the routines held within it to be pre-declared. This again makes for a tidier program, as a long list of variables is not present in the main program.

There are some considerations that must be taken into account when writing code for an include file, these are: -

- 1). Always jump over standard subroutines.

When the include file is placed at the top of the program this is the first place that the compiler starts, therefore, it will run the subroutine/s first and the **Return** command will be pointing to a random place within the code. To overcome this, place a **GoTo** statement just before the subroutine starts. **Note.** If procedures are placed in the Include file, then there is no need to jump over them.

For example: -

```
GoTo Over_This_Subroutine ' Jump over the subroutine
' The subroutine is placed here
```

```
Over_This_Subroutine:      ' Jump to here first
```

2). Variable, Procedure and Label names should be as meaningful as possible.

For example. Instead of naming a variable **MyLoop**, change it to **ISub_MyLoop**. This will help eliminate any possible duplication errors, caused by the main program trying to use the same variable or label name. However, try not to make them too obscure as your code will be harder to read and understand, it might make sense at the time of writing, but come back to it after a few weeks and it will be meaningless.

3). Comment, Comment, and Comment some more.

This cannot be emphasised enough. Always place a plethora of remarks and comments. The purpose of the subroutine/s within the include file should be clearly explained at the top of the program, also, add comments after virtually every command line, and clearly explain the purpose of all variables and constants used. This will allow the subroutine to be used many weeks or months after its conception. A rule of thumb that I use is that I can understand what is going on within the code by reading only the comments to the right of the command lines.

Installed Include files

When the compiler is installed, several useful include files are also loaded in the directory: 'C:\Users\User Name\PDS\Includes\', where 'User Name' is the name given to the operating system's user. These are:

- **Include file:** 'Constrain.inc' contains a set of constrain procedures, similar to Min and Max procedures.
- **Include file:** 'DS1307.inc' contains a set of routines to access a DS1307 Real Time Clock/Calendar via a software I²C bus.
- **Include file:** 'Hitachi_4.inc' contains a replacement routine for the Positron8 compiler's **Print** command for an Hitachi alphanumeric LCD, using a 4-bit interface, so it can be seen how it works, and be altered if required.
- **Include file:** 'HLVD.inc' contains an HLVD peripheral library for suitable 8-bit devices.
- **Include file:** 'LCD05.inc' contains an LCD05 I²C LCD library that replaces the compiler's library routines, so the commands **Print**, **Print At**, **Cls**, and **Cursor** can be used via I²C.
- **Include file:** 'Maths.inc' contains a set of Mathematic and Trigonometry procedures.
- **Include file:** 'Median_Filters.inc' contains a set of Median filters based upon bubble sort.
- **Include file:** 'Min_Max.inc' contains a set of Min and Max library procedures. These return the minimum or maximum of two values passed to them.

- **Include file:** 'Oread_Owrite.inc' contains a replacement for the compiler's One-Wire **ORead** and **OWrite** commands for the PIC18FxxK42 family of devices, so they can be seen how they work, and be altered if required.
- **Include file:** 'PCF8574.inc' contains a set of routines to interface with a PCF8574 or PCF8574A device.
- **Include file:** 'Positron Int Manager.inc' is a high priority interrupt manager routine for PIC18Fx7K42 devices.
- **Include file:** 'Rev.inc' contains a set of Rev library procedures. These return the reverse of the value passed to them.
- **Include file:** 'Scale.inc' contains a set of Range conversion procedures.
- **Include file:** 'Signed_Shift_Right.inc' contains procedures for signed integer shift right routines. These were created before the Positron8 had signed shift right as standard.
- **Include file:** 'Software_I2C.inc' contains software I²C writing and reading routines with 'dynamic' pins. The I2C routines use pins that can be changed at run time.
- **Include file:** 'Software_I2C_Fixed_Pins.inc' contains software I²C writing and reading routines using fixed pins for the SDA and SCL lines.
- **Include file:** 'Strings.inc' contains **String** variable manipulating procedures.
- **Include file:** 'Trig.inc' contains Floating Point trigonometry procedures.
- **Include file:** 'Two_Dim_Array.inc' contains two dimensional arrays macros.
- **Include file:** 'USART1_Buffer.inc' contains interrupt-driven serial buffer for USART1 receive using a hardware high priority interrupt.
- **Include file:** 'WS2812B.inc' contains WS2812B RGB LED interface procedures.

Proc-EndProc

Syntax

Proc *Procedure Name*(*pParameter*, {*pParameter*, *pParameter*...})

BASIC commands inside the Procedure

EndProc

Overview

Create a procedure block with a start directive (*Proc*) and an end directive (*EndProc*).

Parameters

Procedure Name is the name of the procedure.

pParameter is the name and type of parameters to pass to the procedure.

A procedure is essentially a subroutine in a wrapper that can be optionally passed parameter variables and optionally return a variable. The code within the procedure block is self contained, including local variables, symbols and labels who's names are local to the procedure's block and cannot be accessed by the main program or another procedure, even though the names may be the same within different procedures.

The Positron8 compiler has a rudimentary procedure mechanism that allows procedures to be constructed along with their local variables and, moreover, the procedure will not be included into the program unless it is called by the main program or from within another procedure. A procedure also has the ability to return a variable for use within an expression or comparison etc. This means that libraries of procedures can be created and only the ones called will actually be used.

A procedure is created by the keyword **Proc** and ended by the keyword **EndProc**

A simple procedure block is shown below:

```
Proc MyProc(pBytein as Byte)
    HRSout Dec pBytein, 13
EndProc
```

To use the above procedure, give its name and any associated parameters:

```
MyProc(123)
```

Parameters

A procedure may have up to 10 parameters. Each parameter must be given a unique name and a variable type. The parameter name must consist of more than one character. The types supported as parameters are:

Bit, Pin, Byte, SByte, Word, SWord, Long, Dword, SDword, Float, and String.

A parameter can be passed by value or by reference. By value will copy the contents into the parameter variable, while by reference will copy the address of the original RAM variable, or flash memory address into the parameter variable. By default, a parameter is passed by value. In order to pass a parameter by RAM reference, so that it can be accessed by one of the **PtrX** commands, the parameter name must be preceded by the text **ByRef**. In order to pass the address of a flash (code) memory label or quoted string of characters, so it can be accessed by the **cPtrX** commands, the parameter's name must be preceded by the text **BycRef**. For clarification, the text **ByValue** may precede a parameter name to illustrate that the variable is passed by value. For example:

```
Proc MyProc(ByRef pWordin as Word, ByValue pDwordin as Dword)
    HRSout Dec pWordin, " : ", Dec pDwordin, 13
EndProc
```

The syntax for creating parameters is the same as when they are created using **Dim**. String and Array variables must be given lengths. For example, to create a 10 character **String** parameter use:

```
Proc MyProc(pMyString as String * 10)
```

To create a 10 element unsigned **Word** array parameter, use:

```
Proc MyProc(pMyArray[10] as Word)
```

Parameter as an Alias to a Global Variable or SFR

A procedure's parameter can also use an existing global variable or microcontroller SFR (Special Function Register) as the RAM that holds its data. This is useful for accessing a procedure with speed because a global variable held in Access RAM (for an 18F devices) , or a microcontroller's SFR may not need RAM bank switching, so will operate faster.

```
Proc MyProc(pValue as WREG)
```

The above procedure template will use the microcontroller's **WREG** as the container for the name **pValue**.

```
Dim MyWord as Word ' Create a global Word variable
```

```
Proc MyProc(pValue as MyWord) ' Use global MyWord to hold value sent to procedure
```

Example.

```
' A test procedure using two global variables as the containers for the parameters
,
Device = 18F26K40          ' Select the device to compile for
Declare Xtal = 16

Declare Hserial_Baud = 9600 ' Set the Baud rate

Dim MyWord1 as Word        ' Create a global Word variable
Dim MyWord2 as Word        ' Create a global Word variable
Dim MyWord3 as Word        ' Create a global Word variable
,
' Create a demo procedure to multiply 2 parameter values and return the result
,
Proc TestProc(pValue1 as MyWord1, pValue2 as MyWord2), Word
    Result = pValue1 * pValue2
EndProc

MyWord3 = TestProc(2000, 10) ' Call the procedure to multiply the 2 parameters
HRSoutLn Dec MyWord3        ' Display the value held in MyWord3 (The procedure's return)
```

Parameter Notes

Be careful when using one of the microcontroller's SFRs for an alias to a parameter because they are classed as volatile, and may be changed by some of the code within a procedure's routines. Especially the **WREG** SFR.

Because the underlying assembler program has a limitation of 32 characters per label or variable, a Procedure's name is limited to 25 characters in length, and parameter names are limited dynamically so that their lengths are not in excess of 32 characters. A procedure parameter's name is created by using the procedure's name preceding the parameter's name, so a parameter name *pParam1*, of a procedure named *Proc1* would be *Proc1pParam1* in the Asm listing. This is within the limits of 32 characters so will not produce an error message. However, a parameter name of *pMyParameter* in a procedure named *MyProcedureToDoSomething* will produce the underlying name of ; *MyProcedureToDoSomethingpMyParameter*, which has a length (in characters) of 36, so will produce an error message by the compiler.

Keeping the names of the procedure and parameters makes the underlying asm produced by the compiler easier to read, however, it has its limitations, so future versions of the compiler may create pseudonyms of variable and procedure names in the asm listing, so that names in the BASIC program can be as long as required. But, this will make the underlying asm listing more difficult to follow, which is something that the compiler has always taken pride of doing. i.e. Making the Asm listing easy to follow and match with the BASIC program.

A parameter that is passed **ByRef** or **BycRef** can only ever be a **Byte**, **Word**, **Long** or **Dword** type, because it will hold the address of the variable or flash memory passed to it and not its value. This is then used by either **Ptr8**, **Ptr16**, or **Ptr32** for RAM access, or **cPtr8**, **cPtr16**, or **cPtr32** for flash memory, in order to manipulate the address indirectly. An example of this mechanism is shown:

```

' Demonstrate a procedure for finding the length of a RAM based word array
' given a particular terminator value
,
Device = 18F25K22          ' Select the device to compile for
Declare Xtal = 16
,
' USART1 declares
,
Declare Hserial_Baud = 9600      ' UART1 baud rate
Declare HRsout1_Pin = PORTC.6    ' Select the pin for TX with USART1

Dim MyLength As Word
Dim MyArray[20] As Word = 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,0

'-----
' Find the length of a word array with a user defined terminator
' Input      : pInAddr holds the address of the word array
'             : pTerm holds the terminator value
' Output     : Returns the length of the word array up to the terminator
' Notes      : Uses indirect RAM addressing using ByRef and Ptr16
,
Proc LengthOf(ByRef pInAddr As Word, pTerm As Word), Word
    Result = 0              ' Clear the result of the procedure
    Do                      ' Create an infinite loop
    ,
        ' Increment up the array and exit the loop when the terminator is found
    ,
        If Ptr16(pInAddr++) = pTerm Then Break
        Inc Result          ' Increment the count
    Loop
EndProc
'-----
Main:
,
' Find the length of a null terminated word array
,
MyLength = LengthOf(MyArray, 0)
HRsoutLn Dec MyLength      ' Display the result on a serial terminal

```

Local Variable and Label Names

Any label, constant or variable created within a procedure is local to that procedure only. Meaning that it is only visible within the procedure, even if the name is the same as other variables created in other procedures, or global constants or variables. A local variable is created exactly the same as global variables. i.e. using **Dim**:

```

Proc MyProc(pMyByte as Byte)
Dim MyLocal as Byte      ' Create a local byte variable
    MyLocal = pMyByte     ' Load the local variable with parameter variable
EndProc

```

Note that a local variable's name must consist of more than 1 character. The same limitations are applied to local names as they are to parameter names. They are matched dynamically to the procedure name so that their combined length does not exceed 32 characters. An error will be produced if the length exceeds 32 and will inform the user as to its maximum length allowed.

Procedure Return Variable

A procedure can return a variable of any type, making it useful for inclusion within expressions. The variable type to return is added to the end of the procedure's template. For example:

```
Proc MyProc(), SByte
    Result = 10
EndProc
```

All variable types are allowed as return parameters and follow the same syntax rules as **Dim**. Note that a return name is not required, only a type. For example:

```
Proc MyProc(), [12] as Byte      ' Procedure returns a 12 element byte array
Proc MyProc(), [12] as Word     ' Procedure returns a 12 element word array
Proc MyProc(), [12] as Dword    ' Procedure returns a 12 element dword array
Proc MyProc(), [12] as Float    ' Procedure returns a 12 element float array
Proc MyProc(), String * 12      ' Procedure returns a 12 character string
```

In order to return a value, the text “**Result**” is used. Internally, the text **Result** will be mapped to the procedure's return variable. For example:

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein ' Transfer the parameter directly to the return variable
EndProc
```

The **Result** variable is mapped internally to a variable of the type given as the return parameter, therefore it is possible to use it the same as any other local variable, and upon return from the procedure, its value will be passed. For example:

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein ' Transfer the parameter to the return variable
    Result = Result + 1 ' Add one to it
EndProc
```

Returning early from a procedure is the same as returning from a subroutine. i.e. using the **Return** keyword, or the **ExitProc** command may be used, which performs a return as well.

```
Proc MyProc(pBytein as Byte), Byte
    Result = pBytein           ' Transfer the parameter to the return variable
    If pBytein = 0 Then Return ' Perform a test and return early if required
    Result = Result + 1        ' Otherwise... Add one to it
EndProc
```

Below is an example procedure that mimics the compiler's 16-bit **Dig** command.

```
Device = 18F25K22           ' Select the device to compile for
Declare Xtal = 16
Declare Hserial_Baud = 9600 ' UART1 baud rate
Declare HRsout1_Pin = PORTC.6 ' Select pin to be used for USART1 TX

Dim MyWord As Word = 12345

'-----
' Emulate the 16-bit Dig command's operation
' Input      : pWordin holds the value to extract from
'            : pDigit holds which digit to extract (1 To 5)
' Output     : Result holds the extracted value
' Notes      : None
'-----
Proc DoDig16(pWordin As SWord, pDigit As Byte), Byte
    Dim DigitLoop As Byte

    pWordin = Abs(pWordin)
    If pDigit > 0 Then
        For DigitLoop = (pDigit - 1) To 0 Step -1
            pWordin = pWordin / 10
        Next
    EndIf
    Result = pWordin // 10
EndProc
'-----
Main:

    HRsout Dec DoDig16(MyWord, 0)
    HRsout Dec DoDig16(MyWord, 1)
    HRsout Dec DoDig16(MyWord, 2)
    HRsout Dec DoDig16(MyWord, 3)
    HRsoutLn Dec DoDig16(MyWord, 4)
```

Return Variable as an Alias to an SFR or Global Variable

As with parameters, a procedure can return an alias to a global variable or SFR (Special Function Register). This can be useful in some programs, and especially if the return variable needs to be a microcontroller SFR.

