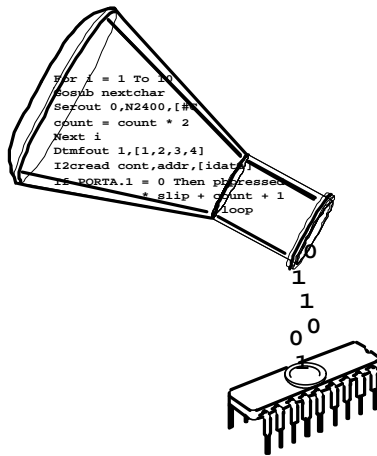


PicBasic Compiler



microEngineering Labs, Inc.

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PicBasic Compiler

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1. Introduction

The PicBasic Compiler (or PBC) makes it quick and easy for you to program Microchip Technology's powerful PICmicro microcontrollers (MCUs). The English-like BASIC language is much easier to read and write than the quirky Microchip assembly language.

PBC also allows programs written for the original BASIC Stamp I to be compiled for direct execution on members of the PICmicro MCU family of microcontrollers. Why would you want to do this?

Speed

Since PBC programs execute directly from the code space of the PICmicro MCU rather than being fetched from a serial EEPROM, PBC programs execute much faster than equivalent programs on a BASIC Stamp. In fact, some instructions execute hundreds of times faster!

Cost

Why pay \$34 per project or, worse yet, per product? PBC allows programs to be compiled directly into PICmicro MCUs costing \$2 to \$10. With this kind of savings, the investment in the PicBasic Compiler and a PICmicro MCU programmer could easily pay for itself after only a few projects. Better yet, this lower cost could turn what was just a good idea into a viable and competitive product.

Program Size

There is no fixed limit on the number of statements a program can have. Maximum program length is dependent upon how many different instructions are used (i.e. the number of different library routines that must be loaded) and the code space available in the particular PICmicro MCU.

PICmicro MCU Hardware

PBC defaults to create files that run on a PIC16F84 (or PIC16F84A) clocked at 4MHz. Only a minimum of other parts are necessary: 2 22pf capacitors for the 4MHz crystal, a 4.7K pull-up resistor tied to the /MCLR pin and a suitable 5- volt power supply.

Many PICmicro MCUs other than the 16F84 may be used with the PicBasic Compiler. However, the PicBasic Compiler will not work with the older 16C5x series PICmicro MCUs. The 16C5x only provides a two level stack. The PicBasic Compiler requires the 8 level stack provided by the newer PICmicro MCUs.

1.1. About This Manual

This manual cannot be a full treatise on the BASIC language. It describes the PicBasic Compiler instruction set and provides examples on how to use it. If you are not familiar with BASIC programming, you should acquire a book on the topic. Or just jump right in. BASIC is designed as an easy-to-use language and there are additional example programs on the disk and web site that can help get you started.

The next section of this manual covers installing the PicBasic Compiler and writing your first program. Following is a section that describes different options for compiling programs.

Programming basics are covered next, followed by a reference section listing each PicBasic command in detail. The reference section shows each command prototype, a description of the command and some examples. Curly brackets, {}, indicate optional parameters.

The remainder of the manual provides information for advanced programmers - all the inner workings of the compiler.

2. Compiler Basics

2.1. The PICmicro MCUs

The PicBasic Compiler produces code that may be programmed into a wide variety of PICmicro microcontrollers having from 8 to 40 or more pins and various on-chip features including A/D converters and hardware timers and serial ports.

There are some PICmicro MCUs that will not work with the PicBasic Compiler, notably the PIC16C5x series including the PIC16C54 and PIC16C58. These PICmicro MCUs are based on the older 12-bit core rather than the more current 14-bit core. The PicBasic Compiler requires some of the features only available with the 14-bit core, the foremost of which being the 8-level stack.

There are many, many PICmicro MCUs, some pin compatible with the '5x series, that may be used with the PicBasic Compiler. Currently, the list includes the PIC12C671, 672, PIC14C000, PIC16C554, 558, 61, 62(AB), 620(A), 621(A), 622(A), 63(A), 64(A), 642, 65(AB), 66, 662, 67, 71, 710, 711, 712, 715, 716, 717, 72(A), 73(AB), 74(AB), 76, 77, 770, 771, 773, 774, 84, 923, 924, PIC16F627, 628, 83, 84(A), 870, 871, 872, 873, 874, 876 and 877. See the `READ.ME` file for the latest chip support list. For direct replacement of a PIC16C54, 56 or 58, the PIC16C554, 558, 620(A), 621(A) and 622(A) work well with the compiler and are very nearly the same price.*

For general purpose PICmicro MCU development using the PicBasic Compiler, the PIC16F84 and PIC16F628 are the current PICmicro MCUs of choice. These 18-pin microcontrollers uses flash technology to allow rapid erasing and reprogramming to speed program debugging. With the click of the mouse in the programming software, the PICmicro MCU can be instantly erased and then reprogrammed again and again. Other PICmicro MCUs in the 12C67x, 14C000 and 16Cxxx series are either one-time programmable (OTP) or have a quartz window in the top (JW) to allow erasure by exposure to ultraviolet light for several minutes.

The PIC16F84 also contains 64 bytes (128 bytes for the PIC16F628) of non-volatile data EEPROM memory that can be used to store program data and other parameters even when the power is turned off. This data area can be accessed simply by using the PicBasic Compiler's `READ`

and **WRITE** commands. (Program code is always permanently stored in the PICmicro MCU's code space whether the power is on or off.)

By using the 'F84 for initial program testing, the debugging process may be sped along. Once the main routines of a program are operating satisfactorily, a PICmicro MCU with more capabilities or expanded features of the compiler may be utilized.

While many PICmicro MCU features will be discussed in this manual, for full PICmicro MCU information it is necessary to obtain the appropriate PICmicro MCU Data Sheets or the CD-ROM from Microchip Technology. Refer to Appendix B for contact information.

*Selling price is dictated by Microchip Technology Inc. and its distributors.

2.2. The Pins

Pins used by PicBasic Compiler commands are numbered 0 - 7 as with the BASIC Stamp I. These pins are mapped onto PICmicro MCU hardware port B such that **Pin0** refers to PORTB pin 0 or simply PORTB.0 (or RB0), **Pin1** refers to PORTB.1 and so forth up to **Pin7** referring PORTB.7. The pin number, 0 - 7, has nothing to do with the physical pin number of a PICmicro MCU. Depending on the particular PICmicro MCU, **Pin0** could be physical pin 6, 21 or 33, but in every case it is PORTB.0.

PicBasic instructions that reference a pin number such as **HIGH** or **LOW** want only the pin number 0 - 7, eg. `High 3` (set **Pin3** high). If `High Pin3` is entered instead, the results are unexpected. Always use only the number or a **SYMBOL** that equates to a number with pin manipulation instructions.

On the other hand, if the current state of a pin is required, to read a switch for example, the whole pin name would be used, eg. `If Pin4 = 0 Then loop`. In this case the state of **Pin4** (PORTB.4) is read and if it is low (0) the program jumps to the label `loop`:. If **Pin4** is high (1), the program continues with the next instruction after the `If . . Then`.

All of the pins may be set at the same time using the predefined variable **Pins**. For example, `Pins = 255` sets all of the pins high. The variable **DirS** is also predefined to allow setting of the pin's directions.

There are only 8 pins, `Pin0` - `Pin7`, defined by the BS1 while a PICmicro MCU may have 13, 22, 33 or more actual I/O pins. Some library routines such as `I2COUT` make use of some of these additional I/O pins automatically. For access to other I/O pins, the `PEEK` and `POKE` instructions were created.

2.3. Software Installation

The included software should be copied to your hard drive before use. Create a subdirectory on your hard drive called `PBC` or another name of your choosing by typing:

```
md c:\pbc
```

at the DOS prompt. Copy all of the files from the included diskette into the newly created subdirectory by typing:

```
xcopy /s a:*. * c:\pbc
```

The `/s` option will insure that all of the necessary subdirectories will be created within The PBC subdirectory.

Alternatively, `INSTALL.BAT` can be run to perform the same steps. If the PBC subdirectory already exists, you will get an error message and the installation will continue.

Please see the `READ.ME` file on the disk for additional information.

2.4. Getting Started

For operation of the PicBasic Compiler you'll need a text editor or word processor for creation of your BASIC source file, some sort of PICmicro MCU programmer such as our EPIC Plus PICmicro Programmer, and the PicBasic Compiler itself. Of course you also need a PC to run it all on.

The sequence of events goes something like this:

First you create the BASIC source file for the program using your favorite text editor or word processor. If you don't have a favorite, `DOS EDIT` (included with MS-DOS) or Windows `NOTEPAD` (included with

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Windows) may be substituted. The source file name should end with (but isn't required to) the extension `.BAS`.

The text file that is created must be pure ASCII text. It must not contain any special codes that might be inserted by word processors for their own purposes. You are usually given the option of saving the file as pure DOS or ASCII text by most word processors.

The following program provides a good first test of a PICmicro MCU in the real world. You may type it in or you can simply grab it from the `SAMPLES` subdirectory included on the original PicBasic Compiler distribution disk. The file is named `BLINK.BAS`. The BASIC source file should be created in or moved to the same directory where the `PBC.EXE` file is located.

'Example program to blink an LED connected to PORTB.0 about once a second

```
loop: High 0      'Turn on LED
        Pause 500 'Delay for .5 seconds

        Low 0     'Turn off LED
        Pause 500 'Delay for .5 seconds

        Goto loop 'Go back and blink LED forever
End
```

Once you are satisfied that the program you have written will work flawlessly, you can execute the PicBasic Compiler by entering `PBC` followed by the name of your text file at a DOS prompt. For example, if the text file you created is named `BLINK.BAS`, at the DOS command prompt enter:

```
PBC blink
```

The compiler will display an initialization (copyright) message and process your file. If it likes your file, it will create an assembler source code file (in this case named `BLINK.ASM`) and automatically invoke its assembler to complete the task. If all goes well, the final PICmicro MCU code file will be created (in this case, `BLINK.HEX`). If you have made the compiler unhappy, it will issue a string of errors that will need to be corrected in your BASIC source file before you try compilation again.

To help ensure that your original file is flawless, it is best to start by writing and testing a short piece of your program, rather than to write the entire 100,000 line monolith all at once and then try to debug it from end to end.

The PicBasic Compiler defaults to creating code for the PIC16F84. To compile code for PICmicro MCUs other than the 'F84, simply use the `-P` command line option described later in the manual to specify a different target processor. For example, if you intend to run the above program, `BLINK.BAS`, on a PIC16C74, compile it using the command:

```
PBC -p16C74 blink
```

2.5. Program That PICmicro MCU

There are two steps left - putting your compiled program into the PICmicro MCU microcontroller and testing it.

The PicBasic Compiler generates standard 8-bit Merged Intel HEX (.HEX) files that may be used with any PICmicro MCU programmer including our EPIC Plus PICmicro Programmer. PICmicro MCUs cannot be programmed with the BASIC Stamp programming cables.

The following is an example of how a PICmicro MCU may be programmed using our EPIC Programmer.

Make sure there are no PICmicro MCUs installed in the EPIC Programmer programming socket or any attached adapters.

Hook the EPIC Programmer to the PC parallel printer port using a DB25 male to DB25 female printer extension cable.

Plug the AC adapter into the wall and then into the EPIC Programmer (or attach 2 fresh 9-volt batteries to the programmer and connect the "Batt ON" jumper.)

The LED(s) on the EPIC Programmer may be on or off at this point. Do not insert a PICmicro MCU into the programming socket when an LED is on or before the programming software has been started.

PicBasic Compiler

From Windows, start EPICWin. EPICWin is the 32-bit Windows version of the programming software and should be used with Windows 95, 98, ME, NT, 2000 or XP.

If you only have DOS or Windows 3.1, use the DOS version of EPIC. The EPIC DOS software should be run from a pure DOS session. The EPIC DOS software only supports a limited number of PICmicro MCUs. Use EPICWin for programming the latest PICmicro microcontrollers. See the EPIC readme file for the complete support list.

The EPIC software will take a look around to find where the EPIC Programmer is attached and get it ready to program a PICmicro MCU. If the EPIC Programmer is not found, check all of the above connections and verify that there is not a PICmicro MCU or any adapter connected to the programmer.

Once the programming screen is displayed, use the mouse to click on Open file. Select `BLINK.HEX` or another file you would like to program into the PICmicro MCU from the dialog box.

The file will load and you can look at the Code window to see your PICmicro MCU program code. You should also look at the Configuration window and verify that it is as desired before proceeding.

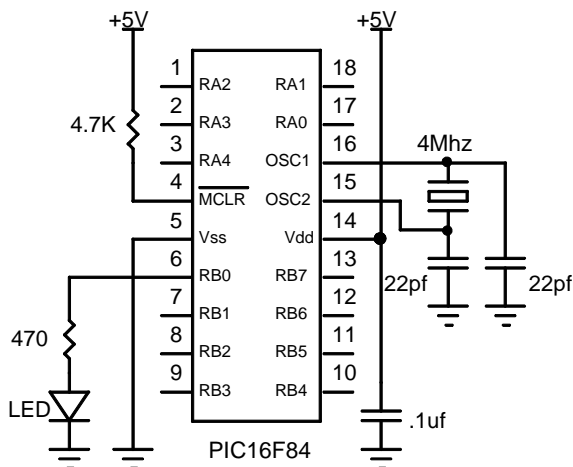
In general, the Oscillator should be set to XT for a 4MHz crystal and the Watchdog Timer should be set to ON for PicBasic programs. Most importantly, **Code Protect** should be **OFF** when programming any windowed (JW) PICmicro MCUs. You may not be able to erase a windowed PICmicro MCU that has been code protected. You can find more information on these configuration fuses in the Microchip data sheet for the device you are using.

When it all looks marvelous, it is time to insert a PICmicro MCU into the programming socket and click on Program. The PICmicro MCU will first be checked to make sure it is blank and then your code will be programmed into it. If the PICmicro MCU is not blank and it is a 16F84 or other flash or EEPROM device, you can simply choose to program over it without erasing first.

Once the programming is complete and the LED is off, it is time to test your program.

2.6. It's Alive

The sample schematic below gives you an idea of the few things that need to be connected to the PICmicro MCU to make it work. Basically all you need is a pull-up resistor on the /MCLR line, a 4MHz crystal with 2 capacitors, and some kind of 5-volt power supply. We have added an LED and resistor to provide the output from the BLINK program.



Build and double check this simple circuit on a breadboard and plug in the PICmicro MCU you just programmed. Our line of **PICProto** prototyping boards is perfect for this kind of thing.

Connect a power supply. Your PICmicro MCU should come to life and start blinking the LED about once a second. If it does not blink, check all of the connections and make sure 5 volts is present at the appropriate pins on the PICmicro MCU.

From these simple beginnings, you can create your own world-conquering application.

2.7. I've Got Troubles

The most common problems with getting PICmicro MCUs running involve making sure the few external components are of the appropriate

value and properly connected to the PICmicro MCU. Following are some hints to help get things up and running.

Make sure the /MCLR pin is connected to 5 volts either through some kind of voltage protected reset circuit or simply with a 4.7K resistor. If you leave the pin unconnected, its level floats around and sometimes the PICmicro MCU will work but usually it won't. The PICmicro MCU has an on-chip power-on-reset circuit so in general just an external pull-up resistor is adequate. But in some cases the PICmicro MCU may not power up properly and an external circuit may be necessary. See the Microchip PICmicro MCU data books for more information.

Be sure you have a good crystal with the proper value capacitors connected to it. Capacitor values can be hard to read. If the values are off too much, the oscillator won't start and run properly. A 4MHz crystal with two 22pf (picofarad) ceramic disk capacitors is a good start for most PICmicro MCUs. Once again, check out the Microchip data books for additional thoughts on the matter.

Make sure your power supply is up to the task. While the PICmicro MCU itself consumes very little power, the power supply must be filtered fairly well. If the PICmicro MCU is controlling devices that pull a lot of current from your power supply, they can put enough of a glitch on the supply lines to cause the PICmicro MCU to stop working properly. Even an LED display can create enough of an instantaneous drain to momentarily clobber a small power supply (like a 9-volt battery) and cause the PICmicro MCU to lose its place.

Check the PICmicro MCU data sheets. Some devices have features that can interfere with expected pin operations. The PIC16C62x and 'F62x parts (the 16C620, 621, 622, 16F627 and 628) are a good example of this. These PICmicro MCUs have analog comparators on PORTA. When these chips start up, PORTA is set to analog mode. This makes the pin functions on PORTA work in an unexpected manner. To change the pins to digital, simply add the lines:

```
Symbol CMCON = $1f  
Poke CMCON, 7
```

near the front of your program.

Any PICmicro MCU with analog inputs, such as the PIC12C67x, PIC16C7xx and PIC16F87x series devices, will come up in analog

mode. You must set the pins to digital if that is how you intend to use them:

```
Symbol ADCON1 = $9f
Poke ADCON1, 7
```

Another example of potential disaster is that PORTA, pin 4 exhibits unusual behavior when used as an output. This is because the pin has an open collector output rather than the usual bipolar stage of the rest of the output pins. This means it can pull to ground when set to 0, but it will simply float when set to a 1, instead of going high. To make this pin act in the expected manner, add a pull-up resistor between the pin and 5 volts. The value of the resistor may be between 1K and 33K, depending on the drive necessary for the connected input. This pin acts as any other pin when used as an input.

All of the PICmicro MCU pins are set to inputs on power-up. If you need a pin to be an output, set it to an output, or use a PicBasic command that does it for you. Once again, review the PICmicro MCU data sheets to become familiar with the idiosyncrasies of a particular part.

Start small. Write short programs to test features you are unsure of or might be having trouble with. Once these smaller programs are working properly, you can build on them.

Try doing things a different way. Sometimes what you are trying to do looks like it should work but doesn't, no matter how hard you pound on it. Usually there is more than one way to skin a program. Try approaching the problem from a different angle and maybe enlightenment will ensue.

2.8. Coding Style

Writing readable and maintainable programs is an art. There are a few simple techniques you can follow that may help you become an artist.

2.8.1. Comments

Use lots of comments. Even though it may be perfectly obvious to you what the code is doing as you write it, someone else looking at the program (or even yourself when you are someone else later in life) may not have any idea of what you were trying to achieve. While comments

take up space in your BASIC source file, they do not take up any additional space in the PICmicro MCU so use them freely.

Make the comments tell you something useful about what the program is doing. A comment like "Set Pin0 to 1" simply explains the syntax of the language but does nothing to tell you why you have the need to do this. Something more like "Turn on the Battery Low LED" might be a lot more useful.

A block of comments before a section of code and at the beginning of the program can describe what is about to happen in more detail than just the space remaining after each statement. But don't include a comment block instead of individual line comments - use both.

At the beginning of the program describe what the program is intended to do, who wrote it and when. It may also be useful to list revision information and dates. Even specifying what each pin is connected to can be helpful in remembering what hardware this particular program is designed to run on. If it is intended to be run with a non-standard crystal or special compiler options, be sure to list those.

2.8.2. Symbols

Use **SYMBOL** to make the name of a pin or variable something more coherent than `Pin0` or `B1`. In addition to the liberal use of comments, descriptive pin and variable names can greatly enhance readability. The following code fragment demonstrates:

```
Symbol      BattLED = Pin0      'Assign Pin0 a more
                                     useful name
Symbol      Capacity = B1       'Variable B1 will
                                     contain the remaining
                                     battery capacity

          If Capacity < 10 Then battlow 'If battery
                                     capacity is
                                     low, go
                                     indicate it
          Goto othercode         'Else go do something
                                     else

battlow:    BattLED = 1         'Turn on the Battery Low
                                     LED
```

Goto othercode 'Go about other business

2.8.3. Labels

Labels should also be more meaningful than "label1:" or "here:". Even a label like "loop:" is more descriptive (though only slightly). Usually the line or routine you are jumping to does something unique. Try and give at least a hint of its function with the label, and then follow up with a comment.

2.8.4. GOTO

Finally, try not to use too many **GOTOS**. While the language is not as robust as it might be and **GOTOS** are a necessary evil, try to minimize their use as much as possible. Try to write your code in logical sections and not jump around too much. **GOSUBS** can be helpful in achieving this.

3. Command Line Options

3.1. Usage

The PicBasic Compiler can be invoked from the DOS command line using the following command format :

PBC Options Filename

Zero or more options can be used to modify the manner in which PBC compiles the specified file. *Options* begin with a minus ('-'). The character following the minus is a letter which selects the option. Additional characters may follow if the *Option* requires more information. Each *Option* must be separated by a space though no spaces may occur within an *Option*. Any *Option* not recognized by PBC will generate a fatal error.

The first item not starting with a minus is assumed to be the filename. If no extension is specified and the `-Q` option is not invoked, the default extension `.BAS` is used. If a path is specified, that directory is searched for the named file. Regardless of where the source file is found, files generated by PBC are placed in the current directory.

By default, PBC automatically launches the assembler (`PM.EXE`) if the compilation is performed without error. PBC expects to find `PM.EXE` in the same directory as `PBC.EXE`. If the compilation has errors or the `-s` option is used, PM is not launched.

If PBC is invoked with no parameters or filename, a brief help screen is displayed.

3.2. Options

Option	Description
C	Suppress PBC Extensions
D [†]	Generates Listing, Symbol Table, and Map File
L [†]	Generates Listing
OB [†]	Generates Binary rather than Merged Intel HEX
P##	Specify Target (e.g. PIC16F84)
Q	Forces use of explicit extension for Source Name
S	Skips execution of Assembler when done

† Option is passed directly to PM, if invoked after compilation.

3.2.1. Option -c

In order to given the user options in extending the PBASIC language, PBC provides some additional capabilities above and beyond the original specifications for PBASIC. Commands such as **PEEK** and **POKE**, inline assembly, the **CALL** statement, and additional variables (**w7** through **w39** and **B14** through **B79**) are language extensions. The **-c** option disables these extensions, forcing strict compatibility with original PBASIC on the program being compiled. Using any of these extensions with **-c** will generate errors.

This option is useful mainly for programs developed on the BASIC Stamp I which may have variable names which conflict with extension keywords.

3.2.2. Option -D

The **-D** option causes the assembler to generate a symbol table, a listing and a map file in addition to the normal executable image. See the PICmicro Macro Assembler's manual on disk for more information on the **-D** option.

3.2.3. Option **-L**

The **-L** option causes the assembler to generate a listing in addition to the normal executable image. See the PICmicro Macro Assembler's manual on disk for more information on the **-L** option.