Example.

```
' A simple demo to show a return from a procedure placed in a global variable
,
Device = 18F26K40                ' Select the device to compile for
Declare Xtal = 16

Declare Hserial_Baud = 9600

Dim MyWord as Word                ' Create a global Word variable
,
' Create a demo procedure to multiply 2 parameter values and return the result
' in a global variable
,
Proc TestProc(pValue1 as Word, pValue2 as Word), MyWord
    Result = pValue1 * pValue2
EndProc

TestProc(2000, 10)                ' Call the procedure to multiply the 2 parameters
HRSoutLn Dec MyWord                ' Display the value held in MyWord (The procedure's return)
```

Notes

The compiler's implementation of procedures are a powerful feature of the language when used appropriately. Procedures are not supported in every instance of the compiler and if one is not supported within a particular command, a syntax error will be produced. In which case, an intermediate variable will need to be created to hold the procedure's return result:

```
MyTemp = MyProc( )
```

The compiler does not re-cycle RAM for parameters or local variables yet, but that is being looked into for future updates. However, more and more devices are offering more RAM available, so it is no longer such an issue because the microcontroller, generally, has more RAM than is required anyway. It also makes the underlying Asm code smaller and faster.

See Also: cPtr8, cPtr16, cPtr32, Ptr8, Ptr16, Ptr32, Sub...EndSub.

Set_OSCCAL

Syntax

Set_OSCCAL

Overview

Calibrate the on-chip oscillator found on some PICmicro™ devices.

Notes

Some devices, such as the PIC12C67x or 16F62x range, have on-chip RC oscillators. These devices contain an oscillator calibration factor in the last location of code space. The on-chip oscillator may be fine-tuned by reading the data from this location and moving it into the **OSCCAL** SFR (Special Function Register). The command **Set_OSCCAL** has been specially created to perform this task automatically each time the program starts: -

```
Device = 12C671           ' Select the device to compile for
Set_OSCCAL                ' Set OSCCAL for 1K device 12C671
```

Add this command near the beginning of the program to perform the setting of **OSCCAL**.

If a UV erasable (windowed) device has been erased, the value cannot be read from memory. To set the **OSCCAL** register on an erased part, add the following line near the beginning of the program: -

```
OSCCAL = $C0              ' Set the OSCCAL SFR to $C0
```

The value \$C0 is only an example. The part would need to be read before it is erased to obtain the actual **OSCCAL** value for that particular device.

Always refer to the device's data sheet for more information on **OSCCAL**.

Sub-EndSub

Syntax

```
Sub Label Name()  
    BASIC commands inside the Sub  
EndSub
```

Overview

Create a subroutine with a start directive (*Sub*) and an end directive (*EndSub*).

Parameters

Label Name is the name of the subroutine.

Example

```
' Create a subroutine to flash an LED 10 times  
Device = 16F1829      ' Select the device to compile for  
Declare Xtal = 20  
  
Dim FlashAmount as Byte      ' Create a variable for the amount of LED flashes  
Symbol LED = PORTB.0         ' Create a name for the LED's Port and Pin  
  
Do                            ' Create a loop  
    FlashLED()                ' Call the subroutine  
    DelayMs 1000              ' Delay for 1 second  
Loop                          ' Loop forever  
  
' Create a subroutine that will flash an LED  
,  
Sub FlashLED()  
    For FlashAmount = 1 to 10 ' A loop for the amount of flashes  
        High LED              ' Illuminate the LED  
        DelayMs 500           ' Wait for half a second  
        Low LED               ' Extinguish the LED  
        DelayMs 500           ' Wait for half a second  
    Next                      ' Close the loop  
EndSub                        ' End the subroutine and return from it
```

The **EndSub** directive will produce a **Return** command and exit the subroutine as normal. There is also an **ExitSub** command that will create a **Return** command and return from the subroutine.

```
' Create a subroutine that will flash an LED and exit when required  
,  
Sub FlashLED()  
    For FlashAmount = 1 to 100 ' A loop for the amount of flashes  
        High LED              ' Illuminate the LED  
        DelayMs 500           ' Wait for half a second  
        Low LED               ' Extinguish the LED  
        DelayMs 500           ' Wait for half a second  
        If FlashAmount >= 10 Then ExitSub ' Exit the subroutine after 10 flashes  
    Next                      ' Close the loop  
EndSub                        ' End the subroutine and return from it
```

Calling a sub only requires the name, and a pair of parenthesis after it. This makes a program easier to read:

```
MySub()      ' Call the subroutine named MySub
```

See also : **GoSub, Proc...EndProc.**

Symbol

Syntax

Symbol *Name* { = } *Value*

Overview

Assign an alias to a register, variable, or constant value

Parameters

Name can be any valid identifier.

Value can be any previously declared variable, system register, or an SFR.Bit combination. The equals '=' symbol is optional, and may be omitted if desired.

When creating a program it can be beneficial to use identifiers for certain values that don't change: -

```
Symbol cMeter = 1
Symbol cCentimetre = 100
Symbol cMillimetre = 1000
```

This way you can keep your program very readable and if for some reason a constant changes later, you only have to make one change to the program to change all the values. Another good use of the constant is when you have values that are based on other values.

```
Symbol cMeter = 1
Symbol cCentimetre = cMeter / 100
Symbol cMillimetre = cCentimetre / 10
```

In the example above you can see how the cCentimetre and cMillimetre constants were derived from the cMeter constant.

Another use of the **Symbol** directive is for assigning Port.Bit constants: -

```
Symbol LED = PORTA.0
High LED
```

In the above example, whenever the text LED is encountered, Bit-0 of PORTA is actually referenced in the program.

Floating point constants may also be created using **Symbol** by simply adding a decimal point to a value.

```
Symbol cPI = 3.14           ' Create a floating point constant named PI
Symbol cFNum = 5.0         ' Create a floating point constant with the value 5
```

Floating point constant can also be created using expressions.

```
' Create a floating point constant holding the result of the expression
Symbol cQuanta = 5.0 / 1024
```

Notes

Symbol cannot create new variables, it simply aliases an identifier to a previously assigned variable, or assigns a constant to an identifier.



Interrupt Directives

Context

Syntax

Context Save {Variable,Variable}

Context Restore

Overview

Save and restore important compiler variables and device SFRs (Special Function Registers) while inside an interrupt. **Context Restore** will also exit the interrupt and hand control back to the main program.

Parameters

Variable is an optional list of user-defined variables or SFRs that will also be saved before entering the interrupt handling subroutine and restored after the interrupt has ended.

Example:

```
' Illustrate a typical use for Context Save and Context Restore
Device = 18F4520          ' Select the device to compile for
Declare Xtal = 20         ' Tell the compiler the device will be operating at 20MHz
On_Hardware_Interrupt GoTo ISR_Handler ' Point to the interrupt handler

Dim wTimer1 as TMR1L.Word ' Create a 16-bit Word from registers TMR1L/H

'-----
' The main program starts here
Main:
    Low PORTB          ' Make all of PORTB output low
    '
    ' Setup a Timer1 interrupt
    T1CONbits_RD16 = 1 ' Enable read/write of Timer1 in 16-bit mode
    T1CONbits_T1CKPS1 = 0 ' \ Timer1 Prescaler to 1:4
    T1CONbits_T1CKPS0 = 1 ' /
    T1CONbits_T10SCEN = 0 ' Disable External Oscillator
    T1CONbits_TMR1CS = 0 ' Increment on the internal Clock
    wTimer1 = 0 ' Clear Timer1
    T1CONbits_TMR1ON = 1 ' Enable Timer1
    PIE1bits_TMR1IE = 1 ' Enable the Timer1 overflow interrupt
    INTCON1bits_PEIE = 1 ' Enable all peripheral interrupts
    INTCON1bits_GIE = 1 ' Enable all interrupts

    Do ' Create a loop
        PORTB.1 = 1 ' Set PORTB.1 high
        DelayMs 200 ' Wait a while
        PORTB.1 = 0 ' Pull PORTB.1 low
        DelayMs 200 ' Wait a while
    Loop ' Do it forever

'-----
' A typical Interrupt handling subroutine
ISR_Handler:
    Context Save ' Save any variables used in the interrupt
    If PIR1bits_TMR1IF = 1 Then ' Is it a Timer1 overflow interrupt?
        Toggle PORTB.0 ' Yes. So. Toggle PORTB.0
        PIR1bits_TMR1IF = 0 ' Clear the Timer1 Overflow flag
    EndIf
    Context Restore ' Restore any variables and exit the interrupt
```


Notes.

When an interrupt occurs, it will immediately leave the main program and jump to the interrupt handling subroutine regardless of what the main program is doing. The main program generally has no idea that an interrupt has occurred and if it was using any of the device's resources or the compiler's system variables and the interrupt handler is doing the same, they will be altered when the main program continues, with disastrous results.

This is the reason for **Context** saving and restoring of the compiler's internal system variables and the device's SFRs (Special Function Registers). Each compiler command generates variables for it to work upon, either for passing parameters or the actual working of the library routine. Some commands also make use of the device's SFRs, for example **FSR** or **PRODL** or **PRODH** etc...

Of course, we don't want to save every internal system variable or device SFR as this would take far too much RAM and slow down the entry and exit of the interrupt while each was saved and restored. What we want is to save and restore only the variables and SFRs that are used within the interrupt handler itself. This may be a lot or a little, or none, depending on the program within the interrupt handler subroutine.

The compiler examines the code between the **Context Save** and **Context Restore** commands and keeps a record of the internal compiler system variables and SFRs used. There are exceptions to this rule concerning SFRs which we'll deal with later.

The **Context Save** command should always be at the beginning of the interrupt handling subroutine, and this will save any variables in a specially created byte array.

Exceptions to the Rule.

Each of the compiler's commands reports internally as to which compiler system variable and SFR they use. However, this is not the case for any SFRs used as an assignment variable. For example:

```
PRODL = ByteIn1 + ByteIn2
```

It is also not the case for any **PORT** or **TRIS** registers.

For these SFRs to be saved and restored they will need to be added to the list of parameters after the **Context Save** command:

```
Context Save PRODL, PORTB, TRISB
```

See also : **On_Hardware_Interrupt**, **On_Low_Interrupt**.

On_Hardware_Interrupt

Syntax

On_Hardware_Interrupt *Label*

Overview

Point to the subroutine that will be called when an interrupt occurs. It is used for a *High Priority* interrupt if using an 18F device.

Parameters

Label is a valid label name that points to where the interrupt handler routine is located in the BASIC listing.

Example

```
' Flash an LED on PORTB.0 at a different rate to the LED on PORTB.1
'
Device = 16F1829      ' Select the device to compile for
Declare Xtal = 16      ' Tell the compiler the device will be operating at 16MHz
On_Hardware_Interrupt GoTo ISR_Flash

'-----
' The main program loop starts here
'
Main:
  Low PORTB = 0      ' Make PORTB all outputs and pull it low
  '
  ' Initiate the interrupt
  '
  OPTION_REG = 0b00101111  ' Setup Timer0
  TMR0 = 0              ' Clear TMR0 initially
  INTCONbits_T0IE = 1     ' Enable a Timer0 overflow interrupt
  INTCONbits_GIE = 1     ' Enable global interrupts
  Do                    ' Create an infinite loop
    Clear PORTB.1        ' Extinguish the LED
    DelayMs 500          ' Wait a while
    Set PORTB.1          ' Illuminate the LED
    DelayMs 500          ' Wait a while
  Loop

'-----
' Timer0 overflow interrupt handler starts here
' Xor PORTB with 1, which will turn on the LED connected to PORTB.0
' with one interrupt and turn it off with the next interrupt
'
ISR_Flash:
  Context Save          ' Save any variables or SFRs before the interrupt starts
  If INTCONbits_T0IF = 1 Then ' Is it TMR0 that caused the interrupt?
    PORTB = PORTB ^ 1    ' Yes. So. Xor PORTB.0
    INTCONbits_T0IF = 0  ' Clear the TMR0 overflow flag
  EndIf
  Context Restore      ' Restore any variables or SFRs and exit the interrupt
```

Typical format of the interrupt handler with standard 14-bit core devices.

The interrupt handler subroutine must always follow a fixed pattern.

- First, the contents of the **STATUS**, **PCLATH**, and Working Register (**WREG**) must be saved, this is termed *context saving*, and is performed when the command **Context Save** is issued. Variable space is automatically allocated for these registers in the shared portion of memory located at the top of RAM Bank 0. The Context Save command also instructs the compiler to save any compiler system variables and device SFRs (Special Function Registers) used within the interrupt handler. Note that "within the interrupt handler" means code between **Context Save** and **Context Restore**. It will **not** track any **GoTo** or **GoSub** commands.
- Because a standard 14-bit core device has a single interrupt vector, the cause of the interrupt must be ascertained by checking the appropriate flag. For example **INTCON.T0IF** for a Timer0 overflow interrupt, and only perform the relevant code for the relevant interrupt. This is accomplished by a simple **If-EndIf**. For example:

```
ISR_Handler:
Context Save           ' Save any variables or SFRs used
If INTCONbits_T0IF = 1 Then ' Is it Timer0 that caused the interrupt?
    Print "Hello World"    ' Yes. So do this code
    INTCONbits_T0IF = 0    ' Clear the Timer0 overflow flag
EndIf
Context Restore        ' Restore any variables or SFRs used and exit
```

If more than one interrupt is enabled, multiple **If-EndIf** conditions will be required within the single interrupt handling subroutine.

- The previously saved **STATUS**, **PCLATH**, and Working register (**WREG**) must be returned to their original conditions (*context restoring*) once the interrupt handler has performed its task. The **Context Restore** command is used for this. It also returns the program back to the main body code where the interrupt was called from. In other words it performs an assembler **Retfie** instruction.

The above code snippet will cause several compiler system variables and device SFRs to be saved and restored, thus causing little, or no, disturbance to the main body code.

Typical format of the interrupt handler with enhanced 14-bit core devices.

As with standard 14-bit core interrupts, the interrupt handler subroutine must follow a fixed pattern.

- First, the **Context Save** command should be issued, as this will save any compiler system variables and SFRs used. The microcontroller itself will save the contents of the **STATUS**, **PCLATH**, **BSR**, **FSR0L\H**, **FSR1L\H** and **WREG** registers.
- As with standard 14-bit core devices, enhanced 14-bit core devices have a single interrupt vector, therefore the same rules apply as outlined above concerning the establishment of the cause of the interrupt. Not forgetting to clear any interrupt flag that needs clearing before exiting the interrupt.

- The **Context Restore** command should be issued at the end of the interrupt handler, as long as its corresponding **Context Save** command was used previously. This will restore any compiler system variables and SFRs, then exit the interrupt using the **Retfie** mnemonic.

Note that the **STATUS**, **PCLATH**, **BSR**, **FSR0L\H**, **FSR1L\H** and **WREG** registers will automatically be restored by the microcontroller once the interrupt is exited.

As with standard 14-bit core devices, any compiler variable or device SFR that is used by a command will be saved and restored as long as they reside within the **Context Save** and **Context Restore** commands. This is termed Managed Interrupts.