Unlike PM, PBC's **-L** option doesn't allow the user to select an arbitrary name for the listing file.

3.2.4. Option **-OB**

The **-OB** option forces the assembler to generate the program's executable image as binary rather than the normal Merged Intel HEX. See the PICmicro Macro Assembler's manual on disk for more information on the **-OB** option.

3.2.5. Option **-P##**

By default, PBC compiles programs for the PIC16F84. PBC accomplishes this by adding the following line to the beginning of generated programs:

```
include      "B16F84.INC"
```

The **-P** option can be used to select another target from the PICmicro MCU family. For example:

```
PBC -p16F628 filename
```

would generate this line at the start of the program:

```
include      "B16F628.INC"
```

This would allow the generated program to assemble and run on a PIC16F628. Check the `INC` directory for available `B* .INC` files.

3.2.6. Option -Q

Normally, when no extension is explicitly specified for the source filename, the default extension `.BAS` is used. The `-Q` option prevents this and forces the programmer to explicitly define the extension (if any) of the source filename.

3.2.7. Option -s

Normally, when PBC successfully compiles a program, it automatically launches the assembler. This is done to convert the assembler output of PBC to an executable image. The `-s` option prevents this, leaving PCB's output in the generated `.ASM` file.

Since `-s` prevents the assembler from being invoked, options that are simply passed to the assembler (`-D`, `-L`, and `-OB`) are effectively overridden by `-s`.

4. PicBasic Programming

4.1. Comments

All well written programs contain adequate comments, unless you're Microsoft, in which case they're contained on three CD-ROMs. A PBC comment starts with either the **REM** keyword or the single quote (`'`). All following characters on this line are ignored.

4.2. Numeric Constants

PBC allows numeric constants to be defined in the three bases: decimal, binary and hexadecimal. Binary values are defined using the prefix `%` and hexadecimal values using the prefix `$`. Decimal values are the default and require no prefix.

```
100    ` Decimal Value 100
%100   ` Binary Value for Decimal 4
$100   ` Hexadecimal Value for Decimal 256
```

For ease of programming, single characters are converted to their ASCII equivalents. Character constants must be quoted using double quotes and must contain only one character (otherwise, they are string constants).

```
"A"    ` ASCII Value for Decimal 65
"d"    ` ASCII Value for Decimal 100
```

4.3. String Constants

PBC doesn't provide string handling capabilities, but strings can be used with some commands. A string contains one or more characters and is delimited by double quotes. No escape sequences are supported for non-ASCII characters (although most PBC commands have this handling built-in).

```
"Hello" ` String (Short for "H","e","l","l","o")
```

Strings are usually treated as a list of individual character values.

4.4. Identifiers

An identifier is, quite simply, a name. Identifiers are used in PBC for line labels and symbol names. An identifier is any sequence of letters, digits, and underscores, although it must not start with a digit. Identifiers are not case sensitive, thus `label`, `LABEL` and `Label` are all treated as equivalent. And while labels might be any number of characters in length, PBC only recognizes the first 32.

4.5. Line Labels

In order to mark statements that the program might wish to reference with the `goto` or `gosub` commands, PBC uses line labels. Unlike many older BASICs, PBC doesn't allow line numbers and doesn't require that each line be labeled. Rather, any PBC line may start with a line label, which is simply an identifier followed by a colon (`:`).

```
here: serout 0,N2400,("Hello, World!",13,10)
        goto here
```

4.6. Variables

A number of variables have been predefined for temporary data storage in your PicBasic program. Byte-sized variables are named `B0`, `B1`, `B2` and so forth. Word-sized variables are named `w0`, `w1`, `w2` and so forth. These word-sized variables are made up of two byte-sized variables. For example, `w0` consists of `B0` and `B1`; `w1` is made up of `B2` and `B3` and so forth. Any of these variables can, in effect, be renamed using the `SYMBOL` command to have more meaning within your program.

These variables are actually stored in the PICmicro MCU's RAM registers. `B0` is stored in the first available RAM location, \$0C for the PIC16F84 and some of the smaller PICmicro MCUs, or \$20 for the PIC16C74 and other larger PICmicro MCUs. Refer to the Microchip PICmicro MCU data books for the actual location of the start of the RAM registers for a given PICmicro MCU.

The variables are assigned to RAM sequentially up to and including `B21` at which point variables internal to the compiler library subroutines are assigned. These assignments are done in the file `PBH.INC` in the `INC` subdirectory. You may refer to it for additional information.

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For a PICmicro MCU with only 36 bytes of RAM, such as the PIC16C84, the 22 user variable bytes and the internal library variables use all of the RAM that is available. For larger PICmicro MCUs like the PIC16F84 with 68 bytes of RAM and the PIC16C74 with 192 bytes of RAM, additional user variables may be accessed. These variables continue at **B22** and run through **B79** (also **w11** through **w39**.) A particular PICmicro MCU may not have actual RAM at all of these additional locations. If you try to use a variable with no RAM location, the compiler will not generate an error, but your program will not do what you expect. This table lists the highest user variable names that should be used with each PICmicro MCU:

BASIC Stamp I	B13	W6
PIC16C61	B21	W10
PIC16C71		
PIC16C710		
PIC16C84		
PIC16F83		
PIC16C711	B51	W25
PIC16F84		
PIC16C554	B63	W31
PIC16C620		
PIC16C621		
All other supported PICmicro MCUs	B79	W39

The first two bytes, **B0** and **B1**, may also be used as bit variables: **Bit0**, **Bit1**, ..., **Bit15**.

Additionally, the variable names **Port**, **Dir**s and **Pins** are predefined. **Pins** references PICmicro MCU hardware PORTB. **Dir**s references

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the data direction register for PICmicro MCU hardware PORTB (TRISB). A **Dir** of 0 sets its associated **Pin** to an input and a **Dir** of 1 sets its associated **Pin** to an output. Most instructions set the **Pin**'s direction automatically. **Port** is a word variable that combines **Pins** and **Dirs**. Like **w0**, these are overlaid and can be referenced as bits (**Pin0**, **Pin1...** and **Dir0**, **Dir1...**).

When powered up or reset, **Dirs** is set to \$00 (all pins input) and all other variables are set to \$00. All variable values are unsigned. Thus, bits have the value 0 or 1, bytes 0 to 255, and words 0 to 65535.

The following table lists the predefined variables:

Word Variables	Byte Variables	Bit Variables
w0	B0	Bit0, Bit1, ... Bit7
	B1	Bit8, Bit9, ... Bit15
w1	B2	
	B3	
w2	B4	
	B5	
...	...	
	...	
w39	B78	
	B79	
Port	Pins	Pin0, Pin1, ... Pin7
	Dirs	Dir0, Dir1, ... Dir7

While the use of fixed names might seem to be limiting and lead to ugly programs, these variables may be given more useful names via the **SYMBOL** statement.

4.7. Symbols

In order to make programs more readable, PBC allows the user to define his own symbols. These symbols may be used to represent constants, variables or other symbols. They may not be used for line labels. Only one symbol may be defined per **SYMBOL** statement.

Symbol	Ten = 10	` Symbolic Constants
Symbol	Count = W3	` Named Word Variable
Symbol	BitVar = BIT0	` Named Bit Variable
Symbol	Alias = BitVar	` An Alias for BitVar

4.8. Multi-statement Lines

In order to allow more compact programs and logical grouping of related commands, PBC supports the use of the colon (:) to separate statements placed on the same line. Thus, the following two examples are equivalent:

```
W2 = W0
W0 = W1
W1 = W2
```

is the same as:

```
W2 = W0 : W0 = W1 : W1 = W2
```

This does not, however, change the size of the generated code.

5. PicBasic Statement Reference

BRANCH	Computed GOTO (equiv. to ON..GOTO).
BUTTON	Debounce and auto-repeat input on specified pin.
CALL	Call assembly language subroutine at specified label.†
DEBUG	Debugging statement (Ignored by PBC).
EEPROM	Define initial contents of on-chip EEPROM.
END	Stop execution and enter low power mode.
FOR . . NEXT	Repeatedly execute statement(s).
GOSUB	Call BASIC subroutine at specified label.
GOTO	Continue execution at specified label.
HIGH	Make pin output high.
I2CIN	Read bytes from I ² C device.†
I2COUT	Write bytes to I ² C device.†
IF . . THEN	GOTO if specified condition is true.
INPUT	Make pin an input.
[LET]	Perform math and assign result to variable.
LOOKDOWN	Search table for value.
LOOKUP	Fetch value from table.
LOW	Make pin output low.
NAP	Power down processor for short period of time.
OUTPUT	Make pin output.
PAUSE	Delay (1mSec resolution).
PEEK	Read byte from PICmicro MCU register.†
POKE	Write byte to PICmicro MCU register.†
POT	Read potentiometer on specified pin.
PULSIN	Measure pulse width (10uSec resolution).
PULSOUT	Generate pulse (10uSec resolution).
PWM	Output pulse width modulated pulse train to pin.
RANDOM	Generate pseudo-random number.
READ	Read byte from on-chip EEPROM.
RETURN	Continue execution at statement following GOSUB .
REVERSE	Make output pin an input or an input pin an output.
SERIN	Asynchronous serial input (8N1).
SEROUT	Asynchronous serial output (8N1).
SLEEP	Power down processor.
SOUND	Generate tone or white-noise on specified pin.
TOGGLE	Make pin output and toggle state.
WRITE	Write byte to on-chip EEPROM.

† PicBasic language extension not found in PBASIC.

5.1. BRANCH

BRANCH *Offset*,(*Label*{, *Label*})

Uses *Offset* to index into the list of labels. Execution resumes at the indexed label. For example, if *Offset* is zero, execution resumes at the first label specified in the list. If *Offset* is one, at the second label. And so on. If *Offset* is equal to or greater than the number of labels, no action is taken and execution resumes with the following statement.

```
Branch B10,(label1,label2,label3)    `If B10=0
                                        goto label1;
                                        if B10=1
                                        goto label2;
                                        if B10=2
                                        goto label3
```

5.2. BUTTON

BUTTON *Pin, Down, Delay, Rate, Var, Action, Label*

Read input, perform debounce and auto-repeat on *Pin*.

Pin Pin number (0..7).

Down State of pin when button is pressed (0..1).

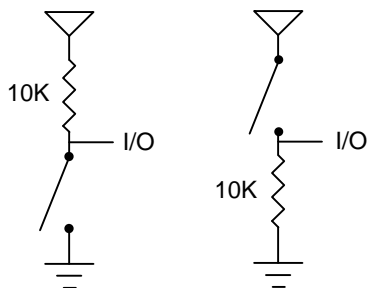
Delay Cycle count before auto-repeat starts (0..255). If 0, no debounce or auto-repeat is performed. If 255, debounce, but no auto-repeat, is performed.

Rate Auto-repeat rate (0..255).

Var Byte variable used for delay/repeat countdown. Should be initialized to 0 prior to use.

Action State of button to perform GOTO (0 if not pressed, 1 if pressed).

Label Execution resumes at this label if *Action* is true.



Button 2,0,100,10,B0,0,skip `Check for button
pressed on Pin2
and goto skip if
not

5.3. CALL

CALL *Label*

Executes the assembly language subroutine named *Label*. **CALL** is a PicBasic Compiler statement and is not supported on the BASIC Stamp. See the section on assembly language for more information.

Call pass 'Call assembly language subroutine
 named pass

5.4. DEBUG

PBC does not support the PBASIC `DEBUG` statement. PBC will, however, parse `DEBUG` statements correctly and report syntax errors.

5.5. EEPROM

```
EEPROM { Location, } ( Constant{, Constant} )
```

Stores constants in consecutive bytes in on-chip EEPROM. If the optional *location* value is omitted, the first **EEPROM** statement starts storing at address 0 and subsequent statements store at the following locations. If the *location* value is specified, it specifies the location where these values are stored.

Constant can be a numeric constant or a string constant. Only the least significant byte of numeric values are stored. Strings are stored as consecutive bytes of ASCII values. No length or terminator is added automatically.

EEPROM only works with PICmicro MCUs with on-chip EEPROM such as the PIC16F84 and PIC16F628. The data is stored in the EEPROM space at the time the PICmicro MCU is programmed, not each time the program is run.

```
Eeprom 5,(10,20,30)    `Store 10, 20 and 30  
                        starting at EEPROM  
                        location 5
```

5.6. END

END

Stops program execution and enters the low power mode by executing continuous **NAP** commands.

End

5.7. FOR..NEXT

```

FOR Index = Start TO End { STEP { - } Inc }
      { Body }
NEXT { Index }
    
```

The **FOR . .NEXT** loop allows PBC programs to executes a number of statements (the *Body*) some number of times using a variable as an index. Due to its complexity and versatility, **FOR . .NEXT** is best described step by step:

- 1) The value of *Start* is assigned to the index variable, *Index*. *Index* can be a variable of any type.
- 2) The *Body* is executed. The *Body* is optional and can be omitted (perhaps for a delay loop).
- 3) The value of *Inc* is added to (or subtracted from) *Index*. If no **STEP** clause is defined, *Index* is incremented by one.
- 4) If *Index* is still between *Start* and *End* (inclusive), execution resumes at Step 2.

All loop calculations are performed using 16-bit arithmetic.

```

For B6 = 1 to 10           'Count from 1 to 10
      Serout 0,N2400,(#B6," ") 'Send each
                                number to
                                Pin0
                                serially
Next B6                    'Go back to top of For
                                and do next count
      Serout 0,N2400,(10)    'Send a linefeed
    
```

5.8. GOSUB

GOSUB *Label*

Executes the statements at *Label*. Unlike **GOTO**, when the **RETURN** statement is reached, execution resumes with the statement following the **GOSUB** statement. The code between *Label* and the **RETURN** statement is called a subroutine.

Subroutines can be nested. In other words, it is possible for a subroutine to call other subroutines. Such nesting should be restricted to no more than four levels deep.

```
Gosub beep  `Execute subroutine named beep
...
beep: High 0      `Turn on LED connected to Pin0
      Sound 1,(80,10)  `Beep speaker connected to
                        Pin1
      Low 0        `Turn off LED connected to Pin0
      Return      `Go back to main routine that called
                  us
```

5.9. GOTO

GOTO *Label*

Program execution continues with the statements at *Label*.

```
      Goto send    'Jump to statement labeled send
      ...
send: Serout 0,N2400,("Hi")    'Send "Hi" out Pin0
                                serially
```

5.10. HIGH

HIGH *Pin*

Makes the specified pin output high. The pin is automatically made an output pin. Only the pin number itself, i.e. 0 to 7, is specified (i.e. **NOT Pin0.**)

```
High 0      'Make Pin0 an output and set it high  
           (~5 volts)
```

5.11. I2CIN

I2CIN *Control, Address, Var{, Var}*

Sends *Control* and *Address* out the I²C clock and data lines and puts the byte(s) received into *Var*.

I2CIN and **I2COUT** can be used to read and write data to a serial EEPROM with a 2-wire I²C interface such as the Microchip 24LC01B, 24LC02B and similar devices. This allows data to be stored in non-volatile memory so that it can be maintained even after the power is turned off. These commands operate in the I²C master byte read and write modes and may also be used to talk to other devices with an I²C interface like temperature sensors and A/D converters.

The lower 7 bits of the *Control* byte contain the control code along with chip select or additional address information, depending on the particular device. The high order bit is a flag indicating whether the following *Address* is to be sent as an 8 bit or 16 bit address. If this flag is low, the *Address* is sent as 8 bits. The control code for a serial EEPROM is usually %1010.

For example, when communicating with a 24LC01B, the *Address* required is 8 bits, the control code is %1010 and the chip select is unused so the *Control* byte would be %01010000 or \$50. Formats of *Control* bytes for some of the different parts follow:

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Device	Capacity	Control	Address size
24LC01B	128 bytes	%01010xxx	8 bits
24LC02B	256 bytes	%01010xxx	8 bits
24LC04B	512 bytes	%01010xxb	8 bits
24LC08B	1K bytes	%01010xbb	8 bits
24LC16B	2K bytes	%01010bbb	8 bits
24LC32B	4K bytes	%11010ddd	16 bits
24LC65	8K bytes	%11010ddd	16 bits

bbb = block select (high order address) bits

ddd = device select bits

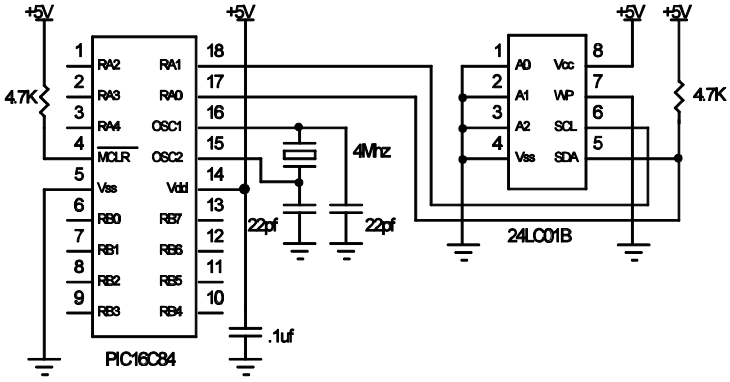
xxx = don't care

See the Microchip Non-Volatile Memory Products Data Book for more information on these and other devices that may be used with the `I2CIN` and `I2COUT` commands.

The I²C data and clock lines are predefined in the main library as PortA.0 and PortA.1 respectively. This gets them out of the way of the PortB pins and makes it unnecessary to define them in each `I2CIN` or `I2COUT` statement. They may be assigned to different pins by simply changing the equates at the beginning of the I²C routines in the file PBL.INC.

The I²C data line should be pulled up to Vcc with a 4.7K resistor per the following schematic as it is run in a bi-directional open-collector manner.

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```

Symbol          con = %01010000
Symbol          addr = B5
                addr = 17          ` Set address to 17
                I2Cin con,addr,B2 ` Read data at address
                                   17 into B2
    
```

5.12. I2COUT

I2COUT *Control, Address, (Value{, Value })*

I2COUT sends *Control* and *Address* out the I²C clock and data lines followed by *Value*.

When writing to a serial EEPROM it is necessary to wait 10ms (device dependent) for the write to complete before attempting communication with the device again. If a subsequent **I2CIN** or **I2COUT** is attempted before the write is complete, the access will be ignored.

While a single **I2COUT** statement may be used to write multiple bytes at once, doing so would violate the above write timing requirement for serial EEPROMs. The multiple byte write feature may be useful with I²C devices other than serial EEPROMs that don't have to wait between writes.

See the **I2CIN** command above for the rest of the story.

```
Symbol      con = %01010000
Symbol      addr = B5

addr = 17   ` Set address to 17
I2Cout con,addr,(56)   ` Send the byte 56
                        to address 17
Pause 10    ` Wait 10ms for write to
            complete
addr = 127  ` Set address to 127
I2Cout con,addr,(B12) ` Send the byte in
                        B12 to address 127
Pause 10    ` Wait 10ms for write to
            complete
```

5.13. IF..THEN

IF *Comp* { **AND/OR** *Comp* } **THEN** *Label*

Performs one or more comparisons. Each *Comp* term can relate a variable to a constant or other variable and must be in the following form:

Var (< | <= | = | <> | >= | >) *Value*

All comparisons are unsigned since PBC only supports unsigned types. A variable must occur on the left.

The **THEN** in an **IF..THEN** is essentially a **GOTO**. If the condition is true, the program will **GOTO** the label after the **THEN**. If the condition evaluates to false, the program will continue at the next line after the **IF..THEN**. Another statement may not be placed after the **THEN**, it must be a label.

```
If Pin0 = 0 Then pushd  'If button connected to
                          Pin0 is pushed (0), jump
                          to label pushd
If B0 >= 40 Then old    'If the value in
                          variable B0 is greater
                          than or equal to 40,
                          jump to old
```

5.14. INPUT

INPUT *Pin*

Makes the specified pin an input. Only the pin number itself, i.e. 0 to 7, is specified (i.e. **NOT** `Pin0.`)

```
Input 1      `Make Pin1 an input
```

5.15. {LET}

{ **LET** } *Var* = { - } *Value* { *Op Value* }

Assigns a value to a variable. The value may be a constant, the value of another variable or the result of one or more binary operations. The operations are performed strictly left to right and all operations are performed with 16-bit precision. Unary negation may only be performed on the first value. The operators supported are:

+	Addition
-	Subtraction
*	Multiplication
**	MSB of Multiplication
/	Division
//	Remainder
MIN	Minimum
MAX	Maximum
&	Bitwise AND
	Bitwise OR
^	Bitwise XOR
&/	Bitwise AND NOT
/	Bitwise OR NOT
^/	Bitwise XOR NOT

```

Let B0 = 27 `Assign variable B0 the value 27
        ("Let" is optional)
B1 = B0 / 2 `Assign variable B1 B0's value
           shifted right one bit (divided by 2)
Pin2 = 0   `Make Pin2 low (does not set Pin2 to
           an output)
    
```

5.15.1. Multiplication

PBC performs 16x16 multiplication. The '*' operator returns the lower 16 bits of the 32-bit result. This is the typical multiplication found in most programming languages. The '**' operator returns the upper 16 bits of the 32-bit result. These two operators can be used in conjunction to perform 16x16 multiplication to produce 32-bit results.

```
W1 = W0 * 1000      `Multiply value in W0 by 1000
                    and place the result in W1
W2 = W1 ** W0       `Multiply W1 by W0 and place
                    the high order 16 bits (which
                    may be 0) in W2
```

5.15.2. Bitwise NOT Operators

Along with the normal bitwise binary operators (**AND**, **OR**, **XOR**), PBC also supports **NOT** versions. These versions perform a bitwise complement on the right-hand value prior to performing the operation.

```
B3 = B3 &/ %11110000    `Same as B3 = B3 &
                        %00001111
```

5.16. LOOKDOWN

LOOKDOWN *Search*, (*Constant*{, *Constant*}), *Var*

The **LOOKDOWN** statement searches a list of *Constant* values for the presence of the *Search* value. If found, the index of the matching constant is stored in *Var*. Thus, if the value is found first in the list, *Var* is set to zero. If second in the list, *Var* is set to one. And so on. If not found, no action is taken and *Var* remains unchanged.

The constant list can be a mixture of numeric and string constants. Each character in a string is treated as a separate constant with the character's ASCII value.