Note that the **Context Save** and **Context Restore** commands are not required unless managed interrupts are implemented, in which case use the **Retfie** mnemonic to exit the interrupt handler. However, you must be certain that the interrupt handler is not disturbing any compiler system variables or SFRs, or your program will not run correctly.

Typical format of the interrupt handler with 18F devices.

As with both types of 14-bit core devices, the interrupt handler subroutine must also follow a fixed pattern.

- First, the **Context Save** command should be issued, as this will save any compiler system variables and SFRs used. The microcontroller itself will save the contents of the **STATUS**, **BSR** and **WREG** registers for a high priority interrupt.
- 18F devices have two interrupt vectors for high and low priority interrupts, see **On_Low_Interrupt**. However, both of these must follow the rules laid down for 14-bit core devices, in that the cause of the interrupt must be ascertained before the appropriate code is performed, and any interrupt flag that needs clearing must be cleared before exiting the interrupt.
- The **Context Restore** command should be issued at the end of the interrupt handler, as long as its corresponding **Context Save** command was used previously. This will restore any compiler system variables and SFRs, then exit the interrupt using the **Retfie** 1 mnemonic.

Note that the **STATUS**, **BSR** and **WREG** registers will automatically be restored by the microcontroller once the interrupt is exited from a high priority interrupt.

Upon exiting the interrupt, a simple **Retfie** 1 (Return From Interrupt Fast) mnemonic can be used, as long as the **Context Save** command is not issued and it is certain that the interrupt handling subroutine is not disturbing any compiler system variables or device SFRs.

Note.

On all devices, the code within the interrupt handler should be as quick and efficient as possible because while it's processing the code, the main program is halted. When inside an interrupt, care should be taken to ensure that the watchdog timer does not time-out, if it's enabled. Placing a **ClrWdt** mnemonic at the beginning of the interrupt handler will usually prevent this from happening. An alternative approach would be to disable the watchdog timer altogether at programming time, which is the default of the compiler.

On_Low_Interrupt

Syntax

On_Low_Interrupt *Label*

Overview

Point to the subroutine that will be called when a *Low Priority* Hardware interrupt occurs on an 18F device.

Parameters

Label is a valid label name that points to where the *Low Priority* interrupt handler routine is located in the BASIC listing.

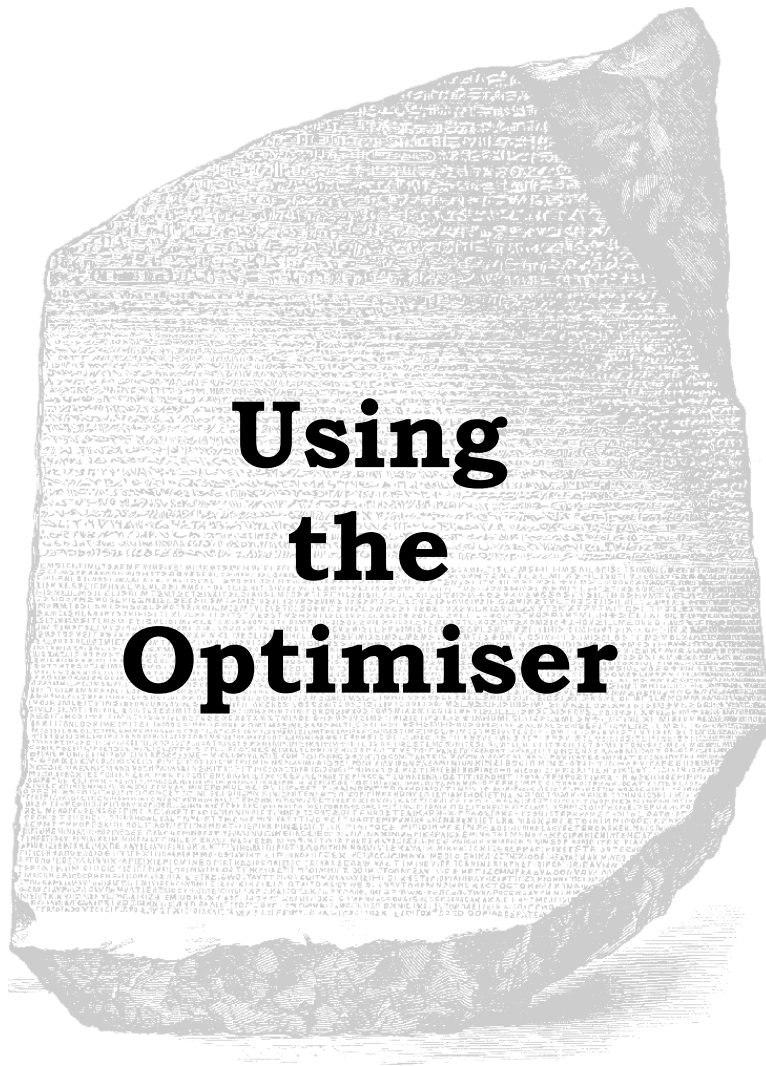
Example

```
' Demonstrate the use of context saving of the compiler's System variables
' Creates low and high priority interrupts incrementing on Timer0 and Timer1
' Within the interrupts a value is displayed and incremented
' In the foreground another value is incremented and transmitted serially
,
Device = 18F26K40          ' Tell the compiler what device to compile for
Declare Xtal = 16          ' Tell the compiler the device will be operating at 16MHz
Declare Hserial_Baud = 9600 ' Choose the Baud rate for HRSoutLn
,
' Point to the High Priority interrupt handler to the subroutine
,
On_Hardware_Interrupt GoTo ISR_High
,
' Point to the Low Priority interrupt handler to the subroutine
,
On_Low_Interrupt GoTo ISR_Low
,
' Create some variables
,
Dim HighCounter as Dword    ' Counter for the high interrupt routine
Dim LowCounter as Dword    ' Counter for the low interrupt routine
Dim ForeGroundCounter as Dword ' Counter for the Foreground routine
Dim wTimer0 as TMR0L.Word   ' Create a 16-bit Word from registers TMR0L/H
Dim wTimer1 as TMR1L.Word   ' Create a 16-bit Word from registers TMR1L/H
,
' -----
' The Main Program Loop Starts Here
,
Main:
DelayMs 100          ' Wait for the LCD to stabilise
INTCON1 = 0          ' Disable Interrupts
Low PORTD            ' Set PORTD to Output Low
HighCounter = 0
LowCounter = 0
ForeGroundCounter = 0
Cls                  ' Clear the LCD
,
' Setup Timer0
,
T0CONbits_T0PS2 = 0    ' \
T0CONbits_T0PS1 = 0    ' | Timer0 Prescaler to 1:4
T0CONbits_T0PS0 = 1    ' /
T0CONbits_PSA = 0      ' Assign the prescaler
T0CONbits_T0CS = 0     ' Increment on the internal Clk
T0CONbits_T08Bit = 0   ' Timer0 is configured as a 16-bit counter
wTimer0 = 0            ' Clear Timer0
T0CONbits_TMR0ON = 1   ' Enable Timer0
```

```

'
' Setup Timer1
'
    T1CONbits_RD16 = 1          ' Enable Timer1 in 16-bit operation
    T1CONbits_T1CKPS1 = 0      ' \ Timer1 Prescaler to 1:2
    T1CONbits_T1CKPS0 = 0      ' /
    T1CONbits_T10SCEN = 0      ' Disable External Oscillator
    T1CONbits_TMR1CS = 0       ' Increment on the internal Clk
    wTimer1 = 0                ' Clear Timer1
    T1CONbits_TMR10N = 1       ' Enable Timer1
'
' Setup the High and Low priority interrupts
'
INTCON1bits_TMR0IE = 1        ' Enable the Timer0 overflow interrupt
INTCON2bits_TMR0IP = 0        ' Timer0 Overflow Interrupt to Low priority
INTCON1bits_TMR1IE = 1        ' Enable the Timer1 overflow interrupt
IPR1bits_TMR1IP = 1           ' Timer1 Overflow Interrupt to High priority
RCONbits_IPEN = 1             ' Enable priority levels on interrupts
INTCON1bits_GIEL = 1          ' Enable low priority peripheral interrupts
INTCON1bits_GIE = 1           ' Enable all high priority interrupts
'
' Display value in foreground while interrupts do their thing in background
'
Do                                ' Create a loop
    ' Display the value on a serial terminal
    HRSoutLn "ForeGround ", Dec ForeGroundCounter
    Inc ForeGroundCounter        ' Increment the value
    DelayMs 200
Loop                                ' Close the loop. i.e. do it forever
'-----
' High Priority Hardware Interrupt Handler
' Interrupt's on a Timer1 Overflow. Display on the LCD and increment a value
'
ISR_High:
'
' Save the compiler's system variables used in the interrupt routine only
' Also save any SFRs used
'
Context Save PORTD, TRISD
    If PIR1bits_TMR1IF = 1 Then    ' Is it a Timer1 overflow interrupt?
        Print At 1,1,"High Int ", Dec HighCounter ' Yes. So Display value on the LCD
        Inc HighCounter            ' Increment the value
        PIR1bits_TMR1IF = 0        ' Clear the Timer1 Overflow flag
    EndIf
Context Restore ' Restore compiler's system variables used and exit the interrupt
'-----
' Low Priority Hardware Interrupt Handler
' Interrupt's on a Timer0 Overflow. Display on the LCD and increment a value
'
ISR_Low:
'
' Save the compiler's system variables used in the interrupt routine only
' Also save any SFR's used.
'
Context Save PORTD, TRISD
    If INTCON1bits_TMR0IF = 1 Then    ' Is it a Timer0 overflow interrupt?
        '
        ' Yes. So Disable Timer 1 High priority interrupt while we use the LCD
        '
        PIE1bits_TMR1IE = 0          ' Display the value on line 2 of the LCD
        Print At 2,1,"Low Int  ", Dec LowCounter, " "
        Inc LowCounter                ' Increment the value
        PIE1bits_TMR1IE = 1          ' Re-Enable the Timer1 High priority interrupt
        INTCON1bits_TMR0IF = 0       ' Clear the Timer0 Overflow flag
    EndIf
Context Restore ' Restore compiler's system variables used and exit the interrupt

```

Using the Optimiser

The underlying assembler code produced by the compiler is the single most important element to a good language because compact assembler not only means more can be squeezed into the tight confines of the microcontroller, but also the code runs faster which allows more complex operations to be performed. This is why the compiler now has a “dead code removal” pass as standard which will remove redundant mnemonics, and replace certain combinations of mnemonics with a single mnemonic. **WREG** tracking is also implemented as standard which helps eliminate unnecessary loading of a constant value into the **WREG** SFR.

And even though the compiler already produces good underlying assembler mnemonics, there is always room for improvement, and that improvement is achieved by a separate optimising pass.

The optimiser is enabled by issuing the **Declare**: -

```
Declare Optimiser_Level = n
```

Where *n* is the level of optimisation required.

The **Declare** should be placed at the top of the BASIC program, but anywhere in the code is actually acceptable because once the optimiser is enabled it cannot be disabled later in the same program.

As of version 3.3.3.0 of the compiler, the optimiser has 3 levels, 4 if you include Off as a level.

Level 0 disables the optimiser.

Level 1 Chooses the appropriate branching mnemonics when using an 18F device, and actively chooses the appropriate page switching mnemonics when using a 14-bit core (16F) device.

This is the single most important optimising pass for larger microcontrollers. For 18F types it will replace **Call** with **RCall** and **GoTo** with **Bra** whenever appropriate, saving 1 byte of code space every time.

Level 2 Further re-arranging of branching operations.

Level 3 18F devices only. Re-arranges conditional branching operations. This is an important optimising pass because a single program can implement many decision making mnemonics.

You must be aware that optimising code, especially paged code found in the larger standard 14-bit core (16F) devices can, in some circumstances, have a detrimental effect on a program if it misses a page boundary, this is true of all optimisation on all compilers and is something that you should take into account. This is why the standard 14-bit core optimiser is not an official part of the compiler, and has been left in place because of current user requests.

Always try to write and test your program without the optimiser pass. Then once it's working as expected, enable the optimiser a level at a time. However, this is not always possible with larger programs that will not fit within the microcontroller without optimisation. In this circumstance, choose level 1 optimisation whenever the code is reaching the limits of the microcontroller, testing the code as you go along.

Caveats

Of course there's no such thing as a free lunch, and there are some features that cannot be used when implementing the optimiser.

The main one is that the optimiser is not supported with 12-bit core devices.

Also, the assembler's **Org** directive is not allowed with 14-bit core (16F) devices when using the optimiser, but can be used with 18F devices with care.

When using 18F devices, do not use the **Movfw** macro as this will cause problems within the Asm listing, use the correct mnemonic of **Movf** Var,w.

On all devices, do not use the assembler **LIST** and **NOLIST** directives, as the optimiser uses these to sculpt the final Asm used.

Declare **Dead_Code_Remove** = On/Off

The above declare removes some redundant op-codes from the underlying Asm code.

Removal of redundant RAM Bank Switching mnemonics.

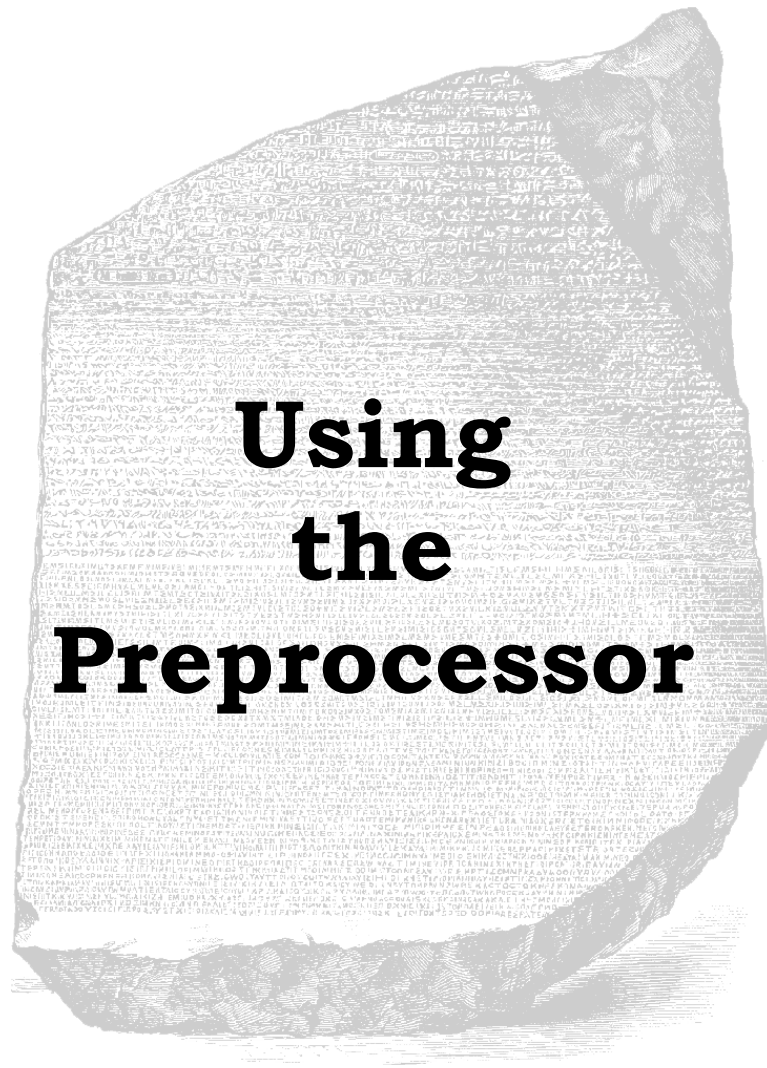
Removal of redundant **Movwf** mnemonics if preceded by a **Movf** Var,w mnemonic.

Removal of redundant **Movf** Var,W mnemonics if preceded by a **Movwf** mnemonic.

Removal of redundant **Andlw** mnemonics if preceded by another **Andlw** mnemonic.

Replaced a **Call-Return** mnemonic pair with a single **GoTo** mnemonic.

Note that the Optimiser for standard 14-bit core devices is no longer officially supported, and only remains because of user requests.



Using the Preprocessor

A pre-processor directive is a non executable statement that informs the compiler how to compile. For example, some microcontroller have certain hardware features that others don't. A pre-processor directive can be used to inform the compiler to add or remove source code, based on that particular devices ability to support that hardware.

It's important to note that the pre-processor works with directives on a line by line basis. It is therefore important to ensure that each directive is on a line of its own. Don't place directives and source code on the same line.

It's also important not to mistake the compiler's pre-processor with the assembler's pre-processor. Any directive that starts with a dollar "\$" is the compiler's pre-processor, and any directive that starts with a hash "#" is the assembler's pre-processor. They cannot be mixed, as each has no knowledge of the other.

Pre-processor directives can be nested in the same way as source code statements. For example:

```
$ifdef MyValue
    $if MyValue = 10
        Symbol CodeConst = 10
    $else
        Symbol CodeConst = 0
    $endif
$endif
```

Pre-processor directives are lines included in the code of the program that are not BASIC language statements but directives for the pre-processor itself. The pre-processor is actually a separate entity to the compiler, and, as the name suggests, pre-processes the BASIC code before the actual compiler sees it. Pre-processor directives are always preceded by a dollar sign "\$".

Pre-processor Directives

To define pre-processor meta-macros, the directive **\$define** is used. Its format is:-

\$define *identifier replacement*

When the pre-processor encounters this directive, it replaces any occurrence of *identifier* in the rest of the code by *replacement*. This replacement can be an expression, a statement, a block, or simply anything. The pre-processor does not understand BASIC, it simply replaces any occurrence of *identifier* by *replacement*.

```
$define TableSize 100
Dim Table1[TableSize] as Byte
Dim Table2[TableSize] as Byte
```

After the pre-processor has replaced *TableSize*, the code becomes equivalent to:-

```
Dim Table1[100] as Byte
Dim Table2[100] as Byte
```

The use of **\$define** as a constant definer is only one aspect of the pre-processor, and **\$define** can also work with parameters to define pseudo function macros. The syntax then is:-

\$define *identifier (parameter list) replacement*

A simple example of a function-like macro is:-

```
$define RadToDeg(pValue) ((pValue) * 57.29578)
```

This defines a radians to degrees conversion which can be used as:-

```
Var1 = RadToDeg(34)
```

This is expanded in-place, so the caller does not need to clutter copies of the multiplication constant throughout the code.

Precedence

Note that the example macro *RadToDeg(x)* given above uses normally unnecessary parentheses both around the argument and around the entire expression. Omitting either of these can lead to unexpected results. For example:-

Macro defined as:

```
$define RadToDeg(pValue) (pValue * 57.29578)
```

will expand

```
RadToDeg(a + b)
```

to

```
(a + b * 57.29578)
```

Macro defined as:

```
$define RadToDeg(pValue) (pValue) * 57.29578
```

will expand

```
1 / RadToDeg(a)
```

to

```
1 / (a) * 57.29578
```

Neither of which give the intended result.

Not all replacement tokens can be passed back to an assignment using the equals operator. If this is the case, the code needs to be similar to BASIC Stamp syntax, where the assignment variable is the last parameter:-

```
$define GetMax(x, y, z) If x > y Then z = x : Else : z = y
```

This would replace any occurrence of *GetMax* followed by three parameter (argument) by the replacement expression, but also replacing each parameter by its identifier, exactly as would be expected of a function.

```
Dim bVar1 as Byte  
Dim bVar2 as Byte  
Dim bVar3 as Byte
```

```
bVar1 = 100  
bVar2 = 99  
GetMax(bVar1, bVar2, bVar3)
```

The previous would be placed within the BASIC program as:-

```
Dim bVar1 as Byte
Dim bVar2 as Byte
Dim bVar3 as Byte

bVar1 = 100
bVar2 = 99
If bVar1 > bVar2 Then bVar3 = bVar1 : Else : bVar3 = bVar2
```

Notice that the third parameter “Var3” is loaded with the result.

A macro lasts until it is undefined with the **\$undef** pre-processor directive:-

```
$define TableSize 100
Dim Table1[TableSize] as Byte
$undef TableSize
$define TableSize 200
Dim Table2[TableSize] as Byte
```

This would generate the same code as:-

```
Dim Table1[100] as Byte
Dim Table2[200] as Byte
```

Because pre-processor replacements happen before any BASIC syntax check, macro definitions can be a tricky feature, so be careful. Code that relies heavily on complicated macros may be difficult to understand, since the syntax they expect is, on many occasions, different from the regular expressions programmers expect in Positron8 BASIC.

Pre-processor directives only extend across a single line of code. As soon as a newline character is found (end of line), the pre-processor directive is considered to end. The only way a pre-processor directive can extend through more than one line is by preceding the newline character at the end of the line by a comment character (') followed by a new line. No comment text can follow the comment character. For example:-

```
$define GetMax(x,y,z) If x > y Then '
                        z = x        '
                        Else          '
                        z = y        '
                        EndIf

GetMax(Var1, Var2, Var3)
```

The compiler will see:-

```
If Var1 > Var2 Then
    Var3 = Var1
Else
    Var3 = Var2
EndIf
```

Note that parenthesis is always required around the **\$define** declaration and its use within the program.

If the *replacement* argument is not included within the **\$define** directive, the *identifier* argument will output nothing. However, it can be used as an identifier for conditional code:-

```
$define DoThis  
  
$ifdef DoThis  
    {Rest of Code here}  
$endif
```

\$undef *identifier*

This removes any existing definition of the user macro *identifier*.

\$eval *expression*

In normal operation, the **\$define** directive simply replaces text, however, using the **\$eval** directive allows constant value expressions to be evaluated before replacement within the BASIC code. For example:-

```
$define Expression(pPrm1) $eval Prm1 << 1
```

The above will evaluate the constant parameter pPrm1, shifting it left one position.

```
Var1 = Expression(1)
```

Will be added to the BASIC code as:-

```
Var1 = 2
```

Because 1 shifted left one position is 2.

Several operators are available for use with an expression. These are +, -, *, /, ~, <<, >>, =, >, <, >=, <=, <>, And, Or, Xor.

Conditional Directives (**\$ifdef**, **\$ifndef**, **\$if**, **\$endif**, **\$else** and **\$elseif**)

Conditional directives allow parts of the code to be included or discarded if a certain condition is met.

\$ifdef allows a section of a program to be compiled only if the macro that is specified as the parameter has been defined, no matter what its value is. For example:-

```
$ifdef TableSize  
    Dim Table[TableSize] as Byte  
$endif
```

In the above condition, the line of code *Dim Table[TableSize] as Byte* is only compiled if TableSize was previously defined with **\$define**, independent of its value. If it was not defined, the line will not be included in the program compilation.

\$ifndef serves for the exact opposite: the code between **\$ifndef** and **\$endif** directives is only compiled if the specified identifier has not been previously defined. For example:-

```
$ifndef TableSize  
    $define TableSize 100  
$endif  
Dim Table[TableSize] as Byte
```

In the previous code, when arriving at this piece of code, the `TableSize` directive has not been defined yet. If it already existed it would keep its previous value since the **\$define** directive would not be executed.

A valuable use for `$ifdef` is that of a code guard with include files. This allows multiple insertions of a file, but only the first will be used.

A typical code guard looks like:

```
$ifndef IncludeFileName
$define IncludeFileName
{ BASIC Code goes Here }
$endif
```

The logic of the above snippet is that if the include file has not previously been loaded into the program, the **\$define** `IncludeFileName` will not have been created, thus allowing the inclusion of the code between **\$ifndef** and **\$endif**. However, if the include file has been previously loaded, the **\$define** will have already been created, and the condition will be false, thus not allowing the code to be used.

`IncludeFileName` must be unique to each file. Therefore, it is recommended that a derivative of the Include File's name is used.

\$if expression

This directive invokes the arithmetic evaluator and compares the result in order to begin a conditional block. In particular, note that the logical value of *expression* is always true when it cannot be evaluated to a number.

The **\$if** directive as well as the **\$elseif** directive can use quite complex logic. For example:-

```
$if _device = _18F452 or _device = _18F4520 and _core = 16
{ BASIC Code Here }
$endif
```

There are several built in user defines that will help separate blocks of code. These are:-

- **_device**. This holds the microcontroller device name, as a string. i.e. `_18F452`, `_12F508`, `_16F684` etc. Notice the preceding underscore
- **_core**. This holds the device's core. i.e. 12 for 12-bit core devices, 14 for 14-bit core (16F) devices, and 16 for 18F devices.
- **_ecore** This is valid if the device is an enhanced 14-bit core type
- **_ram**. This holds the amount of RAM contained in the device (in bytes).
- **_code**. This holds the amount of flash memory in the device. In *words* for 12 and 14-bit core devices, and *bytes* for 18F devices.
- **_eeprom**. This holds the amount of EEPROM memory the device contains.
- **_ports**. This holds the amount of I/O ports that the device has.
- **_adc**. This holds the amount of ADC channels the device has.
- **_adcres**. This holds the resolution of the device's ADC. i.e. 8, 10, or 12.
- **_uart**. This holds the amount of UARTs or USARTS the device has. i.e. 0, 1, or 2
- **_usb**. This holds the amount of USB peripherals the device has. i.e. 0 or 1
- **_flash**. This informs of the ability for the device to access its own flash memory. 0 = no access, 1 = read and write, and 2 = read only

The values for the user defines are taken from the compiler's PPI files, and are only available if the compiler's **Device** directive is included within the BASIC program.

Also within the compiler's .def files are all the device's SFRs (Special Function Registers) and SFR bit names. The SFR names are preceded by an underscore so they do not clash with the assembler's SFR names. For example:

```
STATUS is _STATUS
ADRESL is _ADRESL
```

The SFR names are useful for compiling a piece of code only if that particular SFR is present in the device being used:

```
$ifdef _T1CON
    { BASIC Code Here }
$endif
```

SFR bit access using the preprocessor's built-in meta-macros

The SFR bit names are extremely useful within the BASIC program because they circumvent any differences in the device's makeup. For example, in order to access a device's Carry flag, use: `STATUSbits_C`

All the bit names follow the same rule, where the SFR name is first, followed by the text "bits_", followed by the bit name. Below are a few examples:

```
T1CONbits_TCS
T1CONbits_TSYNC
T1CONbits_TGATE
T1CONbits_TSIDL
T1CONbits_TON
T1CONbits_TCKPS0
T1CONbits_TCKPS1
```

To see all the SFR bit meta-macros available to a device, open the device's .def file and there is a complete list of them for all the SFRs and bit names attached to them. The .def files can be found within the compiler's folder, inside the *Defs* folder.

\$else

This toggles the logical value of the current conditional block. What follows is evaluated if and only if the preceding input was commented out.

\$endif

This ends a conditional block started by the **\$if** directive.

\$elseif *expression*

This directive can be used to avoid nested **\$if** conditions. **\$if..\$elseif..\$endif** is equivalent to **\$if..\$else \$if ..\$endif \$endif**.

The **\$if**, **\$else** and **\$elseif** directives serve to specify some condition to be met in order for the portion of code they surround to be compiled. The condition that follows **\$if** or **\$elseif** can only evaluate constant expressions, including macro expressions. For example:-

```
$if TableSize > 200
    $undef TableSize
    $define TableSize 200

$elseif TableSize < 50
    $undef TableSize
    $define TableSize 50

$else
    $undef TableSize
    $define TableSize 100
$endif

Dim Table[TableSize] as Byte
```

Notice how the whole structure of **\$if**, **\$elseif** and **\$else** chained directives ends with **\$endif**.

The behaviour of **\$ifdef** and **\$ifndef** can also be achieved by using the special built-in user directive **_defined** and **!_defined** respectively, in any **\$if** or **\$elseif** condition. These allow more flexibility than **\$ifdef** and **\$ifndef**. For example:-

```
$if _defined (MyDefine) and _defined (AnotherDefine)
    { BASIC Code Here }
$endif
```

The argument for the **_defined** user directive must be surrounded by parenthesis. The preceding character "!" means "not".

\$SendError "Error Text"

This directive causes an error message to be sent from the compiler, and stops the compile.

```
$SendError "Error Message Here"
```

\$SendWarning "Warning Text"

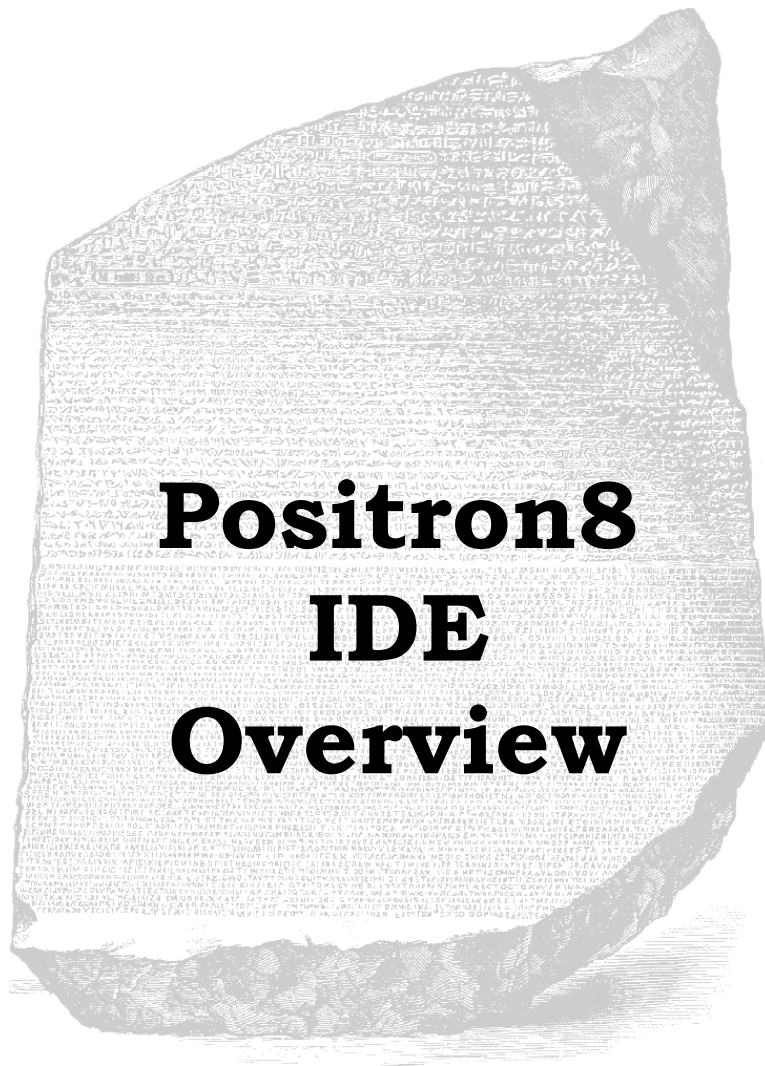
This directive causes a warning message to be sent from the compiler.

```
$SendWarning "Warning Message Here"
```

\$SendHint "Hint Text"

This directive causes a hint (reminder) message to be sent from the compiler.

```
$SendHint "Hint Message Here"
```

Positron8 IDE Overview

The IDE is a professional and powerful Integrated Development Environment (IDE) designed specifically for the Positron compilers. The IDE is designed to accelerate product development in a comfortable user friendly environment without compromising performance, flexibility or control.