```

Serin 1,N2400,B0          `Get hexadecimal
                          character from Pin1
                          serially
Lookdown B0,("0123456789ABCDEF"),B1 `Convert
                                          hexadecimal
                                          character in
                                          B0 to
                                          decimal
                                          value B1
Serout 0,N2400,(#B1)     `Send decimal value to
                          Pin0 serially
    
```

5.17. LOOKUP

LOOKUP *Index*, (*Constant*{, *Constant*}), *Var*

The **LOOKUP** statement can be used to retrieve values from a table of constants. If *Index* is zero, *Var* is set to the value of the first *Constant*. If *Index* is one, *Var* is set to the value of the second *Constant*. And so on. If *Index* is greater than or equal to the number of entries in the constant list, no action is taken and *Var* remains unchanged.

The constant list can be a mixture of numeric and string constants. Each character in a string is treated as a separate constant equal to the character's ASCII value.

```
For B0 = 0 to 5           'Count from 0 to 5
    Lookup B0,("Hello!"),B1 'Get character
                               number B0 from
                               string to variable
                               B1
    Serout 0,N2400,(B1)     'Send character in
                               B1 to Pin0
                               serially
Next B0                   'Do next character
```

5.18. LOW

LOW *Pin*

Makes the specified pin output low. The pin is automatically made an output pin. Only the pin number itself, i.e. 0 to 7, is specified (i.e. **NOT Pin0.**)

```
Low 0 'Make Pin0 an output and set it low (0  
      volts)
```

5.19. NAP

NAP Period

Places PICmicro MCU in low power mode for short periods of time. During this **NAP**, power consumption is reduced to minimum. The listed periods are only approximate because the timing is derived from the Watchdog Timer which is R/C driven and varies greatly from chip to chip and over temperature:

<i>Period</i>	Delay (Approx.)
0	18 mSec
1	36 mSec
2	72 mSec
3	144 mSec
4	288 mSec
5	576 mSec
6	1.152 Sec
7	2.304 Sec

Nap 7 `Low power pause for about 2.3 seconds

5.20. OUTPUT

OUTPUT *Pin*

Make the specified pin an output. Only the pin number itself, i.e. 0 to 7, is specified (i.e. **NOT** `Pin0`.)

Output 0 `Make Pin0 an output

5.21. PAUSE

PAUSE *Period*

Pauses the program for *Period* milliseconds. *Period* is 16-bits, so delays can be up to 65,535 milliseconds (a little over a minute). Unlike the other delay functions (**NAP** and **SLEEP**), **PAUSE** doesn't put the PICmicro MCU into low power mode. Thus, **PAUSE** consumes more power but is also more accurate. It has the same accuracy as the system clock.

```
Pause 1000  `Delay for 1 second
```

5.22. PEEK

PEEK *Address, Var*

Reads the PICmicro MCU register at the specified *Address* and stores the result in *Var*. Special PICmicro MCU features such as A/D converters and additional I/O ports may be read using **PEEK**. **PEEK** is a PicBasic Compiler statement and is not supported on the BASIC Stamp.

PEEK and **POKE** allow direct access to all of the registers on a PICmicro MCU including PORTA, PORTB, PORTC, PORTD, PORTE and their associated data direction (TRIS) registers. **PEEK** and **POKE** operate on all of the bits, i.e. the entire byte, of the particular register at once. When you **POKE** data to PORTA, the entire port is updated, not just one individual bit.

If substantial individual bit manipulation is required, it is recommended that those I/O functions be assigned to a pin on PORTB and less demanding byte access be left to the other I/O ports. Alternatively variable **B0** allows manipulation of its individual bits. It can first be set up as desired and then **POKE**d to PORTA, for example, to ease bit manipulation. Following are examples of this technique. This technique may be used with any PICmicro MCU register.

```

` Read PortA bits using intermediate variable B0
Symbol      PortA = 5      `Define PortA register
                        location
Symbol      TrisA = $85   `Define PortA direction
                        register location

                Poke TrisA,255      `Make all PortA pins
                        inputs

loop:        Peek PortA,B0      `Get current PortA pin
                        states to variable B0
                If Bit0 = 1 Then zerohigh      `Jump to
                                                label
                                                zerohigh if
                                                Bit0 (RA0)
                                                is high

```

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```

                                If Bit1 = 0 Then onelow `Jump to label
                                onelow if Bit1
                                (RA1) is low
                                Goto loop    `Go check some more

zerohigh:  High 0                `Set Pin0 (RB0) high
                                Goto loop    `Go do some more

onelow:    Low 1                 `Set Pin1 (RB1) low
                                Goto loop    `Go do some more

                                End

` Set PortA bits using intermediate variable B0

Symbol     PortA = 5            `Define PortA register
                                location
Symbol     TrisA = $85          `Define PortA direction
                                register location
Poke TrisA,0                  `Make all PortA pins
                                outputs

Peek PortA,B0                 `Get current PortA pin
                                states to variable B0
Bit1 = 1   `Set Bit1 in B0 which will
            become PortA pin 1 high
Bit3 = 0   `Set Bit3 in B0 which will
            become PortA pin 3 low
            `Bit0, 2 and 4 will remain
            unchanged
Poke PortA,B0                 `Send the new byte to
                                PortA to complete the
                                change

                                End
```

5.23. POKE

POKE *Address, Value*

Writes *Value* to the PICmicro MCU register at the specified *Address*. Special PICmicro MCU features such as A/D converters and additional I/O ports may be written using **POKE**. **POKE** is a PicBasic Compiler statement and is not supported on the BASIC Stamp. (See **PEEK** for more information.)

```
Poke $85,0 'Write 0 to register hexadecimal 85  
           (Sets PortA to all outputs)
```

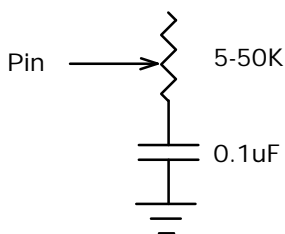
5.24. POT

POT *Pin, Scale, Var*

Reads a potentiometer (or some other resistive device) on *Pin*. Pins are numbered 0 to 7.

The resistance is measured by timing the discharge of a capacitor through the resistor (typically 5K to 50K). *Scale* is used to adjust for varying R/C constants. For larger R/C constants, *Scale* should be set low (a minimum value of one). For smaller R/C constants, *Scale* should be set to its maximum value (255). If *Scale* is set correctly, *Var* should be zero near minimum resistance and 255 near maximum resistance.

Unfortunately, *Scale* must be determined experimentally. To do so, set the device under measure to maximum resistance and read it with *Scale* set to 127. Adjust *Scale* until the Pot command returns 254. If 255, decrease the scale. If 253 or lower, increase the scale. (NOTE: This is the same type of process performed by the **Alt-P** option of the BS1 environment).



Use the following code to automate the process. Make sure that you set the pot to maximum resistance.

```

For B1 = 1 To 255
  POT 0,B1,B0
  If (B0 > 253) Then calibrated
Next B1

Serout 2,0,["Increase R or C.",10,13]
Stop

calibrated:
  Serout 2,0,["Scale= ",#B1,10,13]

```

5.25. PULSIN

PULSIN *Pin, State, Var*

Measures pulse width in 10 uSec units on *Pin*. If *State* is zero, the width of a low pulse is measured. If *State* is one, the width of a high pulse is measured. The measured width is placed in *Var*, which can take measurements from 10 uSec to 655,350 uSec for 16-bit variables. If the pulse edge never happens or the width of the pulse is too great to measure, *Var* is set to zero. If an 8-bit variable is used, only the LSB of the 16-bit measurement is used. Pins are numbered from 0 to 7.

```
Pulsin 4,1,W3      'Measure high pulse on Pin4  
                    and place width * 10uSec in W3
```

5.26. PULSOUT

PULSOUT *Pin, Period*

Generates a pulse on *Pin* of specified *Period* in 10 uSec units. Since *Period* is 16-bits, pulses of up to 655,350 uSec can be generated. The pulse is generated by toggling the pin twice, thus the initial state of the pin determines the polarity of the pulse. The pin is automatically made an output pin. Pins are number 0 to 7.

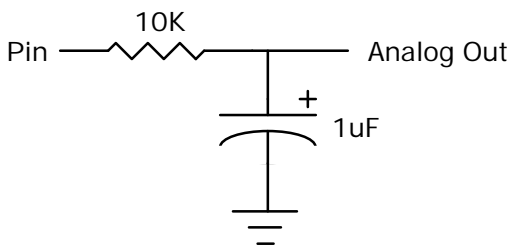
```
Pulsout 5,100      'Send a pulse 1mSec long to  
Pin5
```

5.27. PWM

PWM *Pin, Duty, Cycle*

Outputs PWM pulse train on *Pin*. Each cycle of PWM consists of 256 steps. The *Duty* cycle for each PWM cycle ranges from 0 (0%) to 255 (100%). This PWM cycle is repeated *Cycle* times. Pins are numbered from 0 to 7.

The pin is made an output just prior to pulse generation and reverts to an input after generation stops. This allows a simple R/C circuit to be used as a simple D/A converter:



```
Pwm 7,127,100
```

```
'Send a 50% duty cycle PWM  
signal out Pin7 for 100 cycles
```

5.28. RANDOM

RANDOM *Var*

Performs one iteration of pseudo-randomization on *Var*. *Var* must be a 16-bit variable. (NOTE: PBC does not support the use of the **PORT** variable with the **RANDOM** statement). The pseudo-random algorithm used has a walking length of 65535 (only zero is not produced).

Random W4 `Get a random number to W4

5.29. READ

READ *Address*, *Var*

Reads the EEPROM byte at the specified *Address* and stores the result in *Var*. If *Address* is 255 and the device is a PIC16C84, 16F627, 628, 83 or 84, *Var* is assigned the number of EEPROM bytes available. *Address* 255 is not valid for 16F87x devices. This instruction may only be used with a PICmicro MCU that has an on-chip EEPROM data area such as the PIC16C84, 16F62x, 8x and 87x.

```
Read 5,B2    'Put the value at EEPROM location 5  
              into B2
```

5.30. RETURN

RETURN

Returns from subroutine. **RETURN** resumes execution at the statement following the **GOSUB** which called the subroutine.

```
Gosub sub1          `Go to subroutine labeled sub1
...
sub1: Serout 0,N2400,("Lunch")    `Send "Lunch" out
                                   Pin0 serially
Return              `Return to main program after
                                   Gosub
```

5.31. REVERSE

REVERSE *Pin*

If the pin is an input, it is made an output. If the pin is an output, it is made an input. Pins are numbered 0 to 7.

```
Output 4      `Make Pin4 an output  
Reverse 4    `Change Pin4 to an input
```

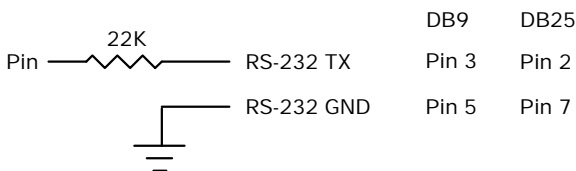
5.32. SERIN

SERIN *Pin*, *Mode*, { (*Qual*{,*Qual*}), } *Item*{,*Item*}

Receives one or more items on *Pin* in standard asynchronous format using 8 data bits, no parity and one stop bit. *Mode* is one of the following:

Symbol	Value	Baud Rate	Mode
T2400	0	2400	TTL True
T1200	1	1200	
T9600	2	9600 [†]	
T300	3	300	
N2400	4	2400	TTL Inverted
N1200	5	1200	
N9600	6	9600 [†]	
N300	7	300	

[†] 9600 baud is an addition to the PicBasic Compiler and is not available on the BASIC Stamp I.