Code Explorer

Quickly navigate your program code and device Special Function Registers (SFRs).

Compiler Results

Provides information about the device used, the amount of code and data used, the version number of the project and also date and time. You can also use the results window to jump to compilation errors.

Programmer Integration

The IDE enables you to start your preferred programming software from within the development environment . This enables you to compile and then program your microcontroller with just a few mouse clicks (or keyboard strokes, if you prefer).

Serial Communicator

A simple to use utility which enables you to transmit and receive data via a serial cable connected to your PC and development board. The easy to use configuration window allows you to select port number, BaudRate, parity, byte size and number of stop bits. Alternatively, you can use Serial Communicator favourites to quickly load pre-configured connection settings.

Plugin Architecture

The IDE has been designed with flexibility in mind with support for IDE plugins.

Supported Operating Systems

Windows XP or Windows 7 or Windows 8 or Windows 10

Minimum Hardware Requirements

1 GHz Processor

1 GB RAM

40 GB hard drive space

16 bit graphics card.

Menu Bar

File Menu

- **New** - Creates a new document. A header is automatically generated, showing information such as author, copyright and date. To toggle this feature on or off, or edit the header properties, you should select editor options.
- **Open** - Displays a open dialog box, enabling you to load a document into the IDE. If the document is already open, then the document is made the active editor page.
- **Save** - Saves a document to disk. This button is normally disabled unless the document has been changed. If the document is 'untitled', a save as dialog is invoked. A save as dialog is also invoked if the document you are trying to save is marked as read only.
- **Save As** - Displays a save as dialog, enabling you to name and save a document to disk.
- **Close** - Closes the currently active document.
- **Close All** - Closes all editor documents and then creates a new editor document.
- **Reopen** - Displays a list of Most Recently Used (MRU) documents.
- **Print Setup** - Displays a print setup dialog.
- **Print Preview** - Displays a print preview window.
- **Print** - Prints the currently active editor page.
- **Exit** - Enables you to exit the IDE.

Edit Menu

- **Undo** - Cancels any changes made to the currently active document page.
- **Redo** - Reverse an undo command.
- **Cut** - Cuts any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected. Clipboard data is placed as both plain text and RTF.
- **Copy** - Copies any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected. Clipboard data is placed as both plain text and RTF.
- **Paste** - Paste the contents of the clipboard into the active document page. This option is disabled if the clipboard does not contain any suitable text.
- **Delete** - Deletes any selected text. This option is disabled if no text has been selected.
- **Select All** - Selects the entire text in the active document page.
- **Change Case** - Allows you to change the case of a selected block of text.

- **Find** - Displays a find dialog.
- **Replace** - Displays a find and replace dialog.
- **Find Next** - Automatically searches for the next occurrence of a word. If no search word has been selected, then the word at the current cursor position is used. You can also select a whole phrase to be used as a search term. If the editor is still unable to identify a search word, a find dialog is displayed.

View Menu

- **Results** - Display or hide the results window.
- **Code Explorer** - Display or hide the code explorer window.
- **Loader** - Displays the MicroCode Loader application (*no longer applicable*).
- **Loader Options** - Displays the MicroCode Loader options dialog (*no longer applicable*).
- **Compile and Program Options** - Displays the compile and program options dialog.
- **Editor Options** - Displays the application editor options dialog.
- **Toolbars** - Display or hide the main, edit and compile and program toolbars. You can also toggle the toolbar icon size.
- **Plugin** - Display a drop down list of available IDE plugins.

Help Menu

- **Help Topics** - Displays the helpfile section for the toolbar.
- **Online Forum** - Opens your default web browser and connects to the online compiler developer forum.
- **About** - Display about dialog, giving both the IDE version number. However, the compiler version is not given, and it can be read by pressing the **F2** button after a successful compile, and the compiler version and the registration name are in the assembler code listing's header text.

Main Toolbar



New

Creates a new document. A header is automatically generated, showing information such as author, copyright and date. To toggle this feature on or off, or edit the header properties, you should select the editor options dialog from the main menu.



Open

Displays a open dialog box, enabling you to load a document into the IDE. If the document is already open, then the document is made the active editor page.



Save

Saves a document to disk. This button is normally disabled unless the document has been changed. If the document is 'untitled', a save as dialog is invoked. A save as dialog is also invoked if the document you are trying to save is marked as read only.



Cut

Cuts any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected. Clipboard data is placed as both plain text and RTF.



Copy

Copies any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected. Clipboard data is placed as both plain text and RTF.



Paste

Paste the contents of the clipboard into the active document page. This option is disabled if the clipboard does not contain any suitable text.



Undo

Cancels any changes made to the currently active document page.



Redo

Reverse an undo command.



Print

Prints the currently active editor page.

Edit Toolbar



Find

Displays a find dialog.



Find and Replace

Displays a find and replace dialog.



Indent

Shifts all selected lines to the next tab stop. If multiple lines are not selected, a single line is moved from the current cursor position. All lines in the selection (or cursor position) are moved the same number of spaces to retain the same relative indentation within the selected block. You can change the tab width from the editor options dialog.



Outdent

Shifts all selected lines to the previous tab stop. If multiple lines are not selected, a single line is moved from the current cursor position. All lines in the selection (or cursor position) are moved the same number of spaces to retain the same relative indentation within the selected block. You can change the tab width from the editor options dialog.



Block Comment

Adds the comment character to each line of a selected block of text. If multiple lines are not selected, a single comment is added to the start of the line containing the cursor.



Block Uncomment

Removes the comment character from each line of a selected block of text. If multiple lines are not selected, a single comment is removed from the start of the line containing the cursor.

Compile and Program Toolbar



Compile

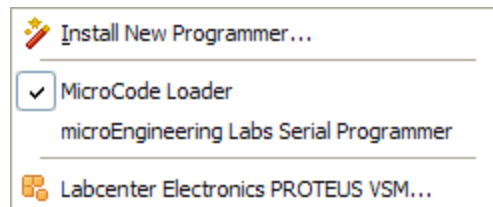
Pressing this button, or F9, will compile the currently active editor page. The compile button will generate a *.hex file, which you then have to manually program into your microcontroller. Pressing the compile button will automatically save all open files to disk. This is to ensure that the compiler is passed an up to date copy of the file(s) your are editing.



Compile and Program

Pressing this button, or F10, will compile the currently active editor page. Pressing the compile and program button will automatically save all open files to disk. This is to ensure that the compiler is passed an up to date copy of the file(s) your are editing.

Unlike the compile button, the IDE will then automatically invoke a user selectable application and pass the compiler output to it. The target application is normally a device programmer, for example, MicroCode Loader. This enables you to program the generated *.hex file into your MCU. Alternatively, the compiler output can be sent to an IDE Plugin. For example, the Labcenter Electronics Proteus VSM simulator. You can select a different programmer or Plugin by pressing the small down arrow, located to the right of the compile and program button...



Code Explorer

The code explorer enables you to easily navigate your program code. The code explorer tree displays your currently selected processor, include files, declares, constants, variables, alias and modifiers, labels, macros and data labels.

Device Node

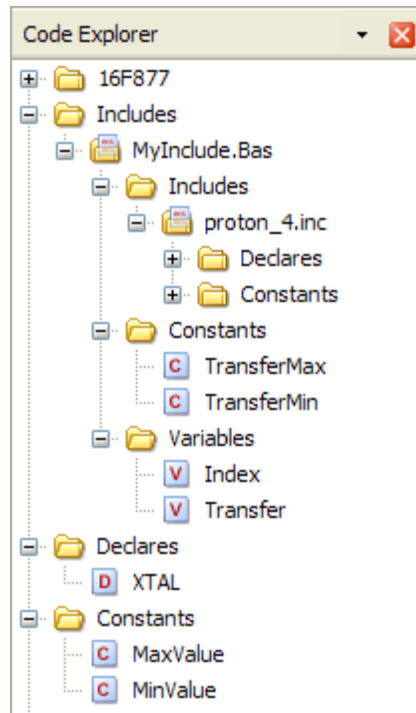
The device node is the first node in the explorer tree. It displays your currently selected processor type. For example, if your program has the declaration:

```
Device = 16F1829
```

then the name of the device node will be 16F1829. You don't need to explicitly give the device name in your program for it to be displayed in the explorer. For example, you may have an include file with the device type already declared. The code explorer looks at all include files to determine the device type. The last device declaration encountered is the one used in the explorer window. If you expand the device node, then all Special Function Registers (SFRs) belonging to the selected device are displayed in the explorer tree.

Include File Node

When you click on an include file, the IDE will automatically open that file for viewing and editing. Alternatively, you can just explorer the contents of the include file without having to open it. To do this, just click on the  icon and expand the node. For example: -



In the above example, clicking on the  icon for MyInclude.bas has expanded the node to reveal its contents. You can now see that MyInclude.bas has two constant declarations called TransferMax and TransferMin and also two variables called Index and Transfer. The include file also contains another include file called proton_4.inc. Again, by clicking the  icon, the contents of proton_4.inc can be seen, without opening the file. Clicking on a declaration name will open the include file and automatically jump to the line number. For example, if you were to click on TransferMax, the include file MyInclude.bas would be opened and the declaration TransferMax would be marked in the IDE editor window.

When using the code explorer with include files, you can use the explorer history buttons to go backwards or forwards. The explorer history buttons are normally located to the left of the main editors file select tabs,

- ← History back button
- History forward button

Additional Nodes

Declares, constants, variables, alias and modifiers, labels, macros and data label explorer nodes work in much the same way. Clicking on any of these nodes will take you to its declaration. If you want to find the next occurrence of a declaration, you should enable automatically select variable on code explorer click from *View...Editor Options*.

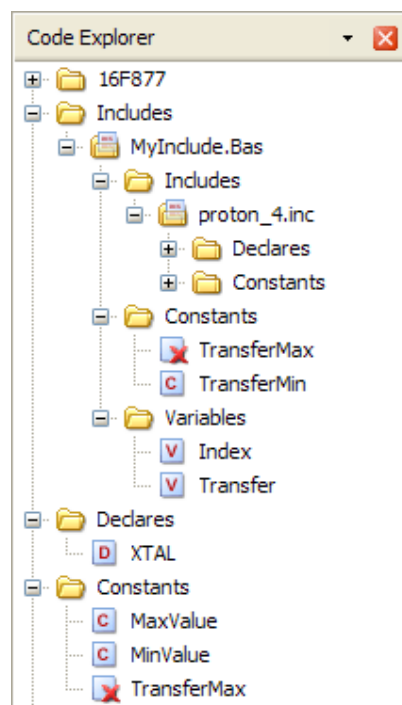
Selecting this option will load the search name into the 'find dialog' search buffer. You then just need to press F3 to search for the next occurrence of the declaration in your program. To sort the explorer nodes, right click on the code explorer and check the Sort Nodes option.

Explorer Warnings and Errors

The code explorer can identify duplicate declarations. If a declaration duplicate is found, the explorer node icon changes from its default state to a . For example,

```
Dim MyVar as Byte
Dim MyVar as Byte
```

The above example is rather simplistic. It is more likely you see the duplicate declaration error in you program without an obvious duplicate partner. That is, only one single duplicate error symbol is being displayed in the code explorer. In this case, the declaration will have a duplicate contained in an include file. For example,



The declaration TransferMax has been made in the main program and marked as a duplicate. By exploring your include files, the problem can be identified. In this example, TransferMax has already been declared in the include file MyInclude.bas

Some features of the compiler are not available for some MCU types. For example, you cannot have a string declaration when using a 14 core part (for example, the 16F1829). If you try to do this, the explorer node icon changes from its default state and displays a . You will also see this icon displayed if the SFR View feature for a device is not available.

Notes

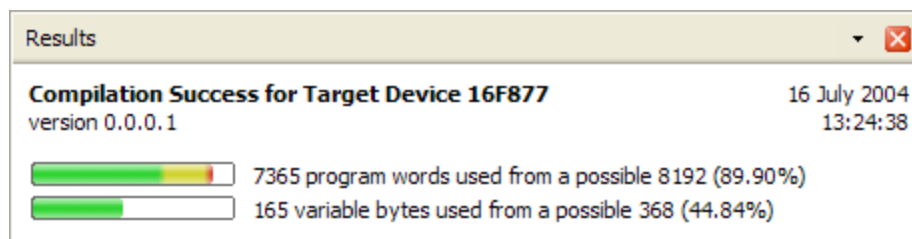
The code explorer uses an optimised parse and pattern match strategy in order to update the tree in real time. The explorer process is threaded so as not to interfere or slow down other IDE tasks, such as typing in new code. However, if you run computationally expensive background tasks on your machine (for example, circuit simulation) you will notice a drop in update performance, due to the threaded nature of the code explorer.

Results View

The results view performs two main tasks. These are (a) display a list of error messages, should either compilation or assembly fail and (b) provide a summary on compilation success.

Compilation Success View

By default, a successful compile will display the results success view. This provides information about the device used, the amount of code and data used, the version number of the project and also date and time.



If you don't want to see full summary information after a successful compile, select *View...Editor Options* from the IDE main menu and uncheck display full summary after successful compile. The number of program words (or bytes used, if its a 16 core device) and the number of data bytes used will still be displayed in the IDE status bar.

Version Numbers

The version number is automatically incremented after a successful build. Version numbers are displayed as major, minor, release and build. Each number will rollover if it reaches 256. For example, if your version number is 1.0.0.255 and you compile again, the number displayed will be 1.0.1.0. You might want to start your version information at a particular number. For example 1.0.0.0. To do this, click on the version number in the results window to invoke the version information dialog. You can then set the version number to any start value. Automatic incrementing will then start from the number you have specified. To disable version numbering, click on the version number in the results window to invoke the version information dialog and then uncheck enable version information.