The list of data items to be received may be preceded by one or more qualifiers enclosed within parentheses. **SERIN** must receive these bytes in exact order before receiving the data items. If any byte received does not match the next byte in the qualifier sequence, the qualification process resets (i.e. the next received byte is compared to the first item in the qualifier list). A *Qualifier* can be a constant, variable or a string constant. Each character of a string is treated as an individual qualifier.

Once the qualifiers are satisfied, **SERIN** begins storing data in the variables associated with each *Item*. If the variable name is used alone,

the value of the received ASCII character is stored in the variable. If variable is preceded by a pound sign (#), then **SERIN** converts a decimal value in ASCII and stores the result in that variable. All non-digits received prior to the first digit of the decimal value are ignored and discarded. The non-digit character which terminates the decimal value is also discarded.

While single-chip RS-232 level converters are common and inexpensive, the excellent I/O specifications of the PICmicro MCU allow most applications to run without level converters. Rather, inverted input (N9600..N300) can be used in conjunction with a current limiting resistor.

```
Serin 1,N2400,("A"),B0 'Wait until the
                        character "A" is
                        received serially on
                        Pin1 and put next
                        character into B0
```

5.33. SEROUT

SEROUT *Pin, Mode, Item{,Item}*

Sends one or more items to *Pin* in standard asynchronous format using 8 data bits, no parity and one stop. *Mode* is one of the following:

Symbol	Value	Baud Rate	Mode
T2400	0	2400	TTL True
T1200	1	1200	
T9600	2	9600 [†]	
T300	3	300	
N2400	4	2400	TTL Inverted
N1200	5	1200	
N9600	6	9600 [†]	
N300	7	300	
OT2400	8	2400	Open Drain
OT1200	9	1200	
OT9600	10	9600 [†]	
OT300	11	300	
ON2400	12	2400	Open Source
ON1200	13	1200	
ON9600	14	9600 [†]	
ON300	15	300	

[†] 9600 baud is an addition to the PicBasic Compiler and is not available on the BASIC Stamp I.

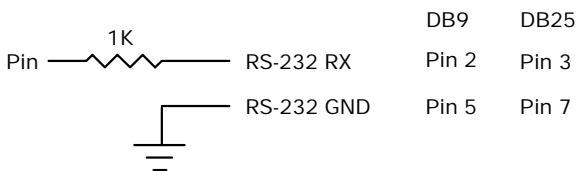
SEROUT supports three different data types which may be mixed and matched freely within a single **SEROUT** statement.

- 1) A string constant is output as a literal string of characters.
- 2) A numeric value (either a variable or a constant) will send the corresponding ASCII character. Most notably, 13 is carriage return and 10 is line feed.
- 3) A numeric value preceded by a pound sign (#) will send the

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ASCII representation of its decimal value. For example, if `w0 = 123`, then `#w0` (or `#123`) will send '1', '2', '3'.

While single-chip RS-232 level converters are common and inexpensive, thanks to current RS-232 implementation and the excellent I/O specifications of the PICmicro MCU, most applications don't require level converters. Rather, inverted TTL (`N300..N9600`) can be used. A current limiting resistor is suggested (RS-232 is suppose to be short-tolerant).



```
Serout 0,N2400,(#B0,10) `Send the ASCII value of  
B0 followed by a  
linefeed out Pin0  
serially
```

5.34. SLEEP

SLEEP *Period*

Places PICmicro MCU in low power mode for *Period* seconds. *Period* is 16-bits, so delays can be up to 65,535 seconds (just over 18 hours). **SLEEP** uses the Watchdog Timer to periodically wake up to see if the *Period* has expired so its resolution is the maximum timeout for the Watchdog Timer, 2.3 seconds.

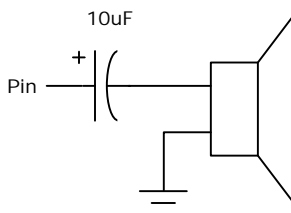
```
sleep 60      `Sleep for 1 minute
```

5.35. SOUND

SOUND *Pin*,(*Note*, *Duration*{, *Note*, *Duration*})

Generates tone and/or white noise on the specified *Pin*. *Note* 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). *Duration* is 0-255 and determines how long the *Note* is played. *Note* and *Duration* needn't be constants. Pins are numbered 0 to 7.

SOUND outputs TTL-level square waves. Thanks to the excellent I/O characteristics of the PICmicro MCU, a speaker can be driven through a capacitor. Piezo speakers can be driven directly.



Sound 7,(100,10,50,10) 'Send 2 sounds
consecutively to Pin7

5.36. TOGGLE

TOGGLE *Pin*

Inverts the state of the specified pin. The pin is automatically made an output pin. Pins are numbered 0 to 7.

```
Low 0      `Start Pin0 as low  
Toggle 0  `Change state of Pin0 to high
```

5.37. WRITE

WRITE Address, Value

Writes byte *Value* to the EEPROM at the specified *Address*. This instruction may only be used with a PICmicro MCU that has an on-chip EEPROM data area such as the PIC16C84, 16F62x, 8x and 87x.

```
Write 5,B0  `Send value of B0 to EEPROM location  
5
```

6. Structure of a Compiled Program

PBC is designed to be easy to use. Programs can be compiled and run with little thought to PBC's internal workings. Some people, however, only have confidence in a product when they understand its internal workings. Others are just plain curious.

This section is for them. It describes the output generated by PBC and gives some idea of exactly what is going on.

6.1. Target (PICmicro MCU) Specific Header (B##.INC)

The first thing a PBC generated program does is define the symbol **PBCX** to be 1 if PBC extensions are enabled, or 0 if PBC extensions are disabled (`-C` option). This allows the library to selectively define additional variables and functions needed for PBC extensions.

Next, a target specific header file is included. By default, this file is `B16F84.INC`, although this can be changed using the `-P` option.

This header is, in turn, responsible for including (via `MACLIB`) the processor specific header supplied with PM. The PM header, in turn, defines all the processor specific information needed to assemble programs for that PICmicro MCU.

The `B##.INC` header then uses the `DEVICE` pseudo-op to set the processor's fuses. For `NAP` and `SLEEP` to work, the Watchdog Timer must be enabled. The oscillator must also be set appropriately. Other fuse positions can be set at the user's discretion. See the Microchip data sheet for the particular device for information about the configuration fuses.

The `DATA` pseudo-op is next used to select the data segment as the current segment. It should also place the load pointer at the base of usable RAM in the target processor. In the case of a PIC16Cxxx, this will either be `0Ch` or `20h`. Selecting one of these addresses is important because PBC's internal bit numbering scheme relies on selecting one of these two addresses.

The header should then execute `NLIST` to disable listing. This hides tedious, uninteresting and unchanging implementation details in `PBH.INC`.

Then `PBH.INC` is included. If desired, macro and bit addresses defined in `PBH.INC` can be overridden by being defined here.

When `PBH.INC` is done, listing is enabled and the code segment is selected. At this point, any target specific library routines should be added. Since these routines must be assembled before the user's code is assembled, they must assemble unconditionally (unlike the normal library routines). Hence, such target specific routines should be as brief as possible.

The last thing left to do is define the `main` label, which is where the user's code will start execution.

6.2. PBH.INC

`PBH.INC` first defines user variables in the data segment. This is followed by the definition of working and temporary registers used by PBC's libraries. User variables can occupy up to 80 bytes of memory unless the `-c` option is used, in which case only 14 bytes are used. Working variables and temporary registers occupy another 13-16 bytes.

`PINx`, `DIRx`, and other bit locations are numbered. All bits of interest (`PORT`, `TRIS`, and the bits of `W0`) need to be spanned by an 8-bit value in order to take best advantage of the `w` register. Since normal PICmicro MCU numbering requires 11 bits, a custom system was developed. Its details are uninteresting, but it is important to understand that PBC bit numbers need to be converted before use and cannot be used verbatim in an assembly language subroutine.

A number of macros are defined. Some are simple utility macros. Some perform the bit mapping mentioned earlier. And some macros access the `PINS` and `DIRS` registers. These are particularly interesting since they can be overridden by definitions in `B##.INC`.

The code segment is then selected and startup code is generated. This is followed by a set mandatory library routines. The `FW@Pin` and `FW@Mask` functions are responsible for the run time mapping of PBC bit numbers onto the `FSR` and `w` registers.

6.3. PBC Generated Code

`B##.INC` and `PBH.INC` have now laid all the ground work for the compiled code. The code segment is the current segment and the load pointer is set to `main`, the place where the user's code begins execution.

After the user's code is assembled, PBC's library `PBL.INC` is included.

6.4. PBL.INC

`PBL.INC` contains library support routines. Most of the routines corresponding to PBC statements end in the '@' character. Block comments indicate each routine's functionality. Routines are ordered such that every routine in the library is only dependent on routines which occur later in the library. Each routine is conditionally assembled only if it is explicitly referenced (via the `REF` operator). In this way, only needed library routines are actually assembled.

The first module in `PBL.INC` is `end@`. Unlike other modules in the library, `end@` is always assembled. This simulates the `END` statement implicitly at the end of each PBC program.

7. Other PicBasic Considerations

7.1. How Fast is Fast Enough?

The PicBasic Compiler generates programs intended to be run on a PICmicro MCU with a 4MHz crystal or ceramic resonator. All of the time sensitive instructions assume a 1 microsecond instruction time for their delays. This allows a **Pause 1000**, for example, to wait 1 second and the **SERIN** and **SEROUT** command's baud rates to be accurate.

There are times, however, when it would be useful to run the PICmicro MCU at a frequency other than 4MHz. Even though the compiled programs move along at a pretty good clip, it might be nice to run them even faster. Or maybe it is desirable to do serial input or output at 19,200 baud rather than the current top speed of 9600 baud.

PicBasic Compiler programs may be run at clock frequencies other than 4MHz if you pay attention to what happens to the time dependent instructions. If you wish to run the serial bus at 19,200 as described above, you would simply clock the PICmicro MCU with an 8MHz crystal rather than a 4MHz crystal. This, in effect, makes everything run twice as fast, including the **SERIN** and **SEROUT** commands. If you tell **SERIN** or **SEROUT** to run at 9600 baud, the doubling of the crystal speed will double the actual baud rate to 19,200 baud.

However, keep in mind commands such as **PAUSE** and **SOUND** will also run twice as fast. The **Pause 1000** mentioned above would only wait half a second with an 8MHz crystal before allowing program execution to continue.

This technique may also be used to enhance the resolution of the **PULSIN** and **PULSOUT** instructions. At 4MHz these instructions operate with a 10 microsecond resolution. If a 20MHz crystal is used, the resolution is increased 5 times to 2 microseconds. There is a tradeoff however. The pulse width is still measured to a 16-bit word variable. With a 2 microsecond resolution, the maximum measurable pulse width would be 131,070 microseconds.

Going the other direction and running with a 32.768Khz oscillator is problematic. It may be desirable to attempt this for reduced power consumption reasons and it will work to some extent. The **SERIN** and **SEROUT** commands will be unusable and the Watchdog Timer may

cause the program to restart periodically. Experiment to find out if your particular application is possible at this clock speed. It doesn't hurt to try.

The time dependent instructions are **I2CIN**, **I2COUT**, **PAUSE**, **POT**, **PULSIN**, **PULSOUT**, **PWM**, **SERIN**, **SEROUT**, **SLEEP**, and **SOUND**. It is possible to modify the actual library routines to maintain proper instruction timing at clock speeds other than 4MHz, although with some functions a fair bit of effort may be required.

7.2. Assembly Language

Assembly language routines can be a useful adjunct to a PicBasic Compiler program. While in general most tasks can be done completely in PicBasic, there are times when it might be necessary to do a particular task faster, or using a smaller amount of code space, or just differently than the compiler does it. At those times it is useful to have the capabilities of an in-line assembler.

It can be beneficial to write most of a program quickly using the PicBasic language and then sprinkle in a few lines of assembly code to increase the functionality. This additional code may be inserted directly into the PicBasic program, added to the main library, or included as another file.

7.2.1. Programming in Assembly Language

PBC programs may contain in-line assembly; one or more lines of assembly code preceded by the **ASM** keyword and ended by the **ENDASM** keyword. Both keywords appear on their lines alone.

The lines of assembly are copied verbatim to the assembly output file. This allows the PBC program to use all of the facilities of PM, the PICmicro Macro Assembler. This also, however, requires that the programmer have some familiarity with the PBC libraries. PBC's notational conventions are similar to other commercial compilers and should come as no shock to programmers experienced enough to attempt in-line assembly.

All symbol names defined in a PBC program are similarly defined in assembly, but with the name preceded with an underscore (**_**). This allows access to user variables, constants, and even labeled locations,

in assembly. Similarly, system variable (such as `w0`) names are also preceded by underscores (such as `_w0`).

Thus, any name defined in assembly starting with an underscore has the possibility of conflicting with a PBC generated symbol. If conflict is avoided, can these underscored assembly values be accessed from PBC? No. Remember, the underscored names generated by PBC are only shadows of the actual information defined in the compiler. Since in-line assembly is copied directly to the output file and not processed by the compiler, the compiler not only lacks any type or value information about assembly symbols, it is completely unaware that they exist. If variables are to be shared between assembly and PBC, either use predefined system variables or define the variables in PBC.

Just as underscored symbols have possible conflicts, so do symbols not starting with underscores. The problem is internal library variables. Luckily, most library variables contain an '@' or make reference to one of the working registers (such as `R0`). Avoiding such names should be reduce problems. If you should have a name collision, the compiler will report the duplicate definitions as an error.

7.2.2. Assembly Language Examples

To write a byte to PORTA in PicBasic you could simply:

```
Poke 5,B0           'Send whatever is in variable
                        B0 to PortA (register 5)
```

But for code speed and size reasons you might write:

```
asm                 'The following code is written
                        in assembler
    clrb  RP0        ;Make sure we're pointing to
                        the proper register page
    mov   5,_B0      ;Send whatever is in variable
                        B0 to PortA (register 5)
endasm
```

This code takes 3 words of code space and runs in 3 microseconds (with a 4MHz oscillator) as opposed to the PicBasic statement which takes up a little more code space but takes several microseconds longer to execute. (The `clrb RP0` isn't strictly necessary. The compiler

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normally clears that bit before returning from a library routine. But better safe...)

Note that in the assembly example above the variable **B0** was preceded by an underscore (**_**). By convention, PicBasic labels and variables that are accessed in assembler must be preceded by an underscore. This is to keep lower level label assignments from interfering with PicBasic labels and variables.

You might also note that the comment delimiter changed from the single quote (**'**) in PicBasic to the semi-colon (**;**) after the **ASM** command. Unfortunately, each language's syntax has a different requirement for this character.

Larger assembly language routines may be included in your program or in a separate file. If a routine is used by only one particular PicBasic program, it would make sense to include the assembler code within the PicBasic file. This routine can then be accessed using the **CALL** command.

`'PicBasic example program with embedded assembly language subroutines`

```
loop: For B0 = 0 To 255      'Count up B0 in a
                             For..Next loop
        Call shiftout      'Call assembly routine
                             to shift B0 out PortA
    Next B0                  'Do next count

        Call shiftin      'Shift in a byte from
                             PortA to B0
    Serout 0,N2400,(B0)    'Send the byte out
                             serially on Pin0

    Goto loop              'Go do it all again
End

    asm                    'Assembly language code
                             follows
_shiftout  mov    T0,#8 ;Setup temporary variable with
                             bit count
soloop    rr     _B0 ;Get low order bit of data
                             byte to carry
```

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```
        jnc    solow ;If no carry then data bit
                should be low
        setb   PortA.0 ;Otherwise set data bit
                high
        skip   ;Skip over next instruction
solow clrb   PortA.0 ;Set data bit low
        setb   PortA.1 ;Toggle clock high
        clrb   PortA.1 ;Toggle clock back low
        djnz   T0,solow ;Loop to do all 8 bits
        return ;Go back to main program when
                done

_shiftin    mov    T0,#8 ;Setup temporary variable with
                bit count
siloop      setb   PortA.1 ;Toggle clock high
            clrb   PortA.1 ;Toggle clock back low
            clc    ;Preset carry to off
            snb   PortA.0 ;If data bit is low then
                skip over next
                instruction
            stc    ;Else set carry to on
            rl    _B0 ;Roll bit into result byte B0
            djnz   T0,silow ;Loop to do all 8 bits
            goto   done ;Exit through library
                routine Done
endasm ;End of assembly language code
```

Don't forget to put an **END** or **GOTO** or some other mechanism at the end of your PicBasic code to keep the processor from "falling into" your assembler subroutines upon execution.

Also note that the function terminates by jumping to **DONE** rather than simply returning. Returning would be fine, but the **DONE** function performs other housecleaning needed by PBC (resetting the **RP0** bit and hitting the Watchdog). **w** is not affected by done.

If the assembler routine is destined to be used by several PicBasic programs, it makes sense to put it into its own separate text file and simply tell the assembler to **INCLUDE** this file.

`PicBasic example program with assembler code included in a separate file

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```
loop: For B0 = 0 To 255 `Count up B0 in a For..Next
      loop
      Call shiftout      `Call assembly routine to
                        shift B0 out PortA
      Next B0           `Do next count

      Call shiftin      `Shift in a byte from PortA to
                        B0
      Serout 0,N2400,(B0) `Send the byte out
                        serially on Pin0

      Goto loop        `Go do it all again
      End

      asm              `Assembly language code
                        follows
      include "shift.inc" ;Assembly code
                        will be inserted
                        here

      endasm
```

The third option for using assembly code with a PicBasic program is to add the code right into the `PBH.INC` or `PBL.INC` files. These files are automatically included by the compiler.

This is the avenue most fraught with danger. These files are built in a particular manner and caution should be exercised before changing them. Also, as updates to the compiler are released, these files will change and your routines would need to follow the changes. If this is the path of choice, be sure to make copies of the original files and only work from those copies.

7.2.3. Placement of In-line Assembly

PBC statements execute in order of appearance in the source. The first executable line that appears is where the program starts execution. That statement literally appears in memory right behind the controller's startup code. Similarly, the **END** implicit at the end of every PBC program is accomplished by having the code for the **END** function appear first and unconditionally in the library. It appears in memory directly behind the user's last statements. This method saves two unneeded jumps and everything normally works out all right.

The tendency of programmers is to place their own library functions written using the inline assembler either before or after their code. In light of the above explanation, this could create some obvious problems. If they appear early in the program, the assembly routines execute prior to any PBC instructions (some programmers will invariably exploit this feature). If they appear at the tail of the program, execution which "falls off the end" of the PBC statements may mysteriously find themselves unintentionally executing assembly routines.

What should you do? Simple. Unlike a hosted system (such as the PC or the Mac), there is little reason for an embedded system to terminate. Thus, place your assembly routines after your PBC code. If you need to terminate your program, explicitly place an **END** statement at the end of your code rather than relying on the implicit **END**.

7.2.4. The PICmicro Macro Assembler

The PICmicro Macro Assembler (PM) included with the PicBasic Compiler can use "8051 style" mnemonics or the Microchip mnemonics. The included header files which define the register and bit names, however, are in the 8051 form. This format includes the register name and bit name into one symbol. This makes it quicker and easier to write the code but also makes it somewhat incompatible with Microchip code that may be scattered through their data books.

It is a fairly simple matter to convert these symbols as they are typed in or use your text editor's or word processor's search and replace function to change them.

For example, if the Microchip code says:

```
bsf    status,rp0    ;set bit rp0
```

the equivalent PM code would be:

```
bsf    rp0           ;set bit rp0
```

The reason behind this change is that the symbol **RP0** is defined to already include the information that it is in the Status register. See the PM include files, `P16F8x.INC` for example, for a complete list of these symbol definitions for each PICmicro MCU.

The assembler instruction set is listed in the appendix of this document. For complete information on the PICmicro Macro Assembler, see the `PM.TXT` file on disk.

7.3. Interrupts

Interrupts can be a scary and useful way to make your program really difficult to debug.

Interrupts are triggered by hardware events, either an I/O pin changing state or a timer timing out and so forth. If enabled (which by default they aren't), an interrupt causes the processor to stop whatever it is doing and jump to a specific routine in the PICmicro MCU called an interrupt handler.

Interrupts are not for the faint of heart. They can be very tricky to implement properly, but at the same time they can provide very useful functions. For example, an interrupt could be used to buffer serial input data behind the scenes while the main PicBasic program is off doing something else. (This particular usage would require a PICmicro MCU with a hardware serial port.)

The PicBasic Compiler does not directly support interrupts, but that does not mean they cannot be used. The PicBasic library routines are not reentrant. This means that you cannot execute PicBasic statements from within an interrupt handler - the interrupt handler must be written in assembly language. This statement alone should be enough to strike fear into the heart of the BASIC programmer.

However, if you just gotta do it, here are some hints on how to go about it.

When an interrupt occurs, the PICmicro MCU stores the address of the next instruction it was supposed to execute on the stack and jumps to location 4. The first thing this means is that you need an extra location on the PICmicro MCU stack, which is only 8 deep to begin with.

The PicBasic library routines can use up to 4 stack locations themselves. The remaining 4 are reserved for `CALLs` and nested `BASIC GOSUBs`. You must make sure that your `GOSUBs` are only nested 3 deep at most with no `CALLs` within them in order to have a stack location available for the return address. If your interrupt handler uses

the stack (by doing a Call itself for example), you'll need to have additional stack space available.

Once you have dealt with the stack issues, it gets even trickier. Since you have no idea of what the processor was doing when it was interrupted, you have no idea of the state of the **w** register, the Status flags, **PCLATH** or even what register page you are pointing to. If you need to alter any of these, and you probably will, you must save the current values so that you can restore them before allowing the processor to go back to what it was doing before it was so rudely interrupted. This is called saving and restoring the processor context.

If the processor context is not left exactly the way you found it, all kinds of subtle bugs and even major system crashes can and will occur.

This of course means that you cannot even safely use the compilers internal variables for storing the processor context. You cannot tell which variables are in use by the library routines at any given time.

We have reserved three internal variables strictly for use by an interrupt handler: **IO**, **I1**, and **I2** (Only **IO** has a real RAM location on a PIC16C84. Use a PICmicro MCU with more RAM such as a PIC16F84 for access to the additional locations.) If you require more than these variables, you can reserve as many of the user variables (**B0**, **B1**, ...) as you like by simply not using them in your PicBasic program. You may use these locations to store **w**, the Status register, or any other register that may need to be altered by the interrupt handler.

The interrupt routine should be as short and fast as you can possibly make it. If it takes too long to execute, the Watchdog Timer could timeout and really make a mess of things. Perhaps the most useful function would be to simply set a PicBasic variable to a particular value when an interrupt occurs. When the PicBasic program sees this value, it knows an interrupt has occurred and it can take the appropriate actions.