Date and Time

Date and time information is extracted from the generated *.hex file and is always displayed in the results view.

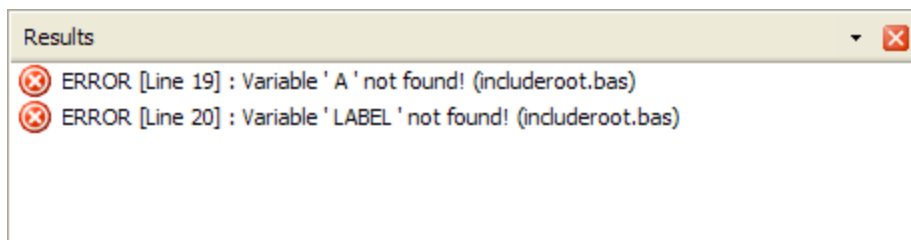
Success - With Warnings!

A compile is considered successful if it generates a *.hex file. However, you may have generated a number of warning messages during compilation. Because you should not normally ignore warning messages, the IDE will always display the error view, rather than the success view, if warnings have been generated.

To toggle between these different views, you can do one of the following click anywhere on the IDE status bar right click on the results window and select the Toggle View option.

Compilation Error View

If your program generates warning or error messages, the error view is always displayed.



Clicking on each error or warning message will automatically highlight the offending line in the main editor window. If the error or warning has occurred in an include file, the file will be opened and the line highlighted. By default, the IDE will automatically highlight the first error line found. To disable this feature, select View...Editor Options from the IDE main menu and uncheck automatically jump to first compilation error. At the time of writing, some compiler errors do not have line numbers bound to them. Under these circumstances, the IDE will be unable to automatically jump to the selected line.

Occasionally, the compiler will generate a valid Asm file but warnings or errors are generated during assembly. The IDE will display all assembler warnings or error messages in the error view, but you will be unable to automatically jump to a selected line.

Editor Options

The editor options dialog enables you to configure and control many of the IDE features. The window is composed of four main areas, which are accessed by selecting the General, Highlighter, Program Header and Online Updating tabs.

Show Line Numbers in Left Gutter

Display line numbers in the editors left hand side gutter. If enabled, the gutter width is increased in size to accommodate a five digit line number.

Show Right Gutter

Displays a line to the right of the main editor. You can also set the distance from the left margin (in characters). This feature can be useful for aligning your program comments.

Use Smart Tabs

Normally, pressing the tab key will advance the cursor by a set number of characters. With smart tabs enabled, the cursor will move to a position along the current line which depends on the text on the previous line. Can be useful for aligning code blocks.

Convert Tabs to Spaces

When the tab key is pressed, the editor will normally insert a tab control character, whose size will depend on the value shown in the width edit box (the default is four spaces). If you then press the backspace key, the whole tab is deleted (that is, the cursor will move back four spaces). If convert tabs to spaces is enabled, the tab control character is replaced by the space control character (multiplied by the number shown in the width edit box). Pressing the backspace key will therefore only move the cursor back by one space. Please note that internally, the editor does not use hard tabs, even if convert tabs to spaces is unchecked.

Automatically Indent

When the carriage return key is pressed in the editor window, automatically indent will advance the cursor to a position just below the first word occurrence of the previous line. When this feature is unchecked, the cursor just moves to the beginning of the next line.

Show Parameter Hints

If this option is enabled, small prompts are displayed in the main editor window when a particular compiler keyword is recognised. For example,

DELAYMS

DELAYMS Value or Variable or Expression

Parameter hints are automatically hidden when the first parameter character is typed. To view the hint again, press F1. If you want to view more detailed context sensitive help, press F1 again.

Open Last File(s) When Application Starts

When checked, the documents that were open when the IDE was closed are automatically loaded again when the application is restarted.

Display Full Filename Path in Application Title Bar

By default, the IDE only displays the document filename in the main application title bar (that is, no path information is included). Check display full pathname if you would like to display additional path information in the main title bar.

Prompt if File Reload Needed

The IDE automatically checks to see if a file time stamp has changed. If it has (for example, and external program has modified the source code) then a dialog box is displayed asking if the file should be reloaded. If prompt on file reload is unchecked, the file is automatically reloaded without any prompting.

Automatically Select Variable on Code Explorer Click

By default, clicking on a link in the [code explorer window](#) will take you to the part of your program where a declaration has been made. Selecting this option will load the search name into the 'find dialog' search buffer. You then just need to press F3 to search for the next occurrence of the declaration in your program.

Automatically Jump to First Compilation Error

When this is enabled, the IDE will automatically jump to the first error line, assuming any errors are generated during compilation.

Automatically Change Identifiers to Match Declaration

When checked, this option will automatically change the identifier being typed to match that of the actual declaration. For example, if you have the following declaration:

Dim MyIndex as Byte

and you type 'myindex' in the editor window, the IDE will automatically change 'myindex' to 'MyIndex'. Identifiers are automatically changed to match the declaration even if the declaration is made in an include file.

Please note that the actual text is not physically changed, it just changes the way it is displayed in the editor window. For example, if you save the above example and load it into wordpad or another text editor, it will still show as 'myindex'. If you print the document, the identifier will be shown as 'MyIndex'. If you copy and paste into another document, the identifier will be shown as 'MyIndex', if the target application supports formatted text (for example Microsoft Word). In short, this feature is very useful for printing, copying and making your programs look consistent throughout.

Clear Undo History After Successful Compile

If checked, a successful compilation will clear the undo history buffer. A history buffer takes up system resources, especially if many documents are open at the same time. It's a good idea to have this feature enabled if you plan to work on many documents at the same time.

Display Full Summary After Successful Compile

If checked, a successful compilation will display a full summary in the results window. Disabling this option will still give a short summary in the IDE status bar, but the results window will not be displayed.

Default Source Folder

The IDE will automatically go to this folder when you invoke the file open or save as dialogs. To disable this feature, uncheck the 'Enabled' option, shown directly below the default source folder.

Highlighter Options

Item Properties

The syntax highlighter tab lets you change the colour and attributes (for example, bold and italic) of the following items: -

- Comment
- Device Name
- Identifier
- Keyword (Asm)
- Keyword (Declare)
- Keyword (Important)
- Keyword (Macro Parameter)
- Keyword (Positron8)
- Keyword (User)
- Number
- Number (Binary)
- Number (Hex)
- SFR
- SFR (Bitname)
- String
- Symbol
- Preprocessor

The point size is ranged between 6pt to 16pt and is global. That is, you cannot have different point sizes for individual items.

Reserved Word Formatting

This option enables you to set how the IDE displays keywords. Options include: -

Database Default - the IDE will display the keyword as declared in the applications keyword database.

Uppercase - the IDE will display the keyword in uppercase.

Lowercase - the IDE will display the keyword in lowercase.

As Typed - the IDE will display the keyword as you have typed it.

Please note that the actual keyword text is not physically changed, it just changes the way it is displayed in the editor window. For example, if you save your document and load it into word-pad or another text editor, the keyword text will be displayed as you typed it. If you print the document, the keyword will be formatted. If you copy and paste into another document, the keyword will be formatted, if the target application supports formatted text (for example Microsoft Word).

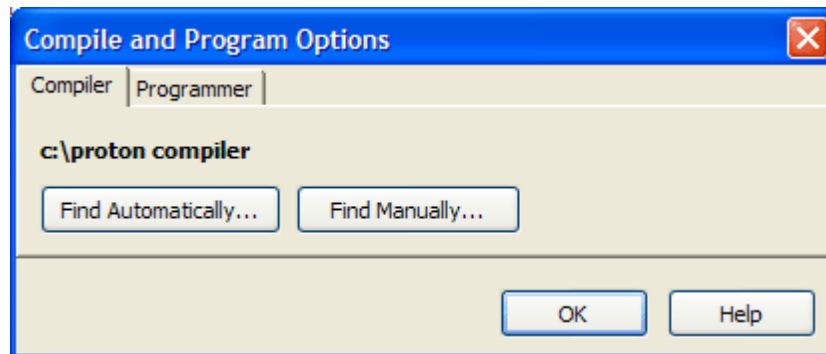
Header options allows you to change the author and copyright name that is placed in a header when a new document is created. For example: -

```
*****
' * Name      : Untitled.bas                      *
' * Author    : J.R Hartley                       *
' * Notice    : Copyright (c) 2018 MyCompany       *
' *           : All Rights Reserved                *
' * Date      : 12/07/25                          *
' * Version   : 1.0                               *
' * Notes     :                                    *
' *           :                                    *
' *****
```

If you do not want to use this feature, simply deselect the enable check box.

Compile and Program Options

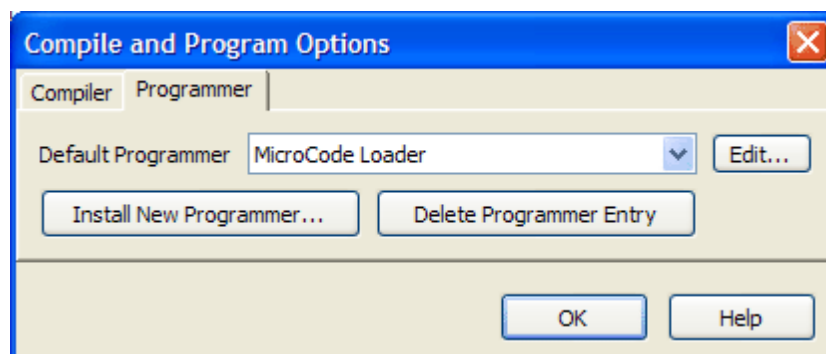
Compiler Tab



You can get the IDE to locate a compiler directory automatically by clicking on the find automatically button. The auto-search feature will stop when a compiler is found.

Alternatively, you can select the directory manually by selecting the find manually button. The auto-search feature will search for a compiler and if one is found, the search is stopped and the path pointing to the compiler is updated. If you have multiple versions of a compiler installed on your system, use the find manually button. This ensures the correct compiler is used by the IDE.

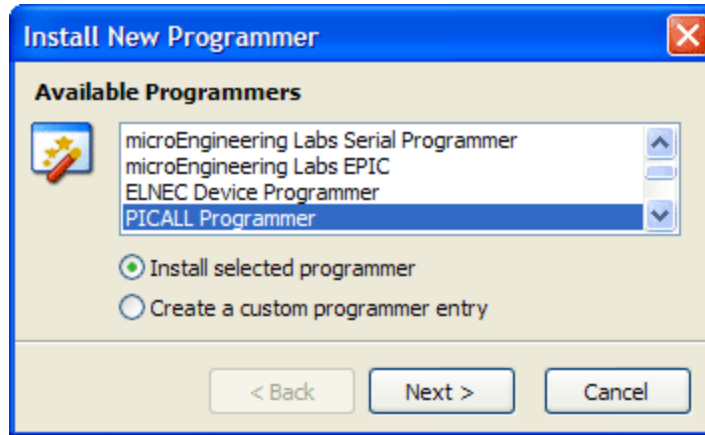
Programmer Tab



Use the programmer tab to install a new programmer, delete a programmer entry or edit the currently selected programmer. Pressing the Install New Programmer button will invoke the install new programmer wizard. The Edit button will invoke the install new programmer wizard in custom configuration mode.

Installing a Programmer

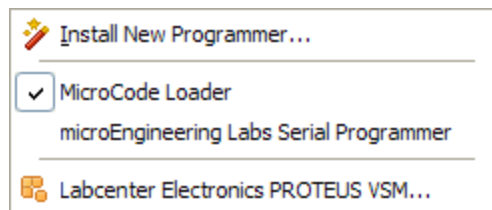
The IDE enables you to start your preferred programming software from within the development environment . This enables you to compile and then program your microcontroller with just a few mouse clicks (or keyboard strokes, if you prefer). The first thing you need to do is tell the IDE which programmer you are using. Select View...Options from the main menu bar, then select the Programmer tab. Next, select the Add New Programmer button. This will open the install new programmer wizard.



Select the programmer you want the IDE to use, then choose the Next button. The IDE will now search your computer until it locates the required executable. If your programmer is not in the list, you will need to create a custom programmer entry.

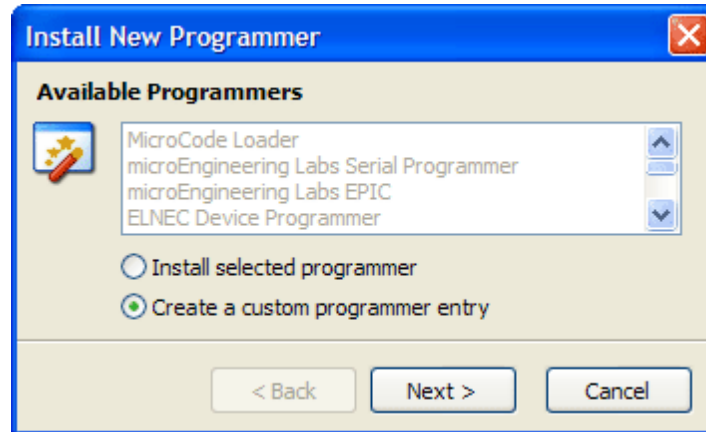
Your programmer is now ready for use. When you press the Compile and Program button on the main toolbar, your program is compiled and the programmer software started. The *.hex filename and target device is automatically set in the programming software (if this feature is supported), ready for you to program your microcontroller.

You can select a different programmer, or install another programmer, by pressing the small down arrow, located to the right of the compile and program button, as shown below



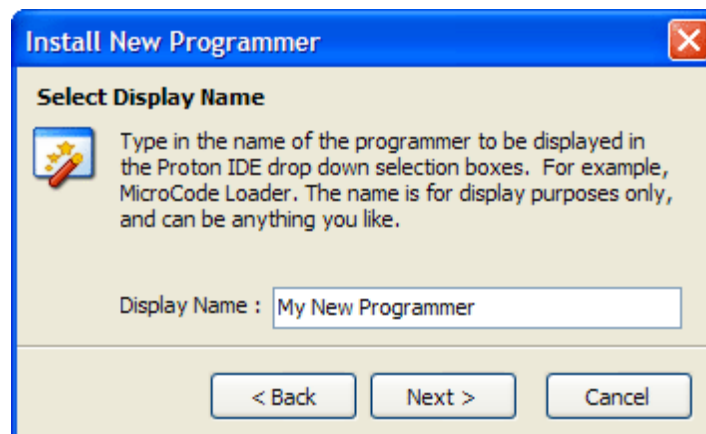
Creating a custom Programmer Entry

In most cases, the IDE has a set of pre-configured programmers available for use. However, if you use a programmer not included in this list, you will need to add a custom programmer entry. Select View...Options from the main menu bar, then select the Programmer tab. Next, select the Add New Programmer button. This will open the install new programmer wizard. You then need to select 'create a custom programmer entry', as shown below



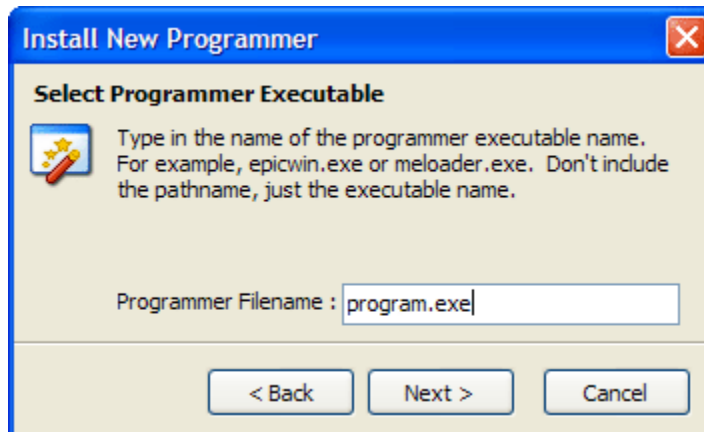
Select Display Name

The next screen asks you to enter the display name. This is the name that will be displayed in any programmer related drop down boxes. The IDE enables you to add and configure multiple programmers. You can easily switch from different types of programmer from the compile and program button, located on the main editor toolbar. The multiple programmer feature means you do not have to keep reconfiguring your system when you switch programmers. The IDE will remember the settings for you. In the example below, the display name will be 'My New Programmer'.



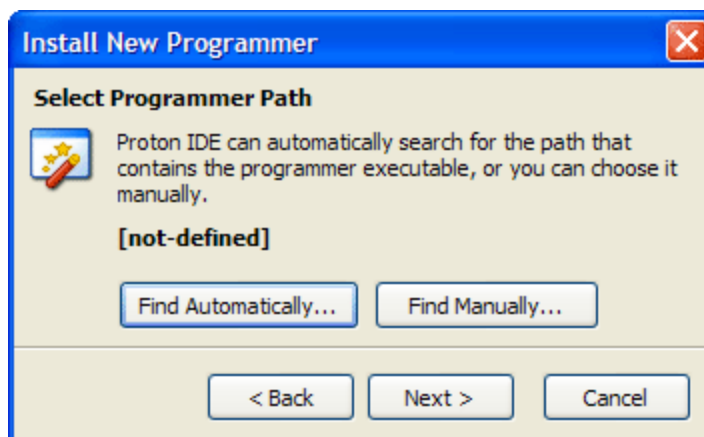
Select Programmer Executable

The next screen asks for the programmer executable name. You do not have to give the full path, just the name of the executable name will do.



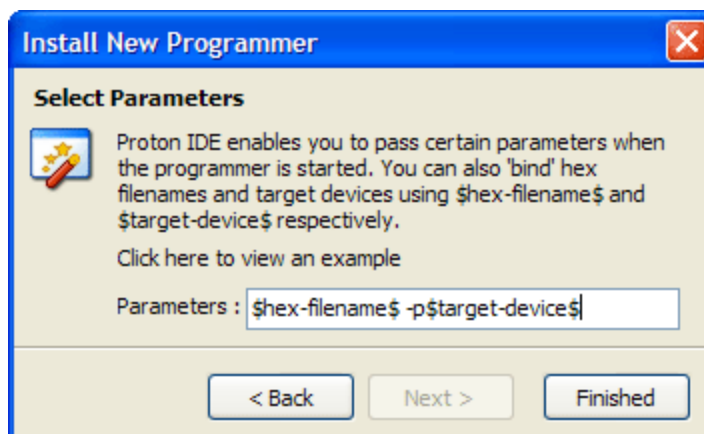
Select Programmer Path

The next screen is the path to the programmer executable. You can let the IDE find it automatically, or you can select it manually.



Select Parameters

The final screen is used to set the parameters that will be passed to your programmer. Some programmers, for example, EPICWin™ allows you to pass the device name and hex filename. The IDE enables you to 'bind' the currently selected device and *.hex file you are working on.



For example, if you are compiling 'blink.bas' in the IDE using a 16F628, you would want to pass the 'blink.hex' file to the programmer and also the name of the microcontroller you intend to program. Here is the EPICWin™ example: -

```
-pPIC$target-device$ $hex-filename$
```

When EPICWin™ is started, the device name and hex filename are 'bound' to \$target-device\$ and \$hex-filename\$ respectively. In the 'blink.bas' example, the actual parameter passed to the programmer would be: -

```
-pPIC16F628 blink.hex
```

Parameter Summary

Parameter	Description
\$target-device\$	Microcontroller name
\$hex-filename\$	Hex filename and path, DOS 8.3 format
\$long-hex-filename\$	Hex filename and path
\$asm-filename\$	Asm filename and path, DOS 8.3 format
\$long-asm-filename\$	Asm filename and path

IDE Plugins

The IDE has been designed with flexibility in mind. Plugins enable the functionality of the IDE to be extended by through additional third party software, which can be integrated into the development environment. The IDE comes with a default set of plugins which you can use straight away. These are: -

ASCII Table

Assembler

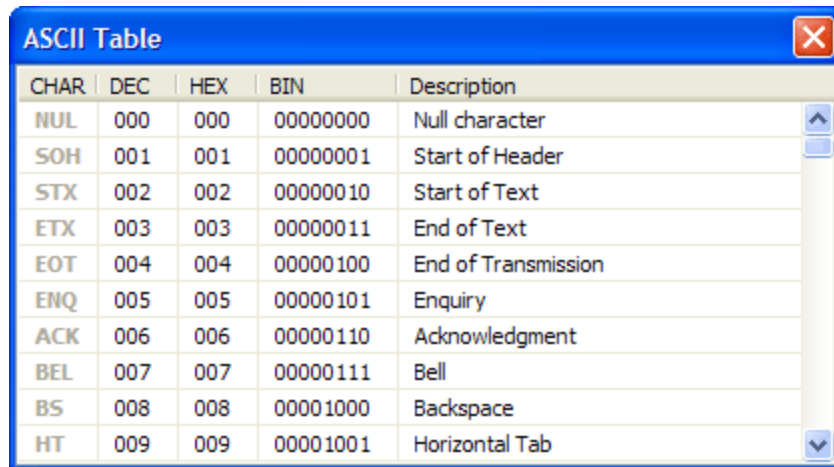
Hex View

Serial Communicator

To access a plugin, select the plugin icon just above the main editor window. A drop down list of available plugins will then be displayed. Plugins can also be selected from the main menu, or by right clicking on the main editor window.

ASCII Table

The American Standard Code for Information Interchange (ASCII) is a set of numerical codes, with each code representing a single character, for example, 'a' or '\$'.

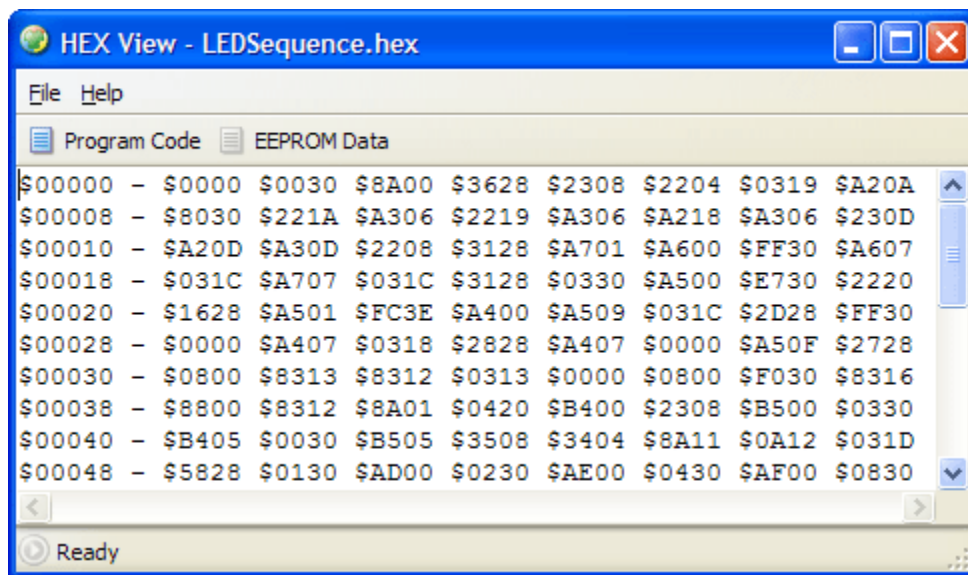


CHAR	DEC	HEX	BIN	Description
NUL	000	000	00000000	Null character
SOH	001	001	00000001	Start of Header
STX	002	002	00000010	Start of Text
ETX	003	003	00000011	End of Text
EOT	004	004	00000100	End of Transmission
ENQ	005	005	00000101	Enquiry
ACK	006	006	00000110	Acknowledgment
BEL	007	007	00000111	Bell
BS	008	008	00001000	Backspace
HT	009	009	00001001	Horizontal Tab

The ASCII table plugin enables you to view these codes in either decimal, hexadecimal or binary. The first 32 codes (0..31) are often referred to as non-printing characters, and are displayed as grey text.

Hex View

The Hex view plugin enables you to view program code and EEPROM data for 14 and 16 core devices.



The Hex View window is automatically updated after a successful compile, or if you switch program tabs in the IDE. By default, the Hex view window remains on top of the main IDE window. To disable this feature, right click on the Hex View window and uncheck the Stay on Top option.

Assembler Window

The Assembler plugin allows you to view and modify the *.asm file generated by the compiler. Using the Assembler window to modify the generated *.asm file is not really recommended, unless you have some experience using assembler.

Assembler Menu Bar

File Menu

New - Creates a new document. A header is automatically generated, showing information such as author, copyright and date.

- **Open** - Displays a open dialog box, enabling you to load a document into the Assembler plugin. If the document is already open, then the document is made the active editor page.
- **Save** - Saves a document to disk. This button is normally disabled unless the document has been changed. If the document is 'untitled', a save as dialog is invoked. A save as dialog is also invoked if the document you are trying to save is marked as read only.
- **Save As** - Displays a save as dialog, enabling you to name and save a document to disk.
- **Close** - Closes the currently active document.
- **Close All** - Closes all editor documents and then creates a new editor document.
- **Reopen** - Displays a list of Most Recently Used (MRU) documents.
- **Print Setup** - Displays a print setup dialog.
- **Print** - Prints the currently active editor page.
- **Exit** - Enables you to exit the Assembler plugin.

Edit Menu

- **Undo** - Cancels any changes made to the currently active document page.
- **Redo** - Reverse an undo command.
- **Cut** - Cuts any selected text from the active document page and places it into the clipboard.
- **Copy** - Copies any selected text from the active document page and places it into the clipboard.
- **Paste** - Paste the contents of the clipboard into the active document page. This option is disabled if the clipboard does not contain any suitable text.
- **Delete** - Deletes any selected text. This option is disabled if no text has been selected.
- **Select All** - Selects the entire text in the active document page.

- **Find** - Displays a find dialog.
- **Replace** - Displays a find and replace dialog.
- **Find Next** - Automatically searches for the next occurrence of a word. If no search word has been selected, then the word at the current cursor position is used. You can also select a whole phrase to be used as a search term. If the editor is still unable to identify a search word, a find dialog is displayed.

View Menu

- **Options** - Displays the application editor options dialog.
- **Toolbars** - Display or hide the main and assemble and program toolbars. You can also toggle the toolbar icon size.

Help Menu

- **Help Topics** - Displays the IDE help file.
- **About** - Display about dialog, giving the Assembler plugin version number.

Assembler Main Toolbar



New

Creates a new document. A header is automatically generated, showing information such as author, copyright and date.



Open

Displays a open dialog box, enabling you to load a document into the Assembler plugin. If the document is already open, then the document is made the active editor page.



Save

Saves a document to disk. This button is normally disabled unless the document has been changed. If the document is 'untitled', a save as dialog is invoked. A save as dialog is also invoked if the document you are trying to save is marked as read only.



Cut

Cuts any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected.



Copy

Copies any selected text from the active document page and places it into the clipboard. This option is disabled if no text has been selected.



Paste

Paste the contents of the clipboard into the active document page. This option is disabled if the clipboard does not contain any suitable text.



Undo

Cancels any changes made to the currently active document page.



Redo

Reverse an undo command.

Assembler Editor Options

Show Line Numbers in Left Gutter

Display line numbers in the editors left hand side gutter. If enabled, the gutter width is increased in size to accommodate a five digit line number.

Show Right Gutter

Displays a line to the right of the main editor. You can also set the distance from the left margin (in characters). This feature can be useful for aligning your program comments.

Use Smart Tabs

Normally, pressing the tab key will advance the cursor by a set number of characters. With smart tabs enabled, the cursor will move to a position along the current line which depends on the text on the previous line. Can be useful for aligning code blocks.

Convert Tabs to Spaces

When the tab key is pressed, the editor will normally insert a tab control character, whose size will depend on the value shown in the width edit box (the default is four spaces). If you then press the backspace key, the whole tab is deleted (that is, the cursor will move back four spaces). If convert tabs to spaces is enabled, the tab control character is replaced by the space control character (multiplied by the number shown in the width edit box). Pressing the backspace key will therefore only move the cursor back by one space. Please note that internally, the editor does not use hard tabs, even if convert tabs to spaces is unchecked.

Automatically Indent

When the carriage return key is pressed in the editor window, automatically indent will advance the cursor to a position just below the first word occurrence of the previous line. When this feature is unchecked, the cursor just moves to the beginning of the next line.

Show Parameter Hints

If this option is enabled, small prompts are displayed in the main editor window when a particular compiler keyword is recognised.

Open Last File(s) When Application Starts

When checked, the documents that were open when the Assembler plugin was closed are automatically loaded again when the application is restarted.

Display Full Filename Path in Application Title Bar

By default, the Assembler plugin only displays the document filename in the main application title bar (that is, no path information is included). Check display full pathname if you would like to display additional path information in the main title bar.

Prompt if File Reload Needed

The Assembler plugin automatically checks to see if a file time stamp has changed. If it has (for example, and external program has modified the source code) then a dialog box is displayed asking if the file should be reloaded. If prompt on file reload is unchecked, the file is automatically reloaded without any prompting.

Automatically Jump to First Compilation Error

When this is enabled, the Assembler plugin will automatically jump to the first error line, assuming any errors are generated during compilation.

Clear Undo History After Successful Compile

If checked, a successful compilation will clear the undo history buffer. A history buffer takes up system resources, especially if many documents are open at the same time. It's a good idea to have this feature enabled if you plan to work on many documents at the same time.

Default Source Folder

The Assembler plugin will automatically go to this folder when you invoke the file open or save as dialogs. To disable this feature, uncheck the 'Enabled' option, shown directly below the default source folder.

Serial Communicator

The Serial Communicator plugin is a simple to use utility which enables you to transmit and receive data via a serial cable connected to your PC and development board. The easy to use configuration window allows you to select port number, BaudRate, parity, byte size and number of stop bits. Alternatively, you can use Serial Communicator favourites to quickly load pre-configured connection settings.