The interrupt handler itself may be placed in the file **PBH.INC** in the **INC** subdirectory. Near the end of the file is the label **Start**. This is where the PICmicro MCU will start executing code on reset, location 0. A few lines down is a section of code that has been commented out. If this code is uncommented, it will enable you to insert your interrupt handler at location 4. Place your assembly language interrupt handler routine

after the `ORG 4`. The routine should end with an `RETI` instruction to return from the interrupt and allow the processor to pick up where it left off in your PicBasic program.

From this point you are on your own. If you follow the above suggestions, your interrupt routine should be able to coexist peacefully with your PicBasic program.

Definitely, definitely, definitely refer to the Microchip PICmicro MCU data books for additional information on how to use interrupts. They give examples of storing processor context as well as all the necessary information to enable a particular interrupt. This data is invaluable to your success.

7.4. Life After 2K

When a PicBasic program grows longer than 2K (which is a pretty big program), problems will occur. PICmicro MCU instructions such as `Call` and `Goto` only have enough bits within them to address 2K of program space. To get to code outside the 2K boundary, the `PCLATH` register must be set before each `Call` or `Goto`.

In the interest of minimizing program size, the PicBasic Compiler makes no effort to address this problem. The 2K boundary presents a problem to PICmicro MCU programming in any language; assembly, C, or PicBasic.

If it is necessary for a program to be longer than 2K, the `.ASM` file the compiler generates can be “fixed-up” and then assembled after setting `PCLATH` before and after the appropriate instructions. It would probably be best to use memory beyond 2K for large table storage to keep “fix-ups” to a minimum.

See the Microchip PICmicro MCU data books for more information on `PCLATH` and address sizes.

8. Compiler / Stamp Differences

Every effort has been made to assure that programs compiled by PBC execute as they would on a BASIC Stamp I. Most programs will compile and execute without error.

But, just as with all system which promise "compatibility", there are always some slight differences. Some are due to improvements in code executed directly on the PICmicro MCU rather than via the Stamp chip set. Others are the result of the fact that the BASIC Stamp is a closed system and its internal operations are unknown. While the results tested well, we can never be 100% sure.

The following sections discuss the implementation details of PBC programs that might present problems. It is hoped that if you do encounter problems, these discussions will help illuminate the differences and possible solutions.

8.1. Execution Speed

The largest potential problem shared by both library routines and user code is speed. Without the overhead of reading instructions from the EEPROM, many PBC instructions (such as **GOTO** and **GOSUB**) execute hundreds of times faster than their BASIC Stamp equivalents. While in many cases this is a benefit, programs whose timing has been developed empirically may experience problems.

The solution is simple - good programs don't rely on statement timing. Whenever possible, a program should use handshaking and other non-temporal synchronization methods. If delays are needed, statements specifically generating delays (**PAUSE**, **NAP** or **SLEEP**) should be used.

8.2. Digital I/O

Unlike the BASIC Stamp, PBC programs operate directly on the **PORT** and **TRIS** registers. While this has speed and RAM/ROM size advantages, there is one potential drawback.

Some of the I/O commands (**TOGGLE** and **PULSOUT**) perform read-modify-write operations directly on the **PORT** register. If two such operations are performed too close together and the output is driving an inductive or capacitive load, it is possible the operation will fail.

Suppose, for example, that a speaker is driven through a 10uF cap (just as with the **SOUND** command). Also suppose the pin is initially low and the programmer is attempting to generate a pulse using **TOGGLE** statements. The first command reads the pin's low level and outputs its complement. The output driver (which is now high) begins to charge the cap. If the second operation is performed too quickly, it still reads the pin's level as low, even though the output driver is high. As such, the second operation will also drive the pin high.

In practice, this is not much of a problem. And those commands designed for these types of interfacing (**SOUND** and **POT**, for example) have built-in protection. This problem is not specific to PBC programs. This is a common problem for PICmicro MCU (and other microcontroller) programs and is one of the realities of programming hardware directly.

8.3. Missing PC Interface

Since PBC generated programs run directly on a PICmicro MCU, there is no need for the Stamp's PC interface pins (**PCO** and **PCI**). The lack of a PC interface does introduce some differences.

Without a PC, there is no place to send debugging information. Thus, while PBC parses PBASIC's **DEBUG** commands, it doesn't generate code.

Without the PC to wake the PICmicro MCU from the **END** statement, it remains in low power mode until **/MCLR** is lowered or power is cycled.

8.4. **BUTTON**

PBC's **BUTTON** command requires the programmer to specify an 8-bit variable to store the current repeat count. The BASIC Stamp will allow the use of any type of variable. Word variables work fine, although they are wasteful. On the Stamp, programs using bit variables for the **BUTTON** command will compile and run, but the command will not behave correctly. PBC's **BUTTON** command will also work correctly with word variables. It does, however, generate a compiler error when an attempt is made to use **BUTTON** with a bit variable.

The faster execution of PBC programs may be a problem for the **BUTTON** command. The **BUTTON** command samples the input only once per execution. Debouncing is achieved by the delay introduced by other Stamp overhead (such as fetching instructions from EEPROM). Thus, a **BUTTON** command which is executed too frequently might not provide as good a "debounce" in PBC programs as it does on the BASIC Stamp.

8.5. EEPROM, READ and WRITE

The BASIC Stamp allows EEPROM not used for program storage to store non-volatile data. Since PBC programs execute directly from the PICmicro MCU's ROM space, EEPROM storage must be implemented in some other manner.

The PIC16C84, 16CF62x, 8x and 87x devices have from 64 to 255 bytes of on-chip data EEPROM. PBC programs may use this for EEPROM operations and fully supports PBASIC's **EEPROM**, **READ** and **WRITE** commands. The PIC16F87x devices do not return the device size when location 255 is read.

To access off-chip non-volatile data storage, the **I2CIN** and **I2COUT** instructions have been added. These instructions allow 2-wire communications with serial EEPROMs like Microchip Technology's 24LC01B.

8.6. GOSUB/RETURN

The Stamp implements subroutines via the **GOSUB** and **RETURN** statements. User variable **w6** is used by the Stamp as a four nibble stack. Thus, PBASIC programs may have up to 16 **GOSUBS** and subroutines can be nested up to four levels deep.

The 14-bit core PICmicro MCUs have Call and Return instructions as well as eight level stacks. PBC programs make use of these instructions and use four levels of this stack, with the other four levels being reserved for library routines. Thus, **w6** is still available, subroutines may still be nested up to four levels deep and the number of **GOSUBS** is limited only by the PICmicro MCU's code space.

8.7. RANDOM

PBC's **RANDOM** statement takes any word variable as its parameter. The PBC library routine takes the address of the 16-bit word to randomize as its parameter. Since PBC doesn't implement the **PORT** register as a true 16-bit memory location, the statement **RANDOM PORT** will produce a compilation error.

8.8. SERIN/SEROUT

SERIN and **SEROUT** have been altered to run up to 9600 baud from the previous limit of 2400 baud. This has been accomplished by replacing the little used rate of 600 baud with 9600 baud. Modes of **T9600**, **N9600**, **OT9600** and **ON9600** may now be used.

600 baud is no longer available and will cause a compilation error if an attempt is made to use it.

8.9. Low Power Instructions

When the Watchdog Timer time-out wakes a PICmicro MCU from sleep mode, execution resumes without disturbing the state of the I/O pins. For unknown reasons, when the BASIC Stamp resumes execution after a low power instruction (**NAP** or **SLEEP**), the I/O pins are disturbed for approximately 18 mSec. PBC programs make use of the PICmicro MCU's I/O coherency. The **NAP** instruction does not disturb the I/O pins.

Similarly, the Stamp's **SLEEP** instruction disturbs the I/O pins every WDT time-out period, approximately every 2.3 seconds. PBC's **SLEEP** instructions only disturbs the I/O pins once every 10 minutes. This is done while recalibrating the period of the WDT.

8.10. SLEEP

The Stamp's documentation indicates its **SLEEP** command is ~99.8% accurate. This may be overly optimistic. First, the granularity of the **SLEEP** command is determined by the Watchdog Timer period, which is typically 2.3 seconds. This introduces an average error of about 1 second. Even without this granularity, **SLEEP** is only as accurate as the PICmicro MCU's system clock. In the BS1, the oscillator is a resonator, whose accuracy is +/-1%.

Ignoring these effects, there is still the larger problem of variability in the PICmicro MCU's Watchdog Timer. The WDT is driven by an R/C oscillator and the period varies greatly with temperature.

To eliminate this error, the WDT is calibrated in terms of the system clocks. This is done by counting system clocks while waiting for the WDT to time-out. This calibrated period is then used to decrement the desired sleep period. This keeps **SLEEP** to within the accuracy of the system clock (ignoring the granularity of the WDT).

PBC's **SLEEP** command performs this recalibration every 257 cycles or about once every 10 minutes. It recalibrates for a full WDT period (about 2.3 seconds). This results in the PICmicro MCU being active about 0.38% of the time during the **SLEEP** command. For the PIC16F84 at 4MHz with the WDT enabled, Microchip specifies a typical operating current of 1.8mA and a power down current of 40uA. Using these figures, PBC's **SLEEP** draws approximately 47uA.

This is more than the current levels claimed by the BASIC Stamp. This is due to the fact that the PIC16C5x family has a lower power-down current consumption than members of the PIC16Cxxx family.

With all the above said, it has been determined that a calibrated **SLEEP** command may not work properly on all PICmicro MCUs. During **SLEEP** calibration, the PICmicro MCU is reset. Different devices respond in different ways to this reset. Upon reset, many registers may be altered. Notably the TRIS registers set all the PORT pins to inputs. The TRIS state for PORTB is automatically saved and restored by the **SLEEP** routine. Any other PORT directions must be reset by the user program after **SLEEP**. Other registers may also be affected. See the data sheets for a particular part for this information.

To get around potential problems, an uncalibrated version of **SLEEP** has been created. This version does not cause a device reset so it has no effect on any of the internal registers. All the registers, including PORT direction, remain unchanged during and after a **SLEEP** instruction. However, actual **SLEEP** times will no longer be as accurate and will vary dependent on device particulars and temperature.

PicBasic Compiler

The uncalibrated version of **SLEEP** is now the default. To enable the previous, calibrated version of **SLEEP** add the following lines to a PBC program:

```
asm  
SLEEPCAL = 1  
endasm
```

Appendix A

Summary of Microchip Assembly Instruction Set

ADDLW	k
ADDWF	f, d
ANDLW	k
ANDWF	f, d
BCF	f, b
BSF	f, b
BTFSC	f, b
BTFSS	f, b
CALL	k
CLRF	f
CLRW	
CLRWDT	
COMF	f, d
DECF	f, d
DECFSZ	f, d
GOTO	k
INCF	f, d
INCFSZ	f, d
IORLW	k
IORWF	f, d
MOVF	f, d
MOVLW	k
MOVWF	f
NOP	
RETFIE	
RETLW	k
RETURN	
RLF	f, d
RRF	f, d
SLEEP	
SUBLW	k
SUBWF	f, d
SWAPF	f, d
XORLW	k
XORWF	f, d

b - bit address

d - destination: 0 = w, 1 = f

f - register file address

k - literal constant

Appendix B

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PICmicro MCU data sheets and literature may be obtained from:

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