Menu options

File Menu

- **Clear** - Clears the contents of either the transmit or receive window.
- **Open** - Displays a open dialog box, enabling you to load data into the transmit window.
- **Save As** - Displays a save as dialog, enabling you to name and save the contents of the receive window.
- **Exit** - Enables you to exit the Serial Communicator software.

Edit Menu

- **Undo** - Cancels any changes made to either the transmit or receive window.
- **Cut** - Cuts any selected text from either the transmit or receive window.

- **Copy** - Copies any selected text from either the transmit or receive window.
- **Paste** - Paste the contents of the clipboard into either the transmit or receive window. This option is disabled if the clipboard does not contain any suitable text.
- **Delete** - Deletes any selected text. This option is disabled if no text has been selected.

View Menu

- **Configuration Window** - Display or hide the configuration window.
- **Toolbars** - Display small or large toolbar icons.

Help Menu

- **Help Topics** - Displays the serial communicator help file.
- **About** - Display about dialog, giving software version information.

Serial Communicator Main Toolbar



Clear

Clears the contents of either the transmit or receive window.



Open

Displays a open dialog box, enabling you to load data into the transmit window.



Save As

Displays a save as dialog, enabling you to name and save the contents of the receive window.



Cut

Cuts any selected text from either the transmit or receive window.



Copy

Copies any selected text from either the transmit or receive window.



Paste

Paste the contents of the clipboard into either the transmit or receive window. This option is disabled if the clipboard does not contain any suitable text.



Connect

Connects the Serial Communicator software to an available serial port. Before connecting, you should ensure that your communication options have been configured correctly using the configuration window.

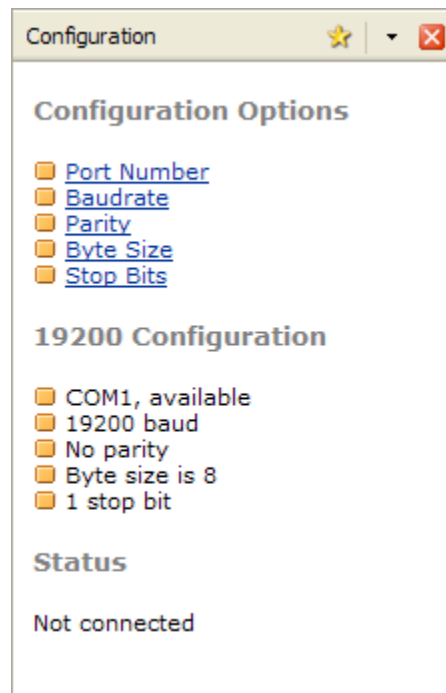


Disconnect

Disconnect the Serial Communicator from a serial port.

Configuration

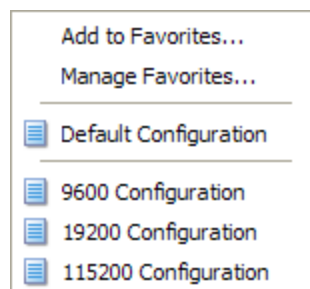
The configuration window is used to select the COM port you want to connect to and also set the correct communications protocols.



Clicking on a configuration link will display a drop down menu, listing available options. A summary of selected options is shown below the configuration links. For example, in the image above, summary information is displayed under the heading 19200 Configuration.

★ Favourites

Pressing the favourite icon will display a number of options allowing you to add, manage or load configuration favourites.



Add to Favourites

Select this option if you wish to save your current configuration. You can give your configuration a unique name, which will be displayed in the favourite drop down menu. For example, 9600 Configuration or 115200 Configuration

Manage Favourites

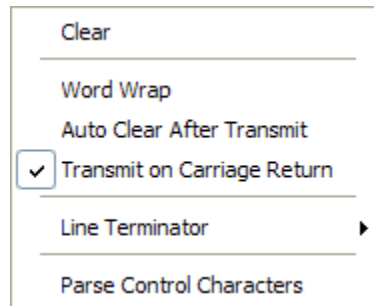
Select this option to remove a previously saved configuration favourite.

Notes

After pressing the connect icon on the main toolbar, the configuration window is automatically closed and opened again when disconnect is pressed. If you don't want the configuration window to automatically close, right click on the configuration window and un-check the Auto-Hide option.

Transmit Window

The transmit window enables you to send serial data to an external device connected to a PC serial port. In addition to textual data, the send window also enables you to send control characters. To display a list of transmit options, right click on the transmit window.



Clear

Clear the contents of the transmit window.

Word Wrap

This option allows you to wrap the text displayed in the transmit window.

Auto Clear After Transmit

Enabling this option will automatically clear the contents of the transmit window when data is sent.

Transmit on Carriage Return

This option will automatically transmit data when the carriage return key is pressed. If this option is disabled, you will need to manually press the send button or press F4 to transmit.

Line Terminator

You can append your data with a number of line terminations characters. These include CR, CR and LF, LF and CR, null and No Terminator.

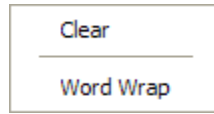
Parse Control Characters

When enabled, the parse control characters option enables you to send control characters in your message, using either a decimal or hexadecimal notation. For example, if you want to send hello world followed by a carriage return and line feed character, you would use hello world#13#10 for decimal, or hello world\$D\$A for hex. Only numbers in the range 0 to 255 will be converted. For example, sending the message letter #9712345 will be interpreted as letter a12345.

If the sequence of characters does not form a legal number, the sequence is interpreted as normal characters. For example, hello world#here I am. If you don't want characters to be interpreted as a control sequence, but rather send it as normal characters, then all you need to do is use the tilde symbol (~). For example, letter ~#9712345 would be sent as letter #9712345.

Receive Window

The receive window is used to capture data sent from an external device (for example, a PIC MCU) to your PC. To display a list of transmit options, right click on the receive window.



Clear

Clear the contents of the receive window.

Word Wrap

When enabled, incoming data is automatically word wrapped.

Notes

In order to advance the cursor to the next line in the receive window, you must transmit either a CR

Protected Compiler Words

Below is a list of protected words that the compiler or assembler uses internally. Be sure not to use any of these words as variable or label names, otherwise errors will be produced.

(A)

Abs, Acos, Addlw, Addwf, Addwfc, ADin, All_Digital, Andlw, Asin, Asm, Atan, AddressOf

(B)

BankiSel, BankSel, Bc, Bcf, Bin, Bin1, Bin10, Bin11, Bin12, Bin13, Bin14, Bin15, Bin16, Bin17, Bin18, Bin19, Bin2, Bin20, Bin21, Bin22, Bin23, Bin24, Bin25, Bin26, Bin27, Bin28, Bin29, Bin3, Bin30, Bin31, Bin32, Bin4, Bin5, Bin6, Bin7, Bin8, Bin9, Bit, Bn, Bnc, Bnn, Bnov, Bnz, Bound, Bov, Box, Bra, Branch, Branchl, Break, Brestart, Bsf, Bstart, Bstop, Btfsc, Btfss, Btg, BusAck, Busin, Busout, Button, Byte, Bz, Bit_Bit, Bit_Byte, Bit_Dword, Bit_Float, Bit_Word, Bit_Wreg, Byte_Bit, Byte_Byte, Byte_Dword, Byte_Float, Byte_Word, Byte_Wreg, Brw

(C)

Call, Case, Cblock, Cdata, Cerase, Chr\$, Circle, Clear, ClearBit, PinClear, Clrf, Clrw, Cls, Code, Comf, Config, Constant, Context, Continue, Core, Cos, Count, Counter, Cpfseq, Cpfsqt, Cpfslt, Cread, Cread8, Cread16, Cread24, Cread32, Cursor, Cwrite, Callw, cPtr8, cPtr16, cPtr24, cPtr32

(D)

Da, Daw, Db, Dc, Dcd, Dcfsnz, De, Default, Dword_Bit, Dword_Byte, Dword_Dword, Dword_Float, Dword_Word, Dword_Wreg, Debug_Req, Debugin, Dec, Dec0, Dec1, Dec1, Dec10, Dec2, Dec2, Dec3, Dec3, Dec4, Dec4, Dec5, Dec5, Dec6, Dec6, Dec7, Dec7, Dec8, Dec8, Dec9, Decf, Decfsz, Declare, Decrement, Define, DelayMs, DelayUs, DelayCs, Device, Dig, Dim, Disable, Div32, Djc, Djnc, Djnz, Djz, Dt, DTMFout, Dw, Dword, Do

(E)

Edata, Else, Elself, Enable, End, EndAsm, EndIf, EndM, EndSelect, EndProc, EndSub, Equ, Eread, Error, ErrorLevel, Ewrite, ExitM, Exp, Expand, ExitProc, ExitSub

(F)

Fill, Float, Flash, Flash8, Flash16, Flash24, Flash32, FlashF, Font_Addr, For, Freqout, Float_Bit, Float_Byte, Float_Dword, Float_Float, Float_Word, Float_Wreg

(G)

GetBit, GoSub, GoTo

(H)

HbRestart, HbStart, HbStop, HbusAck, Hbusin, Hbusout, Hex, Hex1, Hex2, Hex3, Hex4, Hex4, Hex5, Hex6, Hex7, Hex8, High, High_Int_Sub_End, High_Int_Sub_Start, HPWM, HRsin, HRsin2, HRsin3, HRsin4, HRsout, HRsout2, HRsout3, HRsout4, HRsoutLn, HRsout2Ln, HRsout3Ln, HRsout4Ln, HSerin, HSerin2, HSerin3, HSerin4, HSerout, HSerout2, HSerout3, HSerout4, HSeroutLn, HSerout2Ln, HSerout3Ln, HSerout4Ln, Hserial1_ChangeBaud, Hserial2_ChangeBaud, Hserial3_ChangeBaud, Hserial4_ChangeBaud

(I)

I2Cin, I2Cout, I2CWrite, I2CRead, ICD_Req, Icos, Idata, If, Ijc, Ijnc, Ijnz, Ijz, Inc, Incf, Incfsz, Include, Increment, Infsnz, Inkey, Input, Int_Sub_End, Int_Sub_Start, Iorlw, Iorwf, Isin, ISqr

(L)

Label_Word, LCDread, LCDwrite, LData, Left\$, Len, Let, Lfsr, Lslf, Lsrf, Line, LineTo, LoadBit, Local, Log, Log10, LookDown, LookDownL, LookUp, LookUpL, Low, Long, Low_Int_Sub_End, Low_Int_Sub_Start, Lread, Lread8, Lread16, Lread24, Lread32, Lread64, Loop, Long

(M)

Mid\$, Movf, Movff, Movffl, Movlw, Movwf, Mullw, Mulwf, Movwi, Moviw, Movlb, Movlp

(N)

Ncd, Negf, Next, Nop, Num_Bit, Num_Byte, Num_Dword, Num_Float, Num_FSR, Num_FSR0, Num_FSR1, Num_FSR2, Num_Word, Num_Wreg

(O)

On_Hard_Interrupt, On_Hardware_Interrupt, On_Interrupt, On_Low_Interrupt, On_Soft_Interrupt, On_Software_Interrupt, Oread, Org, Output, Owrite

(P)

Page, PageSel, Pixel, Plot, PinMode, PinGet, PinSet, PinClear, PinOutput, PinInput, Pop, PORTB_Pullups, Pot, Pow, Print, Proc, Prm_1, Prm_10, Prm_11, Prm_12, Prm_13, Prm_14, Prm_15, Prm_2, Prm_3, Prm_4, Prm_5, Prm_6, Prm_7, Prm_8, Prm_9, Prm_Count, PulsIn, PulsIn, PulseOut, Push, PWM, Ptr8, Ptr16, Ptr24, Ptr32, Pin_A0, Pin_A1, Pin_A2, Pin_A3, Pin_A4, Pin_A5, Pin_A6, Pin_A7, Pin_B0, Pin_B1, Pin_B2, Pin_B3, Pin_B4, Pin_B5, Pin_B6, Pin_B7, Pin_C0, Pin_C1, Pin_C2, Pin_C3, Pin_C4, Pin_C5, Pin_C6, Pin_C7, Pin_D0, Pin_D1, Pin_D2, Pin_D3, Pin_D4, Pin_D5, Pin_D6, Pin_D7, Pin_E0, Pin_E1, Pin_E2, Pin_E3, Pin_E4, Pin_E5, Pin_E6, Pin_E7, Pin_F0, Pin_F1, Pin_F2, Pin_F3, Pin_F4, Pin_F5, Pin_F6, Pin_F7, Pin_G0, Pin_G1, Pin_G2, Pin_G3, Pin_G4, Pin_G5, Pin_G6, Pin_G7, Pin_H0, Pin_H1, Pin_H2, Pin_H3, Pin_H4, Pin_H5, Pin_H6, Pin_H7, Pin_J0, Pin_J1, Pin_J2, Pin_J3, Pin_J4, Pin_J5, Pin_J6, Pin_J7, Pin_K0, Pin_K1, Pin_K2, Pin_K3, Pin_K4, Pin_K5, Pin_K6, Pin_K7, Pin_L0, Pin_L1, Pin_L2, Pin_L3, Pin_L4, Pin_L5, Pin_L6, Pin_L7

(R)

RAM_Bank, Random, RC5in, RCall, RCin, Rem, Rep, Repeat, Res, Reset_Bank, Resume, Retfie, Retlw, Return, Return_Type, Return_Var, Rev, Right\$, Rlcf, Rlf, Rlncf, Rol, Ror, Rrcf, Rrf, Rrncf, Rsin, Rsin_Mode, Rsin_Pin, Return_Bit, Return_Byte, Return_Dword, Return_Float, Return_Word, Return_Wreg

(S)

Seed, Select, Serial_Baud, Serial_Data, Serin, Serout, Servo, Set, Set_Bank, Set_OSCCAL, SetBit, PinSet, Setf, Shin, Shout, Sin, SizeOf, Sleep, Snooze, SonyIn, Sound, Sound2, Sqr, Step, Stop, Str, Strn, Str\$, String, Strn, Subfwb, Sublw, Subwf, Subwfb, Swap, Swapf, Symbol, Sbyte, Sword, Sdword, Sub

(T)

Tan, Tblrd, Tblwt, Tern, Then, To, Toggle, ToLower, Toshiba_Command, Toshiba_UDG, ToUpper, Tstfsz

(U)

Udata, UnPlot, Until, Upper, USB_Type, USBin, USBin_Buffer_Length, USBin_Buffer_Start, USBinit, USBout, USBpoll, USBService

(V)

Val, Var, Variable, VarPtr

(W)

Wait, Warnings, WatchDog, Wend, While, Word, Write, Word_Bit, Word_Byte, Word_Dword, Word_Float, Word_Word, Word_Wreg, Wreg_Bit, Wreg_Byte, Wreg_Dword, Wreg_Float, Wreg_Word

(X)

Xin, Xorlw, Xorwf, Xout, Xtal

_adc, _adcsres, _code, _core, _defined, _device, _eeprom, _flash, _mssp, _ports, _ram, _uart
_usb, _xtal